DCCPL 2026 Tournament

Official Playing Rules & Regulations

A Sports Initiative To Bring Our Community Together

Aao Khele Saath Saath

Table of Contents

Table of Contents 2
1. Match Format 3
Match Officials & Playing Conditions 3
2. Tournament Structure 3
3. Bowling Limitations 4
Opposition Bowler Rule (League, Pre-Quarterfinal, and Quarterfinal matches) 4
Semi-Final & Final Bowling Rule 5
4. Opening Batter & Batting Restrictions 5
Injured Player Squad Exception (League Stage) 5
Team Submission Rule 6
5. Power Play Rules 6
League, Pre-Quarterfinal, and Quarterfinal Matches (18-over format) 6
20-Over Matches (Semi-Finals and Final) 7
6. Impact Player Rule 7
7. Dual-Player Allocation Rule 7
8. DRS (Reviews) 7
9. Retiring Out and Retired Hurt 7
10. Fielding & Wicketkeeper Rules 8
11. No-Ball, Wide, and Free-Hit Rules 8
Foot Fault No-Balls 8
Beamers 9
Short-Pitched Deliveries 9
Free-Hit 9
12. Match Timing & Overtime Penalties 10
Delay Policy 11
13. Rain Delays & DLS 11
14. Super Over Rules 11
General Procedure 12
15. Discipline & Dispute Resolution 12
Restricted Players 12
Suspect Bowling Action 12
Conduct & Queries on the Field 13
Time-Wasting 13
Interruptions from Outside the Field 13
Disrespectful Conduct 13

Errors & Corrections..... 13
Technology & Boundary Decisions..... 14
Dispute Resolution..... 14
16. Injury & Substitution..... 14
17. Ground Dimensions..... 15

1. Match Format

League Stage, Pre-Quarterfinal, and Quarterfinal matches: 18 overs per side (6 balls per over).

Semi-Finals and the Final: 20 overs per side (6 balls per over).

All DCCPL games are played with a hard tennis ball.

Teams must report to the ground at least 1 hour ahead of their scheduled start time, except for the first game of the day, when teams must report 30 minutes before the start time.

Each captain must submit the team's Batting XI to the scorers for upload to the DCCPL/CricHeroes app before the toss. The toss will take place no earlier than 60 minutes and no later than 15 minutes before the scheduled (or rescheduled) start time.

Because of the tight turnaround between matches, teams must have their team list ready and uploaded to the DCCPL app in advance. The toss for the next match may be conducted by the 3rd umpire while the previous match is still being completed (the toss can take place anywhere on the ground), and teams must be ready to take the field within 5 minutes of the previous match ending. The umpires and match referee jointly decide the Man of the Match for each game, and the reserve umpire will announce it for the completed game.

Match Officials & Playing Conditions

Each match is officiated by two on-field umpires plus a third umpire/match referee. Unless the DCCPL rules state otherwise, ICC playing conditions and International T20 Laws govern (for example, LBW, Wide, No-Ball, Leg-Bye, and Bye decisions); where the DCCPL rules conflict with ICC playing conditions, the DCCPL rules take precedence.

Umpires may consult with each other before finalizing a decision on any incident, and are encouraged to do so whenever it would help reach the correct decision.

2. Tournament Structure

A total of 18 teams will participate in the tournament.

The top 2 teams in the standings advance directly to the Quarterfinals. The next 12 teams (ranked 3–14) advance to the Pre-Quarterfinals.

Pre-Quarterfinal pairings are seeded from the standings: rank 3 vs. rank 14, rank 4 vs. rank 13, and so on down the table.

The 6 Pre-Quarterfinal winners join the top 2 teams to complete the 8-team Quarterfinal lineup, seeded 3rd through 8th based on their Pre-Quarterfinal results.

Quarterfinal winners advance to the Semi-Finals; Quarterfinal results determine Semi-Final seeding. If a Semi-Final is washed out, even on the reserve day, the higher-seeded team advances to the Final (e.g., in 1 vs. 4, team 1 advances; in 2 vs. 3, team 2 advances).

League standings tie-break order: (1) highest total points; (2) highest Net Run Rate; (3) result of the head-to-head match between the tied teams; (4) coin toss.

Points: 2 points for a win, 1 point each for a tie in league matches. The Pre-Quarterfinals, Quarterfinals, Semi-Finals, and Final are all knockout matches; a tie in any of these is decided by a Super Over. If a League match is washed out, the result is instead decided by a one-over Super Over (see Section 14); if that Super Over is also tied, points are split 1 point each.

For teams advancing through the Pre-Quarterfinals, only their Pre-Quarterfinal Net Run Rate is used to determine Quarterfinal qualification. League-stage NRR does not carry forward.

If a team forfeits or boycotts a match, the opposing team is awarded 2 points, and only the NRR from completed games is considered for standings.

Due to rain delays or forecasts, umpires may decide to adjust the maximum overs for any match on that day.

3. Bowling Limitations

Opposition Bowler Rule (League, Pre-Quarterfinal, and Quarterfinal matches)

Before each match begins, each team must nominate one bowler from the opposing team. The nominated bowler may bowl a maximum of 3 overs.

General limit: no bowler may bowl more than 4 overs in a full-length innings. In a delayed or interrupted match where overs are reduced, no bowler may bowl more than one-fifth of the total overs allotted to the side bowling second. Where the total overs are not evenly divisible by five, one additional over is allowed to the bowler's maximum needed to make up the balance.

A player who comes onto the field of play from outside — including as a substitute or Impact Player — is not subject to any waiting period before bowling and may bowl immediately.

The chart below shows, for a given match-overs total, how many bowlers are permitted to bowl at each maximum-overs quota (for example, how many bowlers may bowl up to 4 overs, up to 3 overs, and so on) in a regular or rain-reduced match. The Restricted Bowler column is shaded separately because it works differently from the other columns: it shows the single maximum-overs quota that applies specifically to the nominated/restricted bowler, not a count of bowlers.

Match Overs	Restricted Bowler (max overs)	Max 4-Over Bowlers	Max 3-Over Bowlers	Max 2-Over Bowlers	Max 1-Over Bowlers
20	4	5	–	–	–
19	3	4	1	–	–
18	3	3	2	–	–
17	3	2	3	–	–
16	3	1	4	–	–
14	2	–	4	1	–
13	2	–	3	2	–
12	2	–	2	3	–
11	2	–	1	4	–
9	1	–	–	4	1
8	1	–	–	3	2
7	1	–	–	2	3
6	1	–	–	1	4

Semi-Final & Final Bowling Rule

For the Semi-Finals and the Final, the bowling limitation rule above does not apply. Teams may use five bowlers, with each bowler permitted to bowl a maximum of four overs. There is no restriction on the opening batters in these matches.

4. Opening Batter & Batting Restrictions

League stage: each team must use a different opening pair in each of its three league matches. Both openers must be selected from auction positions 8–13, ensuring that all six players from positions 8–13 open exactly once during the league stage. If a league match is washed out, the players not yet used as openers must open in the team's next match — whether that next match is another League fixture or a Pre-Quarterfinal/Quarterfinal — and doing so is compulsory, not merely a priority.

Pre-Quarterfinal and Quarterfinal: if a team qualifies for both, its opening batters must again be selected from positions 8–13. A player who opened in the Pre-Quarterfinal may not open again in the Quarterfinal, ensuring four different players from positions 8–13 open across the two knockout matches.

Semi-Finals and Final: there is no restriction on the opening batters.

Super Over: there are no batting-order restrictions. The batting team may nominate any eligible batter, and the positions 8–13 opener requirement does not apply.

Injured Player Squad Exception (League Stage)

If unforeseen circumstances leave a team with a 12-player squad instead of 13, players ranked 8–13 must still satisfy the opening-batter requirement described above, subject to the following:

1. If the player ranked 13 is the one missing, the player ranked 12 opens twice during the league stage to cover the vacated slot.

2. If a player ranked 8–12 is unavailable instead, any player ranked lower than him (within positions 8–13) who has already fulfilled his own opening-quota requirement for the league stage may open in his place.

3. This exception does not apply to the Pre-Quarterfinal or Quarterfinal, since those rounds require only 4 of the 6 players ranked 8–13 to open. An unavailable player may simply be left out of the opening-batter requirement for those matches instead of being replaced.

Team Submission Rule

Before the toss, each captain must submit the team's Batting XI and clearly identify the two designated opening batters. The opposing captain verifies that the opening pair complies with the positions 8–13 requirement, and a tournament official also verifies the team sheet. Once this verification is complete, no penalty will apply for any later oversight or error. The same team sheet must also record the opposing team's nominated Restricted Bowler for the match.

5. Power Play Rules

League, Pre-Quarterfinal, and Quarterfinal Matches (18-over format)

Batting Power Play overs can be taken from the 1st over onward. Overs 7, 8, 9, and 10 are the Mandatory Batting Power Play if not taken earlier, with a maximum of 2 fielders allowed outside the inner circle.

A 3-over Bowling Power Play (maximum of 3 fielders outside the inner circle) can be taken any time after the Batting Power Play. If it has not been taken by then, it becomes mandatory between the 14th and 16th over.

Bowling Powerplay can only be taken after the completion of the batting powerplay.

If there are more fielders than the permitted number outside the circle, that delivery is called a No-Ball. When a Power Play is requested, the umpire will inform the scorers.

Once a Power Play is requested, the team cannot request to cancel it.

A bowler may not bowl more than one over during the same Power Play phase (Batting or Bowling), and may bowl a maximum of two Power Play overs across both phases combined. As a result, the four Batting Power Play overs must be bowled by four different bowlers, and a minimum of five different bowlers must be used to complete all Power Play overs during the innings.

Fielding restriction outside Power Play overs: a maximum of 4 fielders (excluding the bowler and wicketkeeper) may be outside the 25-yard circle; more fielders than permitted results in a No-Ball followed by a Free-Hit. During

Non-Power-Play overs, a maximum of 3 fielders may be placed on the leg side outside the circle, and all 4 permitted fielders cannot be placed on one side.

Note: at no point in the game may there be more than 5 fielders on the batsman's leg side. A 6th fielder on the leg side makes that delivery a No-Ball. It does not matter which side of the wicket the bowler is bowling from, a bowler does not count as a fielder.

20-Over Matches (Semi-Finals and Final)

Batting Power Play overs (4 overs total) can be taken any time from the 1st over onward. If not taken earlier, the Batting Power Play becomes mandatory during overs 9, 10, 11, and 12. A Bowling Power Play (4 overs total) can be taken any time after the Batting Power Play is complete; it cannot be taken before the Batting Power Play is complete. If not taken earlier, the Bowling Power Play becomes mandatory during overs 15, 16, 17, and 18.

6. Impact Player Rule

1. Batting: the captain must declare the Batting XI before the toss.

2. Fielding: any 11 players from the 13-player squad may take the field at the start. The starting Fielding XI does not have to be the same as the declared Batting XI.

3. Bowling: the bowling quota can be completed by any eligible player from the 13-player squad who is legally on the field.

7. Dual-Player Allocation Rule

In certain instances, a team may be allocated two players in place of one playing member, with one player designated exclusively as the batter and the other exclusively as the bowler.

The designated batting player may not take the field under any circumstances — including as a fielder, substitute fielder, or Impact Player — and may only participate in the batting innings.

8. DRS (Reviews)

No reviews are allowed before the Pre-Quarterfinals. Reviews are permitted from the Pre-Quarterfinals onward, with a maximum of one review per match per team (successful or not).

Reviews are limited to Run Out, Height No-Ball, and Stumping decisions. If proof is inconclusive or there is a technology malfunction or error, the on-field umpire's decision remains final. Where available, umpires may use camera recordings to check catches, solely at their own discretion — this is not available for DRS review by either team.

9. Retiring Out and Retired Hurt

Retiring Out: no batsman may retire out in any match, including the Final.

Retired Hurt: no runners are permitted under any circumstances. If a batsman sustains a visible external injury while batting, he may retire hurt and return to bat at any time after the fall of a subsequent wicket.

No practice is allowed on or near the pitch within 30 minutes of a game's scheduled start; a team that ignores this may be penalized 5 runs at the umpire's discretion.

10. Fielding & Wicketkeeper Rules

Fielders must be standing inside the circle before the bowler begins the run-up. A fielder walking in from outside the circle makes it difficult for the umpire to judge fair position, which disadvantages the batting side. If the umpire considers a fielder to be outside the 30-yard circle at the point of delivery, that ball is called a No-Ball.

Wicketkeepers may bowl at any point in the match, but the umpires must be notified of any wicketkeeper change — an unannounced change results in the next ball being called a No-Ball. The same applies to any fielder substitution. If the wicketkeeper is injured mid-match, they may be replaced by any player on the team, including a substitute. A wicketkeeper may not be changed mid-over unless injured during that over. Wicketkeepers may not make a significant movement toward the stumps once the bowler begins the run-up (for example, standing back and then running in to collect the ball as the batsman leaves the crease before the ball is delivered); doing so results in a No-Ball, solely at the umpire's discretion.

It is the wicketkeeper's discretion whether to wear external protective gear. If a keeper discards their gloves on the field and a thrown ball strikes those discarded gloves while in play, a 5-run penalty is added to the batting team's score (considered obstruction).

Collision between batsman and fielder: if a collision between the bowler or a fielder and a batsman attempting a run leads to a run-out, and the umpire believes the batsman would have made his ground had the collision not occurred, the delivery is called a Dead Ball. No runs, including penalties, are scored from that ball, it does not count toward the over, and the batsmen return to their original ends for the ball to be re-bowled.

Running out the non-striker: a bowler is permitted to run out the non-striker before releasing the ball, as long as he has not completed his usual delivery swing. This can be done without any warning to the non-striker, and is ruled a run-out if the non-striker is out of his crease when the bowler breaks the stumps.

Incoming batsman: the incoming batsman must cross the outgoing batsman inside the 30-yard circle, before the dismissed batsman crosses the boundary, and must be ready to take strike within 90 seconds of the wicket falling. The first violation draws a final warning from the umpire; any further delay results in a 5-run penalty.

Catches at the boundary: a fielder's last point of contact must always be inside the boundary when completing a catch. If a fielder's momentum carries them outside the boundary while attempting a catch, they must step back inside before making any contact with the ball. Any contact with the ball while outside the boundary — whether feet are grounded or in the air — is scored as a six.

11. No-Ball, Wide, and Free-Hit Rules

Foot Fault No-Balls

For a delivery to be fair with respect to the feet: the bowler's back foot must land within, and not touching, the return crease; and some part of the front foot — grounded or raised — must land on the correct side of the return-crease line and behind the popping crease. If the bowler's-end umpire is not satisfied that all three conditions are met, the delivery is called a No-Ball. Likewise, if the back foot touches or lands beyond the outer return-crease line (the side line marking the return crease) on either side, that delivery is also called a No-Ball. See the illustration below.

Beamers

Any full-toss delivery that passes above the waist height of a batsman standing upright at the crease is deemed unfair and is called a No-Ball. The bowler and captain receive a warning for a first offense; a second waist-high full toss by the same bowler in the same over results in that bowler being suspended from bowling for the rest of the match (two beamers in the same over means suspension for the entire game). A beamer bowled in one over does not carry forward against the bowler in a later over — the count resets to zero at the start of each new over.

If a bowler is suspended mid-over for a beamer, a bowler who did not bowl the previous over must complete the remaining balls in that over, and the suspended bowler may not bowl again for the rest of the match.

Short-Pitched Deliveries

Any delivery that, after pitching, passes above the head height of a batsman standing upright at the popping crease is called a Wide. A delivery that passes above shoulder height is a fast, short-pitched delivery, which a bowler is permitted to bowl once per over (the “over the shoulder, one bounce per over” allowance). If a bowler bowls more than one such delivery in an over, the umpire calls and signals No-Ball on each further occasion, using a differential

signal (calling “No-Ball” and tapping the shoulder). An above-head ball that is not touched by the batter is a Wide; a second above-shoulder ball in the same over that is touched by the batter is a No-Ball.

Free-Hit

Any No-Ball, in any mode, is followed by a Free-Hit for whichever batsman is facing it. If the Free-Hit delivery is itself illegitimate (another No-Ball or a Wide), the next delivery becomes the Free-Hit instead. On a Free-Hit, the striker can only be dismissed under the circumstances that would apply to a No-Ball, even if that delivery is called Wide. A batsman cannot be given out Stumped off a No-Ball or a Free-Hit ball.

Field changes are not permitted for a Free-Hit delivery unless there is a change of striker, or the No-Ball resulted from a fielding-restriction breach, in which case the field may be adjusted only to the extent needed to correct that breach.

If the ball bounces more than once, or rolls along the ground before reaching the popping crease, it is called a No-Ball followed by a Free-Hit.

If a batsman is out caught and the batsmen had crossed before the catch was completed, the crossing does not count — the incoming batsman takes the position of the batsman who is out.

Dismissal reference: the table below shows which dismissals apply on a No-Ball/Free-Hit delivery versus a Wide-ball delivery.

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

12. Match Timing & Overtime Penalties

League, Pre-Quarterfinal, and Quarterfinal matches (18 overs) must be completed within a maximum of 2 hours 50 minutes from the scheduled start time, inclusive of the 10-minute change of innings. Semi-Finals and the Final (20 overs) are allocated 3 hours, plus a 20-minute grace period.

Under normal weather conditions, each innings of an 18-over match (League, Pre-Quarterfinal, and Quarterfinal) is allotted 1 hour 15 minutes, including the drinks interval, plus a 5-minute spare; the change of innings allows a further 10 minutes. If an innings runs over its allotted time, the change-of-innings time is used to make up the difference, and the next innings must start immediately, without a separate break.

Each innings of a 20-over match (Semi-Final and Final) is allotted 1 hour 25 minutes, including the drinks interval, plus a 10-minute grace period; the change of innings allows a further 10 minutes.

Drinks must be taken on the field of play — teams may not go to the pavilion — and no other time-outs are permitted.

In rain-affected matches or other situations beyond the teams' control, the per-innings breakdown above does not strictly apply; only the overall total match time, including its grace period as set out above, governs.

Once the total allocated time, including the grace period, has elapsed, the match ends immediately, regardless of the number of overs bowled. If a minimum of 6 overs per side has been completed, the DLS method is applied to determine the result.

Matches must be completed strictly within their allocated time slot; no delays are permitted for any team. Once a time slot has ended, the game does not happen, and the next game starts on its own scheduled slot.

Delay Policy

No penalty in terms of runs or overs is applied for any delay caused by either team — the only in-match consequence is a fielding restriction, not a runs or overs penalty. Once the fielding side falls behind the innings' allotted time (including its grace period), it is restricted to a maximum of 2 fielders positioned on the boundary for the remainder of the delayed overs. Umpires will first warn the team responsible for the delay and are then authorized to take any action necessary to keep the match on schedule — the umpires' decision on any delay-related matter is final. The match timer starts at the scheduled start time regardless of whether a team has arrived; a team that arrives late has its overs reduced as needed to keep the match within its stipulated time, and the umpires' call on this is final.

13. Rain Delays & DLS

If 6 overs per side are not possible, the match is considered a washout; the result is instead decided by a one-over Super Over (see Section 14), and points are not shared in this scenario. Where a target must be revised for a match that does reach a valid result, umpires use the Duckworth-Lewis-Stern method, available within CricHeroes, the ICC DLS method, or the DCCPL app.

If only one team completes its innings, and the second team does not bat at least 6 overs due to weather, the match is considered washed out; the result is instead decided by a one-over Super Over (see Section 14) rather than points being shared, and Net Run Rate is not affected for either team.

During a rain delay, teams lose 1 over for every 5 minutes lost; umpires have the final say on the number of overs to be played within the remaining time.

From the Pre-Quarterfinal stage onward, if a match is shortened by weather or other unforeseen circumstances, it may be reduced to a minimum of 6 overs, or, if even less time is available, decided by a Super Over, at the umpire's discretion. If a knockout match is cancelled outright from the Pre-Quarterfinal stage onward, a Super Over decides which team advances; if even a Super Over is not possible, the higher-seeded team advances.

14. Super Over Rules

If a League, Pre-Quarterfinal or Quarterfinal match is washed out, the result is decided by a one-over Super Over. For these washout Super Overs only, the normal bowling limitations remain in effect; if the nominated bowler is ineligible under those limits, the bowling team must nominate another bowler.

Only this first washout Super Over carries bowling limitations. Every other Super Over — whether it is used to break a tie after a completed match, or it is a second or third Super Over following a tied washout Super Over in a knockout match (Pre-Quarterfinal, Quarterfinal, Semi-Final, or Final) — has no bowling limitations, and the bowling team may nominate any bowler. In the League stage, a tied washout Super Over does not lead to a further Super Over; its points are instead split 1–1 (see item 9 below). Under standard ICC Super Over playing conditions, a batsman dismissed in an earlier Super Over may not bat again in a later Super Over of the same match, and a bowler who has already bowled a Super Over in that match may not bowl another.

Super Over batting: there are no batting-order restrictions. The batting team may nominate any eligible batter, and the positions 8–13 opener requirement does not apply.

General Procedure

1. The Super Over starts within 5 minutes of the completion of the second innings.

2. It is played on the pitch allocated for it.

3. Umpires stand at the same ends at which they finished the match.

4. Only players nominated in the match may take part in the Super Over. If a nominated player is unable to continue due to injury, illness, or another wholly acceptable reason, the match's playing conditions for replacements apply equally to the Super Over.

5. Any penalty time being served in the match carries forward into the Super Over.

6. Each team's over is played under the same fielding restrictions that applied to the last over of the match.

7. The team that batted second in the match bats first in the Super Over.

8. The loss of two wickets ends a team's one-over innings.

9. If the teams are tied after the Super Over, a further Super Over is played, up to a maximum of three Super Overs. In the League stage, if the washout Super Over described above ends tied, no further Super Over is played — the match points are instead split 1–1 between the two teams.

10. If the first Super Over is tied, a second is played. If that is also tied, a third and final Super Over is played. If the third Super Over is also tied, the winner is decided by a coin toss.

15. Discipline & Dispute Resolution

Restricted Players

Some players have playing restrictions already announced by the DCCPL Playing Committee. The captain of a team with such a player must inform the opposing captain, umpires, and scorers before the match begins. If the opposing captain, umpire, or scorer notices that a restriction is not being followed, they may intervene and correct the situation. Both captains are responsible for being aware of these player restrictions, and no disputes or issues will be entertained after a match has ended. The full list of team-specific player restrictions appears in Section 18 (Team-Specific Player Restrictions) at the end of this document.

Suspect Bowling Action

Umpires are the sole judges of a bowler's action. A batsman may raise a concern with the umpire, but play continues if the umpires are satisfied with the action. If the umpires deem an action suspect at any point during a bowler's quota of 4 overs, that delivery is called a No-Ball and the bowler is issued a first warning. A further repetition results in a second and final warning, and a third instance results in the umpires instructing the fielding captain to remove the bowler, who may not bowl again in that innings.

If a bowler alters or corrects their action for a later game and the umpires in that game approve it, the bowler is allowed to bowl. No record or suspension of a bowling action from a previous game carries forward — every game is treated separately, and the umpires in that game are the sole judges of the bowling action for that game. DCCPL management does not take input on, or adjudicate, suspect bowling action issues during a match.

A batsman at the crease may raise a concern with the umpires about a suspect bowling action. If the umpires consider the action fine, the batsman must continue the innings; refusing to do so is treated as a protest or forfeiture of the game.

Conduct & Queries on the Field

While a match is in progress, only the fielding captain (or the vice-captain in the captain's absence) or the batsman at the crease may raise questions with the umpires. No one else may enter the field of play to raise an objection or question — this applies to all individuals, including committee members, except the ground-in-charge committee member. No modifications or suggestions will be entertained during the game.

Anyone other than those stated above who enters the ground will be issued a first and final warning; any repetition of the same offense results in a 5-run penalty. All queries from the batting team may be redirected to the 3rd umpire at any time during the game.

Time-Wasting

This is now addressed under the delay policy in Section 12 (Match Timing & Overtime Penalties): no penalty is applied for time-wasting or any other delay; the fielding side is instead restricted to a maximum of 2 fielders on the boundary for the delayed overs, after the umpires have issued a warning.

Interruptions from Outside the Field

Any member of the batting side who enters the field of play while their team is batting, and causes an illegal delay or stoppage, incurs a 5-run penalty. If a player has a question or concern, they should raise it with the 3rd umpire, the referee, or a member of management — the 3rd umpire is the only person permitted to step onto the field with a question during the game. The sole exception is one substitute fielder from the batting team delivering drinks or water to the batsman, who must first obtain the umpires' permission; entering without permission also results in a 5-run penalty.

Disrespectful Conduct

Any disrespectful statement or act by a player toward an umpire or another player results in a warning and a yellow card, leading to disqualification from the next game. Any further such incident results in a red card and disqualification for the remainder of the tournament. The decision of the umpires and referee is final in this matter.

Errors & Corrections

Any error or mistake made during an over may be corrected by the umpires (including the referee or 3rd umpire) and management as needed, by the end of that over (for example, an umpire signaling a six instead of a four). If a mistake cannot be corrected — for example, a bowler bowling an improper 5th over and a wicket being lost during it — that over is counted as played and no action is reversed, even if the error was the umpires'. No penalty is applied for any such mistake. Once identified, it is corrected immediately, and whatever took place during the period of the mistake stands as played, with no retroactive changes to anything that already occurred.

Technology & Boundary Decisions

Since the league does not have technology to verify incidents near the boundary line, a fielder's word is taken at face value. Umpires may verify with a nearby DCCPL committee member or 3rd umpire if one happens to be near the boundary, and the decision may be altered accordingly. Where a game is video-recorded, no video footage is considered for any decision, regardless of the scenario — only the on-field or 3rd umpire's decision is final.

Dispute Resolution

Any disputes or controversies that occur during the competition will be resolved by the DCCPL committee. The committee's decision will be considered final. For any decision that is subjective or not clearly addressed elsewhere in these rules, the matter is resolved on the spot by a live call with the Rules Committee: a minimum of 3 committee members must be reachable and available on the call, the on-field umpire explains the scenario, and the decision is made by majority vote.

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

16. Injury & Substitution

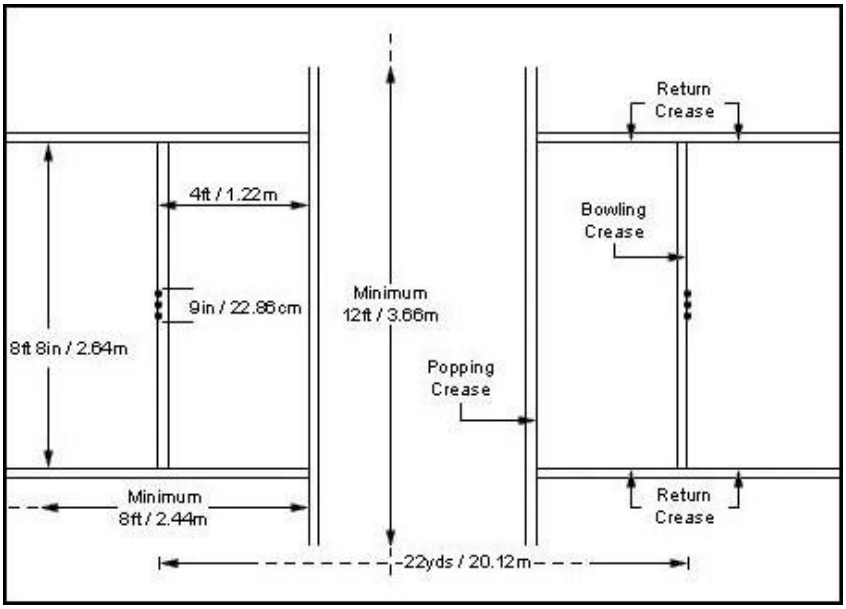
In case of emergency, when a player is injured while playing, a further substitute will be allowed only at the umpire's discretion. If the injury is minor and can be treated with bandaging, icing, or similar on-field treatment, the player may return to the field. (If a batsman is injured, he may return to bat, provided the umpires — based on the circumstances and General Cricket Laws — allow it.) The umpires' decision is final based on the circumstances involved, and no discussion will be entertained once the umpires have given their decision.

Substitutes are always permitted for fielding purposes, without restriction.

While batting, an injured batsman may not use a runner, but he may return to bat at any time after the fall of a subsequent wicket if he has sufficiently recovered.

A player who is injured may remain part of the team for that match even if he does not field or bat — sitting out those roles by itself does not require him to be replaced.

17. Ground Dimensions



18. Team-Specific Player Restrictions

Some players carry individual playing restrictions announced by the DCCPL Playing Committee, in addition to the general Restricted Players clause in Section 15. Both captains are responsible for knowing these restrictions in advance; if a restriction is not being followed, the opposing captain, an umpire, or a scorer may intervene and correct the situation.

Team	Player	Restriction
Giants	Dhaval	First weekend only
	Pinkesh	Second weekend only
Strikers	Maitrey Trivedi	First weekend only
	Harsh Savani	Second weekend only

Team	Player	Restriction
	Rahil	First weekend only
	Mahesh	Second weekend only; batting only (fielding allowed)
Knight Riders	Shailesh Kakadiya	Batting only (fielding and bowling not allowed)
	Alpesh Kathiriya	Bowling and fielding only (batting not allowed)
K Kings	Urvil	Batting only (fielding and bowling not allowed)
	Jignesh	Bowling and fielding only
Avtaars	Rahul	First weekend only
	Nimesh Shah	Second weekend only
Snipers	Pritesh	Batting only (fielding allowed)
Mavericks	Viraj Patwa	Batting only (fielding allowed)
	Aryan Pansuriya	Batting only (fielding allowed)
	Avinash Jain	First weekend only
	Amit Bardia	Second weekend only

19. Opener Pool (Positions 8–13) by Team

The table below lists each team's auction positions 8–13 — the pool of players from which both League-stage openers must be selected, per Section 4 (Opening Batter & Batting Restrictions). For Avtaars and Mavericks, position 13 is shared between two players per the weekend restriction in Section 18.

Team	Pos. 8	Pos. 9	Pos. 10	Pos. 11	Pos. 12	Pos. 13
Indians	Keyul	Raj Mangukiya	Aakash Kakadiya	Gunjan Navadiya	Kalpesh Sheth	Ankit Sutariya
Dhurandhars	Manish Jain	Atul Kothari	Parth	Manoj Baid	Chirag Golakiya	Anshal Shah
Titans	Raj Sheth	Senil Shah	Harry Parmar	Aditya Khanna	Nimit Shah	Chirag Shiroeya
Super Kings	Sam	Harnish Kasliwal	Akhlaq	Rehan Shha	Nitin V. Malde	Swetal Variya
Rockstars	Garvit Jain	Meet Suhagiya	Shaishav Patwa	Dushyant Choudhry	Rahul Vira	Samyak Jain
Warriors	Samir Shah	Sanket Kothari	Bhavesh Parikh	Manish Patel	Diptesh	Chetan Kakadiya
Ninjas	Kunjan Patel	Chandan Jain	Nitin Dhariwal	Krish Sheth	Tejas Shah	Dhiren Shah
Krazy Kings	Shrenik Shah	Prashant Gandhi	Nilay	Rinku Ghia	Deepak Shah	Rohan Desai
Knight Riders	Raj Shah	Nirav Shah	Shail Shah	Bhavin	Chandrakant Nayee	Vraj Shah
Gully Boys	Hitesh Patel	Kush Mangukiya	Aaditya Mehta	Irag	Priyank Sepany	Akshay Mehta
Strikers	Krish Jhaveri	Dipesh Chandpara	Nidhish	Kashyap Dholiya	Aryan Dholakiya	Harry Savalia
Smashers	Jay Patel	Jayesh Vaghasiya	Melvin Fernandes	Om Vaghasiya	Krunal Kanani	Sanay Jhaveri
Snipers	Sudesh Mahecha	Hiren Patel	Shalin Shah	Romil Shah	Harsh Hirpara	Vishal Shah
Lions	Ankit Poddar	Sameer Maru	Kalpesh Gujarati	Anish Gangwal	Arnav Chaudhari	Sanket Shah
Giants	Nainesh	Hardik Shah	Vipul Shah	Amit Sanghvi	Raj Shah	Aarav Shah
Avtaars	Imran Khan	Sheet Shah	Rohit Mogha	Harsh Sacheti	Dhwanish Shah	Rahul Shah / Nimesh Shah
Panthers	Vipul Dhaddha	Nirav Shah	Deepen Parikh	Jay Jhaveri	Neel Pandya	Kitesh Jhaveri
Mavericks	Mitul Bhadani	Harshit Shah	Aryan Pansuriya	Mit Trivedi	Jignesh Pipaliya	Avinash Jain / Amit Bardia

AAO... KHELE SAATH SAATH

DCCPL Committee