



Tampa Cricket League Rules

1. General

1. General Provisions and Liability

1.1. Safety and Guidelines

All teams participating in the Tampa Cricket League (TCL) shall strictly adhere to the published COVID-19 and safety guidelines as hosted on the official league website. Registration for the tournament shall be deemed as formal agreement by team captains to strictly observe these safety protocols.

1.2. Liability Waiver, Release, and Indemnity

By participating in the league, players—represented by their respective captains—assume all risks and hazards incidental to the conduct of activities, including transportation to and from league events. TCL, its organizers, sponsors, volunteers, and appointed supervisors are hereby released from all liability for injuries or accidents occurring during or outside of match play.

- **Medical Responsibility:** It is the participating team's sole responsibility to provide medical attention to its players.
- **Insurance:** Any insurance secured by TCL is secondary in nature. Participants must utilize their primary personal insurance for any claims.

1.3. Dispute Resolution and Allegiance

The TCL Organizing Committee shall serve as the final authority in all matters regarding rule interpretation and discrepancies. Decisions rendered by the Committee are final and shall not be contested. In instances where a team splits and multiple parties claim team responsibility, the Committee shall determine allegiance based on the current playing roster and written proof of player allegiance.

1.4. Conduct and Discipline

Captains are solely responsible for the conduct of their players. Personal abuse, sledging, or the use of derogatory language toward opponents or umpires is strictly prohibited.

- **Official Communication:** Only the team captain shall voice concerns to the umpires in a civilized and respectful manner.
- **Penalties for Misconduct:**
- **Warning:** Issued by umpires for minor conduct offenses.
- **Suspension:** Players found guilty of abuse or bad conduct shall be suspended for a minimum of one game or the remainder of the tournament.
- **Team Sanctions:** Repeated offenses shall result in the suspension of the captain or the entire team from current and future TCL events.
- **Behavioral Deductions:** If more than two complaints regarding bad behavior are received, the offending team shall face a 2-over deduction in their subsequent match.



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- No outsider or a spectator is allowed to enter the playing area unless that person is part of the roster or a registered physio with the TCL who is going in to assist with injuries or water breaks.
- During the dispute only captain of the participating teams should go and talk to the umpires in a civilized and respectful manner.
- Umpires are expected to conduct the games in a civilized and respectful manner.
- Any disputes, complaints, concerns must be sent by email to tcl-committee@googlegroups.com

2. Roster Management and Eligibility

2.1. Roster Requirements

Teams shall submit a roster comprising a minimum of 11 players and a maximum of 26 players to the TCL Committee prior to their initial match.

- **Identification:** Players shall be registered using their full legal names as they appear on government-issued identification (First, Middle, Last, and Nickname).
- **Verification:** Umpires and the Committee reserve the right to verify identification at any time. Failure to provide ID renders a player ineligible unless the umpire is satisfied with the identity.
- **Finalization:** The complete team roster must be finalized and submitted before the start of the team's 7th league match or at the point when three games remain in the league phase, whichever is applicable to support the player qualification for playoffs with minimum 3 league games. No additions shall be permitted thereafter.

2.2. Deadline for Roster Modifications

Any modifications or additions to the roster must be submitted via email to tclroster@googlegroups.com by **9:00 PM ET on Thursday** prior to **weekend** play. For weekday **games** cutoff time is **Sunday 9:00 PM ET**. This cutoff is strictly enforced.

- If a Roster is not published by the designated member, then the previous weeks published roster will be considered as official and only players listed in the roster can play games

2.3. Playoff Eligibility

To qualify for the playoffs, a player must have participated in a minimum of **three (3) league games** within their respective division.

- Teams are responsible to update their current roster and scores in the TCL website, data from which is used for play off qualifications and for individual awards.

2.4. Player Transfer Protocol

A player who has participated in only one game may request a transfer provided:

1. The receiving captain submits a formal request to the TCL Committee.
2. The sending captain and the player provide written approval via email.
3. The transfer does not violate the "return rule" (a player may not transfer back to a previous team after playing for a new team in the same edition).



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- a. A player playing in a different division can request of be transferred to a higher division only after both the releasing and accepting teams have played their two league games .

3. Match Protocols and Punctuality

3.1. Super Sub, Mandatory Team Photograph and Playoff Status

Captains must share a photograph of the participating playing eleven or twelve in the official TCL Captains' WhatsApp group prior to the commencement of every game.

- **Roster Ineligibility:** Failure to submit the required team photograph shall result in all players participating in that match being deemed ineligible for playoff qualification (the game will not count toward the 3-game minimum).
- **Super Sub Penalty:** Failure to share the picture shall result in the permanent loss of the Super Sub privilege for the remainder of the tournament.
- If the teams have only 11 players for the game, then they must let the umpires know and also share in captain's group.
 - Teams have to declare their playing 12, which includes the super sub prior to the toss and all 12 players have to be present at the fields. Team has to update the batting 11 and bowling 11 after the toss.
 - Super sub can only participate in either batting or bowling innings of the team. Also, he can only participate as a substitute fielder even after him being replaced in case of any visible injury to the player in the active playing Eleven. At any given point only 11 can participate in the batting or bowling innings.
 - Example for super sub: Team has to announce all 12 players and declare "person A" as the super sub before the toss. The "person A" can replace any player who participated in team's first innings (first innings can be team's first batting or first bowling innings) as a super sub in the team's second innings (second innings can team's second batting or second bowling innings)

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2. The sending captain and the player provide written approval via email.
3. The transfer does not violate the "return rule" (a player may not transfer back to a previous team after playing for a new team in the same edition).

3.3. Dress Code and Uniformity

Teams shall declare a jersey color upon registration. Players must wear matching team uniforms or the declared colored shirt with dark-colored trousers (Dark Grey, Black, or Dark Blue).

- **Violations:** A penalty of 2 overs shall be docked for every player not in compliance.



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- **Forfeiture:** If more than four players violate the dress code, the game shall be forfeited to the opposition..

3.3. Start Times and Over Deductions

Matches shall begin promptly at the scheduled time. The scheduled start times are published and posted on TCL Site – <http://www.tampacricnetleague.com> Minimum 8 players have to be there at the field 5 mins prior to the scheduled time.

Minutes Delayed | Penalty Applied ||

-5 minutes if 8 players not there | Toss Given to the opposition who also should have 8 players|

1–15 Minutes | 1 Over docked ||

Each Subsequent 5 Minutes | 1 Additional Over docked ||

Beyond 30 Minutes | Total game forfeit (requires 8 players to avoid)

3.1 Umpiring team captain is responsible for sending the designated umpires on time for the game. If they are delayed or don't turn up on time, then their game's 1 over will be docked during their next game for every 5 minutes' delay.

4. Match Mechanics and Environmental Rules

4.1. Innings and Overs

Standard Length: 16 overs per innings.

Timing: The bowling team shall complete the innings within **85 minutes** . Deliberate delays shall be penalized at the umpire's discretion.

Intervals: A maximum of 10 minutes between innings; 5 minutes between the 8th and 9th overs.

4.2. Bowling Restrictions

In a 16-over innings, one bowler may bowl a maximum of 4 overs; all other bowlers are limited to a maximum of 3 overs.

4.3. Fielding Restriction Phases

Overs 1–3 (Power Play): Maximum of 2 fielders outside the inner circle.

Overs 4–10: Maximum of 4 fielders outside the circle.

Overs 11–15: Maximum of 5 fielders outside the circle.

Over 16: Maximum of 3 fielders outside the circle.

4.4 If a team is starting the game with less than 11 fielders, precedence will be given to inner circle over outside circle restrictions. For example, if the fielding team has only 9 players on the field during first 3 overs, then they have to have minimum 7 fielders inside circle excluding keeper and bowler.

4.5 If the team is playing the entire game with less than 11 but more than 8 players, then outer circle fielding restriction will take precedence over inner circle. Teams have to declare that with the umpires before the toss.



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- 4.6 Teams can't reschedule the match to any other day/weekend. Only during unforeseen circumstances TCL tournament committee can decide on any schedule changes.
- 4.6.1 If committee allows the reschedule based on a specific condition, then teams are bound to complete the game on the rescheduled date. If that doesn't happen then committee can decide on an ad hoc qualification process (i.e., based on ranking, points, NRR etc). Committee's decision will be final on this.
- 4.7 If the match is affected by rain, then umpires and/or The Tampa Cricket League Committee 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 final net 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 teams will split the points during league phase. Play offs will be moved to reserve day. If the game gets impacted on a reserve day too and can't be played on any other day due to any other challenge (Example: both teams not agreeing/ impacting the play offs dates etc.), then Committee will consider their respective standings during their league phase or inherited by defeating a higher ranked team during the play offs for qualification. Final decision on this will be with TCL committee.
- 4.7.1 In case the match is interrupted due to rain and a minimum of 8 overs has not been bowled in the second innings, points will be split between the teams.
- 4.8 Teams will have to wait for a minimum of 30 minutes in case of rain. After that umpires will make a decision based on the current weather condition. If umpires feel that there is a possibility of game resumption, then teams have to follow umpire's directives. Teams can't make their own decision and leave the park without umpires calling off the game. In case of lightning teams/players immediately should leave the playing, area and find a safe shelter.
- 4.9 All the minimum required players and umpires have to be present in the ground irrespective of there is a rain forecast or any dispute, unless it is cancelled by TCL committee on the previous day itself and notified in captain's group.
- 4.10 A substitute from the roster can be used on the field only after the first 5 overs. Only exception to that is, when the entire playing 11 is in the ground and one of the 11 players gets a visible injury then umpires can agree for a substitute from the roster. Sub won't be considered for minimum 3 league games to be eligible for playoffs.
- 4.11 A substitute from the roster can field for a player during the fielding, if umpires are O.K considering the game circumstances and playing conditions. The substitute is not allowed to bat or bowl. Substitute can only field as part of 11 players on the field. If a bowler uses a sub to field for him, then he can come back and bowl only after waiting for as many numbers of overs he sat out. Umpires' decision will be final on this.
- 4.12 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 team's 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. 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. Substitute has to be part of team roster.
- 4.13 Bye runner is not allowed as this might give an undue advantage to one team. (as per the new ICC rule).
- 4.14 The keeper will be allowed to wear gloves.
- 4.15 The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
- 4.16 If the non-striker is out of his/her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out. Bowler has to have contact of the ball while attempting to get non-striker run out. Whether the attempt is successful or not, the ball shall not count as one in the over.



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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.

It is unfair for the batsmen to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out either batsman (Bowler throwing towards striker's end before delivery) – the umpire shall call and signal Dead ball as soon as the batsmen cross in such an attempt.

- inform the other umpire of the reason for this action.

The bowler's end umpire shall then return the batsmen to their original ends.

- 4.17 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.

- 4.18 It is the responsibility of both the teams to set up of the boundaries, prior to 15 mins of the scheduled time. If there is a delay umpires can reduce the overs for both the teams and adjust the power play overs and field restrictions accordingly during 10 to 15 overs.

- 4.19 Either umpire can call NO ball, if they are convinced that the bowler is throwing or his action is illegal. If there is any doubt, then umpire will video record his subsequent deliveries and review with other umpire to call the ball no ball, if the video evidence is conclusive.

Umpire can do so when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall also

- warn the bowler, indicating that this is a first and final warning if the bowling action is suspicious and he didn't take the video recording in time. This warning shall apply to that bowler throughout the innings.

- inform the captain of the fielding side of the reason for this action and take a video recording of his action

- inform the batsmen at the wicket of what has occurred.

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.

- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence as soon as possible after the match to the TCL Committee who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team. Captain and bowler also hold right to appeal and provide the proof.

If there is any confusion among umpires, they shall video record the bowler's action and share that immediately with the committee. They can take all the above actions, in case bowler was proved to be throwing the ball.

Under no circumstance there shall be interference from on field players regarding umpire decision.

- 4.20 If match is played in Evans Park and ball hits any light poles **above** the blue padding or marker, or oak tree or the oak tree branch without touching the ground inside the boundary, then it is considered as six runs. If the ball hits on or below the pole padding/mark and crosses the boundary then it is considered as 4 runs. Catches after touching pole is not considered as legal out. It will be considered as ball in play.

5 Extras

- 5.4 There is a 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 bowl with different hand from the previous over.

- 5.5 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.



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- 5.6 If the bowler's leg touches the outer side-line while landing, during bowling the Umpire can call it a NO-BALL.
- 5.7 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)
- 5.8 One bouncer per over will be allowed (Bouncer can be above shoulder but below head level of the batsman in his normal batting stance).
- 5.9 Any ball above the batsman's head (in normal batting stance) is a wide. 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.
- 5.10 If the batsmen does a switch hit and has a fair chance to play a proper cricketing shot at the moment when the ball passes from the batsmen, the umpire will NOT SIGNAL a WIDE ball. If the batsmen has no chance to play a proper cricketing shot at that moment then it passes through the batsmen then it is WIDE BALL.
- 5.11 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.
- 5.12 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.
- 5.13 If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL.
- 5.14 **Sun Glare Protocol** : Both Innings will start with bowler starting from parking lot end. All the games will be played on both ends. Umpires can allow the batsmen to bat from one end, if there is a direct sun glare during a certain period in either of the innings. Once that goes away, they must switch back to both sides. During the second innings teams will have an option to play exactly same number of overs from one end, which first batting team did during the sun interruptions, or they can choose to play from both ends. This has to be declared and implemented at the beginning of the second innings. Umpire's decision will be final on this.
- 5.15 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.
- 5.16 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.
- 5.17 In case of a forfeit of a game, winning team will be shown as scored 1 run in 16 overs without getting all out and losing team scored as no runs in 16 overs without getting all out. Also, winning team can enter their playing eleven for such games in the TCL website, and those players will get a credit of one game played, which can be counted against minimum 3 games requirement for play off qualification.
- 5.18 If a team is giving bye, they need to inform the committee, opposite team, designated umpires no later than 48 hours before the game. Else, team can be penalized in their next game by docking their 4 overs.



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6 Scoring, Dismissals

- 6.4 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.
- 6.5 If any part of the fielder's body touches or crosses the boundary then it is a six/four, as the case maybe.
- 6.6 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.
- 6.7 There are no leg byes, also leg before wicket is not out.
- 6.8 Teams should send umpires on time irrespective of what teams do.
- 6.9 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.
- 6.10 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.
- 6.11 Usage of bails depends on the umpire and both playing team's captain's agreement.
- 6.12 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.
- 6.13 Teams should use Cricclubs 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 committee will decide on individual awards, depending on the availability of funds and good data.

7 Umpiring

- 7.4 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 100\$ 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 100\$ will not be refunded. Also if the teams don't follow the rule, they won't be allowed to participate in the next edition.
- 7.5 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.
- 7.6 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).
- 7.7 If umpires don't turn up and teams manage the game themselves without any issues, they will be rewarded 40\$ each. TCL Committee decision will be the final one on this one.
- 7.8 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.



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7.9 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.

7.10 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.

7.11 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.

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 \$100 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 \$100 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.

8 Ground and Pitch

8.4 The length of the pitch will be measuring 22 yards (66 feet) between the 2 wickets.

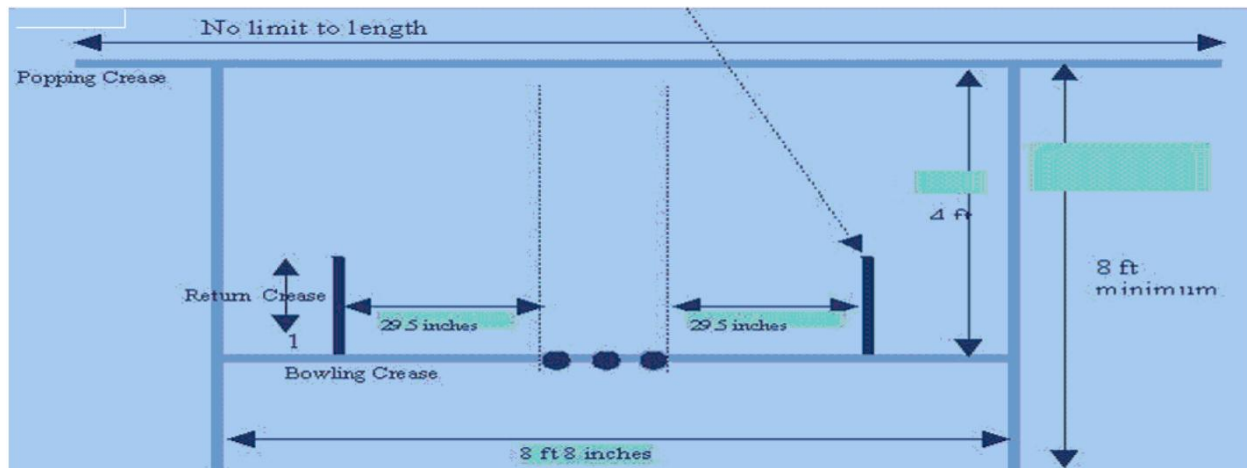
8.5 Boundary line should be 55 yards from the Centre of the pitch If the playing area permits that length. Teams will have to make sure it is not more or less 55 yards. If the playing area doesn't allow a 55-yard boundary, then teams will consult umpire and decide based on the maximum available boundary

8.6 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.

8.7 Here is the Pitch detail...



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9 League and Points Structure

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

9.5 In the case of a tie in the league matches the teams will split the points equally.

9.6 Tournament format is described below in Section 10

9.7 Group rankings will be counted based on points, head-to-head and NRR.

9.8 If there is a tie in the number of points won by the participating teams with in groups, then head-to-head result between the teams will be considered. If there is a 3 or more-way tie (Example of 3-way tie is: points are equal between 3 or more teams in a group then net run rate in the league games will be taken into consideration. Net run rate calculation is given below. This is applicable for teams within the group to qualify.

9.9 Net Run Rate is calculated as follows:

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

9.10 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.

9.11 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.

9.12 If a team is bowled out, 16 overs will be considered bowled/ faced in the innings

9.13 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 by the TCL Committee based on the data in TampaCricketLeague.com. So, importing th scores from Cricclubs to Tampacricketleague website is a must and it is the responsibility of the captains to make sure the data entered is accurate and in a timely manner.

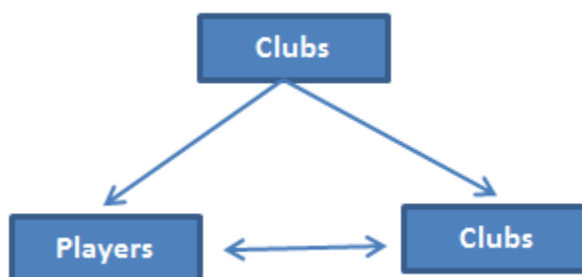


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- 9.14 Tournament Divisions are decided based on the team's performance in previous tournaments and also the strength of the participating teams, number of total teams participating in the tournament. TCL tournament committee decides this.

10 Maintaining Clubs and Teams

- 10.4 CricClubs maintains the following hierarchy so that it is easy to maintain and keep track of scoresheets



- 10.5 A club will have players and Teams. The number of players is 23 as per the TCL rules and a team can have 11 players + substitutes as per the rules of the game.
- 10.6 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.
- 10.7 CricClubs Login:Team Admins user id Password
- 10.8 In CricClubs too, complete first name, last name, and nick name should be maintained for the players.
- 10.9 Before the game you can create the player profile in CricClubs from a laptop/computer at cricclubs.com/TCL. Once profile is claimed, can add other team members.
- 10.10 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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Format of the 2026 Edition 2 :

10.11

Round 1:

Division 1: To be updated

Teams will play within groups to decide 1 to 9 rankings.

Group A which has 9 teams will play one extra game against their lower ranked counterpart.

For example, 1 v/s B10, 2 v/s 9, 3 v/s 8 and 4 v/s 7 and 5 v/s 6. B10 will be decided based on points/H2H/NRR after the completion of all the league games in group B.

Below is the groups table as per their ranking and will be considered for the additional games.

1A	1B
StormRiders	Aryans
SunRisers	Racha
Kings	Allies
PowerPirates	Knights
LionsUnited	Rookies
RoyalRenegades	Mustangs
Gladiators	Hurricanes
NewTampaTampaHawks	TB Bengal Tigers
TampaPirates	TampaTunderBolts
	Falcons

From there overall rankings based on Points and NRR will be considered among all the participating teams to get the top 12 qualifiers of which first 4 will directly go to Quarterfinals. Rest will play a qualifier to take the next 4 slots.

Qtrs : 1 v/s 8, 2 v/s 7, 3 v/s 6, 4 v/s 5

SF's : 1 v/s 4 and 2 v/s 3



Tampa Cricket League Rules

Finals 1 v/s 2

Division 2:

Division 2 has 34 teams with 3 groups , and group A and B have 11 teams , but group C has 12 teams.

Division 2 group A and B everyone plays each other once in the league phase . But, in division 2 group C each team will play 10 games within the group by skipping the game against their next seeded team . For example following games will be skipped : C1 v/s C2 , C3 v/s C4 , C5 v/s C6 , C7 vs C8. C9 v/s C10 and C11 v/s C12 .

2A	2B	2C
SilverHawks	Thunders	Chargers
LionsXI	Phoenix	RoyalStrikers
RisingIndians	Tritons	Spartans
SWAT	TPCC	PappampatiAni
TampaMachans	RCT	Sharingan Strikers
Blazers	BDRoyals	TampaDynamites
SLL	TampaSuperKings	TampaShaheen
Tampa Storm Chasers	CoryLakesSuperKings	WildMavericks
TampaWarriors	Markhors	Sharks
TurboTitans	SunShineWarriors	Strykers
Vikings	FunCC	Lightning Bolts
		TampaAllStars

Top 1 teams from each group will qualify to QF's.



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Rest of the teams will be grouped together into one group based on their league stage's Points, NRR into one common pool. From there top 10 teams i.e, 4 to 13th ranked teams will play elimination round to identify the rest of the 5 quarterfinalists who will be seeded 4 to 8.

QuarterFinals : 1 v/s 8 , 2 v/s 7, 3 v/s 6, 4 v/s 5

SF's: 1 v/s 4 and 2 v/s 3

Finals : 1 v/s 2

Division 3 :

11. Tournament Format: Division 3 (22-Team League)

11.1. Registered Teams and groups

3A	3B
Rhinos	Revengers
TampaGators	TampaEagles
CLS2	RedLions
WC Aavade	MaserBlaster
Mavirik	LandSharks
ZCA2	GooglySuperKings
United For Fun	TampaBayTitans
RoyalMonks	TampaTigers
KesariKings	DesiDabangs
TampaNawabs	Flames
RisingRoyals	TampaRisingStars



Tampa Cricket League Rules

11.2. Division 3 League Phase

Teams are divided into two groups of 11 each. Following the initial group games, teams will ranked based on Points, Head to Head and NRR.

Format :

11.3. Division 3 Knockout Structure

- **Qualification:** The Top 6 teams from each group will qualify for the knockout phase.
- **Quarterfinal Byes:** Top 2 ranked teams receive an automatic bye to the Quarterfinals.

Elimination Round: Teams ranked 3rd through 6th shall play a sudden-death elimination round to fill the remaining 4 Quarterfinal slots.

A3 v/s B6, A4 v/s B5, A5 v/s B4, A6 v/s B3)

11.4. Tie-Breaking and Sudden Death

- **Rankings:** Points, then Head-to-Head, then Net Run Rate (NRR).
- **Knockout Ties:** A Super Over shall be played. If still tied, a "Super Ball" (one delivery sudden death) shall determine the winner.

Qtrs : A1 v/s B4 , A2 v/s B3, A3 v/s B2, A4 v/s B1

SF's : A1 v/s B2 and A2 v/s B1

Finals A1 v/s B1