



The Friendship Cup

The rules mentioned here will be shared with all the teams prior to the commencement of the tournament. Any concerns/comments regarding the rules must be directed to the TFC organizing committee before the tournament starts. If the TFC organizing committee does not receive any concerns/comments, these rules will be accepted as final.

League Player Definition:

Any championship which is registered with USACA, American College Cricket, or Cricket Council USA is considered as league whether in the state of Florida or outside. A player is considered to be a league player if he is currently registered/playing or has been representing a league team in the past year. In other words, a person who is not currently registered or has not played for a league team in the previous year is a non-league player.

Leagues considered in South Florida are: GCCL and SFPL.

Leagues outside the South Florida regions are considered as the ones that have cricket being played at least 2 seasons that last for at least 5 months in total during the calendar year. The Board reserves the right to consider leagues as the definition of league if it does not fall in the preview of the above definitions.

**League Players shall only be allowed from the 2 South Florida Leagues - GCCL, SFPL
Teams can register 2 league players with only 1 allowed to play. These players cannot
be changed during the tournament. Such League player must be an active player in
the 2 leagues for a minimum of a year or playing at least 25 matches.**

League and Non-league Player rules:

1. The # of league players allowed shall be determined by the Board at the onset of the tournament.
2. During the round robin stages (prior to quarterfinals or semi-finals stage), if any team had played with a league player that is not registered, that team loses the points for that particular game and the opponent wins. The net-run rate for such game shall be awarded to the opposite team.
3. During the Quarter finals or Semifinals, if any team has played with any unregistered league players (or more than the # specified to be played based on the league player rule), then that team will be automatically disqualified from the tournament.
4. The TFC cricket board shall try and identify such players from the list of players sent to them. Any complaints about a league player need to be done in writing with proof by the opposing team. Such complaints need to be placed within 4 days after said match.
5. Teams will be allowed to replace any injured players at any point in the tournament as long as they are not league players.
6. If a Captain would like to check the authenticity of a player, with a valid reason – he can choose to ask for an ID of the said player with the umpire at the end of the game. The captain then has to provide proof of the player being an unregistered league player to the TFC board. The board will then assess the information and make the decision according.

General:

1. All squads will be finalized and posted before the start of the tournament.
2. Players cannot be shifted from one team to the other during the tournament.
3. Uniforms are mandatory for all teams. Same colored Polo Shirts with/without logos are acceptable.
4. Teams are expected to be present at the times of the games, regardless of the weather condition.
5. There will not be any refunds if any team wants to withdraw from the tournament.
6. TFC reserves the decision to call for games on reserve dates in case any Semi-final or Final games get washed out. They could be moved to another date if possible.
7. During the regular round robin games, if a team forfeits more than one game, the said team will have minus 2 points for the remaining games beyond the first game. In other words, a team can only forfeit one game with zero points. The next games they forfeit will be minus 2 points for every game.

Game rules:

Length and duration of the Innings: Each innings will be of 20 overs and should be completed within 100 minutes. If the fielding team fails to complete their quota of overs in time, then umpires may penalize them by reducing the number of overs they will receive while batting.

Bowling Restrictions: ICC T20 Standards.

Field Restrictions: ICC T20 Standards.

if a team is fielding with less than 11 fielders then the restriction is only for the outer circle with no restriction for the inner circle. i.e., the fielding team will still be allowed to keep maximum of 2 fielders outside the inner circle during the field restriction overs and 5 fielders outside the inner circle during the non- field restriction overs.

Home and Away team: The team designated to be the home team would be responsible to set up the field (Stumps, inner circle and boundary cones/flags as required). The Umpire can choose to penalize the said team if he considers the field not ready for play before the toss.

Toss and Nomination of the team: Toss will take place 15 minutes before the scheduled start of play. Before the toss both captains must provide a list of nominated players to the umpires. Captain must inform about his (team's) choice of innings to the umpires immediately after winning the toss. No time allowance after the toss will be given to make the decision. At the time of the toss, each team is expected to have at least 7 players present on the field. If not, that team will automatically lose the toss.

Minimum of 7 players is also required to start the innings and if any team is short of that number, the umpires will start reducing the number of overs (1 over every 4 mins).

Runners and substitute fielders: Substitute runners are not allowed. A substitute fielder is allowed as long as he is not a member of another team. However, he cannot bowl, act as captain, or keep wickets.

Reduction in innings (overs): If the playing time is lost due to weather, pitch conditions or any other reasons, umpires may reduce the number of Overs to be bowled in each innings. Approximately 1 over will be reduced for every 4

minutes (8 minutes for both innings) loss in playing time.

Umpires shall consult with both captains on the start, resumption of play and end of play time.

The final decision rest solely on the umpire and not on the team's will to play or not to play.

Duckworth-Lewis Method of calculation shall be applied.

Minimum 7 Overs must be completed in both innings to constitute a match.

Points system and qualification for the knockout or next stage:

A. Standings shall be based on points followed by Net-Run Rate

B. In case of rained out game in Quarters, Semi-Final, the higher ranked team will advance to the next stage

C. Every player playing the playoffs must have a minimum of 3 games played during the regular round robin. This rule will be limited to only 2 game for the league player.

Other laws and rules: All other rules (other than those mentioned above) will follow the standard of ICC laws and rules for T20 games. All decision made by the umpires shall be final for the game.

