



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 member'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. Players are not allowed to run on to the fields.
- 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 TCL Board. TCL Board after consulting with neutral 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 Super weekend Committee or the Board member who is responsible to maintain the roster of all teams. Player'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 by Friday 8PM 12/01/2017. If not all the players submitted, i.e less than 20, then that will be considered as the final roster and no additions later will be entertained.
- 2.4. Teams will have to provide the names of the playing eleven before the game, to the umpires/scorer by entering into Cricclubs. Failing to do so, 2 points can be deducted and 1 over from their next game for the first offense. Any later offenses will have tougher deductions.
- 2.5. How to maintain the Clubs, teams in Cricclubs is explained in the captains whatsapp group

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. 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.
- 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 to captains and TCL google groups
- 3.4. If the team doesn't turn up on time 2 overs 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 12 overs, Number of overs for QF's/Semis and Finals will be 14 overs and all will be notified well in advance, if there is a change.
- 3.7. Umpires and the committee will decide the approximate inner circle for the match and Umpires will enforce any power play restrictions.
- 3.8. During the 12 overs, any two bowlers can bowl a maximum of 3 overs. Rest of the bowlers can bowl a maximum of 2 overs. During playoffs (14 over game) 4 bowlers can bowl a maximum of 3 overs each.
- 3.9. There will be power play of 2 overs per innings in the 12 overs game with only 2 fielders outside. From overs 3 to 10 team can have 4 fielders outside and from overs 11 to 12 team can have 5 fielders outside inner circle.



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- 3.10. During play offs games will be 14 over games, first 3 overs are mandatory power play overs during which, teams can have only two fielders outside the inner circle. From 4 to 10 overs, 4 players can be outside inner circle and from 11 to 14 overs, 5 fielders can outside inner circle.
- 3.11. A minimum of 4 players apart from the bowler and wicketkeeper should be present in close fielding position during the entire course of the game.
- 3.12. If the match is affected by rain, then Umpires and/or The TCL Super Weekend Committee will decide the number of overs in a match. If 6 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 6 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.
- 3.13. For the playoffs 7 overs of the second innings has to be completed to consider the game is legal and NRR rules is similar to what we have in 3.11 above
- 3.14. In case the match is interrupted due to rain and a minimum of 6/7 overs has not been bowled in the second innings, TCL will schedule that to a backup slot based on the time availability. Teams have to play on that schedule. If not possible to complete in the back up slot, teams will have to share the points during the league phase. Playoff games can be reduced to 12 overs if they are delayed because of rain or any other factors. Committee will take a decision after consulting with umpires.
- 3.15. A substitute can be used on the field only after the first 4 overs, a compromise can be reached under special circumstances if the opposing captain and umpires agree.
- 3.16. A substitute can field for a person if there are no objections from opposing team's captain. 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.
- 3.17. Substitute can only play from 4th to 7th overs as a substitute, if he is substituting for a player who has not shown up yet. After 6 (League)/7 (playoffs) 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 4 overs, if the regular player is not in the ground. 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.
- 3.18. Substitute runner is not allowed for the batsman, as this might give an undue advantage to one team. (as per the new ICC rule).
- 3.19. The keeper will be allowed to wear gloves.
- 3.20. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
- 3.21. 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 Committee is available, the umpire will call panel members if available, who will watch the bowler during the game from the side and decide if the bowler is chucking. The panel's decision is final and shall not be appealed. If Committee members are not available, Umpire and Leg umpire can decide.
- 3.22. 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-



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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.

- 3.23. 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.

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.
- 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 (all type including waist high or second bouncer) 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 foot-fault no ball... the delivery following a no ball called for a foot fault (Law 24.5) 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.



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- 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.
- 4.12. If the batsman tries a switch hit during batting then ball is considered as legitimate as long as it is within the wide line on either side of the wicket

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.
- 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 Cricclubs app/paper scorecard to do the scoring Note - TCL Super Weekend Committee 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, they will lose one point from their points table and a 25\$ 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. 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).

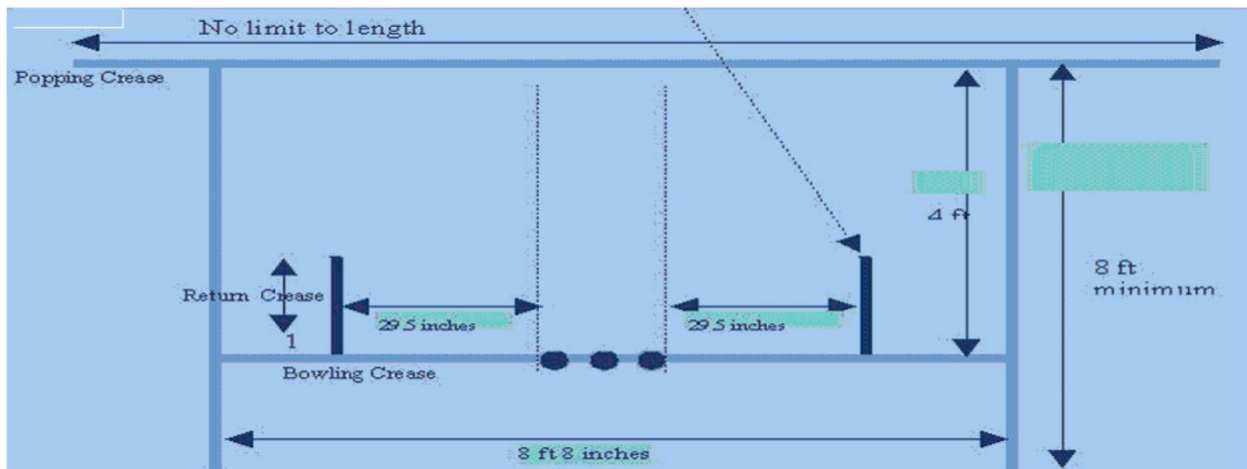


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- 6.3. If umpires don't turn up and teams manage the game themselves without any issues, they can be rewarded 20\$ each. TCL Super Weekend Committee decision will be the final one on this one.
- 6.4. If there are more than two complaints from umpires 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 Supper Weekend Committee. TCL Super Weekend Committee will decide on how to handle the situation and if any fines/penalties need to be imposed.
- 6.5. 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.
- 6.6. 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.

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, 12/14 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 Super Weekend Committee based on the data in CricHQ / paper Scorecard.com. This is subject to change.

9. Maintaining Clubs and Teams Cricclubs

TCL committee has scheduled the tournament in the cricclubs scoring app and teams will have to use it for all the games. Captain and team admin or any registered team member can use this app to score.



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10. Format of the 2017 Super Weekend

10.1. Round 1:

Divide teams into 4 groups with 4 teams each in it. Top two teams will qualify to QF's.

10.2. Round 2: Playoffs

A1 v/s D2, A2 v/s D1 , B1 v/s C2, B2 v/s C1

All Round 2 games will be 14 overs each

10.3. Round 3: Playoffs

SF's and Finals

All the games will be 14 overs each

4 bowlers can bowl max 3 overs .