



DTCL Rules 2024 (8th Edition)

General

1. The leadership of the league shall be responsible for the administration and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the league.
2. Except for those laws that are unique to local playing situations and conditions, this league will abide by the latest available ICC Laws of Cricket. The complete and latest ICC code can be found at ICC's website. In the event of conflicts, the rules as stipulated by the leadership team shall supersede.
3. A player who has already played from one team cannot play from another team.
4. Members of the leadership team will not be held liable for any accidents or injuries that a player may suffer while traveling to/from the grounds, while playing or even spectating a game.

OC Members

The OC is comprised of the following people:

Danish Alvi, Asif Iqbal and Farhan Gilani. You can contact any of these members for your queries.

Scoring and Points

1. Each team (batting side) will be responsible for cricclubs app scoring.
2. There will be **2-points awarded for each win, 1 for a tie and 1 for no result.**
3. In case of teams finishing with the same number of **win/tie points**, higher net run rate up to 3 decimal digits will be used to determine the ranking.

Roster and Deadlines

1. Roster size is 25.
2. Upto 5 changes are allowed until June 28th.
3. A roster change **MUST** be communicated by Friday end of day so that cricclubs can be updated in a timely manner.
4. Two spots on the roster will be reserved for youth ages 12-18. In absence of any designated youth players, those two spots will remain open.
5. No transfers are allowed within teams unless a player hasn't played a game with his original team. Transfer will be treated as a change and only allowed until June 28th.



Securing the Ground

1. PNP and SCP grounds are available based on first come first play, hence must be occupied by the home team ahead of the game start time.
2. Home team needs to occupy the ground 30 minutes before the sunrise. A whatsapp message **MUST** be sent with a photo/video showing the team or team representative reaching the ground with stumps placed on the pitch.
3. If the home team is not able to secure the ground even after arriving 30 min before the sunrise, points will be shared.
4. If the home team is not able to secure the ground due to not arriving as per the guidelines in point # 2, the away team will be awarded 2 points.
5. In case of points # 3 and 4, a game can be moved to any other DTCL venue, if the venue is available and **BOTH** teams agree to the change.

Forfeiting a Match

1. Team forfeiting a match will be given a -2 points penalty in the current season or next season. OC will decide when the penalty will be applied. This is to avoid scenarios where teams already qualified with enough points or teams without a chance to qualify for next round deciding to forfeit a game. A -2 points penalty in these scenarios may not stop teams from forfeiting the game which is why OC can decide to apply the penalty in next season. The goal is to discourage the teams from forfeiting a game and not impacting the chances of other teams to qualify for the next round.
2. The opponent team will be awarded 2 points.

Clothing & Equipment

1. We will be using white taped balls so **NO** White Shirts shall be allowed.
2. The wicketkeeper is the only member of the "**fielding**" side permitted to wear gloves.
3. Both batsmen are allowed to wear gloves while batting.

Pitch and Ground Measurements

1. Pitch Length will be 20 yards between the two stumps.
2. Boundary will be **55 yards** measured from the batting side of the pitch.
3. There will be an inner circle of **30 yards** for power play. The 30 yards circle will be measured from the batting side of the pitch.
4. Wide will be measured from the off stump, of the size of a **full** bat.
5. Visiting team will have the right to demand the enforcement of above guidelines.



Format

1. There will be 9 teams participating in this league
2. Each team will play twice against each of the other 8 teams during the league phase for a minimum of 16 games.
3. At the end of league phase, top 4 teams will qualify for the next round that is described below:
 - a. Top two teams will play in a **Qualifier**. The winner will qualify for the final.
 - b. Teams ranked 3rd and 4th will play in an **Eliminator**.
 - c. The winner of Eliminator will play against the loser of Qualifier to qualify for the remaining spot of the final.
4. All games throughout the league will be of 15 overs each.
5. Only **3 overs** per bowler per innings.

Substitutions/Backup Player

1. Each team will have a roster of **25** players. Only 11 will play the game.
2. One substitute (super sub) will be allowed during the game and the substitute can either bat **OR** bowl. The substitute has to be from the roster and the player's name **MUST** be provided before the toss. No outside substitutes are allowed.
3. There is no restriction on super sub's arrival time.
4. A runner is allowed irrespective of the injury sustained before or during the league to the batsman but the opposing captain will pick the runner.
5. Only one runner is allowed at a given time. Both batsmen can't have the runners at the same time.

Toss

1. Playing XI (Or 12 with optional super sub) **MUST** be exchanged before the toss.
2. Captain winning the toss **MUST** choose to bat/bowl and inform the other captain right away.

Delayed or Interrupted Matches

1. The game **must** be played on the scheduled date.
2. No change in the venue is allowed without prior permission from the OC.
3. OC has the right to change the schedule or venue due to non weather related reasons.
4. Minimum game time temperature is set to 45F (7C). Similarly, max temperature for game duration is set to 95F. If temperature is expected to be above/below the guidelines for most of the game time (2 hours or more from game start time) then any team can decide to call off the game.
 - a. If the game available time is not enough for a full game then it can be reduced as per point # 8.



- b. The decision to call off the game CANNOT be made before Saturday evening. However, if both captains agree to call off the game early then the decision can be taken as early as Friday night.
5. Once both teams agree to start the game, it can't be called off due to min/max temperature unless BOTH teams again agree to call off the game.
6. Each game must be finished within the 3.5 hours window.
7. If a game is delayed/shortened due to bad weather then both teams must ensure that the game is finished within the original 3.5 hours window.
8. If a game is delayed/shortened and a full 15 overs game is not possible within the remaining time window then captains must reduce the number of overs to make sure that the game is finished within the remaining time.
9. Minimum 8 overs game must be played to constitute a valid league game.
10. If the rain stops the game after the second innings has started and no further play is possible then the result would be determined based on following:
 - a. Minimum $\frac{2}{3}$ of the overs in the second innings is required. In the case of a 15 overs game, it would be 10 overs. Adjust it according to the number of overs played in the first innings.
 - b. The team batting second must score runs at more than the original required run rate to win the game. For example, if the original target was 150 in 15 overs and the game was stopped at the end of 10th over of the second innings, the chasing team must be ahead of RRR of 10 per over (101 runs).
 - c. If the game was stopped before $\frac{2}{3}$ of the overs were finished then the game would be considered as no result and teams would split the points.

Game Time and Penalties

1. Teams are to be present at the field allocated for their match prior to the scheduled commencement of their game.
2. A minimum of 6 players have to be at the ground to start the game regardless of the team bowling or batting.
3. If a team doesn't show up **20 minutes** after the scheduled start time then the OC may award the game to the opposing team. The Concerned captain must call the OC representative before walking off the field.

Umpiring and Disputes

1. If you do not like or agree with the decision of the umpires, please be respectful. No cursing, screaming or calling names, nothing that violates the spirit of the game. If you believe that the umpire has the wrong understanding of the rules applicable for this league then you can gracefully call for a quick consultation. You can dispute the umpire's understanding of the rules but you can't disrespect their judgment.
2. Fielding captain can request an umpire change.
3. Main umpire will have the authority to overrule the leg umpire's decision if necessary.
4. It is the responsibility of BOTH captains to see that decorum is maintained at all times and the spirit of the game is adhered to.
5. The representatives of both teams and the umpires shall arbitrate disputed matters.



Playing Rules

1. There will be No LBW or Leg Byes however Byes and overthrows are allowed.
2. Fiber Bats are **NOT** allowed.
3. Batting team may request and provide tape for a red seam on white ball.
4. Any delivery bouncing twice or more will be declared **dead ball**.
5. If the bowler hits the stumps during the run up it will be a **dead ball**.
6. If the ball pitches outside the playing area and stops before the batting crease then it will be declared a **dead ball**.
7. **Mankad** is allowed (**without warning**) if the bowler hasn't completed the action.
8. Wide will be declared if the ball is outside the bounds of the wide marker. "**On-the-marker**" is considered a legitimate ball. However, if the batsman shuffles then it would be up to the umpire to decide whether the ball was within the batsman's reach or not. In that case the wide marker will not apply.
9. Above waist high full toss balls will be called a **NO Ball** regardless of whether it was bowled by a fast bowler or a spinner.
10. A waist-high full toss outside a batsman's range is considered a wide instead of a no-ball. Umpire shall use the standard definition to judge such wide balls
11. 1 bouncer is allowed, if the ball passes between the batsman's shoulder and head in his normal batting stance at the popping crease. Any subsequent bouncer between the shoulder and head shall be called a **No Ball** and a free hit will be rewarded.
12. Any bouncer passing over the batsman's head will be called a **WIDE Ball**. It will also be counted as 1 bouncer for the over. Any subsequent delivery whether it is over the shoulder or over the head, will be declared a **NO ball**.
13. All No balls shall result in a free hit.
14. A foot no ball overrules a wide ball. For instance, a bowler bowls a wide ball but he oversteps while doing so then it will be declared **No ball** and a free hit shall be awarded.
15. Stand-in stumps with the metal frame will be used. If a ball hits any part of the stumps including the frame, the batsman is considered out. There will be no bails.
16. A retired (declared) batsman can come back **ONLY** after one of the following happens.
 - a. 2 wickets have fallen.
 - b. 3 overs (18 legal balls) have been bowled.
 - c. If the last wicket has fallen and no other batsmen is left to bat.
 - d. Batsman can only be retired once

Power Play

1. There will be 4 overs of Power Play (PP) out of 15 overs.
2. The first 2 overs are mandatory batting PP overs and remaining 2 bowling PP overs can be taken anytime and don't have to be consecutive.

Following field restrictions will apply;
(Players = Bowler+WK+Fielders)

During PowerPlay Overs:
Inside - 8 minimum players



Outside - 3 maximum players

During Non PowerPlay Overs:

Inside - 6 minimum players

Outside - 5 maximum players

Note:

Inside the circle always takes precedence.

Example:

If a team has less than 11 players then they must satisfy the inner circle requirement first and then place the remaining players outside. Hence, it is very important for teams to make sure that they bring all their players to the ground.

Stats

1. All individual awards like best batsman, bowler and fielder etc. will be based on stats from all games EXCLUDING the final. The stats from the league final will not be part of determining the award.
2. Any stats from a game that is abandoned for any reason will stay as long as that game is NOT rescheduled.

Housekeeping

1. Home team is responsible for the following:
 - a. Marking boundaries, power play and wide line.
 - b. Providing stumps, tapes and balls