



DCL Rule Book

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The rule book contains the rules, regulations and guidelines for the Dallas Cricket league



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1. 20/20 Cricket Rules in DCL:

1. Overs

- a. All matches will be a maximum of **20** overs per innings
- b. If any match is rain affected, teams are encouraged to play a min. of 10 overs to complete the match if at all possible.
- c. A bowler can bowl a maximum of 4 overs in a 20 overs match.
- d. If the number of overs gets reduced in a match due to inclement weather, ground unavailability or for any other reason:
 - i. The overs to be bowled should be distributed among 5 bowlers, evenly, to the extent possible. For e.g. if the match is reduced to 16 overs, 4 bowlers can bowl upto 3 overs and 1 bowler can bowl a maximum of 4 overs.
 - ii. The strategic time-out as well as break within the innings stands cancelled; innings break should be shortened by the umpires, as needed. This is to maximize the playing time for the teams.

2. Fielding Restrictions:

- a. There should be at least 4 fielders (excluding bowler and wicket keeper) inside the circle during non power play overs
- b. Only 5 fielders can field on the leg side at any point of time
- c. On-side fielders behind the popping crease: The following ICC rule will be followed
 - i. At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on-side. A fielder will be considered to be behind the popping crease unless the whole of his person, whether grounded or in the air, is in front of this line. In the event of infringement of this Law by the fielding side, the umpire at the striker's end shall call and signal No-ball.
- d. Having fielders right behind the wicket-keeper or bowler (Acceptable under laws of Cricket)
 - i. The fielding positions behind the keeper and bowler are traditional fielding positions and are totally within the rules of the game. You can always employ the fielders in these positions (they are called Long Stop and Straight Hit positions in Cricket)

3. Power Plays:

- a. There will be 2 power plays of 4 overs each
- b. First power play is mandatory at start
- c. Second power play can be chosen by the batting team anytime during the remaining the 16 overs.
- d. A maximum of 2 fielders are allowed outside the inner circle during the first power play
- e. A maximum of 3 fielders are allowed outside the inner circle during the second power play
- f. The inner circle should be around 60 feet from each wicket; hence, in reality, it will be oval shaped and not circular.
- g. Inner circle should be formed with flat cones available in stores like Home Depot, Lowes or Wal-mart.

4. Free Hit

- a. Free hit will be allowed as a result of a No-Ball due to over-stepping only
- b. Umpire should ensure that the bowler's foot was completely outside the popping crease, before calling the no-ball
- c. The Batsman playing a free hit delivery and the runner batsman can be dismissed only

- by a Run Out. **No stumping or any other form of getting out is allowed.**
- d. No fielding changes are allowed for the free hit ball unless the batsmen change ends. The fielding should remain the way it was when the No-ball was bowled.
- 5. A new batsman has to come to the crease within 90 seconds after the dismissal of the previous batsman.
- 6. If a 20/20 match ends in a tie, the outcome is decided by a novel concept called **Eliminator /**

Eliminator / Super Over.

a. What is an eliminator?

It is the tiebreaker for Twenty20 internationals. In July 2008 the eliminator, also referred to as the Super Over, replaced the bowl-out as the official tool to separate teams that finish at the same score at the end of a completed Twenty20 game.

b. How does it work?

Both the teams get to play one over each after the match, and the team that wins that contest is the winner: in a way it's an One1 to resolve a Twenty20 tie.

c. How many players take part in the eliminator?

Both sides have to nominate three batsmen and one bowler each for the eliminator. A team can be bowled out in the traditional sense, if it loses two wickets. The bowler and batsmen, once nominated, cannot be changed. All the fielders take a part in the contest. The eliminator is played with the same fielding restrictions as those in place for the last over of a normal Twenty20 match.

d. Is there a toss for the eliminator?

No. The team that batted second in the actual match bats first.

e. Is there a change in any of the other ground conditions?

The eliminator - conditions permitting - has to be played on the same day, on the same pitch, with the umpire(s) standing at the same ends as they finished the match, and with the ball that was in use at the end of the second innings. Both eliminator innings are played from the same end, which is chosen by the umpire(s). The usual cricket rules governing no-balls, wides etc apply to the eliminator overs.

f. What if the teams are tied at the end of the eliminator / Super Over?

For DCL we will use a second Super Over or third Super Over if necessary to determine the winner. A maximum of 3 Super Overs can be played. If at the end of the third Super Over, the teams are still tied, the match will be decided by the toss of a coin.

2. Other Generic Rules in DCL:

1. Guards

- a. Batsman is not allowed to wear cricket pads anytime during a match.
- b. Regular shin guards are allowed for safety purpose. Wide shin guards will not be allowed and the player can be disqualified if found wearing one.
- c. Umpires should strictly enforce the DCL LBW rules if the batsman is using the shin guard to block the ball without offering a shot
- d. Abdominal guards are mandatory for every batsman. Umpire should immediately disqualify a batsman if he is not wearing an abdominal guard

2. Under-arm bowling is strictly prohibited.

3. Runs and extras are scored in accordance with the laws of cricket except as indicated otherwise in this rules document.

4. Teams should complete the overs in a timely manner. Umpire(s) are requested to ensure this.

5. Run Out

- a. Also note that in the case of run-outs and stumping, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is "out".
- b. In case a stump is already dislodged and batsman is safe in terms of run out, the stumps

has to be uprooted to get a run out provided at a later time the batsman decides to take a run.

6. Wicket Keeper

- a. There should be one wicket keeper behind the wickets at all times.
- b. The wicketkeeper must wear gloves whilst keeping wickets.
- c. Wicket Keeper is allowed to bowl in the tournament.

7. Byes and Leg Byes

- a. Byes are allowed.
- b. Leg Byes are not allowed. Leg Byes can be used only for the purpose of rotating strike. No runs shall be accrued. Players can be run out while attempting a leg bye. No runs shall accrue on an over throw resulting after a Leg Bye.

8. LBWs

- a. Deliberate Padding by a batsman is not allowed anytime during the match. The Umpire(s) are required to give a warning for the first 2 times and can rule the batsman out LBW on the third time. Deliberate Padding is defined as defending the balls, which is going to hit the stumps otherwise, with your legs, without offering a shot.
- b. LBWs are **not** allowed **except** in the case of deliberate padding as described earlier.

9. WIDE BALL

a. Scoring

- i. 1 Extra Run + 1 Extra Ball + Any run taken by Byes

b. To assess a WIDE delivery on the offside, a line is drawn at a distance of one full standard bat from the off stump at right angles to the crease; A bowled ball passing the crease outside this line shall be designated a WIDE, (Note: not above the lines) provided it does not touch the bat and/or any part of the striker or part of his equipment. In certain situations where the batsman moves to the offside before the ball is bowled, if the ball is within the reach of the batsman while passing outside the wide marker, it may not be called a wide by the umpire. To help in their judgment, umpires are encouraged to keep the distance between off-stump and the wide marker in mind and use approximately the same distance from the batsman when he/she moves to the offside before the ball is bowled, to judge a wide.

c. Assessing a wide delivery on the leg side: Any ball outside the leg stump that does not hit the bat or any part of the batsmen is considered a wide, except when the batsman moves down the leg side and the ball passes between the batsman and the leg stump.

- d. The ball will be considered "LIVE" after a call of WIDE, i.e. the batsman can be out.
- e. When the ball goes over the head of a batsman in his normal stance when standing in his crease it should be called a Wide.

10. NO-BALL

a. Scoring (Due to overstepping or height)

- i. 1 Extra Run + 1 Extra Ball + Any run taken by Bat/Byes

b. No-ball due to overstepping will result in a free-hit.

- c. The bowler is not required to inform his bowling style to the umpire. The umpire is required to ask for the bowling style and convey it to the batsman.
- d. Umpire will also call a "chucked delivery", a NO BALL. Three NO-BALLED chucked deliveries by a bowler will lead to prohibition of the bowler from bowling any further in that game.
- e. The normal rules will apply to the call of "NO BALL". If after delivery, the ball is then considered WIDE, the call of "WIDE-BALL" takes precedence over the "NO-BALL" call unless it's a 'over-stepped NO BALL'.
- f. One bouncer, which, after bouncing, passes the batsman above SHOULDER height and below the head in his normal stance, or would have passed him above SHOULDER height if it strikes the batsman's bat or body, but below the head is allowed per over. One bouncer warning should be given to the bowler. Any subsequent bouncers of this nature shall be called a NO BALL by either umpire.

- g. Any ball which, having not bounced after leaving the bowler's hand, passes the batsman above waist height, or would have passed him above waist height if it had not struck the batsman's bat or body, shall be called a NO BALL by either umpire.
 - h. The ball remains live after the call of NO BALL. Batsman can get run out.
 - i. The bowler's back foot must land within and not touching the return crease (side lines). The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease (front line). If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal NO BALL.
 - j. The bowling crease will bear no significance for a no balls.
11. DEAD BALL
- a. There is no concept of a dead ball in this tournament. This is to avoid any controversies that could arise during the matches.
12. **Batsman leaving the field or retiring: The following ICC rule will be followed**
A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
- (a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as 'Retired – not out'.
 - (b) If a batsman retires for any reason other than as in (a) above, he may only resume his innings with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired – out'.
 - (c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.
13. Batsman - By-Runner
- d. By-Runner is no longer allowed. If a batsman gets injured and cannot play any longer, the batsman is expected to retire
14. Ball Usage
- e. Every bowling side should get a newly taped tennis ball at the beginning of the innings. The decision to re-tape the ball or to provide a newly taped ball at any stage of the innings is with the umpire(s). Tampering with the tape of a ball is prohibited and umpire(s) could raise an objection if the team is found tampering with the tape. The reason for belaboring this point is that the tape does influence the way the ball behaves on the grounds. Moreover, the water content in the ground also alters the behavior for the first few matches of the tournament. Teams are advised to use cloth towels to wipe the water off the bowl.
 - f. Only balls that are supplied by the organizers should be used for tournament matches. These are heavy tennis balls imported from India. White electric insulation tape should be used to cover the ball in order to make it heavy.
15. Ground Standards to be followed for conducting a match
- a) The pitch should be 22 yards.
 - b) **A wide marker should be placed one bat from the off stump on the off side.**
 - c) Boundaries should be marked clearly either with flags or cones. Boundaries should not be less than 180 feet (60 yards or 60 steps) from the pitch
 - d) Batting/ Bowling crease should be a full bat plus the handle of the bat.
 - e) There should be a box for the bowler's side.
16. DCL Rule for Mankading:

Non striker must keep within his ground until the ball has been delivered by the bowler. By backing

up too far or too early leads to gaining an unfair advantage to the non striker. This act is not acceptable. There will be a single one time warning for the TEAM by the umpire and the main umpire must inform the square leg umpire and the team captains. If it is repeated then bowler can run non-striker out as per the ICC rules below.

Bowler attempting to run-out non-striker before delivery (Tests, ODIs and T20Is)

"The bowler is permitted, before releasing the ball to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible."

17. Use of Bails:

- a. Use of bails is optional. Captains and umpires can collectively make the decision depending on the weather and ground conditions
- b. If bails are used during the game, at-least one bail needs to be completely removed from the top of the stumps for the batsman to be out. This holds good irrespective of whether spring stumps or regular stumps are used during the game.

18. Use of Spring Stumps: when spring stumps are used in a game:

- a. If the ball hits any part of the spring stumps including BASE and SPRING, then it is considered a legal hit.
- b. Captains must make sure that no water bottle, cans or any other items are placed on or behind the stumps/spring stumps; if this rule is not adhered to and if the ball hits any item placed on or behind the stumps/spring stumps, it will be considered as 'legal hit to the stumps'.
- c. If bails are used on spring stumps, it will be considered just like using bails on regular stumps. Bails will have to be dislodged for consideration to be given out.

3. Team Equipment / Gear:

1. Each team is required to carry the following equipments
 - a. Bats
 - b. Balls/Tapes - should collect from the organizers
 - c. Wicket keeping gloves
 - d. Flat cones to mark the inner circle
 - e. Cones/flags to mark the boundaries
 - f. Print out of the DCL rules page for the specific tournament
 - g. Medical kit for emergency
 - h. Stumps and Bails
 - i. Spray cans to paint the crease
 - j. Spray cans to mark the wide delivery area
 - k. Score sheets, clipboard and pens
 - l. Chalk Piece
 - j. Any other items that are necessary to play the game

4. Scoring and Ranking:

1. The scorer will score independently and keep a detailed score of all statistics as specified on the score sheet including the number of balls played, dot balls, runs scored etc.
2. Fielding team is responsible to track the score after every over. In case of disputes, umpire's decision is final
3. Captains and the umpires are expected to sign off on the final score sheet.
4. Points
 - a. 4 points are awarded to the winning side.
 - b. 0 points are awarded to the losing side.
 - c. 2 points are awarded to both the sides in case a match is cancelled due to weather

related reason

- d. The side having the highest score after the completion of the game wins the game. If the total scores are the same, the match would be decided by a Super Over.
5. Rankings: Teams are ranked by their points and net run rate

5. Umpiring Responsibility:

1. Every team needs to take umpiring responsibility VERY seriously and is required to send umpire(s) for their umpiring duty.
2. Swapping umpiring duty between/among teams is strictly prohibited. This is to avoid manipulation by any team and to eliminate unwanted controversies that organizers had to deal with in prior tournaments. Also, while scheduling games, organizers try to avoid putting both umpires from the same team to officiate a game; this may be compromised if swapping is allowed.
3. Two players sharing 1 umpiring duty is not allowed
4. If teams make any alternate arrangements for umpiring, they need to notify the organizers and the affected team captains/ vice captains 24 hours before the game.
5. **If any team makes alternate arrangements for umpiring, it's their responsibility to make sure the umpire shows-up. If there is no show by the umpire, the originally scheduled team will be penalized. This is to discourage any kind of manipulation by the team that misses umpiring.**
6. Teams will be docked 2 points for missing each umpiring duty. In addition, there is a monetary fine of \$50 for the first offense and \$100 for the repeat offense. Team is required to pay the fine within 3 days of the offense; otherwise, they will have to forfeit their next game. Teams will not be allowed to continue further in the tournament until they pay the fine. This penalty may impact the team ranking and might be carried over to the next tournament too.
7. Teams might also get suspended for 1 or more tournaments for repeated missing of their umpiring duty.
8. Teams should ensure that the umpire sent for the umpiring duty has the proper knowledge of ICC and DCL rules and can control the match.
9. If the umpire does not meet the above requirement, the umpiring team will be fined \$40/-. This will be decided based on the feedback provided from both the playing captains.

6. Umpiring Guidelines:

1. Umpire(s) should check the pitch and the ground to see if it meets the basic requirements. He should check the suitability of outfield for play when it rains.
2. Bowlers will be given another ball by the umpire if retrieval of the previous ball would waste time (e.g., a long boundary shot) or the ball's tape is coming out.
3. Umpire(s) are encouraged to consult with each other for any doubtful decisions. They can reverse the decision if they think it was wrong. Umpires priority is to give the right decision.
4. Umpire(s) will remain impartial at all times on the field.
5. Both umpires should do line umpiring every other over or however it is decided upon. Never it should be that 1 umpire stays as line umpire for 1 innings and the other for the next. This is to avoid inconsistencies.
6. Umpire(s) will keep track of the number of overs during which a fielder has left the field (for whatever reason) - applies mostly to bowlers.
7. Umpire(s) keep time of all breaks, and notify the captains as to when to resume.
8. Umpire(s) should file a complaint about any indecent behavior by a player or a team on the field to the organizing committee
9. Umpire(s) are the final authority during the game. Any player showing unreasonable dissent in the opinion of the umpire(s) and/or the adjudicator shall be disqualified from further play in the tournament following due and fair warning from the said official/s.
10. If teams end up playing with 1 neutral umpire, he will serve as the main umpire. The main umpire can overrule the leg umpire's decision if the leg umpire is from the batting team for Run

Outs and Height No balls and stumping as required; under this situation, main umpire has the final say in all the decisions

7. Match Timings and Punctuality

1. Match Timings are published in the schedule for each tournament.
2. Teams should report on the ground at-least 15 minutes before the start.
3. Umpires should report to the ground at-least 10 minutes before the start
4. The first ball of the match should be bowled at match start timing.
5. Both captains or designated members should be present for the toss before the start time.
6. Coin toss will be completed off the field, and both teams will be fully prepared to take the field immediately
7. A team should have at least 8 players to start the game.
8. Penalty for taking the field late.
 - a. If the team takes the field:
 - i. After 15 minutes from Scheduled start of play: Deduct 2 overs
 - ii. After 30 minutes from Scheduled start of play: Deduct 5 overs
 - iii. After 45 minutes from Scheduled start of play the waiting team will get a bye and 4 points.
 - b. When the team is penalized with certain number of overs, these overs are considered played by that team without scoring any runs. This is to ensure that the net run rate is negatively impacted for the penalized team irrespective of whether they bat first or second.
 - i. If the penalized team bats first, they will only play 20 minus the deducted overs. However, the score sheet will be uploaded as if the team played 20 overs.
 - ii. If the penalized team bats second, they will have to reach the target within 20 minus the deducted overs. Irrespective of whether they win or loose, the deducted overs will be added to the total number of overs they faced. If the team gets all-out while chasing, the number of overs they faced will be entered as 20.
9. If one of the teams is not ready to take the field, we recommend that the waiting captain inform the umpire about the other team being late and request him to penalize the opponent. The umpire should implement the rule as strictly as possible. The umpire should make sure that 1 team is ready and the other team is not ready to take the field and accordingly penalize the team being late. The decision would be taken by the umpire(s) present after considering the situations. Once the umpire(s) have taken a decision, the team captains should make sure that they follow it gracefully. If a captain thinks that the umpire is not implementing the rule properly, the captain should immediately consult the organizing committee and request the committee to discuss the scenario with the umpire.
10. Any side not ready to take the field will forfeit the match, or must take the field with 'player(s) short as long as they have at least 8 players on the ground. Any deliberate delay in the start of a game will result in the guilty team being penalized overs or, ultimately, disqualification from the competition. In this case the other team will get 4 points.
11. If both teams are short of players and are not ready to start at the scheduled start time, umpires should deduct applicable number of overs per above rule to both the teams. This is needed to ensure games are completed on-time. Please note that in this case, both **teams net run rate will take a hit** as it will be considered as 20 overs game even though they play lesser # of overs
12. If both the teams arrive 45 minutes late from the scheduled time without informing the umpire(s), the umpire(s) are not obligated to stay for the match. The teams will have to continue the match using their players as the umpire(s) with a reduced number of overs in order to complete the game before the stipulated end time.
13. If any or both the umpires do not show-up on-time, team captains are expected to start the game with their own umpires. Please **DO NOT CALL** the organizers during this situation. The main aim is to play the match. It is highly impossible for the organizers to run around and provide backup

umpiring. Team captains and the umpire are required to communicate the absence or late arrival of umpire(s) to the organizers via email after the game.

14. Each team is allowed to take one strategic time-out, not exceeding 2 minutes during the game. The team can choose the timeout whenever they feel it's necessary, during batting or bowling. The team captain should inform the umpire about the timeout at the end of an over. Teams are not allowed to leave the field during the strategic time-out. They need to remain inside the field, while discussing the strategy. For the batting team, other team members can come-in and join inside the field.
15. Given that a strategic timeout has been added, it has been decided to bar any player, including the captain, from entering the field and consulting with batsman or fielder at any point during the game. If a batsman or fielder needs anything (equipment change, water etc) the item needs to be handed over to the leg-umpire at the end of the over and the umpires will in-turn pass it on to the player.
16. It is expected of all teams to finish one innings in two hours or less, and the match within 4 hours of playing time. In order to accomplish this teams are expected to show up 15 minutes before the scheduled start time. This will allow time to set up the pitch and boundary markers. It takes at least 15 minutes to setup the ground.
17. All teams are expected to communicate with their opponent and the umpiring team 1 day before the scheduled match. Any changes in the timing of the match should be pro-actively communicated to all the umpiring teams. Any cancellation of the match for weather or other reasons and walk-overs should be communicated to the umpiring team/opponent team. If a team is not planning to show-up at the ground, they should inform the opponent team and the umpiring teams at-least the night before the game.
18. The teams could face fine and/or point deduction if they fail to communicate to the umpiring teams/opponent team and the umpires/opponent team end up coming on the ground for a match that has been called off, delayed or forfeited.
19. Teams completing a game are expected to exit the field in an orderly and efficient manner

8. Rain /Washout/ Bad Weather

1. If the game is not completed due to bad light or bad weather, teams will have to split points, except under situations outlined in 3, below.
2. In case, a game has to be stopped before completion and before the second innings completed 10 overs, the teams will have to split points if it's not possible to continue within the next 2 hours.
3. In case, a game has to be stopped before completion but after the second innings completed 10 overs, the game will be decided on run rate at the time of stoppage. If the game is stopped before the over is completed, run rate at the end of previous over should be considered
4. If a game is stopped for whatever reason (rain, unavailability of the ground etc), it will be treated in accordance with item #1, 2 and 3 above. Scores at the time of stoppage will need to be entered along with the appropriate result/no result. This way, the teams net run rate gets fairly reflected based on the performance until play stoppage. Also, the team members will get their due credit for their batting, bowling or fielding performance.
5. If it has rained the previous night or is raining, the 2 hour maximum wait should be followed by a pitch inspection by the umpire(s). If play is deemed possible by the umpire(s) and the captains, then a reduced overs match (10 overs minimum) should be played that day.
6. Cold Weather
 - a. If the <http://www.accuweather.com> forecast indicates that it will be 50 degrees (F) or more **through-out** the playing time, the teams are required to play the match as per the schedule. Weather readings should be taken at <http://www.accuweather.com/> and should be taken at 8PM on the previous day.
 - b. If damp conditions are expected or weather forecast does not meet the requirements as per rule a. above, a mutually suitable alternate start time, within a 2 hours window, can be agreed-upon by the two teams and should be communicated to the umpiring team. In this situation, umpiring teams are **obligated** to officiate the game. Teams need to make sure they complete their game before the scheduled start time for the next game, if there is any,

- other game scheduled on that ground. If the teams are required to play a reduced overs game (at-least 10 overs a side) to meet the time constraints, they are expected to do so.
- c. If the 2 teams decide to play their game in-spite of weather conditions NOT as per rule a. above, either at the scheduled start time or within the 2 hours window, umpiring teams are obligated to send their umpires to officiate.
 - d. If the weather is not suitable to play as mentioned in a. or b. above, teams may decide to split points; DCL will not reschedule games that are affected by inclement weather. If teams make their own arrangements to play the game on an alternate date or outside the 2 hour window, the umpiring teams are not obligated to officiate the game;

9. Other General Guidelines:

1. All teams are expected to be familiar with all the rules
2. Transfer of players between teams is not allowed unless otherwise approved by the Scheduling Committee.
3. A player is NOT allowed to play for more than one team irrespective of whether the teams are in the same division or different divisions.
4. Registration fees are due before the start of the first game of every tournament.
5. The organizers are not responsible for providing any cricketing gear.
6. The organizers are not responsible for providing any drinks
7. Play will be continuous on multiple grounds if required.
8. The exact position of the pitch and the boundaries will be set before each game depending on the ground conditions. The two teams will be responsible to set up the ground. Bowling will take place from only one end.
9. Teams with less than 8 players will not be allowed to play a league match. A match will not start until at least 8 players are on the field for both the teams. If there is a delay till 8 players arrive on the ground, the team will be penalized as per the rules defined
10. If a team has more than 11 players on the ground, the team is required to register the playing 11 names with the umpire before the start of the game. This way they cannot pick and choose the playing 11 after the match has started. They can write the player names behind the score sheet.
11. Teams are required to clean-up the ground/pavilion after the game and to put back any items they may have moved before the game.

10. Captain's Responsibilities:

1. One player from each team will act as Captain for the duration of the competition
2. It's the duty of the team captain to maintain discipline and decorum on the field
3. The captain should be conversant and proficient with the laws of cricket.
4. The captain should control the behavior and conduct of all his team players and represent them in the case of disputes
5. The captain should make sure his team respects the umpire's opinions and decisions.
6. The captain will be responsible for going over the rules and regulations with their players.
7. It is the captain's responsibility to make sure that his team members are present for umpiring as scheduled.
8. It's the captain's responsibility to make sure that the players coming for umpiring know the rules of the tournament.

11. Code of Conduct/ Discipline /Behavior Expectations:

1. Everyone should follow the rules and regulations of appropriate conduct on the field; just FYI....everything that happens falls under the jurisdiction of the city/town police department
2. As far as the cricketing code of conduct is concerned, the teams are here to have fun and to sign a

- bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship.
3. We encourage the participating teams to play in line with the laws and spirit of the game. Sledging is strictly prohibited. But the difference between encouraging one's own team-mate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpire(s) find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.
 4. Umpires decisions are final during the game. Arguing or intimidating the umpire is NOT ACCEPTABLE and could lead to suspension of player(s) and team(s)
 5. We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear D) Spectators. Guilty players will be ejected by the umpires and may get suspended for 1 or more games. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
 6. Umpires and Captains are required to file a complaint and submit an incident report about any indecent behavior by a player or a team on the field.

12. Prizes/Awards:

1. The following team awards will be presented
 - a. Team Champions trophy
 - b. Team Runners up trophy
 - c. Individual Champions trophy
 - d. Individual Runners up trophy
2. The following individual awards will be presented
 - a. Best Batsman
 - b. Best Bowler
 - c. Best Batting Figure
 - d. Best Bowling Figure
 - e. Best Catcher
 - f. Man of the Match (for Finals)
3. The organizers will decide prizes based on team/individual performance
4. This list is subject to change without notice

13. Final Note:

1. Unless otherwise specified in DCL rulebook or DCL Umpiring Guidelines, teams should follow the ICC rules and playing conditions of T20 International penned by Lord's MCC and ICC
2. The Organizing Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to cancel any team for misconduct (money not refundable)
3. THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.

14. Disclaimer:

Dallas Cricket League or its organizers are not responsible in any form or manner for any person or persons getting injured or property damaged as a result of playing cricket during the tournament matches. Teams and/or individuals are responsible for their own safety and the safety of others on the field.