

# FLORIDA CRICKET CONFERENCE

2020/2021  
WINTER CHALLENGE 35

PLAYING CONDITIONS



[www.florida-cricket.com](http://www.florida-cricket.com)

MCC Laws governing except where otherwise stated in these playing conditions. The league games will be played in accordance with the MCC 2019 Laws of Cricket and more importantly the spirit of the Game. FCC management reserves the sole right to make decisions and take actions against any teams that violate the laws of cricket and spirit of the game. FCC reserves the right to interpret and implement rules and add clarification to the rules during the league.

The FCC Executive Committee will be the final authority of all cricketing matters. All team members having read these rules agree to be bound by them and recognize the FCC Executive Committee as the final arbitrator in all matters.

**FORMAT:**

Teams will be divided into two pools (Premier, Championship) based on ranking during regular season play of the recently concluded FCC Winter Challenge 35 Over League. New teams will be introduced into the Championship pool. Each team will play against every other team within their pool. All matches will be 35 overs, played in white cricket clothing and with approved FCC pink balls.

Premiership (Ranked based on Previous Season Finish)	Championship (Ranked based on Previous Season Finish)
1. Orlando Cricket Club	1. Orlando Lions Cricket Club
2. Daytona Cricket Club	2. Daytona Tigers Cricket Club
3. Islanders Cricket Club	3. Orange County Cricket Club
4. Just In Case Cricket Club	4. Avengers Cricket Club
5. Strykers Cricket Club	5. Falcons Cricket Club
6. Clermont Cricket Club	6. Lake County Lions Cricket Club
7. Palm Bay Cricket Club	7. Orlando Knight Riders Cricket Club
8. Orlando Stars Cricket Club	8. Orlando Super Kings Cricket Club
	9. Poinciana Cricket Club

New Clubs have been arranged in alphabetical order to get to a ranking system.

The top six teams in each pool will advance to the playoffs, with the top 2 getting a path directly into semi-finals. Seed 3 v Seed 6 & Seed 4 v Seed 5 will play a quarterfinal.

*Given the pandemic situation, in the event where a pool has less than 6 teams that complete (without dropping off from the competition) the regular season, the top four teams in that pool will advance to the playoffs, seeded to play as follows; Seed 1 v Seed 4 and Seed 2 v Seed 3. Winners from the semi-finals will play in the Finals Match in each pool.*

In the Championship pool, the regular season top seed will automatically advance to the Premiership pool. In the event the Championship Division regular season

makes the Finals, then both Finalists will gain promotion to the Premiership pool. If the regular season Championship pool table topper does not make the Finals, the winner of the Finals will gain promotion to the Premiership pool along with the regular season table topper.

All playoff game ground fees and umpire fees shall be the responsibility of the teams.

#### **PRIZE DISTRIBUTION:**

- Premier League Winner \$700
- Premier League Finalist \$400
- Championship League Winner \$600
- Championship League Finalist \$300

Prizes will be distributed for individual performances. For performances where cumulative or average functions are employed, performance in only regular season play will be considered.

#### **RESULTS:**

Win: 3 Points

Loss: 0 points

Abandoned due to inclement weather: 1 point each

Bonus Point: 1 point for getting the opposing team all out.

Bonus Point: 1 point for chasing the target total within 3/4th of the allotted overs. Rounded down to a full over

Bonus Point: 1 point for getting 200 or more runs in an innings.

**3 points will be deducted from the point total of the forfeiting team for any forfeiture games**

#### **TIE BREAKER RULES:**

If at the conclusion of regular season play the teams are tied on points the following tie breaker rules will be enforced:

- Head to Head Winner
- Net Run Rate

- Away Wins

#### SCORESHEETS SUBMISSION:

The winning team must submit the game score sheet via CricClubs software. Paper copies may be used for scoring during the game; however, the only format acceptable for submission will be CricClubs. Scoresheet must be submitted no later than THURSDAY following the game. Winning team failing to perform this task in its entirety will not be awarded any points. In a rainout event, the matches will result in an abandoned game, the away team must submit the partial game scoresheet through CricClubs to earn the 1 point for the draw.

#### FEES:

All clubs are required to pay a ground fee of \$60 prior to the start of each game. This fee must be paid to the designated FCC Ground representative. In the event the FCC Ground representative is absent, the teams are expected to pay the umpires.

All clubs are required to pay the umpires the applicable fees prior to the start of each game.

The fees are:

\$60 per club - one umpire is present at the game

The batting team is expected to act as the square-leg umpire in this scenario. The main official umpire has the authority to overrule ANY decision made by the square leg umpire.

\$80 per club - two umpires are present

Umpires will NOT perform the toss before collecting their fees (and the ground fees if applicable). Any delays to the toss due to this will count against the offending team(s).

Please use the umpire feedback form to report about the quality of umpiring (good / bad) to the league.

All reports must be sent to [fccforida.cricket@gmail.com](mailto:fccforida.cricket@gmail.com)

Clubs are expected to use only the above-mentioned methods to report about umpires as well as any of the league related issues. Using social media as a complaining platform will NOT be tolerated and could result in negative points against the offending team(s).

## PLAYER WAIVER & TEAM ROSTER:

All players must sign a NEW COVID-19 player waiver form to participate in this competition; please see **APPENDIX A** for additional information. Teams are responsible for submitting signed waiver forms of their players and team roster to FCC no later than the Saturday noon prior to Game Day. For Saturday night games, the deadline is noon Friday. Any player found to be playing without a signed waiver will be suspended for 2 games following the game he participated in. Teams playing with an ineligible player will lose all points for that game and will be subject to a penalty of \$100, which must be paid to FCC prior to their next game.

In a situation where a team wants to introduce a new player after the above-mentioned deadlines, they can do the same by following these steps

1. Have the new player (A) submit the online waiver and show the proof of the received email to the umpire / opposite captain during the game.
2. There will be 2 reserve player identities added to every team's roster - the new player (A) assumes the identity of one of the reserve players during the game.
3. Once the FCC admin adds the new player to the team's roster, the scorecard should be fixed to show the correct identity of the represented new player.
4. This update will also follow the previously mentioned Thursday deadline.

## RAIN COVERS FOR PITCH:

Rain Covers: All teams designated as "HOME" teams are required to provide covers and install (when needed) for a game regardless of which ground the game is being played at. Teams failing to provide covers in a rain event will lose all points for that game. **6mil plastic covers 10ft x 100ft. In the event of a day with higher forecasted chance for a rain, the umpires can check for the availability of covers before toss and decide accordingly.**

## GENERAL RULES:

1. All games must be played with official pink Florida Cricket Conference balls.
2. **All players on the field must play in the cricket whites/creams, no exceptions will be made; players not in cricket whites/creams cannot be on the field of play and shirts must have collars. Additionally, all batmen leg guards/pads must be white. The Wicketkeeper is highly encouraged to wear white pads, but in the event where he does not have them, he can wear colored pads. No country affiliations shall be visible on the uniforms i.e. India, Pakistan, Guyana, etc. No other league affiliations shall be visible on the uniforms. Players not adhering to these conditions will not be allowed to play. The umpires will be the sole entity allowed to decide this, not the opposition captains.**

3. There is no player registration requirement for league regular games. However, once a player has played for a team, he cannot represent another team unless the player, or the receiving team notifies the league of a transfer. Player transfer must take place prior to the team that he plays for, plays its **2nd game** (matches abandoned due to inclement weather with no result are NOT counted as games played for this purpose). The player receiving team must pay a fee of \$35 for each player transfer. Any team cannot accept more than two players from any one team. All transfers must take place before the team losing the player, plays its 4th game.

**4. Playoff eligibility: A player must have played 2 (two) regular league games for a team to represent that team in the playoffs. For a transferred player, games for his previous team will count towards playoff eligibility; however, the player must have played at least one game for the new team. If a player is present at the game and the game is abandoned without play, that game DOES NOT count towards player eligibility. However, the game will count towards player eligibility if at least one over is bowled. Player eligibility will be verified by score sheets submitted. Only designated umpires have the final decision regarding condition suitability for playing.**

5. Playoff Rosters will be validated by the league off the CricClubs database. The qualified player lists will be published ahead of the playoffs. Once the lists are published **NO CHANGES** will be made to amend player lists. It is the responsibility of the teams to make sure that all score sheets are correct with the appropriate players names. **Once scorecards are locked on Saturday following the match, no additional changes will be allowed; Scorecards are due no later than the Thursday following the match.**

6. Each team must submit a roster of up to 13 players prior to the toss of each game. A player cannot have a dual registration. If a player is found to have dual registration, the player will belong to the team from where he plays first. It is the team Captain's responsibility to send in the roster of players from all matches played during the season. The league requires that the lists are sent in per match prior to the matches and submitting the lists to the umpires.

**7. Consumption of alcohol is not permitted on ALL FCC games**

8. Neither the players nor the umpires shall carry cell phones on the playing field.

**9. Teams designated as host (home) teams must set up the field as explained in the FIELD SETUP section of this document. Also, at the end of the game the home team is expected to perform the cleanup of the used**

items (Stumps, Bails, Chalk, Inner Circle cones & Boundary Flags) off the field as well.

10. Following players are required to wear a helmet:
  - a) Both Batsmen (always)
  - b) Wicket keeper when standing up to the stumps
  - c) Fielding positions close to the facing batsmen, umpires will enforce this safety standard.

#### MATCH RULES:

1. All games shall start at times designated on the league schedule. Coin toss must occur fifteen minutes prior (10:15am) to game start time of 10:30am.
2. Each match will consist of 35 overs.
3. There will be a one over penalty for each five minutes for a team failing to be ready with a minimum seven players at the scheduled time of COIN TOSS at 10:15am. Umpires will deduct overs from coin toss time NOT start time.
4. There can be up to 13 players in each team. A minimum of 7 players in playing uniform are required from each team to start a game. A team roster must be submitted to the umpires prior to coin toss. All players included in the roster must be listed in the batting list in the score sheet whether they batted or not. Rosters can be updated before the first ball of the match is bowled, after that NO updates to the roster will be allowed. Umpires must check the batting list against the submitted roster prior to signing the score sheets.
5. Each batting side may bat any 11 players from the 13-player roster. The league recommends that each team have at least 3 batsmen padded up in the dugout at all times to limit delay in play. As soon as an out is registered, the new batsman can take only a maximum of 90 seconds to get into the field and be ready to face the next ball from the bowler. Ideally the outgoing batsman and the incoming batsman must be in a position to punch gloves in the outfield to avoid any unwanted delays to the game. Any delays with respect to the new batsman getting ready could result in a Timed Out if the fielding team were to make an appeal.
6. There will be a 5-minute break after the 17th over and an Innings break that will be 15 minutes between innings but can be shortened at the umpire's discretion on weather interrupted matches.
7. A match is "official" if both teams can bat a minimum of 12 overs. No Result applies when the team batting second was not able to bat a minimum of 12 overs, due to weather conditions or other extraordinary

circumstances.

8. If a game is interrupted (a game that has started already) due to inclement weather, umpires will allocate a **total cumulative wait time of 45 min** for the entire game before making the call on the possibility of completing the game. The umpire will use his experience, weather forecasts, the time taken by the home team to put the covers in place before the rain and the draining capability of the field to make this call. The umpire's call is final.
9. If the start time of the game is interrupted, the umpires may reduce the numbers of overs, powerplay overs, and max overs per bowler at their discretion. The umpires must wait for up to 2 hours before deciding with respect to the possibility of a game. The umpire will take into consideration his experience at that field, weather forecasts, the time taken by the home team to put the covers in place (The expectation from the home teams is to put the covers as soon as they show up in case of morning showers before the toss) and the draining capability of the field to make this call. The umpire's call is final.
10. If a game is interrupted during the first innings, the team batting first must play a minimum of 20 overs. Umpires can reduce the overs of the team batting second and adjust the target score based on the run-rate of the first innings. However, the number of overs in the second innings cannot be reduced to less than 12 overs.
11. The team scoring the most runs in its allotted overs will be the winner. If the team batting second completes 12 or more overs but not its full allocation of overs, then the winner will be the one with the better Net Run-Rate
12. In the event of a tie match after the allotted overs, the teams shall compete in a super over to determine the winner. Refer to Appendix B.
13. No bowler shall bowl more than 7 overs in an innings.
14. Wides - A penalty of one run for a wide plus any runs scored from the delivery. Any leg-side delivery automatically shall be called a wide.
15. Free-hit No Ball - **ALL NO BALLS WILL RESULT IN A FREE HIT**
16. Only one delivery per over is allowed over shoulder height and below head height of the player standing in an upright position. A second delivery over shoulder height will be called a no-ball. Any delivery over the head height shall be called a wide & will count towards the one allowed short pitched delivery for that over.

**17. Fielding Restrictions:** A maximum of 2 players are allowed outside the 30-yard circle during the first 5 overs - Mandatory Power Play. After the first 5 overs, the batting team has a choice to either continue the next 3 overs as a Batting Power Play or pick any 3 overs, before over number 31, during their batting innings. If no communication is made to the umpire(s) overs from 28 - 30 will automatically become Batting Power Play. Batting Power Play must be taken during 3 consecutive overs. During all non-power play times, a minimum of four fielding players must ALWAYS be inside the 30-yard circle.

During a scenario where rain reduces the number of overs for a game, a proportional adjustment will be made by the umpires with respect to Mandatory & Batting Power Plays.

#### **SUBSTITUTIONS/REPLACEMENTS:**

18. The fielding team will be allowed to make unlimited replacements ONLY from their 13-player roster. The replacement player can bowl at any time. Player replacement can occur at the fall of a wicket or at the conclusion of an over or in case of an injury to a player from the fielding team. Umpires MUST be notified of all replacements.

#### **ABANDONED MATCHES (INCLEMENT WEATHER):**

1. When a match is abandoned due to inclement weather and no ball is bowled, both teams are required to pay half the umpire's fee and half the ground fee.
2. Regular Season abandoned games due to inclement weather will NOT be replayed unless every single game scheduled for that week does not yield a result.
3. All Playoff games, including semifinal and final abandoned due to inclement weather will be rescheduled once.

#### **CONCEDING MATCHES:**

1. Any club unable to field a team or forfeit an FCC scheduled game on three (3) occasions during a single competition will be dropped from the competition.
2. For teams dropping out of the tournament, all games previously played by that team during the competition will remain on the points table. All future games for that team will be forfeited and the opposing team will be awarded points for the win.

3. Individual statistics for games involved against such clubs will remain on record.
4. Any club intending to miss an FCC scheduled game, is required to inform the opposing club and the FCC Executive Committee, by noon on Saturday (by 9 PM on Friday, in case of Saturday Evening / Night games). The opponents in this case would be awarded the full three (3) points and their roster of 13 players will be given a match credit towards playoff player qualification.
5. Any team failing to inform the opposing club and the FCC Executive Committee by the above deadline about their inability to play or if the minimum number of players fail to report at the ground, resulting in forfeiture of a match, that team shall not only be awarded zero points but shall also be penalized \$200, to take care of ground fees, umpiring and other administrative costs. The opponents in this case would be awarded the full three (3) points and their roster of 13 players will be given a match credit towards playoff player qualification. The fine needs to be paid to the FCC being allowed to play the next scheduled FCC match.

#### DISCIPLINE:

1. Any FCC player who willfully disregards the decision of the umpires or who creates, encourages or participates in any disturbance on the field of play, the umpire shall execute MCC laws 41 and 42. The player's conduct must be reported to the FCC Executive Committee. The report shall be made by the umpires, the captain of the clubs, or any member of the FCC Executive body. Each report shall be accompanied by a detailed statement of the charge. All reports must be sent to [fccd Discipline@gmail.com](mailto:fccd Discipline@gmail.com). Concurrently, FCC league commissioner must be notified that a report has been filed.
2. The Executive Committee shall deal with the charges within five (5) days of receipt of the complaint after hearing from the players or players involved.
3. The Executive Committee will make the final decision of actions taken which will be emailed to the individual player or players involved, the club or clubs represented by the player or players.
4. All umpires must file a written report of any misconduct by players. All reports must be sent to [fccforida.cricknet@gmail.com](mailto:fccforida.cricknet@gmail.com)
5. All teams (both home & visitor) playing at any location are responsible for cleaning their respective fields after every game. The umpires will

review the condition of the field after the completion of every game. If empty bottles are reported to be lying around after the game, both teams involved could get penalized 5 points & will have to pay a fine of \$100.00 to FCC before starting their next scheduled game. FCC is getting reports about teams littering the public parks and hence this measure.

6. The umpires' decisions are final. Any vilifications or abuse of the umpire, by knocking down the wicket, throwing of pads, bat or gloves, refusal to leave the playing field, persistent intimidation or physical contact etc. on or off the field of play, will be subject to the suspension of player or players by the Executive Committee. In the instance of such violation, the umpire shall execute MCC laws #41 and #42 on the field of play.

#### **BALL MANAGEMENT:**

1. No substances will be allowed to be used on the cricket balls and that includes Sweat & Spit. We do not want to spread a transmission of cov-19. International Cricket allows the use of sweat as they are in a protected bubble, there is no such protection in FCC organized games.
2. Any player guilty of such practice, the entire TEAM is given a first warning. Any repetition of such practice, by any player in the team, will result in a 5 runs penalty against the fielding team. A third instance of such a practice will result in the player being removed from the game. If a team is bowling first, the offending player cannot come back to bat and the fielding team starts their batting innings at 0 runs with a loss of 1 wicket (or how many ever fielders that get removed from the game due to this infraction).
3. At all instances, the ball must be replaced by the offending team. In the event where the bowling team does not have a similar older ball, the ball MUST be sanitized before being used.
4. Any time delays happening due to these poor ball management will count against the fielding team.
5. Teams are always encouraged to carry a towel with them and assign a fielder to clean the ball.
6. Teams are also encouraged to bring sanitizers to clean the ball.

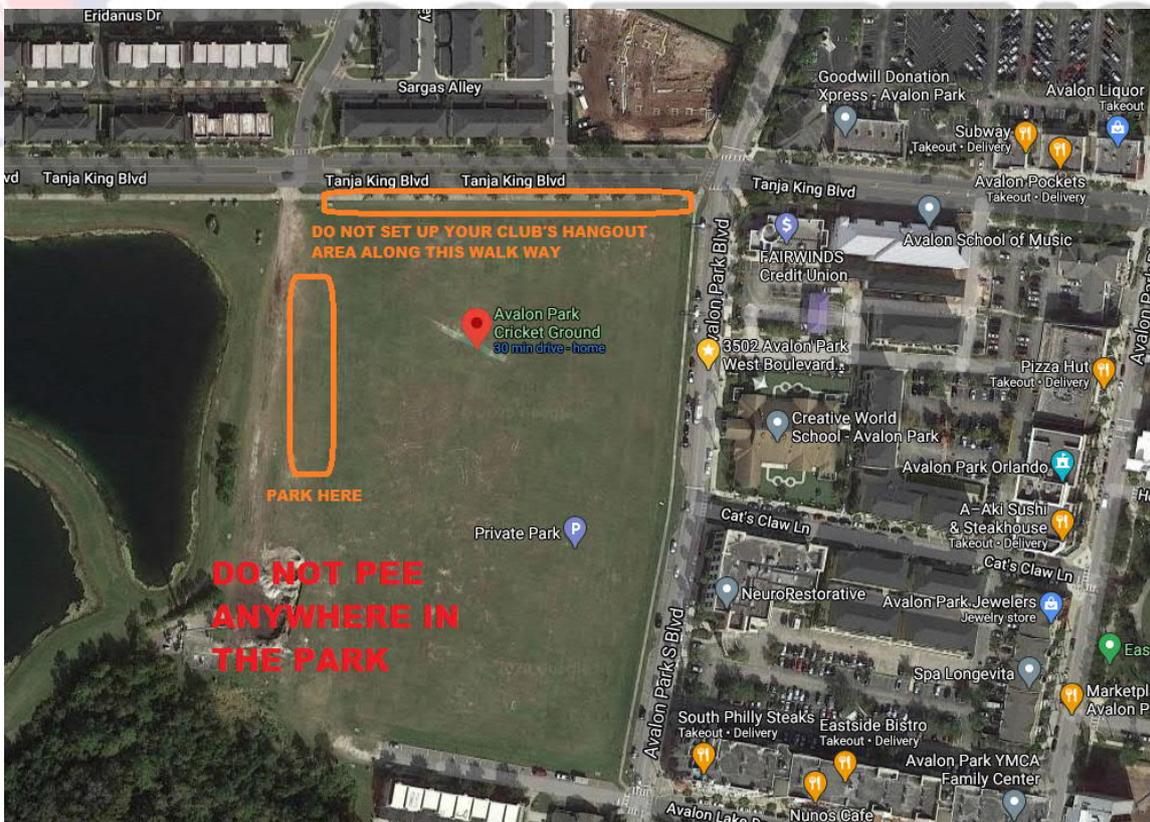
## FIELD SETUP:

Home teams are expected to bring their own covers as explained in the **RAIN COVERS FOR PITCH** section of this document. None of these fields will provide a cover to any of the clubs. Please look at the forecast and if you are the assigned HOME team, please plan accordingly. **All clubs that DO NOT have a HOME field that they are responsible to manage, are expected to bring a set of Stumps, Bails, Flat Cones (for inner 30-yard circle), Flags for boundaries, Measuring Tape, Chalk & Trash Bags during all their games, this will enable an option to conduct the game without any delays in the event the field representative fails to show up.**

## Avalon Park Cricket Field & Silver Star Bowl:

One of the umpires will bring a common kit which will include Stumps, Bails, Flat Cones (for inner 30-yard circle), Flags for boundaries, Measuring Tape, Chalk & Trash Bags. The team assigned as home **MUST** complete the set up before toss time. After playing the game the home team is expected to collect the above-mentioned items and return the same to the umpire. Please use the trash bag to collect all the empty water bottles after the game.

@ Avalon Park: Please take the trash with you there are no designated Trash bins at Avalon Park. Please refrain from peeing in the bushes at Avalon Park, there have been numerous complaints about Cricket players and ignoring these might lead to the field becoming unavailable to host Cricket in the future.



### Daytona Cricket Field:

If Daytona Tigers Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect the above-mentioned items and return the same to the representative from the Club. Teams are expected to bring their own trash bags and collect the trash and leave the filled bags at this location.



### Eagle's Nest Cricket Field:

If Orlando Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect the above-mentioned items and return the same to the representative from the Club. Both teams playing at this location are expected to bring cash to pay Orlando Cricket Club.

**Hamilton Park:**

If Just In Case Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect the above-mentioned items and return the same to the representative from the Club. Both teams playing at this location are expected to bring cash to pay Just In Case Cricket Club.

**Palm Bay Cricket Field:**

If Palm Bay Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect the above-mentioned items and return the same to the representative from the Club. Both teams playing at this location are expected to bring cash to pay Palm Bay Cricket Club.

**Poinciana Cricket Field & Winter Haven Cricket Field:**

Umpires will bring a key to unlock the storage facility which will contain all the items to set up the field. Home teams are highly encouraged to roll the pitch using a roller before the game to have a good experience at these locations. Please return the items back to storage after the game. Both teams playing at this location are expected to bring cash to pay Poinciana Cricket Club.

**Woodland Terrace Field:**

The home team is expected to bring all the required equipment (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries, Paint to draw the crease) to set up the field at this location. The umpires are expected to collect the ground fees from both the teams.

## APPENDIX A:

### League Recommendations for Mitigating Risk during the COVID-19 Pandemic

**Transportation:** Players should make every effort to arrive at the ground/facility using their own method of transport. However, where they share a car with individuals outside of their own family or use public transport, then they should always wear a cloth mask.

**Temperature Testing:** FCC recommends temperature check of all players, team and match officials prior to game commencement; where any player or team or match official has a temperature of 100.4F (or 38c) or higher, then participation in that match should be denied.

**Sanitization:** Hand cleaning products such as soap and water or sanitizer should be made available to all players at all matches by their respective teams; players are strongly encouraged to bring their own sanitizing products to ensure that they have easy access to such materials.

All players should take steps to clean their hands immediately prior to their participation in the match, immediately after the match and at the innings break.

Team captain should provide the umpires small sanitizing products for use by players from time to time.

**Equipment:** All sharing of personal cricket equipment or “team kit” **should be strongly discouraged**. Where (particularly for cost reasons) this option cannot be complied with, cricket equipment may be shared if a thorough sanitization process for the equipment after each use is completed. Care should be taken in respect of the shared use and sanitization of helmets.

Umpires **should not** hold kit or equipment for bowlers or any member of the fielding side during the match. Where necessary, such kit should be placed on the ground either immediately behind the wicket-keeper or behind the umpire and appropriate amendments to the playing regulations should be made to address the issue of if/when the cricket ball hits such kit or equipment during a match.

**Social Distancing and Facial Covers:** There should be no deliberate physical contact at any time or for any reason.

Where any participant (player, coach or otherwise) is unable to maintain 6ft of social distance from another at any point during a training session then cloth masks should be worn during that part of the relevant training session.

Where any participant wishes to wear a facemask even when more than 6ft away from another, they shall be free to do so.

**Team Meetings:** Follow social distancing guidelines, all players should be 6ft apart in a circle.

**Ball Maintenance:** No saliva should be applied directly or indirectly on the ball.

Players should always refrain from licking hands/fingers.

Where the League and the participating teams so agree, teams may use two new balls (one from each end) and appropriate rule changes may need to be made to incorporate this practice.

MCC 2019 law 41 will be fully executed by the umpire in respect to ball maintenance, no exceptions.

**Batting Partners:** Both members of the batting pair should always remain 6 ft away from each other, with particular care to be taken when communicating orally throughout the match.

**Wicket Celebrations and Handshakes:** There should be no team huddles, hugs, 'high-fives', handshakes, or anything that requires physical contact of any type.

To uphold the spirit of cricket, teams should show their respect and acknowledgement for members of the opposition at the end of a match in an alternative fashion to the traditional handshake, e.g. verbally or through a wave or other suitable gesture.

**Batting Team on Sideline:** Members of the team should always remain separated by 6ft.

**Umpire Standing Position:** The umpire at the bowler's end should stand min. 6ft behind stumps to ensure safe distance from the non-striking batter.

**Scorers:** Scorers should be 6ft apart from one another and bring their own pens, pencils, and devices to score; there should be no shared scoring equipment or devices.

**Food & Drinks:** All players, parents and spectators should bring their own food to the ground. There should be no sharing of drinks, drinks bottles/containers or food prior to, during, or after the match.

Communal water fountains should not be used.

**Parents / Spectators / Volunteers:** Individuals should bring their own chairs to the ground if they wish to sit and spectate and remain 6ft apart.

**Managing symptoms and incidents of Covid19:** Where any individual has played, officiated or been involved in a competitive match and then subsequently fallen ill or developed symptoms, then that player or official should: (1) report the same to the organizer of the match; (2) seek healthcare support immediately; and (3) follow all local and authority regulatory requirements.

Where any individual has played, officiated or been involved in a competitive match and then subsequently contracts COVID-19, then that player or official should: (1) report the same to the organizer of the match; (2) follow all local and authority regulatory requirements; (3) self-quarantine for a minimum period of 14 days (or such period as they may be advised by any medical practitioner - whichever is longer) before returning to training and/or participating; and (4) provide a copy of a doctor's note confirming that they are clear to participate in such activity.

Where any report of an individual contracted COVID-19 is made, the organizer of the match should: (1) notify all individuals who may have come into contact with the reporting individual; and (2) immediately cease all related activities and carry out a new risk assessment exercise before any further activities are resumed.

**Transition of field and facility:** There should be no possibility of interaction permitted between groups who have finished a match and those who have arrived for a subsequent match. Such separation can be enforced using extra time between matches or providing different waiting areas.

Players should arrive at sessions ready to commence activity immediately and should disperse promptly once any such session has concluded.

An appropriate amount of time should be scheduled in-between matches to allow for the appropriate cleaning of all facilities and equipment.

**Ensuring compliance:** One official from each team should be appointed prior to each match to be responsible for ensuring the compliance of these guidelines (and/or any other relevant guidelines) by his/her team throughout the match.

Leagues should develop protocols for dealing with the deliberate and/or repeated transgression of relevant guidelines by players or teams.

For the purposes of supporting potential contact tracing, the individual assigned responsibility for ensuring compliance should keep a record of all persons in attendance at each match.

**Player Waiver:** All players should be required to sign an assumption of risk, release and waiver of liability and indemnity agreement relating to Covid-19 exposure, Covid-19 liability, and Covid-19 risks. Any such waiver should be drafted in accordance with local state laws and provisions.

## **APPENDIX B:**

### **Procedure for the Super Over:**

1. Each side bats for six balls under the restrictions same as the final over in a normal game.
2. The team that bats second in the match will bat first in the Super Over.
3. Each side must decide on which three players will bat, meaning that the loss of two wickets ends the Super Over.
4. The chosen three batsman cannot bowl in the super over.
5. If the scores are tied in the super over, another Super Over will be played until a winner is determined. The team that chased in the first super over, will now set the score to be chased in the second super over.