



SUNSHINE STATE SOFTBALL CRICKET ASSOCIATION COMPETITION BY-LAWS

1. GENERAL

The competition shall be governed by the ICC rules, Laws of cricket and **SSSCA** By-laws

2. REGISTRATION

- (a) Registration of players closes on 7 days prior to the start of the new season, at midnight
- (b) Teams are allowed to register NOT MORE than 20 players prior to the start of the season, however can add players during the season, on the Thursday (by email to the SSSCA), before the schedule Sunday Match.
- (c) Teams will play each other twice in their category in a round-robin format and qualifying teams will advance to playoffs as per schedule on **SSSCA WEBSITE**.
- (d) This competition is scheduled to start on THE SECOND SUNDAY OF THE NEW CALANDER YEAR

3. FEES

- (a) Registration fees shall be \$200 per team ANNUALLY, PAID UPON CONFORMATION OF TEAM MEMBERSHIP TO THE SSSCA ANNUALLY.
- (b) Each team shall be responsible for providing the umpire

4. RULES, LAWS AND REGULATIONS : There will be a detailed T20 Softball Playing Conditions and Players Code of Conduct, that will be approved by the SSSCA and Amended to this document. The detailed T20 Softball Playing Conditions and Players Code of Conduct, will supersede and clarify any language in this document. However, for summary information purposes the following will be applicable for now.

- (a) Games will be 20 overs per side
- (b) Games shall be governed according to **NEW LEAGUES'S** by-laws and SSSCA rules and laws
- (c) All team(s) participating in game(s) MUST be in team's uniform OR "all-white". Any player in team's uniform or "all white" will be allowed to bowl. Player not in uniform or 'all white' will be allowed to bowl at the discretion of opposing team
- (d) Scheduled time for games will 12:30pm. Teams have a 15-minute grace period
- (e) The captain winning the toss MUST IMMEDIATELY notify the opposing captain of his team's decision
- (f) The list of both teams must be exchanged and retained by captains before the spinning of the toss

- (g) The spinning of the toss must be done at the SCHEDULED TIME of the game
- (h) A team not comprising of at least 7 players declared in their list, and not present at the ground at the scheduled time of the game, shall forfeit the game.
- (i) For a player to be qualified to play in playoff game(s), he must have played at least 4 games in the Preliminary Rounds.
- (j) For the purpose of all **NEW** Bylaws, and for qualification purposes, a player is **ONLY** considered to have played in a game if he has **PHYSICALLY PARTICIPATED** in the game, **OR**, in the case of a "walk-over" victory, he was **PHYSICALLY** present when the umpire(s) made that decision.
- (k) In order for a game to be considered a completed game, 10 overs must be completed in the second inning

NB: A delivery is considered a no-ball as per height if the ball passes the batsman above the shoulder in his normal batting position.

(l) Team(s) need to inform the **SSSCA** by Thursday midnight preceding the game of any forfeiture of any scheduled game. Failure to comply will result in **ADDITIONAL POINTS TAKEN FROM TEAM**.

(m) **ALL " NO BALLS" shall be penalized with a free-hit delivery. ICC Rule shall be applied for a "free-hit" delivery.**

5. SUBSTITUE PLAYER

(a) A substitute player can be ANY member of the team's Registration List whose name was not submitted in the final eleven playing in that game. Only ONE substitute player can be on the "field of play" at a given time. A substitute can be used irrespective of any injury sustained by a player in the game. A substitute player can only be used to replace a player who physically participated in the game.

(b) A batsman shall not be allowed a runner

6. RESTRICTION OF WICKETKEEPER

No restriction shall be placed on a wicket-keeper in relation to bowling and/or fielding position(s), **HOWEVER, THE WICKETKEEPER WILL BE SUBJECT TO: T20 Softball Playing Conditions**

Hosting team is responsible for setting up the wicket. Consult with umpire on setting up the stumps, marking power play inner circle and boundary line

9. SCORESHEETS

Score report must be submitted by midnight on the Tuesday following the game.

11. POINTS SYSTEM WIN: 10 points; LOSS: 0 points; TIE 3 points; ABONDAND 3 Points

If 2 teams tie with points in the Preliminary rounds, the winner shall be determined by the result of their game in the preliminary round. If there is still a "tie", then higher net run rate in all Preliminary rounds shall be applied. If 3 or more teams tie with points, highest net run-rate shall decide the playoff seeding at the end of the preliminary rounds.

12. POWER-PLAY

The first 5 overs of each inning will be power-play. There will be a 25 yards (75 feet) circle from each popping crease. The maximum fieldsmen OUTSIDE the circle shall not exceed THREE during power-play. After the end of power-play, not more than FIVE fieldsmen are allowed OUTSIDE the circle. If this law is breached, the umpire calls and signals a no-ball.

13. PLAYOFF GAME(S)

If there is a "tie", the Super Over shall determine the winner of the game. **T20 Softball Playing Conditions** rule for the super over shall apply

14. DISCIPLINE

The competition will be played under a strict Code of Discipline as per **Code of Conduct for Players and Support Personnel**.