



## Tennis Cricket League – Rules of the league 2024





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## Ground Logistics

### Equipment Storage Box

Every ground will have a equipment storage box with the following items stored in them by TCL:

- Mat (if needed)
- Nails ( if needed)
- Cones
- Tarp

Teams are responsible to carry following articles in their kit bags:

- Wickets and bails
- Markers/spray paint/chalk
- 165ft /200 ft measuring tape
- 2 or more hammer(s)

League has provided tapes and hammers in previous years to the TCL teams. All returning teams should use the same tape and hammers.

In case of loss or damage to the tape and hammer, it is the individual team's responsibility to procure the required items on their own.

### Rest Rooms

All grounds arranged by TCL have a physical restroom or a port-a-potty that is provided by the township. Captains and Umpires need to ensure that the players on the field are maintaining decorum and only using designated rest room areas instead of using corners of ground or surrounding areas to relieve themselves. Any such offense will be considered for immediate suspension of the player from TCL league for the season.

### Home Team Responsibilities

A home team will be assigned for each game and responsible for the logistics for that game. Below are the duties of the home team.

#### For the first game of the day

A minimum of 3-4 team members will be needed to set up the ground where the mat is needed to be laid down for the game. The home team is expected to be on the ground 30 mins before the game start time. They will need to do the following tasks to prepare the field for the game:



- Lay the mat on the pitch, in the area marked for the pitch. Please make sure that the mat is free of dust and debris and tightly stretched before nailing it down.
- Setup batting side wickets and mark the batting side crease(s).
- Measure pitch length with measuring tape and put bowling side wickets and mark bowling side crease(s).
- Use measuring tape to measure **(from the center of the pitch)** and mark both the 30-yard circle and 55-yards **(165 ft)** boundary. Some grounds may not have a 55-yards boundary on all sides. Refer to ground specific rules in this document.
- While setting up the field if you notice any garbage on the field then report it to [support@tenniscricketleague.com](mailto:support@tenniscricketleague.com).
- Field should be ready to play before the toss.

## For middle game(s) of the day

If your game is not the first or the last game for that day then as a home team you are responsible for the following tasks as soon as the previous game is completed:

- Check mat, crease(s), 30-yard circle and boundary and fix any issues as needed.
- Walk around the ground and surrounding areas once to ensure that previous playing teams have collected their trash or deposited them in the trash can(s).
- If you notice trash (empty bottle, plastic bags, or any other snack wrappers etc.), please inform the captain / umpires from the previous game or the current umpire on the field. This should also be reported to the [support@tenniscricketleague.com](mailto:support@tenniscricketleague.com) as well.
- TCL expects the teams to maintain hygiene and cleanliness of the township fields.

## For the last game of that day

A minimum of 3-4 home team members will be needed to clear the field once the game is over to perform the following tasks:

- Remove nails from the mat (where applicable) and thoroughly dust the mat to clear off dirt and debris to the best of your ability.
- Fold mat (where applicable) and carry it to the mat box along with nails, washers.
- Collect wickets, bails, chalk/paint, boundary, and 30-yard marking cones and store in TCL storage box (where applicable).
- Walk around the ground and surrounding areas once to ensure that playing teams have collected their trash or deposited them in the trash can(s). If not, please remove the trash and inform the umpires and [support@tenniscricketleague.com](mailto:support@tenniscricketleague.com) about left behind trash.
- Rake up the field where needed to ensure we do not leave behind divots on the field due to cleats or high foot traffic areas like bowling creases.

## Water/Sports Drinks

- The league will not provide any snacks or drinks for the matches.



- The township grounds do not have water fountains available. Teams will have to arrange for their own drinks and snacks for the game following any township rules.

## General

### General Rules

General rules of the game in Tennis Cricket League.

- A new ball shall be used at the start of each innings, if the new ball is lost or damaged an old ball from an earlier match or innings can be used.
- Each Team will have to bring at least 1 league provided new ball to their game.
- Batters will not be allowed to use leg-pads.
- Batters can use batting gloves if they desire so.
- Any conspicuous movement or shouting by a fielder once the bowler starts in his bowling stride to the instant that the ball is delivered is prohibited. The umpire will have the discretion in what is meant by conspicuousness and in declaring the delivery a “No ball”.

### Captain and their responsibilities

Every team in TCL leagues is expected to have a nominated player as a captain for the team. On the game day, based on player availability the team can choose to nominate another player as a captain for the team. The captain for the team should be,

- Well conversant and proficient with the laws of cricket and (s)he should have a clear understanding of the TCL rules.
- Should be able to control the behavior of all their team players. (Conduct of his team.)
- Will act on the behalf of their team in the case of disputes.
- **Should respect the umpire's decision as a final call.** If an umpire makes an incorrect decision, only the Leg umpire can discuss with the Main umpire and try to correct the decision. Captain MUST ensure that players are not interfering in the umpire's conversations/decisions.
- Responsible for making sure that the team volunteers are present for logistics/umpiring/scoring when scheduled.
- Responsible for informing the other teams and the umpires one day earlier if their team is going to forfeit the game.
- Responsible for making sure that playing XI is updated in the scoring app before the toss is performed.
- Responsible for timely coin toss for the game and arranging for a batting side umpire to start the game on time, in case if the scheduled umpire is running late.
- Responsible for any corrections to the score or publishing the scores on the website by first Wednesday after the game if for some reason the real time scoring was not done successfully.
- If a team gets a forfeit from the opponent, the playing XI need to be published by Wednesday.



## **Ground Specific Rules**

### **Boot Road Ground Rules:**

The following rules will apply to the section of the boundary behind the wicket keeper that is less than 45 yards, when measured from the center of the pitch:

- When the ball touches the fence (with or without bouncing first) it is considered in play and scoring is by batsmen running between the wickets.
- When the balls go over/through (with or without bouncing first) the fence it will be 2 runs declared.

### **Wilson Farm Ground Rules:**

The following rules will apply to the section of the boundary behind the wicket keeper that is less than 45 yards, when measured from the center of the pitch:

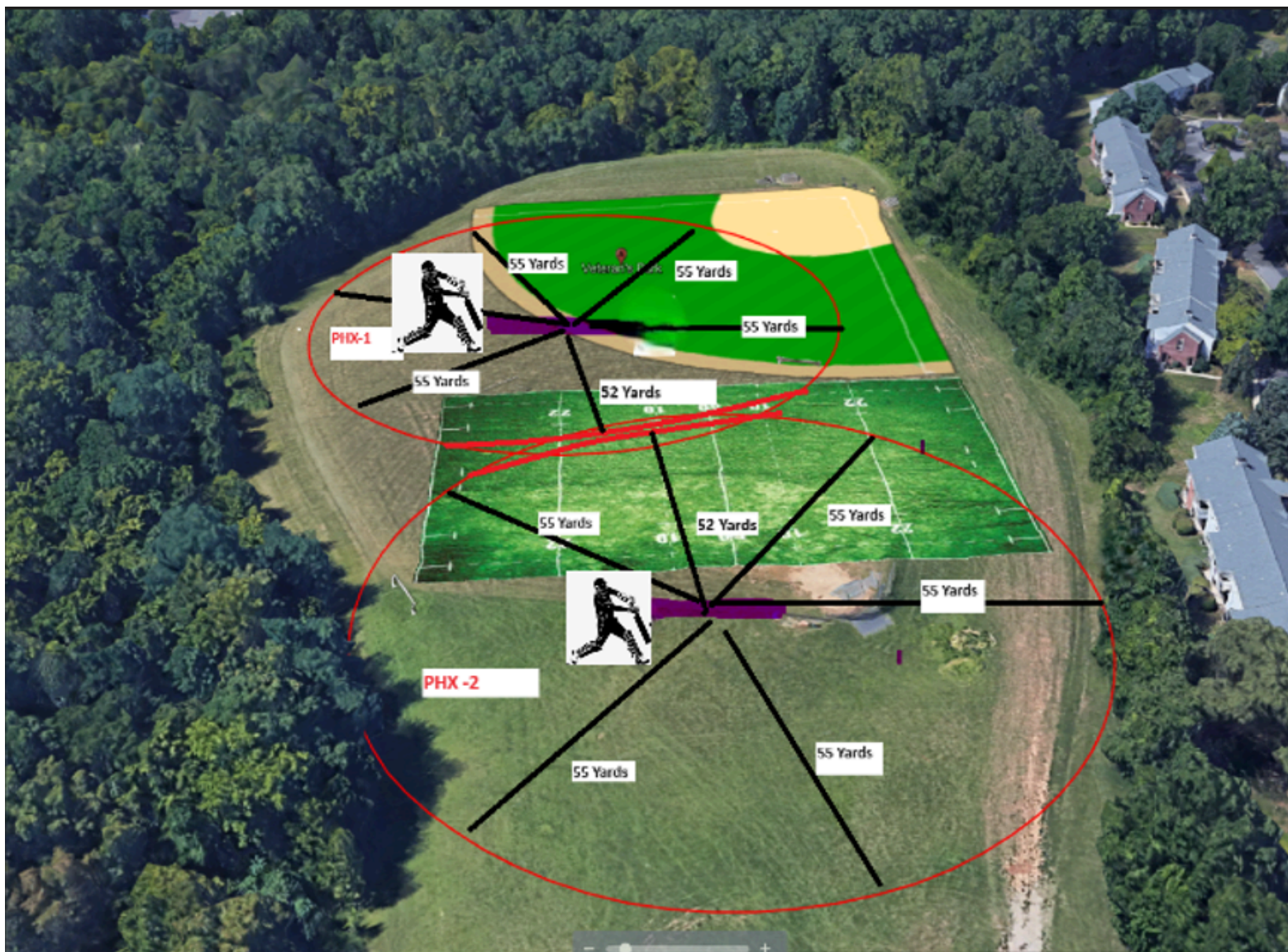
When the ball touches the fence (with or without bouncing first) it is considered in play and scoring is by batsmen running between the wickets.

When the balls go over/through (with or without bouncing first) the fence it will be 2 runs declared.



## Veterans Park (PHX 1 & PHX-2) Ground Rules:

Please refer to the image below for the Batting side and field measurements.



## Umpires and Umpiring Duties

Umpires are the individuals who are expected to officiate the game of cricket with total impartiality. TCL allocates the umpiring responsibility to the teams for the season and the individual teams are responsible for providing a certified and neutral umpire who will oversee a game of cricket during the allocated game window.



- During the TCL tournament, only a certified umpire is considered an umpire.
- Only certified umpires are eligible to officiate a TCL game. Organizers recommend the batting team to provide certified umpire as a leg umpire.
- Every team **MUST** have a pool of 5 or more certified umpires that should be used for the teams umpiring responsibilities.
- Teams will be given umpiring duties when the schedule is out. They can reach out to the other teams and the umpiring pool to swap umpiring resources if needed.
- Please publish the name and contact of the umpires in the POC group by Thursday every game week if your team has umpiring responsibility.
- Umpires will ensure that the Games are starting and finishing as per the schedule.
- Umpire(s) **MUST** always remain impartial on the field and their decision will be considered final.
- Main umpire has the final say in the decisions and can overrule the leg umpire if the main umpire deems correct.
- Umpire(s) will keep track of the number of overs during which a fielder has left the field. The fielder cannot bat or bowl for the number of overs that he has left the field.
- Umpire(s) are recommended to arrive 15 minutes before the game start time to help with field checks and toss.
- Umpire(s) will keep time of all breaks and notify the captains as to when to resume.
- Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards. They can make recommendations on suitability of the outfield for play when it rains.
- Checks the condition of the ball and decides on ball replacement.
- **Umpires decide Man-of-Match of game**
- Umpires should ensure playing XI for both teams is published before scheduled start time of the game or toss, **whichever is earlier**.
- Umpire does not need to hold any player's personal belongings during the game. While this is true in general, we are emphasizing this point to make sure the umpire is protected from any COVID infection.
- Umpires are authorized to check player identity before the game and their game eligibility to play during playoff games. Identity can be checked by using a photo ID.
- There is an established pool of Neutral umpires (from the league umpiring pool) available if the team cannot provide an umpire for a given game. However, it is the team's responsibility to provide umpires when it is their turn to umpire. Organizers will not take responsibility to provide umpire on your team's behalf.

## Umpiring Earnings and fines

TCL promotes neutral umpiring, and the umpires are subject to earnings and fines. Please follow below guidelines

- Assigned Main Umpire will be paid \$30 per game fees. The two teams are responsible to equally share the fees and make the payment to the umpire at the time of toss.
- If the umpire arrives at the ground after the scheduled game start time but arrives between game start and before the end of 3<sup>rd</sup> over, the umpire will be paid only half of the match fees. The game should not be halted to discuss payment terms and amount.





- If an umpire arrives to the ground past the start of 4<sup>th</sup> over of the first innings then the umpire is not eligible for any game fees earnings.
- If an umpire arrives to the ground past the start of 7<sup>th</sup> over of the first innings then the umpire is not eligible for any game fees earnings. Also, the team responsible to send the neutral umpire will be docked one game point from their group standings.
- If the umpire does not turn up for the match at all, the team assigned to umpire the game will be deducted one game point and penalized \$100. The penalized team cannot play their next scheduled game till the time this fine has been paid. These forfeited games will be marked as lost games for the team.
- Umpires should receive payment upon showing up on the field for a game, regardless of whether the game is played due to rain. If both captains mutually agree that the game cannot proceed one hour before the scheduled start time and communicate this to the umpire at least one hour before the game, the common agreement should be published in the POC group. In such cases, the umpire is not required to show up at the ground, and no payment is necessary.
- If the organizers decide to cancel games for a day or a specific game, umpires are not required to be paid.

## Tournament Format

- Each game in the tournament will be an 11 players-a-side game with a minimum of 7 Players needed to commence the game.
- Each game will be of one innings per side with a maximum of 15 overs per innings.
- Maximum number of overs per Bowler (For 15 overs game, "3 overs max." bowling limit per player)
- No LBW, hence no leg-bye runs. Hence, no run out if the Umpire Declares leg-bye.
- Points: Winner - 2 points, Loser - 0, washout – 1 each.
- No changes will be made to the matches (schedule or format) after the schedule is published and finalized.
- For the regular season (first round), in case of Tie, there is no super over and 1 point will be awarded for both teams.
- Scheduled start time is the time of the toss. This assumes umpires are ready and the captains have turned in the playing 11.
  - If a team does not have the minimum number (7) of players, they forfeit the toss. If both teams do not have enough, the first team that has the minimum required available automatically wins the toss.
  - 15 minutes after scheduled start time if a team does not have the minimum number of players, they are docked 3 overs. If both teams do not have the minimum number of players, 3 overs are docked for both teams and the match will become a 12 over match.
  - 30 minutes after scheduled time if a team does not have the minimum required players on the ground, they forfeit that game to their opponents. If both teams do not have 7 yet, both teams are awarded a loss for the game.
- Also, after 30 Minutes after the start of the game no additional players will be allowed to participate in the Game. No excuses like "Stuck in Traffic" etc.



## Second Round Rules

### Second Round - format and details

- 32 teams will qualify for second round in two tiers of 16 each

### Second round seeding

- Top team from each group will get top 5 spots based on their points and NRR.
- Rest of the 27 teams will be seeded based on their points and NRR to identify the remaining 11 to form top 16 teams for Tier 1 and second 16 for tier 2

### Second Round Format

- Tournament will have 4 group of 4 teams for Tier 1 (16 teams) and Tier 2 (16 teams)
- Round robin games will be played within the group to claim the top spot for that group.
- Top team from each group will directly qualify for the semi finals of Tier 1 and Tier 2
- Tied games will split point like regular season in Second round

### Player Eligibility

Player eligibility for Second round and Playoffs is counted solely based on the matches a player has played as recorded in the system of record via the game record of the games during the season.

- 2 games if team plays < 10 games
- 3 games if team plays 10 to 12 games
- 4 games if team plays  $\geq$  13 games
- If a team forfeits their game, that game will not count towards players eligibility
- Washed out games won't be counted against player eligibility

### Tie games

For Knockout games (Specifically Semi finals and finals), in case of a tied game, Super Over rules will be used for all the games.

- 2 wickets maximum
- The team batting second in the main match will bat first in the Super Over.
- A player can only bat or bowl in the super over game. They cannot do both.
- Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over.
- If the game is tied after 1st super over then a second super over will be played.
  - a batter who is dismissed in a 1st Super Over is not eligible to bat in a subsequent one.



- o However, a batter who is listed for the first Super Over but doesn't bat or isn't dismissed is still eligible to bat in the second Super Over.
- o A batter who is retired hurt is also allowed to have another go
- o a bowler cannot bowl the second Super Over if he has bowled the first
- If the game is tied after 2nd super over then the winner is decided based on the number of boundaries (4s) in the whole match. The team with the most number of boundaries (4s) will win the match.
- If the number of boundaries (4s) are the same then the team with the most sixes will win the match.
- If the number of sixes are also the same the winner will be decided by coin toss.

## Prizes/Awards

- Cash Prizes & Trophies
  - TCL Summer Tournament:
    - Winners \$2100 and Trophy
    - Runners-up \$1400 and Trophy
  - Best Bowler: \$100 and Trophy
  - Best Batsman: \$100 and Trophy

## Weather / Rain Management

All the teams will obey the directions from Township Authorities about ground playing conditions. The township can declare the fields not available for play a day before or in early AM hours some time. The TCL committee will communicate these decisions as they are made aware.

In cases where it is raining at the time of the game, the captains and umpires will decide on the playing conditions. They MUST try and explore the possibility of a minimum 8 overs game. Player's safety should be given a priority while making this decision.

Some situations to consider:

- If it is already raining, please do not lay the MAT. Consider weather post rain stoppage and see if minimum 8 over a side game is possible within the allocated game time window. On an average one over in TCL takes about 4 min and 30 secs.
- If a 8 over game is possible including ground prep then start the ground setup and commence the game as a shortened game.
- If it starts raining after the game has started. Place tarp on the mat as priority. Upon stoppage of the rain, captains and umpires MUST evaluate the remaining game time and explore the possibility of completing the game with reduced number of overs.
  - o In this scenario, both teams must be able to play at least 8 overs.
  - o If the team batting first played 10 overs before rain, then the team batting second MUST also have time left to play 10 overs.
  - o If game completion is not possible within the allocated time window, then the game will be considered a washed-out game and the team will split points. Please see DL rule below.



## Weather / Rain & washouts during playoffs

All the playoff (Semi finals and Finals) games must have a result. Please follow below rules to

- If it is raining at the time of the game, the captains and umpires will decide on the playing conditions. They should try to explore the possibility of a minimum 8 overs game within the game allotted time. If the game is not possible within the scheduled time window, then TCL reserves the right to adjust the playoff schedule to accommodate the games as necessary for the league.
- This adjustment of the schedule will be done with a goal of minimal disruption to all the other playoff game schedules.

### **Duckworth-Lewis Rule for rain affected games:**

Results for ALL shortened games irrespective of the reasons will be calculated using Duckworth Lewis method as long as a minimum of 8 overs has been bowled in the second innings as compared to the first innings.

- Umpires will use CricClubs for calculating par score using D/L method:
- In the scoring app ParScore chart is displayed when the second innings starts.



11:26

Shoukins Vs Big Bulls

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**Big Bulls** **Shoukins**

0/0 (0.0/10) **74/3** (10.0/10)

Batting	R	B	4s	6s	SR
✓ Srinivas Dudgundi ↓↑	0	0	0	0	0.00
✓ Kinjal Patel	0	0	0	0	0.00

Bowling	O	M	R	W	Econ
✓ Tushar Vedanti	0.0	0	0	0	0.00

75 more run(s) in 60 balls(10.0-Ov)

[ParScore Chart](#)

11:26

ParScore Chart

Overs Bowled	Overs Left	Wickets									
		0	1	2	3	4	5	6	7	8	9
0.0	10.0	0	2	4	7	11	16	24	36	52	68
0.1	9.5	1	3	5	8	11	17	25	36	52	68
0.2	9.4	2	4	6	8	12	17	25	36	52	68
0.3	9.3	3	5	7	9	13	18	26	37	52	68
0.4	9.2	4	6	8	10	14	19	26	37	52	68
0.5	9.1	5	7	9	11	14	19	26	37	52	68
1.0	9.0	6	8	10	12	15	20	27	37	52	68
1.1	8.5	7	9	11	13	16	21	27	38	52	68
1.2	8.4	9	10	12	14	17	21	28	38	52	68
1.3	8.3	10	11	13	15	18	22	28	38	52	68
1.4	8.2	11	12	14	16	19	23	29	38	52	68
1.5	8.1	12	13	15	17	19	23	29	39	52	68
2.0	8.0	13	14	16	18	20	24	30	39	52	68
2.1	7.5	14	15	17	18	21	25	31	39	53	68
2.2	7.4	15	16	18	19	22	26	31	40	53	68
2.3	7.3	16	17	19	20	23	26	32	40	53	68
2.4	7.2	18	18	20	21	24	27	32	40	53	68
2.5	7.1	19	20	21	22	25	28	33	41	53	68
3.0	7.0	20	21	22	23	26	29	33	41	53	68
3.1	6.5	21	22	23	24	26	29	34	41	53	68
3.2	6.4	22	23	24	25	27	30	35	42	53	68
3.3	6.3	23	24	25	26	28	31	35	42	53	68
3.4	6.2	24	25	26	27	29	32	36	43	53	68
3.5	6.1	26	26	27	28	30	33	37	43	54	68
4.0	6.0	27	27	28	30	31	34	37	43	54	68

- At par score is updated after every ball scored so the batting team knows the target at runtime after every ball and after every wicket.
- In below example the par chart is after 2 over bowled and after fall of 1 wicket. After 3.5 overs if no further wicket falls, the target would be 26 displayed under wicket 1 column and 3.5 over row.
- If one more wicket falls then the target is displayed under wickets 2 column and 3.5 over row which is 27. If 5 wickets were out at the end of 4 overs, the target would be 39 which is displayed in row of 5.0 overs and a column of wicket 5.



11:27

**ParScore Chart** ✕

Overs Bowled	Overs Left	Wickets									
		0	1	2	3	4	5	6	7	8	9
3.0	7.0	-	21	22	23	26	29	33	41	53	68
3.1	6.5	-	22	23	24	26	29	34	41	53	68
3.2	6.4	-	23	24	25	27	30	35	42	53	68
3.3	6.3	-	24	25	26	28	31	35	42	53	68
3.4	6.2	-	25	26	27	29	32	36	43	53	68
3.5	6.1	-	26	27	28	30	33	37	43	54	68
4.0	6.0	-	27	28	30	31	34	37	43	54	68
4.1	5.5	-	29	29	31	32	34	38	44	54	68
4.2	5.4	-	30	31	32	33	35	39	44	54	68
4.3	5.3	-	31	32	33	34	36	39	45	54	68
4.4	5.2	-	32	33	34	35	37	40	45	54	68
4.5	5.1	-	33	34	35	36	38	41	46	55	68
5.0	5.0	-	35	35	36	37	39	42	46	55	68
5.1	4.5	-	36	36	37	38	40	43	47	55	68
5.2	4.4	-	37	38	38	39	41	43	48	55	68
5.3	4.3	-	38	39	39	40	42	44	48	55	68
5.4	4.2	-	39	40	41	41	43	45	49	56	68
5.5	4.1	-	41	41	42	43	44	46	49	56	68
6.0	4.0	-	42	42	43	44	45	47	50	56	68
6.1	3.5	-	43	43	44	45	46	48	51	57	68
6.2	3.4	-	44	45	45	46	47	49	51	57	68
6.3	3.3	-	46	46	46	47	48	49	52	57	68
6.4	3.2	-	47	47	48	48	49	50	53	58	68
6.5	3.1	-	48	48	49	49	50	51	54	58	68
7.0	3.0	-	49	50	50	50	51	52	54	59	68

- When the game starts post interruption, umpires can notify teams for the number of overs lost due to interruption.
- In the scoring app , users can go to Action -> Delayed Match -> Add Interruption -> Add number of overs lost. App will adjust the target score for remaining overs.



11:28 38%

Shoukins Vs Big Bulls

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Big Bulls	Shoukins
26/2 (4.2/10)	74/3 (10.0/10)

Batting	R	B	4s	6s	SR
Ram Mohan ↕	1	1	0	0	100.00
Kinjal Patel	16	13	0	0	123.08

Bowling	O	M	R	W	Econ
Ramana Yalamanchili	0.2	0	1	0	3.00
Tushar Vedanti	2.0	0	13	1	6.50

49 more run(s) in 34 balls(5.4-Ov) [ParScore Chart](#)

4.1 4.2

0	1	2	WD	Wicket
3	4	6	NB	Extras

Comment Scorecard Edit **Actions**

11:28 38%

Scoring Actions

- Disable PitchMap
- Disable Directions
- Disable On Strike Popup
- Extras As Good Ball

Add Players

Add Impact Player

Remove Players

Replace Wicket Keeper

Change Toss

Change Max Overs

Change Target Runs

**Delayed Match**

Retire Batter

Retire Bowler

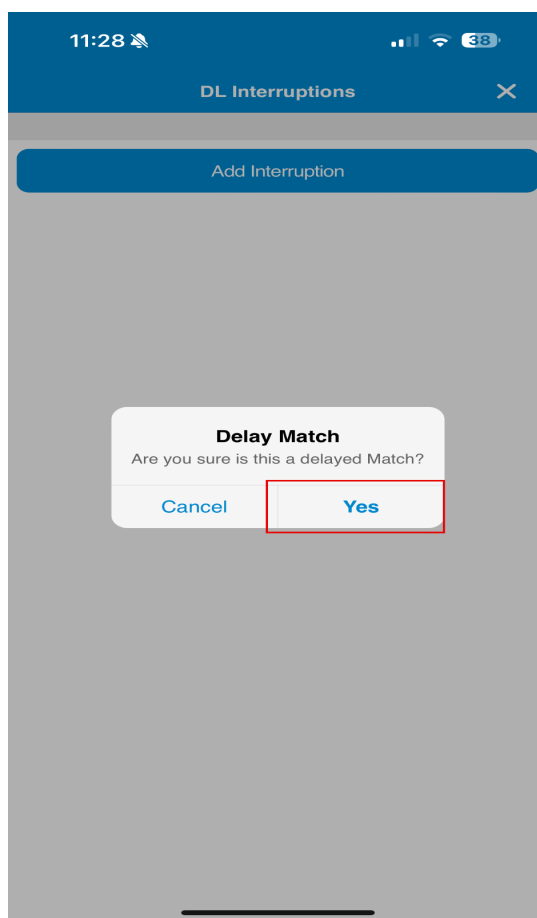
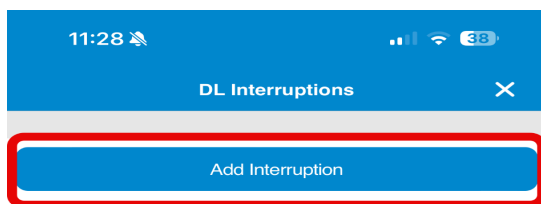
Short Over

Change Runs for Wide - 1 run(s)

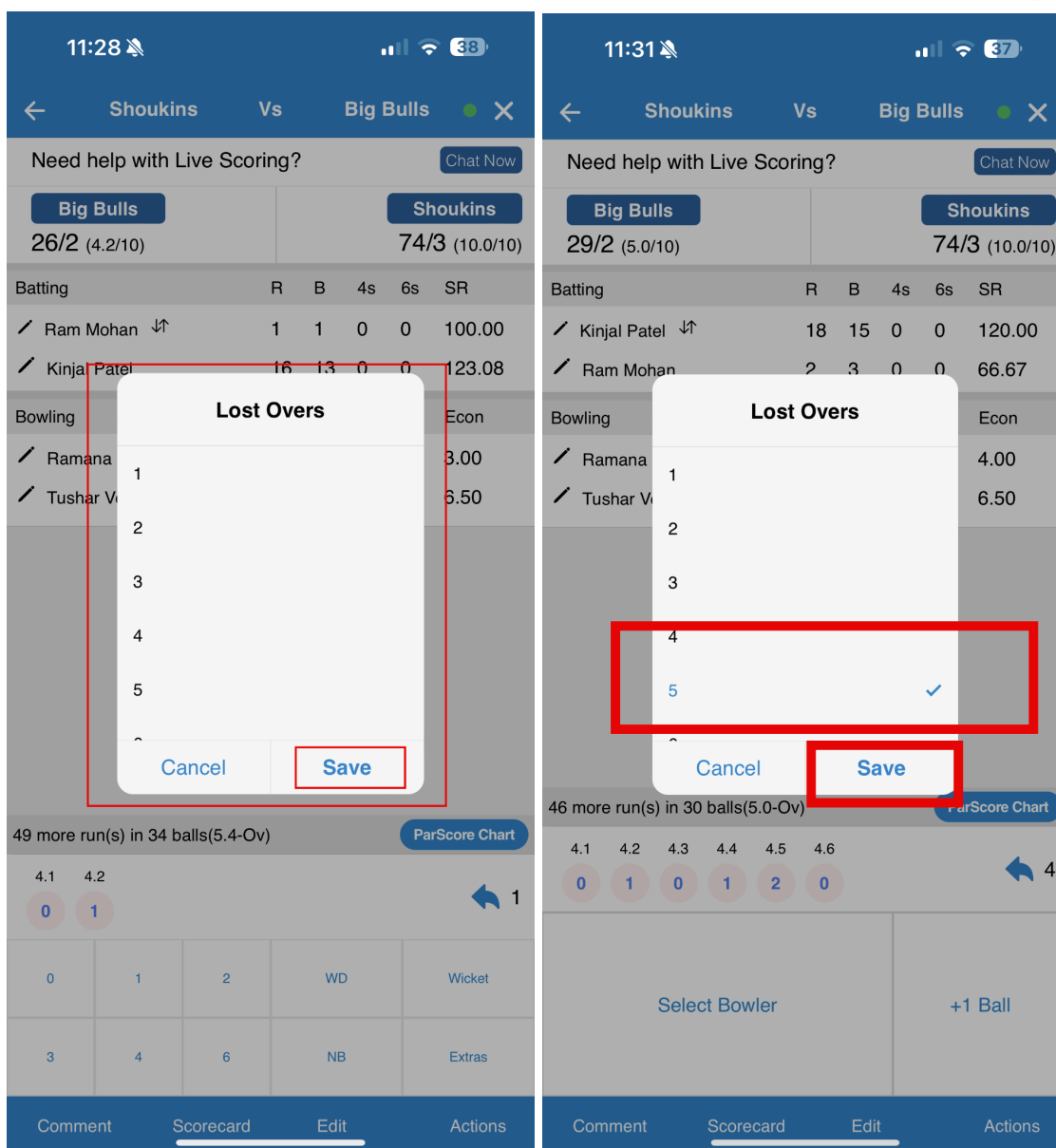
Change Runs for No Ball - 1 run(s)

End Match

Overlay Controls







- In case no game is possible, the number of overs lost is all remaining overs. For example rain interrupts the game after 9 overs and no game is possible after that, overs lost will be 6 overs.
- Follow the same steps as above and choose the number of overs lost which is equal to the remaining overs. After selecting the lost overs section at the bottom of the scoring app will display the number of runs needed in the number of balls/overs.
- If there is no game possible after interruption (number of overs lost > remaining overs) then it will ask you to end the match. Choose MOM on the next screen.



11:31

Shoukins Vs Big Bulls

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	Big Bulls	Shoukins			
	29/2 (5.0/5)	74/3 (10.0/10)			
<b>Batting</b>	R	B	4s	6s	SR
✓ Kinjal Patel ↓↑	18	15	0	0	120.00
✓ Ram Mohan	2	3	0	0	66.67
<b>Bowling</b>	O	M	R	W	Econ
✓ Ramana Yalamanchili	1.0	0	4	0	4.00
✓ Ramana Yalamanchili	1.0	0	4	0	4.00

7 more run(s) in 0 balls(0.0-Ov) [Get Par Score](#)

5.0 [←](#) 0

[End Match](#)

Comment Scorecard Edit Actions

11:31

Player of the match

- Raghu Ponnaganti**  
(RS:13, RG:4, BF:6, BB:6, W:1, TP:95)
- Mandar Paralkar**  
(RS:16, RG:8, BF:10, BB:6, W:0, TP:58)
- Ramana Yalamanchili**  
(RS:24, RG:4, BF:21, BB:6, W:0, TP:56)

[Others](#)

RS:Runs Scored, RG:Runs Given, BF:Balls Faced, BB:Balls Bowled, W:Wickets, TP:Total Points

- After entering lost overs, Scoring apps will automatically put in Winner based on par score.



11:31

Scorecard

League I Apr 18, 2024 Completed

**Shoukins** 74/3 (10.0/10 Ov)

**Big Bulls** 29/2 (5.0/5.0 Ov)

**Shoukins won by 6 Run(s) (D/L)**

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**Shoukins**

**Big Bulls**

Batter	R	B	4s	6s	SR
<b>Srinivas Dudgundi</b> b Raghu P	7	11	0	0	64
<b>Kinjal Patel</b> not out	18	15	0	0	120
<b>Sushil Negi *</b> b Tushar V	0	1	0	0	0
<b>Ram Mohan</b> not out	2	3	0	0	67

Extras 2 ( wd 2 )

**Total** 29/2 (5.0/5.0 Ov) RR:5.80

Did not bat  
Dummy Bigbulls

Bowler	O	M	R	W	ER
<b>Tushar Vedanti</b> (w 1 nb 0)	2.0	0	13	1	6.5

Essential Exteriors  
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- Calculation of lost overs mentioned will be applicable only if the number of overs in second innings are more than 8 overs. If less than 8 overs are bowled then it will be a “Washed Out” game.
- Official deadline for the start of 15 over games, meaning all teams/umpires must try all means to make a game happen before they deem it impossible and call off after 70 mins of game time.
- The number of overs possible, for both innings in case of delayed start and for second innings in case of Duckworth Lewis will be backtracked based on the time remaining for



the game with an assumed end of play time before start of next game or 6:30 PM for last game of the day.

- For a 15 over game, the official cutoff time to call games off would be 70 mins from scheduled start time.
- Teams/Umpires can still wait longer beyond the stipulated mandatory wait period in order to start a game if there is an agreement and a scope to play a minimum of 8 overs per side for a 15 over game.
- **A minimum of 8 overs have to be played by both innings in case of delayed start and for second innings in case of Duckworth Lewis par score assessment. if 8 Overs are not played by both teams then it is considered a tied game.**

## Game Rules

Below are rules specific to the games played in our league, in case of situations that are not covered in this section ICC rules will be used. Here is the link to ICC rules:

<https://images.icc-cricket.com/image/upload/prd/vtlex7fs28mukkavtgev.pdf>

## Playing Field/Pitch Dimensions

- Pitch length: 21.5 yards (64.5 ft )
- 30-yard circle: 30 yards from center of the pitch (90 ft)
- Boundary: 55 yards from center of the pitch (165 ft)
- Batting/ Bowling crease: 1.33 yard or 48 inches or 4ft

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- Wide Marks/Lines: .97 yard or 35 inches or 2.91 ft from the middle stump
  - Return crease: 1.38 yard or 50 inches or 4.16 ft from middle stump

## Game breaks

- There will be a 5-minute break between innings.
- There is an option to take another 5-minute break between 8-10 overs during any innings at the discretion of the fielding side

## Power Play

There are three power plays in TCL 15 over games.

- Overs 1 to 3 - Maximum of 2 fielders allowed outside (30 yards) inner circle.
- Overs 4 to 12 - Maximum of 4 fielders allowed outside (30 yards) inner circle.
- Overs 13 to 15 - Maximum of 5 fielders allowed outside (30 yards) inner circle.



## Over rate

Team captains are responsible to maintain a healthy over rate to ensure the game completion within the allocated time window. TCL over rate should not exceed 4 mins 30 sec per over for the innings. This essentially means that 15 overs should be completed within 68 mins.

## Dead ball

In cricket, a dead ball refers to a situation when the umpire temporarily stops play and declares the ball dead, meaning it is no longer in play. During a dead ball period,

- The batsmen cannot be dismissed, runs cannot be scored, and fielders cannot make a play to get a batsman out.
- 1 trial ball before the start of innings to check pitch/mat conditions.
- In cases of bowler errors, if a delivery, failing to make contact with the bat or the batsman, bounces more than twice or rolls along the ground before reaching the popping crease.

## Wide ball

In cricket, a wide is a type of illegal delivery to batsmen that is judged by the umpire to be too wide or too high to be hit by the batsman by means of a normal cricket shot.

- **Offside:** There will be a line at 35 inches from the middle stump on the outside of the off stump. Any ball passing outside of this mark will be judged a wide ball.
- **Leg-Side:** Any ball passing outside of the leg stumps will be a wide ball.
- If a batsman switches from right hander to left hander and vice-versa before the ball is bowled, both sides become offside for declaring the wide ball.
- The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

## No Ball

In cricket, a no-ball is a type of illegal delivery to batsmen that is bowled in a way that is not allowed by the rules. It results in an extra run being given to the side that is batting

- Ball pitching outside the mat, if the ball does not pitch on the mat, it is a no ball & batter can score. This includes outside and before the mat. Similar rule applies for the Turf pitches. There is no free hit.
- Full toss above the waist of a batsman standing upright at the crease. However, there is no free hit for this.
- If the ball bounces above head, it is a no ball and 1st warning for the over. Runs can be scored off the ball. No free hit
- If the ball bounces above shoulder, but within the head height, it is a 1st warning for the over.
- If the ball bounces above shoulder after 1<sup>st</sup> warning for the over, it is a no ball. No free hit



- All bowling footsteps related to no balls will be followed with a free hit for the subsequent ball. The field cannot be changed if bowling to the same batsman if the other batsman is on strike, the field can be changed.
- If the bowler hits the stump during the course of delivering the ball, it will be considered a No ball. however this is a no ball only if the ball gets delivered.

## Substitute rules

TCL does not have an enforcing substitute rule policy. Any substitutes if the playing team captains agree, will be allowed, such an agreement must happen before the game and the umpire must be informed of the agreement before the game.

Umpire is not an expert on injuries identification, captains and umpires must be agreeable if an injury substitute is being made per earlier agreement at the toss time. In the spirit of the game the two captains should decide on the need for the substitute runner and let the umpire know. The substitute runner is not an entitlement, this is purely a sporting gesture by the bowling team.

## Retired batsman

A batsman is considered retired hurt in cricket if they are ill or injured. In other cases, the batsman is considered retired out. In TCL, there is no differentiation between retired hurt and out.

- A batsman can voluntarily retire at any time during the innings.
- A retired batsman can only come out and play after 9 wickets.

## Spring Wickets (added on 5/17/2024)

In TCL games where the spring wickets are used, a batsman is considered out if the ball hits any part of the spring wicket assembly and bails have fallen. In case if the game is in progress without the bails then the umpires decision on field will be considered final as called.

## Fielding around boundary

In TCL, we do not have a third umpire, the fielders should hold their position and wait for the umpire to inspect in case of caught / field at the boundary line. If the fielder has significantly moved from the spot then the umpire can make a final judgment call.

## Scoring and Highlights for Website

Scores can be validated by the teams and updates can be made if there are any issues by Wednesday following the game completion. After that the scorecard is considered locked, and no changes should be made to the game log.



If the team finds issue with another team's score card then they should report it to the TCL organizing committee and to the two teams that played that game.

## Transfer of player from one team to another

A transfer cannot occur after 20% of the scheduled season games are complete. If 20% is not an integer, we round up. A player cannot transfer to a different team more than once per year. If a player switches to a new team, qualification to play in playoffs will count the number of games played with the new team.

## Code of Conduct / Discipline

We expect to see a sense of camaraderie and sportsmanship in this league, and everyone needs to be aware that this is a friendly yet competitive league whose focus is to spread the joy of playing cricket. We encourage the participating teams to play in line with the laws and spirit of the game.

- Sledging is strictly prohibited, and we are aware that the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the final say in deciding what is unacceptable.
- The league prohibits any physical or verbal (direct or implied) attack by a player(s) against the umpire, other players, cricket gear (mat, stumps etc.) or spectators or organizers.
- Unruly and un-sportsman like behavior will not be tolerated and guilty players can be ejected from the game by the umpire. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- It is the duty of the team captains to maintain discipline and decorum of their team on the field and to work with the umpires in ensuring the game is conducted in the right spirit without any unwanted incidents. If the team has any complaints during the game, the captain can relay the message to the umpire.
- If the umpires find it necessary, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers of the league.
- The league has a "disciplinary committee" (made up of members of the league organizers) in place that will hear all disputes and recommend punitive actions as needed. The final decision will lie with the organizers of the league.

Offense Level	Description	Penalty
Level 1	Verbal abuse against anyone	Warning and 1 demerit point per instance
Level 2	Repeat of Level 1 offense for three times	Ban for 12 months for the player from the date of the 3 <sup>rd</sup> demerit point
Level 3	Physical fight	<b>Player impact:</b> 36 months from the date of the incident for the player. <b>Team impact:</b> Regular Season: Player's team is docked 2 points



		Playoffs: 1/3 of total overs would be deducted when they are batting in the next game.
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Note: Demerit points will only last one season, will not be carried forward to next year

## **Important and Final Note**

- All teams and their players must abide by the rules and regulations of the park they are playing in. Drinking or urinating publicly is strictly not allowed.
- The Tournament Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the league.
- Committee holds the right to remove any team or player for misconduct. In such cases league will not refund any money
- All teams, players have signed up for the league with their free will and Tennis Cricket League is not responsible for the injuries to the players.

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THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.

## **TCL FAQ**

<http://bit.ly/TCLFAQs>