









FLORIDA CUP

CANADA

FEBRUARY 23 - 25TH

NEW YORK

FLORIDA

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GUYANA

TOURNAMENT VENUES:

Miramar Regional **Brian Piccolo** Margate Middle Wimberly Osswald



DELIVERY KINGS

LEGENDS MASTERS ALLSTARS



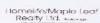


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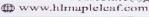








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2024 FLORIDA CUP











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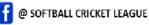
BOEY RAMKHELWAN

















SOUTH FLORIDA SOFTBALL CRICKET LEAGUE

 THE 17TH EDITION OF THE FLORIDA CUP



PLAYING RULES AND GUIDELINES

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Welcome To The 17th Edition Of The Florida Cup Championship

Section 1: Welcome Message

February 23rd, 24th and 25th of 2024

To All Teams:

Greetings from the Sunshine State.

On behalf of the South Florida Softball Cricket League [SFSCL], we would like to take this opportunity to welcome all the players, management staff and fans to the 17th Edition of The Florida Cup Championship. The Florida Cup tournament presents an excellent opportunity for players from all softball cricket leagues to participate in a world-class tournament, held in the beautiful sunshine state of Florida.

The success of the Florida Cup event is built around the spirit of Fun, Friendship, Fraternity and love for the game. The event has attracted teams from New York, Canada, Guyana, Orlando and local teams from South Florida.

This event presents an ideal opportunity for players from different Countries and States to meet and enjoy softball cricket at its highest level, while also enjoying all that South Florida is so famous for.

We wish all the players and fans a wonderful and fun filled three days of spectacular cricket and great sportsmanship.

The organizing committee wishes to express their sincere thanks to all attendees of this event.

Sincerely, SFSCL Executives info@softball.cricket

President— Anoop Basdeo Vice President— Subash Singh Secretary— Uma Debarros Treasurer— Shanker Doobay Assistant Sec.— Mitranand Sunil Bhagirathi

Section 2: All Registered Teams

AllStar Open		
<u>Teams</u>	<u>Contact</u>	<u>Email</u>
Shattaz AllStars	Feiaz Samad	feiazs0713@gmail.com
Hurricanes C.C.	Jainan Harrnarine	jainan123@yahoo.com
Combined AllStars	Tyko Jaddunath	tyko1977@gmail.com
Orlando AllStars	Randy Teeakram	randyteeakram@gmail.com
Titans AllStars	Ron Persaud	hpersaud0217@gmail.com / jar13hem@gmail.com
SFSCL AllStars	Vivian Khan	viviankhan@yahoo.com

Masters Over 40		
<u>Teams</u>	<u>Contact</u>	<u>Email</u>
SCC Masters	Rajesh Willie	rrwaccountingsolutions@yahoo.ca
Canadian Legends	Mohan Junior Singh	juniors@rogers.com
Orlando Masters	Randy Teeakram	randyteeakram@gmail.com
USA Masters	Manoj Balchand	manojbalchand@gmail.com
SSSCA Masters	Mohamed Husain	mhusain954@gmail.com
SFSCL Masters	Akbar Azeez	akbarazeez11@gmail.com

Legends Over 50		
<u>Teams</u>	<u>Contact</u>	<u>Email</u>
Regal NY Hustlers	Qayaam Farrouq	qay0313@gmail.com
Shaw Realty Legends	Shaheed Shaw	shaheedshaw@gmail.com
Orlando Legends	Randy Teeakram	randyteeakram@gmail.com
NYSCL Legends	Eric Ferrier	ericferrier1@aol.com / ivch50@hotmail.com
Trophy Stall Legends	Anand Persaud	apersaud07@yahoo.com
Marine Legends	Sukhai	sukhaii58@gmail.com

Section 3: Players' Eligibility

Team participating in SFSCL sponsored event must seek approval from SFSCL executive board if they would like to include active players from SFSCL in their roster.

Active SFSCL players selected to represent SFSCL will not be allowed to represent any other team.

To participate in the Masters Division, **ALL players must be born in the year 1984** or prior.

To participate in the Legends Division, **ALL players must be born in the year 1974** or prior, with the exception that each team is allowed ONE player who was born in 1975.

All players must make available proof of their age upon request by any umpire or Florida Cup committee member.

It is at the sole discretion of the Florida Cup committee to validate a players age, if questionable

Section 4: Game Type

All-Star and Masters Division: A total of six (6) teams in two groups will compete for the championship. Grouping of teams will based on a random number pulled at the "**DRAW**"

Legends Division: A total of SIX (6) teams in two groups will compete for the championship. Grouping of teams will based on a random number pulled at the "**DRAW**"

Each team will play a total of three (3) preliminary 20 overs games. You will play teams outside of your zone. After which the TOP four team in each category will play in the semi-finals. Playoffs will be Seed 1 vs Seed 4 and Seed 2 vs Seed 3. The two winners will play in the final on Sunday at the Osswald Park.

The overs may be reduced due to unforeseen circumstances in increments of two(2) overs. No game shall be less than TEN overs.

Section 5: Game Time & Over Deductions

Please refer to the attached schedule for applicable Match Start Times. Teams are encouraged to arrive at least a half an hour prior to the scheduled start time.

Note: Team Photos will be taken at 9:00 am Friday Morning.

There will be a 30 minutes penalty period from the start time of each game. For every three (3) minutes a team is late one (1) over will be deducted from the number of overs that the team has to bat. All minutes late are rounded up to the nearest 3rd. The official clock will be that of the ruling umpire.

Minutes Late	Penalty Minutes Late	Overs Deducted
1,2,3,	3	1
4,5,6	6	2
7,8,9	9	3
10,11,12	12	4
13,14,15	15	5
16,17,18	18	6
19,20,21	21	7
22,23,24	24	8
25,26,27	27	9
28,29,30	30	10
31 or more	Forfeit	

Any team that is not ready to start after the penalty period has expired will forfeit the game. A team shall consist of no less than seven (7) players and no more than eleven (11) players. Each team must declare its eleven (11) players in writing, clearly indicating the 12th man. One copy of the roster must be given to the Umpire, the two captains will then enter the same names into the scoring APP.

There will be a 5 minute break at the conclusion of the 10th over of each inning and 10 minutes break in between innings. Umpires have the full discretion in judging the pace of the matches as they proceed. Also, only one player from each team will be allowed to take the refreshments to the players on the field.

South Florida Softball Cricket Association

Section 6: Results, Points & Net Run Rate continue

If the team batting second exceeds the score of the team that batted first, the team batting second is awarded a WIN; if not, then the team that batted first is awarded the WIN.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen. In Semi-Final and Final matches, a Super Over is used to determine a winner if the match ends in a Tie. See addendum at end of this document.

If unforeseen circumstances, including, but not limited to, bad weather prevents further play during the innings of the team batting second, then the result of the game shall be determined as follow:

If less than TEN (10) were completed for the team batting second, the result of the game is a No Result. If TEN (10) or more overs were completed for the team batting second, then game will be decided by net run rate.

Any awarded Win against a team that is either disbanded or has been expelled during any competition will stand. Also, all statistics relating to any such games will be considered in determining prizes.

Win	Tie or No Result	Loss
2 points	1 points	0 points

In the event of teams finishing on equal points, then the following tie breaker will determine the final placing in the points standings:

If teams are tied on points at the end of the preliminary rounds, the winner is team with the highest net run rate.

In a match declared as abandoned or walk-over, run rate is not applicable.

Section 6: Results, Points & Net Run Rate continue

A team's net run rate is runs per over scored by that team calculated by throughout the competition, the runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations. The net run rate will use three (3) decimal points.

Reference http://static.icc-

criket.com/ugc/documents/DOC_988F9785FD768E4902737F0ACA2E856B_1352699266080_719.pdf (ODI Playing Conditions Article 21.9.2)

Section 7 Playoffs

AllStars and Masters Division:

Each team will play a total of three (3) preliminary 20 overs games. You will play teams **OUTSIDE** your zone. After which the **TOP four team in each category will play in the semi-finals. Playoffs will be Seed 1 vs Seed 4 and Seed 2 vs Seed 3**. The two winners in each category will play in the finals on Sunday at OsswaldPark.

Legends Division:

Each team will play a total of three (3) preliminary 20 overs games. You will play teams **OUTSIDE** your zone. After which the **TOP four team in each category will play in the semi-finals. Playoffs will be Seed 1 vs Seed 4 and Seed 2 vs Seed 3**. The two winners will play in the final on Sunday at Osswald Park.

Masters and Legends FINALS will start at 10AM and 10:30AM respectively ALL-STARS FINAL will start at 1:30PM All FINALS will be at Osswald Park

Section 8: Rescheduling of the Match

Rescheduling will be entertained if the venue should become unavailable. If the umpires determine that bad weather prevents play for the day, the game(s) may be rescheduled.

Should it become necessary to move to another location after a game has started, the game will continue and not commence as a new game on the same day.

If 10 overs have past and weather affected, game <u>will continue</u> at specified time determined by Florida Cup officials. Failure to show up on time will result in that team forfeiting.

Section 9: Scorers & Score sheets

All scoring will be done in the CricClubs APP.

It is the responsibility of team Managers and or Captains to ensure that the scorecard are filled out completely and are submitted immediately after the game is over via the APP.

Only the APP provided by the Florida Cup Tournament will be accepted by the umpires and tournament statistician.

Games not scored in the APP may result in the statistics not being credited to the players of those teams and loss of Net Run Rate. Scorecard must have correct name of player or stats will not be credited to player.

Section 10: Advisory Committee

Any and all disputes or clarification of rules will be handled together only by an advisory committee of 5 individuals. These individuals will be announced at the Host Meeting.

Section 11: Balls & Equipment

Balls - Balls will be distributed to umpires prior to the start of the games. The balls are those that are currently being used in the South Florida Softball Cricket Leagues. A team will use two balls per inning.

Equipment - A wicket shall comprise of four (4) stumps, be twelve (12) inches wide overall, and twenty eight (28) inches high. The length of the pitch from stump to stump shall be twenty (20) yards.

No metal stumps or wickets are allowed. A bat must not exceed four and a quarter inches (4 1/4") in width. Bails will be used.

Section 12: Fielding Limitation

At the instant of delivery there may not be more than five fielders on either side of the wicket onside or offside. In the event of an infringement of this a no-ball will be called. **During PowerPlay Overs**, only three(3) fielders are allowed outside of the circle. When PowerPlay overs are finished, a maximum of five(5) fielders are allowed outside of the inner circle. See section 21.

Section 13: Delivery of the Ball

A softball cricket bowler must bowl underhand - meaning he must carry his bowling arm below his waist and his elbow cannot be flexed more than 45 degrees at the point of delivery. The Umpire(s) will determine the legality of the delivery. Please, also review illegal delivery under code of conduct on page 13 of this document.

Section 14: Uniform

Each team participating will be responsible for their uniforms. No player will be allowed to participate without his respective team's uniform.

Section 15: Protest of Game

All protests must be submitted immediately. Such protests must be submitted to the Games Chairman. Should any such situation arise before, during or after the game that necessitates a report, such report must be submitted to the Games Chairman immediately.

Section 16: Code of Conduct

SFSCL has a policy of zero tolerance for misconduct. We would like to caution All Managers, Captains, Members, Players, and Teams to be aware of the following:

Exemplary behavior and sportsmanship must be exhibited by all players and members at all games. Failure to do so will result in disciplinary measures. The following penalties have been approved by the SFSCL tournament committee and will be automatically applied to the respective infractions.

	INFRACTIONS	PENALTY
1	Assault on any player(s) or umpire (s)	Suspension of player(s) from the tournament
2	Deliberate act of knocking down the wicket	Suspension from the tournament
3	Verbal abuse of the Umpire(s) and/or Officials	One game suspension
4	Drug use or alcoholic consumption on the field during a game	One game suspension
5	An umpire's report of two cautions to a player in a game	One game suspension

Note: It is the responsibility of the captain/vice captain to eject a player upon the umpire's instruction. Failure to do so will result in forfeiture of the game. A substitute will not be allowed for an ejected player.

Caution

Based upon the umpire(s) judgment and discretion, cautions may be issued to a player for the following: Tampering of the ball and boundary markers. Crude or abusive language, "known as sledging" or offensive gestures. Showing of dissent with umpire/s decision.

Illegal Deliveries

When an Umpire officially cautions a player, it is imperative that he makes his intentions known to his fellow Umpire, and to the respective Captains. Any player(s) who is issued two (2) cautions in a game and is reported by the umpire(s) will be automatically suspended for one (1) game, i.e. the next game.

Section 16: Code of Conduct continue

Preamble to the Laws

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

These are two Laws which place responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

The umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball and any other action that they consider to be unfair

Section 16: Code of Conduct continue

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain
- The roles of the umpires
- The game's traditional values

It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture. To direct abusive language towards an opponent or umpire. To indulge in cheating or any sharp practice, for instance:

- (a) to appeal knowing that the batsman is not out
- (b) to advance towards an umpire in an aggressive manner when appealing
- (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

Violence

There is no place for any act of violence on the field of play.

Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this (www. Lords.org/laws).

Section 16: Code of Conduct continue

The aforementioned infractions and cautions are not inclusive of all potential infractions and cautions. All Managers, Captains, and team members collectively are responsible for ensuring exemplary behavior and sportsmanship.

Note: Regardless of the penalties stipulated above, depending upon the incident(s), the Tournament Committee reserves the right to consider instituting further penalties. The penalties stipulated above are final.

After each game, teams are kindly asked to ensure that the park and playing area is clean of all garbage and beverage containers.

Urinating in public is a criminal offense and is strictly enforced by park officials. Parks now uses CCTV to monitor for such activity.

SFSCL would like to remind you that it is illegal to consume alcoholic beverages in public parks. In addition, gambling is prohibited.

Section 17: Umpires

The League will supply Umpires. One official umpire will rule each game. Batting team may be required to provide a square-leg umpire.

Section 18: Prizes

Trophies, plaques and other awards will be presented at the conclusion of this tournament.

Note: Cash Prize for First Place ONLY!

Section 19: Bad Weather

Should bad weather stop play, 10 overs must be completed in the second inning to arrive at a decision. If this is not possible then the game will be treated as a No Result.

Section 20 : Super Over

For playoff matches only where the result is a **Tie**, a **Super-Over will be played**. Immediately after the first game concludes a one (1) over (Super Over) game will be played. The two (2) captains will spin a new toss and will decide which team will bat or field first.

The game must be played using the same pitch and the same eleven (11) players as in the earlier game. An injured player may use a substitute fielder who would not be allowed to bat, bowl or as the wicketkeeper.

Should the Tiebreaker end with the scores still tied, the following will decide the winner: the team hitting the most sixes in the match, including the Super Over, will be the winner. If by any chance there is still a tie; the winning team is the one with the higher number of fours (boundaries) in the match, including the Super Over.

Section 21: Power Play Guidelines

The first six (6) overs of each inning will be designated as "Power Play Overs"; during and after these "Power Play Overs" there will be fielding restriction. Teams should use the cones provided by the league to mark the 75ft fielding circle as this circle has to be visible from the ruling umpire position.

- 1. During the "Power Play Overs" a maximum of three (3) fielders are allowed outside of the 75ft fielding circle.
- 2. If there are more than three (3) fielders outside of the 75ft fielding circle during the "Power Play Overs' when the ball is delivered it will be called a no ball by the umpire and signal to the scorers.
- 3. After the "Power Play Overs" a maximum of five (5) fielders are allowed outside of the 75ft fielding circle.
- 4. All fielders fielding within the restricted circle must be within the circle when the bowler is ready to bowl.
- 5. If there are more than five (5) fielders outside of the 75ft fielding circle after the "Power Play Overs' when the ball is delivered it will be called a no ball by the umpire and signal it to the scorers.
- 6. There is no limit of many fielders a team can have inside of the 75ft fielding circle after the "power Play Overs"
- 7. There is no limit to how many over a bowler can bowl during the "Power Play Overs'.
- 8. If for some reason a team does not have a full fielding team they are allowed five (5) fielders outside of the 75ft fielding circle after the "Power Play Overs"
- 9. The 5/4 fielding rule is still is effect.

Section 22: 2024 FL CUP Grouping

ALL-STAR Group A	ALL-STAR Group B
HURRICANES ALLSTARS	ORLANDO ALLSTARS
COMBINED ALLSTAR	TITANS ALLSTARS
SFSCL ALLSTARS	SHATTAZ ALLSTARS

MASTERS Group A	MASTERS Group B
SFSCL MASTERS	ORLANDO MASTERS
CANADIAN LEGENDS	SSSCA MASTERS
USA MASTERS	SCC MASTERS

LEGENDS Group A	LEGENDS Group B
MARINE LEGENDS	TROPHY STALL LEGENDS
SHAW REALTY LEGENDS	NYSCL LEGENDS
ORLANDO LEGENDS	REGAL NY HUSTLERS

Section 23 : 2024 FL CUP ALL-STAR Schedule

2024 ALL-STARS SCHEDULE - PRELIMINARY ROUND					
	CLUB		CLUB	Ground	
	Friday Fe	b 23	rd Morning – 9:30AM		
Game 1	Hurricanes Allstars	vs	Orlando Allstars	Brian Piccolo C1	
Game 2	Combined Allstars	VS	Titian Allstars	Margate Middle School	
Game 3	SFSCL Allstars	vs	Shattaz Allstars	Brian Piccolo MP4	
	Friday Feb	23 ^r	d Afternoon – 1:30PI	M	
Game 1	SFSCL Allstars	VS	Orlando Allstars	Brian Piccolo MP4	
Game 2	Hurricanes Allstars	vs	Titans Allstars	Brian Piccolo C1	
Game 3	Combined Allstars	vs	Shattaz Allstars	Margate Middle School	
	Saturday F	eb 2	4 th Morning – 9:30A	M	
Game 1	SFSCL Allstars	VS	Titans Allstars	Brian Piccolo C1	
Game 2	Hurricanes Allstars	VS	Shattaz Allstars	Margate Middle School	
Game 3	Combined Allstars	VS	Orlando Allstars	Brian Piccolo MP4	
	Saturday Feb 24 ^t	^h Aft	ernoon <u>Semi-Finals</u> – 1	30PM	
Semifinal Game 1	Seed 1	vs	Seed 4	Brian Piccolo C1	
Semifinal Game 2	Seed 2	vs	Seed 3	Margate Middle School	
Sunday Feb 25 th Final – 1:30PM					
Sem	SemiFinal 1 Winner VS SemiFinal 2 Winner Osswald Park N				

Section 23: 2024 FL CUP OVER 40 MASTERS Schedule

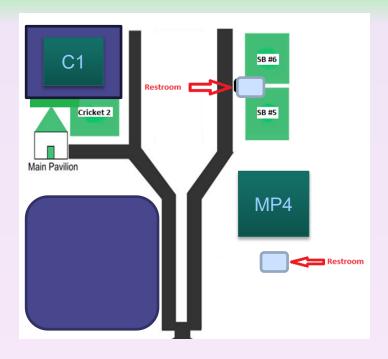
2024 MASTERS SCHEDULE - PRELIMINARY ROUND				
	CLUB		CLUB	Ground
	Friday Fe	b 23	rd Morning – 9:30AM	
Game 1	CANADIAN LEGENDS	vs	ORLANDO MASTERS	Miramar Regional C2/E
Game 2	SFSCL MASTERS	VS	SCC MASTERS	Miramar Regional C2/W
Game 3	USA MASTERS	vs	SSSCA MASTERS	Miramar Regional C1/W
	Friday Fe	b 23	rd Afternoon – 1:30PM	
Game 1	SFSCL MASTERS	vs	ORLANDO MASTERS	Miramar Regional C1/W
Game 2	USA MASTERS	VS	SCC MASTERS	Miramar Regional C2/E
Game 3	CANADIAN LEGENDS	VS	SSSCA MASTERS	Miramar Regional C2/W
	Saturday	Feb 2	24 th Morning – 9:30AM	
Game 1	CANADIAN LEGENDS	vs	SCC MASTERS	Wimberly Field 1
Game 2	USA MASTERS	VS	ORLANDO MASTERS	Wimberly Field 2
Game 3	SFSCL MASTERS	vs	SSSCA MASTERS	Carter Park
	Saturday Feb 24 ^t	h Aft	ernoon <u>Semi-Finals</u> – 1:	30PM
SemiFinal Game 1	SEED 1	vs	SEED 4	Wimberly Field 1
SemiFinal Game 2	SEED 2	vs	SEED 3	Wimberly Field 2
Sunday Feb 25 th Morning Final - 10:00AM				
Sem	SemiFinal 1 Winner VS SemiFinal 2 Winner Osswald Park N			

Section 23 : 2024 FL CUP OVER 50 LEGENDS Schedule

2024 LEGENDS SCHEDULE - PRELIMINARY ROUND				
CLUB			CLUB	Ground
	Friday Fe	b 23	rd Morning – 9:30AM	
Game 1	ORLANDO LEGENDS	vs	REGAL NY HUSTLERS	Miramar Regional C1/E
Game 2	SHAW REALTY LEGENDS	vs	TROPHY STALL LEGENDS	Miramar Regional BB1
Game 3	MARINE LEGENDS	VS	NYSCL LEGENDS	Miramar Regional BB2
	Friday Fe	b 23	rd Afternoon – 1:30PM	
Game 1	ORLANDO LEGENDS	vs	NYSCL LEGENDS	Miramar Regional BB2
Game 2	MARINE LEGENDS	vs	TROPHY STALL LEGENDS	Miramar Regional BB1
Game 3	SHAW REALTY LEGENDS	vs	REGAL NY HUSTLERS	Miramar Regional C1/E
	Saturday	Feb 2	24 th Morning – 9:30AM	
Game 1	ORLANDO LEGENDS	vs	TROPHY STALL LEGENDS	Miramar Regional BB2
Game 2	MARINE LEGENDS	VS	REGAL NY HUSTLERS	Miramar Regional BB1
Game 3	SHAW REALTY LEGENDS	VS	NYSCL LEGENDS	Brian Piccolo MP 4
	Saturday Feb 24	th Aft	ernoon <u>Semi-Finals</u> – 1:	30PM
SemiFina Game 1	SEED 1	vs	SEED 4	Miramar Regional BB1
SemiFinal Game 2 SEED 2		vs	SEED 3	Brian Piccolo MP4
Sunday Feb 25 th Morning <mark>Final - 10:30AM</mark>				
Se	SemiFinal 1 Winner VS SemiFinal 2 Winner Osswald Park S			

Venue – Brian Piccolo Park

9501 Sheridan St, Hollywood, FL 33024

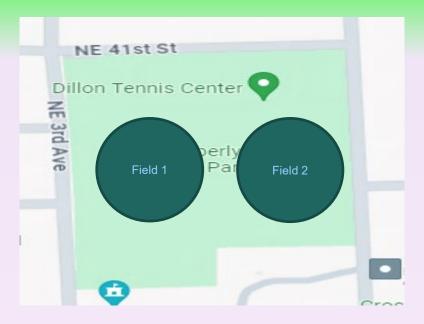


Venue – Miramar Regional Park 16801 Miramar Pkwy, Miramar, FL 33027



Venue – Wimberly Fields Park

4000 NE 3rd Ave, Oakland Park, FL 33334



Venue – Margate Middle School

500 NW 65th Ave, Margate, FL 33063



Venue – Joseph C. Carter Park

1450 W Sunrise Blvd, Fort Lauderdale, FL 33311



Venue – Osswald Park - FINALS

