



Tampa Cricket League Playing Conditions

Here are some of the rules which umpires can refer to as a quick guideline. This is created based on the frequently asked questions.

- No Ball for not telling Side only first time and when bowler changes side or bowling arm in the subsequent overs.
- If Ball hits above the Blue Pad on the light pole directly, it's a 6 or else batsman have to run.
- Ball hitting directly to any part of the tree (even the leaves) is a 6runs
- It is a NO BALL, if the first pitch of the Ball is outside the entire pitch and before the stumps.
- Above waist full toss ball during batsman's normal stance is a no ball. If batsman moves out , then not a no ball.
- Keeper Change Call is not mandatory but always advisable – It is not a NO BALL for not informing by the fielding side.
- Substitution Rule: Sub is allowed only if there is an external injury and happens during the game, else teams have to play with what they have on field. During such situation standard power play rules apply.
- Late coming players rule: If player comes late team won't be allowed to start with a sub.
- If team is playing with less than 11 entire game then only you are allowed to have allowed number of outside players, else inside circle takes precedence.
- One Bounce per over above the shoulder but below the batsman head is allowed, any subsequent Bounced ball above the shoulder is a NO Ball
- Ball bounced above the batsman head will be called WIDE and One Bounce warning.
- If a delivery is deemed to be a Wide Ball as well as NO Ball, the NO Ball call will supersede the Wide Call.
- The wide line moves with the Batsman taking guard before the bowler pitches the ball. Umpires have to use their best judgement to call the wide ball, the wide line is not considered when batsman changes his stance before the delivery is bowled. Also if the batsman moves but leaves the ball, then wide line comes into play.
- Switch Hit Wide Rule: if the batsman changes the stance both sides will be considered as off side when judging for wide
- Batsman Retired Hurt Rule: (when he can come back to bat again) He has to wait for as many number of overs as he was outside.
- Teams have to use the uniform dress code. If all team members have current team Jersey, all should wear same type of current team Jersey. If not they are allowed to wear the same colored plain shirt. If the dominant color on the Team Jersey is blue, then players are allowed wear any shade of plain blue. If they don't have that, then they have to wear white shirt and dark trousers. No shorts will be allowed. Teams have to declare their team jersey color to umpires before the game if asked for .If any player doesn't follow that team will be docked 3 overs per player in their batting innings. Umpires have to strictly implement it. If umpires don't implement, then the umpiring team's overs will be docked in their next game. If it is paid umpire, then their match fees will be deducted in case they don't enforce the dress code rule.



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- Mankading is allowed only when the bowler is on his final delivery stride and ball is in hand when he touches the stumps.
- 6 fielders are allowed on the leg side when the right arm bowler is bowling over the wicket for right handed batsman and right arm bowler is bowling around the wicket for left handed batsman. Same rule will apply for left arm bowler and left handed batsmen.