



DEFENCE INSTITUTE OF ADVANCED TECHNOLOGY

GIRINAGAR PUNE 411025

SPANDAN 2025

DIAT PREMIER LEAGUE 2025

1. GENERAL INFORMATION AND RULES:

- a) All matches will be played in the DIAT main ground.
- b) All matches will be Day matches. No reserve day is for any league matches. *
- c) Every match will be played by Double hard tennis green ball (TENNEX).
- d) Whole tournament will be played by the same make of ball.
- e) Every team must give a squad of maximum 15 players before the commencing of the tournament. No player can be included or concussed for any player from out of the given squad throughout the tournament.
- f) Schedule will announce shortly by the committee and for every match information will be float for the teams one day prior also.
- g) Team should report 30 minutes prior to the scheduled match start time.
- h) Toss would be held 15 minutes before the start of the scheduled time and captain is supposed to give his playing 11 to committee 5 min prior of the toss.
- i) Any requests for change of match timings will not be entertained.
- j) 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.
- k) A player who has played in one team is not allowed to play in another team.
- l) If any discrepancy found in above mentioned, the whole team will be disqualified from the tournament. No further enquiry from anyone will be entertained.

2. MATCH RULES:

- a) ON-FIELD UMPIRE'S DECISION WOULD BE THE FINAL ONE. NO FURTHER DISCUSSION WILL BE ENTERTAINED.
- b) For any query only captain of the fielding side or the batsmen who are batting can discuss with the umpires.
- c) It is captain's responsibility to uphold spirit of the game by his team.
- d) Any undisciplined act or chaos that hinders the smooth execution of the match may result in the disqualification of the team or the player from the tournament.
- e) On field umpires and the coordinators who is conducting the match have all the authority to take appropriate action if required. No further enquiry from any dept or committee or a person will be taken under consideration.
- f) Following technical rules will be discussed now as below: -

3. POWERPLAY

- a) There will be a powerplay of first 3 overs in every qualifying stage matches. *(depends on overs- yet to be finalized)
- b) Maximum of 3 fielders are allowed outside the inner circle during these overs.
- c) failure to attain the fielding restrictions during a delivery of a ball would be called as a **No-ball** by the umpire.
- d) In case of rain or interruptions, the number of powerplay overs will be adjusted proportionally*.

4. SUPER OVER:

- a) The team batting second in the match will bat first in the Super Over.
- b) 3 Batsmen from each team can bat and 1 bowler from each team will bowl
- c) Entire fielding unit is allowed to field.
- d) In case super over is tied, then super over will continue till some we get some result.

5. BATSMEN RULES:

- a) LBW is not applicable for this tournament. A batsman cannot be ruled out if a ball hits on his body in front of the wickets.
- b) 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.
- c) 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.
- d) AT A TIME, ONLY 1 RUNNER WILL BE ALLOWED IN THE GROUND.
- e) 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.
- f) Initial 11 only can bat during the match, irrespective of the substitutes included in the match.
- g) A batsman can be called out in following manner:
 - Bowled out
 - Catch out
 - Run out
 - Mankad
 - Stumped out
 - Retired out
 - Obstructing the field*
 - Hit wicket
 - Double hit
 - Handling the ball with hands*
 - Time out (more than 45 secs)

6. OBSTRUCTING THE FIELD AND HANDLING THE BALL:

- a) 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 while running between wickets to block the ball.
- b) The striker is also **declared out** if he wilfully obstructs/distract the fielder or fielding side from preventing a catch or runout.
- c) Batsman **cannot be declared out** if he is running between wickets, he does not deviate from his course and the ball hits him without the batsman blocking the ball on purpose.
- d) Batsman can be **declared out** if he manhandles the ball by his hand preventing it to going on stumps or in hands of fielder.
- e) For all these situations, On-field umpires will discuss among them and then only any decision will be taken and that would be the final one.

7. BOWLING RULES:

- a) Initial 11 only can bowl during the match, irrespective of the substitutes included in the match.
- b) For matches of 8 overs – All bowlers can bowl a maximum of 2 overs.
- c) For matches of 10 overs- only 1 of the bowlers can bowl a maximum of 3 overs.- (yet to decide *)
- d) Only one bouncer per over is allowed provided the ball passes between the shoulder and the head. However, ball passing over the head will be declared as a **wide** and also be given as a bouncer.
- e) **Chucking is strictly not allowed** and if batsman at strikers or non-strikers end appeals against the action of bowler. It is 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 may dismiss the bowler from the bowling from the match or even from upcoming matches if any.

- f) Wicket keeper if wants to bowl, he can bowl but before that it is his captain's responsibility to inform the umpire about the change of wicket keeper.
- g) **DEAD BALL** – If a ball is not bowled properly or declared invalid by the umpire. The umpire signals the ball is out of play. No runs can be scored or no wickets can be fall on a dead ball.

8. FIELDING GUIDELINES:

- a) Minimum of 4 fielders other than wicket keeper and bowler should be inside the inner circle throughout the match.
- b) In powerplay, max 3 fielders are allowed outside the inner circle.
- c) A maximum of 5 fielders (including the bowler) are allowed on the leg-side at any time of the match.
- d) The fielding team cannot change the field for a Free Hit unless there is a change in the striker (i.e., the non-striker comes on strike).
- e) When a batter is dismissed **caught out**, the **new batter will take strike Even if the batters cross before the catch is taken, the new batter will always take strike.**
- f) During bowling action, fielders including wicketkeeper are not allowed to make any noise which distracts the batsman.
- g) 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.
- h) **OVERTHROW RUNS** - When a fielder throws the ball and it results in additional runs (overthrows), the batting team is awarded all runs completed + the boundary runs (if applicable).
- i) **No Extra Runs** given if Overthrow is Intentional Obstruction. If a batter deliberately deflects the ball, the umpire can rule it "**obstructing the field**", and the batter can be given out.

9. JUDGING A WIDE BALL:

- a) Every wide will cost a penalty of 1 run.
- b) A delivery is considered a Wide Ball if it is too far from the batter for them to hit it with a normal batting stance. The umpire signals a wide by extending both arms horizontally.
- c) **Bouncer Above Head Height:** If a short-pitched delivery passes completely over the batter's head in a normal stance.
- d) A batter **can be stumped** out if he steps out and miss a wide ball.
- e) 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.

10. JUDGING A NO BALL:

- a) Every no ball will cost a penalty of 1 run and a Free Hit.
- b) An umpire can judge a delivery as a NO Ball in following fashion:
 - **FRONT FOOT NO BALL-** If no part of the foot is behind the line while landing of the foot, it is declared as No Ball.
 - **High Full Toss No Ball** (above the waist when a batsman in normal stance inside the crease).
 - **Bouncer No Ball** (more than 1 bouncer in an over).
 - **Back Foot No Ball** (if back foot touches the side crease).
 - **Fielding guidelines not followed.**
 - Bowler does not inform the guard of his bowling to umpire.
 - Any substitution without informing umpire.
 - Captain or any player failed to inform umpire about wicket keeper changes if any.
 - Bowler keeps on chucking.

11. FREE HIT:

- a) Every no ball will result a free hit on the next delivery to be bowled.
 - b) If the bowler delivers another **No Ball** or **Wide Ball** on a Free Hit, the Free Hit continues.
 - c) The batter **cannot be dismissed** on a Free Hit **except for run-out, handling the ball, obstructing the field, or hitting the ball twice.**
 - d) The **field cannot be changed** unless the batter on strike changes.
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