

Detroit Premier Cricket League (DPCL)



Organized by Bangladesh Cricket Association
of Michigan (BCAMI)

By-Laws & Tournament Rules – 2018
Quick Summary

(For any dispute or Details please refer to Main DPCL Rule Book)

~ Originally Compiled by Bangladesh Cricket Association of Michigan ~
4/25/2018

Bangladesh Cricket Association of Michigan Structure

Mahfuzur Rahman Nabil – President (313-409-9341)

MD Tayefur Rahman – Vice President (313-335-6817)

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Ziban Chowdhury – Treasurer (248-686-8899)

Saiyed Ahmed – Tournament Coordinator (313-467-2759)

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~ Any changes to this document must be authorized by the BCAMI Committee~

1.1. Start and End of Season: Start on 5th Sunday of April 29, 2018.

1.2. Team Registration: The registration fee for the season will be \$300.00 per team

Please submit the following.

- Team Registration Form with Team Name and Contact Information. (Through e-mail to committee)

1.3. Team Roster:

- If a player has played his first league game from a particular team then he will not be allowed to play for any other team during the 2018 league season.
- To be eligible for playoff games, a player must have represented the team as part of the playing XI (as substitute will not be counted as playing XI) in at least 2 regular season games. **For the games, which cancelled due to rain or any other reasons and point split, then team must submit their playing XI list by following Wednesday after that washed out Sunday with umpire signature. If no list submitted by deadline then that game will not be counted for minimum 2 games condition.**

1.4 Tournament Format and Rules of Play

- All teams must provide at least 3 stumps with bails before the game is started. Home team and Visitor team each is responsible for 3 stumps each.
- Requests for rescheduling of games will not be entertained by DPCL. As in the "acts of God" the points must split between teams if there is no chance to complete the game on same day within a time allowed in the DPCL rules. **There is no reserve day in the 2018 DPCL schedule. However, there are make-up games for Play-off games please see the 2018 DPCL schedule. For regular round games, if any game will not be completed on same Sunday due to rain then it will be considered a washed out game. For all washed out games points will split between teams. Committee will not force any team to must play washed out games.**
- **In case of Emergency, teams may reschedule the game with mutual agreement only after BCAMI Committee approval. They may reschedule on any day without conflicting season schedule and before completion of regular schedule date. If they cannot reschedule their cancelled games before regular schedule then as per DPCL rule, points must split between the teams. There is no changes are permitted to the schedule without committee approval, once the season has commenced.**
- All games will take place at pre-approved venues as listed in the schedule. Teams are not allowed to change the venue for any game without approval from BCAMI Committee.
- Number of teams and League format will be published to the teams via whatsapp and also updated into Cricclubs website.

1.5 Super Sub

- There will be no super sub rule for DPCL 2018, team can use as usual substitute fielder during the game.

1.6 Power Play Rule:

- We will follow ICC Power play rule in DPCL 2018 i.e. letting only 2 fielders (out of 11) outside 25 yard (Circle is 25 yard instead of 30 yards due to ball and ground conditions) circle for very-first 6 overs. In every innings, first 6 overs will be Power Play and only 2 players are allowed to be deployed outside the 25 yard circle.
- **Maximum 5 fielders can stay outside the 25 yard circle during non-power play overs**
- **During this power play, fielding side will field with all 11 players, but a specific # of players will be inside 25 yard circle per following similar to ICC rule. In case of reduced over game, power play overs will be adjust at 30% of total overs.**

- **25 Yard circle and Field Restrictions during the Power Play.**
 - Draw a 25 yard circle from the middle of the pitch. Please use cones (shorter ones if possible) to make circle. This is the responsibility of home teams.
 - During the power plays, only specific # of fielders may stay outside the 25 yards circle. All other fielders must stay inside the 25 yard circle, before the bowler starts his run up. Bowler's run up can go beyond the 25 yards circle.
 - **A fielder cannot walk in from outside the 25 yard circle.**
 - If the leg umpire spot a fielder outside the circle, he can stop the bowler and ask the fielder to come in, or advice the main umpire about it. A no-ball can be called for a fielder walking in from outside the circle
 - In all essence, umpires should take extreme precaution in calling a no-ball for field restriction. But in any case, umpires call has to be accepted and respected by all captains and teams. Spirit of the game should be observed at all times.
 - All Captains are required to educate their teams about the rules for field restrictions during the power plays.

1.7 Ball handling

It is very important not to open the wrapper of the ball before any league game. During all DPCL league games, teams must handover the balls before the toss of the game in original wrapper unopened. Let umpire remove the wrapper and start the game.

If wrapper is open then ball will be disqualified to use in DPCL games and team has to provide another unopened ball. Committee has distributed the ball in same boxes and wrapper.

If a ball is ripped or lost within first 5 overs of the innings, teams must use a new ball for replacement. If the ball is lost or ripped after first 5 overs of an innings, batting team should provide a used ball that must be approved by the neutral umpire.

1.8 Run out

- (a) Either batsman is out Run out, if, at any time while the ball is in play,
- (i) he is out of his ground and (ii) his wicket is fairly put down by the action of a fielder/keeper/bowler.
- A batsman is out Run out if at any time while the ball is in play no part of his bat or person is grounded behind the popping crease and his wicket is fairly put down by the opposing side.
 - A batsman may be dismissed Run out whether or not a run is being attempted, even if the delivery is a no ball (i.e. not a fair delivery). There are a number of exceptions to this:
 - (1) A batsman is not run out if he or his bat had been grounded behind the popping crease, but he subsequently leaves it to avoid injury, when the wicket is put down.
 - (2) A batsman is not run out if the ball has not been touched by a fielder (excluding a helmet worn by a fielder), after the bowler has entered his delivery stride, before the wicket is put down. (Therefore, the bowler may not run out the striker instead of bowling to him. This also means that the non-striker is not out if a ball hit by the striker puts down the non-striker's wicket, provided the ball did not touch any member of the fielding side before doing so.)
 - (3) A batsman is not given out Run out if he can be given out Stumped (or, in the case of a No Ball, could have been so given out were the delivery a fair one).
 - The batsman can be judged run out when he is closest to the end where the wicket has been put down by the opposition and no other batsman is available inside the crease of the same end. The runs completed before a Run out are still scored by the batsman and his team (compare caught where the reverse is true). The bowler does not get credit for the wicket.

"The wicket is said to be fairly put down, if the bells fall hit by the ball has either hit/touched the stumps and batsman is out from popping crease."

If one or all three stumps (metal base or individual stumps) have fallen off for any reason and the ball is still in play, then breaking the wicket must be accomplished by lifting a stump completely off of the ground, while holding the ball in any hand by the same fielder. Umpires should follow ICC run out rules in addition to this rule as DPCL played in concrete surface where metal base stumps needed.

It is mandatory for all teams to put bails on the stumps. If any reason bails are not available, both captains can be

mutual agreed playing without bails (if there is no bails, than umpire can declare batsman out if the ball touches the stump after bowled or during run out/stumping if the batsman outside of the crease). All teams are required to bring appropriate stump and bails.

- 7 teams will be participating in 2018 season to win the DPCL championship. The tournament format will be available through Tournament schedule. In summary, Tournament will have following phases.
 - Round 1, 7 teams will play in round robin league. From round 1, top 4 teams will move to play offs
 - Top 2 teams ranked 1 and 2 plays each other in Qualifier 1. Winner will move into Final.
 - Rank 3 and 4 team will play eliminator round, winner will move forward and play qualifier 2 with loser of Qualifier 1. Loser of eliminator will be eliminated
 - Qualifier 2 winner will play final with qualifier 1 winner

1.9 Game Format

- All matches will consist of one inning per side. For 2018 season, each inning will be of 20 over. A bowler will be allowed to bowl no more than 4 over.
- Both clubs must arrive at the ground by 8:30 AM. Home team is responsible for setting up the field and boundary markers. Afternoon game start time 12:00 PM. Since ground will be ready by morning team, toss must be conducted by 11:45 AM.
- At 8:45 the toss will be conducted. Immediately following the toss, the toss-winning captain MUST let the opposing captain and umpire know of his team's decision right then and there.

1.10 Minute by Minute Detail:

8:30am

- Home Team, Visitor Team and Umpires Arrive
- Home Team sets up boundary Flags
- Each team must bring at least 3 stumps
- On rain affected days, both teams are expected to show up at the same time

8:45 am (If neutral umpire is available) (11:45 AM for afternoon game)

- Both teams submit list of 11 playing and up to 3 substitute players
- Toss is conducted @ 8:45am.
- The winning side must declare their decision to the umpire and opposition captain
- Umpires may inspect badges of any playing player at any time
- At least 7 players from both sides must be present
- A team not having 7 players - automatically loses toss
- **If neutral umpire do not show up by 8:45am. The responsible team faces penalty of \$10.**
- If ground is not Setup to play - Home Team gets penalized for 1 over while batting for delay of every 10 minute BLOCK.
- On rain affected days - Home team must setup the grounds only after Umpires declare ground conditions fit for play
- **If neutral umpire is not present at 8:45AM then all above items will be moved/valid for 9:00AM**
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9:00 AM (12:00 PM for Afternoon game)

- Umpires make the final inspection and make PLAY CALL.
- First ball bowled (Grace Period of 5 minutes).
- **If assigned Umpires do not arrive by 9:00 am the team responsible faces an additional \$15 penalty. The total fine for not showing umpire/game by this time is \$50 plus ½ points deduction from umpiring team total earned points. The responsible team has to pay \$50 fine before its next schedule game. At this point teams should inform committee and can start the game by their own umpires with mutual agreement.**
- Start of the over reduction 1 over/5 minutes delay for the team(s) "Not Ready to Play".
- Play should commence no later than 9:00 AM

- Any team not having at least 7 players or a team which does not show up MUST forfeit the game.
- If both teams do not show up or do not have at least 7 players - NO Points will be awarded. Game will be classified as LOSS for both teams.

9:30 AM (12:30 PM for Afternoon game) if delay for Rain

- Cut-off time for delayed start - There is no alternate day is in 2018 DPCL Season.
- Umpires can make the call for 10 over min. per inning Game, if play is possible.

1.11 Substitute Fielders and Runners

In case a playing member of the team becomes "unfit to play" during the progress of the game, the fielding side can use substitute fielders to replace the "injured" player. A team should consider only the registered players in its roster to be available as substitute fielders, and must disclose their names before the start of the game in Team Declaration sheet.

Umpires and opposition captain reserve the right to disallow substitute fielders for the late arriving playing members of the fielding side. If a player is late due to any reasons, after 8 over of the game the umpire and opposition captain reserve the right to disallow the participation of the late coming players for the rest of the game and the substitute player (if any) will be converted as a playing 11 player.

If a batsman leave after his 1st innings bating for the rest of the game then no substitute will be allowed for that player and team has to field with short of players. Again, the final decision is totally up to umpire based upon situation and reason to leave.

Under the situation where a team does not have its registered players available to substitute it may request anybody (registered or not) to field as a substitute ONLY with the consent of opposition Captain and Umpire. Once such consent is given, it would be applicable for the remaining part of the game although the substitute fielder cannot bat, bowl or keep the wickets at any stage of the game. In case a team is found to violate the rules concerning substitute fielders will have to forfeit the game and points will be awarded to opposition side.

2.1 Bad Light or Rain Decision

- Umpires have the final authority to stop or continue the play if an appeal is made for bad light or rain/slippery conditions by the batting side. Game cannot continue beyond 12:00 pm to have a valid result of the game for morning game and 3:30 PM for afternoon game.
- Due to no opportunities for playing make-up games that are rained out, please note the starting time cut-off limit for rain-affected games is 9:30 AM for morning and 12:30 PM for afternoon game. It means if rain starts before the game starts and continue till 10 AM then game will be called off. If rain starts during game then both teams should follow the following formula to resume the game and complete it. Following format is only a general help, please use the common sense and judgment to make any decision. Describing intensity of rain and wet condition severity here, is very difficult. In case of conflict between teams, umpire decision will be final to resume or call-off the game. If game will be called off then point will be split.
 - Game starts/resumed 9:00 AM – Complete 20 over game
 - Game stops but resumes:
 1. If batting side has played less than 5 over, game will continue from where it stopped using the following rule:
 - a. If game resumes within 15 minutes - 20 over per side
 - b. If game resumes b/w 15-45 minutes - 15 over per side
 - c. if game resumes b/w 45-75 minutes - 10 over per side
 - e. if game does not resume after 75 minutes - abandoned
 2. If batting side has played b/w 5-10 over, game will continue from where it stopped using the following rule:
 - a. If game resumes within 15 minutes - 20 over per side
 - b. If game resumes b/w 15-45 minutes - 15 over per side
 - c. if game resumes b/w 45-75 minutes - 10 over per side

- d. if game does not resume after 75 minutes - abandoned
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- 3. If batting side has played b/w 10-15 over, game will continue from where it stopped using the following rule:
 - a. If game resumes within 15 minutes - 20 over per side
 - b. If game resumes b/w 15-45 minutes - 15 over per side
 - c. if game does not resume after 60 minutes - abandoned
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- 4. If batting side has played b/w 15-20 over, game will continue from where it stopped using the following rule:
 - a. If game resumes within 30 minutes - 20 over per side
 - b. if game does not resume after 30 minutes - abandoned
- Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate.
- Umpire's decision would be final.

2.2 Not completed games in regular season

In the event of rain or any other unforeseen situation --- Duckworth-Lewis calculator by Robert Fear version 4 App available on Android mobile devices is used for this purpose.

The various factors which should be considered in the decision are:

1. Whether team batting first can complete the minimum of 10 overs
2. Whether Team batting second can play for X/2 overs (half of the first innings over)
3. Whether the play area is in playable condition.
4. If the umpire feels that the game cannot be continued, they can call off the game.

The result of the game will be determined by the app mentioned above.

However if the minimum conditions are not met, a NO RESULT will be declared.

2.3 Rain Affected Games

In the event of rain, if much time is lost, a game will have to be decided on the basis of the Rain Rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using this rule. All umpires should be aware of how this rule works.

(A) Rain before the start of the game:

- Neutral umpire(s) and captains of both Home and Visiting teams must be at the ground by 8:30 AM for morning and 12 PM for afternoon game, no matter how bad the weather is.
- If any of the captains or its team members (min 7 players) are not present at 9:00 AM (Or at scheduled time for afternoon games) the match will be awarded to the team present there.
- If both teams do not show up, the disciplinary committee will give penalty which it deems fit for the situation. (Only if match is scheduled under Neutral Umpire). Both teams will get the "0" point.
- Umpires will decide the starting time of the game based on the playing conditions
- As per rule, the play cannot be started after **10:15 AM** for morning and **1:15 PM** for afternoon. This rule cannot be overruled. If game is canceled, then point must split between teams.
- The teams will play a reduced over match depending on the length of the delay.
- **A minimum of 10 over should be played by the team batting first. In other words there cannot be a 9 over game. If the umpire feels that the team batting first cannot play 10 over, he can rule out play on that day and points will be split.**

(B) Rain after the start of the game:

- Umpire has to calculate and decide whether the match can be continued or not. The various factors which should be considered in the decision are:
- Number of minutes delayed. From DPCL, the maximum waiting time for any rain delayed game is 10:15 AM for morning and 1:15 PM for afternoon.
- To make it simple and straight for the league, the rained out games cannot be rescheduled for any other day. Points must split between teams if game cannot be completed on same Sunday.
- Whether the play area is in playable condition.
- If the umpire feels that the game cannot be continued, he can call off the game (after at least 45 min wait from stop of the game due to the rain). However, a NO RESULT (2 point to both teams)

2.4 For Playoff games ---To avoid player's unavailability in playoffs, all teams are required to announce 14 eligible players name including substitute player and submit to the umpire before the game. Any of these 14 players can play if the game played on reserve day as a continuation from where it stopped due to wet condition

For only Play-off games, if match is being affected by continuous/intermittent rain and the following ALL conditions met then match will be played on reserve day as a continuation from where it stopped due to wet condition.

1. Minimum 8 over game of first inning has been completed before it stopped due to wet conditions.
2. Ground condition is not safe enough to play.
3. At least one hour already lost while waiting for good condition.
4. The captain of one or both teams may have objection to play due to situation.
5. Umpire decision will be final after review of all above condition.

For Play offs, in case of rain, the game MUST be played the following Sunday (or Saturday with both teams agreement). If there is no result even after the alternate day, the team that finished higher at the end of the regular season shall proceed to the next round. If both teams finished at the same spot, the team with higher NRR will proceed to the next round.

2.5 Final: in case of any unforeseen situation which may cause of an INCOMPLETE game. All 2 situation 1, & 2 will be applied. Therefore, again please pay attention on all 3 situation plus time format rules (published again below).

For all play-off games, if game is TIED, then SUPER OVER RULE will be applied.

It is extremely important for all teams to pay close attention to these rules and contact committee if there is any confusion:

Situation #1: Game has been almost completed.

For all games to be considered completed, at least 10 over of each innings has to be completed. If team batting first has completed their innings and team batting second has played 10 or more over, following formula will be used to determine the winner of the game: **D/L Method**

Situation #2: Game interrupted at start of the game due to rain and CAN NOT be played (Published in the rule book)

For only Semi-finals and Final

If match is being affected by continuous/intermittent rain and the following ALL conditions met then match will be played on reserve day on same as a continuation from where it stopped due to wet condition. Otherwise, game will be played with fresh toss.

1. Minimum 8 over game of first inning has been completed before it stopped due to wet conditions.
2. Ground condition is not safe enough to play.
3. At least one hour already lost while waiting for good condition.
4. The captain of one or both teams may have objection to play due to situation.
5. Umpire decision will be final after review of all above condition.

2.6 Umpiring:

- A Neutral umpire(s) will conduct all games unless or until otherwise specified.
- All teams are required to provide **knowledgeable umpires** per schedule. All assigned umpires must know all rules and have a copy of rule book with them in case of issue.
- If a neutral umpire fails to show up for an assigned game (8:45 AM Toss time), then his team will be penalized by charge of \$20.
 - If a neutral umpire fails to show up for an assigned game (9:00 am CUT OFF time), then his team will be penalized by charge of **\$50 plus half (½) point deduction from total points earned per violation** and **includes captains suspension for next critical game if no umpire showed-up in any game**. All umpiring charges are due before team next game. The team may also be considered for disqualification from the league and cannot participate in any games for the rest of the season.
- Teams responsible for sending neutral umpires may request neutral umpires from other teams to "fill-in" for them in exchange of umpiring fee of \$50.00 but the team assigned for the job is still responsible in case the "requested" umpire does not show up. Teams responsible for sending neutral umpires may also inform BCAMI Committee to arrange the umpire for them with \$50 penalty. DPCL will not entertain any disputes arising from any mutual agreements made among teams to cover for neutral umpire responsibility.
- In the absence of an assigned umpire the teams have two options:
 - Provide their own umpires, agreeable to the opposite captains, and play the game.
 - Call the game off and move to alternate day (if any, if no reserve day in the schedule then this option is not valid) of play. Please note that due to logistics constraints, DPCL will not entertain any special requests regarding the date and/or venue.

Note: Either way, the team assigned to send in neutral umpires will be penalized for \$50/violation.

- The square-leg umpire shall be a playing member of the batting team (unless there are 2 neutral umpires from the designated umpiring team).
- If the square-leg umpire appears to have made a clear error in judgment, then the official DPCL umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced.
- Team captains may lodge a complaint with DPCL in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the league).
- No one is allowed on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution or bringing in drinks or equipment, the umpire must be notified.

2.7 Umpire Evaluations

a) Umpiring decisions.

- If a batsman or bowler wants to protest a decision, he can only do it through his captain. No player is allowed to protest an umpire decision except the captain.
- Umpire can change his decision based on the input from both captains and/or any other player.
- Please ensure before the start of the game that the three stumps have the appropriate distance between them, such that, the ball cannot pass through the stumps to minimize chances of a controversy.

2.8 Playing Surfaces & Markers

- All games must be played on surfaces approved by DPCL. The approval may be based upon surfaces.
- If the umpire feels that the surface is not fit for the play due to any reason (including surface deterioration due to rain or other causes), he may call off the game.
- The creases and boundaries shall be distinctly marked by the designated home team and should be according to the MCC/ICC guidelines (See picture attached) on measurement for front and side crease.
- **The 25 yard circle for power play.**
- **The optimum boundary is 60 yds.**
- **The wide lines mark for a DPCL game (T20) are 75cm from the outside of off stump.**
- The visiting team must be present at the grounds by 8:30 AM to have their input on setting of the field and boundaries.
- **Teams are responsible bringing own flags and cone to set up field.**

2.9 Points Assignment

The following point system will apply:

Win= 4, Tie = 3, Wash out game = 2, Loss = 0

In the event of teams finishing on equal points in after regular season, the line-up for play-offs will be decided as per the below mentioned criteria:

- Team with higher number of wins will get a higher rank
- When two teams have equal points and equal wins, the team which was the winner of the head-to-head match played between them will be placed in the higher position. When more than two teams have equal points and equal wins, the team which was the winner of most number of matches played between those teams will be placed in the higher position.
- If head to head and other criteria are same then NRR will be used for team ranking. Again see the detail in the Rule book if needed.

2.10 Game Results

If a game is cancelled due to bad weather, then both teams will split the points.

In case of a tied game, the points will be shared during the regular season (3 points for both teams). In a playoff game – including semifinals and final – Super Over.

2.11 Team Declaration Sheets

- Captains must submit the team declaration sheets duly signed to the umpire before the toss.
- No alterations to the team declaration sheet will be permitted after the toss with the exception of a substitute fielder being used other than the declared, the umpire shall ask the captain to add the player's name to the team declaration sheet under his supervision.
- Team Captains are required to put complete names of all players including the substitutes.
- The umpire shall collect the team declaration sheet and submit the same to the statistician.

2.12 Forfeit rule:

DPCL strictly discourage any team from forfeiting a game, as this may result in giving someone an undue advantage. In order to control and discourage this practice, following rule will be implemented:

If a team forfeits a game during the regular season, they will not only lose the game, but will also be deducted 2 points from their previously achieved total points. In addition to that, they will be penalized \$50 fine. In that situation opposition team must be present at the ground and Neutral umpire will make the call. If both teams forfeit the game, the above mentioned penalty will be applied to both teams.

2.13 Score Cards & Umpire Reports

- Only official DPCL scorecards are to be used.
- Scorecards for all games must include the full batting, bowling, and fielding records.
- It is the sole responsibility of the winning captain to provide the statistician with the scorecards no later than the Wednesday after the scheduled game. Umpires **MUST** sign a completed scorecard and ensure that both captains also sign it.
- Both captains are responsible for providing following completely filled documents by following Wednesday after Sunday game.
- Update scorecard on Cricclubs.com for Detroit Premier League. Attach both teams score sheet at Match documents tab. It is both teams responsibility to input their scorecard on the website. However committee is OK if winning team/losing team update for both. Failure to update scorecard or failures to attached score sheet will be caused a \$25 penalty for respective team for each violation.
- **If teams using Cricclubs apps for live scoring, than team do not need to upload score sheet since scoring is live.**
- All documents must be signed by Neutral umpires and Both Captains.
- Only submitted to committee within deadline and completely filled score cards on the website with signatures will be used to select the “Best Bowler”, “Best Batsman”, “Best Fielder”, and “Most Valuable Player” of the tournament. **NO EXCEPTION** for this requirement.
- No stats will be added in record for the above rewards, if not submitted within deadline (by **Wednesday**) and not completed with summary and signatures.
- Teams are urged to put names of fielders involved in a dismissal on the score sheets.
- If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) **MUST** also appear on the score sheet.

2.14 Trophies

Cash and other rewards:

- Championship cash award \$300 and trophies for 15, runners up cash award \$150 and trophies for 15
- Trophy for Best Batsman based upon highest runs
- Trophy for Best Bowler based upon highest wicket
- Trophy for Best fielder based upon catches, stumping, and run out will be calculated based on the score sheets entered by the teams.
- Trophy for Most Valuable Player based upon highest points (Runs + wickets)
- Trophy for Man of the final

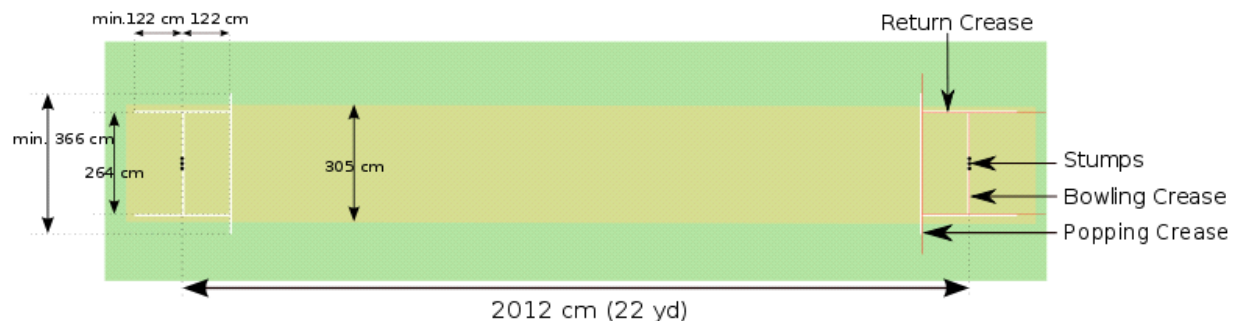
2.15 Protests & Complaints

- All protests and complaints must be properly signed and submitted to the Disciplinary committee no later than Tuesday following the game.
- Copies of the complaint letter should also be sent to the officiating umpire and club in question.
- No protests or complaints will be valid if a game is played without neutral DPCL umpire.
- The decision of the Disciplinary committee will be final.
- No protests or complaints will be considered unless proper procedures are followed.

3. MCC/ICC LAWS AND REQUIREMENTS:

DPCL league will be played under ICC cricket laws and regulations listed here. However, BCAMI Committee reserves the right to add/delete or change any rules if necessary for league integrity. You may see the ICC laws # in this document. Please go to Main Rule Book for detail. But, again the laws only defined in this book will be followed for the DPCL League.

- **Law 1 (The players)**
- **Law 2 (Substitutes; fielder leaving the field)**
- **Law 3 Field Setup and Pitch Length**
 - The pitch length should be 22 yards Stumps to Stumps.
 - The following creases must be drawn to apply No ball (Fair delivery – Feet) rule. This is home teams' responsibility to keep their home ground ready with correct pitch length and crease marks. **If creases are not ready to play as per attached ICC guideline below then home team will be panelized for \$50/game.**



Law 9 (The bowling, popping and return creases)

First, start with your two wicket lines (where the stumps are placed). They are to be 22yds (66ft) apart with three stumps at one end in line with the three at the other. Then paint the bowling crease, 4ft in front of the wicket line, and should extend 4ft either side of the return crease. **If you need wide lines for a T20 match, they are made 75cm (30 in) from the outside of off stump.** Rest of follow above pic.

Law 18 (Scoring runs)

Law 19 (Boundaries)

Law 22 (The over)

A bowler/fielder must return ball to umpire after completion of every over. This is both teams' captain and umpire responsibility to bring this rule in force to avoid any ball tempering.

Law 23 (Dead ball)

Law 24 (No ball) – We will follow ICC T20 rule from DPCL 2018, a batsman receives a “Free hit” on the ball after violation of No ball.

Law 25 (Wide ball)

Law 26 (Bye and Leg bye)

- **Byes**
If the ball, not being a No ball or a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen or a boundary allowance shall be credited as Byes to the batting side.
- **Leg byes (Will be considered only with LBWs)**
No Leg Byes are enforced during this season league. However, please read the rules for run out and overthrows in case of leg byes.
 - The ball will stay alive after hitting a batsman's body, hence if a ball hits batsman's body and the batsman on either end is out of the crease and got stumped or run out, it will be out.
 - Since there are no runs for leg byes, but there are over throws for a ball that went off the body. It will count as an attempt of run out. Therefore batsmen can take runs after over through only.

Law 28 (The wicket is down)

Law 29 (Batsman out of his ground)

Law 30 (Bowled)

Law 32 (Caught)

Law 33 (Handled the ball)

Law 34 (Hit the ball twice)

Law 35 (Hit wicket)

Law 36 (Leg before wicket) NO LBW Rule will be enforce during League.

Law 37 (Obstructing the field)

Law 38 (Run out)

- (a) Either batsman is out Run out, if, at any time while the ball is in play,
(i) he is out of his ground and (ii) his wicket is fairly put down by the action of a fielder/keeper/bowler.

"The wicket is said to be fairly put down, if the ball has either hit/touched the stumps or gone in between the stumps, the main umpire will be the judge for this.

If one or all three stumps (metal base or individual stumps) have fallen off for any reason and the ball is still in play, then breaking the wicket must be accomplished by lifting a stump completely off of the ground, while holding the ball in any hand by the same fielder."

Law 39 (Stumped)

Law 42 - Fair & Unfair Play

4.1 Spirit of the Game & Code of Conduct

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

- DPCL have zero tolerance about violation of discipline, which we already have in our rulebook. In addition to our existing rule, we would also like to inform that, when someone complain you must provide the evidence to back up your complain towards opposition/umpires/committee. Without proper evidence No complaint will be entertained. And will take it as code of conduct violations. You should not allegedly blame any team/person/committee which creates unnecessary code of conduct violation issue. BCAMI Committee has decided to implement this rule to avoid absurd language and emails. If a person is involved in violation to this rule, committee will give the first warning on this. If it happens 2nd time, committee will ban this involved player for 2 games.

4.1.1 Responsibility of the Captains and Umpires

- The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. The responsibility for the team's conduct firmly lies on the captain.
- **Ball tempering is not allowed. A player can be disqualified from the rest of the league if found involved in ball tempering. A bowler/fielder must return ball to umpire after completion of every over. This is both teams' captain and umpire responsibility to bring this rule in force to avoid any ball tempering.**
- After each game both captains and the umpires are required to submit a summary of the game proceedings to the BCAMI Committee. This should cover:
 1. The behavior in general of both teams and the umpire's performance.
 2. Any unusual incident that has taken place during the game.
 3. Name(s) of any player(s) involved in any misconduct during the game. Committee will take action according to the situation. (Fine with suspension from the league or specific games)
 4. In addition to this, captains or umpire can also use this to lodge any complaint against any team or players for that particular game.

This is mandatory for all team captains and the umpire to facilitate smooth operations of the league and to hunt down any trouble maker in very early stages before things get out of hands.

4.1.2 Procedure for Dispute Handling

In case of any dispute during the game please follow the Neutral umpire decision, if still not satisfied or umpire may not handle the issue then follow the following instructions.

- If committee members are not available due to any reason then game will continue based upon Neutral umpire decision. In case of no neutral umpire then try to restart the game with record of issue for later action by committee OR wait until someone from committee will be contacted.
- You should call committee in case of disputes involving rules, umpire decision or any other concern regarding the game, as long as there is an argument or discussion. PLEASE DO NOT CALL the Committee if there is any act of violence among the players, call 911 or the nearest police station if things start getting out of control.
- Players, who involved in any of above mentioned activities, will be suspended for next game or up to whole season depends on the situation.
- The teams including any of the suspended players will face disciplinary actions which can lead to their suspension.
- The committee represents all the teams and is there to coordinate the functioning of league and can't be held responsible for any violent incidents. Anytime there is an argument or conflict, try to resolve it between the umpires and captains amicably. If that doesn't help, then seek committee's help. But at any moment if you feel things are getting violent, please call the authorities at 911 or the nearest police station. We cannot control every individual's behavior but based on your feedback, we can definitely take disciplinary actions and try our best to ensure we have a safe environment.

4.2 Disputes with Boundaries and Boundary Catches

In case of a possible dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

4.3 Waiver Form

Every team and player must sign a waiver form before their first game and captains must submitted Agreement form to the committee via Whatsapp group or Email. Committee is not responsible for any action from any team or player which leads to fight, abusive language and/or legal matters. All teams must sign this waiver to leave committee unharmed and free for any personal actions which may be the cause of personal and/or property damages. No exception for this waiver form. There is \$50 penalty for not submitting form before the game.

4.4 Respect

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

4.5 Proper Clothing

- It is very important that players present themselves in proper attire when on the field of play.
- NO SHORT IS ALLOWED. Also, for tops only under garments is NOT allowed. It must be at least neck t-shirt minimum.
- Appropriate protective gear is recommended for MRI-balls. **At least Abdomen Guard must be used now based upon ball weight and injury history.**

.....and the Most importantly, Enjoy the Game.
Have a wonderful season.