



# **DALLAS PREMIER LEAGUE 2017**

## **Playing Conditions**



# Rules & Regulations

## 1) Management

- a) The control of the Tournament shall be vested in DPL 2017 Integrated Operations Committee
- b) The Laws of Cricket (2000 Code 6th Edition – 2015) & ICC T20 Playing conditions (2016-2017) shall apply except where varied by these Playing Conditions.
- c) All references to the Governing Body, within the Laws of Cricket shall be replaced by the DPL 2017 Integrated Operations Committee
- d) These Playing Conditions shall apply to the league phase and playoff games, unless specifically amended.
- e) The DPL 2017 Integrated Operations Committee reserves the right to amend or include any playing conditions as deemed necessary.

## 2) Duration of Matches

- a) All matches shall consist of one inning per team. Each inning shall be limited to maximum 20 six-ball overs and a minimum of 5 overs per innings must be completed in order to constitute a match.

## 3) Hours of Play & Intervals

- a) Match Start time will be decided and communicated to the teams by the DPL 2017 Integrated Operations Committee in the published schedule.
- b) All matches are expected to commence at the scheduled start time, barring exceptional circumstances (ex: weather delay)
- c) Each innings is allocated a maximum duration of 90 Minutes (Inclusive of Drinks Break) with a scheduled break of 15 Minutes between Innings.
- d) A full innings of 20 overs is expected to be completed at an over rate of 13.2 overs (13 overs 2 balls) per hour (4.5 minutes per over).  
(Note: 4.5 minutes / over will be used to determine any over reduction for interrupted games, slow over rate penalty etc.)
- e) There will be a 5 minute drinks break at the end of 10th over and drinks shall be taken inside the 30 yard circle, unless otherwise instructed by the umpire.
- f) The match umpires and/or the DPL 2017 Integrated Operations Committee will be the final authority for time changes.



#### 4) Sessions of Play & Intervals between Innings

- a) Match umpires in consultation with the Match Referee will have the final authority to reduce break times in order to ensure a fair play of the allocated overs as decided on the match day.
- b) Where the inning of the team batting first is delayed or interrupted, the umpires shall reduce the length of the interval.
- c) In the event of time being lost the interval shall be determined by the umpires subject to no interval being less than 10 minutes duration.
- d) An individual player may be given a drink either on the boundary edge or inside the 30-yard circle at the fall of a wicket, provided no playing time is wasted. No other drinks shall be allowed on the field without the permission of the Umpires. If/when a player is carrying drinks on the field of play; the player must be dressed in proper cricket attire.

#### 5) UMPIRES & SCORERS

- a) The DPL Integrated Operations Committee shall appoint umpires from a panel of umpires to officiate in matches.
- b) Umpires appointed to officiate in matches shall be present at the venue of the match at least 30 minutes before the scheduled time for the start of play.
- c) Law 3.2 shall be modified with the following: -An umpire shall not be changed during a match other than in exceptional circumstances, unless he is injured or ill. Neither team shall have the right of objection to the appointment of an umpire.
- d) All decisions concerning the fitness of the pitch, ground, weather and light shall be the sole responsibility of the umpires appointed to officiate at matches. Umpires are the sole authority and their decision is final and binding.
- e) Umpires are responsible for running the:
  - i) Starting the Game & Innings on time
  - ii) Maintain Start and End of Innings & Game time.
  - iii) Keep track of Game / Innings time lost due to:
  - iv) Interruption due to weather, or any unforeseen delay outside the control of umpires and teams on the field.
  - v) Keep track of time lost to interruptions due to injury, ball loss/recovery etc. and ensure consideration is made before applying over-rate penalties.
- f) Umpires are expected to keep the game flowing and strongly discourage unnecessary time wasting by players on the field.
- g) DPL 2017 will have a dedicated scorer. Each team will nominate a person to sit with the scorer and will sit at the same place as instructed by the umpires.
- h) Umpires shall brief the scorers prior to the start of each match regarding signals and the method of scoring run due to no balls, wide balls and runs assessed for penalties. At the conclusion of innings, the umpires must satisfy themselves and agree with the official scorer that the score is correct.
- i) The official scorer must acknowledge each signal from the umpires separately and record the runs accordingly.
- j) In case of any discrepancy in scoring, umpires decision is final.
- k) Official scoring will be done through the Cricclubs app. All scorers should download the app in their iOS, or Android device with access to data connectivity. The Live scoring feed goes out to all the fans, club members and other cricket enthusiasts following the DPL event. Live scoring is followed on <http://www.cricclubs.com/DPL>

#### 6) Nomination of Players

- a) Law 1.1 shall be modified with the following: - A match shall be played between two teams and each team shall consist of eleven (11) players, one of which shall be a captain.
- b) The playing eleven should not have more than 4 (Four) Non-NTCA players.
- c) Law 1.2 shall be modified with the following: - Each captain shall provide a list with the full names of the 14 players (Specifying the Playing Eleven and naming the three substitutes) **in writing** to one or both umpires at least 30 minutes before the scheduled starting time of the match. No player may be changed without reference to the umpires and approval of the opposing captain after nomination.

#### 7) Substitutes & Runners

- a) Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.
- b) Law 2.1 (b) shall be amended as follows: The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match or at any subsequent time.



- c) Batsman or Fielder leaving the Field, Batsman Retiring, Batsman commencing Inning
  - i) Law 2.5 shall be modified with the following: - If a fielder fails to take the field with his team at the start of a match or any later time, or leaves the field of play during a session of play, the umpires shall be informed of the reason(s) for his absence and he shall not thereafter return to the field of play during a session without the consent of the umpire.
  - ii) Law 2.6 shall be modified with the following: -The umpire shall give consent for a fielder to return to the field as soon as possible. If a player is absent from the field of play for period of more than eight (8) minutes and returns to the field of play, that player shall not be permitted to bowl in that inning after his return until he has been on the field of play for at least that length of time for which the player was absent.
  - iii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field of play and/or his team's inning has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his team has lost five (5) wickets.
- d) The restrictions in article (5.c.ii) and (5.c.iii) above shall not apply if the player suffered an external blow (as opposed to an internal injury such as a pulled muscle) while participating earlier in the match and was consequently forced to leave the field of play. Nor shall it apply if the player was absent for very exceptional and wholly acceptable reasons by the Umpires and Match Referee (other than injury and illness).
- e) In the event a player is already off the field of play at the commencement of a match or interruption in play due to ground, weather and light conditions or for other exceptional circumstances, the player shall be allowed to count any such stoppage time as playing time, provided the player and his captain informs the umpires when the player is fit enough to return to the field of play had play been in progress.

#### 8) The TOSS

- a) Law 12.4 & 12.5 shall be modified with the following: - Captains are required to toss for the choice of inning on the field of play **no later than 15 minutes prior to the scheduled or re-scheduled time** for the match to start. The umpires/match referee shall supervise the toss and the team winning the toss shall notify the opposing captain and umpires of their decision to bat or field immediately.
- b) The nominated playing eleven must be present in the proper attire to the satisfaction of the umpires before the toss.
- c) The decision of the captain winning the toss to bat or field cannot be changed after it is communicated to the other captain and umpires.

#### 9) Fitness of Ground, Weather & Light

- a) Law 3.9 (b) (i) shall be modified with the following: -In the event the start of a match is delayed due to rain or bad light, the umpires in consultation with the Match Referee shall review an option for reduced overs or abandonment of the match.
- b) The Match Referee and the umpires will follow the Duckworth-Lewis (**D/L**) **method** for all matches that are impacted by weather (rain, bad light etc.) or unforeseen situations. D/L method does not apply to any situation where a team is purposely causing a delay. D/L data will be available **REAL TIME** at the scorer's desk. Captains must take the initiative to check the D/L variables with the umpires at the end of an over.  
**DPL 2017 recommended DL calculator for mobile devices is the Tarams Inc. DL Calculator. All scorers are required to download DL Calculator app from TARAMS Inc.**
- c) Laws 3.8 & 3.9 shall apply subject to the following modification: -If conditions during a rain stoppage improve and the rain is reduced to a drizzle, the umpires must consider if they would have suspended play under similar conditions during a match. If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

#### 10) Dress & Equipment

- a) Players on the field of play must be attired in clothing approved by the Integrated Operations Committee for use by teams participating in matches during the tournament.
- b) Substitutes and/or persons conveying team equipment etc. on the field of play must at all times are dressed in identical team attire.
- c) Colored pads are mandatory



### 11) Length of Innings and Completion

- a) Uninterrupted matches
  - i) Each team shall bat for maximum of 20 overs unless the team is all out earlier.
  - ii) Side batting 2<sup>nd</sup> is eligible for the maximum overs (20) determined at the start of game unless all out earlier.
  - iii) Teams are expected to complete the full allotment of overs (20 overs) within 90 minutes to meet the over rate requirements.
- b) In the event the game is interrupted or start is delayed, see article 12 for guidance.
- c) Umpires are expected to strictly enforce over rate through-out the game and instruct the teams to get on with the game.
- d) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of play for the first inning, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time.
- e) If the team fielding second fails to bowl 20 overs or the rescheduled number of overs by the scheduled time for the cessation of the inning of the team batting second, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved, provided always that the conditions of ground, weather and light permit.
- f) Teams are in compliance with the over-rate requirements as long as the final over starts before the scheduled end time.
- g) Umpires in consultation with the Match Referee will have full authority to recommend over rate penalty for the playing teams.
- h) Umpires must try and ensure the innings completes within the stipulated time. Umpires are expected to make a note of any unexpected delays. This must be taken into account before penalizing a team.
- i) At the end of the innings, the Umpires shall inform the captains of both teams the imposition of any over rate penalty based on the following information:
  - i) Actual Start Time
  - ii) Actual End Time
  - iii) Excess Penalty minutes determined by umpires after making any acceptable allowance for delays
- j) In the event a team is unable to complete their quota of overs within the stipulated time, the following penalties apply.

Overs Late	Penalty Amount
1 Over	\$50.00
2 Overs	\$100
3+ Overs	\$200 + Level 1 Offense on the captain as per the Code of conduct and additional penalties might apply.

- k) Umpires will report all penalties applied to the Match Referee / DPL 2017 Integrated Operations Committee for further actions immediately after the game.
- l) All penalties are payable to NTCA.

### 12) Delayed or Interrupted Matches

- a) When playing time is lost, the revised number of overs to be bowled in the match shall be based on a rate of 13.2 overs per hour (4.5 minutes per over) in the total time available for play. Should calculations regarding the number of overs result in a fraction of an over, the fraction shall be ignored.
- b) Along with the revised number of overs, the scheduled duration of innings will be adjusted to ensure games are completed on time without delays.
- c) Umpires must note the amount of time lost due to:
  - i) Interruption due to weather, or any unforeseen delay outside the control of umpires and teams on the field.
  - ii) Keep track of time lost to interruptions due to injury, ball loss/recovery etc. and ensure consideration is made before applying over-rate penalties. Umpires are the sole authority and their decision is final and binding.



- d) A revision of the number of overs should ensure whenever possible, that teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its inning in less than its allocated overs.
- e) To constitute a match, a minimum of 5 overs must be bowled to the team batting second subject to the inning not being completed earlier.
- f) A fixed time shall be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 13.2 overs per hour or 4.5 minutes per over. When calculating the length of playing time available for the match, or the length of either inning, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval shall not be taken into consideration. This calculation should not cause the match to finish earlier than the original time for the cessation of play. If required, the original time shall be extended to allow for one extra over for each team.
- g) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its inning in less than its allocated overs. A fixed time shall be specified for the close of play by applying a rate of 13.2 overs per hour or 4.5 minutes per over. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- h) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved provided the light & weather conditions permit.
- i) At times, it may become necessary to amend the number of overs to be bowled, due to weather, as well as, other unforeseen circumstances. If so, the succeeding paragraphs shall apply.  
In case of a delayed start, based on the earliest start time possible and the scheduled end time for the match, umpires are instructed to calculate the number of overs possible to be bowled at the rate of 4.5 minutes per over (13.2 overs / hour) after deducting 10 minutes for the innings break from the time available.  
The total number of overs possible within this available time divided by two will constitute the quota for each innings. Additionally the umpires shall also calculate fielding restrictions per article 16 (Power Play Rules and Regulations) in the By-Laws unless the team batting first has already played their full quota of restricted overs in which case the team batting second will receive the same number of restricted overs, .

**Example:**

A match was scheduled to start at 9 AM and actually started at 10 AM. The scheduled close of play for this morning game is 12:15 PM. With 10 minutes deducted for the innings break, there are 2 hours and 5 minutes available. Within this 2 hours 5 minutes, the number of overs possible at the rate of 4.5 minutes per over is 27 overs in total. Hence the match will be reduced to 13 overs a side (27/2 rounded off). The fielding restrictions shall apply for overs 1-4 (per article 16).

**To determine the fielding restrictions please refer to article 15, 16 in the By-Laws.**

j) **Delay – First Innings:**

In the event of a weather interruption or any other delay (excluding deliberate delays by the batting / fielding teams) **only** during the first innings of a match, the umpires shall note the time lost due to the interruption. They will also reduce the innings break from 15 minutes to 10 minutes, and then take into account the number of overs lost at the rate of 4.5 minutes per over. This will be divided by two and will be deducted from each team's full playing quota.

Additionally the umpires shall also calculate fielding restrictions per article 16 (Power Play Rules and Regulations) in the By-Laws unless the team batting first has already played their full quota of restricted overs in which case the team batting second will receive the same number of restricted overs.

**Example:**

A game commenced at 9:00 AM, and went on till 9:30 AM. The team batting first played its full quota of 6 restricted overs. At this juncture, there is a weather interruption lasting 15 minutes, following which it takes another 15 minutes to re-commence the game. So in total 30 minutes have been lost.

The umpires shall calculate that 6 overs have been lost (30 minutes / 4.5 = 6.66 rounded to 6) and reduce 3 overs per side. The match will now be 17 overs per side and the team batting first will receive 11 more overs. The team



batting second will receive in all 17 overs, out of which the first 6 overs will be subject to fielding restrictions – the same number as the first team.

**k) Delay - Second Innings**

In the event of a weather interruption or any other delay (excluding deliberate delays by the batting / fielding side), the umpires shall note the time lost due to the interruption.

As a result, it will not be possible for the team batting second to play the same amount of overs in the allocated time. Number of overs reduced will be calculated based on the rate of 13.2 overs per hour or 4.5 minutes per over for the amount of lost playing time. The fractions will be ignored.

Revised number of overs = Number of overs at Start of Innings – Number of overs reduced

To achieve a Result the Duckworth-Lewis method shall be applied to:

- i) Calculate the revised target for the new revised overs available, if more play time is possible.
- ii) To determine how to obtain a result from played time thus far if no further play is possible.

**DPL 2017 recommended DL calculator for mobile devices is the Tarams Inc DL Calculator. All scorers are required to download D-L Calculator app from TARAMS Inc.**

**l) Exceptional Circumstances**

- i) Law 3.10 shall apply subject to the following modification: - The umpires may suspend play due to safety and/or security concerns for players, umpires and spectators. The DPL 2017 Integrated Operations Committee in consultation with the umpires and the Match Referee may suspend and/or terminate play for safety or security concerns for players, umpires and spectators.
- ii) If play is suspended, the decision to resume or terminate play shall be at the sole discretion of the DPL 2017 Integrated Operations Committee.
- iii) Umpire may terminate a match when either team refuses to play or players from either team illegally enter the field of play and refuses to leave the field when warned by the umpires. Teams may be subject to further action in accordance with the disciplinary rules, enforced by the DPL 2017 Integrated Operations Committee in consultation with the umpires.

**13) Number of Overs per Bowler**

- a) A bowler shall not bowl more than 4 overs in an inning. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, a bowler may not bowl more than one-fifth of the total number of overs allotted.
- b) Where the total number of overs is not divisible by 5, an additional over(s) shall be allowed to the maximum number per bowler(s) necessary to make up the balance.
- c) In the event of a bowler breaking down and being unable to complete an over, another bowler shall bowl the remaining balls in the over. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned. The score sheets shall show the total number of overs bowled to be one less than the total number of overs bowled by each bowler.

**14) Restriction on the Placement of Fieldsmen**

- a) **30 yard circle**  
Two semi circles shall be marked on the field of play. The semi circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi circles shall be 30 yards and the semi circles shall be linked by two parallel straight lines drawn on the field. The field restriction should be marked by a continuous painted white line, white dots or small plastic or rubber decals.
- b) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. The umpire at the bowlers end shall call and signal no ball.

**15) Power play rules and regulations**

- a) Power play fielding restrictions shall apply to the first 6 overs of the innings subject to 16.d.
- b) During the field restriction overs, only two fieldsmen shall be permitted outside the 30 yard circle fielding restriction area at the instant of delivery.

- c) During the non-field restriction overs, 4 fieldsmen should remain inside the 30 yard circle field restriction area.
- d) In circumstances when the number of overs of the batting team is reduced, the number of overs in each Power Play Block shall be in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the first and second inning of the match.
- e) If an inning is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subjected the fielding restrictions.

Total Overs in the Innings	Field Restriction Overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

### 16) The Match Ball

- a) Law 5.2 shall be modified with the following: - The DPL 2017 Integrated Operations Committee shall provide cricket balls of an approved standard for the competition in addition to spare used balls of the same brand for changing during a match.
- b) At the end of each innings, the umpires will take possession of the match ball and mark # of overs bowled and match #. (Ex: match # → G1; # of overs → 20. Mark the ball → G1 – 20)
- c) The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of the ball at the fall of a wicket or any other disruption in play.
- d) Ball lost or becoming unfit for play
  - i. Law 5.5 shall be modified with the following: -In the event a ball during play is lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
  - ii. In the event a ball becomes wet and soggy as a result of play continuing in inclement weather or dew, or where the ball becomes significantly discolored and in the opinion of the umpires is unfit for play, the ball may be replaced with a ball that had a similar amount of wear, even though it has not gone out of shape.
- e) If the ball is to be replaced, the umpire shall inform the batsman. Either bowler or batsman may raise the issue of an unfit ball with the umpires and the umpires' decision as to a replacement or otherwise shall be final.
- f) Law 42.3 (e) shall be modified with the following: -In the event a fielder alters the condition of the match ball, the umpires shall issue a first and final warning to the captain of the fielding team and notify the batsmen at the wicket of the incident. At the first repetition by any player of the fielding team, the umpires shall deem such action to be unfair play and award a penalty of 5 runs to the batting team.
- g) In the event the fielding team interfered with the condition of the match ball and a replacement is required, the umpires shall choose the replacement ball from a box of six used balls (including a new ball) and of the same brand used prior to the contravention.
- h) In addition the umpires shall report the incident in writing to DPL 2017 Integrated Operations Committee and any applicable penalties may be in force per the Code of Conduct.

### 17) Deliberate Distraction or Obstruction of Batsman

- a) Law 42.4 & 42.5 shall be modified with the following: -In addition, the umpires shall report the incident in writing to the DPL 2017 Integrated Operations Committee and any applicable penalties may be in force per the Code of Conduct.

### 18) Dangerous and Unfair Bowling

- a) Law 42.6 (a) shall be modified with the following: -A bowler shall be limited to one fast short pitched delivery per over. A fast-short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.





- b) The umpire at the bowler's end shall advise the bowler and batsman on strike when each fast-short pitched deliver has been bowled. In addition, for the purpose of this clause, a ball that passes above head height of the batsman and prevents the batsman from being able to hit the ball with the bat by means of a normal cricket stroke shall be called a wide. A fast-short pitched delivery that is called a wide under these playing conditions shall also count as the allowable short pitched delivery in that over.
- c) In the event a bowler bowling more than one fast short pitched delivery in an over as defined in article (19. a) above, the umpire at the bowler's end shall call and signal no ball on each occasion. A different signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal no ball and then tap the head with the other hand.
- d) If the bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding team and the batsmen at the wicket of what has occurred. This caution shall apply throughout the inning.
- e) If there is a second instance of the bowler being no balled in the inning for bowling more than one fast short pitched deliver in an over, the umpire shall warn the bowler and advise it is the final warning for the inning.
- f) If there is a further instance by the same bowler in that inning, the umpire shall call and signal no ball and when the ball is dead, direct the captain to take off the bowler forthwith. If/when necessary the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or a part thereof.
- g) The bowler who was taken off at the direction of the umpire shall not be allowed to bowl again in that inning. The umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible, to the captain of the batting team at the ground and in writing to the DPL 2017 Integrated Operations Committee via the Umpire's Match Report. There may be applicable penalties per the Code of Conduct.

#### **19) Bowling of High Full Pitched Balls**

- a) Law 42.6 (b) shall be modified with the following: - which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury to the striker.
- b) In the event a bowler bowling a high full pitched delivery as defined in (20.a) above (e.g., a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball.
- c) If, in the opinion of the umpire such a delivery is likely to inflict physical injury to the batsman, the umpire at the bowler's end shall in addition to calling and when the ball I dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding team and the batsmen at the wicket of what has occurred.
- d) If there is a further instance by the same bowler in that inning, the umpire shall call and signal no ball, and when the bowl is dead, the umpire shall direct the captain to take off the bowler forthwith. If/when necessary the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or a part thereof.
- e) The bowler who was taken off at the direction of the umpire shall not be allowed to bowl again in that inning. The umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible, to the captain of the batting team at the ground and in writing to the DPL 2017 Integrated Operations Committee via the Umpire's Match Report. There may be applicable penalties per the Code of Conduct

#### **20) Dangerous and Unfair Bowling – Action by the Umpire**

- a) Law 42.7 shall be modified with the following: -Regardless of any action taken by the umpires as a result of a breach of articles 19 and 20 above the following shall apply at any time during the match.
- b) The bowling of fast short pitched balls is unfair in the opinion of the umpire at the bowler's end he/she considers that by their repetition and taking into consideration their length, height and direction, they are likely to inflict physical injury to the batsman, irrespective of the protective clothing and equipment the batsman may be wearing. The relative skill of the striker shall also be taken into consideration.



- c) In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedures during the match:
  - i) In the first instance, the umpire at the bowlers end shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding team and the batsmen of what has occurred.
  - ii) If the caution is ineffective, the umpire shall repeat the above procedure and indicate to the bowler that it is a final warning. Both the above caution and final warning shall continue in effect even if the bowler may later change ends.
- d) If there is any further instance of unfair bowling by the same bowler in the inning, the umpire shall call and signal no ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler who shall neither have bowled the previous over or part hereof, nor should he be allowed to bowl the next over or part thereof. The bowler thus taken off shall not bowl again in that inning. The umpires shall report the incident to the DPL 2017 Integrated Operations Committee via the Umpire's Match Report. There may be applicable penalties per the Code of Conduct

### 21) Deliberate Bowling of High Full Pitched Deliveries

- a) Law 42.8 shall be modified with the following: If the umpire at the bowlers end considers a full pitch which is deemed to be dangerous and unfair was deliberately bowled, the caution and warning above shall be dispensed with and the umpire at the bowlers end shall call and signal no ball. When the ball is dead the umpire shall direct the captain to take the bowler off and the bowler cannot bowl again in that inning.
- b) If necessary the over shall be completed by another bowler who shall neither have bowled the previous over or part thereof, nor should he be allowed to bowl the next over or part thereof. The umpires shall report the incident to the DPL 2017 Integrated Operations Committee via the Umpire's Match Report. There may be applicable penalties per the Code of Conduct

### 22) Time Wasting

- a) Time Wasting by the Fielding Team
  - i) Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following: -If there is any further waste of time in that inning by any member of the fielding team, the umpire shall: a)
    - ii) Call and signal dead ball in necessary, and; Award 5 penalty runs to the batting team (Law 42.17)
- b) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting team of what has occurred. If necessary, the umpires shall report the incident to the DPL 2017 Integrated Operations Committee via the Umpire's Match Report. There may be applicable penalties per the Code of Conduct
- c) Batsman Wasting Time -Law 42.10 shall apply. There may be applicable penalties per the Code of Conduct

### 23) No Ball

- a) ICC/MCC Law 24 shall be applied fully for No Balls. (<https://www.lords.org/mcc/laws-of-cricket/laws/law-24-no-ball/>)

### 24) Free Hit

- a) Standard Free Hit penalty for **all No-Balls** shall apply
- b) If the free hit delivery is not a legitimate delivery then the next delivery will become a free hit
- c) For free hit, the batsman can only be dismissed under circumstances that apply for no balls, even if the free hit is called a wide.
- d) Field changes are only permitted if there was a change in striker.
- e) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### 25) Wide Ball



- a) Judging a wide
  - i) Law 25 shall apply with the following addition of Law 25.1: -Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.
- b) A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

## 26) Match Result

- a) Law 21.2 shall apply in addition to the following: - Except in circumstances where a match is awarded to a team as a result of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or the team batting second scores enough runs to win in less than 5 overs.
- b) All matches will have a winner, except matches in which both teams have not had the opportunity of batting for a minimum of 5 overs shall be declared a **no result**.
- c) Matches, in which, both teams have had the opportunity of batting for the allotted number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, then the first tie-breaker would be a Super over and take place as per section 28 & 29.
- d) Any queries concerning the scores and/or the result of a match as defined in Laws 3.15 and 21.8 shall be resolved immediately after the conclusion of the match and a final decision made by the umpires at the ground after consultation with the scorers.

## 27) Super Over

- a) The super over commences 5 minutes after the game concluded and it must be conducted in the same pitch where the match played unless and otherwise determined by the DPL 2017 Integrated Operations Committee.
- b) The umpires shall choose which end to bowl from and both teams will bowl from the same end
- c) Prior to commencement of the super over each team selects three batsman and one bowler and the same must be given to the umpires.
- d) The umpires will stand on the same end as that it finished in the match.
- e) Each team's over played with the same field restrictions as in the last over of the game.
- f) In a tied ball game, the team batting second will bat first in the super over.
- g) When both innings are not played, Toss will decide the team batting first in the super over.
- h) The same ball (or a similar age if the original is out of shape or lost) as used in the end of team's innings shall be used in the super over.
- i) The loss of two wickets in super over ends the team's super over innings.
- j) The team scoring the most runs in the super over shall be declared the winner.

## 28) Tie in Super Over

- a) In the event, if both the teams have the same score at the end of super over;
  - i) The team that hit most number of sixes combined from its two innings (both main innings & super over) shall be declared winner.
  - ii) If still equal, the team that hit most number of boundaries (fours & sixes) combined from its two innings (both main innings & super over) shall be declared winner.
  - iii) If still equal, the team that took most number of wickets combined from its two innings (both main innings & super over) shall be declared winner.
  - iv) If still equal, the winner will be decided by a Coin flip as decided by the DPL 2017 Integrated Operations Committee.

## 29) Points Allocation - Match

- a) Points shall be awarded for matches in the group phase as follows:



- i) Win - 2 points
- ii) No Result - 1 point each
- iii) Loss - No points

**30) No Result**

- a) If a match is interrupted by rain, bad light or other unforeseen circumstances and the umpires decided the match could not continue and either team did not receive a minimum of 5 overs to achieve a result, the match shall be considered a 'No Result'.

**31) Net Run Rate (NRR)**

- a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition the average runs per over scored against that team throughout the competition.
- b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it was entitled and not on the number of overs in which the team was dismissed.
- c) Only those matches where results are achieved will count for the purpose of net run rate calculations.
- d) The Net Run rate will be rounded off to the nearest five decimal points.

**32) Tournament Format**

- a) The Tournament will consist of 8 teams. During the group stage, each team shall play the other team once within the Group.

**33) Playoff Format**

- a) At the conclusion of the Group stage, the top 4 teams from each Group shall qualify for the eliminator format Playoffs. The format is below.

Qualifier	NUM 1	NUM 2
Eliminator	NUM 3	NUM 4
Semi Final	Qualifier - L	Eliminator - W
Final	Qualifier – W	Semi Final - W

- b) The Playoffs match-up will be constructed similar to IPL (see Owner's manual):

**34) Playoff Games - Reserve Day(s)**

- a) **The DPL 2017 Playoffs will include reserve days as applicable (except Qualifier)**
- b) **The rescheduling of the applicable playoff games on reserve day will be determined by the DPL 2017 Integrated Operations Committee.**
- c) **Playoff Results - Reserve Day – UNPLAYABLE Scenario**

**Every playoff game, APART from the Qualifier, will have ONE reserve day per game. If the playoff game is unplayable on BOTH days and should the match be called off, the higher ranked team will move to the next round. The reserve day is determined by the DPL Integrated Operations committee. If the Final for DPL 2017 cannot be played both days for any reason, then both finalists will be declared Joint winners.**

**Please contact the DPL Integrated Operations Committee if you have any questions or require clarifications.**

**35) Playoff Ranking**

- a) The teams qualifying for playoffs will be ranked from 1 to 4.
- b) The 4 qualifiers will be ranked as follows:



- i) Overall points (including No results)
- ii) In the event of two or more teams tied with equal points in the points table, the criteria in article 32.b will be applied.
- c) The playoff rankings will be determined based on a set of tie-breakers, in the following order:
  - i) Points
  - ii) Net Run Rate
  - iii) Least number of wickets given
  - iv) Highest number of wickets taken
  - v) Most sixes
  - vi) Most fours
  - vii) A Coin Toss
- d) Breaking a Tie on Points
  - i) In the event of two or more teams finishing on equal points in the points table, the higher ranked team will be decided as follows, in that order:
  - ii) The team with the higher net run rate in all league games that ended in a result. No-result games will not be used; if still equal:
  - iii) The team that *lost the least* number of wickets in all league games that ended in a result. No-result games will not be used; if still equal:
  - iv) The team that *took the highest* number of opposition wickets in all league games that ended in a result; if still equal:
  - v) The team that scored the higher number of *sixes*; if still equal:
  - vi) The team that scored the higher number of *fours*; if still equal:
  - vii) A COIN TOSS will decide the higher ranking team.

### 36) Playoff Match Winner

- a) When minimum required play is possible, the winner of each Playoff match will be determined per section 27 (Match result).
- b) In the event of the Playoff match being rained-out, the Reserve day rules procedure will be followed to Reschedule and/or determine the Playoff match winner (**Section 35 – Playoff Games - Reserve day rules**).

### 37) Finals

- a) The Winner of the Finals will be declared as Champions of DPL 2017 Tournament.
- b) The Finals winner will be decided based on section 37 rules.
- c) In the event the Finals is cancelled due to unforeseen circumstances, both the finalists will be declared as Joint Winners and Co-Champions of DPL 2017.
- d) Under exceptional conditions when entire playoff games is called off, the following criteria is applied.
  - i) There will not be a tournament winner if the Entire Playoffs is called off due to bad weather or other unforeseen circumstances. See section 40 for distribution of prize money amount for the 4 Playoff qualifiers.

### 38) Scorecards

- a) Match reporting shall be accomplished via the CricClubs application or ([www.cricclubs.com/dpl](http://www.cricclubs.com/dpl))
- b) The Official scorer shall update the Detailed MATCH SCORES i.e. the totals for both sides, the wickets fallen for both sides and the number of overs played by both sides.
- c) The playing teams shall **confirm** the MATCH SCORES.
- d) Falsifying match reports and the information contained therein is deemed a serious offence and shall be dealt with as stipulated in DPL 2017 Code of Conduct.

### 39) Electronic Equipment

- a) No kind of Electronic Equipment / device should be allowed inside the field of play.

### 40) Team Roster and Management



- a) Each team Roster of a maximum of 20 team members (minimum 16) is locked following the Trade deadline defined in the Owner’s Manual.
- b) A player will be a member of ONLY one team. Player can be a member of only one team for the entire duration of the tournament unless he has been officially traded subject to the conditions in the Owner’s Manual. If a player is found to be playing on more than one team, the player, the team(s) will be subject the disciplinary action.
- c) The Official roster will be published in CricClubs. Teams cannot change their rosters.
- d) All team rosters will be managed tightly by the DPL 2017 Integrated Operations Committee.
- e) If a player is injured prior to the start of the tournament, the injury must be declared. The team will have the opportunity to replace the player prior to the start of tournament by requesting player replacement approval. Otherwise, the request will be denied.
- f) In the event a player is injured on the field during the DPL 2017 tournament, a replacement can be requested and the Integrated Operations Committee will review and consider on a case-by-case basis.
- g) If a player becomes unavailable due to unforeseen circumstances, teams may request replacement. DPL Integrated Operations Committee will review and consider on a case-by-case basis.
- h) The replacement player will come from the DPL Draft reserve pool for a Drafted player (NTCA or NON-NTCA).
- i) Replacement for a Pre-Draft and Post-Draft player will be as follows:
  - i) NON-NTCA Player → NON-NTCA Player
  - ii) NTCA Player → NTCA Player
- j) Once a Player is replaced, the player is no longer eligible to take further part in the DPL 2017 tournament.
- k) Each owner will nominate one person as Manager of the team before the start of the tournament.
- l) Include the following information:
  - i) Player Full name (First name, Last name, Middle initial)
  - ii) Indicate Role (only for Captain)
  - iii) Email Address (to setup account in CricClubs. If player has existing account, please provide that email address)
  - iv) Manager’s Full name (First name, Last name, Middle initial).
  - v) Owner’s Full name (First name, Last name, Middle initial).
  - vi) Primary contact information for the team:

**41) Please include Owner, Manager, and Captain’s mobile phone numbers**

- a) Only the Manager or the Captain will be communicating with the DPL 2017 Integrated Operations Committee and their decisions/acceptance will bind the team and that will be final.
- b) During the game and at all times on the field of play only the captain is allowed to discuss with the umpires in case of any issues.

**42) Tournament Participation and Prize Money Distribution**

- a) The entry fee for participation per team is determined by DPL 2017 management prior to the start of tournament. This fee includes tournament clothing for the playing teams. This is communicated in the DPL 2017 Owner’s manual.
- b) Below is the prize money chart:

WINNER	\$12500.00
Losing Finalist	\$5000.00

- c) If the tournament is cancelled due to weather or unforeseen circumstances beyond the control of DPL 2017 organizers, the teams will be refunded the participation fee minus cost of team clothing.
- d) In any exceptional circumstances not explicitly or implicitly covered by these regulations, the decision of the DPL 2017 Integrated Operations Committee shall be final and binding on all parties. The DPL 2017 Integrated Operations Committee has full and complete discretion as the final decision making authority.

**43) Integrated Operations Committee**



- a) NTCA EC shall appoint a DPL Commissioner for DPL 2017. The DPL Commissioner is tasked with appointing any honorary personnel to run DPL 2017 successfully.
- b) The DPL 2017 Integrated Operations Committee is responsible for reviewing and adjudicating on all protests that are submitted by teams.
- c) The DPL 2017 Integrated Operations Committee shall also adjudicate on any and all match-related disputes regarding interpretation of the Playing Conditions other than that which is the responsibility of the umpires during a match.
- d) The DPL 2017 Integrated Operations Committee shall be responsible for the application of the Code of Conduct or any non-match related issues.
- e) The DPL 2017 Integrated Operations Committee reserves the right to make changes to schedule, start time, field changes (limited to DFW Metro area), length/duration of innings, in the interest of ensuring a fair competition opportunity to all teams.
- f) In any exceptional circumstances not explicitly or implicitly covered by these regulations, the decision of the DPL 2017 Integrated Operations Committee shall be final and binding on all parties.

#### **44) Protests**

- a) In the event of a protest, the captains shall notify the umpires during and or at the conclusion of the match if it is determined that they wish to file a protest concerning the match. All protests shall be filed in writing and forwarded to the DPL 2017 Integrated Operations Committee within one (1) hour after the match was completed.
- b) The communication (protest) must include details and/or reason(s) for the protest, the names of persons who may assist the DPL 2017 Integrated Operations Committee with its investigation.

#### **45) Interpretation / Settlement of Disputes**

- a) The DPL 2017 Integrated Operations Committee reserves the right to interpret and/or amend the Playing Conditions of the tournament as deemed necessary. The DPL 2017 Integrated Operations Committee shall be empowered to appoint subcommittees, investigate infractions and determine the punishment, if any for misconduct or a breach of these Playing Conditions by players and umpires during the tournament. Decisions of the DPL 2017 Integrated Operations Committee shall be final.
- b) Hearings and Principles of Natural Justice
  - i. The rules of natural justice are the minimum standards of fair decision making which may be imposed on persons or bodies acting in a judicial capacity. Where the relevant person or body is required to determine questions of law or fact in circumstances where its expectations of the individual concerned, an implied obligation to observe the principles of natural justice arises.
  - ii. The rights to a fair hearing require that an individual shall not be penalized by a decision affecting his/her rights or legitimate expectations unless he/she has been given prior notice of the charge against him/her. He/she must be provided a fair opportunity to answer the charge and an opportunity to present his/her own case.
  - iii. Each individual must have the opportunity to present his/her version of the facts and to make submissions on the relevant principles of the Code of Conduct and the allegations against him/her. If the person(s) charged does not attend the hearing at the time and place which he/she was given notification, the Integrated Operations Committee shall have the discretion to decide whether or proceed.
  - iv. If a breach of the Playing Conditions or the Code of Conduct occurs, the DPL 2017 Integrated Operations Committee upon the receipt of a written report shall appoint a Sub-Committee and convene a hearing to determine the facts. The decision of the Committee shall be final.



# Appendix

- Download Duckworth-Lewis calculator by Tarams Inc. on iOS or Android devices.
- **MCC Laws of Cricket**
  - Download the app on iOS or Android devices.