



DEFENCE INSTITUTE OF ADVANCED TECHNOLOGY

GIRINAGAR PUNE 411025

SPANDAN 2025

DIAT PREMIER LEAGUE 2025 (MEN's)

GROUND REQUIREMENT:

- Mowing and Levelling of the ground (as per requirement)
- Pitch preparation and laying of it.
- Medium Pitch roller.
- Pipe of around 100 meters for watering the pitch.
- Requirement of proper flood lights.

INVENTORY LIST: -

| S.NO. | NAME OF THE ITEMS | QUANTITY | MADE |
|-------|--|------------------------|---|
| 1. | BATS | 5 | 3 Scoop designed bat (BRANDED), 2 normal Kashmiri willow tennis bats |
| 2. | Bat grips | 15 | Local |
| 3 | Handle grippers | 2 | Local |
| 4 | Balls (hard double tennis) GREEN | 5 dozen* (2 per match) | GURU LASER, NIVEA, COSCO, VICKY |
| 5. | STUMPS WITH BAILS | 2 SETS | LOCAL |
| 6 | KEEPING GLOVES (With Inners) | 2 pairs | Any but branded |
| 7 | Umpire hats/caps | 8 | - |
| 8. | Measuring Tape (100 meters) | 1 | - |
| 9. | Plastic cones (Boundary) | 25 | - |
| 10. | Chuna Sac | 10 | - |
| 11 | Score Book | 5 | - |
| 12. | pens | 10 | - |
| 13. | Score Board with Chalks | 1 | - |
| 14. | First Aid Kits (pain relief spray, Dettol, cotton, pain killers, bandages, band aids, soframicin, Betadines, scissors, medical tape, ice bags) | 10 | - |
| 15. | Wooden Mallet Hammer | 1 | - |

✚ NO. OF COORDINATORS – 10

✚ MEDAL AND TROPHIES

| | |
|--------------------|---|
| No of trophies | 1 (WINNER) |
| No of medals | 15- GOLD (WINNER) 15- SILVER (RUNNER UP) 15- BRONZE (3RD PLACE) |
| No of certificates | 55 (Coordinators, Winner, Runner up, 3 rd place) |

✚ REFRESHMENTS: - 4 bananas with 2 frooties or other soft drink per player with coordinators involved per matches. Drinking water for everyone.

✚ 2 PERMANENT Pavilions (TENTS) for both teams with 2 Tables and 10 chairs for coordinators.

✚ 1 trolley required for inventory movement.

✚ List of coordinators: 10

1. MANISH KUMAR (2nd year)
2. Shivam Kumar (2nd year)
3. Satvik Rao (2nd year)
4. Ravi Mishra (2nd year)
5. Shreyash Dharne (2nd year)
6. Shubhankar Chandel (2nd year)
7. Nunna Yashwanth (1st year)
8. Katikala Abhishek Anil (1st year)
9. Dheeraj Kumar (1st year)
10. Monu Tiwari (1st year)

CRICKET RULES

General Rules:

- 1 . A player who has played in one team is not allowed to play in another team.
- 2 . Every player of the Team must bring their **COLLEGE ID** to the ground in every match for verification (hard or softcopy). If players are not in possession of their college ID, **they are not allowed to play the match.**
- 3 . This tournament would be played with Green Double Tennis ball.
- 4 . Each innings would start with a new ball.
 - In case a ball is being lost or broken before two overs of an innings, then new ball would be issued.
 - If lost after two overs of an innings, old ball [used] would be issued.
 - After every inning, Captain must handover the ball to the respective umpire.
4. All matches would be of 10 overs *(to be fixed later)
5. **POWER PLAY:** Only 3 players can field outside the 30-yard circle during power play overs.
 - First 3 overs are mandatory power play.
 - During the non-power play overs minimum of 4 fielders should be present within the 30-yard circle, failure to do so during a delivery of a ball would be called as a **No-ball** by the umpire.
 - In case of rain or interruptions, the number of powerplay overs will be adjusted proportionally (e.g., 1 over of powerplay in a 5-over match).

6. Innings/Match Duration:

Each innings must be completed in 45 minutes and innings break is of 10 minutes. Total match duration will be of 100 Minutes.

7. Team composition and Reporting time:

- A squad of maximum 15 members should be announced before the commencing of the tournament. No player can be included or concussed for any player from out of the given squad.
- In case any department finds short of players to form a team, it can merge with another similar department to form a team consisting of players from 2 departments. In such a case, there shall not be a second team from any of the 2 merged departments.

NOTE: Department shall check internally on interested players before merging with another department.

- Team should report 40 minutes prior to the scheduled match start time. Toss would be held 30 minutes before the start of the scheduled time.
- Any requests for change of match timings will not be entertained.

8. On-field umpire's decision would be the final one.

9. It is captain's responsibility to uphold spirit of the game by his team.

10. In matches if a tie happens Super over would be held.

Rules for super over

- ✚ The team batting second in the match will bat first in the Super Over.
- ✚ 3 Batsmen from each team can bat and 1 bowler from each team will bowl
- ✚ Entire fielding unit is allowed to field.
- ✚ In case super over is tied, then super over will continue till results.
- ✚ In League stages if two teams are tied with same points, NRR would be taken into account and the team which has a better NRR would move to the knockout stage.

$$\text{net run rate} = \frac{\text{total runs scored}}{\text{total overs faced}} - \frac{\text{total runs conceded}}{\text{total overs bowled}}$$

Batsman Rules:

1. LBW and Leg byes are not applicable for this tournament. Batsman cannot be ruled out in any form for leg byes and **no run would be counted**.
2. All “**no-balls**” (As per ICC rules: **front foot, side-line, above the waist, Fielding restriction etc**) result in a free hit in the next delivery, where field can be changed only if the batsman has crossed over or no ball is due to Field restriction
3. A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match / tired during the match. The runner can be used only with the discretion of the umpires depending on the reason/cause and consent from the opposition captain. Runners should be from the squad. **AT A TIME, ONLY 1 RUNNER WILL BE ALLOWED IN THE GROUND.**
4. Initial 11 only can bat during the match, irrespective of the substitutes included in the match.
5. Initial 11 only can bowl during the match, irrespective of the substitutes included in the match.
6. **Obstructing the field:** If either batsman can be given out if he wilfully attempts to obstruct or distract the fielding side by word or action. On-field umpire's decision would be the final one.
7. Batsman could be **declared out**,
 - When a batsman thinks that he is going to be run out and he blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball.
 - The striker is out if he wilfully obstructs the fielder by preventing a catch.
8. Batsman **cannot be called out**, if
 - When a batsman is running between wickets, he does not deviate from his course and the ball hits him without the batsman blocking the ball on purpose.
9. A batsman can be called out in following manner:
 - 1. Bowled out.**
 - 2. Catch out.**
 - 3. Run out.**

4. Retired out.
5. Wilfully Obstructing the field.
6. Mankad
7. Stumped out
8. Hit wicket
9. Double hit.
10. Handling the ball with their hands
11. Time out (more than 45 secs)

Bowling Rules:

1. Regulations are as follows
 - 10 Over Match -1 Bowler can bowl max 3 Overs.
 - Others can bowl max 2 overs.
2. One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.
3. If the first bouncer is above head height and batsman gets out or scores runs, then it is considered as first bouncer and it is considered as a legal delivery. Also, batsman would be declared out or scored runs would be counted respectively.
4. Free hit is allowed for all No balls (all foot no-balls, above waist no-balls, no balls due to fielding restriction or some other reason)
5. **Foot no –ball** can be called on following conditions
 - If the bowler bowls without some part of the front foot either grounded [first grounding point] or in the air behind the popping crease
 - If the bowler back foot touches or crosses the return crease.
6. **No-ball** could also be called,
 - If the bowler bowls more than one bouncer per over
 - If bowler foot touches the side line, it will call as no ball.
 - Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease

- In case if a bowler chucks during his action of bowling.
- If field restriction rules are not followed as per the guidelines
- If the bowler starts the over/ changes the side of the wicket from which he bowls without telling the guard to the umpire.
- Maximum of 5 fielders are only allowed in on – side field at any stage of the game. [**Including bowler if bowler bowls around the wicket**].

7. Chucking is **strictly not allowed** and if batsman at strikers or non-strikers end appeals against the action it's left to the umpires on field to analyse the action and if they find a problem, they could warn the bowler. If the bowler continues with the same action umpires could call a no-ball. The bowler would be dismissed.

8. Wicket keeper if wants to bowl, he could bowl but before that it is his captain's responsibility to inform the umpire about the change of wicket keeper.

This needs to be ensured by fielding captain & in case missed out umpire could call the delivery as no-ball.

 **Every no ball cost a penalty of 1 run and a FREE HIT.**

10 Judging a Wide:

If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

The Umpire shall not adjudge a ball as being a wide if:

- The Striker, by moving from his guard position, causes the ball to pass out of his reach provided ball is within the identified wide line.
- The Striker moves and thus brings the ball within his reach
- If the Striker switches the Batting Guard before ball is delivered and ball is within the identified wide line considering both the sides of wicket as Off side.

 **Every wide should cost a penalty of 1 run.**

Fielding Rules:

1. Maximum of 5 fielders are only allowed in on – side field at any stage of the game. [**Including bowler if bowler bowls around the wicket**]. Failing to do so, umpire will call it a **NO BALL**.
2. If batsman during backing up leaves the popping crease before the ball is delivered, he could be run out by bowler. Giving a warning is left to the fielding captain and bowler.
3. During bowling action, **fielders including wicketkeeper are not allowed to make any noise which distracts the batsman**. Umpire can call it as No ball, If the fielders are making such noise.
4. The umpires shall have discretion to allow, for wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

Overthrow

If a fielder's throw goes beyond the intended recipient and allows additional runs, those runs are added to the batsmen's tally (including the ball in play and boundary overthrows).

Short runs

If a batsman fails to ground their bat or body behind the popping crease while attempting a run, it is deemed a short run, and that specific run does not count.

Deliberate Short Runs: The umpire may disallow all runs from that delivery and warn the team.

DEAD BALL

Runs cannot be scored on a "dead ball," such as:

- The ball is not bowled properly or declared invalid by the umpire. The umpire signals the ball is out of play.
- If the bowler failed to bowled properly in 1 bounce.

****NOTE**- ONFIELD UMPIRE'S DECISION WILL BE THE LAST DECISION. NO FURTHER DISCUSSION WILL BE ENTERTAINED. FAILING TO DO SO CAN COST A PENALTY OF 5 RUNS.**

