

# DCL Rule Book

## 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 a match if possible.
  - c. A bowler can bowl a maximum of 4 overs in a 20 over match
  - d. A bowler can bowl a maximum of 2 overs in a 10 over match
2. Fielding Restrictions
  - a. A maximum of two fielders **can** be outside the 30 yard circle during the Power Play overs
  - b. During non power play overs not more than **6** players can be outside the 30 yard circle.
  - c. Only **5** fielders can field on the leg side at any point of time.
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** captain anytime during the remaining 16 overs.
  - d. A maximum of 2 fielders are allowed outside the inner circle during the power plays
  - e. Inner circle should be around 60 feet (based on ground size) from each wicket. Hence in reality it will be Oval shape and not circle.
  - f. Inner circle should be formed with flat cones available in Home depot or Lowes or Wal-Mart for around \$10/-
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
  - c. The Batsman playing a free hit delivery and the runner batsman can be dismissed only by a Run Out
  - d. No fielding changes are allowed for the free hit ball. 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 / 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.

## Team Equipments

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 canes to paint the crease
  - j. Spray canes to mark the wide delivery area
  - k. Score sheets, clipboard and pens

## Umpiring Duty

1. Each team is required to send 1 umpire for their umpiring duty. The person should perform the main umpiring duties for the complete game. Two players sharing 1 umpiring duty is not allowed.
2. The batting team is required to provide a leg umpire who will also be required to do the scoring. 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.
3. Fielding team is responsible to track the score after every over. In case of disputes, main umpire's decision is final.
4. Main umpire can overrule the leg umpire's decision (who is from the batting team) for Run Outs and Height No balls and stumping as required.
5. Main umpire has the final say in all the decisions.
6. Teams will be charged with 4 points and \$40/- fine for missing each umpiring duty.
7. Teams might also get suspended for 1 or more tournaments for missing 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.

## Rankings/ Scoring /Playoffs

1. 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.
2. Rankings
  - a. Teams are ranked by their points and run rate
  - b. Groups are merely used for scheduling purpose
  - c. Top 8 teams qualify for the quarter finals
3. Quarter final teams are required to perform umpiring duties as allocated during the Quarter finals
4. If a match is a tie, the match will be decided by the Eliminator/ Super Over to determine the winner.
5. The leg umpire will act as the scorer for the matches. 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. The teams cannot influence the score kept by the official scorer.
6. Captains have to sign off on the final score sheet.
7. The scoring sheets will be available on the website.

## Match Timings and Punctuality

1. Match Timings are as follows:
  - a. Spring Tournament = 8 AM
  - b. Summer Tournament = 7 AM
  - c. Fall Tournament = 8 AM
2. Teams should report on the ground 15 min before the start.
3. The first ball of the match should be bowled at match start timing.
4. Both captains and designated captains should be present for the toss before the start time.
5. A team should have at least 8 players to start the game.
6. Penalty for taking the field late.
  - a. In case one team is not able to take the field due to players arriving late the following rule can be used to deduct overs. 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.
7. All teams are expected to be prompt and ready to play. 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.
8. Coin toss will be completed off the field, and both teams will be fully prepared to take the field as soon as the field is available.
9. Teams completing a game are expected to exit the field in an orderly and efficient manner.
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
11. It is expected of all teams to finish one innings in two hours 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.
12. 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.

13. 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 team. Any cancellation of the match for weather or other reasons should be communicated to the umpiring team. The teams could face fine and/or point deduction if they fail to communicate the umpiring teams and the umpires end up coming on the ground for a match that has been called off or delayed.

## General Cricket 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 be strict with the 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 on the stumps 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, two lines are drawn at a distance of one full standard bat from the off/leg stump at right angles to the crease and extending from the bowling

crease. Two lines are drawn for the leg side at a distance of bat handle from the leg/off stump at right angles to the crease.

- c. A bowled ball passing the crease outside these lines shall be designated a WIDE, provided it does not touch the bat and/or any part of the striker or part of his equipment.
- d. Two cans shall be placed and any bowled ball passing the crease outside these cans (Note: Not above the can) shall be designated a WIDE.
- e. The ball will be considered "LIVE" after a call of WIDE, i.e. the batsman can be out.
- f. When the ball goes over the head of a batsman in his normal stance when standing in his crease and he cannot play a normal cricket shot it should be called a Wide.

#### 10. NO-BALL

- a. Scoring (Due to height)
  - i. 0 Extra Run + 1 Extra Ball + Any run taken by Bat/Byes
- b. Scoring (Due to Overstepping )
  - i. 1 Extra Run + 1 Extra Ball with Free Hit + Any run taken by Bat/Byes
- 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.
- f. Any ball which, after bouncing, passes the batsman above SHOULDER height in his normal stance, or would have passed him above SHOULDER height if it strikes the batsman's bat or body, 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 Retired Hurt

- b. A batsman can retire only if he is actually injured. The umpire should act with due diligence to ensure that is the case especially during the power plays
- c. Once a batsman retires he is not allowed to return to bat until the last wicket

#### 13. Batsman - By-Runner

- d. Injured Batsman can get a by-runner with the opponent captain's approval. However the main umpire can override the opponent captain's decision if required based on the situation
- e. A batsman requiring a by-runner in a match will not be allowed to bowl in the match.

#### 14. Ball Usage

- f. 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 should use cloth towels to wipe the water off the bowl.



- g. 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
  - h. The pitch should be 22 yards.
  - i. For a RHB the cans should be placed one bat from the off stump on the off side and only the handle part from the leg stump. Do the reverse for a LHB.
  - j. Boundaries should be marked clearly either with flags or cones.
  - k. Batting/ Bowling crease should be a full bat plus the handle of the bat.
  - l. There should be a box for the bowler's side.
  - m. Spray cans should be used as wide markers.

## 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. Registration fees are due before the start of the first game of every tournament.
4. The organizers are not responsible for providing any cricketing gear.
5. The organizers are not responsible for providing any drinks
6. Play will be continuous on multiple grounds if required.
7. 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.
8. No specific attire is required. White/grays are recommended.
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.

## Umpiring Guidelines

1. Neutral umpire(s) will adjudicate each game. The umpire(s) will have a pool of balls (good condition) from which the balls will be provided to the bowling team. Bowlers will be given another ball (by the umpire only) if retrieval of the previous ball would waste time (e.g., a long boundary shot) or the ball's tape is coming out.
2. Umpire(s) are the final authority during the game. Their decisions are final. Any player showing unreasonable dissent in the opinion of the umpire(s)/adjudicator shall be disqualified from further play in the tournament following due and fair warning from the said official/s.
3. Umpire(s) will remain impartial at all times on the field.
4. 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.
5. Umpire(s) keep time of all breaks, and notify the captains as to when to resume.
6. Umpire(s) should file a complaint about any indecent behavior by a player or a team on the field to the proper committee.
7. Umpire(s) should check the pitch and the ground to see if it meets the basic requirements as in the ground standards. He should check the suitability of outfield for play when it rains. Checks the condition of the ball and decides on replacement. Umpire(s) decision will be final. However umpire(s) are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire or can decide himself to reverse his decision if he thinks he was wrong. His priority is to give the right decision.

8. Team captains will be responsible for their players doing umpiring duty. If the umpire / umpire(s) fail to show up then his team would be severely penalized. Penalizing a team would include 1 or more of the following: Deducting 2 points for each umpire being absent and/or will have to pay a \$25/- fine per umpire. This penalty would affect the team ranking and might be carried over to the next tournament too.
9. If for any reason the umpire(s) do not show up for the match, the captains are responsible to conduct the match using their players as umpire(s). The main aim is to play the match. It is highly impossible for the organizers to run around and provide backup umpiring.
10. All the teams are obligated to inform the umpiring team about any ground or schedule change for a match in addition to being on time for the match. If both the teams arrive 1 hour 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). If both teams arrive late but within an hour without informing the umpire(s) they will be issued a warning and/or penalized for \$25/- if the umpire(s) submit a official complaint

## Captain's Responsibilities

1. One player from each team will act as Captain for the duration of the competition.
2. The captain should be conversant and proficient with the laws of cricket.
3. The captain should control the behavior and conduct of all his team players and act on their behalf in the case of disputes
4. The captain should respect the umpire's opinions and decisions.
5. The captain will be responsible for going over the rules and regulations with their players.
6. The captain should encourage the bowlers to bowl with the standard bowling action
7. Captain of a team can retire his batsman only at the end of an over unless the batsman is really hurt.
8. It is the captain's responsibility to make sure that the volunteers are present for umpiring/scoring when scheduled.
9. It's the captain's responsibility to make sure that the players coming for umpiring know the rules of the tournament.

## Code of Conduct/ Discipline

1. Everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover everything that happens falls under the jurisdiction of the Dallas/Plano/Irving/Coppell police departments.
2. As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. 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.
3. We encourage the participating teams to play in line with the laws and spirit of the game.
4. 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
5. Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. 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. Determination of what constitutes unruly > or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion.

7. Players abusing or threatening either umpire(s) or opponent team members will be suspended for 1 or more matches.
8. It's the duty of the captain to maintain discipline and decorum on the field.

## Rain/Washouts/Bad Weather/Bad Light

1. If the game is not completed due to bad light or bad weather then the game will be rescheduled on the same weekend or on a reserved weekend. Any game will be rescheduled only once.
2. In case, a game has to be cancelled before completion and before the second innings completed 10 overs, the game will be rescheduled only if it's not possible to continue within the next 2 hours.
3. In case, a game has to be cancelled before completion but after the second innings completed 10 overs, the game will be decided on run rate. If the run rate is same then the Super Over will be used to determine the winner.
4. If it's not possible to reschedule the game then the game will be considered a tie and each team would get 2 points.
5. However, note that several other situations and complications may arise. Sometimes, the captains of both teams can reach a unanimous decision after discussion with each other that is different from what is dictated above.
6. Whatever happens, the final decision, after consultation with the playing captains, will be made by the organizers. Interference, of other teams will not be entertained.
7. 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 10 over match will be played that day.
8. If there is no chance of play that day the match can be rescheduled later. The scheduling committee, after consulting with the captains and umpire(s) would decide about whether the match should be re-scheduled depending upon a number of factors. The final decision about rescheduling would be taken by the Scheduling Committee.
9. Cold Weather
  - a. If the weather indicates that the weather will be 50 degrees (F) or more during the playing time (8 AM to 12 PM), the teams are required to play the match as per the schedule. The weather readings should be taken at weather.com and should be taken before 8PM on the previous day.
  - b. The teams should decide on a suitable start time ensuring that both the playing teams and the umpiring team agree to it. In case of a dispute, Scheduling Committee will make a final decision.
  - c. If the weather is not suitable to play as mentioned above, the teams are free to decide and play on that day, however the umpiring teams are not obligated to umpire for that day.
10. Reserved Weekend
  - a. The reserved weekend will be used to reschedule any games that were cancelled due to weather related reason
  - b. The cancelled games will be rescheduled based on their ascending chronological order as they appear in the original schedule
  - c. Only 1 game per team will be rescheduled on the reserved weekend i.e. if a team has 2 or more washed out games, only 1 will be rescheduled and the rest of the games will be declared a tie with the teams splitting the points
  - d. Rescheduling a game on a reserve weekend can be done only with organizers approval

## 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

#### **Final Note**

1. The Tournament 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)
2. THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.

#### **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.

**Dallas**  
Cricket League