

FLORIDA CRICKET CONFERENCE

2016 - T20 SUMMER SLAM RULES



www.florida-cricket.com

FCC League rules govern except where otherwise stated in these rules. The league games will be played in accordance with rules specified herein, ICC Laws of Cricket and more importantly the spirit of the Game. FCC league rules shall supersede others when there is conflict in rules. 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 (Pool A: Batmen; Pool B: Supermen) based on ranking during regular season play of the recently concluded FCC Big Blast 30 competition. Odd positioned ranked teams in each pool (i.e. No.1, No.3 , No.5, & No.7) will remain in their respective pools, however, even positioned ranked teams (No.2, No.4 & No.6) will switch pools to assume the same ranking in the other pool. This allows teams to play against different within their pools from the previous competition. New teams coming into FCC are at the bottom of the seeding table and divided into the two pools. Each team will play once against every other team within their pool and five (5) teams from the other pool for a total of 13 games for regular season play. All matches will be 20 overs, played in color clothing and with approved FCC white balls, clearly displaying the FCC logo.

The top four teams in each pool will advance to Super 8 playoffs. The next four teams in each pool will advance to the Plate championship playoffs.

Super 8

Playoffs: A1 vs B4, A2 vs B3, A3 vs B2, 6, A4 vs B1

Semifinal: Winner A1/B4 vs Winner A3/B2, Winner A2/B3 vs Winner A4/B1

Final: Semifinal Winner Game 1 vs Semifinal Winner Game 2

Plate Championship

Plate Payoffs: A5 vs B8, A6 vs B7, A7 vs B6, A8 vs B5

Plate Semifinal: Winner A5/B8 vs Winner A7/B6, Winner A6/B7 vs Winner A8/B5

Plate Final: Semifinal Winner Game 1 vs Semifinal Winner Game 2

All regular season games & playoff game ground fees and umpire fees shall be the responsibility of the teams except for Championship Final and Plate Final game. FCC will host the two final games.

PRIZE DISTRIBUTION:

Prize Distribution will be as follows:

Super 8 Champion \$1,500

Super 8 Finalist \$700

Super 8 Loosing semi-finalists \$300 Each

Plate Champion \$200

Plate Finalist \$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.

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 Cric HQ software. Paper copies may be used for scoring during the game; however, the only format acceptable for submission will be Cric HQ. 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 Cric HQ 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. This fee must be paid to the designated FCC representative.

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

\$40 per club if only one umpire is present at the game.

\$50 per club if two umpires are present at the game.

PLAYER WAIVER & TEAM ROSTER:

All Players must sign a player waiver form to participate in this competition. Teams are responsible for submitting signed waiver forms of their players and team roster to FCC no later than Sunday, April 3rd. There is no limit on number of players per team. Based on waiver forms received, FCC will then issue a list of players eligible to participate in this competition prior to 1st week of play. After first week of play, teams may add players by submitting completed waiver forms to FCC by noon on Saturday prior to the game. 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 all 3 following email address:

fccflorida.cricket@gmail.com

sharn89@hotmail.com

naseer_ahmed699@yahoo.com

In lieu of email, waivers may be faxed to:

407.888.4480

FCC WILL BE STRICTLY ENFORCING THIS RULE.

RAIN COVERS FOR PITCH:

Rain Covers: All teams designated as "HOME" teams are required to provide covers 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 displaying the FCC logo.
2. All players on the field must play in color clothing. No country affiliations shall be visible on the uniforms i.e. India, Pakistan, Trinidad, etc. No other league affiliations shall be visible on the uniforms.
3. Except for a signed waiver requirement, there is no other player registration requirement for league regular season 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 and beyond. 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. For transferred players, games played by the player for the former team will be counted towards playoff eligibility; however, **the transferred player must have played a**

minimum of two (2) games for the new team. Games played by any player in an ICC organized game or representing FCC in official games will count towards meeting eligibility requirements.

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.

MATCH RULES:

1. Each match will consist of 20 overs. Each inning must be completed in 90 minutes time, with 10 minutes between change of innings. Added time is at the discretion of the umpire.
2. Coin toss will occur 10 minutes prior to scheduled start of game. Team must have 7 players in uniform at coin toss. Teams failing to be ready with a minimum seven players at coin toss time will lose one over for every five minute delay from coin toss time.
3. 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 CricHQ score sheet. Teams with less than 13 players for a game shall list the "no-show" players as UNSURE on the CricHQ scoresheet.
4. Each batting side may bat any 11 players from the 13-player roster.
5. 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.
6. If a game is interrupted due to inclement weather, umpires will allocate a total cumulative wait time of 45min for the entire game before making the call on the game.
7. If a game is interrupted during the first innings, the team batting 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.
8. 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

9. In the event of a tie match after the allotted overs, the teams shall compete in a SUPER OVER in accordance with ICC Laws.
10. No bowler shall bowl more than 4 overs in an innings.
11. 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.
12. Free-hit No Ball – ALL no balls will result in a free-hit on the subsequent delivery for the batting side.
13. 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.
14. Fielding Restrictions: A maximum of 2 players are allowed outside the 30-yard circle during the first 6 overs. After the first 6 overs, a maximum of 5 players are allowed outside the 30-yard circle. A minimum of four fielding players must be inside the 30-yard circle at ALL TIMES.
15. Powerplay: **THERE ARE NO ADDITIONAL POWERPLAY OVERS BESIDES THE FIRST 6.**

SUBSTITUTIONS:

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 a \$20 grounds 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 Final games abandoned due to inclement weather will be 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 5:00 pm Friday. Any team failing to inform the opposing club and FCC prior to this deadline will be penalized One hundred dollars (\$100.00) administrative costs, which must be paid to the FCC before being allowed to play the next scheduled FCC match.

TIE GAMES:

Tie games will result in a SUPER OVER to determine the winner. SUPER OVER shall be in accordance with ICC Laws and Regulations.

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 Disciplinary Committee. The report shall be made by the umpires, the captain of the clubs, or any member 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 executives must be notified that a report has been filed
2. The Disciplinary 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 Disciplinary Committee will make its recommendations and inform the FCC Executive Committee, who 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 fccd Discipline@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 Disciplinary Committee with the approval of the Executive Committee.**

