

FLORIDA CRICKET CONFERENCE

2022

Eric Blye Memorial Summer Slam T20

PLAYING CONDITIONS

Version 2022.06.09



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:

Clubs will be divided into two pools (Premier, Championship) based on ranking during regular season play of the previously concluded FCC 2021 T20 Summer Slam. New clubs will be introduced into the Championship pool. Each club will play once against every other club within their pool & Odd numbered clubs will play other odd numbered clubs within their pool one more time and even numbered clubs will play other even numbered clubs within their own pool one more time. Each club will be scheduled to play 13 games for the tournament. All matches will be 20 overs, played in colored (majority white colored uniforms will not be allowed) clothing and with approved FCC white balls.

Premiership (Ranked based on Previous Season Finish)	Championship (Ranked based on Previous Season Finish)
1. Orlando Cricket Club	1. Orlando Stars Cricket Club
2. Just In Case Cricket Club	2. Daytona Cricket Club
3. 22 Yards Cricket Club	3. Orlando Lions Cricket Club
4. Strykers Cricket Club	4. Orange County Cricket Club (C)
5. Clermont Cricket Club	5. Orlando Super Kings Cricket Club
6. Islanders Cricket Club	6. Deloitte Cricket Club
7. Lions United Cricket Club	7. Gully Boyz Cricket Club
8. Orlando Knight Riders Cricket Club	8. Palm Bay Cricket Club
9. United Cricket Club	9. Poinciana Cricket Club
10. Orange County Cricket Club (P)	10. Polk County Cricket Club

New Clubs have been arranged in alphabetical order to get to a ranking system. Orange County Cricket Club has been given the special authorization to intermix players between their 2 clubs. This provision is only given as a convenience since they are looking to promote some youth into competitive cricket. This provision will be available to other clubs as well provided they follow these guidelines

- The junior club (between the 2 clubs) **MUST** have at least 3 youth players who are under the age of 19 in their playing 13 (or less)

- The uniform between the 2 clubs MUST be identical for the most part, subtle differences to identify the differences between the 2 teams will be allowed, but the color coordination must be identical for the most part.
- This approach is provided to introduce youth cricketers into playing against better skilled clubs (if the participating club has a valid reason to do so), any abuse of this flexibility by any 2 clubs that are looking to exploit this playing condition could be prevented from doing so by the FCC Executive Committee.

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.

Teams that finish bottom 2 in the Premiership will be relegated to Championship.

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:

- Premiership League Winner \$ 1000
- Premiership League Finalist \$ 750
- Premiership Semi-Finalist \$500
- Championship League Winner \$ 1000
- Championship League Finalist \$ 750
- Championship Semi-Finalist \$500

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: 4 Points

Loss: 0 points

Abandoned due to inclement weather (or other drivers): 2 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. In a regular T20 game, the target should be successfully chased in 15 overs.

Bonus Point: 1 point for getting 175 or more runs in an innings.

Bonus Point: 1 point for restricting the opponent (while bowling second) to less than 50% of the first innings score.

All bonus point situations cannot be prorated to match situations in case the number of overs gets reduced (due to whatever may be the reason).

4 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:

All games must be scored live using the CricClubs App. Paper copies may be used for scoring during the game only as a backup where there is a universal problem with respect to live scoring via CricClubs. Scoresheet could be adjusted to reflect the correct fielders no later than THURSDAY following the game. In case of a universal problem, the Winning team should update the scorecard on CricClubs before THURSDAY, failing to perform this task in its entirety, both teams will not be awarded any points (including bonus situations). 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 2 points for the draw. Failure to

use the live scoring app (where there are no technical issues), will incur an automatic 1-point deduction. Teams are expected to use the app to score only when their respective team is batting. If there is only ONE official umpire during a game, the batting team representative standing as square leg umpire, CANNOT be scoring using the app.

FEES:

All clubs are required to pay a ground fee of \$ 35 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:

\$ 50 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.

\$ 60 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 fccflorida.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) as well as an immediate suspension from taking part in FCC games.

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. Clubs 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. Clubs 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 club 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.

The online waiver now has the provision to add the picture of the player along with all other pertinent details. Please use the same to establish the identity of your player.

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.

Home team is also responsible to perform the following actions:

1. Cover the entire pitch and a few feet (approximately 17 feet) on either side of the short edge of the pitch rectangle to protect the run-up for the bowlers.

2. Bring adequate sandbags / any other tiedowns to keep the cover from flying away from the intended position.

3. Once the umpire completes the inspection, after the rain has slowed down / completely stopped, the HOME team is also responsible for removing the covers from the pitch without causing any further delays to the game - things like seepage of water into the pitch / run up during the process of removing the covers would count against the home team.

4. The umpire uses his expertise to call off a game, based on various factors like cumulative delay of the game, likelihood to future play based on a forecast and if the facility has good drainage to get a result. The umpire will use all these resources to get to a result and ONLY in the event he (or they) feel a result is impossible can he (or them) call the game off.

5. Home teams for the 10:30 AM game, are encouraged to leave the covers on even in the event of a called off morning game so that the 2:30 PM game could

start and continue without any further interruptions (weather permitting).

6. Home teams that do not bring any cover, lose the game outright.

7. Home teams that bring a cover that do not adhere to the standards mentioned above, lose the game outright.

GENERAL RULES:

1. All games must be played with official white Florida Cricket Conference balls.
2. All players on the field must play in a uniform that represents the club - for example a club may have revised its uniform over the years and as long as the uniform shows the club's name in similar type of design (color fading is natural) all is well. No exceptions will be made; players not in uniform cannot be on the field of play. Additionally, all batmen leg guards/pads must be colored. The Wicketkeeper is highly encouraged to wear colored pads, but in the event where he does not have them, he can wear white 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 captains.

Teams have until the last game in June 2022 to have their uniform issues addressed, until then please do let the umpires know if there is going to be a violation during the toss. From July 2022, if there is a violation with respect to uniform, there will be a penalty of 4 overs or if fielding second, 4 overs worth of runs scored (based on run rate after 20 overs) will be deducted from the violating team (for every violation).
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.

5. **Playoff eligibility:** A player must have played 4 (four) 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 three games 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.
6. **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; Manual update to scorecards & roster uploads are due no later than the Thursday following the match.
7. 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. There are only 2 formats that will be accepted by the umpires - both the formats are shown in Appendix D. The list (if written manually or typed) should show both the first name and last name of the player. If there is a violation, the umpire can deduct up to 4 overs from the offending team.
8. Consumption of alcohol is not permitted on any FCC games
9. Neither the players nor the umpires shall carry cell phones on the playing field.
10. 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.
11. 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 (For example: 10:15am) to game start time (For example: 10:30am).
2. Each match will consist of 20 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 after toss, but the update must happen before the first ball of the match is bowled, after that NO updates to the roster will be allowed.
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 always padded up in the dugout 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 able 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 10th 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 **8 overs**. No Result applies when the team batting second was not able to bat a minimum of 8 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 be the only authority with respect to 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 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 10 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 8 overs.
11. The team scoring the most runs in its allotted overs will be the winner. If the team batting second completes 8 or more overs but not its full allocation of overs, then the winner will be the one with the better Net Run-Rate during that match.
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 4 overs in a normal innings of 20 overs a side. (Super Over is not included in this limit)
14. Wides - A penalty of one run for a wide plus any runs scored from the delivery. Any delivery that pitches outside the leg stump and continues to stay outside the leg stump shall be called a wide. If the ball pitches in line with any of the 3 stumps (or even outside the off side of the off stump) and if the ball goes down the leg side and the batsman shuffles to avoid contacting the ball, that ball cannot be called a Wide, as the batsman had a chance to play the ball and chose not to play it. Any shuffling / reserve stances / switch stances - the wide line moves with the batsman and the umpire will use his best judgement to call the wide or not, if he feels the bowler gave the batsman a fair enough chance to play the ball.
15. A bowler bowling with his hat / sunglasses or any other object in his possession and if he happens to drop that object during the act of delivering the ball, the umpire will declare the ball as a no-ball. The bowler has a choice to leave these objects a few feet directly behind the umpire while bowling his over. The umpire is NOT expected to carry these objects to avoid any transmission of COVID or any other viruses. If the bowler insists on bowling with these objects (hat / sunglasses etc) he is understanding the risks involved with such an act. If a live ball happens to come in contact with the bowler's objects that he has left behind the umpire, there will be no penalty runs awarded to the batting team.

16. Free-hit No Ball - **ALL NO BALLS WILL RESULT IN A FREE HIT**

17. 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.
18. Fielding Restrictions: A maximum of 2 players are allowed outside the 30-yard circle during the first 6 overs of any normal inning - Power Play.
19. 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 Power Play overs as well as maximum number of overs a bowler could bowl during that innings.
20. A minimum of 4 fielders (other than the bowler and the wicket keeper) should be inside the 30-yard circle after the power play is completed for the rest of the inning.
21. In the event where the fielding team has only 7 players, they can still field 2 outside the 30-yard circle during power play and will have to field 4 fielders inside the 30-yard circle after the power play.
22. 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 Power Play overs & the maximum number of overs a player could bowl.
23. Each team as 1 hour and 30 minutes to complete 19 overs (a bit more than 5 Minutes per over and additional 10 minutes for breaks and other unexpected delays to the game, at (or before) the 90th minute mark the bowling team should have started to bowl the 20th over) - any delays caused by the fielding team or the batting team - the umpire will apply Laws 41.9 and / or 41.10 accordingly. In the event where the number of overs is reduced, the teams are expected to maintain the same over rate to complete the game in a timely manner. Failure to do the same gives the umpire to apply laws 41.9 and / or 41.10 as they see fit. Umpires are expected to inform the teams to pick up their speed (as they see fit) and when such warning are ignored only then can they apply laws 41.9 and / or 41.10 as they see fit (Umpires are NOT expected to surprise the teams with the news of such a penalty).
24. In a scenario where a team starts the game with 7 players and ONE of their 7, gets injured and cannot field / bat, the game should still be completed until the team with the smaller number of players decides to forfeit the game.
25. A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

26. If a batsman retires because of illness, injury, or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason this (retired batsman coming back to bat) does not happen, that batsman is to be recorded as 'Retired - not out'.
27. If a batsman retires for any reason other than as in clause 31, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.
28. If after retiring a batsman resumes his innings, subject to the requirements of clauses 32 and 33, it shall be only at the fall of a wicket or the retirement of another batsman.
29. If a batting team loses all its wickets, and if there are overs (or balls) to be bowled by the bowling team, and if the retired-not out batsmen cannot come back to bat, the batting team would be considered to have lost all its wickets and the bowling team will be awarded all the applicable bonus points.
30. Runners (The practice of using a bye-runner, where a player from the batting team is allowed to run for an injured batsman) shall NOT be permitted.
31. Use of mobile phones on the field by umpires (Official Ones) as well as batting team players that act as square leg umpires AND by players from the fielding side and batsmen - The playing conditions clearly state that mobile phones should NOT be used (or even brought into the field of play). If the main umpire observes a violation, at first instance it is a warning, and second instance is a 5 runs penalty and third instance would mean ejecting the player (or players) from the game (with no substitutions).
32. Video Recording of FCC games: With video analytics and video analysis becoming popular a few teams are video recording their games and, in the process, bringing Mobile Phones in to the field of play. Creating videos to make posts on Social Media and YouTube is a good thing to promote Cricket, but this must be done in a safe manner.
33. No mobile phone-based recordings inside the field of play.
34. All video recordings should happen from outside the field of play, irrespective of the type of recording device (mobile phones - in silent mode OR non-mobile phone-based video cameras)
35. Any non-mobile phone-based recording (GoPro / Regular video cameras) could be done (in the field of play) provided the equipment does not bother the fielding / batting teams.
36. Any violations of the above-mentioned guidelines would result in applicable penalties - first instance it is a warning, and second instance is a 5 runs penalty and third instance would mean ejecting the player (or players) from the game (with no substitutions). If a player who got out

already stands at square leg as an official and is observed using a mobile phone to record the game, the batting teams gets penalized 5 runs for every ball of violation.

37. Players will not be allowed to play with shoes with metal spikes in any FCC games when they are trying to bowl or bat on FCC pitches. Use of shoes with metal spikes is allowed only in situations where the player is fielding and does not walk / run into the pitch. The reason for this update is that most of FCC pitches are controlled by the City / County officials and they are observing the carpet getting damaged due to the use of metal spikes. The umpire will have the authority to stop a player from playing with these shoes to prevent any damage to the pitch.
38. In the event a wicket falls due to a catch, and during the process of this catch being taken, if the batters switch ends, the new batsman will still be on Strike (provided the wicket is not registered during the last ball of the over) - this is a change suggested by MCC for an update in October 2022, but FCC and its Captains have agreed to make this as a playing condition for the T20 Tournament; once this act comes to law, this playing condition will be removed.
39. A player cannot join past the half time of the game, during the half time, the umpire will perform an audit of which players were physically present during the game. If a batsman, decides to retire & leave the field after batting in the first innings it is the duty of the batsman and the captain to inform about this player to the umpire, so that he makes it to the list.
40. Umpires will make a list of all the players that were physically present at the game during the half time of the game, and it is the responsibility of the winning captain to upload this list to CricClubs scorecard. Failure to upload this will result in 1 negative point. Appendix E has a sample of such a list - Umpires will bring their own copies of these lists to the game.

SUBSTITUTIONS/REPLACEMENTS:

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 clubs dropping out of the tournament, all games previously played by that club during the competition will remain on the points table. All future games for that club 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 four (4) 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 four (4) 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 fccflorida.cricket@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 fccflorida.cricket@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. Teams are also encouraged to bring sanitizers to clean the ball.

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. The process of cleaning / replacing the playing cricket ball MUST always happen under the guidance of the Umpire(s).

FIELD MANAGEMENT / CLEANLINESS:

Teams are expected to clean up their trash and remove all empty / half used water bottles in an orderly fashion after the game. The umpires are expected to inspect the field after every game and report accordingly. Any team / teams found to be in violation will be penalized 5 points and will have to pay the league \$200.00 to continue further in the tournament. Umpires are expected to inspect after every game in case of a double header in the same location on that Sunday.

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.

Silver Star Bowl:

Silver Star Bowl Address: 2801 N Apopka Vineland Rd, Orlando, FL 32818

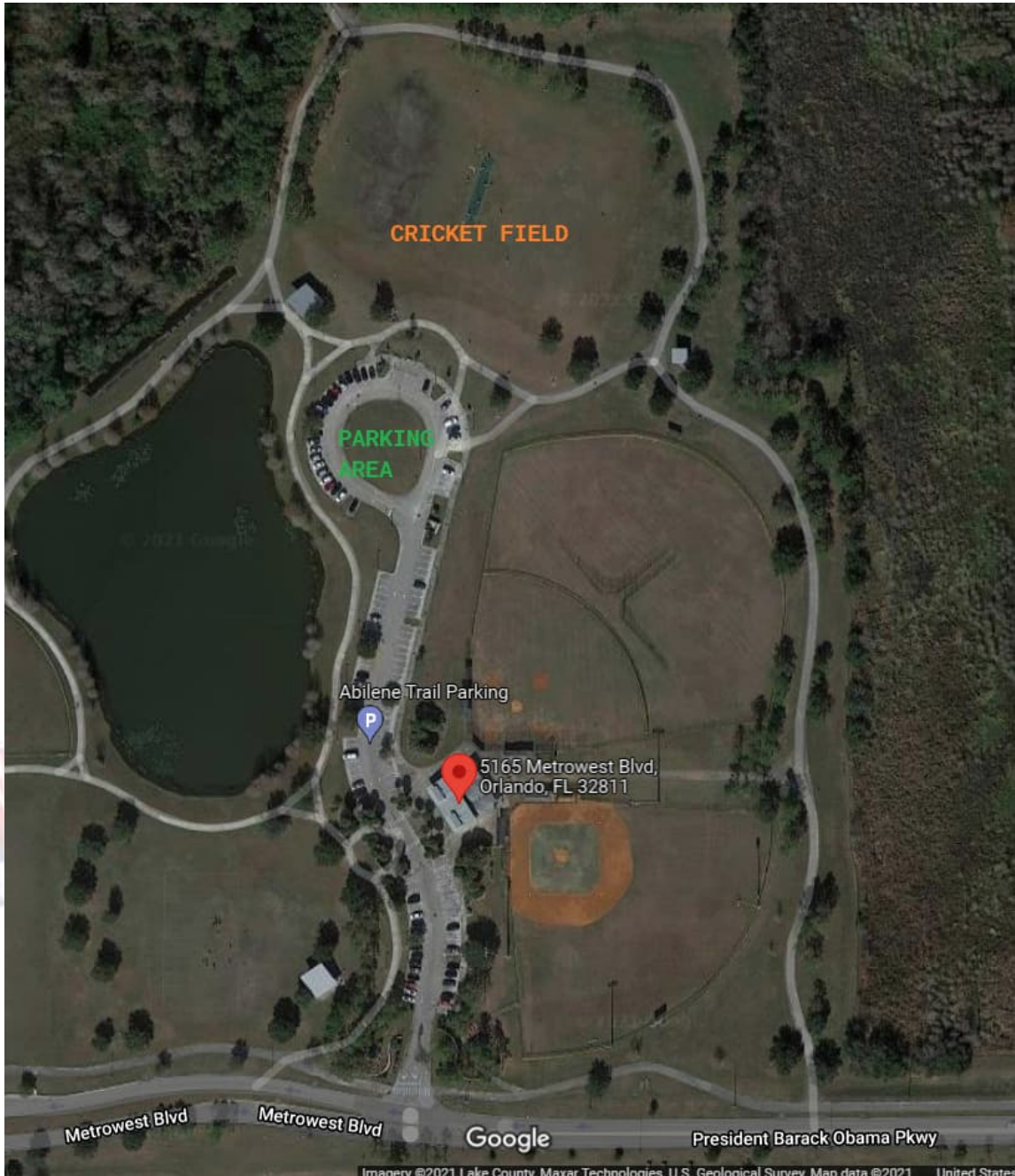
This is a manned public park that FCC rents from Orange County to play Cricket. They have a very strict - no alcohol policy so please do not consume any alcoholic beverages when you play at this park. Also do not park your vehicles in the grass area by the pavilion and use ONLY the designated parking areas.



Eaglenest Cricket Oval:

Eaglenest Cricket Oval Address: 5165 Metrowest Blvd, Orlando, FL 32811

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.



Daytona Cricket Field:

Daytona Cricket Field Address: 1054-1058 Brentwood Drive Daytona Beach FL 32117

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.



Poinciana Cricket Ground & Winter Haven Cricket Complex:

Poinciana Cricket Ground Address: 5109 Allegheny Rd, Poinciana, FL 34759

Winter Haven Cricket Complex Address: 50 Coleman Rd, Jan Phyl Village, Winter Haven, FL 33880

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. Teams acting as HOME are expected to bring White spray paint along with them and use the template available in the storage rooms to paint the crease before the game.

DO NOT ATTEMPT TO PAINT WITHOUT THE TEMPLATE - it creates a mess for future use of the Cricket Field. Failure to do all these requirements before toss, could delay the game, which in turn could force the umpire to reduce the number of overs for the HOME team. Please return the items back to storage after the game. Home teams are expected to take a before and after use picture of the storage to ensure that the items have been returned safely back to storage. Both teams playing at this location are expected to bring cash to pay Poinciana Cricket

Judge Alli B Majeed Cricket Complex:

Judge Alli B Majeed Cricket Complex Address: 1951 Malabar Rd, Palm Bay, FL 32907

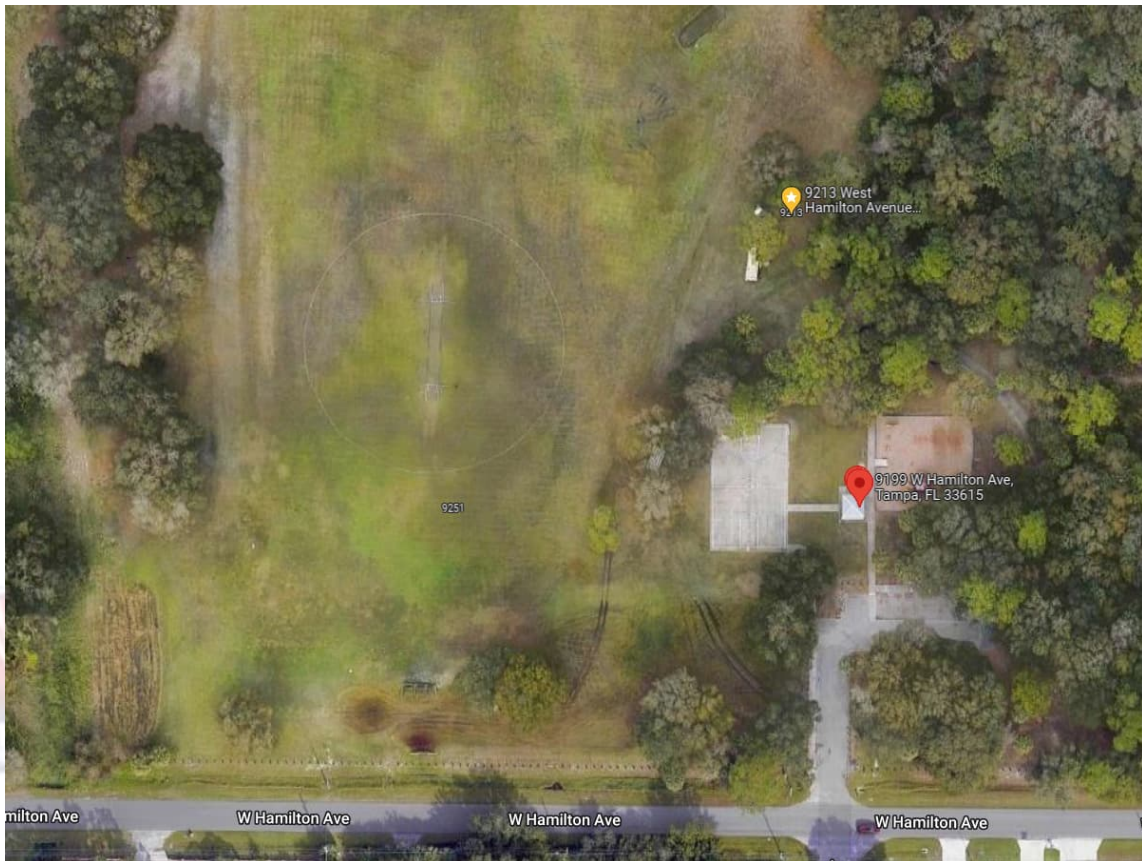
If Palm Bay Cricket Club is not playing a game at this location, a representative from the Club will be there at the field and will provide all the required items to set up the field (Stumps, Bails, Flat Cones, Chalk, Flags for boundaries). After playing the game the home team is expected to collect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



Hamilton Park:

Hamilton Park Address: 9199 W. Hamilton Avenue, Tampa, FL 33615

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.



If Hamilton Park gets flooded / unplayable due to summer rains, Just In Case CC has a back up location in Tampa where the game would be rescheduled.

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 batsmen 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.

APPENDIX C:

Guidelines for moving games based on poor condition of any fields in Orlando:

1. If any FCC field is available & is in a condition to play a game, FCC will reschedule the games to those locations.
2. Start times will not be changed - only the location will change.
3. Teams that cannot put a team together due to the change in location, will forfeit their game, but will not lose 4 points, since this move is a last minute one. In this scenario the team's opponent will get 4 points for the win.

4. All communications with respect to location changes will happen on Saturday or earlier.
5. Teams are expected to be ready to accommodate this last-minute change in location.



FLORIDA CRICKET CONFERENCE

APPENDIX D:

FLORIDA CRICKET CONFERENCE

UMPIRE COPY

Team Name	Date
#	Player Name (First and Last)
1	Captain
2	Vice Captain
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

OPPONENT COPY

Team Name	Date
#	Player Name (First and Last)
1	Captain
2	Vice Captain
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

FCCUA Umpire Sign	FCCUA Umpire Print
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Option 2:

Sunday 21 Mar 2021 11:00 Am

Clermont CC vs **Orlando CC**
Admin Actions ▾



F @ Silver Star Winter Challenge 35 | Umpire(s) Garry Johnson, Sundar Raghavan | SeriesName : 2020/2021

Use one of these arrows to print your roster from CricClubs



















The use the check boxes to represent your playing team and submit 2 copies - 1 to the umpire and the other to the opponent captain during toss.

[Print](#)

Florida Cricket Conference Orlando CC - Roster

 vs 

Clermont CC vs **Orlando CC**
Schedule : Sunday 28 Mar 2021 11:00 AM
Match Type: F **Ground:** Silver Star
Umpire(s) : Garry Johnson & Sundar Raghavan

1	 AdrianThompson	<input type="checkbox"/>	11	 JamelMorgan	<input type="checkbox"/>
2	 AndreMitchell	<input type="checkbox"/>	12	 JermiahRhoden	<input type="checkbox"/>
3	 BrianCoombs	<input type="checkbox"/>	13	 LarryCharlery	<input type="checkbox"/>
4	 ChristianHerrera	<input type="checkbox"/>	14	 NathanStanislas	<input type="checkbox"/>
5	 ConroyJacobs	<input type="checkbox"/>	15	 OmarWhynter	<input type="checkbox"/>
6	 DemarrPinnock	<input type="checkbox"/>	16	 OneilHylton	<input type="checkbox"/>
7	 DevindraMaharaj	<input type="checkbox"/>	17	 OrdaneHutchinson	<input type="checkbox"/>
8	 DonaldClarke	<input type="checkbox"/>	18	 RamoneMedwinter	<input type="checkbox"/>
9	 GawayneVassell	<input type="checkbox"/>	19	 RobertHenriques	<input type="checkbox"/>
10	 ImranKhan	<input type="checkbox"/>	20	 ShabakaMathlin	<input type="checkbox"/>
1		<input type="checkbox"/>	6		<input type="checkbox"/>
2		<input type="checkbox"/>	7		<input type="checkbox"/>
3		<input type="checkbox"/>	8		<input type="checkbox"/>
4		<input type="checkbox"/>	9		<input type="checkbox"/>
5		<input type="checkbox"/>	10		<input type="checkbox"/>

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APPENDIX E:

UMPIRE REPORT CARD

Match Result: _____

Mid Innings Break Time & Score: _____

End of Match Time & Score: _____

Mid Innings Break Time & Score: _____

End of First Innings Time & Score: _____

Toss Time: _____ Toss Result: _____ Umpire: _____

Match Between: _____ and _____

Date: _____ Location: _____ Match Start Time: _____

C.F.U.A



FLORIDA CRICKET CONFERENCE



Match Notes:

	<p>ORLANDO OFFICE</p> <p>THE RAM LAW FIRM PA</p> <p><small>IMMIGRATION ATTORNEYS</small></p> <p>5812 South Semoran Boulevard Orlando, Florida 32822</p> <p>Map & Directions ↗</p> <p>(407) 270-9554</p> <p>info@ramimmigrationlaw.com</p>	<p>BRADENTON OFFICE</p> <p><i>Goldman & Loughlin</i></p> <p>435 12th Street West Bradenton, Florida 34205</p> <p>Map & Directons ↗</p> <p>(941) 773-1523</p> <p>info@ramimmigrationlaw.com</p>
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#	Bowler Name	1	2	3	4	5	6	Total score at the end of over			Fall of Wickets			
								1	14	27	#	Time	Score	Bowler
1								1	14	27				
2								2	15	28				
3								3	16	29				
4								4	17	30				
5								5	18	31				
6								6	19	32				
7								7	20	33				
8								8	21	34				
9								9	22	35				
10								10	23	36				
11								11	24	37				
12								12	25	38				
13								13	26	39				

#	Bowler Name	1	2	3	4	5	6	Total score at the end of over			Fall of Wickets			
								1	14	27	#	Time	Score	Bowler
1								1	14	27				
2								2	15	28				
3								3	16	29				
4								4	17	30				
5								5	18	31				
6								6	19	32				
7								7	20	33				
8								8	21	34				
9								9	22	35				
10								10	23	36				
11								11	24	37				
12								12	25	38				
13								13	26	39				

This sheet filled in for your particular game must be uploaded & attached to that particular game's scorecard on CricClubs, failure to do the same will incur a 1-point deduction for the winning team.