



**2022 Spring Season  
Playing Guidelines**

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## **SFSCL PLAYING GUIDELINES**

All games shall be governed by the SFSCL Playing Guidelines and the ICC (ODI) One Day Laws of Softball Cricket. In matters regarding Laws and Rules; when this document does not resolve any issues, the ICC (ODI) One Day International Playing Conditions shall apply.

SFSCL Executive Board shall have the authority to amend the Playing Guidelines. The Executive Board must complete all updates and participating teams must be notified of changes before the start of the current season.

It is the responsibility of participating teams to ensure the league has updated contact information to ensure timely distribution of Playing Guidelines changes.

### **1. CURRENT EXECUTIVE BODY**

<b>Position</b>	<b>Name</b>	<b>Phone Number</b>
<b>President</b>	<b>Dave Singh</b>	<b>239-699-4530</b>
<b>Vice President</b>	<b>Mark Alicock</b>	<b>954-479-7171</b>
<b>Treasurer</b>	<b>Taariq Yasin</b>	<b>954-261-5682</b>
<b>Secretary</b>	<b>Raj Phagu</b>	<b>239-209-7102</b>
<b>Assistant secretary/Treasurer</b>	<b>Sato Manohar</b>	<b>954-610-8636</b>

### **2. CURRENT DC MEMBERS**

<b>Position</b>	<b>Name</b>	<b>Phone Number</b>
<b>DC Member</b>	<b>Anoop Basdeo</b>	<b>305-431-8247</b>
<b>DC Member</b>	<b>Martin Jaundoo</b>	<b>954-592-4412</b>
<b>DC Member</b>	<b>Jainan Harnarrine</b>	<b>954-816-7316</b>
<b>DC Member</b>	<b>Subash Singh</b>	<b>954-448-0957</b>
<b>DC Member</b>	<b>Feroze Ghani</b>	<b>954-701-8223</b>

### **3. PARTICIPATING TEAMS:**

<b>Division One</b>	<b>Division Two</b>
1. Coral Springs	1. Breakaway
2. Guyana Heat	2. Diamond
3. Hustlers	3. Miami Stars
4. Hurricanes	4. OneLove
5. Lehigh	5. Royal Challengers

6. Outlaws CC	6. Sports
7. Unlimited	7. Yaad Boyz
8. United Stars	

#### 4. MEMBERS AND PLAYERS STANDING

Members and players involved in any on-going SFSCCL disciplinary actions will be denied permission to participate in all SFSCCL competition or tournament.

#### 5. TOURNAMENT FORMAT

The **2022 Spring Season will be a 25 overs format**. A bowler is limited to a maximum of **5 overs** each. Power Play overs will be the first **6 overs** of each inning.

#### 6. PLAYOFFS QUALIFICATION

Players must play at least **two (2) games** to be eligible to participate in the play-off games.

#### 7. REGISTRATION FEE

**The registration fee is \$250**

#### 8. TEAM NAME CHANGES

Teams can change their names; however, this must be done before the season starts. Once the season is started teams cannot have a name change.

#### 9. NEW TEAMS

The new team roster will be reviewed prior to approval and all players must be in good standing with the league before the team will be allowed to register. Registration fee will include current season plus prorated cost of end of year presentation.

**10. SMALLEY RULE** As voted on 18 to 4 at the AGM on 1/22/11, The “Smally Rule” in honor of Smally Deodat, governs that in the event of the passing of a named relative of a team member; that team reserves the right to a bye week as bereavement. Relative is define as wife/husband, father/mother, son/daughter, stepchild/parent, brother/sister, brother/sister in-law, grandfather/mother, mother/father in law and grandchildren. Rule applies to regular and playoff games. The bye week must be requested by the affected team.

#### 11. PROTEST AND APPEAL

- I. All match protests must be filed 24 hours after a game is completed by sending the relevant information and evidence of fee payment to info@sfscl.com.

- II. A non-refundable fee of \$50.00 is required to file a match protest to the league Disciplinary committee.
- III. Relevant information that must be provided in the match protest are: date and venue of the match, teams involved, nature of the infraction(s), correct names of players involved and any witnesses, if any.
- IV. The protest will be reviewed by the Disciplinary Committee at its next scheduled meeting or sooner depending on the severity
- V. Appeals to the Disciplinary Committee decision must be filed within 24 hours after the DC ruling has been sent to individuals involved by sending the additional relevant information and evidence of fee payment to info@sfscl.com.
- VI. A nonrefundable fee of \$75.00 is required for any appeal of a DC decision.
- VII. The Executive Body shall handle all appeals properly filed as soon as possible. If an appeal is improperly filed under these guidelines, the penalties stipulated by the Disciplinary Committee are final.
- VIII. Complaints, as opposed to a match protest, will be handled by the executive body and dealt with at their discretion. There is no fee or cut-off date to file a complaint.

**12. REGISTRATION AND ROSTER I.** The **2022 Spring Season** will begin on **01/23/2022** and ends on **04/10/2022**

- II. The registration fee for the upcoming season will be **\$250.00**
- III. Fees shall be paid by cash, check or money order in US funds and made payable to South Florida Softball Cricket League. Registration fees are non-refundable.
- IV. Registered teams have until **01/21/2022** to submit their team roster.
- V. Players will not be allowed to register on multiple teams.
- VI. Team management should try to confirm with their players and retain some form of communication as evidence of their confirmation before placing their names on their roster.
- VII. Player's names cannot be on multiple team roster. Please note players will have to communicate with the league directly to get registered if they try to register with multiple teams.
- VIII. There will be a **\$30.00** late player registration fee after **01/30/2022**.
- IX. Registered teams are allowed **20 senior players** on their roster without any additional fees.

There is a **\$30.00** fee for each player that exceeds the allotted twenty (20). If a team's roster exceeds 20 players and they request late registration(s) the fee will be **\$60.00** for each additional player.

- X. Players that registered late must wait **One (1) Sunday** after registration before they are eligible to represent their team in the current tournament. Late registration fee should be deposited into the league's bank account within 10 days of the player's name being added to the team's roster. If the late registration fee is not deposited as required, the late registrant's name will be removed from the team's roster and the process of adding the name will restart.
- XI. Teams are allowed to add up to **five (5) players** that are of age **14 years** old or younger to their roster. Those youth players will NOT count towards the team's 20 player roster. Any player that is of questionable age, said player must be prepared to show a valid ID to verify his/her age.
- XII. 2022 Spring Season is open registration where players can register with any team of their choice; however, once they have decided on a team, they are expected to commit to that team for the remainder of that season. **Players transfer rule is in effect for the 2022 Summer and Fall season.**
- XIII. A player may apply for a team transfer at the beginning of a new season. Players requesting such a transfer must send a detail email to the League's Executive Body detailing the reason(s) for the request. There is no guarantee a transfer request will be granted.  
  
If a transfer is approved by the League's Executive Body, the player receiving the request approval **MUST** pay all outstanding dues owed to their current team before he/she can join a new team.
- XIV. A player must be registered. Team(s) playing an unregistered player will automatically lose the match and face additional disciplinary action as stipulated by the disciplinary guidelines.
- XV. It is imperative that teams when registering use the correct names for all players. SFSCCL will not be responsible if statistics or other recognitions are incorrect due to inconsistencies of players' names on score sheets or other documents.

### 13. TEAMS RATING AND PROMOTION

The two finalists in the lower Division will be promoted to the next higher Division if applicable. The two teams at the bottom of the standings in the Division will be demoted to the lower division if applicable. If there are teams with the similar number of wins then NRR will be used to determine the team position in the Division standing. Should a team refuse to follow these rules the team and players will not be allowed to participate in the upcoming season. If a team in a higher Division changes its name but retains 50% or more of the roster, that team will NOT be allowed to move to a lower division.

## 14. FIXTURES

Upcoming fixture will be done by the league secretary and send to the entire Executive Board for approval. Once approved the upcoming fixture will published on the league website in its entirety. Teams hosting will be rotated. No team should host the same team consecutively.

## 15. UMPIRES

During the regular season matches each team is responsible to provide one umpire. If a team cannot provide an umpire at the beginning of the game, they shall be allowed to have a Ruling Umpire when one becomes available.

The League will select the umpires for all playoff matches and teams must abide by this decision.

## 16. INJURED BATSMAN

A runner will not be allowed for a batsman if he is injured. Injured players should leave the field of play. The Injured batsman can return at any time after a wicket has fallen.

## 17. CRICKET GROUND AND PITCH REQUIREMENTS

- I. **Ground:** Member's home ground shall be one where teams have legitimate right of use and registered with SFSCCL. The league standing and survival is directly related to team's attitudes towards park rules. Please honor and obey respective park rules regarding general usage and alcohol consumption.
- II. **Matting:** Matting can be used at the batting crease to protect against natural damages to the turf when required by the Park Maintenance Department. The matting must be a maximum size of 9' x 6' with the batting crease clearly marked on the matting. The matting must be properly secured into the playing surface as such to prevent injury to players or to interfere with the natural direction of the cricket ball. The umpire in his discretion may call dead-ball if in his opinion the matting interfered with the normal direction of the ball.
- III. **Insurance:** SFSCCL does not provide insurance for local tournaments. All players play at their own risk. All Members are responsible to provide their players with their own insurance. The league urges all teams to secure liability insurance that protect your players and also assists with securing grounds for your matches. Liability insurance is required for permitting of state parks.
- IV. **Boundaries:** The boundaries shall be the shape of a circle of a maximum radius of one hundred seventy five (175) feet from the center of the wicket of the pitch. Where there are no obstructions, e.g. trees, the maximum available distance shall be used.
- V. **Wickets:** The wicket shall consist of two sets of four (4) wooden cricket stumps with two (2) bails on top. Each set of wickets shall be twelve (12) inches wide.

- VI. **Pitch:** The distance between the two wickets shall be twenty (20) yards / 60 feet in length and a minimum of six (9) feet in width. The surface of the pitch shall be grass cut to a uniform playing height or Loom (clay) evenly distributed.
- VII. **Batting Crease:** One end of the pitch shall be designated as the batting crease. Therefore at the end of every over, the batsmen shall have to change ends.
- VIII. **Bowling Crease:** The wicket at one end of the pitch shall be designated as the bowler's end and shall remain so until the end of the game. The bowling crease, which is the back end of the crease markings, shall be the line through the center of the four (4) stumps. It shall be nine (9) feet in length, with the stumps in the center.
- IX. **Popping Crease:** The popping crease, which is the back edge of the crease markings, shall be in front of and parallel to the bowling crease and shall be four (4) feet/1.22m from it. The popping crease shall be marked to minimum of six (6) feet/1.83m on either side of the imaginary line joining the center of the four (4) stumps and shall be considered to be unlimited in length.
- X. **Return Creases:** The return crease, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of four (4) feet six (6) inches /1.37m either side of the imaginary line joining the center of the two (2) middle stumps. Each return crease shall be marked from the popping crease to minimum of nine (9) feet/2.74m behind it and shall be considered to be unlimited in length.

## 18. HOSTING TEAMS

Teams hosting that have their grounds listed as "TBA" or "to be announced" MUST notify the league of the hosting venue by 5:00 pm the Thursday of before the scheduled match; otherwise the match will be considered a forfeited by the host team.

## 19. GAME TIME

- I. Each game shall start at the 12:30 PM for games indicated on the SFSCCL schedule.
- II. The host team shall be responsible for having the pitch and wickets prepared and the boundaries marked at least 15 minutes before the schedule start time.
- III. Failure to complete these preparations it shall be deemed that they have forfeited the match
- IV. The Captain of each team shall exchange their list of twelve (12) players fifteen (15) minutes before the scheduled start of the game (12:15 PM)
- V. The host team shall toss the coin ten (10) minutes before the scheduled start of the game (12:20 PM).
- VI. If one team is not ready to play, they will lose the toss if applicable and



For every five (5) minutes they are late one (1) over will be deducted from the allotted overs they are allowed to bat. All minutes late are rounded to the nearest five (5), e.g. twelve (12) minutes late is two (2) overs and nineteen (19) minutes late is four (4) overs.

- VII. A team that is not ready to play within thirty (30) minutes of the scheduled start (12:30 PM) shall forfeit the game and the opposing team will be awarded six (6) points.
- VIII. A team shall consist of not less than seven (7) players that are ready to play.
- IX. Players arriving late must present themselves to the ruling umpire before the end of **the 13<sup>th</sup> over** of the first inning. Players who have not presented themselves to the ruling umpire before the of the **13<sup>th</sup> over** of the first inning will not be allowed to participate in the game.

## **20. POINTS AWARDED**

- I. Win – The winning teams will be awarded six (6) points
- II. Tied - Each team will be awarded three (3) points.
- III. No Result – Each team will be awarded three (3) points.
- IV. Abandoned – No points are awarded to either
- V. Loss – No points awarded to the team that lost.

## **21. POWER PLAY**

The first six (6) overs of each inning will be designated as “Power Play Overs”; during and after these “Power Play Overs” there will be fielding restriction. Teams should use the cones provided by the league to mark the 75ft fielding circle as this circle has to be visible from the ruling umpire position. The 75ft fielding circle is marked from both ends using each wicket as the center and then the outer edges are joined with a straight line.

- I. During the “Power Play Overs” a maximum of three (3) fielders are allowed outside of the 75ft fielding circle.
- II. If there are more than three (3) fielders outside of the 75ft fielding circle during the “Power Play Overs” when the ball is delivered it will be called a no ball by the umpire and signal to the scorers.
- III. After the “Power Play Overs” a maximum of five (5) fielders are allowed outside of the 75ft fielding circle.
- IV. All fielders fielding within the restricted circle must be within the circle when the bowler is ready to bowl.
- V. If there are more than five (5) fielders outside of the 75ft fielding circle after the “Power Play Overs” when the ball is delivered it will be called a no ball by the umpire and signal it to the scorers.

- VI. There is no limit of many fielders a team can have inside of the 75ft fielding circle after the “power Play Overs”
- VII. There is no limit to how many over a bowler can bowl during the “Power Play Overs”
- VIII. If for some reason a team does not have a full fielding team, they are allowed five (5) fielders outside of the 75ft fielding circle after the “Power Play Overs”
- IX. The 5/4 fielding rule is still being in effect.

## 22. GAMES

- A. **Abandon Games:** is where the toss was never spun, and players list not exchanged due to bad weather and any other un-foreseen circumstances.
- B. **No-Result Games:** are games that has started but not completed due to bad weather OR any other un-foreseen circumstances.
  - I. The ground must be prepared and ready for play.
  - II. Each team must have at least seven (7) players present at the time of the toss.
  - III. The toss must be spun.
  - IV. The match must have been in progress.
  - V. The team batting second must not have batted past their **13th(13<sup>th</sup>) over**.
  - VI. VI. Each team will be awarded three (3) points.
  - VII. No regular season game will be rescheduled on the same day due to weather.
  - VIII. Each team must provide the names of the umpires involved at the toss of the coin in case of any inquiry from the league.
- C. **Walk-Over Games:** teams that give walk-over will be required to pay a \$100.00 fine. If any team gives more than two (2) walk over during the ongoing season they will not be able to participate in the following season. Team giving the walk-over will also have one (1) point deducted from their NRR.
- D. **Tied Games Regular Season:** If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen. Each Team will be awarded three (3) points.
- E. **Tied Games Play-Off:** for playoff matches only, where a result is necessary, the “Super Over” Tie Breaker rule will be used. Tiebreaker: Immediately after the first game concludes a one (1) over (Super Over) game will be played. The two (2) captains will spin a new toss and will decide which team will bat or field first. The game must be played using the same pitch and the same eleven (11) players as in the earlier game. An injured player may use a substitute fielder who would not be allowed to bat, bowl or as the wicketkeeper. Should the Tiebreaker end with the scores still tied, the following will decide the winner: the team hitting the most sixes in the match, including the Super Over, will be the winner. If by any chance, there is still a tie; the winning team is the one with the higher number of fours.
- F. **Weather Affected Games:** The team batting second must face **at least 13 overs** to constitute a game. The winner will be the team with the better run rate. The run rate will be calculated by the following (**Team Batting First Runs / 25 overs**) vs (**Team Batting Second Runs /**

## Number Of Overs Batted)

- I. Please note that for any playoff matches (QF, SF or finals) that become weather affected, the decision to reschedule will be up to the Executives only. No input from the participating teams will be taken into consideration.
- II. No regular season games (does not include playoff games), affected by rain can be rescheduled on the day of the game to a later date by the teams involved. That game shall be considered abandoned and no points are to be awarded to either team.
- III. Teams may choose to start their regular season game earlier or later depending on the weather forecast once both teams agree on the start time. However, the league must be notified prior to game day.

## 23. DISQUALIFICATION, SUSPENSION AND NO-SHOWS

- I. Any team disqualified from the competition records of any games that were played will remain recorded. Remaining scheduled matches for the competition will result with the opponent awarded six (6) points each. Each club must submit players list for the awarded game for playoff qualifications. This list must be submitted in replace of a score sheet.
- II. The captain/representative whose team has missed two (2) games in a single competition will be asked to appear before the Disciplinary Committee to explain his teams" future participation in the remaining competition.
- III. A team that has missed (or is unable to field at least seven (7) players in three (3) consecutive games will be deemed to have dropped out of the competition, unless it has received a special waiver from the Executive Body. Registration fees and dues are non-refundable

## 24. MODE OF DELIVERY

Underarm bowling is the only form permitted. Any delivery that does not confirm to this required action to deliver the ball to the batsman shall result in a no ball.

- I. A ball is fairly delivered if the bowler's wrist has reached below the level of his waist in the delivery swing; the elbow joint is not flexed completely at the point of release and does not exceed the 45-degree angle.
- II. This shall not prevent a bowler from flexing or rotating his wrist in the delivery swing.
- III. Pelting is not permitted. The bowler must meet the above requirements. It is in the best interest of the bowler to keep his elbow as straight as possible. Umpire shall call "No-Ball" if the above conditions are not met.

## 25. SCORE SHEETS

Score sheets are due by the **Thursday** after the match. Failure to submit your score sheet on time will result in a \$50 fine and 1 point deducted from your first win. All teams will be granted ONE pass if they miss the deadline for submitting their scoresheet. Teams also are required to submit match results via email to the league by the Monday after the match.

Score sheets are required for all play-off matches including the final. Teams will face the similar penalty as regular season if play-off scoresheets are not submitted.

If both teams agree and notify the league as such, one score sheet can be submitted for their match. However, an email confirmation needs to be sent to the secretary of the league by the team not submitting the scoresheet beforehand the Wednesday after the match deadline.

## **26. STATISTICS**

The official statistics are those kept by the League Statistician.

- I. Players whose statistics aren't correct or are missing must have their team submit proof of their accomplishment(s).
- II. Score sheets not received within this time frame will result in players statistics not being up to date and may prevent them from being selected to play in other tournaments.

## **27. INTERVAL**

A ten (10) minutes break is allowed between innings. A five (5) minutes break is allowed at the midpoint of an inning.

In games that have become affected by weather or change of venue play shall continue uninterrupted.

## **28. RELOCATING A SCHEDULED GAME**

If bad weather has made it impossible to play at the scheduled location but another location is not affected and is available, the two captains may approve the change of venue. Both teams must notify the league president when such decision is taken.

All playoff games will be rescheduled if bad weather or ground availability has prevented the game from being played. The Executive Body shall determine the new date, time and venue.

## **29. CHANGING THE PITCH**

Captains may decide to change the pitch if it's possible in the best interest of the game and good sportsmanship. If the pitch is changed the match shall continue from where it was interrupted.

## **30. CRICKET BALL**

The League will provide balls for all competitions. No other balls may be used other than those distributed to teams by the League. The team batting shall provide cricket balls. A new ball is used at the beginning of each innings and at the end of the **thirteen 13<sup>th</sup> over** or when the ball has become lost, cut or disfigured.

## **31. SCORERS**

- I. Each team shall provide a Scorer

- ii. These Scorers shall be the Official Scorers of the match.
- iii. The Scorers should sit alongside each other at a location where they may best communicate with the Umpire(s) and can compare and check their scoring for correctness.
- iv. Should both Scorers disagree, and that this disagreement can change the outcome of the game; they should both agree to halt the game and along with the Umpires seek to correct the issue.
- v. They should in no other instance object to the Umpiring of the match.

### **32. UNIFORM**

All players must be fully uniformed in a game, all uniforms must be exactly the same design and color. Two games grace period will be given for teams to comply. In an emergency situation a player will be allowed to play in white, shirt and pants must be similar in color. Any player without team uniform will pay a fine of \$50.00 and the team will lose one point.

### **33. NO BALL**

- I. A full-pitched delivery (full toss) that passes above the batsman shoulder at his normal standing height shall be called a no ball.
- II. A short-pitched delivery (bouncer) that passes above the batsman shoulder at his normal standing height shall be called a no ball.
- III. A delivery that is above the batsman shoulder at his normal standing height but has also been adjudged a "wide" must be called a no ball. A no ball takes precedence over a wide.

### **34. RESTRICTION ON FIELD PLACEMENT OF FIELDSMEN**

- I. At the instant of delivery, there may not be more than five (5) fielders on the leg side. II. There shall not be more than two (2) fielders behind square leg at any time.

### **35. CAPTAIN RESPONSIBILITIES**

Understand the Rules and Laws of Cricket; it's the responsibility of the captain to ensure each member of his team is aware of and understands the Rules and Laws of Cricket.

It's also the responsibility of the captain to ensure that the score sheets are completed correctly and submitted within three (3) days after the game has been played to the league's statistician.

### **36. UMPIRE DECISION**

Any team or player found to be abusive or aggressive towards the umpire(s) during or after the game will be subjected to disciplinary action.

- i. Players will be penalized by the Disciplinary Committee for all actions in violation of the Laws and Rules of Cricket.
- ii. Teams will be penalized by the Disciplinary Committee for all actions in violation of the Laws and Rules of Cricket.

### **37. CORRECT DECISIONS**

Umpires shall not fail to overturn a decision, if after momentary reconsideration decides that a decision was in fact made incorrectly, the umpire(s) at that instant shall indicate any change in their previous judgment.

SFSCCL WISHES TO MAKE THE DISTINCTION THAT ALL GAMES WILL BE RULED BY UMPIRES WHO MAY OR MAY NOT BE PLAYERS; ARE THEMSELVES PLAYERS OF THE OPPOSING TEAM AND THAT THIS SHOULD NOT BE USED AS AN OPPORTUNITY TO EXPLOIT THE LAWS AND RULES OF THE GAME FOR THE PURPOSE OF PENALIZING A PLAYER(S) OR A TEAM(S). DISCIPLINARY ACTION WILL BE TAKEN AGAINST ALL UMPIRES WHO SEEK TO USE THEIR AUTHORITY TO EXPLOIT THEIR STATUS.

### **38. THE GAME OF CRICKET**

The game of Cricket and its associated activities may present various elements of risk. Accidents resulting from such activities may cause injury. These accidents result from the nature of the activities and can occur without any fault on the part of SFSCCL and its executives, directors, officers, and membership or agents. By choosing to participate in the activities, you are assuming the risk of an accident occurring. Participants **MUST** assume the risk associated with the activities. Participants agree to hold harmless and indemnify SFSCCL and its executives, directors, management committee, officers, membership and agents from any and all claims, actions, or damage without any limitations whatsoever whether consisting of loss, personal injury, property damage, or death that does or may result in any way from participation in the game or practices or any other activity related to SFSCCL, whether such loss, injury or such death is caused by their act or omission, breach of contract, or negligence or not, assuming participating teams any and all responsibility and liability for same. Participants further agree to indemnify and hold harmless all those named above from any damages or costs or expenses whatsoever, which they or any of them may sustain as a result of their preparation and participation. All participating teams are deemed to have read the above and understand that in participating in cricket, you are assuming the risks associated with doing so. If you do not agree to any of the statements above, please do not participate in our league. The items listed here may override some of our rules as written in our constitution. Any team that has questions about these guidelines, please contact the league at [info@sfsccl.com](mailto:info@sfsccl.com)

### **39. ABUSIVE BEHAVIOR**

Any Member or Player that verbally abuse any Member of the Executive or the League DC On or off the field regarding cricket will be penalized as per the discipline guidelines. This includes but not limited to social media and non-league sponsored events.

#### **40. COMPETING LEAGUE(S)**

As voted on 16 to 0 at the AGM – no registered member of the SFSCCL will be permitted to play in a competing softball league in South Florida. A member of a competing league is welcome to join the SFSCCL at the beginning of any season. He/She will have to send an email to the league at info@sfscl.com.

##### **A competing league is defined as but not limited to:**

- a. Another softball cricket league in South Florida that operates on the same day and timeframe as the SFSCCL
- b. Another softball cricket league that may utilize the same players, facilities, grounds and sponsors as the SFSCCL.

#### **41. MEMBER(S) ACTIONS**

Any member or group of members that is deemed by the general body to have directly or indirectly caused harm to the SFSCCL's existence and/or growth will face a ban.

As voted on unanimously at the AGM, the ban for such actions will be ONE (1) year from the time said member applies for reinstatement with the SFSCCL.

**42.** All Members are expected to follow their CITY /STATE COVID 19 Precaution and Guidelines.

**43.** Members/ Teams' Management are expected to obtain and keep in their record a waiver document from the Parent OR Legal Guardian for any youth player listed on their roster before they can participate in any league organized activity.