

TENNESSEE PREMIER LEAGUE (TPL 2016)

RULES, REGULATIONS & GENERAL INFORMATION

- ❖ All teams are expected to report at the TPL 2016 help desk at least 15 minutes prior to their first game. Schedule will be strictly followed and teams reporting late will be deducted 1 over for every 5 minutes. [7:30 am for the teams that are scheduled to play the first game].
- ❖ Registration fees are \$150 per team. All payments are due before the DUE DATE.
- ❖ Each team is guaranteed to play a minimum of 3 league games.
- ❖ Max 8 players are allowed per game with a roster of 12. Teams to submit their roster at TPL help desk on the day of the tournament before their first match. Players should show their IDS at help desk.
- ❖ A player has to play at least one league game in order to be eligible to play knockouts (QF, SF and Finals).
- ❖ A Max 8 over for each innings and there is no last batsmen concept.
- ❖ There will be 2 overs power play where only 2 fielders are allowed outside the inner circle.
 - 1 over batting power play (decided by batting team) & 1 over bowling power play (decided by bowling team). Any power play overs remaining would be enforced at the end of the innings.
 - Power play overs can be taken during anytime in the innings.
- ❖ Max 4 players are allowed outside the inner circle at any time after the power play.
- ❖ Minimum 4 bowlers have to be used, i.e. max 2 overs per bowler.
- ❖ Main umpire for each match will be neutral umpires who are not a part of the two playing teams
- ❖ Each team has to provide a main umpire for their assigned game to umpire.
- ❖ Batting team to provide one leg umpire for their match.
- ❖ Organizers and Volunteers will be umpiring for knockout stages.
- ❖ Captains are responsible to ensure that all his team members are aware of these rules and regulations. (Mainly those who come for Umpiring).
- ❖ If a team don't send the umpires for their assigned game, then 1 point will be deducted from their points.
- ❖ Nivea brand hard tennis ball will be used for the tournament.
- ❖ The distance between wickets will be 21 yards. Three stumps will be placed on both sides.
- ❖ In an event of dispute, the Captain/Vice Captain can contest against umpire's decision and the main umpire's decision is final. The main umpire has the authority to overrule the leg umpire's decision at any point of the game. If there is still a dispute of any sorts with any call, Organizers call will be final.
- ❖ A new ball will be provided at the beginning of each inning for all the games.
- ❖ Sledging is strictly not allowed. Verbal abuse, use of profanities etc. directed at players of the opposing team will result in penalty or suspension of the players. Under no circumstances should the safety of the players be jeopardized.
- ❖ **Water bottles and other trash items should be disposed in the designated areas only. Each team captain is responsible to make sure your team members comply.**
- ❖ Organizers reserve the right to change the rules before the start of the tournament. Teams will be notified

General Rules:

- ❖ All the traditional cricket rules apply. Some rules that are different are as follows.
- ❖ **Rules related to LBWs/Byes/Overthrows:**
 - No LBWs and no LEG BYES. (There will be no run outs if a batsman tries to attempt a run off a leg bye)
 - BYES and overthrows are allowed.
- ❖ **No ball rules:**
 - Ball clearly above the waist on delivering a full toss is a no ball.
 - **Every bouncer** above the shoulder in an over is a no ball. No first warnings.
 - Overstepping by the bowler is a no ball. There is **no Free Hit** for over stepping.
 - Back foot of the bowler crossing the side crease is a no ball.
 - The bowler has to mention the guard every over he comes to ball, it's a no ball in case he fails to do so.
 - Deliveries that bounce more than once before reaching the crease is considered as a dead ball.
 - Fielders standing outside the circle exceeds maximum no. allowed is to be called a no ball.
 - Fielder substituted during the game without notifying the umpire will be given a no ball.
 - Only ways out for a no ball are run out/hitting ball twice/obstructing the fielder. Any runs scored will be added to the 1 run given for no ball. (No stump outs on a no ball)
- ❖ **Wide ball rules are normal.**
 - Only ways out are stumping/run out. In both cases ball will not count and 1 run given.
 - Any byes taken will be added to the 1 run given for wide ball.
 - All balls passing down the leg side shall be called wide unless the ball goes over the stumps.
- ❖ If the Umpire feels the bowling action is suspect, he should inform the Volunteer/Organizer present at the ground and he will determine the course of action and it will be final.
- ❖ A bowler may run out a non-striker who stays outside the crease after the bowler starts his run up and before he completes his bowling action.
- ❖ UMPIRE's decision is FINAL. Any argument with the umpire or improper behavior of the team will be taken as an offence. Only the Captain/Vice Captain can politely talk to the umpire if needed. In case of protest/Misbehavior/ Arguments by team members, the captain will be issued a warning by the umpire to get the team under control. If the behavior continues the Umpire will contact the organizers & they reserve the right to come up with approaches to resolve disputes or disqualify the team from the tourney.
- ❖ Rain interrupted matches will be resumed; match will be continued and not restarted.
- ❖ Each team will need to use cricclubs for scoring which is mandatory. Scorers are responsible for sitting together & maintaining the scores. Winning Team Captain is responsible for submitting the score sheet on cricclubs.
- ❖ **All other regular cricket rules apply.**

Team Rankings, POINTS and PLAYOFFS FORMAT:

- ❖ Teams will be placed into 3 pools/groups. There will be 13 teams playing TPL 2016.
- ❖ Rules regarding how a team qualifies for knockouts: Top 4 teams from 3 pools will be automatically qualified for Semi Finals.
- ❖ **SEMI FINALS Format:** S1 VS S3 and S2 VS S4.

- ❖ The criteria of seeding within a group (league stage, priority-wise) are:
 - 1 - Points
 - 2 - Bonus Points [described below]
 - 3 - Net Run Rate (NRR) [described below]
 - 4 - Head-to-head
- ❖ In the league games, winning team gets 2 points and losing team gets 0 points.
- ❖ If the second team doesn't show up within 15 minutes after their game started, then the other team gets a walkover and awarded by 2 points and the team who didn't show up gets 0 points.
- ❖ In case of a tie in league stages a Super Over will be played in order to produce the final result.

Bonus Point:

- ❖ **Bonus Point rule as per CricClubs site:** Please note that we are following the standard ICC procedures for calculating the bonus points. 1 bonus point will be rewarded for the team that achieves victory with a run rate 1.25 times that of the opposition. A team run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face. A normal win will fetch the winning team 2 points and a win with bonus point will fetch the winning team 3 points. A tie will result in rewarding 1 point to both the teams

Net Run Rate (NRR):

- ❖ The Net run rate of a team will be derived from the following equation.
- ❖ $(\text{Runs scored by Team A} / \text{total no. of overs played}) - (\text{Runs scored by Team B} / \text{total no. of overs played})$
- ❖ If a team gets out within the 8 overs and does not play the full quota, then the total no. of overs for net run rate calculation will be considered as 8 overs.
- ❖ Example: Runs scored by Team A = 80 for 5 wickets, Overs played by Team A = 8
Runs scored by Team B = 64 for 7 wickets (i.e. all-out), Overs played by Team B = 7.2 (=8 because of allout)
 $\text{NRR} = (\text{Runs scored by Team A} / \text{Overs played}) - (\text{Runs scored by Team B} / \text{Over played}) = (80/8) - (64/8) = 2.0$

Super Over in case of a "TIE" in All Stages:

- ❖ Tied games in knockouts will be decided by "Super Over" where the team batted first will bat first again with 3 batsmen (i.e. 2 wickets) and the bowling team will have one bowler to bowl the super over.
- ❖ The winner will be the team who scores the most runs of the 6 balls faced.
- ❖ In case the scores are equal, team who lost least wickets wins.
- ❖ In case the teams are still equal, the team which scored most sixes wins.
- ❖ In case the teams are still equal, the team who scored most boundaries wins.
- ❖ In case the teams are still equal another super over is played until the final result is produced.

Scoring:

- ❖ **CricClubs Scoring App should be used by all teams to record the score for all games.**
- ❖ All scorers are responsible for sitting together, maintaining the details of the scoring as required by the organizers (i.e. runs scored by individual batsmen, wickets taken and runs given by individual bowlers, catches, run outs, stumping's, etc, clearly attributed to the individual player for purposes of statistics, awards, etc), and submitting the score sheets intact to the organizers at the end of every game.

- ❖ If the ball goes over the straight boundary directly, 6 runs will be given to the batsman. If the ball rolls to the boundary line, 4 runs will be given to the batsman.
- ❖ If the ball goes over the of the side fence on the off and leg side, 2 runs will be declared. If the ball rolls and goes outside the fence, 1 run will be declared.
- ❖ If the ball goes over the back fence, 2 run will be declared. If the ball rolls and goes outside the fence, 1 run will be declared [Entrance/dugout]. If a fielder takes a catch inside the dugout it's out.
- ❖ If the ball hits the side/back fence and stays in the field, the batsman has to run between the wickets to make runs.

Rules related to catch:

- ❖ Batsman is out if a catch is taken by the fielder who is in contact with the side fence. However, the ball should not be in direct contact with the fence during the catch.
- ❖ Batsman is not out if the fielder takes a catch off the bounce from the side fence.

Rules related to Batting and Fielding substitutions:

- ❖ The 9th man (substitute) can only come in as a fielder and must be the same player for the entire match. The umpires must be notified before he steps in.
- ❖ If a fielder leaves the field for the last 2 overs in the innings, he will not be allowed to bat for first 2 overs.
- ❖ A batsman can be substituted at any time of the play with another not out batsman but he can come bat only after the 6th wicket and is declared as TIRED hurt.
- ❖ If a batsman is RETIRED hurt (due to injury), he can bat immediately after the next wicket.
- ❖ If a bowler walks out of the field for 1 over, the bowler needs to stay on the field for at least 1 over before bowling the next over.

Trophies and Prizes:

- ❖ \$400 Cash Prize, Winners Trophy and 11 small trophies for the winning team.
- ❖ \$250 Cash Prize, Runner Up Trophy and 11 small trophies for the runner up team.
- ❖ Best Batsman, Best Bowler & Best Player of the tournament Awards. (1 player per award in this list)
- ❖ Man of the Match medals for League matches, Semi Finals & Finals.
- ❖ Appreciation medals for volunteers helping us during the tournament.

Refreshments:

- ❖ Drinking water & Gatorade Powder will be provided by the Organizers to every participating team.
- ❖ Concession stalls will be available for purchase at the ground site during the Breakfast and Lunch Time.

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