



DALLAS YOUTH PREMIER LEAGUE

TOURNAMENT PLAYING CONDITIONS

YEAR 2023

1. GENERAL RULES	2
2. RULE I – OVERS & SCHEDULE	2
3. RULE II – POINTS ALLOCATION	2
4. RULE III – FIXTURES	2
5. RULE IV – LENGTH OF MATCHES & TIME-KEEPING	3
6. RULE V – GAME INTERVALS	3
7. RULE VI – MATCH RESULTS	4
8. RULE VII – WIDES AND NO-BALLS	5
9. RULE VIII – MATCH FORMALITIES	5
10. RULE IX – RAIN RULE	7

1. GENERAL RULES

- a. Franchise to mentor drafted Youth players by creating a healthy environment through team building and educate them to be a team player.
- b. To ensure fair opportunity, Franchise to make sure that all drafted players in their franchise are in the playing XI for at least 1 Match in the league stage. In the event of 2 or more games getting rained out with no result, then the minimum mandatory rule is excused.
- c. Fair opportunities to be planned for the drafted Youth players, by planning team composition at the time of draft and selecting Youth players depending on the skills and team composition. This is to ensure proper balance between opportunity and competitiveness.
- d. Team building activities such as Practice sessions to be planned by Franchise.
- e. Franchises need to have Liability Waiver agreements from the drafted players.
- f. Franchises should not charge any money from Youth players to be part of the team after drafting.
- g. No discrimination among Youth players will be entertained and strict disciplinary practice should be followed to have healthy games.
- h. Franchises are encouraged to engage professional Coaches and Coaching staff structure like any other professional Cricket setup.

2. RULE I – OVERS & SCHEDULE

- a. DYPL Matches will be played in T20 format consisting of one innings of 20 overs for each team. Each over shall consist of 6 legal deliveries.

3. RULE II – POINTS ALLOCATION

- a. Win: 6 points for winning team and 0 points for losing team.
- b. Tie: A maximum of 3 super overs shall be conducted per ICC rules to decide the winning team. If a Super Over is not able to be played due to any ground or time restrictions as decided by the umpires both teams will be awarded 3 points.
- c. Rained out/abandoned games with no result: 3 points for each team.
- d. Forfeitures and Walkovers: 0 points to team forfeiting, 6 points to opposition.
- e. Tournament Committee to decide on any other infractions/disciplinary issues.

4. RULE III – FIXTURES

- a. DYPL Matches shall be played on the date specified in the Schedule for a specific edition of tournament.

- b. Non-drafted players shall not be eligible to play any matches unless they are identified/approved as Replacement players. Any team violating this rule shall forfeit the game and 6 points shall be awarded to the opposition team.

5. RULE IV -- LENGTH OF MATCHES & TIME-KEEPING

- a. These games shall consist of no more than 20 overs per side, with 6 balls per over. Each bowler shall bowl no more than 4 overs or one-fifth of total overs agreed prior to the start of the game.
- b. Any weather-related delays during the game shall be no more than 90 minutes at one time. Teams should be able to play a minimum of 10 overs for a game to be considered for result. If not, the game will be considered as rained out/abandoned and the teams will split the points.
- c. The captains shall conduct the toss at least 20 minutes prior to the start of the game. If captains are not present, then teams must nominate a deputy for this purpose. Once the toss is made, a decision should be made promptly by the winning captain and no later than 10 minutes before the start of play.
- d. For a team to be ready to take the field, a minimum of 7 players must be present at the ground prior to the start of the game. Any team causing a delay of more than 30 minutes shall forfeit the game. In such a case, the team forfeiting the game shall receive zero points and their opponent shall receive 6 points. This shall be strictly enforced by the Umpire.
- e. One over per five minutes should be reduced for any kind of game time delay. This reduction should be split equally between both teams if the delay was not caused by any one team (Example: When splitting a 45-minute delay to both teams, five overs must be reduced to each team).
- f. Outside of rain interrupted games or other unavoidable situations, penalties for any violations resulting in delays more than 30 minutes by any team will be enforced by the Umpires.
- g. It is the responsibility of the fielding team captain to ensure that a reasonable over rate is maintained. Umpires will advise captains when over rate deteriorates.

6. RULE V – GAME INTERVALS

- a. Teams are allowed one Strategic timeout in each Innings in addition to the regular break at 10 Overs. The Strategic timeouts are for 3 mins each. The Batting team is allowed to take it between overs Thirteen and Sixteen while the bowling team is allowed to take it between overs Six and Nine.
- b. Max Roster size is 14. Coaches and/or Managers ONLY are allowed in the field of play during the strategic timeout break.
- c. Strategic Timeout shall be an in-field break and all players shall remain inside the boundary of the ground.

- d. In case the overs are reduced to less than 16 overs per innings, there shall be ONLY ONE mid-innings drinks break for two-and-half minutes per innings based on the number of overs.
- e. Strategic Timeouts shall not apply in reduced over game with less than 16 overs per innings.
- f. An innings break shall be taken between the innings and the duration shall not exceed 15 minutes.
 - a. Time Allocated to Team for 20 Overs – 3 hrs 55 Mins.
 - b. 1st Innings: ex. 08:00 AM – 09:50 AM (Includes one 5 Min Drinks Break at 10 Overs + 2 strategic timeouts of 3 mins each)
 - c. 15 Min Innings Break
 - d. 2nd Innings: 10:05 AM – 11:55 PM (Includes one 5 Min Drinks Break at 10 Overs + 2 strategic timeouts of 3 mins each)

7. RULE VI – MATCH RESULTS

- a. The team scoring the most runs shall be considered the winner and shall receive 6 points. The other team shall receive zero points.
- b. In the event both teams score an equal number of runs, the game will be considered as a tie. The tie breaker will be super over (as described).
- c. Super over will be played (max 3) until a winner is determined. For a Super over, the team that batted second in the main match will bat first. Each team nominates three batsmen and one bowler to play a one over "mini match". Each side bats one over bowled by the one nominated opposition bowler. If the batting side loses two wickets, their innings is over. The side with the higher score from their over wins.
- d. In case of additional Super Over to determine a winner, the players that were part of the previous Super Over(s) (batsmen and bowler) will not perform that role in the subsequent Super Over(s).
- e. A maximum of 3 Super Overs per game will be played to determine a winner. If all the three Super Overs result in a tie, the winner of the game will be decided by a "Bowl Out" method – each team will nominate 5 players to bowl one ball each. Whichever team bowls and hits the striker side wicket the most out of 5 attempts will be declared the winner.
- f. In the event of 3 Super Overs and Bowl Out ending in a tie, "Sudden death" method will be followed to determine the winner. Sudden Death will be based on whichever team misses first.
 - Scenario 1: Team 1 hits the wicket, Team 2 misses - > Team 1 wins
 - Scenario 2: Team 1 misses the wicket, Team 2 hits the wicket - > Team 2 wins.
- g. Game started but not finished due to inclement weather shall be decided on by basis of Duckworth Lewis (DL) Method:

- h. If the second batting side does not complete 10 full overs, the match will be considered a No Result with 3 points awarded to each side.
- i. DL method can be applied at any stage of the game where there is interruption, and upon resumption the on-field umpires will determine a reduction in total overs.
- j. In the case of games started but not finished due to inclement weather, where the second side bats full 10 overs or more when the game is called off, then the game will be decided based on DL method.
- k. The decision to call off play shall be made by the Umpire. In the absence of an appointed Umpire, the decision will be made by the mutual consent of the two Captains.
- l. For each 4.5 minutes of rain, one over will be deducted from the 40 over game divided between both teams. If the resulting overs is an odd number, one more over will be deducted.
- m. In case of a tie in the division placing, head-to-head results are the decider. In case these are also equal, net run rate differential (total runs scored divided by total overs faced minus total runs conceded divided by total overs bowled) is the decider (Completed matches only). In case these are equal, there will be a toss of a coin.
- n. If three or more teams are tied for the same spot, then “Net Run-Rate” is the only decider.

8. RULE VII – WIDES AND NO-BALLS

- a. Rules related to Wide and no-ball are as per ICC rules.

9. RULE VIII – MATCH FORMALITIES

- a. Captains (or deputies) of each team MUST meet at the toss to review match conditions, and to exchange team lists in the presence of the umpires. Team lists should include the 12 playing members.
- b. Each side shall consist of 12 players with the Super Sub rule. The 'Super Sub' rule states that one substitute player will be available for each team who can be used either to bat or bowl in any innings of the match. Substitutes may be protected players and must be a player of the franchise.
- c. The spirit of the law is that named substitutes shall normally only be used to replace a member of the fielding side that are injured or incapacitated during the match, substitutions shall be permitted only at the Umpire's discretion. The umpire must be notified of a substitution and the reason for it.
- d. Umpire makes the final decision if a substitute will be allowed or not.
- e. No runners are allowed during the game.
- f. Captains shall advise members of their respective teams that the Umpires' decision is final and binding regarding the playing of the game. Any individual

acting in an unsportsmanlike manner or using profanity shall not be tolerated by the Umpires nor should it be tolerated by the team to which that individual belongs. Disciplinary action shall be taken by the team itself against the offending player in accordance with DYPL Code of Conduct rules.

- g. Boundary shall be marked with 50 yards min and 55 yards max for DYPL Jr(U13). and min of 60 yards and max of 65 yards for DYPL(U17) age category.
- h. 30-Yard Circle Rule and Power-play

The games will incorporate power-plays as listed below:

1. 6 over mandatory power play to start innings with maximum 2 fielders outside the 30- yard circle.
2. No batting or fielding powerplay overs are allowed.
3. Only Maximum five fielders are allowed outside the 30-yard circle on all non-powerplay overs.
4. If a game is played with shortened overs for any reason – the number of power play overs shall also be reduced proportionately according to the following table:

Innings Duration	Total Power Play Overs
19 to 20	6
15 to 18	5
12 to 14	4
9 to 11	3
5 to 8	2

5. If a game is played with shortened overs for any reason – the number of overs a bowler can bowl shall also be reduced proportionately according to the following table:

Number of Overs in an innings	Overs quota for bowlers
20	5 x 4 overs
19	4 x 4 overs and 1 x 3 overs
18	3 x 4 overs and 2 x 3 overs
17	2 x 4 overs and 3 x 3 overs
16	1 x 4 overs and 4 x 3 overs
15	5 x 3 overs
14	4 x 3 overs and 1 x 2
13	3 x 3 overs and 2 x 2 overs
12	2 x 3 overs and 3 x 2 overs
11	1 x 3 overs and 4 x 2 overs
10	5 x 2 overs
9	4 x 2 overs and 1 x 1
8	3 x 1 overs and 2 x 1 overs
7	2 x 2 overs and 3 x 1 overs
6	1 x 2 overs and 4 x 1 overs

5	5 x 1 overs
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- i. If a game is interrupted by rain after power plays have been taken by the team batting first and the overs reduced, the team batting second shall be entitled to the same amount of powerplay overs as taken by team batting first.
- j. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal no ball.
- k. DYPL will not apply the following rules:
 - 1. close fielder rule
- l. DYPL will apply the following rules:
 - 1. No more than 2 fielders can be behind square, at any time, on the leg side.
 - 2. White pads are not allowed during batting. Only color pads or pads with clads are allowed. If a batsman comes to bat with white pads, the Umpire/opposition captain can choose to not allow him to bat, until he changes his pads.

10. RULE IX – RAIN RULE

- a. Calling off the game before game time – The DYPL officials and/or Umpires can call off matches at a specific venue / ground due to weather-related unplayable or dangerous ground conditions.
- b. Umpire is the Sole Judge -
 - a. Umpire if present at the ground shall be the sole judge of the fitness of the ground, weather, and light for play.
- c. General Guidelines for the Umpires:
 - a. DYPL appointed umpires are advised to consider these guidelines when deciding on the fitness of a ground for play.
 - b. Continued heavy to moderate rain for 45 minutes should serve as a general guideline to call off any further play unless both Captains are willing to continue.
 - c. Standing water on the bowlers' run-up and/or in large portions of the infield should serve as a general guideline to automatically call off any further play unless both Captains are willing to continue.

Any other scenario that is not specified in this document shall be according to ICC T20I rules.