

Tennessee Cricket League – 2019

Rules and Regulations

Tennessee Cricket league(TCL) is the premier Hard-Taped Tennis ball cricket league in the Nashville area. The league has expanded to 14 participating teams across 2 divisions. ICC T20 cricket rules apply to all matches played by the Tennessee Cricket League (TCL) unless the rules are modified by the committee to suit the local conditions.

I. Basic Exceptions:

1. Matches are played with a hard-taped tennis ball.
2. The match will be conducted for 12 overs.
3. Protective gear is recommended.
4. Leg-Before-Wicket (LBW) dismissals are not supported.
5. Leg-Bye runs are not supported.

II. Player declaration and Match timing

1. All Teams should declare their Playing 11 at the toss and exchange it with opposite captains and identify if any of the players are coming late.
2. At least 8 players of a team have to be present 10 minutes before the start of their scheduled match time. Failing to do so will result in the automatic loss of toss for the team in question.
3. If neither team has at least 8 players available to start the match on time, in case team A doesn't show up on time, they lose 3 overs for 15 mins delay of game. And one over for every subsequent 5 minutes

Ex: Team A gets only 9 overs, while Team B gets full quota of 12 overs.

4. To calculate the revised number of overs, umpires should reduce 1 over for every 5 minutes lost across both innings.
5. If one of the teams does not have 8 players by the match start time then the match will not be started until the 8th player shows up. The offending team will be penalized 1 over for every 5 minutes lost as a result of the 8th players not being present by the scheduled match start time.
6. Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.
7. The first ball needs to be bowled by the designated start time of the match to ensure that no matches get interrupted due to late starts. A. Umpires and Captains need to ensure that any pre-match warm-ups on/off the pitch do not result in a delayed start to the match.
8. If for some reason the match cannot be started on the stipulated start time, both captains should agree to play a reduced-over match to ensure that the match can finish on time. This is

very important for games at venues where the field has to be vacated for the leather ball permit holders.

9. One reserve day for all weather/unforeseen impacted games. If reserve day gets impacted, we will schedule another reserve day. However, if both teams can't play on reserve day, the points will be split. Or if one team can't play, it will be walkover.
10. The registration fees are \$225 for each team who gets 12 balls and 2 tapes for their 6 league games.
11. Each team will get 2 points on a winning games and there is no concept of bonus points.

III Umpiring

1. Teams will continue with using the players from their playing 11 as umpires. Umpires can change as needed in this special condition.
2. Captains need to ensure that they only send umpires that are knowledgeable on general cricketing rules, have read and understood the TCL rule book.

IV Match Forfeiture Policy

1. A match will be considered as a 'Forfeit' under one of the following conditions:
2. A Team is a No-Show for a match or refuses to play the match
3. A Team violates the Minimum Player Rule
4. A Team violates TCL conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.

V General TCL playing rules

1. In the case of stumping appeals, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is "OUT".
2. In the case of run-out appeals, a batsman is considered to be out of his ground unless a part of his bat or body is grounded on or inside the crease. Thus, if the body or the bat is not grounded on or inside the crease line, the batsman is "OUT". Either batsman can be adjudged "RUNOUT" if they are out of their crease even if the ball only made contact with the body/clothes. Even though leg-bye's don't count towards a score, both the batsmen need to ensure that they are in their respective creases to avoid being run out. The only exception is if the umpire calls it a "Dead-play" while the batsman is still running/walking between the wickets.
3. Any abnormal bounce or lack of it due to the condition of the pitch will be signaled a "Deadball" by the umpire and the delivery will need to be re-played. Any scoring or wickets due to such an instance will not be considered. The umpire will have the final authority to decide what constitutes as a 'dead-ball' in such instances.
4. The Wicket-Keeper is allowed to bowl in the innings if desired.

5. After the bowler starts his run up fielders are not allowed to talk or move side-ways. Such actions will result in the umpire signaling a No-Ball.

Powerplay field restrictions

- a. A maximum of two fielders can be outside the 30 yard circle in the first 3 overs.
- b. For the remaining 9 overs a minimum of 4 players need to be inside the 30 yard circle (not including the bowler and wicket-keeper).
- c. Only 5 fielders can field on the leg side at any point of time. (both in and out of the Power Play period).
- d. It is not necessary to have 2 fielders within catching position during the Power-Play period. Fielders can be placed anywhere within the 30-yard circle.
- e. If a team is playing with less than 11 players, then they need to ensure that 9 players are within the 30 yard circle during the Power Play period. E.g. If a team starts the match with 10 players, then 9 players need to be inside the circle, and only 1 player will be allowed outside. If a team starts the match with 9 players, then all 9 players need to be inside the circle. They will not be able to field anyone outside the circle during the Power Play.
- f. Once the Power Play is over and the fielding team is still playing short, then they need to ensure that the inner circle is first and foremost protected i.e. at least 4 fielders will still need to be inside.

No-Ball due to Height

- a. Any bouncer over the head or full toss above waist will be called a No-ball. One bouncer above shoulder and below head level is allowed per over. For bouncers and full toss, the batsman's movement in the crease right before the delivery is bowled will be taken into consideration (i.e. a bouncer above the head becomes a legal delivery for batsman charging down the wicket)
- b. The leg umpire will be the primary authority for signaling a No-ball due to height. The main umpire should consult with the leg umpire before declaring a No-ball due to height.
- c. One legal bouncer per over is permitted
- d. A batsman will be ruled OUT, even if they get bowled on a full toss.

Wide-Ball

- a. Both Umpires need to be consistent about whether they will call a Wide-ball from a mark on the pitch or on the merit of the ball for both innings.
- b. Both captains should be clear about how the umpires are going to call before the match to ensure no arguments take place during the game.

Free-Hit

1. Per ICC Law 24.2 Free Hit after a foot-fault no ball - the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- b. 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.
- c. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).
- d. 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 and/or verbally communicating it to the batsman/bowler.

Out on Free-Hit/Runs on Free Hit

- Batsman can be out as follows only on a free hit
 - a. Out via Run out
 - b. Out via Obstructing the fielder while running
- Runs taken while out on a Free hit
 - c. If the batsman is bowled on free hit. The batsman can take a run if possible and the run will be counted as a bye.
 - d. In all other circumstances the batsman can take a run, even if he was out caught on free hit and the runs will be awarded to batsman.

“Mankading” (Bowler attempting to run out non-striker before delivery)

- a. The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.
- b. The umpire shall call and signal “Dead ball” as soon as possible if the bowler fails in the attempt to run out the non-striker.
- c. Before attempting to dismiss, one warning needs to be given to the non-striker.

Substitutions

Substitute fielder can only be used for injuries sustained during the game.

- a. If a player has been off the field for a certain number of overs, they will not be allowed to bowl for the number of overs spent off the field. (e.g. if a player is off the field for 3 overs, then upon their return they cannot bowl for the next 3 overs)
- b. A player will not be allowed to open the innings for his team if he has spent time off the field. He can bat at any other position.
- c. By-runners for a batsman are not allowed under any circumstances including injuries, cramps, fatigue, etc. during a match as per new ICC rule.
- d. Players cannot be provided substitutes for getting tired on the field.
- e. Teams may only use players from their 25-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire.
- f. Captains need to be approached for all fielding substitute requests.

Catches on Boundary Lines

- a. Umpires will make the decision on this subject based on his/their best judgment.
- b. Umpires can take the catcher or the next close in fielder input if they need to but it is not mandatory.
- c. Batting team / Fielding team players should not interfere in this situation nor should they charge towards the boundary line or into the field.
- d. Captains should instruct their players to hold their position for any controversial catches/fielding attempts near the boundary prior to the match.
- e. If a player should move from their position after the play, and the umpire is unable to pinpoint the exact spot, then the benefit of doubt should be given to the batsman.

Retired Hurt Policy

- a. A batsman will only be allowed to retire due to a physical condition. A batsman cannot be retired by teams based on their batting performance.
- b. A batsman can only be retired if they have sustained an injury that prevents them from continuing. The umpires will make the judgment to assess on whether a batsman's request for retirement should be granted based on their own observations.
- c. However, they are permitted to return to batting after the fall of the next wicket or after the retirement of another batsman.

Caught Behind Decisions

- a. Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc. of the ball).

Umpires Reversing their Decision

- a. All umpires need to be thorough with the league rules
- b. To avoid controversies, umpires are advised to take well thought decisions; once the decisions are made they should not be over turned. The exception being if the TCL Organizers over rule the decision based on its incorrect interpretation or validity.
- c. Main umpires should initiate discussion with leg umpire (and vice-versa) based on which umpire has the primary jurisdiction prior to making the decision and NOT after making the decision.
- d. Leg umpires should not at any time advice, suggest, or give decisions related to main umpires jurisdiction (and vice-versa) unless the main umpire reaches out to leg umpire himself.

Breaking Stumps during Run-Outs / Stumping Appeals:

- a. If the stumps have been broken once i.e. bail(s) have been dislodged, or stumps been hit during the course of an on-going play, then to successfully appeal for an ensuing run-out / stumping, the fielding side will have to manually uproot atleast one of the standing stump(s) with the ball in possession.
- b. If none of the stumps are standing up due to an earlier displacement, then the fielding side needs to re-insert one stump and then uproot it again with the ball in possession in order to successfully appeal for a dismissal.
- c. If bails are not being used in the event of high winds, then the fielding side will not be required to uproot the stumps for a run-out/stumping appeal.

VI: Umpires and Umpiring Duties

1. For league games umpires will be assigned by the batting team captain from playing 12 to adjudicate each game.
2. For knockout games neutral umpires will be assigned by TCL to adjudicate the game.
3. Umpires are the final authority during the game and their decisions will be considered final. The exception being if the TCL Organizers over rule the decision based on its incorrect interpretation or validity.
4. They will remain impartial at all times on the field.
5. Umpires will be the authority to grant a fielding substitute to the fielding side if the situation merits it. They will keep track of the number of overs during which a fielder has left the field.
6. Umpires need to be present at least 10 minutes prior to the scheduled match start time.
7. The coin-toss will be conducted in the presence of umpire before the stipulated match start time. The team winning the toss will declare its decision immediately. Captains or their representatives for the toss should be ready for this ahead of the match start time.
8. For Knockout games, in the event that one or both neutral umpires do not show up by the match start time, both Captains need to agree to start the match by utilizing an umpire(s) from the batting side.
9. Umpires will keep time of all breaks, and notify the captains as to when to resume.

10. They should file a complaint about any misconduct by a player or a team on the field with the TCL Organizers
11. Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.
12. The Organizers will make decisions in cases of disputes and misconduct that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.
13. In case of the boundaries not being visibly painted/marked when deciding on a mark between two cones or flags, the umpire should consider the boundary line to be a straight line between those points, as opposed to an imaginary arc. The straight line between 2 points will serve as the boundary to mark against.
14. Umpires are urged to take their time when making a decision, and if there are any doubts then the umpire with the primary jurisdiction should consult the other umpire.
15. Caught-behind decisions (and run-outs at the bowlers end) are the primary jurisdiction of the main umpire. When in doubt, he should consult the leg umpire FIRST and PRIOR to giving out hastily. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc of the ball)
16. The leg umpire will have primary jurisdiction over decisions on run-out/stumping/hitwicket/no-balls due to height decisions at the strikers end. Additionally from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.
17. The leg umpire should never initiate a discussion with the main umpire or approach him on items out of his jurisdiction. The main umpire needs to INITIATE a consult if he is in doubt about a verdict or needs clarification on a rule.
18. The umpire should give the benefit of doubt to the batsman if they are intentionally prevented by the bowler or any other fielder to safely make their ground while running between the wickets. The umpire(s) will make the final determination for such 'in-game' incidents.
19. In the event that a player is dismissed but it is discovered or brought to the umpires attention immediately afterwards that the field placements were in violation of the rules, then the decision should be over-turned. (This can happen only until the new batsman has not taken guard)
20. Umpires should direct all in-games issues, concerns to captains / stand-in captain only.

VII Captain's Responsibilities

1. One player from each team will act as team Captain for the duration of the match.
2. Only the captain or player appointed by captain should be coming forward for the coin toss unless he is either not playing or has not arrived on to the ground. Under these
1. circumstances, another player can fill in for the toss duties and will act as the captain until the captain shows up.

2. They should control the behavior of all his team players. (Conduct of his team.)
3. Ensure the team players respect the umpire's opinions and decisions.
4. Captains are responsible for ensuring that the boundary cones/flags are setup before the match start time.
5. They will be responsible for going over the TCL Rules and Regulations with their players.
6. Captains are responsible for sending neutral umpires to their respective games. Umpires should be at the ground at least 10minutes prior to the start time of the match and are responsible for coordinating with the playing captains with regards to any delays in arrival. Not arriving before the start time of the match or being a no-show will result in the umpiring team being penalized by the Organizers
7. It's the captain's responsibility to make sure that the players tasked for umpiring duties are aware of and understand the TCL Rules and Regulations.
8. Captains are responsible for ensuring that all match venues are cleared of any debris/trash at the end of the match. Since TCL co-shares its venues with other groups it is imperative that teams do not leave behind any debris at the ground. Both teams run the risk of being penalized at the discretion of the Organizers if an official complaint is lodged with TCL with regards to leftover debris
9. The umpire should not be pressurized in any circumstances. It will be captain's responsibility to make sure nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have authority to abandon a game and award points to whichever team they think is the deserving winner in case of a fight/controversy.
10. Captains need to ensure that they have at least the minimum # of 8 players available at the coin toss in order to toss and start the match. Failure to meet the MPR rules will result in the match being declared as a forfeit.

VIII Tie games

In the event that both teams have the same score at the end of their stipulated over's, the tie-breaking decision will be resolved by a Super-Over.

Super Over Format:

1. Team batting second in the regular match will bat first in the Super Over.
2. Each team will select 3 batsmen and 1 bowler to play the Super-Over.
3. The team scoring most runs at the end of the Super-Over will be deemed winners of the match.
4. If the batting team loses 2 wickets in the Super-Over they will be considered 'all-out'.
5. If scores are still tied after the Super-Over overall tally of boundaries from the regular game and the super over will be considered and the team with the higher number of combined boundaries will be declared the winner.
6. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
7. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

IX Rain/Washouts/Bad Weather/Bad Light/Unavailability of Ground

1. If the game is not completed due to weather/light/ground availability then the game will be rescheduled. Teams should be prepared to play on the same weekend if possible.
2. The final decision with regards to rescheduled games will rest with the Organizers.
3. If it has rained the previous night or is raining and the game has not already been called off, then a pitch inspection should be performed by the umpires and captains. If the umpires deem play possible, then the match should be played that day. Umpires should take into consideration the ground conditions to ensure a safe match.
4. If there is no chance of play that day the match will be rescheduled to a later date. The Organizers, after consulting with the captains and umpires would decide about whether the match should be re-scheduled.
5. One reserve day for all weather/unforeseen impacted games. If reserve day gets impacted, we will schedule another reserve day. However, if both teams can't play on reserve day, the points will be split. Or if one team can't play, it will be walkover. The final decision about rescheduling would be taken by the Organizers.
6. The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires and also made available on Cric clubs.

X Player / Team Conduct

1. Captains are responsible for the actions of their players at all times and for maintaining on-field harmony. In addition to players, captains/teams can also be penalized for any team offenses.
2. Decisions by the umpires on the field of play are final. The exception being if the TCL Organizers over rule the decision based on its incorrect interpretation or validity. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct. Repeated offenses may result in player and/or team disqualification from the match and/or tournament along with team penalties.
3. Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.
4. Under no circumstances should players from the pavilion enter the ground to dispute any on-field decisions. The batting team captain will be responsible for ensuring that players stay off the field. If there are any questions/concerns then only the captain should inquire off the umpires for clarification. Teams/players will be suspended from that game or future games based on the reports of the incident can be penalized for entering the playing field to dispute decisions and causing a match delay.
5. All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised as it generally does not resolve the issue.

6. Sledging on the field – Umpires will warn the offending player once. If the behavior continues then umpires have the authority to penalize the player by suspending them from the game. This will apply to fielders, bowlers, and batsmen.
7. Any player involved in verbal and/or physical abuse of umpire and/or opposing team player(s) can/will be disqualified from the Tournament immediately, and the team will not be allowed to field a substitute in his place. In addition the player(s) who instigates the offending player could also be suspended from that game or future games or even disqualified from the tournament based on the neutral reports.

XI Dress Code

1. No player or umpire should be wearing slippers, sandals, or open footwear.

Any infractions on the dress code items listed above will result in a fine per offending player/umpire. This penalty fine will need to be paid prior to the following weekend by the offending team(s) in order to avoid game forfeits or based on organizers communication.

XII Adhering to TCL Rules and Regulations:

1. All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. no consumption of alcoholic drinks, public misconduct, trash removal, etc.
2. The TCL Organizers reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition. The Organizers holds the right to remove any participating team for their mis-conduct and reserves the right to withhold the security deposit.
3. Organizers takes input from the Captains and Neutral umpires and players involved and will make a final decision on all controversies, rule infractions and disciplinary issues. Organizers decision is final and no further deliberation or negotiations will be entertained.

By participating in the TCL tournaments, teams hereby agree to abide by the TCL Rules and Regulations. And decision of the TCL Organizing committee, any player or team not abiding the league decisions will be suspended from the league.