



STARTS AUG-3

- * 12 GAMES for Each Team
- * 9 Round Robin Games PLUS 3 Games with teams at similar capabilities.
- * Super Sub enhancing Umpiring capabilities
- * Division Champions and Runners-up
- * Man of the Series, Highest Wicket Taker, Highest Run Scorer, Most Caught Awards

Tennessee-Twenty League

A promotional poster for the Tennessee-Twenty League. The background is a dark, starry space with a large, glowing red planet. In the foreground, a cricket player in a white uniform is in a batting stance, swinging a bat. The text 'Tennessee-Twenty League' is written in a white, cursive font at the top left. Below it, 'STARTS AUG-3' is written in large, bold, green capital letters. A list of features in green text includes: '* 12 GAMES for Each Team', '* 9 Round Robin Games PLUS 3 Games with teams at similar capabilities.', '* Super Sub enhancing Umpiring capabilities', '* Division Champions and Runners-up', and '* Man of the Series, Highest Wicket Taker, Highest Run Scorer, Most Catches, Fair Play Awards'. At the bottom left, there is a small green silhouette of a cricketer. To its right, the phone number 'Ph: 214-334-9440' and email 'Email: tenncric@gmail.com' are listed. At the bottom center, 'Registration Ends July 25th' is written in red. In the bottom left corner, there is a small text 'Made with PosterMyWall.com'.

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Format

Phase 1:

7 teams each division: 6 Round Robin games for each team. Current MCCL rankings used for Division Split.

Phase 2:

Based on ranking,

1) Top 4 teams play each other in Round Robin format:

- 3 games each, played twice, giving 2 games against the same team

2) Remaining 3 teams play each other in Round Robin format:

- 2 games each, played 3 times, giving 3 games against the same team.
- Bottom two teams are pushed to division 2, and top 2 teams from Div 2 are pushed to Div A for next season.



Umpiring

Our goal is to provide more games through-out the season so teams can participate and win accordingly.

The round robin format and repeated games provides ample opportunity to play against the same teams, and eliminates the luck factor.

Umpiring is a major roadblock if we are to have more games. It is impossible to scale if we are to have 48 umpires(24 games) needing each weekend.

Umpiring is thus managed with a super sub-concept.

Super-Sub Rules are discussed in the next slide.

Super Sub and Umpiring Rules

- Each team **MUST** get 12 people to the ground.
- 12th player is a super sub.
- One player from each team will do umpiring in the adjacent ground. The umpire can be rotated based on the team's need.
- Batting team super sub to be the main umpire, and bowling team super sub to be the leg umpire,(in the adjacent ground) so frequent changes have a least impact on the game.
- Team Captain holds the responsibility for dedicating umpiring in the next ground.
- **Any missing umpiring will result in 2 points loss and financial penalty(\$50 per game).**

Super Sub:

- All cricket rules apply for the game.
- Only 11 players can be on the field at any time. Only 11 players can bat.
- Super Sub can be used in any capacity and there is no restriction of being on the ground a minimum number of overs to play. (This rule is relaxed to account for umpiring needs)

