



TPL Tampa Cricket Tournament

www.tampa-cricket.com

1. General Rules

All standard ICC rules apply unless mentioned below. Umpires/Organizers' decision shall remain Final.

1. Teams participating in the tournament will have to 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. Any suggestions, complaints, concerns can be sent to tampapremierleague@gmail.com

2. Roster and Roster Maintenance

1. Maximum 25 people can be added in Roster at any given time. Any additional player needs to replace someone in the squad by end of Team's 9th game.
2. Players removed from Squad cannot be added again in the tournament for the same team.
3. Teams must submit a pool of at least 11 players prior to their first game to the TPL 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 TPL Board or the Roster Maintenance Board member.
4. **Umpires and TPL Board hold the right to check the ID of players**, if they feel any player is 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 players before the start of the 9th game scheduled during the league phase. 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 Friday before the Friday, Saturday and Sunday 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 Friday 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 will have to provide the names of the playing eleven/twelve before the game, to the umpires by entering into CricClubs. If not provided, the umpire can demand it.
12. A Players name should be part of the scorecard to be considered for eligibility either in first 11 or a catcher or batsman or bowler. A player cannot be 12th man throughout without registering his participation in any form. A player who isn't involved in any of these actions will be considered to have not played the game.
13. 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.
14. A player has to have played a **minimum of 3 league games to be eligible to play in knock-outs**.
15. A player **can change a team if he has played only 2 games for the old team but cannot change after any of the incoming or outgoing team has played 5 games**. No Captain permission needed but they need to inform both captains and the league. Played games will be counted for qualifications for knock-outs only with the games played with the new team.
16. 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. **No other changes will be allowed after the time. Any insistence will lead to 4 point loss.**

3. Match/Game

1. Teams will have to wear either same-colored shirts and trousers (i.e. team uniform if they have or A black colored shirt/pant will be considered as a uniform during the league phase.)
2. Teams can wear team uniform and non-white colored mixture during league phase. i.e 5 team members wearing team uniform, rest wearing all non-whites or non-white T shirt and same-colored trousers (all wearing Grey or Black or Blue). If this is not met, **umpires have**

the right to not allow players to participate in the game or call off the game and let the committee know.

3. During the knock-out phase, all team members have to wear team uniform or non-white shirt and same-colored trousers. If any player doesn't have a team uniform, then he must wear all non-whites.
4. **5 penalty runs are awarded to the batting team** if - The ball strikes a fielder's helmet when it is on the field and not being worn.
5. **TPL requires all batsmen to wear helmets at all times.** This applies if you're batting against fast bowling. Failing to obey such a rule will **lead to a 1 Game Suspension for the next game.**
6. Please note that **White Pads are not allowed for the keeper as well as batsman.** After the first game, the team will face a 10 run penalty for the batsman and 5 run penalty for the keeper for such incidents in a Game aggregately.
7. Each Team can have a **maximum of 12 players and a minimum of 8 players to start a game.**
8. Games must start by scheduled time promptly. The scheduled start times are published and posted on TPL website – <http://www.tampa-cricket.com>
9. If the team doesn't turn up with the minimum required number of players 15 minutes before the game scheduled time, **a toss will be given to the opponents** (who also need to have a minimum number of players).
10. If both teams are **late for toss then the game will be 18 over for both teams.**
11. If the team doesn't turn up with the minimum required number of players for actual game start time, then use this formula: number of minutes delayed divided by 4 = number of overs. Those overs will have only four fielders outside the circle starting from 20th over reverse. **Example: If Team is late by 8 minutes, then 8/4=2 Overs before 20th Over they will have only 4 players outside the circle.**
12. Number of Power play overs for a reduced game will be decided by umpires based on the below table:

Total overs in innings	Number of overs for which fielding restrictions in clause 28.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

13. If a team doesn't have 8 players beyond 30 minutes of scheduled start time, **Game will be given to the opposite team.**
14. Scheduled start times, "minimum number of players" rule should be followed strictly.
15. All tournament games will be for a maximum of 20 overs.
16. Bowling team has the **responsibility of completing the innings within the allotted 90 minutes** and any deliberate delay can be penalized. Once the umpire confirms the allotted 90 minutes are completed by the bowling team, then for remaining overs, the number of fielders in the outer circle will be reduced by one. **This 90 minute includes 5 minutes water break by the end of 10 overs and does not include - Injury Time Out.**
17. Teams can take a maximum break of 10 minutes between the innings. Between 10 overs a maximum of 5 minutes break can be taken based on the first 10 overs completion time.
18. During the 20 overs, any one bowler can bowl a maximum of 4 overs with minimum 5 bowlers needed even in rain curtailed games.
19. First 6 overs (1 to 6) are mandatory power play overs during which teams can have only 2 fielders outside the inner circle.
20. For overs 7 to 20, teams can have a maximum of 5 fielders outside the inner circle.

21. 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.
22. Teams can't 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.
23. **If both team agree and want to change schedule on weekdays then both team combined need to provide ground fees (Approx \$120) and \$30 change fees to TPL.**
24. Teams **changing schedules without information will lead to 4 points penalty deduction.**
25. If the game is affected by rain, then Umpires and/or The TPL Committee will decide the number of overs in a game. If 10 overs have already been bowled in the second innings and game has to be stopped due to any reason (can't be continued), then The **Duckworth–Lewis–Stern method (DLS) will be considered** to determine the game result.
26. In a **reduced over game minimum 10 overs of seconds innings needs to be completed.**
27. If 10 overs cannot be completed in League stage games in second innings, then both teams will split the points. Games will not be postponed or replayed for League games.
28. In case the knock-outs game is interrupted due to rain and a minimum of 10 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).
29. Teams have to play TPL Rules on that rescheduled day. If not, teams will have to concede the game.
30. If it rains on the rescheduled day as well then the Team with the comparative top seed will be awarded the game.
31. 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.
32. All the minimum required players and umpires have to be present in the ground irrespective of whether there is a rain forecast or not, unless it is canceled by the TPL committee on the previous day itself or notified in the captain's group.
33. Super-Sub (12th player) can replace any player and he **is allowed to bat, bowl and field** at any given time but only 11 can field. However, during this change Umpire has to be informed and receive acknowledgement. **Any exceptions will be a No Ball called by Umpire.**
34. A Substitute (13th player) won't be considered for minimum 3 league games to be eligible for knock-outs. If the player gets injured, then umpires can allow substitutes.
35. A Substitute (13th player) from the roster **can only field or keep for a player.** However, during this change Umpire has to be informed and receive acknowledgement. **Any exceptions will be a No Ball called by Umpire.**
36. **A Substitute (13th player) can only play till 5th overs as a substitute, if he is substituting for a player who has not shown up yet. After 5th overs, he will become your regular player if he continues to play. But the captain has to let the umpires know.** If the regular player is there and gets injured while playing in that game, then the umpire can allow a substitute based on the situation at the ground. Substitute has to be part of the team roster.
37. That player can immediately be active in the game in all respects if he comes by 5th over of the first inning. **If he comes after 5th over, he will become ineligible to play the game.** This also applies to **substitute (13th player)** players from a fielding perspective.

38. All eligible players (12 players) need to be on ground at the start of the game by 5th over of the first innings. **Any player comes after 5th over is ineligible to play the game.** In this case Umpire needs to be informed that the player is on his way.
39. It's both teams' and captains' duty to track and inform the umpire who is on the ground and who is on their way. Once the player is identified to be late then after his arrival, he has to inform the umpire to be eligible to play in the game.
40. 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.
41. Bye runner is not allowed as this might give an undue advantage to one team. (as per the new ICC rule).
42. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
43. 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.
44. 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 the umpire will video record his subsequent deliveries and review with another neutral umpire to call the ball no ball, if the video evidence is conclusive.
45. 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 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.
46. 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
47. **Fielding team holds the right to select the bowling end.**
48. **In Stadium evening game (except playoff) side change for bowling only need to do after 10 overs. Bowling team to select which side to start with.**

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 touching 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 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. Outside of Powerplay, **Max 5 fielder allowed to field on ON side. Max 2 fielder is allowed to field behind the square on the ON side. Otherwise it is considered a NO-BALL.**
12. If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL.
13. There will be a free hit, if there is a no-ball bowled by the bowler. During the free hit, the 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/TPL rules will stay).
14. 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.
15. 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. 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 go and 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.
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. 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. 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 has to uproot the stumps while trying to get the batsman run out again while the ball is still alive.
7. **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).**
8. Teams should use Cricclubs app to do the scoring Also, once uploaded and approved by both captains, no scorecard change in 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. **For the League games, there will be a total \$120 collected from both teams by the umpires (\$60 from ea. team) as there will be 2 neutral umpires assigned in a game all time.**
2. **If there is only one umpire only \$40 need to be provided by both teams and one leg umpire need to be provided.**
3. **All given decisions on that day will remain Final. There will not be any change after that.**
4. **Both umpires have the right to communicate with each other and can overturn the decision based on the conclusive evidence.**
5. For the knockout phase, the TPL Committee will determine the Umpiring Fees.
6. Each team is required to pay 50% fees to the game umpire if the game is being called off without bowling a single ball on that day. Fees will be determined by the TPL Committee if such incidents occur during the knock-out phase.
7. **League Umpires are Responsible Setting up Ground - Stumps, Bails, Boundy Cones and Inner Circle Markers.**
8. Umpires and Teams are responsible to follow the Tampa Premier League rules.
9. **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. A No Ball will be given if the team still chooses to keep 5 fielders outside the inner circle following the umpire's decision wrt time management.**
10. 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 Twenty20 game.
11. Tampa Premier League requested all Umpires to come on the ground 15 mins prior the scheduled game start time. **Umpires can communicate with either team if he thinks he's running late and inform any team to start setting up the ground. That team can deduct \$10 from their fees to the umpire who is coming late and that fees can be used to set the ground up.** This should be enforced to ensure the game starts and ends within the allotted time limit. It is recommended that both teams keep all ground related equipment during a game day.

7. Format

1. 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.
2. **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.

3. 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.
4. Run Rate = (Runs scored-runs given/ balls faced-balls bowled).
5. Winner of the game will be given 4 points.
6. In the case of a tie or wash out in the league games points will be two points each in League Stage.
7. 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.

Format

- Top 8 Teams qualify for Quarter finals
- 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5
- Semi Finals: (1 vs 8) vs (4vs 5), (2 vs 7) vs (3 vs 6)
- Finals – Prize Money \$1000 winner, \$500 Runner Up, Trophies and Medals
- Individual Awards will be determined by budget.

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. **Timed Out** – After the fall of a wicket or the retirement of a batter, the incoming batter must, be ready to receive the ball, or for the other batter to be ready to receive the next ball **within 90 Seconds of the dismissal or retirement.** If this requirement is not met, the incoming batter will be out, **Timed Out.** The bowler does not get credit for the wicket.
8. **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.
9. **LBW:** LBW is considered.
10. **Obstructing the Field** – A batsman is out if he willingly obstructs the opposition by word or action.
11. **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.
12. **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.
3. Any bad words and rants on whatsapp group will be immediately lead to suspension of player from Whatsapp group.
4. Any disupute will be resolved by 3 member neutral committee.

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 16 Individual Trophies.
3. Losing Finalist will also get Trophy. Plus 16 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. Each team needs to email which three nonconsecutive days for next three months they won't be able to play the game in an email to tampapremierleague@gmail.com starting from April 22, 2023.
3. Requests for rescheduling games will not be entertained by TPL. If both team agree on change there will be \$30 change fees to be paid to TPL for each change.
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 \$30 per hour during the day and \$45 per hour in the evening. (Waived off and part of Entry fee for pre-determined slots for Titan Cup).
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, 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.

7. In some days there could be soccer goal posts that the team would need to move out jointly.
8. If lights don't turn on, or game doesn't 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 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 \$650. \$25 will be collected as the previous estimate was for 10 games. 12 games need two extra balls per team.
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. Ground - Pitch Rules

1. Boundary Length: no less than 160 feet and greater than 165 feet. Both Teams and Umpires can verify, if needed. The Boundary needs to be marked with cones or any other visible markers. A straight line between two consecutive boundary markers is considered as the boundary and not a curve to keep things simple.
2. All league games will use a pitch that measures 22 yards or 20.12 meters or 66 feet in length.
3. Markers that will be used for the calling of wide balls shall be placed at 29.5 or 30 inches from the stumps on both sides or one bat length from the middle stump on both sides in absence of tape measure, on the batting side.
4. All creases will be marked as per dimensions below.
 - The bowling crease shall be the line through the base of the three stumps at the bowling end.
 - The creases will have to extend 4ft 4in from the center stump on either side, OR A bat + handle length from the corner stump on either side (if a tape is not available).
 - The popping crease has to be 4 feet in front and parallel to the bowling crease. A measure of a bat + handle length will be accepted for popping crease in absence of tape measure. The length of the popping crease will be the same as the bowling crease.
 - Return creases / side-lines will have to be drawn perpendicular and between the bowling & popping creases. The side creases will be at a distance of 4ft 4 in from the center stump on each side, OR A bat + handle length from the corner stump on either side (if a tape is not available).

16. 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.

17. Appendix

N/A

Tournament is conducted in good faith by TPL Organizers and Pasco and Hillsborough county and every captain understands this and takes responsibility on any injuries or damages to their team member, opponents, human and property.

Regards,

TPL Committee

www.tampa-cricket.com

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