

FLORIDA CRICKET CONFERENCE

2018 RUDY LATCHMAN T20 SUMMER SLAM LEAGUE RULES



www.florida-cricket.com

League rules governing except where otherwise stated in these rules. The league games will be played in accordance with the ICC 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 violates 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 course of 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 30 over BIG BLAST League. New teams will be at the bottom of the ranking table. Each team will play against every other team within their pool and select teams from the other pool during regular season play. All matches will be 20 overs, played in team uniform color clothing and with approved FCC white balls.

The top six teams in each pool will advance to the playoffs. The top two teams in each will automatically qualify for semi-finals of each pool. In each pool, the remaining four teams will play against each to qualify for the two remaining semi-final spots. Winner of the semi-finals will play in the final game in each pool. In the Championship pool, the regular season top seed and the Playoff winner will earn promotion to the Premiership pool.

All playoff game ground fees and umpire fees shall be the responsibility of the teams except for the Final game of each pool. FCC will pay for umpiring and ground fee for the finals of each pool.

PRIZE DISTRIBUTION:

Prize Distribution will be as follows:

Premier League Winner \$800

Premier League Finalist \$600

Premier Losing Semifinalist \$150

Championship League Winner \$700

Championship League Finalist \$400

Premier Losing Semifinalist \$100

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 175 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

Scoresheets Submission:

The winning team must submit 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 not later than WEDNESDAY following the game. Winning team failing to perform this task in its entirety will not be awarded any points. In a rainout event, the results in an abandoned game, the away team must submit the partial game scoresheet through CricClubs to earn the 1 point for the draw. **FCC WILL BE STRICTLY ENFORCING THIS RULE.**

FEES:

All clubs are required to pay a grounds fee of \$35 prior to start of each game. Additional fees are required for night games. This fee must be paid to the designated FCC Ground representative.

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

The fees are:

\$45 per club - one umpire is present at the game.

\$60 per club - two umpires are present (PLAYOFFS ONLY)

PLAYER WAIVER & TEAM ROSTER:

All players must sign a player waiver form to participate in this competition. If a player has filled out a waiver in previous tournament, a new waiver is not required. 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 subjected to a penalty of \$100, which must be paid to FCC prior to their next game.

Waivers shall be submitted to:
fccflorida.cricket@gmail.com

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 are recommended.

GENERAL RULES:

1. All games must be played with official white Florida Cricket Conference balls.
2. **All players on the field must play in the team uniform, no exceptions will be made; players not in uniform cannot be on the field of play.** 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. **The umpires will be the sole entity allowed to decide this not the 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 **4th 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 teams losing the player, plays its 4th game.
4. **Playoff eligibility: A player must have played four (4) 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. 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.
6. Consumption of alcohol is not permitted on ALL FCC games.
7. Neither the players nor the umpires shall carry cell phones on the playing field.
8. Teams designated as host teams must provide drinks for BOTH TEAMS.
9. Player must be in team uniforms. FCC will be strictly enforcing this rule in the third week of the tournament. Players not in team uniform will not be allowed to play.
10. Following players are required to wear a helmet:
 - a) Both Batsmen (at all times)
 - b) Wicket keeper when standing up to the stumps
 - c) Fielding positions close to the facing batsmen

MATCH RULES:

1. All games shall start at times designated on the league schedule. Coin toss must occur fifteen minutes prior to game start time.
2. Each match will consist of 20 over.
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. 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 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. 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.
6. A match is “official” if both teams are able to 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.
7. If a game is interrupted 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 game.
8. 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.
9. If a game is interrupted during the first innings, the team battings first must play the entire 20 overs. No reduction in overs is allowed in the first innings. Umpires can reduce the overs of the team second and adjust the target score based on the runrate of the first innings. However, the number of over in the second innings cannot be reduced to less than 8.
10. 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

11. 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 A.
12. No bowler shall bowl more than 4 overs in an innings.
13. 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.
14. Free-hit No Ball - **ALL NO BALLS WILL RESULT IN A FREE HIT**
15. Only one delivery per over is allowed over shoulder height and below height of player standing in an upright position. A second delivery over shoulder height will be called a no-ball. Any delivery over head height shall be called a wide.
16. Fielding Restrictions: A maximum of 2 players are allowed outside the 30 meter circle during the first 6 overs. **After the first 6 overs**, a maximum of 5 players are allowed outside the 30 meter circle. **A minimum of four fielding players must be inside the 30 yard circle at ALL TIMES.**

SUBSTITUTIONS:

17. The fielding team will be allowed to make unlimited substitutions from their 13 player roster. The substitute player is allowed to bowl at any time. Substitutions can occur at the fall of a wicket or at the conclusion of an over. Umpires **MUST** be notified of all substitutions.

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 rescheduled once.

CONCEDING MATCHES:

1. Any club unable to field a team or forfeit a 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 considered to 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 a FCC scheduled game, is required to inform the opposing club and the FCC Executive Committee, by noon on Saturday. Clubs will be penalized \$100 administrative cost which must be paid to the FCC before being allowed to play the next scheduled FCC match.
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. 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, shall have his/her conduct 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. 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.cricket@gmail.com

5. The umpires' decisions are final. Any vilifications or abuse of the umpire, by knocking down the wicket, throwing of pads, bat or gloves, refuse 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.

APPENDIX A:

Procedure for the Bowl Out:

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 has to 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, most runs scored in boundaries (4's and 6's) from the super over will serve as the first tie breaker.
6. Most runs off the last ball of the super over will serve as second tiebreaker. Extra runs for wide, no balls will be added to this score if the last ball is a wide or no ball.