

2018

DCCPL- REGULATIONS & PLAYING CONDITIONS Women-Senior-Junior-Kids-2018

A Sports Initiative To Bring Our Community Together

Aao Khele Saath Saath





DCCPL- REGULATIONS & PLAYING CONDITIONS 2018

DCCPL 2018 Junior Kids Cricket Rules

1. All 12 players will be in the team lineup. Only first 11 players will get to bat/field.
2. Each game will be 15 overs a side.
3. Each team will play 2 games total in the league round. 1 with each of the other teams.
4. Top 2 teams will play the finals. If the points after the league round are tied, then the team with the higher Net Run Rate will be placed on the top.
5. If the Net Run Rate is tied among 2 teams, then the winner of the match between the 2 teams in the league round will advance.
6. If the Net Run Rate is tied among all 3 teams, then chits will be pulled.

Rules for Batting Team

7. Each player must get to bat in the top 7 once in the league games to be qualified for the final.
8. There will be no LBW except in the following situation batsman can be given out LBW. If a player is deliberately using the legs, the Umpire will give 1 and only (final warning). After the warning, if the player deliberately uses the legs the Umpire can give that player out (LBW) at Umpires discretion only.
9. No runs will be awarded for Leg-Byes as there are no LBW's but the ball will be counted.
10. All wides and no balls have no penalty runs as they are considered dead balls.
11. Any retired player is considered out unless it's an injury on field.

Rules for Bowling Team

12. Power players overs - There are 4 power overs with fielding restriction, first 2 overs are compulsory and the II power play can be chosen by the batting team between 3rd and 10th over. If power overs are not taken by 8th over then 9th & 10th over will be mandatory power play overs. Only 2 fielders can be outside the 75 feet circle in any power over.



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13. During Non-Powerplay overs a maximum of 5 players are allowed on the Leg side with no more than 3 fielders outside the inner circle. If there are more than 5 fielders in total on leg side it will be called as No-Ball. During the powerplay overs a maximum of 2 fielders are allowed outside the inner circle
14. All Powerplay overs should be bowled by different bowler.
15. Proper Bowling action required to bowl. Umpires will be the judge of that.
16. Every 5 overs, a fielder change is accepted, to ensure that no player from the fielding team should be sitting on the bench for more than 5 overs.
17. If a bowler bowls 3 consecutive wide balls in an over then the bowler will be changed. The over will be counted for the bowler who started the over, irrespective of the number balls she bowled. Any of the other bowlers can bowl the balance balls of the over. One bowler can only replace 1 time. Hence a bowler can max bowl his regular 3 overs and the 1 partial over. If all the 5 bowlers have replaced once, then they can replace again since most teams have only 5 bowlers.
18. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. THE UMPIRE AT THE STRIKER'S END SHALL CALL AND SIGNAL "NO BALL" (OR) EITHER UMPIRE CAN CALL IT AS A SAFETY NET. If there were 3 BEAMERS bowled in an over the bowler will be taken out of the bowling for that over and will not be allowed to bowl any more over's in the Game and another bowler has to finish the remaining balls in that over provided, he should not have bowled the previous over.
19. Only 1 player can be retired out at any time during the game and he cannot be called back for batting.
20. All players should get to bat if possible so if numbers 1 to 6 batted in the first game, automatically rest of the players who didn't get a chance to bat will need to be sent for batting in the next game.

Field Dimensions

21. Pitch - 48 feet.
22. Boundary - 110 feet from pitch center.



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23. Inner Circle –A painted oval is made by drawing a semicircle of 75 feet radius from the center of each wicket with respect to the breadth of the pitch and joining them with lines parallel, 75 feet to the length of the pitch. This line, commonly known as the circle, divides the field into an infield and outfield
24. Water breaks, at the end of 5th over & 10th overs
25. Parents are not allowed to come inside the field
26. All other rules will be the same as of the Adult League.
27. The Umpire's decision will be the final decision in all aspects.





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DCCPL 2018 Women Cricket Rules

1. All 12 players will be in the team lineup. Only first 11 players will get to bat.
2. Each game will be 15 overs a side.
3. There will be 2 groups of 3 teams.
4. Each team will play 2 games total in the league round. 1 with each team in their group.
5. Out of the total 6 teams, top 4 teams will play Semi Finals.
6. #1 will play # 4 & #2 will play #3.
7. Top 2 teams will play the finals. If the points after the league round are tied, then the team with the higher Net Run Rate will be placed on the top.
8. If the Net Run Rate is tied among 2 teams, then the winner of the match between the 2 teams in the league round will advance.
9. If the Net Run Rate is tied among all 3 teams, then chits will be pulled.
10. If Ball bounces more than Once before reaching the popping crease, the ball will be Deemed **Dead Ball** not a No-Ball.

Rules for Batting Team

11. Each player must get to bat in the top 7 once in the league games to be qualified for the final.
12. There will be no LBW except in the following situation batsman can be given out LBW. If a player is deliberately using the legs, the Umpire will give 1 and only (final warning). After the warning, if the player deliberately uses the legs the Umpire can give that player out (LBW) at Umpires discretion only.
13. No runs will be awarded for Leg-Byes as there are no LBW's but the ball will be counted.
14. All wides and no balls have 1 run penalty with ball being rebowled followed by a free-hit.



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Rules for Bowling Team

15. Power players overs - There are 4 power overs with fielding restriction, first 2 overs are compulsory and the II power play can be chosen by the batting team between 3rd and 10th over. If power overs are not taken by 8th over then 9th & 10th over will be mandatory power play overs. Only 2 fielders can be outside the 75 feet circle in any power over.
16. During Non-Powerplay overs a maximum of 5 players are allowed on the Leg side with no more than 3 fielders outside the inner circle. If there are more than 5 fielders in total on leg side it will be called as No-Ball. During the powerplay overs a maximum of 2 fielders are allowed outside the inner circle.
17. A proper bowling action is not required (Over throw)
18. All Powerplay overs should be bowled by different bowler.
19. Every 5 overs, a fielder change is accepted, to ensure that no player from the fielding team should be sitting on the bench for more than 5 overs.
20. If a bowler bowls 3 consecutive wide balls in an over then the bowler will be changed. The over will be counted for the bowler who started the over, irrespective of the number of balls bowled. Any of the other bowlers can bowl the balance balls of the over. One bowler can only replace 1 time. Hence a bowler can max bowl his regular 3 overs and the 1 partial over. If all the 5 bowlers have replaced once, then they can replace again since most teams have only 5 bowlers.
21. Any delivery which passes or would have passed the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. THE UMPIRE AT THE STRIKER'S END SHALL CALL AND SIGNAL "NO BALL" (OR) EITHER UMPIRE CAN CALL IT AS A SAFETY NET. If there were 3 BEAMERS bowled in an over the bowler will be taken out of the bowling for that over and will not be allowed to bowl any more over's in the Game and another bowler has to finish the remaining balls in that over provided, he should not have bowled the previous over.



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22. Wide's, No Balls and Byes, all have runs and will be like the adult league. If a bowler balls a no ball, then the next ball will be a free hit.
23. Pitch - 48 feet.
24. Boundary - 110 feet from pitch center.
25. Inner Circle –A painted oval is made by drawing a semicircle of 75 feet radius from the center of each wicket with respect to the breadth of the pitch and joining them with lines parallel, 75 feet to the length of the pitch. This line, commonly known as the circle, divides the field into an infield and outfield.
Parents are not allowed to come inside the field
26. All other rules will be the same as of the Adult League.
27. The Umpire's decision will be the final decision in all aspects.
28. No Runners will be allowed.
29. Every player must wear full pants.
30. Water breaks, at the end of 5th over & 10th over
31. Only 1 player can be retired out at any time during the game and he cannot be called back for batting.
32. All players should get to bat if possible so if numbers 1 to 6 batted in the first game, automatically rest of the players who didn't get a chance to bat will need to be sent for batting in the next game.



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DCCPL 2018 Senior Kids Cricket Rules:

1. Each team will play the other 3 teams.
2. Top 2 teams will play the finals. If the points after the league round are tied, then the team with the higher Net Run Rate will be placed on the top.
3. If the Net Run Rate is tied among 2 teams, then the winner of the match between the 2 teams in the league round will advance. If the Net Run Rate is tied among all 3 teams, then chits will be pulled

League games

4. All League games are 16 overs game.
5. A bowler can bowl max of 4 overs.
6. Every player should play at least 2 games in the league round to be qualified for semis-finals
7. A substitute can be allowed but the nominated player i.e., player from Playing XI should not be outside for more than 5 overs. If he is out for more than 5 overs umpires and does not come back, umpire will issue one final warning and if fielding team repeats the mistake umpires will call No-ball as soon as they notice that player is not back on the field.
8. Power players overs - There are 5 power overs with fielding restriction, first 3 overs are Mandatory PP and the II power play can be chosen by the batting team between 4t and 9th over If power overs are not taken by 9th over then 10th & 11th over will be mandatory power play overs. Only 2 fielders can be outside the 75 feet circle in any power over.
9. During Non-Powerplay overs a maximum of 5 players are allowed on the Leg side with no more than 3 fielders outside the inner circle. If there are more than 5 fielders in total on leg side it will be called as No-Ball.
10. During the powerplay overs a maximum of 2 fielders are allowed outside the inner circle
11. Only 1 bowler can bowl a max of 2 overs in Powerplay



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12. All other rules will be like the DCPL Men's league games.
13. Only 1 Drinks Breaks will be happened after 8th over
14. Every player must play at least 2 games in the league round.

Finals

1. All Final games are 20 overs/side game.
2. A bowler can bowl max of 5 overs.
3. A substitute can be allowed but the nominated player i.e., player from Playing XI should not be outside for more than 8 overs. If he is out for more than 8 overs umpires and does not come back, umpire will issue one final warning and if fielding team repeats the mistake umpires will call No-ball as soon as they notice that player is not back on the field.
4. Power players overs - There are 6 power overs with fielding restriction, first 3 overs are Mandatory PP and the II power play can be chosen by the batting team between 4th and 13th over If power overs are not taken by 12th over then 13th, 14th & 15th over will be mandatory power play overs. Only 2 fielders can be outside the 75 feet circle in any power over.
5. During Non-Powerplay overs a maximum of 5 players are allowed on the Leg side with no more than 3 fielders outside the inner circle. If there are more than 5 fielders in total on leg side it will be called as No-Ball.
6. Only 2 bowlers can bowl a max of 2 overs in Powerplay
7. Two Drinks Breaks at the end of 8th over & 15th over.
8. Only the players allowed on the field except for water breaks.

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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



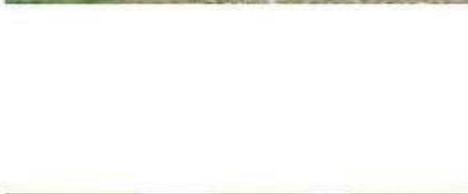
Fair
 Part of the front foot is behind the Popping crease

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 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



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