



A Sports Initiative To Bring Our Community Together

Aao Khele Saath Saath

New rules of DCCPL 2023:

- Any player of a team needs to play at least 2 league games either in starting 11 or as an Impact Player. (Subject to some players who are not available for some games for which DCCPL has given prior authorization). This rule is for all teams with 14 players. In teams with 15 players, players ranked 14 and 15 need to play 1 game each.
- A new Impact Player Rule is introduced which is explained in detail below.
- There are some players whose playing has been restricted by some regulations already announced by DCCPL Playing Committee. The Captain of the team with such players needs to inform the Opposing Team Captain, Umpires and Scorers about the same before the game starts. If the Opposing team captain, Umpire or Scorer notice that the restriction is not followed, they can intervene and correct the situation. Both Captains need to be aware of these player restrictions and NO DISPUTES or issues need to be brought forward after match is over. This List of players will be given in a Separate Note.
- For any team batting, at least 1 player ranked 10 to 14 in the team has to bat anywhere in Top 7 Batting order. This will ensure that lower ranked players get chance to play and not get misused using any rules, including impact player rules. THIS RULE IS MANDATORY TILL QF ONLY.
- Batting Power Play of 4 overs will now allow up to a maximum of 3 fielders outside the inner circle. Bowling Power Play of 4 overs continues with a maximum of 2 fielders outside the inner circle.

Impact player rule in DCCPL 2023:

The Impact Player rule states that a team can bring in ONE Impact Player at any point in an inning to replace a player from the playing 11 during the match. According to the new impact player rule in DCCPL, each team will name the starting XI players AFTER the toss. One of the remaining players can be used as an Impact Player in the match. Using of an Impact Player is COMPULSORY in league games, Pre-QF and QF games, even if it is a shortened game.

Announce playing 11s after the toss:

Captains will now be allowed to name their playing 11 after the toss instead of handing over team sheets before the coin toss. That means a captain can carry two team sheets and hand over the one depending upon his team batting or bowling first.

When can the Impact Player be introduced?

- An Impact Player can be brought in before the start of an innings, at the end of an over, at the fall of a wicket, or when a batter retires.
- If the impact player is a bowler who comes in at the fall of a wicket, he is not allowed to bowl the remaining balls of the over. He can start bowling after that over is completed.
- If the team batting is batting first and would like to bring in an Impact player for batting, they must replace with a player who has already batted. This also means, that 1 of the remaining players yet to bat will not get batting if 10 wickets fall.
- When an Impact Player is taken in between an innings by a bowling team, the replaced player AND the impact player should have either bowled 2 overs (1over in a game that is 10 overs or less) or fielded for a minimum of 10 overs (or Appx 50% of overs in a shortened game). This is to prevent misuse of using Impact Player rule for game count of players.

What are the Impact Player Regulations?

- **The Captain will nominate the Impact Player and inform the on-field umpire and the scorer before making the change.**
- The Impact Player can bat fully or bowl his full quota of four overs, irrespective of the player he is replacing. For example: A team can have a player bowl their full quota of overs and then replace with an Impact player who can also bowl the full quota of overs, if they time it accordingly during the course of the innings.
- **Once an Impact player is introduced, that player cannot be substituted unless he gets injured nor can you switch back to the original player that was replaced. And the original player that got replaced cannot be used as a Substitute fielder during the remaining course of the game. If a player is already used as Substitute, he cannot be used as an Impact Player.**
- Bringing in the "Impact Player" during the match is compulsory in league matches, Pre-QF and QF games. Teams can decide whether they want to use the Impact Player or not from SF games.

DCCPL 2023 Rules:

1) All Teams must report to the Ground at least **1 hour** ahead of the scheduled start Time of Game except for the 1st game of the day where teams must report to the ground **30 min** before start time of their Game.

2) Any player of a team needs to play at least 2 league games either in starting 11 or as an Impact Player. (Subject to some players who are not available for some games for which DCCPL has given prior authorization)

Penalties for not meeting the minimum games criteria.

b) It is the responsibility of the team captain to ensure that all players play number of games as stated in the above rule 2.

c) If a team plays a game with not a qualified player, the opposing team is well within their rights to notify an umpire about the qualification and such notification has to be made before the end of 1st innings.

d) Any objection made after of the end of 1st innings will be null and voided even if the other team is at fault. Once the 2nd inning's start no penalties will be awarded as well.

e) The umpires together with DCPL Committee will be the final judges for qualification of such player.

f) If a team is determined to be at fault a penalty of 15 runs will be awarded to the opposing team.

g) Alternatively, both teams can verify with scorers or cross check the scoring to get list of qualified players.

h) If a team does not have enough qualified players, they would be playing a game with only qualified players (with a smaller number of players).

i) In case of a player not available to play who is supposed to play a minimum of 2 league games, the team will be playing with 10 people only. The non-qualified player can be allowed to field for whole match only as substitute (i.e. cannot bat / bowl but can act as a wicket keeper)

3) All the DCCPL games are 20 over per side Games (T-20). Teams must provide the list of **playing XI** to the Scorers to be uploaded to CRICHQ immediately after the Toss and the toss shall take place not earlier than **60 minutes**, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. All the Games will be played with a Hard-Tennis Ball.

4) Due to Time Limitation between the games, Teams must be prepared with Team list and uploaded to DCCPL App/CricHQ and Toss will be done by 3rd Umpire (while Previous game may still be going ON the field, to save time. Toss can be done anywhere on the ground). Teams need to be ready to get into the field within 5 minutes after the previous game gets completed. The reserve umpire will announce the Man of the Match for previous game.

5) No bowler shall bowl more than 4 overs in an innings for regular T-20 Game. In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total over's is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

6) The Winning team will be awarded 2 points for each win. In the event of a Tie/Draw 1 Point will be awarded to both teams in the league matches. All the Q-finals, semifinals and finals will be knock-out games. In the event of tie /draw in Q-Finals, Semi- Finals or the Final, there will be a Super over (1 over / team) will be played.

7) **Power Play:** - There will be 2 Power plays of 4 overs each per innings.

Bowling Power Play is a Bowling Power Play of 4 overs which will be chosen by Bowling Team anywhere between **Overs 1 through 12 (If not opted till then, Overs 13 to 16 will be automatic Mandatory Bowling Power Play)** of the Innings where a **maximum of only 2 fielders** will be allowed outside the 25-yard circle.

Batting Power Play of 4 overs will be chosen by the batting team where a **maximum of 3 fielders** are allowed outside the 25-yard Circle. The batting team can opt for the power play between **1st over and 16th over**. If the batting team doesn't choose to take a power play before **17th over**, then it will be an **automatic Mandatory power play**

from overs 17th to 20th. If there are more fielders than permitted number of fielders, then that ball will be called as a NO-BALL. When a Power play is requested, the Umpire will inform the scorers.

Once power play is requested, the bowling team or batsman cannot request to cancel the PP over. If the batting team takes power play starting anywhere between overs 9 to 12, the following 4 overs will be compulsory Bowling Power Play For eg: If batting team takes power play from over no 11, which will be overs 11 through 14, overs 15 to 18 will be compulsory Bowling power play due to the Mandatory Bowling Power Play rule. If both sides opt for power play at the same time, the side that approached the Umpire first will be given that Power Play.

b) A minimum of **5 fielders** (excluding the bowler and wicket keeper) must be present inside the 25 yard circle except for the Power Play overs, if there are not enough fielders per the above stated regulation the ball will be called a No-ball followed by a Free-Hit

c) **During Non-Power play overs, a maximum of 3 fielders can be placed on Leg side (outside the Circle) with minimum of 1 player on Offside (Outside the Circle) & cannot have all 4 players on any ONE side.**

Note: - At any point of time in the game there cannot be more than 5 fielders on the batsman's leg side. If there are 6 players on leg side that ball will be called a No-ball

d) In 8 overs of PP only, any bowler can bowl a maximum of 2 overs and a combination of minimum of 5 different bowlers need to bowl the 8 overs in the PP.

8) Any Mode of NO-BALL will have a FREE-HIT. Any Ball that is being re-bowled for No-Ball (Free-Hit ball) all the rules that are applied for a NO BALL are applied to the Free-Hit ball as well.

a) In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

b) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

c) There is a change of striker, or The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

Note: - A Batsman cannot be out Stumped for a No-Ball or Free-Hit Ball

No-Ball / (Free-hit) Dismissal	Wide Ball Dismissal	Dismissal
Hitting the Ball Twice	Stumped	OUT
Obstructing the Field	Hit wicket	OUT
Run Out	Obstructing the field	OUT
	Run out	OUT

d) If Ball bounces more than once or rolls all the way to the ground before it enters the popping crease, the ball will be deemed as a No-ball followed by a Free-Hit

e) Any No-Ball (Foot Fault / Above Waist Height / Any other act by the fielding team that results in umpires calling the ball as a No-Ball) will be a FREE-HIT and all the rules for Free hit will be applied.

9) There will be 2 professional umpires and a Third Umpire / Match referee for each match. All decisions by Match Referee / Umpires are final and binding. ICC Regulations / Playing conditions / International T-20 rules will be followed (e.g., LBW, Wide, No-balls, Leg-byes, Byes wherever applicable), except for those laws that are unique to local playing situations and conditions, the DCCPL will be aligned to the ICC Playing Conditions In the event of conflicts, the regulations as stipulated by DCCPL will take precedence.

9a) If a Batsman is out caught and the batsmen have crossed over before the catch was completed, the cross-over WILL NOT be allowed and the new batsman coming in will take position on the side of the batsman getting out.

10) **RUNNERS:** - No **Runners** will be allowed at any cost, **if a batsman gets injured (external visible injury)** during his batting, batsman can retire and come back for batting at any time after fall of any wicket

SUBSTITUES: -

a) **Only 1 fielder will be allowed to get a substitute and the substitute can be on the field for a max of 8 overs and must stay continuously on the field till 8 overs are complete, if for any reason say after 2 overs the nominated player comes**

back, no substitute will be allowed anymore. Substitute fielders cannot be swapped. An Innings /game cannot start with a substitute and hence no substitutes' will be allowed until the 1st ball is bowled and they cannot request for substitute after the 16th over.

b) No Substitutes should be on the field after 16th over irrespective of when he comes on the field or his quota of 8 overs is not complete (e.g., A sub coming in at 14 over should leave the ground by end of 16th over). A Player who uses a substitute must wait for 4 Overs of play before he can bowl.

c) Substitution is Fielding team's responsibility at all the time and If the substitute stays on field for more than his quota of 8 overs, **the fielding team will face a penalty of 1 run/ball for however many balls the player overstayed on field.**

d) The only exception to above playing condition is in case of an EXTERNAL / Visible injury that happens on the field during the game, a substitute may be provided for that player at Umpires discretion, such fielder who uses the substitute will not have any limitations on no of overs he can be on field.

e) No Practice is allowed on the pitch or close to the pitch 30 min before scheduled start of Game, any team who ignores and practices can be imposed with 5 penalty runs at umpire's discretion.

11) **Free hit:** The delivery following a no ball shall be a Free Hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker and no ball being caused by less no of fielders inside the 25-yard circle.

12) Running-Out of Non-Striker (Previously known as Mankadding): Bowler attempting to run out non-striker before delivery: The bowler is permitted to run out the non-striker, before releasing the ball and he has not completed his usual delivery swing, to attempt to run out the non- striker. This can be done without giving the Batsman at the non-striking end any warning and will be termed as Run-Out, if the non-striker is out of his crease and the bowler breaks the stumps.

13) **Beamers:** a) Any delivery which passes or would have passed on the full above waist height (full toss above waist) of the striker standing upright at the crease is deemed unfair, whether it is likely to inflict physical injury on the striker. That ball above waist (BEAMER) will be called a No-Ball, the bowler, captain will be warned as 1st offense and if the same bowler bowls another waist high full toss (2nd offense) It will be called a NO-BALL and the bowler will be taken off for the game (i.e., 2 beamers in same over will result in bowler being suspend for the entire game). But if the bowler had bowled 1 beamer in one over and no more beamers in the same over, when he starts the new over the previous beamer will not be counted against suspension., (reset the beamer count to 0 for that bowler before start of the over).

b) The bowler who gets suspended for beamers, the fielding team must finish the over (if any balls remain in that over) with a bowler who didn't bowl the previous over and he will not be allowed to bowl any more overs for that Game and another bowler must finish the remaining balls in that over provided, he should not have bowled the previous over.

c) Any delivery which, after pitching, passes or would have passed over **head height** of the striker standing upright at the popping crease will be called a **No ball** ... and a delivery that passes above the shoulder height of striker will be considered as fast short, pitched delivery a Bowler is permitted to do so only 1 time in an over (**over the shoulder/one bounce per over**). In the event of a bowler bowling more than one fast short-pitched delivery in an over as stated above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast-short, pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

14) **Technology :**

a) Since the league don't have technology to verify the accuracy of incidents happen close to the Boundary Line, Fielder's word will be taken for granted. The umpires have right to verify with any of the DCCPL committee member / Third umpire to verify the authenticity of the fielder's word if the committee members/ Third Umpire happen to be anywhere near the boundary line and hence the decision can be altered. Also, if any games are covered by Video recording, **No Video footage will be taken into consideration irrespective of any scenario. Only on field umpires or 3rd Umpire's decision will be final in all aspects.**

b) **Catches at the boundary:** The player's last point of contact must and should always be inside the boundary before taking a catch. If a ball is hit and the fielder at the boundary attempts to catch the ball and in process of taking the catch fielder lobbies the ball up in the air and if the ball now could be potential in the air outside the rope, the fielder should make every attempt to catch the ball with in the boundary rope. If the momentum takes the fielder outside the boundary, he needs to step back inside the boundary before making any contact with ball. Any contact with ball outside the boundary with feet in air or grounded will be considered a 6.

15) The Umpires can discuss with each other before they make a final decision on **any** event (e.g., ball carrying to the wicket keeper, waist high full toss and or all decisions as needed) and All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary irrespective of the scenario to provide the best possible decision.

16) **Queries on Field:** While the Game is in Play all questions to the umpires must be inquired only by the Captain of the Fielding Side or the Vice-captain (in captain's absence) or by only the batsman at the crease. No one else from outside are allowed walking into the field of Play raising any objections / questions. This applies to all including committee members except the ground in charge committee member. Any modifications or suggestions will not happen during the game. **Any players other than stated above coming into the ground will be issued 1st and Final warning...and any repetition of the same offence will result in 5 Penalty Runs. All queries from batting team can be re-directed to 3rd umpire at any time during the game.**

17) **Time Wasting:** Both the teams will have to keep their batsman's & bowlers order ready so there is no Delay during the game. Any Intentional Wastage of time is considered offense and the captains will be warned by the umpires as 1st warning and repetition of the same during the game will result **in 5 run Penalty being awarded to the opposite team** and furthermore delay will result in suspending the captain for the next game

18) Game Duration /Timings: A. The total duration for each game is 3 hours (180 minutes) ...

B. Each innings must be completed in **80 minutes (4 minutes per over i.e., 20 x 4 = 80min).**

C. Drinks Interval at the end of 10th over in each innings = 3 minute (2x3 = 6minutes)

D. Change on Innings = 10 minutes

19) Penalties for Overtimes:

Due to the time limitations in games, Any Wastage of Playing time by either batting or bowling will be subjected to following penalties. Players / Captains / Umpires are advised to keep the Game at pace to, so we don't run into any extra time. Penalties for time delay will be very severe.

Time wasted by Fielding Team:

If **Fielding team** is at fault, Umpires will calculate the amount of time wasted and will deduct 1 over for every 5 minutes of overtime/wastage.

e.g. Bowling team finished their bowling in 90 minutes as supposed to 80 minutes. 10 min over than scheduled time..So, Fielding team will lose 2 overs while they are chasing the game. The target score will remain the same

If **Batting Team** is at fault, Umpires will calculate the amount of time wasted and convert them to number of overs as in above scenario and will deduct runs based on average run rate / over.

e.g., if Batting team scores 120 runs in 20 overs with the run rate is 6 runs per over, and over time of 10 minutes (2overs) which means the revised target for fielding team will be $2 \times 6 = 12$... Revised score will be $120 - 12 = 108$

Any time if we have decimals in time or overs or run rate, it will be rounded with highest number. i.e., 5.50 or 5.40 will be rounded to 5 and 5.51 & above will be rounded to 6

The decision of the umpires will be final in this matter.

20) **Rain Delays:** a) If in any scenario where 6 overs a side games are not possible, the game is considered a WASHOUT and points will be shared among the teams. All Rain effected games where Target must be revised /recalculated; Umpires will use the

DUCKWORTH LEWIS Stern method (which is available within Cric-HQ or ICC DLS Method or DCPL App)

b. In case only one team completes their innings, and the 2nd team didn't get a chance to bat or bats for less than 10 complete overs of their Innings (2nd) due to weather the game gets called off, the Game is considered WASHED OUT and 1 point will be shared to both teams and RUN RATE for both teams will not be considered.

c. From Pre-QF stage, the match will need to play again in a Shortened or Super-Over format depending on time availability.

d. Due to time limitations of Games, if there is ever a rain delay teams will start to lose 1 over per every 5 minutes lost and umpires will have the final say in no of overs to be played with in stipulated time.

e. If any Team Forfeits/Boycotts any game, the opposite team gets 2 points and only the NRR of completed games will be considered.

f. From the Pre-QF stage onwards, if the match is shortened due to weather or any unforeseen circumstances, the match could be a minimum of 6 overs or if even less time permissible, it can be in Super Over Format at umpire's discretion.

21) Any disrespectful statement or act by a player to any umpire or any other Player will result into a warning with yellow card by umpire which will lead to disqualification from the next game. Any further argument a **RED Card** will be given will lead to disqualification for the rest of the tournament. The decision of the umpires and referee will be final in this matter.

22) Umpires & Match Referee together will adjudicate the Man of the Match for each game at the end of the Game.

23) It's up to the wicket keeper discretion to wear any external protections (e.g., Wicket keeping gloves), In addition Wicket Keeper while attempting to field the ball tend to throw away the gloves on the ground and while the ball is in play if any throw by any fielder or keeper hits the glove that was thrown on the ground, a penalty of 5 Runs will be added to the batting team (Considered obstruction)

24) A substitute will not be allowed to wicket keep or Bat or Bowl, unless wicket keeper is injured and have to leave the field. Wicket keeper changes will not be allowed mid-over.

25) **Bowling Action Umpires** are the Sole judges of a bowlers bowling action... the batsman has a right to raise their concern to the umpire if they feel that the bowler is having a suspect bowling action. However, if the Umpires are satisfied with bowler action play must proceed. If Umpires deem that the bowler have a suspect action any time during his quota of 4 overs , that ball in progress will be a called a NO BALL and the bowler will be issued a 1st Warning and further repetition will result in 2nd and Final warning and if there is 3rd Instance /further repetition of Suspect Bowling action the Umpires will instruct the Fielding team captain to remove the bowler from bowling and he will not be able to bowl any more in the Innings. However, if he alters his bowling action or make changes for the next game and the umpires in that game approves him, he will be allowed to bowl. Umpires will be very strict in suspect bowling actions and will incur serious penalties such as suspending from bowling for the entire game.

No Captains/Team members / Bowlers should use the record or validity of their bowling action from previous year's games. DCCPL Management has no inputs or suggestions or can resolve or address or accept queries for suspect bowling action issue during the Game. A bowler who may have been suspended for bowling action from previous game by an umpire in that game will have no impact on the following game.

Every game will be treated separately, and umpires are the sole judges for the bowling action during that game.

A batsman at the crease can raise his concern to the umpires on field about suspect bowling action. If the umpire, consider the bowling action is fine batsman will need to continue the innings. If batsman refuses to play it would be considered protest/forfeiture of the game.

26) **Fielders Positioning:** Fielders must **stand inside the circle before** the bowler begins his run up. Fielders walking in from outside of the circle will make it very hard for the umpire to judge if the player was standing outside the circle or inside while the ball was delivered, and it would be unfair for the batting team. If Umpire considers that fielder is outside the 30-yard he will call & Signal that delivery as a NOBALL.

27) **Collision between Batsman and fielders**

If there is a collision that happens between the bowler / fielder while the batsman or non-striker making an attempt to run and due to collision if there was an run out happened and if in the opinion of the umpire if that collision had not happened and

batsman would have made his ground that ball should be called a Dead Ball and not to be counted as one for the over and no runs will be scored of the ball any penalties included should not be counted to the score as well and the batsman's has to be returned to their original ends and bowler will have to re-bowl the ball (to avoid controversies on the field).

28) Wicket Keeper Movements

Wicket keepers can bowl at any point of time in the game. But the umpires must be notified of the change of wicket keeper if not the next ball that is bowled will be called a No-ball. Same will be applied for fielder leaving /substitute coming in. In case of injury to wicketkeeper during the match, he will be replaced by the player who is part of playing XI. Wicket Keepers are not allowed to make significant movement towards the wickets once the bowler begins his run up. (e.g., wicket keeper standing back for the bowler and once the batsman comes out of the crease before the ball is delivered / being delivered and wicket keeper tries to run in to grab the ball) the ball will be called a No ball. Wicket Keeper movement will be solely determined at umpire's discretion

29) Drinks Interval ☐

Teams will have only ONE Drinks break per innings after the completion of 10th over and drinks must be taken on the FIELD OF PLAY and teams are not allowed to go outside to the pavilion. No other Time outs are allowed

30) Foot Fault No balls: - For a delivery to be fair in respect of the feet, in the delivery stride, (a) the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

(b) the bowler's front foot must land with some part of the foot, whether grounded or raised (i) on the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and (ii) behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he shall call and signal No ball. Here is the explanation with Pictures...

The back foot must not touch or be outside the return crease

Some part of the front foot, grounded or raised must be behind the Popping crease marking



Fair
Both feet are inside the creases

Fair
Both feet are inside the creases



Fair
Part of the front foot is behind the Popping crease

Fair
Part of the front foot is behind the Popping crease



Fair
The front foot is behind the Popping crease

Fair
Part of the front foot is behind the Popping crease



Fair
Part of the front foot is behind the Popping crease

Fair
The front foot landed behind the Popping crease before sliding over



NO-BALL
The front foot is in front of the Popping crease



NO-BALL
The back foot is on the Return crease

NO-BALL
No part of the front foot is behind the Popping crease



NO-BALL
The back foot is outside the Return crease

NO-BALL
The back foot is on the Return crease



31) Errors / Corrections/Accuracy □

Any error or mistake made during an over can or will be corrected at the end of the over by the umpires (including the referee/third umpire) and or management as seen necessary [e.g., umpiring calling a 6 instead of 4). If so, it happens that the mistake could not be corrected (e.g., bowler bowling 5th over in a game and wicket lost in that over or any scenario that cannot be corrected) that over will be counted as is and no action will be reverted and play will continue, even if it is umpires mistake.

32) Interruptions by players coming into field of Play for queries

Any member of the batting side who enters the field while his team is batting and causes an illegal delay or stoppage of the game will incur a “5 runs” penalty. (NOTE: If the member has a question, concern, or valid reason he should see the third umpire, the referee or a member of the management & 3rd umpire is the only person who has the right to step into the field with any question and stopping the play during the game). Only exemption is for 1 substitute fielder from the Batting team to provide a quick drinks /water bottles to the batsman. And the substitute has to get umpires permission before entering the field of play. If this player enters the field without the Umpire’s permission, “5 Runs“ Penalty will be applied.

33) Incoming Batsman

The incoming batsman must cross the outgoing batsman inside the 30-yard circle in field of play (before the dismissed batsmen crossing the boundary) and the incoming batsman must be ready to take strike within **90 seconds** after the wickets falls. For the first violation, there will be a final warning from the umpire, which applies to the entire any further delays will result in awarding 5 run penalty.

SUPER OVER RULES:

- 1) Super over will start within 5 minutes of completion of 2nd Innings
- 2) The Super Over shall take place on the pitch allocated for the
- 3) The umpires shall stand at the same end as that in which they finished the match.
- 4) Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
- 5) Any penalty time being served in the match shall be carried forward to the Super Over.
- 6) Each team's over is played with the same fielding restrictions as apply for the last over in a match
- 7) The team batting second in the match shall bat first in the Super Over.
- 8) The loss of two wickets in the over ends the team's one over innings.
- 9) In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the Duckworth/Lewis/Stern method, paragraph. Otherwise, the winner will be decided by Super Over (max 3 super overs)
- 10) If the 1st super over is tied, then teams will have to play a 2nd super over and if it is tied it as well would go to the final (3rd super over) and even if that is tied then winner will be declared by Coin Toss.

PreQF-and Beyond Qualifications:

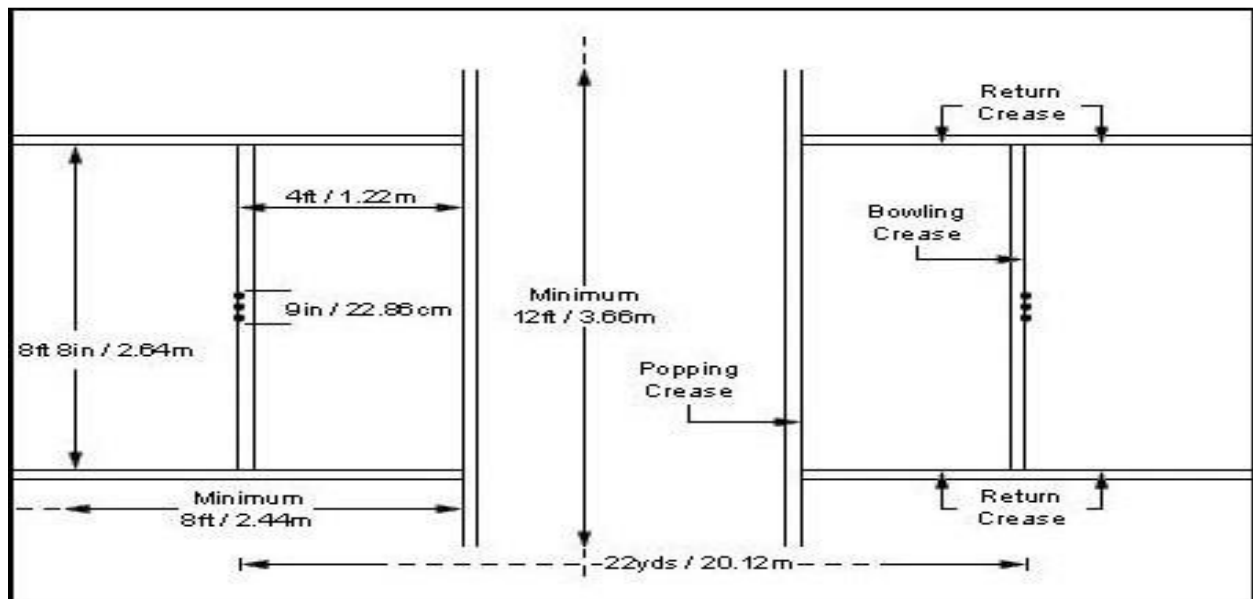
- 1) All teams will be grouped in one table for overall standings
- 2) Point standings will be prioritized as follows:
- 3) A Team with highest points

- 4) If the points are equal, team with highest Net Run rate will go to the next round
- 5) If NRR is equal, then team that won the game when these played against each other will move to next the round
- 6) if still equal then a super over game will be played. If it is still equal, then the winner will be decided by Coin toss.
- 7) If still equal, then 1 super over between the 2 teams to decide the position. In this Super Over, toss will be done to decide who bats first. Maximum of 3 super overs will be played
- 8) Teams standing 5 to 12 will play Pre-QF - team 5 with 12, team 6 with 11 and so on.
- 9) Teams winning Pre-QF advance to play QF.
- 10) To decide teams for position 5 to 8 by teams winning Pre-QF, the points and net run rate of all 4 matches played (3 league and the Pre-QF) will be taken into account.
- 11) Due to rain delays/predictions, Umpires will decide if they need to change maximum overs for any of the matches on that day.
- 12) At least 6 Over match to be played for the Pre-QF to decide winners. In case of heavy rain and not possible for even the 6 Over game, the higher ranked team will advance to the QF.
- 13) For the ranking of Semi Finalists, only the run rate of QF will be taken into consideration.
- 14) In case of Semis game get washed out even on reserve day, team with higher ranking at end of League games(not the NRR of QF) will move to Finals.

NOTE:

In case of any dispute, the decision given by Umpires and/or the DCCPL Rules and/or Main Committee has to be abided by all concerned. We understand that this is a competition but we are here to play as a community (Aao Khele Saath Saath) and our intention is to play in the right spirit and bring our community closer together.

Dimensions



DCPL Committee

Rahul Mehta Tel:917-250-0500	Nikunj Parekh Tel:917-225-3355	Ashish Rawat Tel:917-930-3787	Amit Sanghavi Tel:917-446-3993	Chirag Shah Tel:917-254-7664
Nimesh Shah Tel:917-941-1230	Atul Kothari Tel:646-667-9997	Bharat Mangukiya Tel:917-753-5253	Alok Mehta Tel:646-262-9300	Vipul Shah Tel:917-593-6116

Executive Committee

Mukul Agarwal Tel:917-805-3465	Chirag Gandhi Tel:917-667-8115	Rinku Ghia Tel:917-833-9581	Jay Jhaveri Tel:917-770-6589	Parag Mehta Tel:646-732-5757
Sehal Mody Tel:917-445-3727	Samir Parikh Tel:646-427-5418	Deepak Shah Tel:201-456-7775	Nilay Varaiya Tel:917-603-8341	Swetal Varaiya Tel:917-514-6401

IT Team

Zankhana Shah Tel:347-475-2828	Dharav Patel Tel:718-690-8737	Deep Bharucha Tel:848-218-1845	Sudhen Mehta Tel:914-498-4444
-----------------------------------	----------------------------------	-----------------------------------	----------------------------------

Umpiring Coordinator: Vijay