



Tampa Cricket League Rules

1. General

- 1.1. All the professional cricketing rules apply with a few specific changes and explanations as given below in the document.
- 1.2. This is just a group of cricket fans/enthusiasts who are getting together to participate in a league. The captains of each participating team are part of the TCL Organizers.
- 1.3. TCL Organizers and/or TCL Board can't be held responsible for any injuries or accidents caused, while playing or outside. TCL Board and/or Organizers cannot be held responsible for any Injuries caused to the players in what so ever manner during the tournament.
- 1.4. "In case of any discrepancy, the Organizing committee's decision is final and shall not be contested."
- 1.5. Captains are solely responsible for the conduct of the players. In case of dispute only the team captain shall voice his concern to the umpires in the match.
- 1.6. Captains will be representing the teams in case of the dispute on or off the field.
- 1.7. Umpires' decision shall remain FINAL. (There shall be no arguments regarding the decision).
- 1.8. Personal abuse against the umpires or players will not be accepted. If this rule is violated by any team then TCL Board will review the situation and can take stringent action against the player/captain/Team violating the rule.
- 1.9. If the committee finds any of the above rules not followed then TCL Board may take stern action against the player/captain/team, which may amount to debarring the team and its players from the present and future Tampa Cricket League events.
- 1.10. If match is played in Evans Park and ball hits any light poles above the blue padding, or tree or a tree branch without bouncing inside boundary, then it is considered as six runs. If the ball hits the pole padding and crosses the boundary then it is considered as 4 runs. Catches after touching pole padding is not considered as legal out. It will be considered as ball in play.
- 1.11. There can be no sledging and no bad language under any circumstances against opponent's team or Umpires officiating the match. Only Captains should raise concerns to umpires if any. Umpires should also refrain from getting into arguments.
- 1.12. If a player is found using bad language against the opposition or having bad conduct like indulging in personal/physical abuse, the captains can raise the issue with umpires on field and TCL Board. Umpires can warn the offending players and captain. TCL Board after consulting with officiating umpires will decide on the issue. If found the player guilty, can be suspended from a game or tournament. If team members repeat the offense then captain and/or the entire team can be suspended from TCL. TCL Board's decision will be final in such case.
- 1.13. Any suggestions, complaints, concerns can be sent to TCLBoard@googlegroups.com



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2. Roster and Roster Maintenance

- 2.1. Maximum allowed players in a roster for the team is 23.
- 2.2. Teams have to submit a pool of maximum 23 and minimum 11 players prior to their first game to the TCL Board or the Board member who is responsible to maintain the roster of all teams. Fielder's name should be provided as it is shown in a GOVERNMENT issued identity; First Name, Middle Name, Last Name and Nick Name should be provided to the TCL Board or the Roster Maintenance Board member. Umpires and TCL Board hold the right to check the ID of players, if they feel any player is considered to be playing in some other player's name in the roster. If ID cannot be presented then the player cannot play the match unless the umpires are satisfied with the player's identity.
- 2.3. A team has to submit all the 23 players before the start of 7th game (if there are 9 teams in group) or 6th game (if there are 8 teams in the group) scheduled time during the league phase. If not the players submitted, though less than 23 will be considered as 23 and no additions later will be entertained.
- 2.4. Any changes/additions in the roster have to be provided to the TCL Board or the designated Board member by 8 PM ET Friday before the Sat and Sun games. The cutoff time will be implemented strictly by the TCL Board. Players from the published Roster can only play the upcoming Saturday and Sunday games.
- 2.5. If a Roster is not published the designated Board member then the previous weeks published roster will be considered as official and only players listed in the roster can play games
- 2.6. Teams will have to provide the names of the playing eleven before the game, to the umpires by entering into CricHQ. If not provided, umpire can demand it. CricHQ should be used for scoring TCL matches. Failing to do so, 2 points will be deducted and 1 over from their next game for the first offense. Any later offenses will have tougher deductions. TCL Board will hold the right to impose this.
- 2.7. A team player, who has played only one game with a particular team can opt for changing the team, provided both the teams have played their first league game and both captains and committee approves the move. If the player comes in to the new team as a replacement then all rules of replaced player apply. If the team from which he is going out replaces another player for the outgoing player then all rules of the replaced player apply. Change has to be applied by the window provided by TCL. Window is between 2nd to 5th game of the origin team and destination during the league phase. Final decision will be with the committee
- 2.8. Player has to play minimum one game in the league stages to qualify for playoffs.
- 2.9. How to maintain the Clubs, teams in CricHQ is explained later in the document

3. Match/Game

- 3.1. Teams will have to wear either same colored shirts and trousers (i.e. team uniform if they have or A white colored shirt/pant will be considered as a uniform during the league phase.) We do allow team uniform and white mixture during league phase. i.e 5 team members wearing team uniform, rest wearing all whites. If this is not met, umpires have the right to call off the game and let committee know.
During play offs all team members have to wear team uniform or whites. If any player doesn't have team uniform, then he has to wear all whites.



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- 3.2. Each Team can have maximum 11 players and a minimum of 8 players to start a match.
- 3.3. Games have to start by scheduled time promptly. The scheduled start times are published and posted on TCL Site – <http://www.tampacricnetleague.com>
- 3.4. If the team doesn't turn up on time one over will be docked for first 15 minutes delay. Every subsequent 5 mins one more over will be deducted. If team doesn't have 8 players beyond 30 minutes of scheduled start time, Game will be given to opposite team.
- 3.5. Scheduled start times, "minimum number of players" rule should be followed strictly and it will be up to the umpires of the match to implement it.
- 3.6. All group matches will be for a maximum of 16 overs, Number of overs for QF's/Semis and Finals will be decided during the course of the tournament and all will be notified well in advance, if there is a change.
- 3.7. During the 16 overs, any one bowler can bowl a maximum of 4 overs. Rest of the bowlers can bowl a maximum of 3 overs.
- 3.8. First 3 overs (1 to 3) are mandatory power play overs during which, teams can have only two fielders outside the inner circle. For overs 4 to 10, teams can have only 4 fielders outside the inner circle. For overs 11 to 16, team can have maximum of 5 fielders outside the inner circle.
- 3.9. A minimum of 4 players apart from the bowler and wicketkeeper should be present in the inner circle during the entire course of the game. (This is stated explicitly as sometime teams playing with less players come up with this question)
- 3.10. Teams can't reschedule the match to any other day/weekend. Only during unforeseen circumstances TCL Board can decide on any schedule changes.
- 3.11. If the match is affected by rain, then Umpires and/or The Tampa Cricket League Board will decide the number of overs in a match. If 8 overs have already been bowled in the second innings and game has to be stopped due to any reason (can't be continued), then run rate at the end of that over will be counted and compared against the opposite team's run rate. If they are same, then number of wickets lost at that point by each team will be considered. So teams should make sure to enter runs and wickets at the end of each over in the score sheet. If 8 overs cannot be completed then TCL Board will try to move the match to a reserve day as possible, otherwise teams will split the points.
- 3.12. In case the match is interrupted due to rain and a minimum of 8 overs has not been bowled in the second innings, TCL will schedule that to a backup week. Teams have to play on that schedule. If not, teams will have to share the points during the league phase. For other matches TCL Board will reschedule the match to another day.
- 3.13. A substitute from the roster can be used on the field only after the first 5 overs, a compromise can be reached under special circumstances if the opposing captain and umpires agree.
- 3.14. A substitute from the roster can field for a player, if umpires are O.K. The substitute is not allowed to be the wicket keeper, and is not allowed to bat or bowl. Substitute can only field being part of 11 players. Umpires decision will be final on this.
- 3.15. Substitute can only play from 5th to 8th overs as a substitute, if he is substituting for a player who has not shown up yet. After 8 overs, he will become your regular player if he continues to play. But captain has to let umpires know. A substitute cannot be used for first 5 overs, if the regular player is not in the ground.



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If the regular player is there and gets injured while playing in that game, then umpire can allow substitute based on the situation at the ground.

- 3.16. Bye runner is not allowed as this might give an undue advantage to one team. (as per the new ICC rule).
- 3.17. The keeper will be allowed to wear gloves.
- 3.18. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
- 3.19. Only a batsman can object to the bowling action (chucking) of a bowler. The umpire in such an event can call a NO-BALL, if the bowler's action is obvious and illegal. If Panel is available and can record the action and immediately show it to the umpire and it is proved to be chucking for the neutral umpires, then umpires can make a decision to call no ball. If panel is available, then panel's decision is final and shall not be appealed. If panel members are not available, Umpire and Leg umpire can decide .
- 3.20. The batsman at the non-striker end, runner, must remain in the crease until the release of the ball by the bowler. The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
- 3.21. Over throws are allowed. The runs scored will be added to the batsman's score. If there are overthrows during byes then the overthrow runs are counted as byes.
- 3.22. Home team is responsible for setting up of the boundaries and away team will be responsible for taking out the flags/cones. Home/Away teams are not tied to any grounds. This is just to facilitate ground set up. Whichever teams name comes first in the scheduled game, it is considered as Home team and other is away. For Example A4 v/s B5, A4 is home team and B5 is away team.

4. Extras

- 4.1. There is no NO-BALL for not telling the side that the bowler bowls from first time. Subsequent overs he doesn't have to unless he is changing sides or going to bow with different hand from the previous over.
- 4.2. A NO-BALL is given when the bowler's entire foot crosses the front line; if any part of the bowler's foot is touching the line then it is not a NO-BALL.
- 4.3. If the bowler touches the outer side-line while bowling the Umpire can call it a NO-BALL.
- 4.4. Fair delivery: – the feet for a delivery to be fair in respect of the feet, in the delivery stride (i) the bowler's back foot must land within and not touching the return crease. (Law 24-Section 5)
- 4.5. One bouncer per over will be allowed (Bouncer can be above shoulder but below head level of the batsman in his normal batting stance).
- 4.6. Any ball above the batsman's head (in normal batting stance) is a NO-BALL. Also, any ball above shoulder other than allowed one bouncer is a No-Ball. Also any ball which is full toss and is above the batsman's waist (in normal batting stance) is a NO-BALL. Umpire can exercise his judgment, when the batsman steps out and ball goes above his shoulder/waist.



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- 4.7. Runs scored on a NO-BALL will include the additional runs of the NO-BALL i.e. if you hit a run on a NO-BALL the team will get 2 runs, the same applies to a wide if you take a BYE you will get 2 runs, 1 for the bye and 1 for the wide.
- 4.8. A fielder is not allowed to stand in line with the bowler or the wicket keeper, in such an event the umpire shall call it a NO-BALL.
- 4.9. If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL.
- 4.10. There will be a free hit, if there is a no-ball bowled by the bowler. During the free hit, bowling team can't change the field settings. i.e. it has to be the same as the last delivery (when no-ball bowled). It can only be changed when the striker changes (All the other basic cricket/TCL rules will stay). Below is the ICC rule for ref .. 24.2 Free Hit after a no ball... the delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- 4.11. There is no run/run out for a leg bye. Once the ball hits the batsman's body (other than wrists) without hitting the bat, the ball is considered a legitimate ball but no runs can be taken, and the ball is considered dead.

5. Scoring, Dismissals

- 5.1. If the batsman is standing on the crease then he can be run-out, a batsman needs to have the bat or some part of his body on the ground inside the crease to be safe.
- 5.2. If any part of the fielder's body touches or crosses the boundary then it is a six/four, as the case maybe.
- 5.3. If there is any dispute on whether fielder has crossed the boundary line or not, while taking a catch, fielder should hold the position till the umpires go and see, where he is standing and judge it. If he steps even a little bit in or out deliberately, umpire can call it a six or a dead ball depending on the context/situation (sometimes fielding team just to get rid of the six, they can claim a catch and move, in this case umpire can call it a six and if there is a real doubt, then he can call it as a dead ball). Main Umpire can consult the leg umpire. Umpires will make the final decision.
- 5.4. There are no leg byes, also leg before wicket is not out.
- 5.5. Teams should send umpires on time irrespective of what teams do.
- 5.6. Pad and Bat is out i.e. if the ball hits the pad and then the bat in the same motion and then is caught it is out.
- 5.7. If the bails are used and due to wind if one of the bails fall when the ball is live, then the batsman can be run out by dislodging the other bail. If both bails have fallen, then Stumps have to be uprooted with the ball touching the stumps.
- 5.8. Usage of bails depends on the umpire and both playing team's captain's agreement.



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- 5.9. If the bails are not used and fielding team hits the stumps to claim a run out first time and batsman is in the crease, then fielder has to uproot the stumps while trying to get the batsman run out again while the ball is still alive.
- 5.10. Teams should use CricHQ app to do the scoring and score sheets should be uploaded by the captains in tampacricnetleague.com by Wednesday. If there is any issue/ concern it has to be raised by losing captain before Friday. If not uploaded into website by Wednesday, scores will not be considered for NRR and individual awards. Also, once uploaded and approved by both captains, no scorecard change in the website will be allowed. Note - TCL Board will decide on individual awards, depending on the availability of funds and good data.

6. Umpiring

- 6.1. Each team has to Umpire during the league phase, if a team doesn't send its Umpires, 2 overs will be docked from their next game and they will also lose one point from their points table and a 50\$ fine will be applied. For subsequent misses points deduction and fine can be increased as decided by the TCL Board. If there are no games left for the umpiring team then umpire deposit of 50\$ will not be refunded.
- 6.2. If the umpires turn up late by 15 minutes of the scheduled game time, then one over from their next game will be deducted. This applies , only if the teams are ready with minimum number of players and boundaries and stumps are set up.
- 6.3. For the knock out phase, teams not qualified will have to do umpiring. If they don't turn up, the team won't be considered for the next edition of TCL (This rule will be strictly enforced).
- 6.4. If umpires don't turn up and teams manage the game themselves without any issues, they will be rewarded 20\$ each. TCL Board decision will be the final one on this one.
- 6.5. If there are more than two complaints from umpires on any of the teams about bad behavior on field, their 2 overs from their next game will be docked. Umpires /umpiring captain should communicate that to the TCL Board. TCL Board will decide on how to handle the situation and if any fines/penalties need to be imposed.
- 6.6. The leg umpire can't overrule the main umpire's decision unless when asked for. If such a case occurs the main umpire can revert back to his decision. But, umpires can always consult each other for any clarifications and disputes.
- 6.7. If the ball is not visible, only the batsmen have the right to ask the umpire for a change of ball and the bowling team cannot object to change of ball. Umpire's decision is final on this.
- 6.8. Punctuality Rules (Code UP):
- 6.8.1. Both the scheduled umpires need to show up at start time for the match. The start time of the match is the one posted on the TCL website.
- 6.8.2. If either or both the umpires are late by more than 15 mins, then 2 overs will be deducted from the umpiring team's next game. If they do not have any game left for the season, then the penalty applies for their first game next season.



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6.8.3. If either or both the umpires are late by more than 30 mins, then the umpiring team will lose 2 points and their \$50 deposit along with getting 2 over deduction from next game. If they do not have any game left for the season, the points and overs penalty will apply the first game of next season.

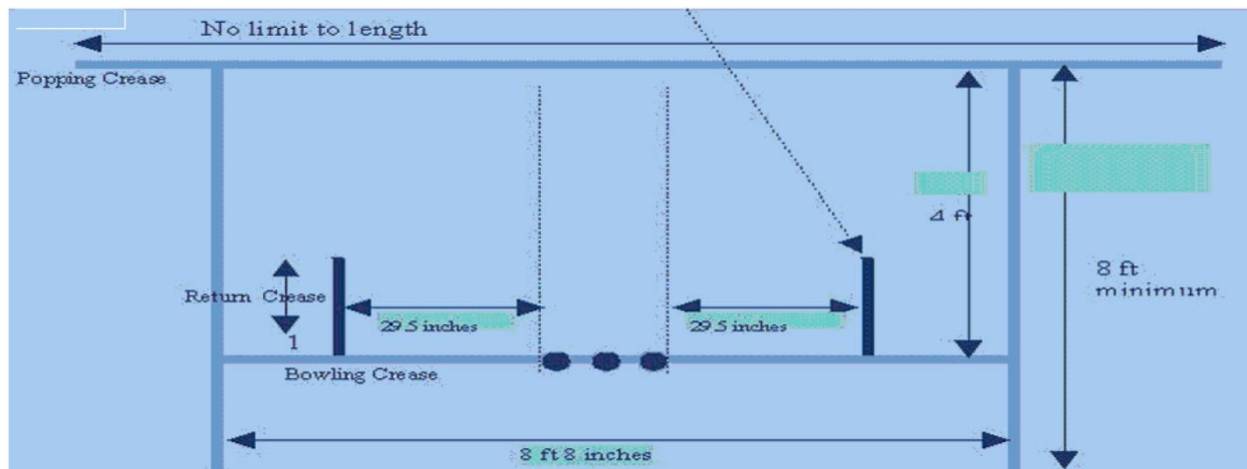
6.8.4. If the umpires do not show up for the game at all, then the umpiring team will lose 2 points, their \$50 deposit and their participation in the next TCL will be reviewed by the committee.

6.8.5. If the umpires show up on time but the teams are not ready then then rules for the team would apply (covered separately).

6.8.6 The captains of the playing teams have to notify the committee about the delay from umpires for the committee to know and apply the rules. The confirmation will be needed from both the captains.

7. Ground and Pitch

- 7.1. The length of the pitch will be measure 22 yards (66 feet) between the 2 wickets.
- 7.2. Boundary line should be 55 yards from the Centre of the pitch If the playing area permits that length. Teams will have to make sure it is not more or less 55 yards. If the playing area doesn't allow a 55 yard boundary , then teams will consult umpire and decide based on the maximum available boundary
- 7.3. The wide line limit will be 29.5 inches from the edge of both off and leg stumps. However the umpire can give any ball down the leg side a wide.
- 7.4. Here is the Pitch detail...



8. League and Points Structure

- 8.1. Winner of the match will be given 4 points and the loser will get 0 points.



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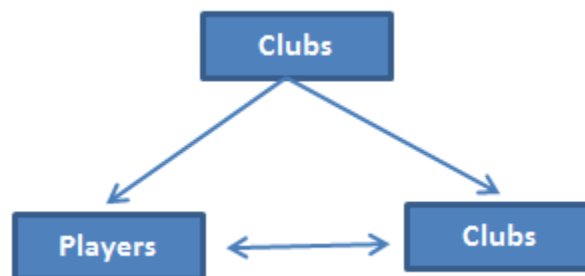
- 8.2. In the case of a tie in the league matches the teams will split the points equally.
- 8.3. Tournament format is described below in Section 10
- 8.4. If there is a tie in the number of points won by the participating teams, then head to head result between the teams will be considered. If there is a 3 way tie, then net run rate in the league games will be taken into consideration. Net run rate calculation is given below.
- 8.5. Net Run Rate is calculated as follows:

$$\frac{\text{Runs Scored}}{\text{Overs Faced}} - \frac{\text{Runs Conceded}}{\text{Overs Bowled}}$$

- 8.6. In the case of a tie in the knockout matches there will be a super over. In Super Over, each team will select three batsmen and one bowler from the playing eleven and there will be a match of one over between the teams, with only selected players can bat or bowl. Rest of the team members, can only field/wicket keeping.
- 8.7. If there is a tie in the super over, then each team will get one ball each (Super Ball), till one of them wins. Here also, bowler and batsmen should be from the playing eleven.
- 8.8. If a team is bowled out, 16 overs will be considered bowled/ faced in the innings
- 8.9. To be selected as the best batsmen, best bowler and MVP awards, the player should have contested in a minimum of 3 matches. – This will be decided only if the TCL Board based on the data in TampaCricketLeague.com. This is subject to change.

9. Maintaining Clubs and Teams CricHQ

9.1. CricHQ maintains the following hierarchy so that it is easy to maintain and keep track of scoresheets



- 9.2. A club will have players and Teams. The number of players is 20 as per the TCL rules and a team can have 11 players + substitutes as per the rules of the game.
- 9.3. So it is suggested that for each of the game a new team under the club is created and the players be added to the team. This way it will be easier for the captains to keep track how many matches each player has played.
- 9.4. CricHQ Login: tampacricnetleague1@gmail.com Password: **tampa123**



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- 9.5. In CricHQ too, complete first name, last name, and nick name should be maintained for the players.
- 9.6. Before the game you can create the team in CricHQ from a laptop/computer with the playing members. Then it becomes easy on the phone to find the club and team to select the players. For example: If the Club name is Phoenix, then a team name can be created P20150822. Now playing members can be added to the team out of the 20 players in the club.
- 9.7. Once the team is created and players added, on the day of the game, team and club can be searched and if the team does not have any players on the phone, then just swipe down and it will be refreshed with the players that were selected for the team on the laptop/computer.



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10. Format of the 2016 TCL Edition 1

10.1. Round 1:

There will be 4 groups with 9 teams each. All within the group will play each other.

10.2. Round 2: Round 2 will have Pre QF's

4 teams will qualify to play in pre quarter finals.

PQF's : A v/s D, B v/s C

PQF1(a1) = A1 vs D4

PQF2 (a2)= A2 vs D3

PQF3 (d2)= A3 v/s D2

PQF4 (d1)= A4 v/s D1

PQF5 (b1)= B1 vs C4

PQF6 (b2)= B2 vs C3

PQF7 (c2)= B3 vs C2

PQF8 (c1)= B4 v/s C1

10.3. Round 3: Playoffs

QF's will be :

PQF1 v/s PQF7 = QF1 (a1)

PQF2 v/s PQF8 = QF2 (a2)

PQF3 v/s PQF5 = QF3 (b1)

PQF4 v/s PQF6 = QF4 (b2)



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SF's:

SF1 = QF1 v/s QF4

SF2 = QF2 v/s QF3

Finals:

SF1 v/s SF2