



Dallas Youth Cricket League (DYCL) Twenty20 Tournament Rule Book

Version 2013-03-20

March, 2013

The rule book contains the rules, regulations and guidelines for the Dallas Youth Cricket league Twenty20 Tournament



Table of Contents

1. 20/20 Cricket Rules in DYCL:.....	3
2. Team Equipment / Gear:	6
3. Umpiring Guidelines:	6
4. Match Timings and Punctuality.....	6
5. Captain's Responsibilities:	7
6. Code of Conduct/ Discipline /Behavior Expectations:	7
7. Final Note:	7
8. Disclaimer:.....	7



DYCL Rule Book

1. 20/20 Cricket Rules in DYCL:

1. Game rules are in accordance with the ICC Twenty20 rules and the laws of cricket except as indicated otherwise in this rules document.
2. Cricket Gear: Batsman must wear proper cricket gear (helmet, pads, gloves, abdominal guard etc) during batting
3. Overs:
 - a. All matches will be a maximum of **20** overs per innings
 - b. A bowler can bowl a maximum of 4 overs in a 20 overs match.
 - c. Under-arm bowling is strictly prohibited.
 - d. Teams should complete the overs in a timely manner. Umpire(s) are requested to ensure this.
4. Fielding Restrictions:
 - a. There should be at-least 4 fielders (excluding bowler and wicket keeper) inside the circle during non power play overs
 - b. A maximum of 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)
5. Power Plays:
 - a. There will be a 6 overs mandatory power play in the beginning of the innings.
 - b. A maximum of 2 fielders are allowed outside the inner circle during the power play
 - c. The inner circle should be around 20 Yards/60 feet from each wicket; hence, in reality, it will be oval shaped and not circular.
 - d. Inner circle should be formed with flat cones available in stores like Home Depot, Lowes or Wal-mart.
6. 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.
7. Run Out:
 - a. 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.

8. A new batsman has to come to the crease within 90 seconds after the dismissal of the previous Batsman.
9. Wicket Keeper
 - a. There should be one wicket keeper behind the stumps at all times.
 - b. The wicketkeeper must wear gloves whilst keeping wickets.
 - c. Wicket Keeper is allowed to bowl in the tournament.
10. Byes, Leg Byes and LBW's are allowed and will be as per ICC rules
11. 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.
12. NO-BALL
 - a. Scoring (Due to overstepping or height)
 - i. 1 Extra Run + 1 Extra Ball + Any run taken by Bat/Byes/Leg 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. 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.
 - f. 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.
 - g. The ball remains live after the call of NO BALL. Batsman can get run out.
 - h. 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.
 - i. The bowling crease will bear no significance for a no balls.
13. Batsman leaving the field or retiring: The following ICC rule will be followed:

- a. 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.
 - b. If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (d) below. If for any reason he does not do so, his innings is to be recorded as 'Retired – not out'.
 - c. If a batsman retires for any reason other than as in (b) 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'.
 - d. If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.
14. Batsman - By-Runner
- a. By-Runner is no longer allowed. If a batsman gets injured and cannot play any longer, the batsman is expected to retire
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 140 feet (~47 yards) 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. Mankading Rule:
- a. 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.
 - b. 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 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.
 - d. In case of run-out situations after the spring stump was hit once, there is no need to uproot the stumps unlike when using traditional wickets. Hitting the spring stumps again is considered a legal hit.
18. If a 20/20 match ends in a tie, the outcome is decided by **Eliminator/ Super Over**

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.

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?**

There will be 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. Team Equipment / Gear:

1. Each team member is required to carry the following gear at a minimum.

- a. Bat
- b. Pads
- c. Batting Gloves
- d. Abdomen Guard
- e. Thigh Pad
- f. Elbow guard

2. Organizers will supply the following:

- a. Wicket Keeping Gloves
- b. Flat cones to mark the inner circle
- c. Cones/flags to mark the boundaries
- d. Stumps and Bails
- e. Any other items that are necessary to play the game

3. Umpiring Guidelines:

1. Neutral umpires will adjudicate each game. The organizers will arrange for neutral umpires.
2. 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.
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. Umpire(s) will keep track of the number of overs during which a fielder has left the field (for whatever reason)
6. Umpire(s) keep time of all breaks, and notify the captains as to when to resume.
7. 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.

4. Match Timings and Punctuality

1. Match Timings are published in the schedule for each tournament.
2. Teams should report on the ground at least 30 minutes before the start.
3. Both captains or designated members should be present for the toss before the start time.
4. Coin toss will be completed off the field, and both teams will be fully prepared to take the field immediately
5. 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.

5. Captain's Responsibilities:

1. One player from each team will act as Captain for the duration of the game
2. It's the duty of the team coach and captain to maintain discipline and decorum on the field
3. The coach and the captain should be conversant and proficient with the laws of cricket.
4. The Coach and the captain should control the behavior and conduct of all the team players and represent them in the case of disputes
5. The coach and the captain should make sure their team respects the umpire's opinions and decisions.
6. The coach and the captain will be responsible for going over the rules and regulations with their players.

6. 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. We encourage the participating teams to play in line with the laws and spirit of the game. Sledging is strictly prohibited.
3. 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)
4. 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 will be punished according to the severity of the offense. The severity level of the offense will be determined based on the ICC code of conduct for players and player support personnel.
5. When player(s) violate the code of conduct, Umpires will issue a warning to the team captain about the player's unacceptable behavior. If the player continues to violate the code of conduct, Umpires will issue a second warning to the captain, after which, if the violation continues further, the player may be ejected by the umpires or by the governing body; the player and the captain may get suspended for subsequent game(s). 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 are required to submit an incident report about any indecent behavior by a player or a team on the field.

7. Final Note:

1. Unless otherwise specified in this Rulebook, 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.

8. Disclaimer:

Dallas Youth 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.