

# **DETROIT CRICKET LEAGUE**

## **Rules & Bylaws**

**Version: 2021.1**

**Revision History:**

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6/30/2014	Mubashir Naseer	Provided editable Word document with content changes.
6/14/2016	DCL Committee	Updated with appropriate format and content changes.
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05/11/2021	DCL Committee	Covid19 Protocol (Page 5), Field Restrictions (Page 17), Wide Length Changes (Page 17) & Online Scoring (Page 20)
06/28/2022	DCL Committee	Super sub presence (Page 6), Toss time (Page 9), Umpire no show penalty changes to \$200(Page 13), Playing under protest(Page 20)
04/06/2023	DCL Committee	Team Roster (Page 6) Substitute Player Rule (Page 7) Approved equipment (Page 8) Misconduct Warning and Fines (Page 9) Against the Spirit of the Game (Page 10) Rain Affected Games (Page 14-15) Umpiring (Page 15-16) Liability Waiver Forms (Page 23) Additional DCL Rule Clarifications (Page 26-27)
06/01/2023	DCL Committee	Added new section (21) for DPL T90 league (Page 28)
06/13/2023	DCL Committee	Updated Bouncer/short-pitched delivery rule as per ICC. (Page 21-22)
07/31/2023	DCL Committee	Added new section (22) for DCL Corporate Cup (Page 31)

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## 1 Introduction

Welcome to Detroit Cricket League, the biggest T-Ball Cricket league in North America. This league was started by cricket enthusiasts in Detroit, in 1996. The regular season starts around May and ends in October.

This document has been developed to familiarize participants with Detroit Cricket League and provide information about the rules and bylaws.

### 1.1 DCL COVID19 Protocol

- Wear a mask when interacting with other people to minimize the risk of transmitting the virus.
  - Some people might not be able to wear a mask because of a disability or medical condition. These people might want to be particularly cautious about attending these events.

Refer Center for **Centers for Disease Control and Prevention** Recommendations for more details – <https://www.cdc.gov/coronavirus/2019-ncov/daily-life-coping/attending-sports.html>

### Health Screenings

- If you, or a team member or any family member is sick or have been sick, stay home and refrain from participating in any activity.
- DCL Committee encourages captains to do a temperature check before the game. If found over the CDC recommended temperature (Fever equal to or higher than 100.4 F\*), please request the member to isolate and do not allow him/her to participate in the game.

### Personal Protection Equipment

- Masks are required when checking into a ground and interacting with team members, umpires and opposition team members or anyone.
- Masks are required while entering a building to use a restroom.
- In accordance with Executive Order No 2020-147, if you are outside AND you can consistently maintain a 6ft distance from other participants, then you may remove your mask. If it is not possible to maintain a consistent 6ft distance, you will be required to put your mask on.

### Post Covid19 Contact Tracing

- DCL Committee strictly instructs players to report covid19 contact immediately to the Team captain and DCL Committee.

## 2 Season Schedule

- 1) The start and end dates for the various rounds and playoffs are made known via the distributed schedule prior to the season.
- 2) The schedule specifies mandatory umpiring requirements.
- 3) A player must play at least 3 games to qualify for playoffs. Rain affected league game will have back up game from committee on a later date. When back up game is also abandoned due to act of God, teams can enter the players and qualify them.
- 4) Requests for rescheduling games will not be entertained by DCL Committee.
- 5) **Committee** will reschedule all canceled games(due to rain) on any weekdays or weekend. If both teams agree to play on their comfort, both teams will be responsible for all logistics including ground and umpires. Both teams should also communicate to the committee within 3 days that they want to reschedule the game and it should be within 1 month or prior to Playoff start date whichever is earlier.
- 6) All playoff games will have a mandatory 'Rain Day' as specified in the schedule.
- 7) The only exception to the above rule will be made when the DCL Committee cannot reschedule the game due to reasons beyond their control.

- 8) All non-playoff games will have a mandatory 'Rain Day'(acknowledged by committee) as specified in the schedule.
- 9) This document, the season scheduler document (that contains the schedule and standings) and the meeting minutes of the pre-season Captains meeting are the 3 documents that specify the rules.

### **3 Team Registration**

- 1) The registration fee for the season will be announced to the captains of the interested teams (typically via email)./
- 2) Payment must be received by the date specified in the registration fee announcement communication.
- 3) Team contact information (email, phone number, etc.) must be provided along with the full fee.

### **4 Team Roster**

- 1) Teams can add up to 25 players on the roster. Once the limit is reached, the roster will be locked and the team will not be able to add/delete any players. For any such request, teams should reach out to the committee via email.
- 2) All players must be registered, signed a waiver and part of the team roster before they can participate in any DCL game.
- 3) The two teams need to declare their 12 players at the toss in front of the opposition captain and once declared they cannot change it. No players will be allowed to participate without being added in playing 12.
- 4) A player representing a team either in the playing 11 or as a substitute shall not represent (playing 11 or substitute) another team during the same season.
- 5) If the above rule (point 2) is violated, the opposition team will be awarded the game and corresponding points, irrespective of the actual result of the game. The team which the player first represented is not in violation of the multiple representation rules. The violating player cannot represent any other team, including the first team that the player represented. If he does, then that team is deemed as violating the multiple representation rules.
- 6) A team violating the multiple representation rules more than once will not be allowed to take any further part in the remainder of the season (including the playoffs).
- 7) If discovered before the start of the match, the player shall not be allowed to play under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and corresponding points to the opposing team (including bonus point).
- 8) If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, award the game and corresponding points to the opposing team (including bonus point).
- 9) If discovered after the game has been completed, the opposing team may file a written complaint to the league. If such a case is found to be true, the offending team will lose the game, and corresponding points will be awarded to the opposing team (including bonus point).

## 5 Substitute Players

### Substitute Player rule:

- Teams can declare 12 players for a game before toss. At any time during the game, a team will have any 11 to bat, bowl or field.
- If any player leaves before his logical end of game, the team can only use 10 Players afterwards.
- If any player from the 12 leaves after declaration, the opposition captain and umpire needs to be informed. If found guilty, the player will not be allowed to participate and the team needs to play with 10 players.
- Players can't leave the ground for more than **15 min**. If the Opponent team's captain wants to see a player not present around the ground. Team captain will have **15 min** time to get the player back to the ground. Failing to do so, it will be considered as the player left the game and rules will apply accordingly.
- Based on the number of players leaving the ground, the count of eligible players to participate will also decrease.

Below are Sample scenarios to clarify this rule:

**Scenario 1:** Team A batting first and Team A player leaves the ground after his batting but before end of the first inning.

Team A should bat with 10 and field with 10 players.

**Scenario 2:** Team A batting first and Team A players leaving the ground after his batting but only after the end of the first inning.

Team A should field with less players (For the rest of the game).

**Scenario 3:** Team A batting first and Team A player leaves the ground after his batting and before end of first inning but later comes back to ground.

If a player is out more than 15 min, he will be considered absent for the remainder of the game and Team can only use 10 Players.

**Scenario 4:** Team A bowling first and Team A player leaves the ground after his bowling but before end of the first inning.

Team A will not get a substitute fielder (field with 10) and should bat with 10 players and 9 wickets

**Scenario 5:** Team A bowling first and Team A player leaves the ground after the end of the first inning without batting.

Team A should bat with 10 players and 9 wickets

**Scenario 6:** Team A bowling first and Team A player leaves the ground after end of the first inning and completed his batting as well.

No Issue

**Scenario 7:** Team A bowling first and Team A player leaves the ground after his bowling but before end of the first inning. And he later comes back after a certain point in the 2nd inning.

If a player is out more than 15 min, he will be considered absent for the remainder of the game and Team can only use 10 Players.

### Substitute runner rule:

1. The opponent captain must agree to allow a substitute runner.
2. The opponent captain can choose to pick who the substitute runner should be.

## 6 Rules and Regulations

- 1) DCL committee members are responsible to formulate all rules concerning specific circumstances and/or issues
- 2) Most of the rules are covered by this document. The DCL committee reserves the right to add, modify or delete any rule or guideline during the season if deemed necessary to maintain the integrity of the league.

## 7 Approved Equipment

- 1) All teams will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating clubs will be required to use the approved T-Ball recommended by the committee.
- 2) DCL Committee will provide teams with approved T balls which must be used during official games.
- 3) Any club found not using the above specified ball will forfeit that game.
- 4) If at any time, a ball tears, a NEW ball should be used.
- 5) A new ball must be introduced at the start and at the 12 over break.
- 6) Batters and wicket-keepers are mandated to wear protective abdomen guard.
- 7) Teams can use Spring stumps, but if one of the team wants to use regular stumps, in such cases regular stumps should be used on the batting side.
- 8) Mandatory to use Bails.need to be played before playoff schedule
- 9) Irrespective of whatever stumps are being used, Bails should be dislodged from stumps valid for appeal.
- 10) Metal Base is also part of Spring stumps. ball hits on base and Bails dislodged, it will be considered valid for appeal.

## 8 Terminology

- ☐ Umpire: Any use of the word umpire in this document means a neutral umpire, i.e., an umpire not belonging to the two playing teams.

## 9 Spirit of the Game

- ☐ Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

## 10 Captain's Responsibility

- ☐ The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. The responsibility for the team's conduct firmly lies with the captain.



## 11 Player's Responsibility

- ☐ Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

## 12 Misconduct Warning and Fines

- 1) The neutral umpires are empowered to overlook the behavior of the team during the game. In case of dissent shown by any player during the game such as using abusive language, fighting on the field, too many appeals to the umpires, vehemently disagreeing with the umpires decision, the umpires reserve the right to call the captain of the team involved in such an act and warn the particular player involved. If the umpire gives 3 warnings to a player and the 4th time it happens, the player would be sent out of the game and he cannot be replaced by a substitute nor can he bat if he hasn't done so already. In case of the team being a batting team and if the batsman has already finished his batting and if such a scenario has been reported by the umpire, the team will lose 1 point at the end of that round (1 or 2). If it is a batting team and if it is during a playoff game, the team will be penalized 1 over of play.
- 2) Consumption of alcohol or urinating in prohibited areas during a game will be punished severely. Any player found guilty of such an offense will be suspended from the league indefinitely.
- 3) If there is any team found guilty of intentionally violating the rules trying to qualify players without the player being verified by the opposition captain and umpires, the game will be awarded to the opposition.
- 4) Attached are the different misconduct scenarios and fines associated with it. Same document has been uploaded to the DCL website as well.



Guidelines for  
Fines.xlsx

## 13 Time Delays

- ☐ In case of time delays, when the ball is lost or a player is injured, it is the duty of the neutral umpire to make note of the time. It is a good practice for both captains to also make a note and remind the neutral umpire. Either way, the neutral umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.

## 14 Clothing

- ☐ The Sponsor or Committee recommended clothing must be worn during the game. In case of no official clothing, any cricket-appropriate clothing may be worn.

- ☐ A player cannot wear a white T-shirt or pants during the match.
- ☐ No player is allowed to play with shorts in an official DCL game.
- ☐ Players must wear shoes in an official DCL game.

## 15 Respect

- ☐ Respect your opponents, your own captain and teammates, the umpires and their decisions and the game's traditional values.

## 16 Disputes Regarding Boundaries and Boundary Catches

- ☐ In case of a potential or real dispute regarding a hit for 4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batters.

## 17 Against the Spirit of the Game

- 1) To dispute an umpire's decision by word, action or gesture.
- 2) To direct abusive language towards an opponent or umpire.
- 3) There is no place for any act of violence on the field of play. The committee reserves the right to decide the penalty against the team(s) and/or player(s) and/or umpire(s).
- 4) To indulge in cheating or any sharp practice, for instance:
  - ☐ to appeal knowing that the batsman is not out
  - ☐ to advance towards an umpire in an aggressive manner when appealing
  - ☐ to seek to distract an opponent verbally.
- 5) Attached are the different misconduct scenarios and fines associated with it. Same document has been uploaded to the DCL website as well.



Guidelines for  
Fines.xlsx

## 18 Fair and Unfair Play

- 1) The neutral umpire(s) is/are the sole judge(s) of fair and unfair play.
- 2) The umpire(s) may intervene at any time and it is the responsibility of the captain(s) to take action where required.
- 3) Umpires must intervene for:
  - ☐ Deliberate wasting of time by either team.
  - ☐ Damaging the pitch by either team.
  - ☐ Dangerous or unfair bowling by either team.
  - ☐ Tampering with the ball by either team.
  - ☐ Any other action that the umpire(s) may consider to be unfair.

## 19 Tournament Format and Rules of Play

### 19.1 Game Format

- 1) All matches will consist of one inning per side.
- 2) Each innings will be of 25 overs duration.
- 3) A bowler will be allowed to bowl no more than 5 overs. In case the total number of overs gets reduced due to late start or rain, the maximum limit per bowler shall be determined by dividing the number of overs per innings by 5 and rounding up to the next integer. As an example, if the match is reduced to 18 overs per side, then only 3 bowlers can bowl up to 4 overs each and 2 bowlers up to 3 overs each. Each team will be required to bowl the allotted overs in no more than 2.0 hours. There will be a scheduled drinks break after 12 overs.
- 4) Minimum overs requirement (18 overs) MUST be satisfied for any game to be considered completed with result.
- 5) There will be a total 6 overs of powerplay in each innings. The first three overs of each innings will be power play overs and the other three power play overs can be taken at the batting team's discretion. If the power play is not taken till 22nd over then the last three overs automatically become power play overs. During the power play *the fielding side will field with mandatory 9 players within 30 yards and 2 players are allowed in outside the 30 yards circle*. The 30 yards will be measured from the center of the pitch. Flat cones will be used to mark the 30 yards circle. No painting or permanent markers of any kind should be used to mark this 30 yards circle. Fielders should be inside the 30 yards at all times (before the bowler starts his run). Failure to do so will result in "No Ball" and a free hit to the batting team.
- 6) During rain curtailed games, the power play would be exercised for 20% of the allotted overs (rounded off to the end of the over). For example: For an 18 over aside game, the power play is 4 overs (3.6 rounded off to end of over is 4.0).
- 7) If a playoff game is tied, then a new super over game of 5 overs will be played to secure the result. The 5 overs should be bowled by 5 different bowlers. One of the 5 overs must be a power play.

## 19.2 Start Time and Duration

1) Both clubs must arrive at the ground 15 minutes before the scheduled game time. Both the teams are responsible for setting up the field and boundary markers.

Example Game Start Time	Cutoff Time
8 AM Start Time(First ball to be bowled at this time)	7:45 AM

2) The toss must be 15 minutes before the scheduled game start time. Immediately following the toss, the toss-winning captain MUST let the opposing captain and umpire know of his team's decision right then and there.

3) At the time of the toss, if one of the teams is not 'ready to play', which means at least 7 players are not present and accounted for at the ground, then the toss will be awarded to the team that is 'ready to play'. **Visiting Team calls the toss during the season. During playoff's, higher ranked team will call the toss. However, if lower ranked team beats higher ranked team, lower ranked team gets the rank of the higher ranked team only during playoffs.**

4) After the toss is over, if a team is still not 'ready to play' 15 minutes after the scheduled game start time, the team shall lose an over for every 5-minute delay. If a team is not 'ready to play' 30 minutes after the scheduled game start time, (three overs loss is maximum penalty) the match & points will be awarded to the opponent team, provided the other team is 'ready to play'. The neutral umpire will make the final decision.

Example Start Time	Block Delayed	Penalty
8 AM Start Time	15 Minutes, 8:15 AM	1 over docked every 5 minutes
8 AM Start Time	30 Minutes, 8:30 AM	Maximum of 3 overs docked. At Umpire's discretion, the match will be awarded to the opponent team, if they are ready to play.

5) A team with "missing players" has a choice to start playing with an "incomplete" team until 30 minutes after scheduled game start time to avoid overs being reduced penalty. Example: It is 9:30 AM for 9 AM start.

6) If both teams are not 'ready to play' 30 minutes after the scheduled start time the overs will be reduced in order to make up for the time.

7) If both teams are not 'ready to play' 45 minutes after the scheduled start time, then the match will be counted as a loss for both teams, and no points will be awarded.

8) In case of a delayed start, the umpires and both the captains should agree to the start time of the game and the number of overs to be bowled per innings. The maximum overs per inning cannot be modified once the game has been started.

## 19.3 Completion of Overs and Slow Over Rate

Under normal circumstances, timely start (08:00 to 08:15) and without rain delays and interruptions, all teams must bowl their allotted overs in the scheduled time as follows:

1) Team bowling first must finish the allotted overs no later than 10:15 am. The last over MUST be in progress at the mentioned time to avoid any penalty.

2) Umpires may make first announcement at 9:15 am by which 12 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments.

- 3) Team bowling first will lose one over for their batting turn for every 5-minute (BLOCK) delay. For example: 5 minutes of delay will cost the team batting second, 1 over and 10 minutes of delay will cost the team batting second, 2 overs.
- 4) There will be a scheduled drinks break of 10 minutes after 12 overs. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires.
- 5) The second innings must start by 10:30 am.
- 6) At any stage, if the shortfall is more than 2 overs, the Umpire will warn the Captain of the offending team. If the same trend continues in other games for the same team, a disciplinary action may be taken against the respective team by the committee.
- 7) Umpires have the authority to stop or continue play if an appeal is made for bad light or rain by the batting side. Umpire can direct the game to continue beyond 12:45 to have a valid result of the game.
- 8) Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate.
- 9) Umpire's decision is final.
- 10) The above times will be adjusted accordingly in case of a delayed start time or a different start time due to obvious reasons.

## **19.4 Minimum Overs Requirement**

In order to have a valid result for any match the first innings must be completed and 50% of second innings overs must be completed.

- 1) The regular game will be played for 25 overs per innings. The first innings will consist of maximum allotted overs of 25 and minimum of 18. For rain-delayed starts, the number of overs will be reduced to account for lost time. For example: for a 10-minute delayed start, the match will consist of 24 overs per innings.
- 2) Under no conditions the number of overs shall be reduced to less than 18 per innings.
- 3) The number of overs per innings must be finalized before the start of the game. Once determined, the maximum allotted overs cannot be changed at any stage of the game.
- 4) If the game is set to be played for 19 or 21 overs or 23 overs (odd numbers) the 50% overs for the second inning will be computed as 10, 11 and 12 respectively (rounded up to the next integer).
- 5) Play off games only - If minimum overs requirement cannot be satisfied on the game day, 'rain day' will be used as alternate day for a NEW game. The rain day for any Saturday game is the very next day – Sunday. Under no circumstances can a game be postponed to the following weekend, otherwise, higher ranked teams will advance.

## **19.5 Cancellations and Bad Weather**

- 1) If affected by bad weather, no game may start later than 75 minutes from the start time. For example, 9:15 AM for the 8AM game. If one of the teams is not ready to play by the adjusted time, they shall lose the game and points will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, then the match will be registered as a LOSS to both the teams and no points will be awarded.
- 2) In case of inclement weather, the assigned officiating umpire will make the decision regarding the game.
- 3) Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not. Failure to show up for the scheduled game by any side will be considered as "forfeiting the game".
- 4) If the team captains disagree with the umpire's decision, they may lodge a complaint with DCL, and play under protest. In this case, should update Both umpires and opposite captain.
- 5) If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game shall be awarded to the opponent team. The captain in disagreement may file a protest with the committee.

## 19.6 Rain Affected Games

In the event of rain, the game time will be decided on the basis of the Rain Rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using this rule. All umpires should be aware of these rules.

### 1) Rain before the start of the game:

- a. Captains of both teams should be at the ground by scheduled game time (Example: 9 AM), no matter how bad the weather is.
- b. If any of the captain or 7 of its team members are not present during the toss, the match will be awarded to the team present there.
- c. If both teams do not show up, neither team gets any points.
- d. Umpires will decide the starting time of the game based on the playing conditions.
- e. However play cannot be started after 75 mins from scheduled start time. In that case, play can be postponed to the backup day approved by the committee.
- f. The teams will play a reduced overs match depending on the length of the delay.
- g. A minimum of 18 overs must be allotted to the team batting first. In other words there cannot be a 17 overs-per-innings game. If the umpire feels that the team batting first cannot play 18 overs (because of time constraints), he can rule out play on that day and the two teams can mutually decide to play on an alternate day before Tuesday of the following week. However, the mutual agreement only applies to regular season games.

### 2) Rain after the start of the game:

- a. Umpire has to calculate and decide whether the match can be continued or not.

The various factors which should be considered in the decision are:

1. Number of minutes delayed

2. Whether team batting first can complete the minimum of 18 overs

3. Whether Team batting second can play for  $X / 2$  overs which is described in the following section.

4. Whether the play area is in playable condition.

b. Umpire will reduce 1 over for every 5 minutes of delay.

c. If the umpire feels that the game cannot be continued, they can call off the game.

The result of the game will be determined by the app mentioned below.

However if the minimum conditions are not met, a NO RESULT will be declared unless BOTH teams agree to play on reserve day.

3) Result of a rain affected game that cannot be completed:

Duckworth-Lewis calculator by **Robert Fear version 4 App available on Android** mobile devices is used for this purpose.

4) Rain on the reserved day:

In case game has been canceled by Umpire or committee due to Rain, following rules apply -

a. All rain/weather affected (canceled by umpires or by committee) will need to be played. There will be no option to split points.

b. Games that get affected in the month of May, need to be played by June 30th

c. Games that get affected in the month of June, need to be played by July 31st

d. Games that get affected in the month of July, need to be played before the playoff starts

e. Games that get affected in the month of August, need to be played before the playoffs starts.

f. If the teams decide to play on their terms and convenience, they will be responsible for finding & paying for the umpires and grounds. This needs to be communicated to the committee on same day of game cancellation.

g. Within 3 days, both teams have to share the schedule of the canceled game which both teams have agreed. failure to do so, the committee will schedule the game.

h. There is no option to split points.

## 19.7 Umpiring

**NOTE: The umpires nominated by the team must have played at least 3 games in the previous season. For new teams or new members or any player who hasn't played in the previous season (minimum 3 games), they must go through a training session and get approved by the committee.**

1) The officiating umpire MUST show up for the game by 15 mins before scheduled start time on the day of the game.

2. If an umpire fails to show up for an assigned game (30 Minutes after game start time. Example: for 9 AM start, it is 9:30 AM CUTOFF time).

3) In the absence of an assigned umpire the teams have two options:

a. If one of the Umpire is absent, the game should be played with One neutral umpire and Leg umpire from the batting team. In this case, Neutral umpire has rights to reverse leg umpire decisions if he wants.

b. If both umpires are absent, in such case, teams have below two options

Option 1 - Call the game off and the game will be rescheduled. All the logistics cost of rescheduling a game will be paid by teams failed to send umpires. The Rescheduling rule mentioned for rain affected games will be applied. Please refer to section 19.6.

Option 2 - If both teams agree and can arrange at least one neutral umpire, they can continue the game as per schedule with Leg umpire from the batting team. .

4) 2 Neutral umpires are provided for each game. If both Umpires are Neutral, then they both have the same rank. One Neutral Umpire cannot overrule another Neutral Umpire. The call made by the Umpire who is in charge of the call is final. If the Leg Umpire is from the batting team then the Neutral Umpire has the right to overrule the Batting side Leg Umpire.

5) Team captains may lodge a complaint with DCL in case they are not satisfied with the standard of umpiring.

6) No one is allowed on the field during the play other than the batsmen, the fielding side and the officials. In case of an injury or substitution or bringing in drinks or equipment, the umpire must be notified.

7) A penalty will be assessed per violation (if an umpire fails to show up for a game). If a team is found to be a repeat offender, the team will also be considered for disqualification from the league and cannot participate in any game for the rest of the season.

10) An Umpire should take his own time before making a decision. When in doubt, **always consult with the other Umpire**. Once a batsman is declared out, the only way a batsman can be called back is if the Captain from the Fielding Side agrees to the same.

11) If the umpire loses count of the number of balls and the 7th ball is bowled, then the ball counts as a legal delivery and both sides will have to live with the ramifications of that extra delivery. The fact that the Umpires, the scorer and the fielding team all missed the extra ball and we have to live collectively with the mistake that was made.

12) If the ball pitches more than once before the popping crease, then the ball is a **dead ball**. The frame of reference in this case would be the popping crease. Any wickets for runs scored off such a delivery do not count as the ball has been declared dead. Following are all valid instances of dead ball:

- ☐ The umpire is satisfied that, with adequate reason, the batsman is not ready for the delivery of the ball.
- ☐ The ball passes the batsman, is gathered by the wicket-keeper, and the batsmen obviously decline to attempt to take runs.
- ☐ The ball is finally settled in the hands of the wicket-keeper or the bowler, and the batsmen obviously decline to attempt to take any more runs.
- ☐ The umpire feels that both the fielding team and the batsmen consider the ball no longer to be in play.
- ☐ The ball reaches the boundary and four runs or six runs are scored.
- ☐ Either batsman is out.
- ☐ The ball lodges in the clothing or equipment of a batsman or umpire.
- ☐ The ball lodges in a protective helmet worn by a fielder.



- ☐ The batsmen attempted to run leg byes, and, in the umpire's opinion, no attempt was made either to hit the ball with the bat or to evade it. This nullifies the leg byes.
- ☐ The umpire intervenes in the occurrence of injury or unfair play.

13) Overrule a given decision:

1. Once an umpire gives a decision, he cannot overrule himself without the approval of the opposing captain. So, it is advisable for the umpires to take time to think about it before giving the ruling. This applies to any decision the neutral umpire takes.
2. Once the decision is given then the decision cannot be reversed no matter how badly the umpire wants to change the decision. If the decision is out it is out and if the decision is not out then you cannot reverse it to out after thinking about it or after consulting the other umpire.
3. Bottom line and key advice to umpires is to take their time before rendering any decision and not be in a hurry to give a decision. Once a decision is rendered it is set in stone unless the opposing captain agrees to change the decision.
4. Neutral umpires' decision cannot be reversed if that decision is within their domain and leg umpires or main umpires for that matter should not under any circumstance even walk up to the main umpire or leg umpire to offer a consultation just because the fielding team asked or pressurized the leg umpire or main umpire.
5. The consultation comes into play only if the umpire making the decision invites the other umpire for a consultation and just wants to clarify his mind before rendering a decision. We hope this will greatly reduce the influence of pressure that umpires feel from fielding teams and help them give a decision based on what they observed as opposed to what the pressure of the situation demands them do.

14) Leg Umpire consultation:

Since both umpires are neutral, leg umpires are advised not to influence decisions unless consulted by the main umpire. Having said that, main umpires are more than welcome to consult them whenever in doubt. The main Umpire cannot overrule a neutral leg umpire if the call belongs to the leg Umpire as both Umpires are of the same rank. The main Umpire can always overrule a batting side leg Umpire if he feels the call was incorrect.

## 19.8 Playing Surfaces and Markers

- 1) No mats or concrete surfaces can be used for playing a game.
- 2) If the umpire(s) feel(s) that the surface is not fit for the play due to any reason (including surface deterioration due to rain or other causes), he/they may call off the game. Both teams must agree to play on the alternate day.
- 3) The creases and boundaries shall be distinctly marked by both the teams.
- 4) In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary can be used by agreement of two captains and MUST be approved by the Umpire. Any catch taken outside the declared boundary will be considered invalid. In addition, any catch taken as a "rebound" from a natural element (like a tree, fence or a bench) will not be considered valid but a batsman can still be "run out" for any obstructed shot.
- 5) Players are not allowed to wear metal spikes.

## 19.9 Points Assignment

The following point system will apply:

1) Win 4, Tie / No Result 2, Loss 0.

2) 1 Bonus Point will be awarded to the Winner if

$$[(\text{WinnerRunRate} - \text{LoserRunRate}) / \text{WinnerRunRate}] \geq 0.15$$
, else the Loser gets the bonus point.  
In case of a tie/rainout/cancelled game, no team gets the bonus point. In the event a result is decided by extraordinary means [e.g. game awarded to a team based on a technicality], the bonus point is not awarded.

3) In the event of teams finishing on equal points in any division (or pool or group), rankings will be decided as per the following criteria:

- ☐ Team with higher number of wins will get a higher rank
- ☐ When two teams have equal points and equal wins, the team which was the winner of the head to head match played between them will be placed in the higher position. When more than two teams have equal points and equal wins, the team which was the winner of most number of matches played between those teams will be placed in the higher position. For example, if 3 teams are tied in the following scenario:
  - a) Team A beat team B but lost to Team C
  - b) Team B lost to A but did not play Team C
  - c) Head-to-head: Team A is 1-1 (50% win) Team B is 0-1 (0% win) and Team C is 1-0 (100% win)
  - d) So Team C is ranked higher than Team A and Team A higher than Team B.
- ☐ If still equal, the team with the higher net run rate (overall NRR considering all the matches played at that point) will be placed in the higher position (refer to NRR section below for the calculation of net run rate).
- ☐ If still equal, the team with the higher number of wickets taken will be placed in the higher position.
- ☐ In the highly unlikely event that teams cannot be separated by the above this will be done by a random draw.

4) Example Scenarios:

**Scenario 1:**

Team A, Team B, Team C are all tied with 6 points

Team A beat Team B, Team B beat Team C and Team A did not play Team C

Among the 3 teams:

Team A has won 1 out of 1 game head to head - their win percent is 100%

Team B has won 1 out of 2 games head to head - their win percent is 50%

Team C has won 0 out of 1 game head to head - their win percent is 0%

So Team A is ranked 1, Team B 2, Team C 3 - NRR does not matter

**Scenario 2:**

Team A, Team B, Team C are all tied with 6 points

Team A beat Team B, Team B beat Team C, Team C beat Team A

Since the 3 teams are tied on head-to-head record, ranking will be based on NRR

**Scenario 3:**

Team A, Team B, Team C are all tied with 6 points

Team A beat Team B, Team C did not play either Team A or Team B

Among the 3 teams:

.....Team A has won 1 out of 1 game head to head - their win percent is 100%

.....Team B has won 0 out of 1 game head to head - their win percent is 0%

.....Team C did not play either Team A or Team B but has 0 losses

Team C is ranked higher than Team B because they have neither won nor lost and Team A ranks highest because they won and Team B ranks lowest because they lost. So Team A is ranked 1, Team C 2, Team B 3 - NRR does not matter

Wildcard, Quarterfinals, Semifinals and Finals

- ☐ A complete game [at least 18 overs each] must be played to determine the winner.
- ☐ Regular season records, head-to-head record and NRR have no bearing on the outcome.
- ☐ Alternate rain-day is mandatory [and may extend as long as needed].
- ☐ A weekday rain-day can only be possible if BOTH teams agree.

Net Run Rate (NRR)

Formula: (Runs Scored/Balls Faced - Runs Scored Against/Balls Bowled)

a) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

b) Only those matches where results are achieved will count for the purpose of net run rate calculations. In case a match is awarded to a team because an opposite team violated league rules (forfeiture of games) the NRR computed for the side (receiving awarded game) will be equal to their best NRR up in the regular season from the rest of the receiving team's games – to be calculated at the end of the regular season. The side in violation will receive negative NRR so that the game NRR sums to zero. A bonus point may be awarded depending on the above computed NRR.

## 19.10 Game Results

- 1) The team scoring the greater number of runs in the allotted overs shall be declared the winner.
- 2) If a game is canceled due to bad weather, at first the game will be rescheduled to "rain day". If the game is canceled due to bad weather on the alternate day of play, then both teams will split the points. There would be an enforced alternate day for wildcards, quarterfinals, semifinals and the final.
- 3) In case of a tied game, the points will be shared during the regular season.
- 4) In case of a tie in a playoff game, both the teams should play a 5 over game with the same playing 11 on the same day. Each bowler gets 1 over to bowl. Power play is played for 1 over.

### 19.11 Field Setup and Pitch Length

- a. The pitch length should be 22 yards Stumps to Stumps.
- b. The pitch length should be verified by both teams and umpires BEFORE the start of the game and cannot be modified once the play has started.
- c. The suggested boundary limit is 65 yards maximum unless restricted by the shape of the field. On sides where full-length boundaries cannot be set up, declared boundaries can be used by mutual agreement of captains and must be approved by the Umpires. Umpires' decision will be final in case captains cannot reach an agreement.
- d. 4 fielders (not including the bowler and wicket keeper) always must be inside the circle (90ft measured from the middle of the pitch). There will not more than 5 fielders on the leg side (not including the bowler and wicket keeper)

~~4) There is NO limitation on placement of fielders if they do not cause obstruction to the batsman.~~



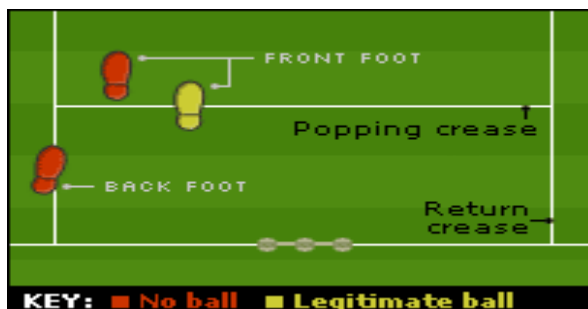
### 19.12 Wide Ball

- 1) Wide markers should be set up before the start of the game and should be set up as follows: Offside wide markers should be placed at 36 inches (3 feet) from the middle-stump. Anything outside the leg stump is wide. The umpire will verify the setup.
- 2) Any ball over the marker is not considered a wide.
- 3) Wide should be called by the main umpire if he feels the ball crossed the plane of the batsman outside the marker. It does not matter where the batter is at that time.

- 4) All ICC rules for scoring, counting the number of balls bowled in an over and getting out to a wide ball are valid.
- 5) No matter what movement or other attempt by the batsman to manipulate the line of the bowling, the umpire should judge a fair delivery based on the normal stance of the batsman. Remember the wide line does not move with the batsman.

### 19.13 No-Ball

- 1) The bowler's front leg should be inside the bowling box when the bowler releases the ball.
- 2) If at any time the bowler completely (fully outside) over steps the front line of the box (line closer to the batsman) or If the bowler bowls with the back foot not wholly inside the return crease (i.e. the side crease next to the wickets) then this is a No Ball. Back foot cutting the return crease or outside the return crease are all valid examples of a legitimate No ball.
- 3) If the bowler's front foot is raised when he releases the ball and if the foot is still within the plane of the front line, it is not a no-ball.
- 4) All ICC rules for scoring, counting the number of balls bowled in an over and getting out to a no-ball are valid.
- 5) Any foot violation and over the waist no-ball are deemed a "free hit" ball. The fielding team can move the field if the batsman who faced the ball crossed over, if not then the same field should remain. The batter and the non-striker can be out only by way of a run-out. If the free hit ball is a wide or a no-ball, the following ball will be a free hit ball as well. This goes on until a legal delivery is bowled. The free hits can only be awarded in case of foot faults and ball landing above the waist. No other condition will result in free hit.
- 6) It is the Umpire's responsibility to check with the bowler his guard and convey that to the batsman. After bowling a legitimate ball, it is the bowler's responsibility to keep the Umpire advised of a guard change during the same over. If one fails, the umpire is within his right to call a no ball



### 19.14 Bouncer & Full Pitch Balls

#### 19.14.1 Full Pitch Balls

- 1) A ball that sails above the waist, bowled at a batsman in an upright position standing is considered a no-ball. Leg umpire will make a call on this.
- 2) The determination should be made as the ball crosses the batsman, irrespective of where the batter is at that time.

3) If the ball crosses over the stumps without pitching on the ground it is considered a no-ball, irrespective of where the batter is at that time.

4) If the ball hits the stumps without pitching on the ground it is considered out, provided rule 19.14.1.1 is not violated.

#### 19.14.2 Bouncer/Short pitched delivery

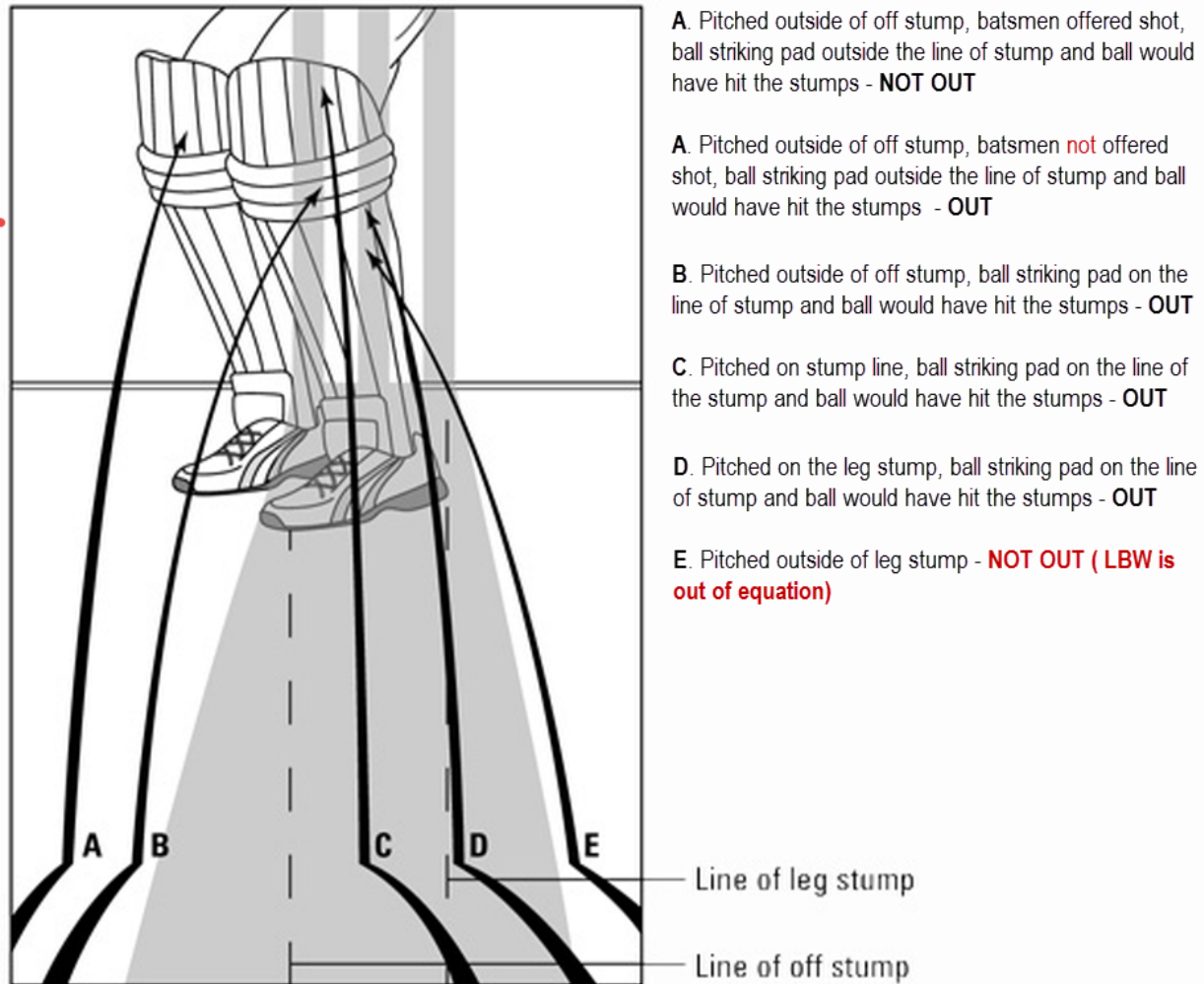
Rule for Bouncer will be similar to the ICC rule in DCL. Below are details of ICC rule for reference –

- A bowler shall be limited to one short-pitched delivery per over.
- A short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- The umpire at the bowler's end shall advise the bowler and the batter on strike when first short pitched delivery has been bowled in an over.
- In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a **Wide**.
- For the avoidance of doubt any short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.
- In the event of a bowler bowling more than one short-pitched delivery in an over will be called **No ball** by the umpire followed by a **Free Hit** delivery.

#### 19.15 LBW

Conditions for LBW are:

- 1) The ball must be legal - It must not be a no ball.
- 2) The ball must not pitch (bounce) outside the leg stump [on the leg side].
- 3) The ball must either (a) pitch in line between wicket and wicket or on the off side of the wicket, or (b) not pitch at all before reaching the batsman. Therefore, any ball pitching on the leg side of the wicket cannot result in an LBW decision. To determine the relevant 'pitching zone', an imaginary line is drawn parallel to the long axis of the pitch from the leg stump.
- 4) The ball must miss the bat - If the first experience the batsman has of the ball is hitting it with his bat, he cannot be out LBW.



5) The ball must intercept a part of the batsman's person - If the ball hits any part of the body, it is a potential candidate for LBW (i.e. it need not hit only the leg for a potential LBW). The one exception is a hand or gloved hand in contact with the bat, which is considered part of the bat.

6) The ball must impact in line - The ball must impact the batsman in the region directly between the two wickets. An important exception is that, if the impact is outside the off stump, the batsman can be out LBW if he does not make a genuine attempt to play the ball (that is, if he does not "play a stroke"). If the impact is between wicket and wicket, the playing of a stroke is irrelevant.

7) The ball must be at the correct height - If the ball is too high and would have gone over the stumps, it is not out.

8) The ball must have been going to hit the wicket - If the ball's trajectory suggests that it would have missed the wicket had the batsman not been present, then he cannot be out LBW.

### 19.16 Recalling a Batsman

- 1) Once a batter is declared out by the umpire, only the fielding captain can recall the batsman to continue batting.
- 2) Stop appealing to the umpire to recall, the umpire cannot recall once the batsman is declared out.

### 19.17 Fair & Unfair Play

- ICC rules are valid for judging and awarding penalty runs in case of unfair play. The umpire(s) will make the determination and may call the committee for clarifications (even during the game). Any time delays associated with these clarifications will not be considered for game duration rules.

### 19.18 Scorecards & Umpire Reports

- 1) Scorecards for all games must include the full batting, bowling, and fielding records.
- 2) It is the sole responsibility of the captains to input the scores (designated website) no later than Tuesday, 11:59 PM after the scheduled game. A \$25 fine will be imposed on a team for not submitting a score card by the published deadline.
- 3) If a game is played under protest, the captain must communicate that to the umpires/opposite captain during the game and send an email to the DCL Committee within 12 hours. Any issues (e.g. delays, misconduct, umpire incompetence) MUST also appear on the score sheet. When scored online, disputes or playing under protest must be sent to committee immediately after the game(within 12 hours).
- 4) Starting this year, we are mandating that all teams use online scoring during the games. The SportsQuack app currently supports IOS and the Android version is in the works. We are hoping for the Android version to be ready by the start of the season.

~~If the scores are not entered before the above deadline, the scores must be submitted to the committee via email. The designated committee member(s) will enter the scores.~~

- 5) ~~If a team is not able to upload the score card due to unavailability of the website then the same should be communicated to the committee before the dead line to avoid any penalty.~~

### 19.19 Liability Waiver Forms

Every player that would be participating in Detroit Cricket League has to be registered to a team and is mandated to sign the liability waiver form. This would protect all the volunteers from liability risks and any potential lawsuits. A participant is deemed eligible if and only if all the following factors are satisfied.

- 1) If the participant is an official/umpire, then they should have signed a waiver form before officiating in a game. It will be the responsibility of the umpiring team captain's responsibility to see it done.
- 2) Only one waiver form is required per player for a calendar season.
- 3) Committee will be collecting email ids of all players participating in DCL and will be sending waiver forms to those email ids.
- 4) A player must sign the individual waiver form before stepping onto the field.
- 5) Captain has to make sure that waiver form have been signed by all the players participating in the game.
- 6) There will be a \$50 fine to the team if the Committee finds a player has played without a signing waiver.

### 19.20 Trophies



- 1) The winning side of the final game shall be awarded the DCL Cup.
- 2) Each registered player (up to 16) of the winning side will receive a Champions trophy
- 3) Each registered player (up to 16) of the losing side will receive a Runners-up trophy

## 19.21 Protests and Complaints

- 1) All protests and complaints must be properly signed and submitted to the committee no later than Thursday following the game. The complaints should be emailed to [dclcommittee-2014@googlegroups.com](mailto:dclcommittee-2014@googlegroups.com).
- 2) No protests or complaints will be valid if a game is played without an approved DCL umpire.
- 3) The decision of the committee will be final.
- 4) No protests or complaints will be considered unless proper procedures are followed.

## 20 FAQs

### 20.1 Player Registration/Waiver Forms

- 1) Can one submit a waiver form day(s) before one's game starts?
  - ☐ By all means. That would be the most convenient way and helps umpires as well as the web site moderator.
  - ☐ Contact [dclcommittee-2014@googlegroups.com](mailto:dclcommittee-2014@googlegroups.com) to receive the waiver in email.
- 3) What are the penalties if a player plays without submitting a waiver?
  - ☐ \$50 fine per player.
- 5) Where would one email the form(s)?
  - ☐ [dclcommittee-2014@googlegroups.com](mailto:dclcommittee-2014@googlegroups.com)
- 6) What is the most preferred way of selecting a waiver form?
  - ☐ Reach out to the committee for a waiver form email. Committee will send a waiver form to the respective player which player can sign.
  - ☐ Please note, give at least 48 hrs to the committee for such requests.
- 7) Do umpires and volunteers must sign a waiver form?
  - ☐ Absolutely. Any participant affiliated with league activities is expected to sign a waiver form.
- 8) Do I have to submit waiver forms of a player for every game?
  - ☐ No. Only one waiver form per player is required per season.

### 20.2 Umpiring

Is there a checklist to help an umpire officiating in his first game?

- ☐ Understand the rules by going through the rules book on the website (forms section). LBWs and wides are the toughest to judge so please understand them and be consistent for both the teams.
- ☐ Make sure teams have provided the team declaration sheet and the waiver forms (applicable to a player playing in his first game).
- ☐ Make sure the boundaries and wide flags are marked properly.
- ☐ If a team is running late, the umpire has every right to exercise the rule book and penalize the team accordingly. Exceptions CAN be made if and only if the team running late has notified the opposing captain and the umpire ahead of the start time.
- ☐ A player who shows up late can be allowed to participate in the game only if he shows up before the 12 over break of first innings. Any player arriving after the 12 overs cannot play in that game. For a player that shows up after x number of overs: If his team is bowling first, then he must wait for another x number of overs before he could bowl. He must wait for x number of overs before he can bat or after 9 wickets down whichever happens first. If the team is batting first, then he must wait x number of overs before he can bat or after 9 wickets are down. He must wait for x number of overs to bowl during their fielding. So, the late comer penalty is extended to the player for both innings.
- ☐ After the game, check the score cards quickly and sign them.

## 20.4 Player Eligibility for Playoffs

1) How many games should one play to qualify for the playoffs?

- ☐ A player should have played in at least **3 games** before the regular season ends.

2) Is a player qualified for a rain abandoned game?

- ☐ No, as Game won't be canceled due to rain. All games must be rescheduled.

## 20.5 Captain's Checklist for a Game

1) Is there a checklist for a captain before a scheduled game?

- ☐ Enter your roster in the website and then submit the signed waiver forms for your players to the committee.
- ☐ Before the commencement of the match, the player must sign the waiver form in front of umpire (preferred).
- ☐ Ensure all your players are added to the website after the game. It should be brought to the committee's notice if you find any discrepancies.
- ☐ Send the waiver form to DCL committee before Wednesday after the game week.
- ☐ Do not forget to carry a score card, team declaration sheet and a few "official" balls for the game.
- ☐ After a game, collect your bowling figures from the opponent team. This will help you update the scores on time.
- ☐ Team members must be aware of the CDC covid19 and DCL measures.

## 20.6 Additional DCL Rule Clarifications

### A. Bowler attempting to run-out non-striker before delivery

Can a bowler attempt to get a batsman out who tries to take undue advantage of the bowler by leaving the non-striker end early? Does the bowler have to give a warning?

- ☐ We believe the bowler has every right to attempt a legitimate run-out in such a scenario. No warning needs to be given however giving a warning is appreciated. The applicable rule in these circumstances is "The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible."

### **B. Obstructing the Field**

Can a batsman be declared out if he intentionally tries to obstruct a fielder's attempt to get him run-out?

- ☐ Yes, the Batsman should be declared out if there is an appeal from the fielding team to that effect. The applicable rule in these circumstances is "If the umpire feels that a batsman, whilst running between the wickets, has significantly changed his direction without probable cause thereby obstructing a fielder's attempt to run him out, the batsman should be given out obstructing the field. It shall not be relevant whether a run out would have been affected or not."

### **C. Movement by the Wicketkeeper**

Can the Wicketkeeper change his position during an Over without informing the batsman or the Leg Umpire?

- ☐ No. Anytime the Wicketkeeper makes a change in position during the Over towards the Wickets, it is the Keeper's responsibility to inform the Leg Umpire of a change in his position. It is the Leg Umpire's responsibility to inform the batsman of the change.

### **D. Beamer Rule**

Can a bowler bowl in the same game if he has bowled two beamers? as ICC rules do not permit it in International Matches.

- ☐ No, he cannot bowl. In the event of first beamer, the umpire must give a warning to the bowler and the captain. If the bowler bowls a second beamer (not necessarily in the same over), he will not be allowed to bowl in the game anymore. A beamer is full toss ball above the waist which is directed towards the batsman's body and can cause harm.

### **E. By Runner Rule**

Do we want to discontinue this as was done by ICC in 2011 or allow in instances where it is justified as we are now and then?

- ☐ We have decided to err on the side of caution and allow By Runners. We do not want anyone to die on the field or get seriously injured. The health of our players comes before any competitive advantage or disadvantage. If the batsman is injured during the game and the neutral umpire can decide based on the severity of the injury to award the batsman a By Runner. The batting and the fielding captain will have no say in this decision. The person who will be the By Runner has to be approved by the fielding side captain. The Fielding Team Captain will pick one of the batsmen who has gotten out to be the By Runner. Once again the logic was we have seen many teams abuse the By Runner rule and take out slow runners and replace them with fit players who can run faster than a hare. Allowing the fielding side Captain the luxury to pick who the By Runner should be; we felt will greatly reduce the gamesmanship employed by some teams.

### **F. Steven Finn's Habit of Kicking Stumps while Bowling**

No-ball rule when a bowler disturbs the stumps at the non-striker's end in his bowling stride, like England's Steven Finn does often.

- ☐ This will be a No-Ball and it will be Free Hit.

/

### **G. Ball Bouncing More than Once**

When the ball bounces twice or more (or rolls along the ground) before it reaches the popping crease; is it a dead ball or a no-ball or a legal ball?

- ☐ If the ball pitches **MORE than ONCE** before the **popping crease** then the ball is a dead ball. The frame of reference in this case would be the popping crease. Any wickets for runs scored off such a delivery do not count as the ball has been declared dead.

### **Further Clarification of two possible scenarios:**

1. The Batsman walks out of the crease, the bowler see him walking out and either intentionally or unintentionally bowls shorter than usual. The ball pitches once and then a second time just before the batsman can make contact with the ball. The batsman somehow misses the ball and is bowled or stumped. Is the ball dead? Yes because the popping crease is the frame of reference in this case. Even if the batsman had not walked out of the crease this ball would still have pitched twice before the popping crease and that makes the ball dead. So too instead of the batsman being beat if he had hit a six off a ball after the second bounce the ball would be dead - The rule applies equally both ways

2. In this case the Batsman walks out of the crease, the ball pitches once beats the batsman and then bounces a second time after passing the batsman but before the popping crease i.e. second bounce takes place between the batsman who has walked out quite a bit and the popping crease. Here too the ball has bounced twice before the popping crease but the major difference is it beat the bat when the ball had pitched only once. In this case the frame of reference is the batsman and not the popping crease for obvious reasons. In this case even though the ball bounced twice before the popping crease this would not be a dead ball and the batsman will be declared out.

**H. Umpires are advised to take their time before they declare the end of an Over.** Any overthrows that result after an Over has been called by the Umpire do not come into play as the Over has been called.

**I. When in doubt, give the benefit of doubt to the batsman.**

**J. New batsmen on strike in the event of previous wicket was out Caught**

When a batter is out caught, the new batter will come in at the end the striker was, regardless of whether the batters crossed prior to the catch being taken. Only if the wicket falls on the last ball of the over, New batsmen will go on runner's side.

**K. In case the cricclub app is not working.**

All teams must be prepared to do detailed paper scoring and scorecards should be updated in the Cricclub before Tuesday of the following week. Scorecards must be reviewed and signed by both neutral Umpires and copy of scorecards should be shared with the committee.

**L.** All scorecards for an Official DCL game must be entered after the game has been completed on the Official DCL website <http://www.detroitcricketleague.org/>.

## 21 Rules for DPL T90 – 2023

All DCL rules will be applicable except explicitly mentioned below.

### 21.1 Game Format

- 1) All matches will consist of one inning per side.
- 2) Each innings will be of 15 overs (90 balls) duration.
- 3) A bowler will be allowed to bowl no more than 3 overs. In case the total number of overs gets reduced due to late start or rain, the maximum limit per bowler shall be determined by dividing the number of overs per innings by 5 and rounding up to the next integer. Please refer table below -

Max Over	Bowler Over Limit
8	3 Bowlers allowed to 2 overs
9	4 Bowlers allowed to 2 overs
10	2 overs
11	1 bowler allowed 3 overs
12	2 bowler allowed 3 overs
13	3 bowler allowed 3 overs
14	4 bowler allowed 3 overs
15	3 overs

- 4) Each team will be required to bowl the allotted overs in no more than 75 min. There will not be any drinks break.
- 5) Teams can take a max 10 min inning break. .

- 6) First **4 overs** of each inning will be powerplay overs. During the power play *the fielding side will field with mandatory 9 players within 30 yards and 2 players are allowed in outside the 30 yards circle*. The 30 yards will be measured from the center of the pitch. Flat cones will be used to mark the 30 yards circle.
- 7) Minimum overs requirement **8 overs** MUST be satisfied for any game to be considered completed with result.
- 8) During rain curtailed games, the power play would be exercised for 25% of the allotted overs (rounded off to the end of the over). For example: For an 10 over aside game, the power play is 3 overs (2.5 rounded off to end of over is 3.0). Please refer chart below -

Max Over	PP Overs
8	2 Overs
9	3 Overs
10	3 Overs
11	3 Overs
12	3 Overs
13	4 Overs
14	4 Overs
15	4 Overs

- 9) If a playoff game is tied, then a new super over game of 1 overs will be played to secure the result. Super over will be played as per ICC rule.

## 21.2 Cancellations and Bad Weather

All rules will be similar to regular DCL league except –

- Committee will be rescheduling the game only once if it gets canceled due to rain/bad weather.
- If any team refused to play on reschedule day, it will be considered as game forfeit from the respective team and 2 points will be awarded to the opponent team + DCL rule for NRR calculation will be followed.
- If rescheduled occurrence also gets canceled due bad weather/rain, in this scenario teams have two options –
  - If both teams want, they can play the game on their own taking care of all logistics. But this game should be played within 7 days of 2<sup>nd</sup> time cancellation/before the first playoff schedule.
  - Point Split, both teams get 1 point.
- Playoff and Final schedule will not be changed to accommodate any of the rescheduled games. Committee will be rescheduling washout games considering this and the team should be ready to play reschedule games in short notice.

### 21.3 Additional rules specific to DPL T90

- 1) All games will be played on Tuesday/Wednesday from **6:45PM to 9:30PM**.
- 2) Both teams will be responsible for making sure the ground is ready for prompt start.
- 3) Roster limit for each team is 20.
- 4) A player should have played at least **2 league games** for playoff qualification.
- 5) Boundaries will be **60 yards (180 ft )** from center of pitch.
- 6) All games will have 2 neutral umpires. one umpire from another team participating in the league (from a different pool) and another one will be provided by committee. Please check the umpiring assignment in Criclub for more details.
- 7) There won't be any bonus points in any of the games. Winning team will get **2 points** and the losing side will **get 0 points**.
- 8) There will not be any **1 run** declared in DPL T90. If the ball goes outside the fence (direct or rolling) from anywhere, **2 runs** will be declared.

## 22 Rules for DCL Corporate Cup - 2023

All DCL rules will be applicable except explicitly mentioned below.

### 22.1 Game Format

- 1) All matches will consist of one inning per side.
- 2) Each innings will be of 20 overs duration.
- 3) A bowler will be allowed to bowl no more than 4 overs. In case the total number of overs gets reduced due to late start or rain, the maximum limit per bowler shall be determined by dividing the number of overs per innings by 5 and rounding up to the next integer.
- 4) Each team will be required to bowl the allotted overs in no more than 85 min. There will not be any drinks break.
- 5) Teams can take a max 10 min inning break.
- 6) First 6 overs of each inning will be powerplay overs. During the power play the fielding side will field with mandatory 9 players within 30 yards and 2 players are allowed in outside the 30 yards circle. The 30 yards will be measured from the center of the pitch. Flat cones will be used to mark the 30 yards circle.
- 7) Minimum overs requirement 10 overs MUST be satisfied for any game to be considered completed with result.
- 8) During rain curtailed games, the power play would be exercised for 25% of the allotted overs (rounded off to the end of the over). For example: For a 10 over aside game, the power play is 3 overs. Please refer table below -

Max Over	PP Overs
10	3
11	3
12	3
13	4
14	4
15	4
16	4
17	5
18	5
19	5
20	6

- 9) If a playoff game is tied, then a new super over game of 1 overs will be played to secure the result. Super over will be played as per ICC rules.

## 22.2 Cancellations and Bad Weather

All rules will be similar to regular DCL league except –

- Committee will be rescheduling the game only once if it gets canceled due to rain/bad weather.
- Teams have two options for all rainout canceled games -
  - If both teams want, they can play the game on their own taking care of all logistics (Ground, Umpiring etc). But this game should be played within 7 days of cancellation or before the first playoff schedule. Both captains must send an email within 24 hrs about their decision to play the game by themselves.
  - If no communication within 24hrs, the Committee will reschedule the game based on ground availability. Reschedule day can be any weekday evening and can be in any ground which has a light facility available.
- If any team refused to play on reschedule day (by committee), it will be considered as game forfeit from the respective team and 2 points will be awarded to the opponent team + DCL rule for NRR calculation will be followed.
- If rescheduled occurrence also gets canceled due bad weather/rain, in this scenario teams have two options –
  - If both teams want, they can play the game on their own taking care of all logistics. But this game should be played within 7 days of 2<sup>nd</sup> time cancellation/before the first playoff schedule.
  - Point Split, both teams get 1 point.
- Playoff and Final schedule will not be changed to accommodate any of the rescheduled games. Committee will be rescheduling washout games considering this and the team should be ready to play reschedule games in short notice.

## 22.3 Additional rules specific to DCL Corporate Cup

- 1) All games will be played on Monday/Wednesday (Its preferred days but may change based on ground availability and other factors) from **7PM to 10PM**.
- 2) Both teams will be responsible for making sure the ground is ready for prompt start.
- 3) Roster limit for each team is 20.
- 4) Each team is allowed to include 3 Draft players (outside their organization) in their roster and playing team. All Draft Players should have played minimum 3 games in DCL.
- 5) Once a Draft player plays a game , it can not be changed or replaced with anyone in any circumstances.
- 6) A player (Corporate or Draft) should have played at least **1 league games** for playoff qualification.
- 7) It is the captain's responsibility to validate a player, if he is part of the representing organization before adding him to the team roster.



- 8) If any team is found playing with a player, not part of representing the organization, the team will be disqualified from the league.
- 9) All games will have 2 neutral umpires. Each team has to provide 4 umpires for the league games. Teams have the option to handover their umpiring assignment to the committee by paying additional fee to the committee.
- 10) Umpires for all Playoff games will be provided by the committee.
- 11) There won't be any bonus points in any of the games. Winning team will get **2 points** and the losing side will get **0 points**.

## Credits:

Following individuals worked tirelessly to ensure that the DCL Rulebook saw the light of day and covered all salient points necessary to ensure the proper functioning of the League.

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