



Tuskers Cricket League (TCL) Rulebook

V1.0

Communication

- Each club must designate two official contacts: a primary contact and a secondary contact.
- The League Executives will direct all communication to the designated primary and secondary contacts, with the primary contact being the preferred point of contact.
- The preferred method of communication will be via email and other electronic correspondence.

Player Registrations

- All players of participating clubs must be registered with the League as part of their respective teams. Umpires reserve the right to verify a player's identity at any time during or after a match.
- Valid identification: A driver's license is the preferred form of ID. Umpires will verify ID cards on the field and reserve the right to prevent players without a valid ID from participating in the game.
- If a team plays an unregistered player who cannot provide valid ID, the game will be declared a loss for the offending team, and the opposing team will receive a bonus point. Team captains are responsible for ensuring only registered players participate. Failure to comply may result in removal of player or captain or the team from the League.
- A \$25 administration fee per player will apply to player registrations received after March 31st, and all team players must be finalized by April 30th, after which no further additions will be allowed.
- A player is permitted one transfer per season to a different club/team, subject to a \$25 administration fee, with a deadline for transfer requests being April 30th, after which transfers will not be allowed.



- All players must create a CricClubs (www.cricclubs.com) account with a clear profile photo, and the account details must be submitted as part of the league registration process.

Player Representation

- A player is strictly limited to representing one club/team per season. Playing for another club will result in disqualification of all games for that team. Captains must ensure compliance to avoid penalties, including team disqualification.
- A player must have played in at least 4 league games in-order to play quarter, semi & final.

Schedule:

- All leather ball games will be at Margaret Greene Park.
- Leather ball league starts by May 2nd week and ends by the end of September.
- Games are on Sundays and Saturdays.
- The schedule will be published by Mar 1st.

Team Management:

- Teams must declare a roster of no more than 25 players, aged 19+, prior to the season.
- Players are strictly prohibited from participating in a match under the influence of alcohol or drugs; violators may be removed from the game and face penalties.
- Minimum players: A match can commence with a minimum of 6 players from the participating team present on the field.
- Maximum players: Teams can name a squad of up to 13 players per match, with 11 players participating on the field at any given time.
- Substitutions: Rolling substitutions are permitted in the League, allowing teams to rotate players freely. Key rules:
 - ◆ Maximum 11 players on the field at any time.
 - ◆ Any of the 13 selected players can bat or bowl.
 - ◆ Late-arriving players can bowl immediately after the over in progress.
 - ◆ Captains can substitute players after each over, not during.
- Jersey: Players must wear proper sports attire, including pants; shorts are not permitted. Teams are strongly encouraged to wear matching/identical team jerseys on the field.
- Steel spike shoes are not allowed to prevent damage to the turf-pitch.

Game Format



- 25 overs per innings in a leather ball for TCL T-25.
- For 8 teams league:
 - ◆ There are 8 teams and each team plays with every other team which will be a total of 7 league games per team.
 - ◆ Qualifier 1:
 - Top First vs Top Second
 - ◆ Eliminator:
 - Top Third vs Top Fourth
 - ◆ Qualifier 2:
 - Loser of Qualifier 1 vs Winner of Eliminator
 - ◆ Final
 - Qualifier 1 Winner vs Qualifier 2 Winner
- For a T25 match, each innings is allotted 110 minutes, with a 10-minute break in between.
- Powerplay Rules:
 - ◆ The powerplay period is the first 8 overs of each innings.
 - ◆ During the powerplay, a maximum of 2 fielders are allowed to be positioned outside the 30-yard circle.
 - ◆ After the powerplay, a maximum of 5 fielders are allowed to be positioned outside the 30-yard circle.
 - ◆ These fielding restrictions apply regardless of whether the fielding team is short-handed due to injury or any other reason.
- The toss will occur 15 minutes prior to the scheduled start of play. The timings listed in the schedule refer to the start of the play.
- Time Delay Adjustments:
 - ◆ In the event of a delayed start due to weather or external factors, the match duration will be adjusted as follows: 4 minutes per over shall be reduced for the amount of lost time in both innings.
 - ◆ In the event of a delayed start due to a team at fault (see Match Default section), the match duration will be adjusted as follows: 4 minutes per over shall be reduced for the amount of lost time for the team who caused the delay.
- Withdrawal Policy:
 - ◆ Any team or club that refuses to participate in scheduled games or unilaterally withdraws from the league will be considered to have withdrawn from the association entirely.
 - ◆ All fees paid to the association by a withdrawing team or club are non-refundable and will remain the property of the association.



- ◆ In the event of a match being forfeited due to a team's withdrawal, full “winning points” shall be awarded to the opposite team.

Scoring & Rules

- Live scoring will be available on CricClubs.
- For every 'no-ball' called, the batting side earns a free-hit. During a free-hit, the batter cannot be stumped by the wicket-keeper, but can be run out, with no other mode of dismissal applicable. Additionally, if the batter doesn't change ends, the fielding side must maintain the same field setting that was in place prior to the free-hit delivery.
- In each over, only one bouncer (between shoulder and head) is permitted. Any bouncer above the head will be called wide. Beamers above the waist will be declared a no-ball by the leg umpire, although the main umpire reserves the right to override this decision.
- Only the captain and the bowler are permitted to respectfully seek clarification on an umpire's decision, and must do so in a professional and courteous manner.
- Runs can be scored from wides, byes, overthrows, and no-balls, with the extra run added to any runs taken.
- Leg byes are allowed.
- Throughout the game, the fielding team is restricted to a maximum of 5 fielders on the on-side, including the bowler. If the bowler delivers the ball from around the wicket with 5 fielders already on the on-side, the umpire will call a no-ball.
- Batters and wicket keeper are permitted to wear gloves for protection and grip.
- Only wooden cricket bats are permitted for play. Fiber bats are strictly prohibited. The umpire's decision regarding bat inspection and approval is final and binding.

Results & Points

- Win: 6 points, Tie: 3 points, Loss: 0 point.
- Bonus Point: A team will earn 1 bonus point if they win a match with a run rate that is at least 1.25 times higher than their opponent's. Run rate is calculated by dividing the number of runs scored by the number of overs faced. In the event of a default, the winning team will automatically receive the bonus point.
- A match will only be considered to have a valid result if each team faces a minimum of 10 overs in their respective innings.
- In the event of a match being abandoned due to weather or other uncontrollable factors, both teams will receive 3 points each.
- In the event of a match being forfeited due to a team's failure to appear on the field, the opposing team will receive 6 points for the win, plus a bonus point, totaling 7 points.
- The Duckworth-Lewis (DL) Method will be applied to determine a result in the following situations:



- ◆ Rain interrupts play after each team has faced at least 5 overs.
- ◆ Play is stopped due to bad light.
- The Duckworth-Lewis (DL) Method calculations will be performed using the CricClubs App to determine a result in interrupted matches.
- The officiating umpires hold sole authority to determine the playability of the field. While they will consider the captains' input, their decision on the feasibility of ground conditions is final. If a game is cancelled due to poor ground conditions, both teams will receive 3 points each.
- There is no super over in the event of a tie for league games.
- In the event of a tie in a playoff match, a super over will be played to determine the winner. The team that batted second in the match will bat first in the super over.
- In the event of a playoff match being rained out, the team ranked higher in the points table will advance to the next round. Note: If a team is unable to play on any scheduled playoff date, they will automatically forfeit the match, and the opposing team will advance to the next round.

Match Cancellation

- Teams may advise the league of their inability to participate in a scheduled game at latest THREE days before the scheduled game. Failure to do so will be considered a match *default*. For this context: all teams shall be allowed a maximum of three cancelled game during the season. Such cancelled match shall not be postponed, or relocated and full “winning points” shall be awarded to the opposite team.

Match Default

- A match is considered defaulted when a team:
 - ◆ Doesn't have 6 players ready to play.
 - ◆ Refuses to take the field when instructed.
- Teams defaulting one game will incur a \$150 fine, payable via email transfer to League before their next game; failure to pay will result in disqualification from participating further in the season.
- The second defaulted game in the same season will incur a \$300 fine, payable via email transfer to League before the next game; failure to pay will result in disqualification from participating further in the season.
- The on-field official shall wait 20 minutes before a game can be considered as a “default”.

Schedule Changes

Schedule Changes: The League reserves the right to modify the schedule/fixture as needed. Teams will be notified of any changes via email or social media updates.



Over Limit for T-25

- Minimum 5 bowlers must be used per innings.
- T25: The maximum over distribution is 5-5-5-5-5
- Teams can use many bowlers, with a maximum of 5 overs per bowler.
- In case of reduced over the following over distribution applied:
 - ◆ 5-5-5-5-4, 5-5-5-4-4, 5-5-4-4-4, etc.

Out

- Batsmen can be dismissed under all ICC/MCC cricket laws.
- A new batsman must arrive at the crease within 90 seconds when a batsman is out. Failure to do so will be given out 'Timed Out Dismissal'.
- Retired Hurt: Batsman can resume innings after next wicket falls or another batsman retires.
- Injury: Batsman has 60 seconds to decide to retire or continue. No runner allowed.
- Benefit of Doubt: In case of uncertainty, the umpire will favor the batter.

Penalty For Missing Cut-Off

First Innings:

- Penalty for Slow Over Rate: Fielding team must complete all the overs, but their batting innings reduced to overs bowled by cut-off time. (Example: If 21 overs are bowled at cut off, it shall allow the team to only bat 21 overs). Ongoing over at cut-off time counts as complete.
- Batting Side Delays: If the umpire decides delay is caused by the batting team, innings ends at scheduled cut-off, and the batting team in defaults would lose that many overs. Ongoing over will be completed.
- Umpires may grant extra time for delays caused by unforeseen circumstances beyond both teams' control if time and field of play available.
- The umpire decision will be final and binding.

Second Innings:

- When a fielding team fails to complete overs in the specified time, they must complete allocated overs if time and field of play available, even if it goes beyond scheduled time. Ongoing over at cut-off counts as complete.
 - ◆ Penalty: 8 runs/over added to batting team's score for each over bowled short by fielding team at cut-off.
- If by adding the penalty run , the result is achieved then the match would close at that point of time.



- Batting Side Delays: If the umpire decides delay is caused by the batting team, innings ends at scheduled cut-off, with overs lost. Ongoing over is completed.
- If play can't continue due to unavailability of field or official call-off, the batting team's score will be calculated by adding their highest run per over, multiplied by remaining overs.
- Umpires can allow extra time for delays caused by circumstances beyond both teams' control if time and field of play is available.
- If a team exceeds playtime or deliberately wastes time, the on-field umpire can declare a loss for that team. The umpire's decision is final and binding.

Field Set-up/Toss

- Each team must bring spring stumps and bails for the game.
- Umpire provides balls on the game day..
- Home Team's Responsibility:
 - ◆ Set up wickets and cones before toss. Failure to do so within time results in loss of toss.
 - ◆ Collect cones and hand them over to the umpire at the end of the game.
- One team will be made as the home team which will be mentioned in the schedule.
- 6 players in team jerseys must be present by toss time. Failure to meet this requirement allows the opposing team to claim the toss.
- Toss will occur 15 minutes before the scheduled match start time.

Verbal Abuse

- Level 1
 - ◆ Offences: Dissent towards umpire's decision, Obscene/offensive language, Excessive appealing, Aggressive approach towards umpire.
 - ◆ Penalty: 1st offence: Warning, 2nd offence: 5 penalty runs.
- Level 2
 - ◆ Offences: Serious dissent towards umpire's decision, Physical contact or intimidation, Dangerous ball-throwing, Inappropriate language or gestures.
 - ◆ Penalty: Warning, and 5 penalty runs to opposition, and potential 2-game ban.
- Level 3
 - ◆ Offences: Intimidating umpire by language/gesture, Threatening to assault player/other person.
 - ◆ Penalty: Removal from field for remainder of innings, and 5 penalty runs to opposition, and \$100 fine, and a ban for the next game.
- Level 4



- ◆ Offences: Threatening to assault an umpire, Physical contact with an umpire, Physically assaulting a player or other person, Committing acts of violence.
- ◆ Penalty: Removal from match, and 5 penalty runs to opposition, and \$100 fine, and minimum 1-game ban, and potential permanent ban from League.

Fees:

- Registration fee per team: Follow details in the registration form.
- Umpire fee: Follow details in the registration form.
- Ball fee: Follow details in the registration form.
- Fee payment due:
 - ◆ \$1,000 of the registration fee due upon registration.
 - ◆ Remaining registration fee plus umpire and ball fee for league games must be paid by March 31st.
 - ◆ Umpire fee and ball fee for playoffs must be paid within 2 days upon qualifying.
- Follow payment instructions as per given in the registration form.

Match Officials

- Match officials are the designated umpires for the game or in the absence of one or League official in the absence of both umpires.
- In the absence of both umpires, both teams collectively select umpires from players and they become match officials.
- In the event of a dispute in selecting umpires from players, the match will be abandoned.

Umpire Fee

- Umpire Fee: \$20/game/team applies when:
 - ◆ No-balls are bowled.
 - ◆ The match is called off.
 - ◆ Umpire arrives at the ground.
- Umpire Fee: \$35/game/team applies when:
 - ◆ Less than 10 overs played.
 - ◆ The match is called off.
- Umpire Fee: \$80/game/team applies when:
 - ◆ 10 overs are played.
- Umpire Fees for No-Show Situations:
 - ◆ Team No-Show: Umpires wait until cut-off time.
 - Team present pays \$40 (\$20/umpire).
 - Team present wins the game with a bonus point.



- Defaulting team penalized (as per match default section).
- ◆ Single Umpire: One umpire present, other absent due to unforeseen circumstances.
 - Umpire present does live scoring and main umpiring.
 - Each team pays \$50 (\$100 total)

Ground Usage Rules and Regulations

As part of our agreement with the City of Guelph, teams participating in our leagues are required to adhere to the following rules:

- **Compliance with Laws and Regulations:** Teams must comply with all federal, provincial and municipal laws, by-laws, regulations, rules and policies.
- **Conduct and Supervision:** Captains are responsible for the conduct and supervision of all their members and spectators, ensuring they behave in an orderly, inclusive, safe and welcoming manner.
- **Prohibited Behavior:** The following behaviors will not be tolerated:
 - ◆ Vandalism
 - ◆ Littering
 - ◆ Abusive behavior and language
 - ◆ Violence, Discrimination
 - ◆ Racism
 - ◆ Promotion of hatred
 - ◆ Hate speech
 - ◆ Interference with other City facilities
 - ◆ Alcohol use without a license
- **Facility Maintenance:** Teams must leave the facility in a neat, clean and tidy condition, including:
 - ◆ Sorting and removing all waste and recycling
 - ◆ Clearing tables, chairs, counters and floors of all debris
- **Public Urination:** Public urination is strictly prohibited and can result in fines starting at \$300 for individuals.

Fines and Penalties

If the City issues a warning due to a violation, a fine of \$150 will be imposed on each team present at the ground at the time of the complaint. If the individual responsible is identified, the team will be fined \$300. Any additional fines charged by the City will be passed on to the responsible team(s) or will be distributed to the teams who are present at the ground during that time.



Consequences of Non-Compliance

Failure to comply with these rules and pay any resulting fines may result in disqualification from the current and future leagues, with no refund of payment made.

We Appreciate Your Cooperation!

Let's work together to ensure a safe, respectful and enjoyable experience for all participants, spectators, facility staff and neighborhood . Your cooperation and adherence to these rules are greatly appreciated. Thank you!

Tuskers Cricket League (Powered By: Tuskers Cricket Academy)

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