



TPL Tennis Ball Tournament

www.tampa-cricket.com

1. **General Rules:**

1. Teams participating in the tournament must strictly follow the TPL COVID-19 guidelines published on the website. By signing up for the tournament captains will be considered to have agreed to strictly follow the guidelines.
2. All the professional cricketing rules apply with a few specific changes and explanations as given below in the document.
3. This is a group of cricket fans/recreation cricketers who are getting together to participate in a league. By participating in the league, Captains are agreeing to the disclaimer document updated in the TPL website.
4. TPL Organizers and/or TPL Board cannot be held responsible for any injuries or accidents caused, while playing or outside. TPL Board and/or Organizers cannot be held responsible for any Injuries caused to the players in whatsoever manner during the tournament.
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 game.
6. Captains will be representing the teams in case of the dispute on or off the field.
7. **Umpires' decision shall remain Final.** (There shall be no arguments regarding the decision).
8. Personal abuse against the umpires or players will not be accepted. If this rule is violated by any team, then the TPL Board will review the situation and can take stringent action against the player/captain/Team violating the rule.
9. If the committee finds any of the above rules not followed then TPL Board/Tournament committee may take stern action against the player/captain/team, which may amount to debarring the team and its players from the present and future TPL events.
10. There can be no sledging and no foul language under any circumstances against the opponent's team or Umpires officiating the game.
11. Only Captains should raise concerns to umpires if any. Umpires should also refrain from getting into arguments.
12. If a player is found using foul 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 TPL tournament Committee. Umpires can warn the offending players and captain. The TPL Tournament Committee after consulting with officiating umpires will decide on the issue. If found guilty, the player 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 TPL. The TPL tournament Committee's decision will be Final in such a case.
13. No outsider or a spectator is allowed to enter the playing area unless that person is part of the roster who is going in to assist with injuries or water breaks.
14. During the dispute only captains of the participating teams should talk to the umpires in a civilized and respectful manner.
15. Any suggestions, complaints, concerns can be sent to tampapremierleague@gmail.com

2. Roster and Roster Maintenance:

1. Maximum allowed players in a roster for the team is 30.
2. Players removed from Squad cannot be added again in the tournament for the same team.
3. Teams must submit a pool of maximum 30 and minimum 11 players prior to their first game to the TPL committee or an admin who is responsible to maintain the roster of all teams.
4. 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 TPL Committee or the Roster Maintenance team at tampapremierleague@gmail.com. Umpires and TPL Committee/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 game unless the umpires are satisfied with the player's identity.
5. A team must submit all the 30 players before the start of their last but one game during the league phase. If not the list of players submitted, though less than 30 will be considered as 30 and no additions later will be entertained.
6. Any changes/additions in the roster must be provided to the TPL tournament Committee in an email to tampapremierleague@gmail.com by 5 PM ET Thursday before those Weekends games. Weekday games need to be sent by 12 PM EST.
7. The cutoff time will be implemented strictly by the TPL Tournament Committee.
8. Players from the published Roster can only participate in the upcoming games.
9. If a Roster is not published by the designated member, then the previous week's published roster will be considered as official and only players listed in the roster can play games.
10. Any requests for additions of players after Thursday 5 pm will be accepted but **1 point will be deducted from the Team Points table Win or Lose**. Only request to add if this condition is acceptable.
11. Teams must provide the names of the playing eleven before the game, to the umpires by entering in CricClubs. If not provided, the umpire can demand it.
12. CricClubs should be used for scoring TPL games. 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. The TPL committee will hold the right to impose this.
13. A player must have played a **minimum of 3 league games to be eligible to play in knock-outs**.
14. If a player has played only 1 game and wants to change to another team, then the receiving captain must submit a request to tampapremierleague@gmail.com. The TPL committee will decide, if the sending captain approves and also if the receiving team has completed its first league game. Players involved must approve too by sending an email to the TPL committee.
15. Scorecard will be locked immediately after the game. You can contact by Wednesday 9 pm EST after your game for any changes. No other changes will be allowed after the time.

3. Match/Game:

1. Teams will have to declare their team Jersey color while registering the team. They have to wear either the same colored shirt and trousers i.e., team uniform if they have one or wear the predeclared colored shirt and a dark colored trouser (Dark Grey, Black or Dark Blu). If any of the team members is not following the dress code rule, then umpires must dock 2 overs per player. If more than 4 players are not following the dress code rule, then the game will be given to the opposite team. If both the teams are not following the dress code, then umpires will call off the game by taking a picture of the players. During the knock-out phase,

all team members must wear a team uniform or non-white shirt and same-colored trousers. If any player does not have a team uniform, then players must wear all non-whites.

2. Each **Team can have a maximum of 12 players and a minimum of 8 players to start a game.**
3. Games must start by scheduled time promptly. The scheduled start times are published and posted on TPL website – <http://www.tampa-cricket.com>
4. Umpiring team captain is responsible for sending the designated umpires on time for the game. **If they are delayed or do not turn up on time, then their game's 1 over will be docked during their next game for every 5 minutes' delay.** Failing to send umpires within 30 mins of the scheduled game start time, **2 points will be deducted apart from over cut rule. Umpiring team captain is responsible to pay the game fees to the replacement umpires in the event of delayed or no shows.** Any subsequent offenses will have tougher and strict action on the umpiring teams. The TPL committee will hold the right to impose the action.
5. Toss, Over Cut and Game Delay rules will not apply if scheduled umpires do not turn up on scheduled game start time.
6. If the team does not turn up on schedule game start time, every subsequent **5 mins - 1 over will be deducted. If a team does not have 8 players beyond 30 minutes of scheduled start time, Game will be given to the opposite team.**
7. If the team does not turn up with the minimum required number of players, 5 minutes before the game scheduled time, **a toss will be given to the opponents** (who also need to have a minimum number of players).
8. If both teams are **late for toss, then the game will be reduced by 1 over per inning per every 10 mins (and subsequent) for both teams.** 5 mins delay can be adjusted in water break timing.
9. Number of Power play overs for a reduced game will be decided by umpires based on the below table:

Total Overs in Innings:	No. of Overs for which fielding restrictions will apply
5.1-9.6	1
10.1-13.6	2
14.1-15.6	3

10. Scheduled start times, "minimum number of players" rule should be followed strictly, and it will be up to the umpires of the game to implement it.
11. All tournament games will be for a maximum of 16 overs.
12. Every bowling innings should end within 90 minutes. If the teams take more than that, then umpires must record the delay and report back to the TPL committee with the reason.
13. Bowling team has the responsibility of completing the innings within the allotted 85 minutes and any deliberate delay can be penalized. Umpires will have a say in this matter. Teams can take a maximum break of 10 minutes between the innings. Between 8 overs a maximum of 5 minutes break can be taken based on the first 8 overs completion time.
14. 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.
15. 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, teams can have a maximum of 5 fielders outside the inner circle.
16. If a team is playing the entire game with less than 11 fielders, **precedence will be given to the outer circle over inside circle** restrictions. For example, if the team has only 8 players on the field during the entire course of the game, then they can have two fielders in the outer

circle during powerplay. Similarly, during other field restrictions, the maximum allowed number of fielders can be placed outside the inner circle if the team is playing the entire game with less than 11 players.

17. Teams cannot reschedule the game on their own to any other day/weekend. Only during unforeseen circumstances can the TPL Committee can decide on any schedule changes. Any such changes should be taken with approval from the TPL Committee. If the TPL Committee allows the rescheduling based on a specific condition, then teams are bound to complete the game on the rescheduled date. If that doesn't happen then the committee can decide on an adhoc qualification process (i.e., based on ranking, points, NRR etc). Committee's decision will be final on this.
18. Teams **changing schedules without information will lead to 2 points penalty deduction.**
19. If the game is affected by rain, then umpires and/or The TPL Committee will decide the number of overs in a game. If 8 overs have already been bowled in the second innings and the game has to be stopped due to any reason (can't be continued), then.
 - a. Run rate at the end of that over will be counted and compared against the opposite team's final net run rate.
 - b. If they are the same, then the number of wickets lost at that point by each team will be considered.
 - c. If they are the same, then only total runs by the end of the power play will be counted and compared against the opposite team's runs during the power play.

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 the game will be called off and teams will split the points.

20. In case the knock-outs game is interrupted due to rain and a minimum of 8 overs has not been bowled in the second innings, then TPL Committee will schedule the game on reserve day. Reserve day will be immediate next weekend (Except Long Weekends). If it rains on the rescheduled day as well then, the team with the comparative top seed will be awarded the game.
21. Teams must wait for a minimum of 30 minutes in case of rain. After that umpires will decide based on the current weather condition. If umpires feel that there is a possibility of game resumption, then teams mandate to follow umpire's directives. Teams cannot make their own decision and leave the ground without umpires calling off the game. In case of lightning teams/players immediately should leave the playing area and find a safe shelter. However, if conditions have no chance of improvement, the game will be abandoned and both teams split the points equally, unless both teams mutually agree to play the new game within the next 7 days. This is subject to ground, slot, mutual timing and umpires' availability. In this case, teams are mandated to pay fees associated with umpires and reserve the stadium ground.
22. All the minimum required players and umpires must be present in the ground irrespective of there is a rain forecast or any dispute, unless it is canceled by TPL committee on the previous day itself and notified in the captain's group.
23. knock-outs games will be scheduled every week post League stage games. Teams should be prepared to play on allocated dates immediately after completion on league stage else ready to concede the game. If both teams are requesting to change it needs to be played prior to their future game. No Exceptions.
24. **A substitute from the roster can be used on the field at any given time during the game.** If a bowler uses a substitute, then he can come back at any given time and can start bowling immediately in a game.
25. Substitute can only play up to the first 5 overs as a substitute if he is substituting for a player who has not shown up yet. **After completion of 5 overs, he will become the regular player if**

he continues to play. But the captain must let the umpires know. Substitutes must be part of the team roster.

26. In case of a forfeit of a game, the winning team will get full points. **Only One Bye game (For winning team) for the entire season will be counted for player registration** if a situation arises.
27. Bye runner is not allowed as this might give an undue advantage to one team. (As per the new ICC rule).
28. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
29. 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. Bowlers must have contact with the ball while attempting to get a 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 to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible. It is unfair for the batsman 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.
30. 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.
31. **Home team is responsible for setting up the boundaries and the 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 team's name comes first in the scheduled game, it is considered as Home team and the other is away. For Example A4 v/s B5, A4 is home team and B5 is away team.
32. 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 another umpire to call the ball no ball, if the video evidence is conclusive. Umpire can do so when the ball is dead, informing 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 did not take the video recording in time. This warning shall apply to that bowler throughout the innings.
 - a. Inform the captain of the fielding side of the reason for this action and take video recording of his action.
 - b. Inform the batsmen at the wicket of what has occurred.
 - c. 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.
 - d. 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 game to the TPL 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 the 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 the bowler was proved to be throwing the ball. Under no circumstance there shall be interference from on field players regarding umpire decision.

33. Teams **can choose to play from both sides**. Teams must change sides during the evening game for every 4 overs. In the event of a delayed start, teams must play from one side – Bowling End must be Street Sides in all Wesley Chapel Grounds.
34. Fielding **team holds the right to select the bowling end before the start of their inning**.

4. **Extras:**

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 a different hand from the previous over.
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.
3. If the bowler's leg touches the outer side-line while landing, during bowling the Umpire can call it a NO-BALL.
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 touch the return crease. (Law 24-Section 5).
5. **One bouncer per over will be allowed to bowl** (Bouncer can be above shoulder but below head level of the batsman in his normal batting stance).
6. Beamers are not allowed in the game. The bowler gets a warning from the umpire in the first incident. Subsequent incident, the bowler might be stopped from bowling again in the game. Umpire shall take a stand to determine if the delivery is dangerous enough to lead to a player injury.
7. Any ball above the batsman's head (in normal batting stance) is wide. Also, any ball above shoulder other than 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 the ball goes above his shoulder/waist.
8. 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 batsmen, 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 batsmen then it is WIDE BALL.
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.
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.
11. **Max 2 fielders are mandated to field behind the square on the ONSIDE**, failing to obey the rule will be considered a NO-BALL.
12. **Minimum 4 fielders are mandated to field on the OFFSIDE during the game**, failing to obey the rule will be considered a NO-BALL. This same rule will apply with the team who is playing the game with the minimum players.
13. 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.
14. If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL.
15. If the ball should land away from the pitch, the new Law 25.8 allows the striker to play the ball so long as some part of their bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal a DEAD BALL. As recompense to the batter, any ball which would force them to leave the pitch will also be called NO-BALL.

16. There will be a free hit if there is a no-ball bowled by the bowler. During the free hit, the bowling team cannot 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/TPL 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.
17. 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:

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 considered not run out.
2. If any part of the fielder's body touches or crosses the boundary then it is a six/four, as the case may be.
3. If there is any dispute on whether a **fielder has crossed the boundary line** or not, while taking a catch, **the fielder should hold the position till the umpires see** where he is standing and judge it. If he steps even a little bit in or out deliberately, the umpire can call it a six depending on the context of a situation. Please note, a Straight (Not a Curve) Line will be considered between the distance of the 2 boundary cones/markers. The Main Umpire can consult the leg umpire. Umpires will make the final decision.
4. **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. There are no leg byes, also leg before wicket is not out.
6. 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 must be uprooted with the ball touching the stumps.
7. Usage of bails depends on the umpire and both playing team's captain's agreement.
8. If the bails are not used due to wind issues and the fielding team hits the stumps to claim a run out first time and batsman is in the crease, then the fielder must uproot the stumps while trying to get the batsman run out again while the ball is still alive.
9. When a **batter is out Caught, the new batter shall come in at the end the striker was at, i.e., to face the next ball (unless it is the end of an over).**
10. Teams should use Cricclubs app to do the scoring Also, once uploaded and approved by both captains, no scorecard change on the website will be allowed. Note - TPL Board will decide on individual awards, depending on the availability of funds and good data.

6. Umpiring:

1. Umpiring team captain is responsible for sending the designated umpires on time for the game. If they are delayed or do not turn up on time, then their game's 1 over will be docked during their next game for every 5 minutes' delay. Failing to send umpires within 30 mins of

the scheduled game start time, **2 points will be deducted apart from over cut rule.**

Umpiring team captain is responsible to pay the game fees to the replacement umpires in the event of delayed or no shows. If they do not have any game left for the season, the points and overs penalty will apply to the first game of next season. Any subsequent offenses will have tougher and strict action on the umpiring teams. The TPL committee will hold the right to impose the action.

2. The umpiring team can arrange paid umpires well in advance. Failing to do so, no show, late show up – in all these circumstances, **the above penalty rule will be applied on the scheduled umpiring team.**
3. The captains of the playing teams must 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.
4. **All given decisions on that day will remain Final. There will not be any change after that.**
5. **Both umpires have the right to communicate with each other and can overturn the decision based on the conclusive evidence.**
6. Umpires and Teams are responsible to follow the Tampa Premier League rules.
7. **Any team found not respecting the umpire's decision and not following TPL rules, umpires have the right to stop the game and award a walkout win to the opposite team.**
8. An umpire may award **5 bonus runs if he feels that any team is needlessly wasting time (i.e., arguing with umpires, arguing with the opposite team, intentional delay etc.)** This is designed to maintain the flow and pace of a game.
9. 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 the change of ball. Umpire's decision is final on this.
10. Tampa Premier League requested all Umpires to come on the ground 15 mins prior the scheduled game start time.

7. Format:

1. The Grouping and Tournament Format is displayed in the Appendix section of this document.
2. If there is a tie in the number of points won by the participating teams within groups, then **head-to-head results between the teams will be considered.** This is for qualification and general ranking itself.
3. **If H2H is tied, then NRR will be considered.** Example if both teams won one game each. This is for qualification and general ranking itself.
4. If there is a **3 or more-way tie, then straight net run rate in the league games will be taken into consideration.** This is for qualification and general ranking itself.
5. Run Rate = (Runs Scored-Over Faced/Runs Conceded-Overs Bowled).
6. Winner of the game will be given 4 points.
7. In the case of a tie or wash out in the league games points will be two points each in League Stage.
8. In the case of a tie in the knockout game the teams will play super over like ICC rule. In Super Over, each team will select three batsmen and one bowler from the playing eleven and there will be a game of one over between the teams, with only selected players able to bat or bowl. Rest of the team members can only field/wicket keeping.

8. Super Over (For Knock-Out Phase):

1. This will be used for all tie games. If the scores are tied and there must be a winner, the tie is broken with a one over per side "Eliminator" or "Super Over".
2. Each team nominates three batsmen and one bowler to play a one-over per side.
3. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
4. The side with the higher score from their over wins.
5. If the teams finish tied on runs scored in that one over, there will be a new super over with new batsmen and bowlers.
6. If still tied, then there will be again a new super over with a new set of players. After this set any more super over can have repeated players.
7. Umpires will be responsible for the successful execution of the SUPER OVER.

9. Cricket Rules:

All decisions taken by the umpires will be final, and no further escalation to committee shall be entertained.

If any team gives a Bye, they will get 0 points and the Opponent will be awarded 4 points.

1. **Bowled** – Ball is bowled and hits the striking batsman's wickets the batsman is given out.
2. **Caught** – Batsman hits the ball or touches the ball at all with his bat or hand/glove holding the bat then the batsman can be caught out.
3. **Stumped** – A batsman can be given out according to cricket rules when the wicketkeeper puts down his wicket while he is out of his crease and not attempting a run (if he is attempting a run, it would be a runout). **No Stumping during Free hit******
4. **Run Out** - Batsman is out if no part of his bat or body is grounded behind the popping crease while the ball is in play and the wicket is fairly put down by the fielding side.
5. **Hit Wicket** – Batsman hits his wicket down with his bat or body after the bowler has entered his delivery stride and the ball is in play then he is out. The striking batsman is also out if he hits his wicket down while setting off for his first run.
6. **Handled The Ball** – Cricket rules allow the batsman to be given out if he willingly handles the ball with the hand that is not touching the bat without the consent of the opposition.
7. **Hit the Ball Twice** –Batsman hits a ball twice other than for the purpose of protecting his wicket or with consent from the opposition he is out.
8. **Obstructing the Field** – A batsman is out if he willingly obstructs the opposition by word or action.
9. **Dismissals in Special Balls -**
No Ball: - handling the ball, hitting the ball twice, obstructing the field and running out.
Wide Ball: - handling the ball, hit wicket, obstructing the field, run out and stumped
Free Hit: - Handling the ball, hitting the ball twice, obstructing the field and running out.
10. **Run-Out by Mankading-** Law 41.16.1 of the Marylebone Cricket Club (MCC) Laws of Cricket code states that "If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered."

NOTE: The bowler cannot delay the delivery of the ball to create a mankading situation.

Definitions:

Clarifications: Definition of Delivery strides and delivery swing as taken from the laws of cricket.

Delivery stride: Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride.

Delivery Swing: is the motion of the bowler's arm during which he normally releases the ball for a delivery.

10. Dispute Resolution:

Disputed arising shall be arbitrated by the following order.

1. Umpiring and on field captains.
2. TPL Executive Committee or any other sub-committee, along with representatives of both teams, and the officiating umpires.

11. Statistics and Awards:

1. Each team will upload scores on (www.tampa-cricket.com) powered by CricClubs App and the opposition captain shall verify it by the end of Wednesday.
2. The winning side of the final game shall be awarded the TPL Tampa Cricket Cup. Plus, Individual Trophies.
3. Losing Finalist will also get Trophy. Plus, Individual Trophies.
4. Cash prizes will depend upon budget and expenses and will be declared during league Stage.
5. Determination of Best batsman, Best bowler and MVP Tournament will include Finals.
6. Points shall be awarded for each of the following.

For Example:

Best Batsman= Max runs up including Finals

Best Bowler= Max Wickets including Finals

MVP = Based on CricClubs calculation including Finals

12. Scheduling:

1. The start and end dates for the various rounds and knock-outs are made known via the schedule distributed prior to the season.
2. The Grouping and Tournament Format is displayed in the Appendix section of this document.
3. Requests for rescheduling games will not be entertained by TPL.
4. The only exception to the above rule will be made when TPL deems it necessary to reschedule a game, as in "acts of God". Under no circumstances a round robin league game would be rescheduled unless otherwise stated in the rule book and/or the decided by officials of TPL schedule.
5. The TPL holds rights - to cancel the event, to change the schedule and/or to change the location without giving prior notice.

13. Stadium Games - Rules:

1. Playing on new ground comes as a privilege and not a right since we are sharing the ground with other sports and cricket needs to accommodate the feelings and understanding of other folks.
2. Games are arranged in the new ground to encourage demand and help the County realize the value for more investments, so we get better facilities to play and future generations can keep playing.
3. Hourly charge to play on that ground is \$40 per hour during the day and \$50 per hour in the evening. (Waived off and part of Entry fee for pre-determined slots for Tennis Ball Tournaments).
4. Since it is clocked hourly any delays will lead to immediate deductions in overs without explanation.
5. **While playing in a stadium, the home team is responsible for removing the cover off the pitch prior to the game, the away team is responsible for placing cover back on the pitch. If there is another game scheduled on a given day, the home team (from the following game) is responsible for placing cover back on the pitch. In case of rain in the middle of the game, both teams are responsible for placing cover back on the pitch. Assigned teams are responsible to share the picture of the covered pitch following the game completion. TPL Committee will determine the penalty to the team(s) if found not following this rule.**
6. Any delay due to no cone or flag availability, or failure to remove cover by Toss time, all rules related to delay of game apply on a Home Team.
7. In some days there could be soccer goal posts that the team would need to move out jointly.
8. If lights do not turn on, or game does not end and soccer folks come in to play, the same rules as applicable to **'Weather delays' will be applied.**
9. Any argument with people from other sports or organizers will be an immediate suspension for the entire season for the player or the team.
10. For existing fields, we are paying to cut the grass from league money, and we will verify on Thursday or Friday but sometimes things are beyond control. In this case games could get postponed and will be informed on Friday (less probability).
11. Lights will turn off on allocated times and **Weather rules will apply** after that.
12. In exceptional circumstances, Wesley Chapel 2, Soccer Fields, Hamilton or any other field could be used as a playing field and teams would need to play on it.

14. Team - Registration and Discipline:

1. Tournament entry fee is \$350.
2. Payment must be received by the date specified in the registration fee announcement communication.
3. Payment should be paid to Tampa Premier League Inc.

Link: TBD

Zelle: tampapremierleague@gmail.com

Paypal: tampapremierleague@gmail.com (Extra \$7)

15. Disclaimer:

The Rules and regulations can be changed by TPL at any time. However, the changes to the rules will be announced to the teams via email/website updates. TPL reserves the right to

modify, add or delete any of the rules and rules addendum at its own discretion. We will try to avoid it post Captains meeting.

16. Appendix:

The Grouping and Tournament Format is display below:

	Group A	Group B	Group C
1	Avengers	Lakewood Lions	Master Blaster
2	Cory Lakes Super Kings	Revenagers	Saint Pete Shield
3	Falcons	Kings	Tampa Gators
4	Knights	Sunrisers	Tampa Starks
5	Mustangs	SWAT	Tampa Bay Titans
6	Partyboyz	Tampa Telugu Titans	Tampa Indians
7	Royal Phoenix	All Stars	Challengers
8	Hurricane	WC Warriors	LOL Avade
9	WC Legends	Underdogs	New Tampa Hawks
10	Lazy Cricketers	ZCA	Sunshine Warriors
11		Unstoppables	NextZen SLL

Top 6 Teams From Group A and 5 Teams from Group B and C comprise of Main Championship - Pre Quarter Finalists. See below table for slots.

Pre Quarters (1 vs 16, 2 vs 15, 3 vs 14, ..)

Quarters (Q1 vs Q8, Q2 vs Q7, Q3 vs Q6 and Q4 vs Q5)

Semi Finals (S1 vs S4, S2 vs S3)

Followed by Finals (Winners of Semi-Finalists)

	Main Championship		
	PQF	QF	SF
1	A1	Q1	S1
2	B1	Q2	S2
3	C1	Q3	S3
4	A2	Q4	S4
5	B2	Q5	
6	C2	Q6	
7	A3	Q7	
8	B3	Q8	
9	C3		
10	B4		
11	A4		
12	C4		
13	B5		
14	A5		
15	A6		
16	C5		

Loser of PQFs above will be top 8 seed in the Plate championship qualifiers.

Remaining 2 Teams from Group A and 3 Teams from Group B and C will form the rest of 8 Teams.

Total 8 Teams from All Groups will play either Main or Plate Championship Knock-out.

Rest bottom teams will not qualify for Knock-outs.

	Plate Championship		
	PQF	QF	SF
1	L1	Q1	S1
2	L2	Q2	S2
3	L3	Q3	S3
4	L4	Q4	S4
5	L5	Q5	
6	L6	Q6	
7	L7	Q7	
8	L8	Q8	
9	A7		
10	B6		
11	C6		
12	A8		
13	B8		
14	C7		
15	B8		
16	C8		

Regards,
TPL Committee
www.tampa-cricket.com
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