



Tampa Cricket League Rules

1. General

- 1.1. All the teams have to follow the covid guidelines published by the Tampa Cricket League.
- 1.2. All the professional cricketing rules apply with a few specific changes and explanations as given below in the document.
- 1.3. 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.
- 1.4. 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.
- 1.5. "In case of any discrepancy, the Organizing committee's decision is final and shall not be contested."
- 1.6. 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.
- 1.7. Captains will be representing the teams in case of the dispute on or off the field.
- 1.8. Umpires' decision shall remain FINAL. (There shall be no arguments regarding the decision).
- 1.9. 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.
- 1.10. 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.
- 1.11. If match is played in Evans Park and ball hits any light poles above the blue padding, or oak tree or a oak 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.
- 1.12. 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.
- 1.13. 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.
- 1.14. Any suggestions, complaints, concerns can be sent to TCL-committee@googlegroups.com



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2. Roster and Roster Maintenance

- 2.1. Maximum allowed players in a roster for the team is 16.
- 2.2. Teams have to submit a pool of maximum 16 and minimum 11 players prior to their first game to the TCL committee or the 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 16 players on or before Friday. If not the list of players submitted, though less than 16 will be considered as 16 and no additions later will be entertained during the course of the tournament.
- 2.4. Teams will have to provide the names of the playing eleven and super substitute's name before the game, to the umpires by entering into CricClubs. If not provided, umpire can demand it. CricClubs 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.

3. Match/Game

- 3.1. Players are not allowed to wear shorts. Teams preferably 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 or white T shirt and same colored trousers (all wearing Grey or Black or Blue). 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 12 players including supersub and a minimum of 8 players to start a match. At any given point only 11 can be part of playing team.
- 3.3. Games have to start by scheduled time promptly. The scheduled start times are published and posted on TCL Captains group and Cricclubs
- 3.4. If the team doesn't turn up on time and report to organisers/umpres with minimum 8 present on the ground, then toss will be given to the team which has required minimum number of players. If the team reports late, 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 and organizers to implement it.
- 3.6. All matches including play offs will be for a maximum of 10 overs.
- 3.7. During the 10 overs only 4 bowlers are allowed bowl a maximum of two overs each. Another two bowlers will have to bowl one over each to complete all 10 overs. So minimum 6 bowlers have to be used for the game.



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- 3.8. First and 10th overs (1 and 10) are mandatory power play overs. In the first power play over teams can have only two fielders outside the inner circle. In the second power play which is the 10th over of the innings teams can have only 3 fielders outside the inner circle. For all other overs team can have maximum of 5 fielders outside the inner circle. During the 10th power play bowler who is allowed bowl maximum one over in the innings only will be allowed to bowl.
- 3.9. If a team is playing 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 power play overs, then they should have minimum 7 fielders inside circle during first power play excluding the keeper and bowler. Similarly, during the 10th power play fielding side should have minimum of 6 fielders excluding keeper and bowler inside the circle.
- 3.10. 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 5 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 committees will try to move the match to the evening slot i.e. after 7 PM on the first day if possible, otherwise teams will split the points. This will be solely decided by the TCL tournament committee.
- 3.11. In case the match is interrupted due to rain and a minimum of 5 overs have to be completed in the second innings to consider the game as legitimate. Committee in consultation with umpires will decide on the number of minutes to wait before the game to restart. Committee and match umpires have right to call off the game and share points if the games can't be completed in the allocated quota of game time.
- 3.12. All the minimum required players and umpires have to be present in the ground irrespective of there is a rain forecast or not, unless it is cancelled by TCL committee on the previous day itself and notified in captain's group.
- 3.12.1.1.
- A. A super substitute is allowed in this tournament. Captains are allowed to select 12 players for the game (if they don't have 12, they will play the entire game with same 11). He has to announce 12 before the toss.
 - B. Once the toss is done captain will let umpires and opposite captain who will be the 11 during fielding and the other 11 during their batting inning.
 - C. The 12th player selected during fielding cannot participate in bowling or fielding. He can only field as a substitute fielder under special circumstances where a fielder from starting 11 is injured during the course of the game and umpires allow substitute fielder.
 - D. The 12th player during batting innings can't bat.
- 3.13. A substitute from the roster can be used on the field only after the first 4 overs, i.e. only under special circumstances if the 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 bat or bowl. Umpires decision will be final on this.
- 3.15. Bye runner is not allowed as this might give an undue advantage to one team. (as per the new ICC rule).
- 3.16. The keeper will be allowed to wear gloves.
- 3.17. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.



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3.18. 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.

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.

3.19. 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.

3.20. After the bowler has entered his delivery stride, either umpire can call NO ball right away, if he is convinced the bowler is obviously throwing. If there is any suspicion, 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.

When the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. 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. Extras

4.1. 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.

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.



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- 4.3. If the bowler's leg touches the outer side-line while landing, during 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 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.
- 4.7. If the batsman does a switch hit and has a fair chance to play a proper cricketing shot at the moment when the ball passes from the batsman, the umpire will NOT SIGNAL a WIDE ball. If the batsman has no chance to play a proper cricketing shot at that moment then it passes through the batsman then it is WIDE BALL.
- 4.8. If the batsman moves on to the off side bowler can follow him and offside wide will move along with the batsman until the popping crease. If the ball crosses the popping crease, it will be called a wide.
- 4.9. 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.
- 4.10. 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.
- 4.11. If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL.
- 4.12. Both Innings will start with bowler starting from parking lot end and batting will be one sided only.
- 4.13. 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.
- 4.14. 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.
- 4.15. In case of a forfeit of a game, no runs will be considered, but just the points will be given to the winning team.

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.



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- 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. Leg and Bat is out i.e. if the ball hits the Leg 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's decision.
- 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 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.



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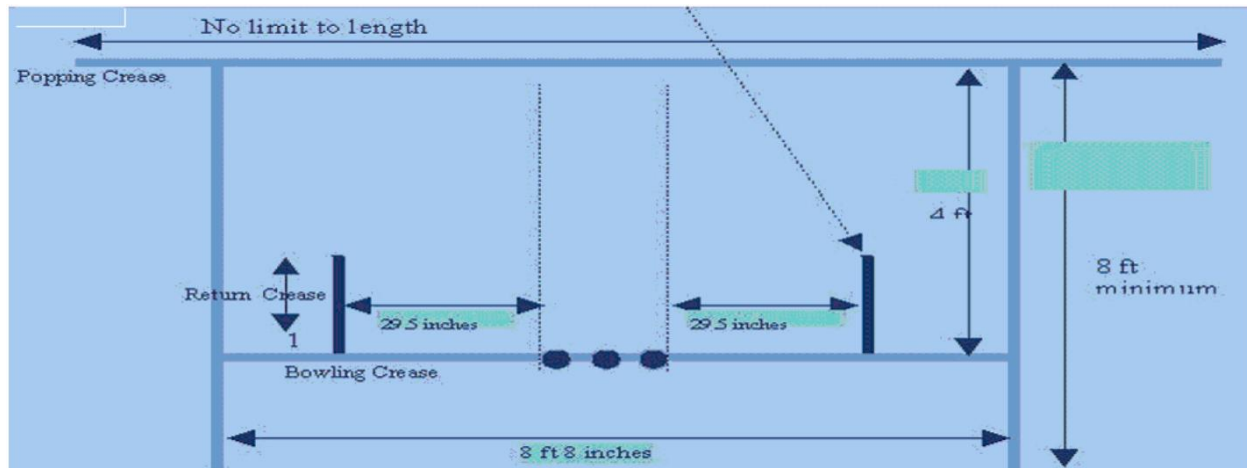
- 6.6. The leg umpire can't overrule the main umpire's decision unless when asked for. If such a case occurs the main umpire can revert back to his decision. But, umpires can always consult each other for any clarifications and disputes.
- 6.7. If the ball is not visible, only the batsmen have the right 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.
 - 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...



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8. League and Points Structure

- 8.1. Winner of the match will be given 4 points and the loser will get 0 points.
- 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 with in groups, 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. This is applicable for teams within the group to qualify as top 5.
- 8.5. Net Run Rate is calculated as follows:

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

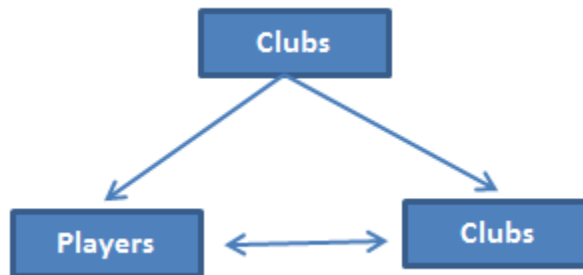
- 8.6. In the case of a tie in the knockout matches there will be a super over. In Super Over, each team will select three batsmen and one bowler from the playing eleven and there will be a match of one over between the teams, with only selected players can bat or bowl. Rest of the team members, can 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, 10 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.



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9. Maintaining Clubs and Teams CricHQ

9.1. CricClubs 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 16 as per the TCL rules and a team can have 11 players + a super sub + 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. CricClubs Login: Team Admins user id Password

9.5. In CricClubs too, complete first name, last name, and nick name should be maintained for the players.

9.6. 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.

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.

Format of the 2019 Super Weekend:

9.8. Round 1:

There will be 4 groups with 3 teams each. All within the group will play each other.

9.9. Round 2: Round 2 will have QF's

Top 2 teams will qualify to QF's in each group, points and NRR

Qfs : As published

SFs : As published

Finals : As published



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