

# TCL Premier League Playing Conditions

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Version 1.6

**Rules Committee 3/27/2015**

# TCL Premier League Playing Conditions

1. All Matches shall be played according to the latest Laws of Cricket (2000 Code 5th Edition - 2013), as published by Lords <http://www.lords.org/laws-and-spirit/laws-of-cricket/>, except where varied by the By-laws and the TCL Premier League Playing Conditions.
2. A downloadable version of the latest Laws will be available on the TCL website.
3. Points Allocation
  - 3.1. 2 points will be awarded to the winning team, and 0 points for the losing team.
  - 3.2. In case of tie or games with no results (rain out or abandoned), teams will get 1 point each.
  - 3.3. In case of forfeitures and walkovers, 2 points will be deducted from the forfeiting team, and the opposition will get 2 points. Further, the forfeiting team will be fined \$200. Based on circumstances EFC will decide to impose further penalties as they deem fit or adjust the monetary fine and point penalty.
  - 3.4. A team forfeiting two or more games can be further punished as a Level 4 offence detailed in Section III, Article 3 of the By Laws.
  - 3.5. If the owner or controlling authority for a ground, a body external to the Triangle Cricket League, such as a school, town, university or private property owner, reschedules the use of a ground previously scheduled for a TCL match, or withdraws permission for the previously-scheduled match to be played, the match shall not be rescheduled or moved unless there is another approved ground available on the same day. The ground must be approved or scheduled for approval by the Grounds Committee, and the change of venue must be approved in advance by the EC. The EC will not approve the change in venue unless the home team responsible for securing the ground presents proof in writing from the owner or controlling authority that permission for use of the ground is being withdrawn. If no approved alternative ground is available, the match is a draw, and the teams will get 1 point each for the match. If more than one match cannot be played on the ground originally scheduled because of such an external action, available alternative grounds will be scheduled in the order reported to the EC, first-come, first-served, and any matches for which an alternative ground is not available will be a draw.
  - 3.6. If a ground is not available for play on a day scheduled for a match because the home team did not properly schedule or prepare the ground, the home team will forfeit the match and 3.3 and 3.4 above will apply.
  - 3.7. Any unforeseen disciplinary reasons will be handled by the Enforcement Committee.
4. Fixtures
  - 4.1. Fixtures shall be played on the dates and grounds specified by the fixtures list published by the Executive Committee.
  - 4.2. Rescheduling of games is not allowed including change in venues. Note the single exception to this rule given in 3.5 above.

4.3. Unless part of a play-off competition, there will be no rearrangement of fixtures due to unsuitable weather conditions

## 5. Umpires

5.1. Each team will be responsible for having at least 6 umpires certified by the TCL Umpiring Committee prior to the start of the season. Such a certified umpire is hereinafter referred to as a "neutral umpire". Each team is responsible for providing certified neutral umpires according to a published schedule.

5.1.1. Neutral umpires assigned to a match are expected to be present on the grounds as needed to participate in all umpiring duties from 30 minutes before the scheduled start of the match until the match is over.

5.1.2. If a team fails to provide umpire(s) for a match as scheduled, or if an assigned umpire is late or does not remain until the end of the match, in the first instance the team shall receive an official warning. If there is a second infraction in the same year, the team shall be fined \$150. Extenuating circumstances will be considered by the Enforcement Committee.

5.1.3. Teams should pay the entire fine to the TCL before their next match. Failing to pay will result in forfeiting ensuing match(es) until the fine is paid.

5.1.4. Teams must report no-shows of certified umpires within 1 week for the penalty in 5.1.2 to be enforced.

5.1.5. The clause regarding umpires having to be certified will not apply if no umpiring certification courses have been held in that season.

5.2. In the absence of both neutral umpires, it is expected that the teams will still play and complete a scheduled match. It is the responsibility of the captains to agree on all general aspects concerning the smooth running of a match, and to ensure that the Spirit of the Laws are clearly followed by their respective players. If no neutral umpires agreeable to both captains are available to play, each captain shall nominate 4 players on the opposing team to serve as umpires while the opposing side is batting, and the batting side captain shall make final selection of the umpires to stand from these 4.

5.3. Before the toss for innings, the neutral umpire(s) shall agree with both captains on any special conditions affecting the conduct of the match. The neutral umpires shall satisfy themselves before the start of the match that the wickets are properly pitched. Neutral umpire(s) should review the umpiring document created by the Umpiring Committee.

5.4. The neutral umpires shall ensure the proper starting time, period intervals and over rates during the match.

5.5. Before and during the match the umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the laws.

5.6. The umpires shall be the sole judges of fair and unfair play. All players shall respect the umpires' decisions as final.

5.7. The neutral umpires shall be the sole judges of the fitness of the grounds, weather and light for play.

5.7.1. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions; if they disagree, there will be no play.

5.8. The neutral umpires shall be allowed to change ends at their discretion, for example, to stand at the bowler's end at all times, in the event that only one neutral umpire is available.

- 5.9. It shall be the responsibility of both teams to submit the scores by the following Wednesday upon completion of the game. The scores shall be submitted as directed by the TCL Web/Statistics Committee.
  - 5.10. The neutral umpires should inspect scorebooks at the completion of the game and ensure both captains agree with the match scores, and in the absence of neutral umpires the captains shall agree prior to leaving the ground. The submitted scores will be the sole source for all TCL awards.
  - 5.11. If match results and score sheets are not submitted by the given deadline, it will be considered as a Level 1 offence against both captains and teams.
6. Each captain shall write down a list of his eleven (or fewer) players before the toss. The list shall be brought to the pre-match conference for the other captain and the umpires. This list cannot be changed after the conference without the consent of the other captain.
7. Length of Matches and Time Keeping.
- 7.1. Premier League matches shall consist of no more than 40 overs per side, with 6 balls per over. Each bowler shall bowl no more than 8 overs or one-fifth of the total overs agreed prior to the start of the game.
  - 7.2. If the number of overs is reduced in accordance with these playing conditions, and dividing the total number of overs results in a number with a fraction, the fraction shall be ignored. One over will be added to the result for only enough bowlers to make up the balance. For example, if the innings is reduced to 33 overs, the result of dividing 33 by 5 is that 5 bowlers may bowl 6 overs each. Since this leaves 3 overs to be bowled, a maximum of 3 bowlers will be allowed to bowl 7 overs each to complete the innings and no other bowler may bowl more than 6 overs.
  - 7.3. The scheduled starting time for each match shall be as announced by the Executive Committee at the start of each season. If there is a delay caused by unsuitable conditions of ground, weather or light, the start time shall be decided by the umpires in consultation with the captains.
  - 7.4. The captains shall conduct the toss at least 15 minutes prior to the starting time of the match. In the event that captains are not present, then teams must nominate a deputy for this purpose. As soon as the toss is completed, the captain of the side winning the toss, or his deputy, shall immediately notify the opposing captain and the umpires of his decision to bat or field.
  - 7.5. In order for any team to be ready to take the field, a minimum of 7 players must be present at the ground prior to start of the game. Any team that is not ready to take the field at the designated start time, due to late arrival or any other reason shall lose 1 over from their team's batting innings for each 5 minutes of the delay. Any team causing delay of more than 45 minutes shall forfeit the game and be subject to penalties as described in 3.3 and 3.4.
  - 7.6. A timeline for a 40-over match beginning at 10:30 is suggested here, based on a rate of 12 overs per hour or an average of 5 minutes per over. These times should be adjusted based on the agreed starting time of the match and the number of overs to be bowled in each innings.
    - Toss: 10:15am (15 minutes before the starting time)
    - First Innings: 10:30am to 2:05pm (5 minutes per over plus two 7½-min drinks breaks)
    - Lunch: 2:05pm to 2:35pm
    - Second Innings: 2:35pm to 6:10pm (same length as first innings)

- 7.7. It is the responsibility of the fielding team captain to ensure that a reasonable over rate is maintained, which should be at least 12 overs per hour, or a maximum average of 5 minutes per over. It is the responsibility of the umpires to discourage time wasting and to notify the appropriate captains or players when they consider that time is being wasted. Fines can be levied against the offending teams based on the recommendation of the neutral umpires to the Enforcement Committee. See also Section 8 below.
- 7.8 The neutral umpires shall record the time of play for each innings as outlined in Appendix C, and shall report innings in which the bowling side has taken too long to complete their innings. Upon the first such infraction in a season the team shall receive an official warning. Upon the second such infraction and any further such infractions the captain shall be suspended from play for the next match scheduled for that team to play, including playoffs and, if necessary, the first match of the next season.

## 8. Time Wasting

It is the responsibility of the umpires to discourage time wasting and to notify the appropriate captains or players when they consider that time is being wasted. According to 7.7 and 7.8 above, the umpires are to monitor over rates and report over rates slower than 12 overs per hour, as described in Appendix C. However, time wasting can occur even when appropriate over rates are maintained.

- 8.1. Time wasting occurs in a cricket match any time the natural rhythm of the match is unnecessarily slowed down. This may be a result of indifference, inattention or indolence on the part of the players or it may result from a deliberate attempt to gain some sort of tactical advantage over the other side. Whatever the type or cause of time wasting, it is the responsibility of the umpires to discourage it.
- 8.2. Time wasting can occur when a normal activity during a cricket match is prolonged excessively and unnecessarily, either by slowness or by repetition. This activity may be acceptable when kept within reasonable limits, but becomes time-wasting when excessive. Examples include, but are not limited to: preparing to take strike, either on the fall of a wicket or between balls; preparing to bowl; setting or re-setting the field; warming up a new bowler with tosses to a teammate; bringing drinks onto the field during play; polishing the ball; the batsmen consulting between balls; changing or exchanging bats, helmets, pads, or other equipment. These and similar activities are perfectly allowable as part of a cricket match, but can become time wasting when done excessively.
- 8.3. The determination as to when excessive slowness or repetition of such activities becomes time wasting is one for the umpires alone to make; it is not the responsibility of the players or captains of either side to make known their own opinion as to when time wasting is occurring. When there are two neutral umpires they should consult and agree before issuing any warnings about time wasting.
- 8.4. The Laws of Cricket require that, under normal circumstances, the striker should be ready to receive the next delivery when the bowler is ready to begin his runup. It is also customary to expect that when the bowler is at his mark and ready to begin delivery the ball should be promptly given to him without further time being spent polishing the ball.

## 9. Intervals

- 9.1. There will be two intervals, whose duration shall not exceed 7.5 minutes.
- 9.2. A lunch interval shall be taken between the innings and the duration shall not exceed 30 minutes.
- 9.3. In case of slow over rate conditions, any of the intervals can be reduced at the discretion of the neutral umpires; consultation with the captains is not required. This will not remove the penalty for slow over rates.

## 10. Match Results

- 10.1. The team scoring the most runs shall be considered the winner.
  - 10.2. In the event both teams score equal number of runs, the game will be considered as a tie.
  - 10.3. Game started but not finished due to inclement weather shall be decided on by the following basis:
    - If the second batting side does not complete 20 complete overs, the match will be considered a No-Result. This minimum requirement remains at 20 overs even if the number of overs to be bowled in the innings has been reduced.
    - In the case of games started but not finished due to inclement weather, where the second side bats full 20 overs or more when the game is called off, then the game will be decided by comparing the run rates of the teams. The team with the higher run rate per over will be declared the winner. If the side batting first were all out in less than 35 overs, or in less than the number of overs set to be bowled in a reduced-over innings, their run rate will be calculated on the basis of 35 overs, or on the number of overs set to be bowled, and not on the number of overs in which the team was dismissed. (If the resulting run rates per over for each side are exactly equal the result is a tie.)
  - 10.4. The decision to call off play shall be made by the neutral umpire (s). In the absence of an appointed umpire, the decision will be made by the mutual consent of the two captains. (If the captains cannot agree play will continue.) In case of weather related delays the minimum time to wait before calling off the game is one hour.
  - 10.5. If the start of the match is delayed for conditions of ground, weather, or light, or because both teams are not ready to play at the scheduled starting time, one over will be deducted from each innings for every 10 minutes of delay. If the start of the match is delayed because only one team is not ready to play at the scheduled starting time, that team shall lose one over from its batting innings for each 5 minutes of delay. No further deductions in the number of overs to be played per innings shall be made for any reason once the match has begun. The number of overs per innings can be reduced only at the start of the match.
  - 10.6. The number of overs in an innings may not be reduced to fewer than 20 per side for any reason.
  - 10.7. If both captains agree, the lunch break can be shortened to make up for lost time due to weather-related issues. The minimum break time should be 10 minutes.
11. All league games must be played with TCL approved ball. The Executive Committee will provide details on approved balls as required. For the 2015 season, TCL will be using red balls. As such only white clothing and equipment will be allowed for the games.

## 12. Fielding Restrictions

- 12.1. A 25-yard semicircle will be marked henceforth known as inner circle.
  - 12.2. The semi-circles shall have the middle stump at either end of the pitch as their center and shall be 25 yards in radius. A straight line on either side joins the semi circles. The areas should be marked by white spray paint marks at regular 5-yard intervals.
  - 12.3. There will be total of two power plays totaling 12 overs per innings, to be taken as follows:
    - 12.3.1. The first block of Powerplay Overs (Mandatory) (block of 8 overs for an uninterrupted match) shall be at the commencement of the innings. During these powerplay overs, only TWO fieldsmen shall be permitted outside the inner circle at the instant of delivery.
    - 12.3.2. For the second block of Powerplay Overs (block of 4 overs for an uninterrupted match), shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 33 and 40 overs, it may not be completed later than the 32<sup>nd</sup> over. (No equivalent restriction applies to innings of shorter scheduled duration). Only THREE fieldsmen shall be permitted outside the inner circle at the instant of delivery.
    - 12.3.3. A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
    - 12.3.4. Once a side has nominated a Powerplay, the decision cannot be reversed.
    - 12.3.5. Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 40 over innings, this will begin at the start of the 29<sup>th</sup> over).
    - 12.3.6. Each block of Powerplay Overs must commence at the start of an over.
    - 12.3.7. When the number of overs in the innings has been reduced, the number of Powerplay overs shall be reduced in accordance with the table in Appendix B.
  - 12.4. During the non Powerplay overs, no more than FIVE fieldsmen are permitted to be outside the inner circle at the instant of delivery.
  - 12.5. At the instant of delivery there should not be more 5 fielders on the leg side.
  - 12.6. At the instant of delivery there should not be more than 2 fielders behind square on the leg side.
  - 12.7. In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal no ball. If the umpire at the striker's end is not a neutral umpire, the other umpire may confer with him, and if necessary over-rule him.
13. If the bowler is no-balled for overstepping the popping crease with his front foot, the next delivery will be a free hit. 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. 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 batsmen is facing it. The delivery for a free hit counts as one of the 6 balls of the over, unless it is also a wide ball or no ball.
    - 13.1. Field changes **are** permitted for the free hit deliveries.
    - 13.2. If a no ball is due to back foot not wholly inside the return crease, shoulder height violation, a full toss waist height, or a fielder placement violation then there will no free hit.
14. Shoulder Height and Full Toss No ball.
    - 14.1. Any ball bouncing over shoulder height will be called a no-ball.
    - 14.2. Any full toss over waist height will be called a no-ball.

- 14.3. The height of the ball is determined relative to the height of the striker standing upright and the height of the ball at the crease.
- 14.4. The judgment as to whether a ball bouncing over shoulder height or a full toss over waist height is to be no-balled is for the umpire at the bowler's end alone. He may consult with the umpire at the striker's end if he chooses to do so, but the umpire at the striker's end has no part in this decision unless invited for consultation by the umpire at the bowler's end.
15. No practice on the pitch is allowed before or during the game.
16. TCL **will not apply** the following rules: close fielder rule, super substitute rule, and one bouncer rule.
17. A player can change team only before the player transfer deadline (which will communicate at the start of the year).
18. Standings
- 18.1. To determine participation in the playoffs and seedings for the playoffs, the following tie breakers will be used in the given order if two or more teams are tied with the same number of points at the end of the regular season schedule:
- Net run rate differential (total runs scored divided by total overs faced minus total runs conceded divided by total overs bowled) (Completed matches only)
  - In case the NRR is equal, there will be a toss of a coin to break the tie.
19. Playoff Competition
- 19.1. A player is eligible to participate in playoff games for a team if he is on the team's roster at the end of the season, and the player has played at least 3 games for his current team. If the game is not played at all because it is completely washed out or forfeited, then it will not count as a game played by the player. If the game was started, and washed out or forfeited by the opposing team thereafter, the game will count towards player's eligibility. The final submitted scorecard on the website will be used to count the number of games played by the player.
- 19.2. All teams in the playoffs must submit playoff rosters of eligible players before the start of the playoffs.
- 19.3. The playoff Schedule will be posted on the TCL website before the start of the playoffs.
- 19.5. The Scheduling and Executive Committee will determine the playoff format each year.
- 19.6. No backup dates will be provided for quarterfinal matches; if a quarterfinal match cannot be completed because of conditions of ground, weather or light, or for other similar exceptional circumstances, the higher seed will advance to the next round.
- 19.7. Backup dates will be provided, if necessary, for semifinal matches that cannot be completed. An incomplete match will be replayed from the start on the backup date. If the match still cannot be completed on the backup date, the higher seed will advance.
- 19.8. If the final match cannot be completed because of adverse conditions, both the finalists will share the honors and be co-champions.
- 19.9. If any playoff match ends on level scores, then a super over eliminator will follow. Appendix A outlines the rules for the super over eliminator.

# Appendix A

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## Procedure for the Super Over Eliminator/One Over Per Side Eliminator

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. If the weather conditions don't allow the one over per side eliminator to be held on the scheduled day of the match, then the Scheduling Committee along with the Executive Committee will decide upon an appropriate time and place.
3. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
4. The umpires shall stand at the same end as that in which they finished the match.
5. The umpires shall choose an end of the pitch for bowling and both teams will bowl from the same end.
6. Each team's over is played with the same fielding restrictions as apply for a non-powerplay over.
7. The team batting second in the match will bat first in the one over eliminator.
8. The same ball as used at the end of each team's innings shall be used for the "extra" over.
9. The loss of two wickets in the over ends the team's one over innings.
10. In case of a tie in the eliminator over, steps 3-9 will be repeated (teams may select different players in step 3) until one team scores more runs than the other.

# Appendix B

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The following table will be used to calculate the powerplay overs in case the number of overs is reduced.

<b>Innings Duration</b>	<b>Mandatory Powerplay</b>	<b>Second Powerplay</b>	<b>PowerPlay Total</b>
40	8	4	12
39	8	4	12
38	8	4	12
37	7	4	11
36	7	4	11
35	7	4	11
34	7	3	10
33	7	3	10
32	6	3	9
31	6	3	9
30	6	3	9
29	6	3	9
28	6	3	9
27	5	3	8
26	5	3	8
25	5	3	8
24	5	2	7
23	5	2	7
22	4	2	6
21	4	2	6
20	4	2	6

# Appendix C

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At the end of the match, the umpires are responsible for determining whether either team has taken too much time to bowl its overs. The detailed explanation of this computation given below should not detract from the simplicity of the basic principle of the computation, which is that if we take the total length of the innings, and subtract from that time the delays and interruptions that are not the fault of the fielding side, we obtain the time that the fielding side took to actually bowl its innings; then we compare this time with the maximum time required for five minutes per over.

1. The number of overs in the innings is 40 overs, if there is no need to reduce the number of overs; if for any reason the umpires decide to reduce the number of overs to be played in the innings then the number decided by the umpires is the number of overs in the innings.
2. The maximum playing time for an innings is the number of overs in the innings, as defined in 1. above, multiplied by 5 minutes. For a 40-over innings, this is 200 minutes, or 3 hours and 20 minutes.
3. During an innings, the umpires shall record the starting and ending times of the innings. The difference between these two times is the length of the innings.
4. During the innings, the umpires shall also record any lost playing time that is not caused by willful action of the fielding side. Lost playing time shall include time spent in searching for lost balls, time spent tending to an injured player, time lost to adverse conditions of ground, weather or light, or to exceptional interruptions, the times of drinks intervals, and any other such interruptions as in the opinion of the umpires should not be counted as playing time. Normal time taken by the arrival of a new batsman at the fall of a wicket shall not be counted as lost playing time, but if there is an unusual delay in sending a new batsman to the wicket, or if the batting side wastes time in any other way the umpires should include the time wasted by the batting side as lost playing time.
5. After the innings, the umpires should compute the actual playing time for the innings, which is done by subtracting lost playing time, defined in 4. above, from the length of the innings, as defined in 3. above.
6. If the actual playing time, as defined in 5. above, is greater than the maximum playing time, as defined in 2. above, the umpires should report this to the Executive Committee, providing the precise figures used in their computations.
7. If the batting side is bowled out before the determined number of overs in the innings is bowled, the umpires shall still determine whether the actual playing time of the innings exceeds the maximum playing time of the innings, and if it does they shall report this to the Executive Committee.