

TCA Tournament Rules and Playing Conditions

All matches will be played in accordance with the [laws of cricket](#) as set down by the MCC, except where these have been varied by these rules.

Code of Conduct

All players, coaches or match officials shall be bound by the [MCC Spirit of Cricket and ECB General Conduct Regulations](#).

Coaching

Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire shall request the coach/manager/parent/spectator to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to TCA staff.

Responsibility of team managers

The team managers are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

Player's conduct:

In the event of any player failing to comply with the instruction of an umpire, criticising his decision by word or action, showing dissent or generally behaving in a manner which might 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 team manager, requesting the latter to take action.

Fair and Unfair Play

I. According to the laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the team manager to take action where required.

The Umpires are authorised to intervene in cases of:

- II. Time wasting
- III. Damaging the pitch
- IV. Dangerous or unfair bowling
- V. Tampering with the ball
- VI. Any other action that they consider to be unfair.

Scorers

Each team shall provide their own scoring representative in all matches. They must stay in the close proximity of the TCA scorer/umpire to assist with player names etc. Any dispute in relation to the score or interpretations of match rules during a game must be reported to the scorer/umpire immediately.

Disputes

Any dispute arising from the application or interpretation of the Rules and Playing Conditions shall be referred to the TCA staff. Any decision of the TCA staff shall be final and binding on the parties concerned.

Age Group Definition

Age Groups are based on the age of the player at midnight on 31st August in the year preceding the current season. TCA reserve the right to allow players to participate who fall outside of the age group definition, this judgement will be based on player ability level and the interest of participation and the fair running of the competition.

Number of Players

Each team can consist of up to 12 players. No more than 11 players can bat or be on the field at any time. All players must be nominated to the scorers/umpire before the toss is made. There is no requirement to nominate which 11 players will bat. Any replacement/ substitution of a member of the fielding side can only be made with the approval of the umpires and only at the end of an over, the fall of a wicket or during an interval.

TCA reserve the right to allow player replacements at any stage to allow for the safe and fair running of the tournament, but not to gain advantage within a match.

Number of Overs per Bowler

Unless otherwise specified in the Playing Conditions for a specific Competition no bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over. 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. Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings. The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

ECB Fast Bowling

The ECB Fast Bowling Directives will apply to all matches in TCA Competitions subject to the below.

U13 5 overs per spell 10 overs per day

U14 & U15 6 overs per spell 12 overs per day

U16 to U19 7 overs per spell 18 overs per day

For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball. Team Managers and/or Captains are responsible for providing the umpires with a team sheet showing the ages of any player who is aged Under 19 or below before the toss for innings takes place. Umpires are requested to ensure that this Playing Condition is strictly adhered to in all circumstances.

Junior Fielding Restrictions

No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.

For players in the Under 13 age group and below the distance is 11 yards (10 metres). 3.3 These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet when fielding within 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Declarations

Unless otherwise indicated, Law 15 will not apply in the Competition. The captain of the batting side may not declare the innings closed at any time during the course of the match.

Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

No Balls

All no balls deemed by the umpire will be preceded by a 'free hit'.

Fielding Restrictions

Unless otherwise specified in the Playing Conditions for a specific Competition. A minimum of four fielders must be inside the fielding circle at all times.

GUIDELINES AND RULE IN RESPECT OF RUNNING OUT THE NON STRIKING BATTER WHEN BACKING UP

Guidelines

1. In accordance with the spirit of TCA Cricket, **the application of this type of run out should be used rarely and only after a warning and only if a batsman is seeking to gain an advantage.**

2. In any age group we would not expect this type of run out to be applied to a batter who has inadvertently wandered out of their ground through lack of concentration or knowledge of the law. This is irrespective of whether a warning has already been given. Suitable advice should be given.
3. The emphasis on this type of dismissal relates to a batter seeking to gain an unfair advantage
4. Umpires are encouraged to call dead ball if they apprehend a non-striking batter walking down the wicket before delivery and to suitably advise that batter. This would not count as a warning.

The rule

38.3 Non-striker leaving his/her ground early

38.3.1 At any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out if he/she is out of his/her ground. In these circumstances the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.1.1 The instant when the bowler would normally have been expected to release the ball is defined as the moment the bowler's arm reaches the highest point of his/her normal bowling action in the delivery swing.

Cricket Balls

TCA shall provide two new cricket balls for each match. A new ball must be used at the start of each innings. TCA Cricket balls must be used during all games unless permitted by TCA staff.

Helmets & Faceguards

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directive.

Wet Weather

TCA reserve the right to be flexible and adapt rules playing conditions to allow for play to continue in a fair way. For example, a situation occurs where the match square isn't fit and safe for hard ball cricket, then an 'incrediball' match on the outfield may be played.

The Result

When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

In the event of the scores being tied, the following shall apply:

If tied at the completion of a match, a Super Over should be used to determine the winner.

For all matches if, due to the suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allocated

(minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.

For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method. In the event of the scores being tied in a match when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost and a Super Over shall be used to find a winner.

Super Over

The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.

Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority. The umpires shall stand at the same end as that in which they finished the match. In both innings of the Super Over, the fielding side shall choose from which end to bowl. Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match. The team batting second in the match will bat first in the Super Over. The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.

The loss of two wickets in the over ends the team's one over innings.

In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the most number of boundaries in the Super Over shall be the winner.

If still equal, the team losing the least wickets will be the winner.

If still equal, then another Super Over shall be played.

Points

5 points for winning a match.

1 bonus will be awarded to the losing team should they achieve 75% of the runs target, or take 7 wickets within the second innings.