



Tampa Cricket League Rules

1. General

- 1.1. Teams participating in the tournament will have to strict follow the TCL 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.
- 1.2. All the professional cricketing rules apply with a few specific changes and explanations as given below in the document.
- 1.3. By participating in this league players which are represented by teams and captains do assume all the risks and hazards incidental to the conduct of activities and transportation to and from activities. Also they do agree to further release, absolve, indemnify and hold harmless the TampaCricketLeague, Organizers, sponsors, volunteers and supervisors appointed by the TampaCricketLeague (referred to as TCL). Players, Volunteers and teams participate in the league with an understanding that Cricket is a serious sport and injuries from participation in this sport can be serious.
- 1.4. TCL Organizers and/or TCL Board or any volunteers, sponsors can't be held responsible for any injuries or accidents caused, while playing or outside and also can't be held responsible for any medical attention. It is participating team's responsibility to provide medical attention if needed to their players. The insurance bought by the league is as per the county guidelines and it is only in secondary nature for the players. They have to use their primary insurance for any claims.
- 1.5. "In case of any discrepancy, the Organizing committee's decision is final and shall not be contested."
- 1.6. 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 match.
- 1.7. Captains will be representing the teams in case of the dispute on or off the field. In case of a scenario where teams split and different groups claim team responsibility, TCL organizing committee will consider the current playing roster and can ask the players provide their written proof of allegiance towards any of the groups. TCL committee holds final rights on their decision in such scenarios.
- 1.8. Umpires' decision shall remain FINAL. (There shall be no arguments regarding the decision).
- 1.9. Personal abuse against the umpires or players will not be accepted. If this rule is violated by any team/players, then TCL Committee and/or Board will review the situation and can take stringent action against the player/captain/Team violating the rule.
- 1.10. If the committee finds any of the above rules not followed then TCL committee and/or Board may take stern action against the player/captain/team, which may amount to debarring the team and its players from the present and future Tampa Cricket League events.
- 1.11. If match is played in Evans Park and ball hits any light poles **above** the blue padding or marker, or oak tree or the oak tree branch without touching the ground inside the boundary, then it is considered as six runs. If the ball hits on or below the pole padding/mark and crosses the boundary then it is considered as 4 runs. Catches after touching pole is not considered as legal out. It will be considered as ball in play.
- 1.12. There can be no sledging and no bad language under any circumstances against opponent's team or Umpires officiating the match. Only Captains should raise concerns to umpires if any. Umpires should refrain from getting into arguments and take video recordings where ever possible. Such recordings should be shared with the committee to take further action on the players/team at fault.



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- 1.13. If a player is found using bad 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 TCL tournament Committee. Umpires can warn the offending players and captain. TCL Tournament Committee after consulting with officiating umpires will decide on the issue. If found the player guilty, 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 TCL. TCL tournament Committee's decision will be final in such case.
- 1.14. No outsider or a spectator is allowed to enter the playing area unless that person is part of the roster or a registered physio with the TCL who is going in to assist with injuries or water breaks.
- 1.15. During the dispute only captain of the participating teams should go and talk to the umpires in a civilized and respectful manner.
- 1.16. Umpires are expected to conduct the games in a civilized and respectful manner.
- 1.17. Any suggestions, complaints, concerns can be sent to tcl-committee@googlegroups.com

Roster and Roster Maintenance

- 1.18. Maximum allowed players in a roster for the team is 26.
- 1.19. Teams must submit a pool of maximum 26 and minimum 11 players prior to their first game to the TCL committee or an admin who is responsible to maintain the roster of all teams. Player's name should be provided as it is shown in a GOVERNMENT issued identity; First Name, Middle Name, Last Name and Nick Name should be provided to the TCL Committee or the Roster Maintenance team at tcloster@googlegroups.com. Umpires and TCL Committee/Board hold the right to check the ID of players, if they feel any player is considered to be playing in some other player's name in the roster. If ID cannot be presented then the player cannot play the match unless the umpires are satisfied with the player's identity.
- 1.20. A team has to submit all the 26 players before the start of their last but one game during the league phase. If not the list of players submitted, though less than 26 will be considered as 26 and no additions later will be entertained.
- 1.21. Any changes/additions in the roster have to be provided to the TCL tournament Committee by sending an email to tcloster@googlegroups.com or the designated member by 9 PM ET Thursday i.e. before the Sat and Sun games. The cutoff time will be implemented strictly by the TCL Tournament Committee. Players from the published Roster can only participate in the upcoming Saturday and Sunday games.
- 1.22. If a Roster is not published by the designated member, then the previous weeks published roster will be considered as official and only players listed in the roster can play games
- 1.23. Teams can use the 12th player as a super substitute player for batting or bowling innings. Captain must declare the super sub before the toss and share the entire team picture in the captains group. Failing to share the picture will result in losing the privilege of using the super sub for the rest of the tournament.
- 1.24. If the teams have only 11 players for the game, then they must let the umpires know and announce in captain's group.
- 1.25. Teams will have to provide the names of the playing eleven or twelve before the game, to the umpires by entering CricClubs. CricClubs should be used for scoring TCL matches. 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. TCL committee will hold the right to impose this.



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- 1.26. A player has to have played minimum of three league games in division 1 and four games in division 2 to be eligible to play in playoffs. Teams are responsible to update their current roster and scores in the TCL website, data from which is used for play off qualifications and for individual awards.
- 1.27. If a player has played only one game and wants to change to another team, then the receiving captain has to submit a request to TCL-Committee@googlegroups.com. TCL committee will decide, if the sending captain approves and also receiving team has completed its first league game. Player involved must approve too by sending an email to TCL committee. If the player has played for team A in the previous edition and plays the first game in the current edition for Team B and then requests for a transfer to Team A, then it will be considered as a breach of transfer rule and the request will be rejected.

2. Match/Game

- 2.1. Teams will have to declare their team Jersey color while registering the team. They have to wear either same colored shirt and trousers i.e. team uniform if they have one or wear the predeclared colored shirt and a dark colored trouser (Dark Grey, Black or Dark Blu). If any of the team member is not following the dress code rule, then umpires must dock 2 overs per player. If more than 4 players are not following the dress code rule, then game will be given to the opposite team. If both the teams are not following the dress code, then umpires will call off the game by taking a picture of the players.
- 2.2. Every team must share their team's playing 11 pictures in the TCL captains whatsapp group before the game.
- 2.3. Each Team can have maximum 11 players and a minimum of 8 players to start a match.
- 2.4. Games have to start by scheduled time promptly. The scheduled start times are published and posted on TCL Site – <http://www.tampacricketleague.com>
- 2.5. Umpiring team captain is responsible for sending the designated umpires on time for the game. If they are delayed or don't turn up on time, then their game's 1 over will be docked during their next game for every 5 minutes' delay.
- 2.6. If the team doesn't turn up on time one over will be docked for first 15 minutes delay. Every subsequent 5 mins one more over will be deducted. If team doesn't have 8 players beyond 30 minutes of scheduled start time, Game will be given to opposite team.
If the team doesn't have 8 players at the ground during the scheduled time, toss will be given to opponents if they have 8 or more players on time.
- 2.7. Scheduled start times, "minimum number of players" rule should be followed strictly and it will be up to the umpires of the match to implement it.
- 2.8. Every bowling innings should end within 90 minutes. If the teams take more than that, then umpires must record the delay and report back to the TCL committee with the reason.
- 2.9. All group matches will be for a maximum of 16 overs. Number of overs for QF's/Semis and Finals will be decided during the course of the tournament and all will be notified well in advance, if there is a change.
- 2.10. Bowling team has the responsibility of completing the innings within the allotted 85 minutes and any deliberate delay can be penalized. Umpires will have a say in this matter. Teams can take a maximum break of 10 minutes between the innings. Between 8 overs a maximum of 5 minutes break can be taken based on the first 8 overs completion time.



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- 2.11. During the 16 overs, any one bowler can bowl a maximum of 4 overs. Rest of the bowlers can bowl a maximum of 3 overs.
- 2.12. First 3 overs (1 to 3) are mandatory power play overs during which, teams can have only two fielders outside the inner circle. For overs 4 to 10, teams can have only 4 fielders outside the inner circle. For overs 11 to 15, team can have maximum of 5 fielders outside the inner circle. For the 16th over, team can only have a maximum of 3 players in the outside circle.
- 2.13. If a team is starting the game with less than 11 fielders, precedence will be given to inner circle over outside circle restrictions. For example, if the fielding team has only 9 players on the field during first 3 overs, then they have to have minimum 7 fielders inside circle excluding keeper and bowler.
- 2.14. If the team is playing the entire game with less than 11 but more than 8 players, then outer circle fielding restriction will take precedence over inner circle. Teams have to declare that with the umpires before the toss.
- 2.15. Teams can't reschedule the match to any other day/weekend. Only during unforeseen circumstances TCL tournament committee can decide on any schedule changes.
- 2.15.1. If committee allows the reschedule based on a specific condition, then teams are bound to complete the game on the rescheduled date. If that doesn't happen then committee can decide on an ad hoc qualification process (i.e., based on ranking, points, NRR etc). Committee's decision will be final on this.
- 2.16. If the match is affected by rain, then umpires and/or The Tampa Cricket League Committee will decide the number of overs in a match. If 8 overs have already been bowled in the second innings and game has to be stopped due to any reason (can't be continued), then run rate at the end of that over will be counted and compared against the opposite team's final net run rate. If they are same, then number of wickets lost at that point by each team will be considered. So, teams should make sure to enter runs and wickets at the end of each over in the score sheet. If 8 overs cannot be completed then teams will split the points during league phase. Play offs will be moved to reserve day. If the game gets impacted on a reserve day too and can't be played on any other day due to any other challenge (Example: both teams not agreeing/ impacting the play offs dates etc.), then Committee will consider their respective standings during their league phase or inherited by defeating a higher ranked team during the play offs for qualification. Final decision on this will be with TCL committee.
- 2.16.1. In case the match is interrupted due to rain and a minimum of 8 overs has not been bowled in the second innings, points will be split between the teams.
- 2.17. Teams will have to wait for a minimum of 30 minutes in case of rain. After that umpires will make a decision based on the current weather condition. If umpires feel that there is a possibility of game resumption, then teams have to follow umpire's directives. Teams can't make their own decision and leave the park without umpires calling off the game. In case of lightning teams/players immediately should leave the playing, area and find a safe shelter.
- 2.18. All the minimum required players and umpires have to be present in the ground irrespective of there is a rain forecast or any dispute, unless it is cancelled by TCL committee on the previous day itself and notified in captain's group.
- 2.19. Teams have to declare their playing 11, which includes the super sub prior to the toss and all 11 players have to be present at the fields. Team must update the playing 11 in the Cricclubs before the toss.



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- 2.20. A substitute from the roster can be used on the field only after the first 5 overs. Only exception to that is, when the entire playing 11 is in the ground and one of the 11 players gets a visible injury then umpires can agree for a substitute from the roster. Sub won't be considered for minimum league games to be eligible for playoffs.
- 2.21. A substitute from the roster can field for a player during the fielding, if umpires are O.K considering the game circumstances and playing conditions. The substitute is not allowed to bat or bowl. Substitute can only field as part of 11 players on the field. If a bowler uses a sub to field for him, then he can come back and bowl only after waiting for as many numbers of overs he sat out. Umpires' decision will be final on this.
- 2.22. Substitute can only play from 5th to 8th overs as a substitute, if he is substituting for a player who has not shown up yet. After 8 overs, he will become team's regular player if he continues to play. But captain has to let umpires know. A substitute cannot be used for first 5 overs, if the regular player is not in the ground. If the regular player is there and gets injured while playing in that game, then umpire can allow substitute based on the situation at the ground. Substitute has to be part of team roster.
- 2.23. Bye runner is not allowed as this might give an undue advantage to one team. (as per the new ICC rule).
- 2.24. The keeper will be allowed to wear gloves.
- 2.25. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
- 2.26. If the non-striker is out of his/her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out. Bowler has to have contact of the ball while attempting to get non-striker run out. Whether the attempt is successful or not, the ball shall not count as one in the over.
If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
It is unfair for the batsmen to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out either batsman (Bowler throwing towards striker's end before delivery) – the umpire shall call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.
The bowler's end umpire shall then return the batsmen to their original ends.
- 2.27. 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.
- 2.28. It is the responsibility of both the teams to set up of the boundaries, prior to 15 mins of the scheduled time. If there is a delay umpires can reduce the overs for both the teams and adjust the power play overs and field restrictions accordingly during 10 to 15 overs.
- 2.29. Either umpire can call NO ball, if they are convinced that the bowler is throwing or his action is illegal. If there is any doubt, then umpire will video record his subsequent deliveries and review with other umpire to call the ball no ball, if the video evidence is conclusive.
Umpire can do so when the ball is dead, inform the other umpire of the reason for the call.
The bowler's end umpire shall also
- warn the bowler, indicating that this is a first and final warning if the bowling action is suspicious and he didn't take the video recording in time. 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.



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- 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 match to the TCL Committee who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team. Captain and bowler also hold 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 bowler was proved to be throwing the ball.

Under no circumstance there shall be interference from on field players regarding umpire decision.

3. Extras

- 3.1. 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 different hand from the previous over.
- 3.2. 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.
- 3.3. If the bowler's leg touches the outer side-line while landing, during bowling the Umpire can call it a NO-BALL.
- 3.4. 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)
- 3.5. One bouncer per over will be allowed (Bouncer can be above shoulder but below head level of the batsman in his normal batting stance).
- 3.6. Any ball above the batsman's head (in normal batting stance) is a wide. Also, any ball above shoulder other than allowed 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.
- 3.7. If 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 batsman, 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 batsman then it is WIDE BALL.
- 3.8. 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.
- 3.9. 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.
- 3.10. If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL.



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- 3.11. Both Innings will start with bowler starting from parking lot end. All the games will be played on both ends. Umpires can allow the batsmen to bat from one end, if there is a direct sun glare during a certain period. Once that goes away, they must switch back to both sides. Umpire's decision will be final on this. Also, second batting team must play the same number of overs from the same end, which the first batting team was allowed to bat from during the sun impact.
- 3.12. There will be a free hit, if there is a no-ball bowled by the bowler. During the free hit, bowling team can't change the field settings. i.e. it must 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/TCL rules will stay). Below is the ICC rule for ref.. 24.2 Free Hit after a no ball... the delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- 3.13. There is no run/run out for a leg bye. Once the ball hits the batsman's body (other than wrists) without hitting the bat, the ball is considered a legitimate ball but no runs can be taken, and the ball is considered dead.
- 3.14. In case of a forfeit of a game, winning team will be shown as scored 1 run in 16 overs without getting all out and losing team scored as no runs in 16 overs without getting all out. Also, winning team can enter their playing eleven for such games in the TCL website, and those players will get a credit of one game played, which can be counted against minimum 3 games requirement for play off qualification.
- 3.15. If a team is giving bye, they need to inform the committee, opposite team, designated umpires no later than 48 hours before the game. Else, team can be penalized in their next game by docking their 4 overs.

4. Scoring, Dismissals

- 4.1. 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 safe.
- 4.2. If any part of the fielder's body touches or crosses the boundary then it is a six/four, as the case maybe.
- 4.3. If there is any dispute on whether fielder has crossed the boundary line or not, while taking a catch, 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, umpire can call it a six or a dead ball depending on the context/situation (sometimes fielding team just to get rid of the six, they can claim a catch and move, in this case umpire can call it a six and if there is a real doubt, then he can call it as a dead ball). Main Umpire can consult the leg umpire. Umpires will make the final decision.
- 4.4. There are no leg byes, also leg before wicket is not out.
- 4.5. Teams should send umpires on time irrespective of what teams do.
- 4.6. 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.



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- 4.7. If the bails are used and due to wind if one of the bails fall when the ball is live, then the batsman can be run out by dislodging the other bail. If both bails have fallen, then Stumps must be uprooted with the ball touching the stumps.
- 4.8. Usage of bails depends on the umpire and both playing team's captain's agreement.
- 4.9. If the bails are not used and fielding team hits the stumps to claim a run out first time and batsman is in the crease, then fielder has to uproot the stumps while trying to get the batsman run out again while the ball is still alive.
- 4.10. Teams should use Cricclubs app to do the scoring and score sheets should be uploaded by the captains in tampacricnetleague.com by Wednesday. If there is any issue/ concern it has to be raised by losing captain before Friday. If not uploaded into website by Wednesday, scores will not be considered for NRR and individual awards. Also, once uploaded and approved by both captains, no scorecard change in the website will be allowed. Note - TCL committee will decide on individual awards, depending on the availability of funds and good data.

5. Umpiring

- 5.1. Each team has to Umpire during the league phase, if a team doesn't send its Umpires, 2 overs will be docked from their next game and they will also lose one point from their points table and a 100\$ fine will be applied. For subsequent misses' points deduction and fine can be increased as decided by the TCL Board. If there are no games left for the umpiring team then umpire deposit of 100\$ will not be refunded. Also if the teams don't follow the rule , they wont be allowed to participate in the next edition.
- 5.2. If the umpires turn up late by 15 minutes of the scheduled game time, then one over from their next game will be deducted. This applies, only if the teams are ready with minimum number of players and boundaries and stumps are set up.
- 5.3. For the knock out phase, teams not qualified will have to do umpiring. If they do not turn up, the team won't be considered for the next edition of TCL (This rule will be strictly enforced).
- 5.4. If umpires do not turn up and teams manage the game themselves without any issues, they will be rewarded 40\$ each. TCL Committee decision will be the final one on this one.
- 5.5. If there are more than two complaints from umpires on any of the teams about bad behavior on field, their 2 overs from their next game will be docked. Umpires /umpiring captain should communicate that to the TCL Board. TCL Board will decide on how to handle the situation and if any fines/penalties need to be imposed.
- 5.6. The leg umpire can't overrule the main umpire's decision unless when asked for. If such a case occurs the main umpire can revert back to his decision. But, umpires can always consult each other for any clarifications and disputes.
- 5.7. If the ball is not visible, only the batsmen have the right to ask the umpire for a change of ball and the bowling team cannot object to change of ball. Umpire's decision is final on this.
- 5.8. Punctuality Rules (Code UP):
 - 6.8.1. Both the scheduled umpires need to show up at start time for the match. The start time of the match is the one posted on the TCL website.



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6.8.2. If either or both the umpires are late by more than 15 mins, then 2 overs will be deducted from the umpiring team's next game. If they do not have any game left for the season, then the penalty applies for their first game next season.

6.8.3. If either or both the umpires are late by more than 30 mins, then the umpiring team will lose 2 points and their \$100 deposit along with getting 2 over deduction from next game. If they do not have any game left for the season, the points and overs penalty will apply the first game of next season.

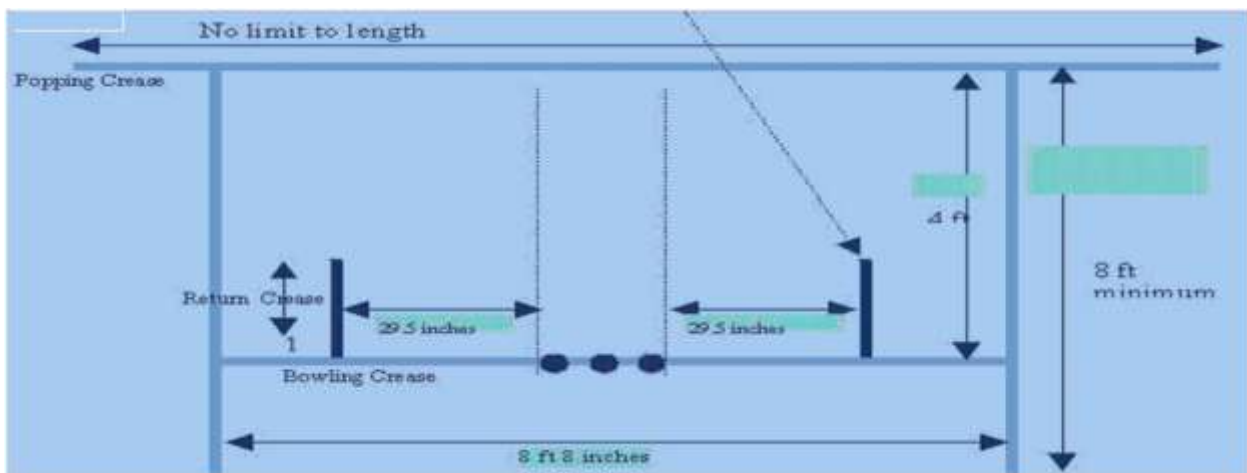
6.8.4. If the umpires do not show up for the game at all, then the umpiring team will lose 2 points, their \$100 deposit and their participation in the next TCL will be reviewed by the committee.

6.8.5. If the umpires show up on time but the teams are not ready then then rules for the team would apply (covered separately).

6.8.6 The captains of the playing teams have to notify the committee about the delay from umpires for the committee to know and apply the rules. The confirmation will be needed from both the captains.

6. Ground and Pitch

- 6.1. The length of the pitch will be measuring 22 yards (66 feet) between the 2 wickets.
- 6.2. Boundary line should be 55 yards from the Centre of the pitch If the playing area permits that length. Teams will have to make sure it is not more or less 55 yards. If the playing area doesn't allow a 55 yard boundary , then teams will consult umpire and decide based on the maximum available boundary
- 6.3. The wide line limit will be 29.5 inches from the edge of both off and leg stumps. However the umpire can give any ball down the leg side a wide.
- 6.4. Here is the Pitch detail...





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7. League and Points Structure

- 7.1. Winner of the match will be given 4 points and the loser will get 0 points.
- 7.2. In the case of a tie in the league matches the teams will split the points equally.
- 7.3. Tournament format is described below in Section 10
- 7.4. Group rankings will be counted based on points, head-to-head and NRR.
- 7.5. If there is a tie in the number of points won by the participating teams within groups, then head-to-head result between the teams will be considered. If there is a 3 or more-way tie (Example of 3 way tie is : points are equal between 3 or more teams in a group then net run rate in the league games will be taken into consideration. Net run rate calculation is given below. This is applicable for teams within the group to qualify as top 5.
- 7.6. Net Run Rate is calculated as follows:

$$\frac{\text{Runs Scored}}{\text{Overs Faced}} - \frac{\text{Runs Conceded}}{\text{Overs Bowled}}$$

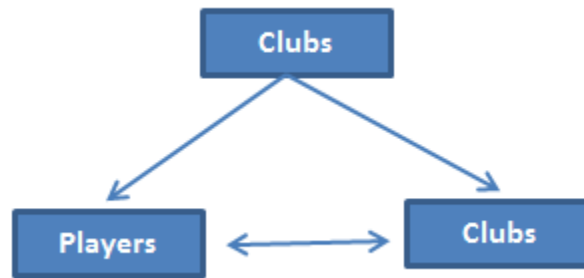
- 7.7. In the case of a tie in the knockout matches there will be a super over. In Super Over, each team will select three batsmen and one bowler from the playing eleven and there will be a match of one over between the teams, with only selected players can bat or bowl. Rest of the team members, can only field/wicket keeping.
- 7.8. If there is a tie in the super over, then each team will get one ball each (Super Ball), till one of them wins. Here also, bowler and batsmen should be from the playing eleven.
- 7.9. If a team is bowled out, 16 overs will be considered bowled/ faced in the innings
- 7.10. To be selected as the best batsmen, best bowler and MVP awards, the player should have contested in a minimum of 3 matches. – This will be decided only if the TCL Committee based on the data in TampaCricketLeague.com. This is subject to change.
- 7.11. Division 1 and 2 teams are decided based on the team's performance in previous tournaments and also the strength of the participating teams, number of total teams participating in the tournament. TCL tournament committee decides this.

8. Maintaining Clubs and Teams

- 8.1. CricClubs maintains the following hierarchy so that it is easy to maintain and keep track of scoresheets



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- 8.2. A club will have players and Teams. The number of players is 23 as per the TCL rules and a team can have 11 players + substitutes as per the rules of the game.
- 8.3. So it is suggested that for each of the game a new team under the club is created and the players be added to the team. This way it will be easier for the captains to keep track how many matches each player has played.
- 8.4. CricClubs Login:Team Admins user id Password
- 8.5. In CricClubs too, complete first name, last name, and nick name should be maintained for the players.
- 8.6. Before the game you can create the player profile in CricClubs from a laptop/computer at cricclubs.com/TCL. Once profile is claimed, can add other team members.
- 8.7. Once the team is created and players added, on the day of the game, team and club can be searched and if the team does not have any players on the phone, then just swipe down and it will be refreshed with the players that were selected for the team on the laptop/computer.

Format of the 2023 Edition 2:

8.8.

Round 1:

Division 1:

- Top 2 teams from each group will reach QF's
- Rest of the 4 teams from each group i.e. (A3 to A6 and B3 to B6) will play the cross group knock out games.
 - A3 v/s B6, A4 v/s B5 and B3 v/s A6, B4 v/s A5
- QF's will be between A and B group
 - QF's: A1 v/s B4, A2 v/s B3 and B1 v/s A4, B2 v/s A3
- SF's and Finals
 - SF's: A1 v/s B2 and B1 v/s A2
 - Finals: A1 v/s B1

Division 2:



Tampa Cricket League Rules

There will be 4 groups A, B, C with 11 team, and D with 12 teams and each in Div2. All within the group will play each other.

- Top 4 teams will qualify to PreQuarters
- PQF's : A v/s D and B v/s C
 - 1 v/s 4 , 2 v/s 3, 3 v/s 2 and 4 v/s 1
- QF's A v/s D and B v/s C
 - 1 v/s 2 and 2 v/s1

- SF's: A v/s D and B v/s C
 - 1 v/s 1
- Finals: A v/s B
 - 1 v/s 1



Tampa Cricket League Rules
