

TSCL BYLAWS

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INTRODUCTION

The Bylaws document deals with the TSCL competition related matters and is part of the Constitution. The Bylaws can be amended/modified at the AGM as and when the situation demands, without having to amend the constitution. Hence the bylaws document is maintained separately.

GENERAL MEMBERSHIP

1. Any cricket club seeking membership in the League shall submit a completed application to the Secretary with the membership fee and other dues.
 - a. Submission deadline for clubs that were members of TSCL in the immediate previous season (“full member”) shall be at the Annual General Meeting (AGM).
 - b. Submission deadline for clubs that were NOT a member in the immediate previous season (“new member”) shall be at their first Annual General Meeting (AGM).
2. Clubs that have outstanding dues, Forfeiture beyond the limits prescribed, not sending umpires beyond the limits prescribed or any other monies owed (as reported by the outgoing Treasurer and EC, at the AGM) to the League from any of the previous seasons shall not play under the League.
3. Clubs must make arrangements for a dedicated home ground that does not conflict with the home ground of any other member clubs. If a club does not have a home ground, then depending on the ground availability across the League, it may be allowed to play as all away games and/or on neutral grounds. The drive limit will apply for home grounds. However, lunch and cold drinks will be home team’s responsibility.

PAYMENT OF DUES

1. The total dues for each team fielding in a season will be presented at the AGM. The fees will cover membership fees, ball fees for the entire season and prize money for both formats of the game.
2. Each full member team shall pay \$100 (or use \$100 from the forfeiture fee, if pending with TSCL) at the AGM in order to continue its voting rights during the meeting.
3. In the event that a member club from a previous year decides to discontinue its membership with TSCL for the current year, it shall be responsible for all outstanding dues owed by it to the league. Further, its members will not be allowed to participate in any TSCL game until the balance is paid in full.
4. If an active member club has NOT paid its dues by the due date set by the Executive Committee, the club will be suspended from TSCL until the dues are paid in full. Any special requests for delays in payment must be made in writing to the EC for consideration. WSU and OSU may be given waivers as long as their

universities give TSCL a written statement of when the dues will be paid, and the below penalty scheme is applied from that date

4. The below penalty scheme for late payment of fees shall be followed.
 - All dues paid by mid-night CST:
 - 3 weeks post Treasurer Invoice - No sanctions
 - 4 weeks post Treasurer Invoice - \$25 fine
 - 5 weeks post Treasurer Invoice - \$50 Fine + no winning & bonus points for first league game
 - 6 weeks post Treasurer Invoice - \$75 fine, loss of earned league & bonus points of games 1&2
 - 7 weeks post Treasurer Invoice - \$100 fine + non-voting membership next season

Non-Payment of Dues and fines by end of 8 weeks, post invoice, will result in suspension from league for remainder of the 35 over and 20/20 seasons and non-voting membership next season. Any dues and fines are to be paid at the next AGM in addition to regular season fees. It is the belief of the EC that all member clubs/teams must pay their dues and fines in a timely manner.

GROUNDS AND TRAVEL

1. Each member club will be responsible for the procurement of their home ground through the appropriate authority that has jurisdiction over the ground. It is recommended that clubs in the same region shall cooperate with each other in their efforts to find a ground.
2. Home ground permits shall be obtained in the name of the member club. In the case where a permit is issued in an individual's name, the League shall consider the permit holder to be the member club.
 - a. In the event where the individual permit holder decides to change his affiliation to another club the ground permit remains with the previous member club for that entire season.
3. No member club shall approach the ground authorities (e.g., township, county etc.) seeking permit if that ground is a home ground for an active TSCL member club for any season in which that team is playing.
4. A member club must not play on a ground used by an existing TSCL member club without prior permission of that club. A written agreement between the two clubs may be forwarded to the Secretary for ratification.
5. A member club that does not have a home ground and makes use of another member club's ground for a home game is responsible for paying the applicable ground usage fee and for preparing the field prior to that match.
6. Both clubs playing a game are equally responsible for the ground clean-up after a game. As a good practice, the teams can have the Umpire(s) survey the field before leaving. If possible, request the Umpire to make a note on the Neutral Umpire's report that the field was cleaned up. Member clubs are responsible to follow all the ground rules.
7. All clubs are advised to use discretion, common sense and be aware of the surroundings in order to avoid any inconvenience to the people in the neighborhood where the ground is located.

8. The limit of travel for teams to play away games is 3 hours of drive time (210 Miles) during regular travel. If the drive time is longer than 3 hours the teams will play their games at a neutral venue which is almost close to equidistance from both team locations. For the reason clubs are to give their grounds to schedule these games. If there is a rescheduled game on the same week, between neutral and the home team based there, the home team based there will have first choice in schedule. But if the rescheduled game was already scheduled week/weeks before, it stands. The teams using these facilities should always try and help these providers with any help including monetary, if possible, which these teams will incur including making the field ready to play to help other teams.
9. TSCL will pay for only the scheduled game to be played at a neutral venue for games scheduled (\$50 per game), in case of rescheduled game the teams need to pay for the ground as well as take permission from the ground owners. The charges for the ground to be paid by TSCL will be decided at the AGM.

PLAYER REGISTRATION

1. Each member club is responsible to register the names of its players on the League website (<http://www.tscl.us>) before the start of the season by sending an email to the secretary at ec@tscl.us. Additional players may be registered at later dates up to and no later than the commencement of the play-offs. Registration accuracy is the sole responsibility of the member club.
2. To be eligible to play in a regular season match a player will have to be registered on the League website. This rule will be in effect from the second game of the 35 over season for the player and third game in T20.
3. The date of registration shall be the date on which the player was registered on TSCL website.
4. There is no set limit on the number of players that can be registered by a member club.
5. Unregistered players: Member clubs shall only field teams comprising of properly registered players to play in the League matches. Any club that violates the said rule by fielding an unregistered player will be considered to have lost each match the rule was violated. Furthermore, any points that were awarded to the offending club will be revoked and awarded to opposite team. The Captain or President of the opposite member club must bring the issue, in writing/email, to the Executive Committee within 4 days of the game in question.
6. False identity & Impersonation: Every registered player must carry a photo ID that must be produced upon demand by the Umpire. The captain of the team may ask the Umpire to verify the identity of any player in the opposition. The captain may make this request at any time on the day of the match but before the last ball of the match.
 - a. In the case where a player, whose identity is in question, cannot produce a photo ID the player must cease further participation in the game until a photo ID is made available to the Umpire. However, any contributions by the player stand as long as it is not proven that he is an impersonator or an unregistered player.
 - b. If the photo ID is not produced until the end of the match or if the photo ID is of a person that is not duly registered, the offending team automatically forfeits the match and the points are awarded to the opposition.

- c. For the incidents and situations listed in this rule the Neutral Umpire is the sole decision maker and his decision shall be final.
 - d. False identity and impersonation issues have to be settled on the day of the match (before midnight) in cases where the player has forgotten a photo ID.
7. A player may change club affiliation only once during the entire year. All player transfers will be completed as defined in the TSCL constitution.
 8. A player can only be registered with one club at any given time.
 9. A list of registered players for each club (including deactivated players) will be maintained on the TSCL website.
 10. For playing in the playoff, the players should have to played in a minimum of 33.3% of the played league games for the team, rounded to the nearest two decimal points (example 3.49 games rounded to 3 games and 3.50 rounded to 4 games) Failure to follow this will be considered as an illegal game and the team will be considered as to have lost the game.

CLUBS AND TEAMS

1. Each Club will have its unique roster and no player will be allowed to play for more than one Club/Team in the “A” division.

Each team shall have an assigned Captain who shall serve as the point of contact for the EC. Any permanent change in captainship should be notified to the EC. On the day of the game, selection of the captain will be as per law laid out in the playing conditions.

GAME FORMATS

A full season will consist of two formats of the game of cricket; 35 over and T-20 format. Each of the formats will have a set of playing condition document prepared by the EC. In “A” and “B” division

35 over format- This expected start date (permitting weather) will be the first week of April. NO reduction in overs is permitted unless it is weather related. A Total of One over will be cut per lost 5 minutes for weather related delay

T-20 format- Will be played at the end of the 35 over season.

NO reduction in overs is permitted unless it is weather related. A Total of One over will be cut per lost 5 minutes for weather related delay

DRESS CODE

1. For all TSCL games, players MUST be dressed in whites (No Shorts are allowed). The opposing captain has the right to bar any player not adhering to this rule and the umpire will make sure that this rule is followed.
2. Exception to rule: Team colors: Colored uniforms are permitted only if every team member is dressed in absolute uniformity. Red uniforms are NOT permitted to be chosen as a team uniform.

3. A substitute fielder is expected to be dressed in same uniform as the rest of the team, If possible.

UMPIRING DUTY

Every team needs to take umpiring responsibility VERY seriously and is required to send umpire for their umpiring duty.

1. Every team is expected to provide their highest TSCL certified Neutral umpire/s for the league games. Neutral umpire’s team name will be included in the league schedule for usage.
 - a. Every club with a single team must have on their roster at least three level 1 umpires before the start of the season and maintain until the end of the season.
 - b. Every club with multiple teams must have on their roster at least five level 1 umpires before the start of the season and maintain until the end of the season.
 - c. Special neutral umpires (Qualified TSCL Umpires not playing for any team) shall be appointed by the respective team with assigned umpiring duties and shall be responsible for all actions and activities as if he were an umpire from their own team. **If both Captains agree in case of rescheduled game and inform the EC a Level 1 umpire from either of their respective team can umpire the game as long as that umpire is not playing the game**
2. Playing teams MUST PAY the Neutral Umpire/s BEFORE the umpire leaves the ground after the game.
3. Teams should ensure that the umpire sent for the umpiring duty has the proper knowledge of ICC and TSCL rules and can control the match and be certified as Level 1 by TSCL or approved umpires (0+/orange band) who are approved for that season.
4. Any team which does not send umpire for 1 game or more will lose their forfeiture fee, and applied negative points as stated above.
5. Any team which does not send umpire for 2 games or more will lose their forfeiture fee, applied negative points, loss of vote in the next AGM and will lose all bonus points for all games in that season.
6. Any team which does not send umpire for 3 or more games will lose forfeiture fee, loss of vote in the next AGM and not be allowed to continue playing any more games for TSCL from that point.

Neutral Umpire Fee Schedule*

Umpiring Level	Fee out of town (per team)	Fee In town (per team)
Level 1 T35	\$60	\$50

Level 1 T20	\$40	\$30
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MATCH REPORTING

Every official TSCL match will be followed by three reporting duties as below;

1. Match report: This will be submitted by the Neutral Umpire on the TSCL website by the following Wednesday 11.59 PM. Failing to do so will result in point deduction.
2. Captain’s report: Each of the two captains will submit their umpire evaluation on the TSCL website by the following Wednesday by 11.59PM. Failing to do so will result in point deduction.
3. Scorecard: CricHQ will be the primary method of scoring and uploading score cards. The captain has to ensure that all player Initials are preceded by their TSCL numbers. Failing to do so will result in a 2-point deduction per player for that team, if it is a registered player.
4. NOT Confirming a game before Wednesday by 11.59PM on the website or by email/written correspondence to the respective Captain’s and EC will result in negative 5 points and if it is not confirmed by Thursday by 11.59 PM after being notified about this by the EC, a forfeit is awarded, this is for regularly scheduled league game only. It will not apply to any rescheduled or playoff games.

MATCH TIMINGS/PUNCUALITY

1. Match Timings are published in the schedule for each tournament. 35 Over’s Start at 10.30 AM
2. Teams should report to the ground at-least 20 minutes before the start.
3. Umpires should report to the ground at-least 15 minutes before the scheduled start of the game.

Neutral umpire(s) shall take note of an innings’ start and finish times. Umpires shall ensure usage of stop/play intervals throughout the game for loss of time.

- a. The fielding team must complete their quota of 35 overs within 3 hours & 5 m i n u t e s from start time (including a 10-minute drinks break).
- b. Any overs not completed within the allotted time will be deducted from their batting innings. Eg. Team A completes the stipulated 35 overs in 3hrs. & 15 mins. i.e., 10 minutes over time limit, then Team A is allotted only 33 overs for the same number of runs to be chased. 5 minutes for an over.
- c. If Team fielding second does not complete their quota of overs in allotted time, then runs scored by that team in the last over(s) will be deducted from their original score at the rate of 1 over per 5 minutes.
4. Either captains, or designated members shall be present for the toss before the start time.

5. Coin toss will be completed off the field, and both teams will be fully prepared to take the field by the scheduled start time.
6. The captains shall toss for the choice of innings, on the field of play and in presence of the designated neutral umpire who shall supervise the toss. The toss shall take place not earlier than 15 minutes before the scheduled start of a match. After winning the toss the captain shall inform the umpire and other captain right after the toss, its decision to bat or bowl.
7. A team should have at least 7 own players to start the game. (From the constitution: Teams can borrow players for batting, bowling and fielding only from the opposition of the day or players who are below 18 or above 50 from any TSCL teams (except in playoff games). They can borrow any TSCL registered players from any team for fielding only, (except in playoff games) The EC will compile a list of under 18 and above 50 players (each team is advised to send the list of such players to the EC) and make it available to all clubs, thereby have no issues on the game day.
8. Penalty for taking the field late: If the team takes the field:
 - a. Between 5 & 14 minutes of scheduled start time: Deduct 2 overs.
 - b. Between 15 & 29 minutes from scheduled start time: Deduct 4 overs.
 - c. Between 30 & 44 minutes of scheduled start time: Deduct 8 overs.

After a total of 45 minutes, from scheduled start time, the waiting team will be automatically declared winners with winning points (including average bonus points). And the absent team will be penalized the game as a forfeiture.

If one of the teams is not ready to take the field, the waiting captain shall inform the umpire about the delay and request him to penalize the opposing team. The umpire shall implement the rule strictly. The umpire should make sure that 1 team is ready and the other team is not ready to take the field and accordingly penalize the team being late. The decision would be taken by the umpire present after considering the situations. Once the umpire has taken a decision, the team captains should make sure that they follow it gracefully. If a captain thinks that the umpire is not implementing the rule properly, the captain should report to the EC and request the committee to discuss the scenario with the umpire at the end of play and take appropriate action.

If any or both the umpires do not show-up on-time for a regularly scheduled game, team captains are expected to start the game with their own umpires. The main aim is to play the match. It is highly impossible for the organizers to run around and provide backup umpiring. Team captains and the umpire are required to communicate the absence or late arrival of umpire to the organizers via email after the game.

Umpires are expected to show up on time. They receive a grace period beginning with scheduled toss time (15 minutes before scheduled start time) for up to 29 minutes. After this period a 10-point deduction from the team will be implemented for up to 30 more minutes. After which will result in 10 more-point deduction (i.e., as if the umpire did not show up)

For example, if scheduled start time is 10:30 am, the umpire is expected to be present for the toss at 10:15 am.

Umpire shows up 10:15 to 10:29 am - \$5 deduction per team

Umpire shows up 10:30 to 10:44 am – \$10 umpiring fee deduction per team

Umpire shows up 10:45 to 11:14 am – 10 points and \$10 umpiring fee deduction per team

Umpire shows up after 11:15 am – 20 points and \$10 umpiring fee deduction per team

ABANDONMENTS

Weather:

1. www.weather.com is designated as the official weather web site for TSCL.
2. Impending bad weather will be confirmed any time between 10 AM-7 PM Central Time the day prior to the game.
3. A 65% chance of bad weather for the day of the game as reported on weather.com or an average temperature of 49F with windchill on the day of the game shall be sufficient for a game to be cancelled by either team. After the 07.00 PM deadline on the previous day, both Captains have to agree on any postponement/cancelations. If the teams are based at the same town, unless both Captains agree, they will wait till 02.00 PM on the day of the game to cancel/reschedule the game due to weather and or ground conditions, as that gives the time to play a reduced over game. If the captains cannot come to an agreement the Neutral umpire will be the decider on the day of the game. The neutral umpire should be contacted by both Captains and the EC notified regarding the decision.
4. All weather-related disputes will be addressed with the EC. However, Captains are encouraged to come to an agreement whenever the weather forecast (incl. ground conditions) is of actual concern.
5. It is encouraged that teams swap the match venue with the visiting team, if possible, in order to conduct the game, the same weekend.

A game is considered abandoned if it could not be played to completion because of factors beyond the control of either team or the umpires, example: bad weather, ground conditions etc.

Matches will be played on the scheduled dates. Rescheduling is allowed only if it is a weather-related issue and should have a neutral umpire for the rescheduled game. Both captains have to submit to the EC (before following Wednesday of normal scheduled game) a mutually agreed date to play the rescheduled game. Two such rescheduling for a particular game shall be permitted. No requests after the following Wednesday 9PM shall be entertained. Once accepted by the EC, the rescheduled date cannot be changed for any reason other than weather conditions. Both captains may request for a neutral umpire, but it is not mandatory for the assigned umpiring team to send an umpire for a rescheduled game. It's up to the home team captain to arrange for a neutral umpire so that the game can be played. (Once a request is sent, it cannot be changed, unless the EC rejects that date for any conflicts and that too by the Wednesday deadline). A second rescheduling is allowed if the first rescheduling game gets cancelled due to weather conditions and it follows the same cut off time as the first rescheduling and points will be split if the game does not happen due to weather conditions. There can be any number of games rescheduled due to weather conditions and each game rescheduled twice and for weather conditions only.

Home team captains should be diligent about their ground conditions and should honor travelling teams by informing them ahead of time of any unplayable conditions. Please use all the above to make sure games can happen not use it as a means to cancel games

Any games not played due to weather on the scheduled date or a rescheduled date without a neutral umpire shall result in split points. Additionally, player stats for that game will not count towards the final TSCL tally.

COMPLAINTS

1. All protests, complaints or objections made by any side participating in these competitions, must be made in writing to the EC within 10 days from the date of the game. No other form of complaints will be considered, other than those made properly in writing/email and endorsed by the team captain and or Club officials. This is to avoid frivolous complaints, however if a player has a complaint not duly endorsed, the EC will consider the complaint on its merit and make a decision.
2. Umpires will officiate the game impartially and in accordance with the Laws of Cricket and these regulations. Any problems encountered during a game must be reported to the EC, in writing, within four days from the date of the game.
3. The club/team or any registered player, will not bring any legal proceedings in any court and agree to arbitrations with a TSCL approved arbiter.
4. The decision of the TSCL EC on all matters affecting the competition, whether included in these rules or not, will be final and binding upon all concerned.

FORFEITURE

A forfeit occurs only when a game is not played because of the failure or refusal by, say, Team A to participate when the Team B willing and ready to play on game day. Should such an event occur Team B is automatically adjudged the winner of that game. A team forfeiting their first game will be fined \$100, \$100 for a second. The second game forfeited will result in the team being disqualified from taking any further part in the TSCL competition including voting on any issues of the current season. A fine of \$200 shall be paid by the team if it comes to play in the subsequent seasons. Furthermore, disqualified teams would become a new member for the next season, if approved to rejoin by the AGM. All club/team members belonging to the forfeited club will be ineligible to play in any other TSCL Club/team for the remainder of the season.

TSCL CODE OF CONDUCT



TSCL Code of Conduct.pdf

SUMMARY OF POINTS

Event	Points
Victory (including super over and forfeit)	20
Forfeit	-20 for losers and average bonus for winners
No Result (only weather related)	10
Batting Bonus	(See below)
Bowling Bonus	(See below)
No neutral umpire	-20
Neutral umpire late (up to 15 mins from scheduled start)	-5 (see section match timings punctuality)
Neutral umpire late (up to 45 mins from scheduled start)	-10 (see section match timings punctuality)
Neutral umpire late (after 45 mins from scheduled start)	-20 (see section match timings punctuality)
No scorecard, No Score board, No player Number	-2 (for home team for Scorecard and scoreboard)
No Captain's Neutral Umpire evaluation	-1
No Neutral Umpire's Match report	-1
Ground conditions	(see below)
Missing TSCL ID on scoresheet	-2 per player (see Match reporting)
Not confirming the game by Wednesday 11.59PM	-5 points
Not confirming the game by Thursday 1159PM	See Forfeit above

Batting Bonus Points:

Bonus batting points will be based on Runs-scored Per Over (RPO), unless a team is all out before their allotted overs, in which case RPO will be calculated by dividing runs scored by allotted overs.

For 35 Over season

2.85 - 3.56 RPO= 1 Point

3.57 - 4.28 RPO = 2 Point

4.29 - 4.99 RPO= 3 Point

5.00 - 5.70 RPO= 4 Point

5.71 & above RPO= 5 Point

For T20s

6.50-6.74 = 1 point

6.75-6.99 = 2 points

7.00-7.24 = 3 points

7.25-7.49 = 4 points

7.50 & above = 5 points

Bowling Bonus Points:

Bonus bowling points listed below shall be applied for each game.

2 wickets =1
4 Wickets = 2
6 Wickets = 3
8 Wickets = 4
All out = 5 points

NO BONUS POINTS WILL BE AWARDED FOR A CANCELLED, ABANDONED GAMES and AVERAGE BONUS POINTS WILL BE AWARDED FOR FORFEITED GAME TO THE WINNERS.

TSCL Standards for Ground Conditions and (Penalty)

The Cricket Pitch and its Markings:

- 1) The Pitch should be level concrete in good condition (until such time as turf wickets are available) (1)
 - a) A minimum of 6 feet wide and 66 feet long (no half pitches) (1)
 - b) Covered with suitable carpet in good condition or (1)
 - c) Temporary matting of the type made traditionally for cricket. (1)
 - d) The edges and ends of the carpet or matting must be secured so that bowlers, fielders, batsman & umpires will not risk tripping on or over and to minimize the risk of any injury. (5)
- 2) The appropriate marking of the creases at each end as per the laws of cricket, such as
 - a) Popping Creases (5)
 - b) Return Creases (5)
 - c) Bowling Creases (5)
 - d) Wide lines as per the ICC ODI playing conditions, only on the ends that the striker stands. (5)

The Outfield and Infield:

- 1) Should be a level grassed playing surface with grass at a suitable length for good cricket.
It should be free from;
 - Grass that is above the height of ball, when the ball is at rest within it. (2)

- Depressions and potholes in the ground that could cause injury to players like twisted or sprained ankles, knees, etc. (1)
 - Irregularities that cause the ball to bounce erratically and unpredictably thereby increasing the risk of injury to players or officials. E.g.: Going down to field the ball and it bounces up and hits them on the body or face. (1)
 - Foreign objects such as glass bottles, broken glass, rocks or stones large enough to cause injury, any object that a player could reasonably be surprised to find on the field of play, along with trash and plastic water or drink type bottles, that could result in injury to players and officials or obstruct the ball or player (2)
- 2) Boundaries should be clearly defined with either (1)
- a) Utility flags
 - b) Ropes
 - c) Cones
 - d) Fence or fence posts or other such items wholly acceptable to the umpire on duty.
- 3) Fielding Circle 30 yard (1)
- 4) Stumps (Batting & Bowling ends):
All three stumps used at either end of the pitch must be level & be of standard dimensions (28 inches tall to top of stump) with proper grooving on top of the stumps for the bails so they are fully seated in the groove. Bails must be present. It shall be the duty of the home team to ensure that no stump with a partially broken spike (bottom cone inserted in to the ground) is used for a game. (1)