



DTCL Rules Fall 2021

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.

Leadership

The leadership is comprised of the following people:

Farhan Khan, Danish Alvi, Asif Iqbal, Farrukh Syed, Ain ul Badr, Farhan Gilani, Iqbal Mirza and Talha Iqbal

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.

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 center of the pitch.
3. There will be an inner circle of **30 yards** for power play.
4. Wide will be measured from the off stump, of the size of a **full bat**.



Format

1. There will be 8 teams participating in this league
2. Each team will play a minimum of 10 games.
3. All games throughout the league will be of 15 overs each.
4. 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 will be allowed during the game and the substitute can either bat **OR** bowl. The substitute has to be from the roster. No outside substitute.
3. 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.
4. Only one runner is allowed at a given time. Both batsmen can't have runners at the same time.

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)
5. Each game must be finished within the 4 hours window.
6. If a game is delayed due to bad weather then both teams must ensure that the game is finished within the original 4 hours window.
7. If a game is delayed 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.
8. Minimum 8 overs game must be played to constitute a valid league game.
9. 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 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 leadership will award the game to the opposing team.

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 judgement.
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 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 every team to make sure that they bring all their players to the ground.

Housekeeping

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