



Florida Cricket Academy One Day Match Playing Conditions



Any rules not included, ICC Laws will apply

This is a youth tournament and the object is to give our youth players a chance to play against their peers. Given this goal, we have no playoffs or finals eligibility. It's a round robin competition and winner will be determined by most wins. Second tie breaker will be NRR. This way every team plays each other.

Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings are subject to the following:

Fielder absent or leaving the field : ICC Rules will apply.

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. Pads and players clothing shall be white.

The Ball

Approval and control of balls

The FCA shall provide cricket balls of an approved standard for cricket and spare used balls for changing during a match if required.

If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

No METAL spiked footwear shall be permitted while batting or bowling.

No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

All matches will consist of one innings per side, each innings being limited to a maximum of 40 overs. Every effort is made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of overs necessary to constitute a match (20 overs) cannot be bowled, the match will be considered abandoned and the points will be shared equally.

Each team shall bat for 40 overs unless all out earlier. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 40 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

Penalties shall apply for slow over rates (refer ICC Code of Conduct).

Number of Overs per Bowler

No bowler shall bowl more than 8 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour apart. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

TOSS - 9:40am: **At the time of the toss, the winning Captain will indicate to the Umpire of his decision.**

Match Start: 10:00am

Inning Duration: Session 1- 10:00am- 1:00 pm > 2 drinks intervals included

> Interval 1:00pm- 1:30pm<

Session 2- 1:30pm- 4:30pm > 2 drinks intervals included

TOURNAMENT WINNER:

- The team with the most number of wins.
- If still equal, the team with the highest net run rate. In a match declared as no result, run rate is not applicable.

Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations.

Free Hit after a foot-fault no ball WILL NOT BE APPLICABLE

15 yd circle will NOT be used

Restrictions on the placement of fieldsmen: ICC Rules will apply

Power plays:

First 8 overs of each inning will be mandatory Power play overs for fielding team. Only 2 players allowed outside the 30 yd circle.

During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

Thereafter one block of 4 overs shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.

A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. Once a side has nominated a Powerplay, the decision cannot be reversed. Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 33rd and 37th over).

Each block of Powerplay Overs must commence at the start of an over.