



# 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 at [cricket@tfc.team](mailto:cricket@tfc.team) before the tournament starts. If the TFC organizing committee does not receive any emails regarding the concerns/comments, these rules will be accepted as final. Once approved by all the teams, these rules will be strictly enforced throughout the tournament. Under special circumstances only the umpire can alter the rules accordingly.

## **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: SFCA, 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 and Non-league Player rules:**

1. The # of league players allowed shall be determined by the Board at the onset of the tournament. All said rules shall be governed strictly based on the guidelines sent by the Board on the outset of the tournament.
2. During the round robin stages, if any team had played with a league player (or more than the # specified to be played based on the league player rule), that team loses its points for that particular game and the opponent wins.
3. If in any case during the Quarter finals or Semifinals, any team had played with any league players (or more than the # specified to be played based on the league player rule), then that team is 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 of such league player. Such complaints need to be placed in 3 days after the said stage (Round Robin, Quarters, Semis, Finals).
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 a league player to the TFC board. The board will then assess the information and make the decision accordingly.

## General:

1. All squads (18 players) 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. Uniforms are mandatory for all teams. Same colored Polo Shirts with/without logos are acceptable.
3. Teams are expected to be present at the times of the games, regardless of the weather condition.
4. There will not be any refunds if any team wants to withdraw from the tournament.
5. It is the responsibility of captain of every team to turn in a picture of the scoresheet promptly to one of the board members by end of the day or latest by Tuesday via email or text.
6. **TFC reserves the decision to call for games on reserve dates, in case some playoff only games get washed out but before the Finals announced date only. In other words, the Finals game date will not be extended. But if the Finals get rained out, the date will be extended to the next available date.**
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:** Each bowler is allowed to bowl a maximum of 4 overs.

**Field Restrictions:** Mandatory field restrictions (a.k.a. Powerplay) will be enforced in first 6 overs of each innings. During the field restriction overs, the fielding side is allowed to keep maximum of 2 fielders outside the inner circle (30 yards circle). Once field restriction overs are completed, the fielding team can keep maximum of five fielders outside the inner circle. 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.

**Strategic Timeout:** The bowling team gets a 2-minute strategic time out that can be used only once at any time at the end of over. Only the captain is allowed to call for the time out and has to notify the umpires.

**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:** Runners may be allowed at the discretion of the umpires and the opposition team captain. A substitute fielder is permitted 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. Number of field restriction Overs, target score and bonus point requirements would be adjusted accordingly using simple ratios/run rate.

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

**Based on the new ICC rules, every no-ball is considered as free hit.**

## Points system and qualification for the knockout or next stage:

- A. Teams will get four (4) points for a win, two (2) points for a tie or an abandoned game and zero (0) points for a loss.  
Following criteria will be used in the descending order to decide the team standings after the league stage:
- Total number of points.
  - If two teams are equal on points then winner of the Head-to-Head match result.
  - If more than two teams are equal on points then the team(s) with higher Net-Run Rate.
- B. After the completion of the first stage (round robin) games, based on the points table, the first team automatically advances to the semifinals. The team finishing with the lowest points shall exit from the Tournament. The remaining teams shall constitute to play the Quarter finals – with # 2 playing number 7, 3 versus 6 and 4 versus 5.
- C. In case due to unavoidable circumstances like rain if the Quarter finals could not be played, the first team with maximum points in the round robin stage from each group that was qualified to the Quarter finals advances to the semifinals and if in case the semifinals could not be played, the first team from each group with maximum points in the round robin stage that was already qualified for semifinals play the Finals.
- D. Every player playing the playoffs must have a minimum of 2 games played during the regular round robin. This rule will be limited to only one game for the league player.**

## Net run-rate calculation:

Team1 Total Run Rate = Total runs scored by the team1 (wickets are not considered) divided by the total overs faced by team1.

*Note: If a team is all out before 20 overs (or the max allotted overs), the run rate will be calculated for 20 overs (or the max allotted overs). In case a team is chasing (batting second) and gets all the runs within the 20 overs (or the max allotted overs), only the overs batted is taken.*

Team1 Net Run Rate = Total Run Rate (Team1) *minus* Total Run Rate (Team2)

In case Team1 loses, its NRR is negative, zero (0) for a draw and positive (+) for a win.  
Tournament NRR = Mean of all the NRRs in the tournament. i.e., total of NRRs *divided* by the total number of matches.

**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.**