



THE FRIENDSHIP CUP 2011

THE INAUGURAL INVITATIONAL INTER-CORPORATION T20 COMPETITION

MATCH PLAY RULES

AND

COMPETITION BY-LAWS

THE PREAMBLE - THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within the Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests with the Captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the Captain.

Responsibility of Captains: The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as **WITHIN THE LAWS – THESE TFC “C” RULES**. It is also the responsibility of the captains to hand over the teams with full names of playing 12 no later than fifteen (15) minutes prior to the start of play.

Player's conduct: In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2 Fair and unfair play:

According to the Laws the umpires are the sole judges of fair and unfair play on the field of play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3 The umpires are authorized to intervene in cases of:

Time wasting, Damaging the pitch, Dangerous or unfair bowling, Tampering with the ball and Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for: Your opponents, Your own captain and team, The role of the umpires and The game's traditional values

5. It is against the Spirit of the Game:

To dispute an umpire's decision by word, action or gesture. To direct abusive language towards an opponent or umpire. To indulge in cheating or any sharp practices, for instance:

(a) to appeal knowing that the batsman is obviously not out

(b) to advance towards an umpire in an aggressive manner when appealing

(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence: There is no place for any act of violence on the field of play.

7. Players:

Captains and umpires together set the tone for the conduct of a cricket match and therefore the Tournament. Every player is expected to make an important contribution towards this.

2011 TFC “C” Match Play Rules for the T20 Competition

TITLE

1. The name of the organization shall be “The Friendship Cup” hereinafter referred to as TFC or the Board. The T20 Competition as arranged by The Friendship Cup Board shall be governed by General Rules as detailed by all Rules and Bylaws as specified by the TFC.

2. ELIGIBILITY

a. All CORPORATIONS in good standing with the TFC who are invited.

b. Each corporation shall register their players one week before the start of the competition – OR AS ADVISED BY THE CRICKET COUNCIL AND OR TFC BOARD. The format on how this team register will look will be advised to the teams by the TFC “C” Cricket Council. At a minimum the following information will be required: FULL NAME OF PLAYER, CORPORATION/TEAM NAME, EMPLOYEE OR MEMBER OR OTHER, MEMBER SINCE, LEAGUE PLAYER – with full details on leagues played in and teams represented for the last two years – i.e. 2010 and 2011, TELEPHONE #, E-MAIL ADDRESS, WAIVER FORM SUBMITTED – YES/NO. THE TFC “C” CC MAY ASK FOR MORE INFORMATION ON ANY PLAYER IN THEIR DUE DELIGENCE PROCESS ON MONITORING THE TFC RULES ON PLAYERS PLAYING FOR THE RESPECTIVE TEAMS AT ANY TIME DURING THE TOURNAMENT OR IF IT RECEIVES ANY COMPLAINTS FROM THE OTHER TEAMS. ALL PLAYERS MUST CARRY A PHOTO I.D. WHEN THEY ON THE PLAYING 12 SO AS TO ENABLE THE TFC “C” CC TO CHECK AGAINST THE TEAMS ROSTER IN CASE OF ANY DOUBTS OR FOR RANDOM CHECKING PURPOSES.

PLAYER WAIVER FORMS MUST BE SUBMITTED ALONG WITH THE TEAM REGISTRATION ROSTER OF PLAYERS AND “DEFINITELY” BEFORE PLAYING ANY MATCH.

c. ALL TEAMS MAY REGISTER ONLY UPTO A MAXIMUM OF 15 PLAYERS. NO ADDITIONAL players may be added to the initial list of a TEAM’S ROSTER OF PLAYERS.

d. No switching of teams once a player plays for a team. Anyone playing for more than one team will be disqualified for the duration of the competition and the last team he played for will forfeit the match he played in. Team Captains and Officials are responsible to verify that players do not violate this rule.

e. ANY player on the ROSTER is eligible to play in the elimination rounds - semi-finals and finals.

f. Twelve (12) names must be given to the umpire at least fifteen (15) minutes before the start of the game. The twelfth (12th) man must be indicated on the list given to the umpire. Twelfth (12th) man / substitutes must be registered players of that corporation’s team.

1. COMPETITION FORMAT : WILL BE AS ADVISED BY THE TFC “C” CC BASIS THE NUMBER OF TEAMS ENTERED IN THE TOURNAMENT.

2. ELIMINATION ROUNDS, SEMI-FINALS AND FINALS – TIE-BREAKER RULE:

(a) If two (2) or more teams are tied, the team that won the regular scheduled matches between them.

If no decision is reached, go to:-

(b) The team with the most wins.

(c) The team with the best overall NET RUN RATE (see notes on NRR at the bottom of the rules) in the competition’s league stage

4.1 If there is no result, a tie or the match is abandoned in any elimination round, the right to play in the semi-finals OR finals will be determined by the NRR.

4.2 If there is no result, a tie or the match is abandoned in any semi-finals the right to play in the finals will be determined by the teams with the highest OVERALL NRR DURING THE TOURNAMENT.

4.3 If there is no result, a tie or the match is abandoned in the finals the two teams will be declared joint winners of the competition.

5. TOURNAMENT STRUCTURE The league stage of the competition will be played on the following points system. WIN = 5 POINTS, TIE = 3 POINTS, NO RESULTS* = 2 POINTS

* A minimum of 7 overs must be bowled to the team batting first. LOSS / ABANDONED = 0 POINTS

1. REPORTS : Each club is required to submit a report for each match by the Tuesday (6:00 pm) following the match. The match report will include only a copy of the final score sheet for each team, signed by at least one of the match umpires and the two captains. Please scan and email to the TFC "C" CC AND to - info@friendshipcup.org Reports must list all players declared for the match even if they did not bat. Compilation of stats, for the purpose of awards and eligibility for the playoffs or finals will be based solely on players listed on these reports. If no report is sent in, the club not submitting a report will be fined \$50.00 for each missing report. Note: Reports are required for abandoned matches or matches interrupted for whatever reasons.

2. BALLS: The TFC will provide each club with one ball per game.

3. DURATION OF MATCHES: The matches will consist of one innings per side and each innings will be limited to 20 overs, six-balls per over. A minimum of seven (7) overs per team shall constitute a match. Teams cannot declare their innings closed.

4. HOURS of PLAY

DAY GAMES

(I) ALL FIRST MATCHES – THE TFC WILL ADVISE THE SCHEDULES AND TIMINGS AND WILL ALLOW ADEQUATE TIME FOR THE COMFORTABLE COMPLETION OF A 20/20 MATCH.

(II) ALL SECOND MATCHES – THE TFC WILL ADVISE THE SCHEDULES AND TIMINGS AND WILL ALLOW ADEQUATE TIME FOR THE COMFORTABLE COMPLETION OF A 20/20 MATCH.

NIGHT MATCHES OR WEEK DAY NITE MATCHES

THE TFC WILL ADVISE THE SCHEDULES AND TIMINGS AND WILL ALLOW ADEQUATE TIME FOR THE COMFORTABLE COMPLETION OF A 20/20 MATCH.

10. DRINKS.....THERE WILL BE NO INTERVALS FOR DRINKS DURING AN INNINGS A player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Player (12th man) taking drinks onto the field shall be dressed in proper cricket attire.

11. LENGTH of INNINGS.

11.1 UNINTERRUPTED MATCHES.

(a) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpire, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time. The umpire may increase the number of overs to be bowled by the team bowling second if, after consultation with the other umpire, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the innings of the team batting first.

(b) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls count as a completed over).

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (b) above.

(d) If the team fielding second fails to bowl 20 overs or the number of overs as provided in rule 11.1 (a), (b) or (c) by the scheduled cessation time, the hours of play shall be extended by ten (10) minutes or a result achieved.

11.2 DELAYED or INTERRUPTED MATCHES.

11.2.1 GENERAL.

(a) The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting for the same number of overs. Minimum of 7 overs have to be bowled to the side batting second to constitute a match subject to the provisions of 11.1 (a). The calculation of the number of overs to be bowled shall be based on an average rate of one over per four minutes in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.

(b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended by ten (10) minutes or a result achieved.

(c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

(d) Fractions are to be ignored in all calculations re the number of overs. Examples: 10.5 overs = 10 overs or 12.3 overs = 12 overs Exception: The falling of the last wicket as stated in rule 11.1 (b).

12. NUMBER of OVERS per BOWLER. No bowler shall bowl more than four (4) six (6) ball overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of 11.1 (a) have been applied. Where the total overs is not divisible by five (5), one (1) additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. NOTE: Ten (10) consecutive overs must be bowled from each end. A bowler can not bowl two (2) consecutive overs. For the semi-finals and finals we will switch ends after each over.

13) THE BOWLING OF FAST, SHORT-PITCHED BALLS ACTION BY THE UMPIRE

(a) after the second fast short-pitched delivery, call and signal no ball and issue the first warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.

(b) if another (3rd) fast short-pitched delivery is bowled, call and signal no ball and issue a final warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.

(c) if another (4th) fast short-pitched delivery is bowled, call and signal no ball and when the ball is dead direct the captain of the fielding team to take the bowler off forthwith and complete the over with another bowler, provided that bowler does not bowl two overs or part another thereof consecutively. Not allow that bowler to further bowl in the innings. NOTE: AS PER 13 (a) ABOVE. A BOWLER IS ALLOWED ONE FAST SHORT-PITCHED DELIVERY PER OVER

14) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6(b)) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury to the striker. A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is deemed to be dangerous and unfair, whether or not it is likely to inflict physical injury to the striker. In the event of a bowler bowling a high full pitched ball as defined above (i.e. a beamer) the umpire at the bowler's end shall, in the first instance call and signal 'no ball' and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding team and the batsman at the wicket of what has occurred.

15) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6(b)).....CONTINUED Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'no ball' and when the ball is dead, direct the captain to take off the bowler forthwith. If necessary, the over in progress shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. The umpire will then report the matter to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

16) DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS (Law 42.8) If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with. The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allowed the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

17. THE RESULT.

17.1 A result can be achieved only if both teams have had the opportunity of batting for at least seven (7) overs, subject to the provisions of 11.1 (a) unless one (1) team has been all out in less than seven (7) overs or unless the team batting second scores enough runs to win in less than seven (7) overs. All matches, in which both teams have not had an opportunity of batting for at least seven (7) overs shall be declared a no result.

17.2 In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of clauses 11.1(a) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

17.3 If a match is interrupted under any circumstances, the winner will be the team, which has scored faster in runs per over throughout the innings, provided that at least 7 overs had been bowled at the team that is batting second. If the scoring rate is the same, the side losing the lesser number of wickets in the first 7 overs of the inning will be the winner. In the event that the team batting first is all out in less than the full quota of overs the calculation of their run rate shall be based on the number of overs in which they would have been entitled to and not the number of overs in which they were dismissed. In determining the run rate, teams that are all out will be calculated on the twenty (20) overs or the reduced overs as calculated by the umpire(s).

18. LOSS OF OVERS AND DEFAULTED MATCH.

(a) Any team not ready to play at the scheduled start time will lose one (1) over per four (4) minutes delay up to 15 minutes after scheduled start time, after which it loses the game, providing that the other team is ready for play. The team not ready will be charged with a match default, if both teams are not ready to play at the scheduled start time, they will both lose one (1) over per four (4) minutes of delay up to 15 minutes after the scheduled start time.

If both teams are not ready by 15 minutes after the scheduled start time then the match will be considered abandoned and both teams will be charged with a match default.

(b) A team must have seven (7) players (colored clothing or sponsored shirts when provided) in order to be considered as ready to play.

(c) Teams that do not show up for their scheduled matches are still responsible for the umpire fees. A penalty fee of \$100.00 will be charged to the guilty team who does not show up to play. If a match is abandoned due to weather or other unforeseen circumstances, the umpires must still receive their fees. In such situations teams must be declared with the umpires' signature and submit a report. Umpires will be engaged for all fixtures by the TFC.

(d) There will be no postponement of any matches. Defaulted games will be awarded to the team present at the appointed venue. Note: no games will be re-scheduled.

(e) If a team does not show up for a scheduled game the points go to the team that is present provided that the team is ready to play as determined by the umpires. The winning team must submit a match report listing the names of the players present. Players listed will be considered as actually played. The umpires must sign the match report, the defaulted team will be charged with a match default. If said team or any other team is unable to field a team on any two occasions during the competition, the team will be dropped. Individual statistics for said team will remain on record; the said team will not be permitted to participate in the following year's competitions and must re-apply for entry into the competition.

(f) Any time a team walks off the field for whatever reason, they will automatically forfeit the match and a match default and possible expulsion for at least a year from the competition. This infraction will incur a penalty of \$150.00 payable to TFC before their next scheduled game.

1. NO BALL – PENALTY The Laws of Cricket will apply. The next legal delivery after an overstepping no ball will be a free hit. The batsman cannot be out on a free hit, except by run-out.

2. FREE HIT AFTER A FOOT FAULT NO BALL

In addition to the Laws of Cricket, the delivery following a no ball called for a foot fault 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 permitted for free hit deliveries.

1. **No player will be allowed to transfer during the competition from one team to another, but will be allowed to do so at the end of the competition. TEAMS MAY GO OUT AND GET THEIR OWN NON-LEAGUE PLAYERS – subject to the rules as stated below. NO OTHER PLAYERS MAY BE ADDED ONCE THE TEAM ROOSTER HAS BEEN SUBMITTED. AT LEAST SIX (6) OF THE PLAYING 12 LIST AS SUBMITTED ON THE MATCH DAY “MUST” BE THE CORPORATIONS EMPLOYEES OR MEMBERS IN GOOD STANDING.**
2. **No corporation may field more than one team in the competition.**
3. **When there is only one (1) official TFC umpire, the game will proceed and it is mandatory that the batting team provides a second umpire who will only stand at the striker’s end. Players or members when acting as umpires, are required to render decisions that are fair and reasonable, must pay due care and attention to the game while officiating, and refrain from commenting on the game or coaching of any kind. Penalty runs can only be awarded by TFC neutral umpires.**
4. **Should the batting team fail or refuse to provide a square leg umpire when requested to do so, that would be considered not ready to play and will lose 1 over every 4 minutes. After 10 minutes if the batting team refuse to provide an umpire, the team will forfeit the game and be subject to disciplinary actions by TFC**
5. **In the event there is no TFC appointed official umpires, both captains must agree on two (2) umpires and the game must be played. TFC WILL ENDEAVOUR TO PROVIDE AT LEAST ONE OFFICIAL NEUTRAL UMPIRE FOR ALL MATCHES. THE TEAMS WILL BE REQUIRED TO PAY AN UMPIRES FEE AT EACH MATCH. This fee will be determined by the TFC Board – expected to be \$25 per team.**
6. **Under no circumstances should an umpire and or captains change a venue of a TFC sanctioned game without the approval of the TFC President and Board Member. If any of the mentioned persons cannot be contacted, a member of the TFC may be asked to make the decision provided he or she is present at the original venue. Any change of venue must be done in the best interest of cricket and not in the interest of any team or individual.**
7. **INCLUSION of LEAGUE PLAYERS: CORPORATIONS have to submit a fixed roster of 15 players, out of which only 5 can be non-employees. Non-employees cannot be league players.**
8. **DEFINITION OF A LEAGUE PLAYER: A PLAYER IS CONSIDERED A LEAGUE PLAYER IF HE HAS PLAYED IN OR IS LISTED ON A TEAM IN THE LEAGUES IN FLORIDA OR ELSEWHERE FOR THE YEARS 2010 AND 2011. LEAGUES: THE TFC CC WILL REVIEW AND RULE ON WHICH LEAGUES ARE APPLICABLE. THIS INCLUDES ALL THE USACA APPROVED LEAGUES – <http://usaca.org/content/regional-administrations-of-usaca> AND other leagues such as MAQ and BIGLEAGUEUSA. IMPORTANT: For any “other leagues” - DO CHECK WITH THE TFC “C” CC before nominating players to be on your team’s roster. WHEN SUBMITTING THE ROSTER ALL RELEVANT INFORMATION MUST BE PROVIDED BY THE TEAMS TO THE CC IN RESPECT TO LEAGUE PLAYERS – list Leagues played in and team names for the years 2010 & 2011. IF A PLAYER BECOMES A LEAGUE MEMBER DURING THE TOURNAMENT HE WILL THEREAFTER BE CONSIDERED A LEAGUE PLAYER – AND THE TFC “C” CC “MUST” BE INFORMED OF THE SAME IMMEDIATELY AND THEY WILL DECIDE ON THE PLAYERS ELEGIBILITY FOR FUTURE MATCHES.**

29. SUBSTITUTION AND ON FIELD INJURIES

In the event of any injuries to a player on the fielding side, the injured player may leave the ground for a maximum of 7 overs unless otherwise approved by the on field umpires (due to the serious nature of the injury). While the injured player is off the field, a substitute fielder will be allowed to field in his place. The substitute fielder can perform all the tasks of a regular player on the fielding side, including wicket keeping duties, but may not bowl under any circumstances.

If a batsman on the field is injured and has to leave the field, he will be considered “retired hurt” and may remain off the field as long as necessary during his team’s innings. The injured batsman may return to the crease to resume his innings under the following circumstances : A new batsman will take his place when the injured batsman leaves the field, and the injured batsman can only return when the on-field batsman is out, and there are legal deliveries left in the batting team’s innings.

A batsman injured during the normal run of play during a match may request a runner. Such a request may not be refused by the opposing team’s captain except when the batsman was demonstrably carrying a prior injury into the game.

The allowed runner must wear full batting gear same as the batsman for whom he is running, while performing running duties and abide by all the laws of the game as well as on field conduct that apply to the batsman.

GENERAL INFORMATION: "thefriendshipcup"- 3191 S.W. 11th street, Suite 300 Deerfield Beach, Florida 33442 Telephone: 561-445-4293, e-mail: info@thefriendshipcup.org

TFC “C” CRICKET COUNCIL:

Chummar Maly - Chair of the TFC CC : cmaly90@gmail.com

Natarajan Palani - : [Natarajan Palani@ryder.com](mailto:Natarajan_Palani@ryder.com)

Santosh Kanthety - : Santosh.Kanthety@fpl.com

Ramesh Rapelly - : [ramesh rapelly@yahoo.com](mailto:ramesh_rapelly@yahoo.com)

Srinivas Suram - : ssruam@rccl.com

Piyush Bothra - : yushbothra@gmail.com

Venkateshwar Duggaraju - : vduggaraju@prcnet.com

TFC BOARD – making decisions in case the TFC CC is tied or the matter is further referred to them:

Rajat Verma : vermarajat22@hotmail.com

Chummar Maly : cmaly90@gmail.com

Vinod Gulati : vgulati_us@yahoo.com

2011 COMPETITION BY-LAWS

1. **TITLE** The name of the organization shall be The Friendship Cup, Inc. hereinafter referred to as TFC or the Board.
2. **OBJECT** : To organize a fair and fun tournament. To uphold the Laws of Cricket and adopt regulations with emphasis on the Preamble - The Spirit of Cricket as outlined in TFC "C" Match Play Rules for the 2011 Invitational Inter-Corporation 20-20 Tournament.
3. **GROUPS**
 - (a) Corporations entered in the TFC "C" tournament "may" be organized into Groups – basis the # of teams entered and as decided by the TFC CC.
 - (b) Any South Florida Corporation can enter a team in the tournament should they have enough players to support a team. The TFC "C" Tournament is however an invitational event.
 - (c) No corporation can have more than one team in the tournament.
 - (d) Newly entered corporation teams will be assigned to a group (if required) as determined by the TFC Board and Cricket Council.

4. MATCHES

- (a) The teams forming the groups of the TFC "C" shall play matches as arranged by TFC "C" CC.
- (b) All matches shall be governed by the rules of the games as adopted by the ICC and amended by TFC for the current year and outlined in this document. The TFC Match Play Rules shall apply to all applicable TFC schedules / fixtures.

5. GENERAL RULES

- (a) The umpire's decisions are final. Any vilification or abuse of a TFC appointed umpire by knocking down a wicket, throwing of pads, bat or gloves, headgear or other equipment, physical contact or persistent intimidation, etc. on or off the field of play by a player shall be penalized with an automatic suspension for a minimum of one (1) match and must face TFC Board accompanied by corporation/team officials / captain / manager. The suspension will cover (carry over if applicable) to all TFC competitions and fixtures. The official umpire(s) should file a written report to TFC the next day (the latest).
- (b) Any vilification or abuse of a TFC appointed Umpire, County, City, Parks, Governmental Officials, TFC Board Members, the TFC CC or appointed officers or Sponsors will not be tolerated and will be dealt with severely by TFC Board – the Disciplinary Committee.
- (c) ONLY team Captains, Umpires and TFC Officials will have a say on the field of play. The team captains have to ensure that their players and supporting corporation members are well behaved and disciplined and do not interrupt in any manner what-so-ever with the games proceedings and any discussions relating to any issues that may come up.
- (d) In case of a dispute – The TFC CC Official attending is to arrive at a decision in consultation with the Umpires and the two captains. The decision made has to be accepted in good faith and the game carried on to a conclusion. There after a complaint may be lodged in the manner stated elsewhere in these RULES.
- (e) ALL CORRESPONDENCE MUST BE WITH THE TFC "C" CC AND THE TFC "C" CC WILL CORRESPOND ONLY WITH THE TEAM CAPTAINS AND/OR MANAGERS – TEAM CAPTAIN AND MANAGERS TO BE DECLARED TO THE TFC "C" CC AT PLAYER ROSTER REGISTRATION PRIOR TO THE TOURNAMENT. ALL CORRESPONDENCE IS TO BE COPIED TO: info@thefriendshipcup.org

6. PLAYING SURFACE

- (a) All TFC league games must be played on regulation matting wicket, turf or artificial turf.
- (b) No steel pegs on shoes will be allowed on matting wickets.

7. ILLEGAL PLAYER: Neither umpires or captains are authorized to discontinue play because an illegal player has taken part in an on-going game. The game must be played in its entirety. Individual performances will stand.

The corporation's Executive or Captain must file a written complaint the next day to the TFC. Illegal player(s) and names of witnesses must be provided at the time of complaint.

ALL TEAMS MUST REGISTER THEIR PLAYERS (A LIMIT OF 15) ONE WEEK (or as advised by the TFC CC) BEFORE THE START OF THE COMPETITION. NO ADDITIONAL LATER PLAYER REGISTRATIONS ARE ALLOWED. THE PLAYING OF UNREGISTERED PLAYERS IS PROHIBITED AND WILL CAUSE A MATCH FORFEIT BY THE TEAM DOING SO AND/OR ELIMINATION FROM THE TOURNAMENT.

THE FRIENDSHIP CUP "C" - 2011

TOURNAMENT BY-LAWS ADDENDUM

SUSPENDED PLAYER : ANY PLAYER WHO IS SUSPENDED BY THE TFC and ANY LEAGUE THAT IS AFFILIATED TO THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) OR ICC AFFILIATED COUNTRIES / LEAGUES WILL NOT BE ELIGIBLE TO PLAY IN ANY TFC SANCTIONED / SPONSORED COMPETITIONS. TEAM / TEAMS THAT FAIL TO COMPLY WITH THE ABOVE WILL RESULT IN THEIR MATCH / MATCHES BEING FORFEITED. TEAMS OFFICIALS ARE RESPONSIBLE FOR THEIR PLAYERS ELIGIBILITY.

INSURANCE AND OTHER: ALL PLAYERS FROM EACH TEAM MUST SIGN A GENERAL WAIVER AGREEMENT BEFORE THE START OF THE GAME OR HAVE ONE ON RECORD BEFORE THE START OF THE TOURNAMENT. NOTE : "THE FRIENDSHIP CUP" IS A FRIENDLY CRICKET TOURNAMENT WITH STRICTLY VOLUNTARY PARTICIPATION, AND NEITHER TFC NOR ANY OF ITS OFFICEHOLDERS OR APPOINTED MATCH OFFICIALS, BEAR ANY LIABILITY WITH REGARDS TO ANY INJURY OR LOSS TO ANY INDIVIDUAL, CORPORATION OR TEAM PARTICIPATING IN THE TOURNAMENT OR ANY GUESTS INVITED BY ANY OF THE ABOVE TO THE PLAYGROUND. NO LEGAL ACTION MAY BE BROUGHT AGAINST THE FRIENDSHIP CUP – TFC, IT'S OFFICERS AND APPOINTED OFFICIALS FOR ANY REASON WHAT-SO-EVER.

FURTHER, NOTHING LISTED HEREIN SHALL SUPERCEDE THE GENERAL WAIVER AGREEMENT SIGNED BY ALL PLAYERS.

BY SIGNING THIS TFC “C” DOCUMENT – THE TFC MATCH PLAY RULES AND COMPETITION BY-LAWS – THE SIGNER CLAIMS TO REPRESENT THE CORPORATION AND IS SIGNING ON BEHALF OF THE SAME AND IT’S TEAM AND PLAYERS AND AGREES TO ABIDE BY THE TOURNAMENT RULES AND BY-LAWS. THE INTENT OF THE TFC IS TO HAVE A FAIR AND CLEAN COMPETITION. THE TFC CRICKET COUNCIL’S (TFC “C” CC) RULINGS IN THE CASE OF ANY DISPUTES ARE FINAL AND BINDING. IF THE TFC “C” CC’S VOTE IS TIED THE MATTER WILL BE REFERED TO THE TFC BOARD FOR FINAL RULING. THE TFC BOARD’S RULING BODY WILL CONSIST OF THREE MEMBERS ON THE TFC BOARD. ANY RULING WILL BE FINAL AND BINDING.

UNIFORMS: WHILE THE TFC DOES NOT INSIST ON UNIFORMS – WE RECOMMEND ALL TEAMS HAVE COLOURFUL UNIFORMS, LOGOS AND PERHAPS A MASCOT. WE ANTICIPATE IN 2011 TO HAVE THE FINALS BE A NIGHT MATCH AT THE CBRP. COLOURED GEAR – PADS, ETC. WOULD BE PREFERRED.

LAWS – NUMBERS THROUGHOUT THESE LAWS, SUCH AS FOR EXAMPLE: RULE OF LAWS 42.80 – REFER TO ICC RULES.

THE BELOW GUIDELINES ARE PART OF THE TFC RULES OF COMPETITION:

Net Run Rate Calculation | How to Calculate NRR?

With the [IPL 2010](#) entering its last phase, suddenly the **Net Run Rates** have become hot. Here is an explanation of ‘how to calculate Net Run Rate’ in cricket:

What we will do is to take you through a step-by-step procedure so that it will give you a fundamental understanding of this very important term in cricket.

What is Run Rate? / Definition of Run Rate

A team’s run rate refers to the rate at which it has scored its runs. So if KKR scores 187 runs in its allotted 20 overs in an IPL game, KKR’s run rate is = 187 divided by 20 = 9.35 runs per over.

Note: The number of wickets is inconsequential in all Run Rate and Net Run Rate Calculations.

What is Net Run Rate / Definition of Net Run Rate

A team’s net run rate is the difference of its own Run Rate and that of the opposing team. Continuing with the same example as above, suppose RCB scores 174 runs in its reply to KKR’s 187.

- KKR’s NRR = KKR’s own Run Rate – RCB’s Run Rate
 - KKR’s run rate = $187/20 = 9.35$
 - RCB’s run rate = $174/20 = 8.70$
- KKR’s Net Run Rate = $9.35 - 8.70 = +0.65$

- RCB's Net Run Rate = $8.70 - 9.35 = -0.65$

Note: Even if a team gets bowled out in 18 overs or anything less than its allotted number of overs, its Run Rate will still be calculated assuming it had played 20 overs.

However, when a team chases and wins the match, then the winning team's Run Rate is calculated based on the exact number of overs it had played.

For instance, if RCB had won the match by scoring 188 runs in 18.3 overs, then this is how the calculation would proceed:

- KKR's Run Rate = $187/20 = 9.35$
- RCB's Run Rate = $188/18.3 = 10.16$
- KKR's Net Run Rate = $9.35 - 10.16 = -0.81$
- RCB'S Net Run Rate = $+0.81$

Note: This is a common mistake which people tend to back when calculating Net Run Rate in cricket. In the above example, to calculate RCB's Net Run Rate I divided 188 by 18.5 and not by 18.3. Why?

An over in cricket consists of 6 balls so 3 balls mean half an over or 0.5 over.

Calculating overall Net Run Rate for a cricket tournament such as IPL

Things get complicated over multiple matches and tournaments. So what we will first try to do is define the required calculation. Once you understand this fundamentally, then it is only about calculating.

- A Team's Run Rate in a Tournament / Series = Total Runs Scored by the Team divided by the Total Number of Overs Played by the Team
- A Team's Net Run Rate in a Tournament / Series = (Total Runs Scored by the Team divided by the Total Number of Overs Played by the Team) – (Same Calculation for its Opposing [Teams](#))

Caution: If a team has played 14 matches, its Net Run Rate will not necessarily be equal to the sum total of the Net Run Rates of its individual matches. So don't be tempted to do that, and strictly use the formula given above.

Let's close this discussion with a final example of a T20 Cup triseries tournament scenario:

- 1st Match: Team A vs Team B
 - Team A: 200/7, Team B: 180/8
- 2nd Match: Team B vs Team C
 - Team B: 132 all out (17.3 overs), Team C: 133/3 in 16 overs
- 3rd Match: Team A vs Team C (rain curtailed match, allotted overs 15)
 - Team A: 150/4, Team C: 140 all out

Calculating Team A's Net Run Rate:

1. Step 1: Total Number of Runs Scored by Team A = $200 + 150 = 350$
2. Step 2: Total Number of Over Played by Team A = $20 + 15 = 35$
3. Step 3: Overall Run Rate of Team A = $350/35 = 10$ runs per over
4. Step 4: Total Number of Runs Scored by Team A's Opposition Teams = $180 + 140 = 320$ runs
5. Step 5: Total Number of Overs Played by Opposition Teams = $20 + 15 = 35$ overs
6. Run Rate of Team A's Opposing Teams = $320/35 = 9.14$
7. Team A's Net Run Rate = $10 - 9.14 = +0.86$ runs per over

Now try and calculate the Net Run Rates of Team B and Team C on your own. Once you have done the calculations you can check whether you have done the calculations correctly by adding up the Net Run Rates of the 3 teams. This sum total of NRRs should be very close to ZERO. If it is not, then there is a problem!

SIGNED BY : (IMPORTANT - PLEASE INITIAL ALL PAGES OF THIS DOCUMENT)

CAPTAIN -

PRINT NAME : _____ **TEAM NAME :** _____

SIGNATURE: _____

MANAGER : _____ **SIGNATURE:** _____

CORPORATION: _____

DATE : _____





ADULT PLAYER REGISTRATION AND WAIVER – TFC “C”

CORPORATION & Team Name

City

State

I hereby consent to the above-named CORPORATION registering me for The Friendship Cup “C”. I understand that I may be registered to only one Friendship Cup “C” TEAM at a time.

Player's Signature

Date

PLAYER'S INFORMATION

Player's Name:

Birth date:

Driver's License #:

State:

Street Address:

City:

State:

Zip:

Email Address:

Home Phone :

Cell Phone:

Bus Phone:

In an emergency, please contact the following:

Name

Cell Phone:

Home Phone:

LIABILITY WAIVER, RELEASE AND INDEMNIFICATION AGREEMENT

I recognize the possibility of physical injury associated with cricket, and voluntarily accept and assume this risk as part of my playing cricket for the above-named corporation.

I hereby release, discharge, and otherwise indemnify my corporation and team, The Friendship Cup, their sponsors, and its affiliated organizations, the cricket facility, and the employees and associated personnel of these organizations, against any claim by or on my behalf, as a result of my participation in The Friendship Cup "C" programs and competitions.

I also understand and accept that adult registration with The Friendship Cup does not include primary or secondary accident or medical insurance.

Player's Signature

Date

TFC "C" TOURNAMENT 2011



Corporate Name :

Team Name :

| # | First | Middle | Last Name | Corporate Employee (Y/N) | | League Player (Y/N) | CAPTAIN/VICE-CAPTAIN/MANAGER |
|----|-------|--------|-----------|--------------------------|--|---------------------|------------------------------|
| 1 | | | | | | | |
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| 4 | | | | | | | |
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| 11 | | | | | | | |
| 12 | | | | | | | |

NOTES:

AA) AT LEAST 6 CORPORATE EMPLOYEES MUST BE ON THE LIST ABOVE

BB) THIS LIST TO BE SUBMITTED TO THE UMPIRE WELL BEFORE THE MATCH - IT CAN/MAY BE REVIEWED BY THE OPPOSING TEAM'S CAPTAIN.

THE CAPTAIN/MANAGER CERTIFIES THAT ALL OF ABOVE INFORMATION IS TRUE AND CORRECT

SIGNED: _____ NAME: _____

DATE: _____