

2019



DCCPL- REGULATIONS & PLAYING CONDITIONS Senior-Men-Cricket-2019

A Sports Initiative To Bring Our Community Together

Aao Khele Saath Saath





DCCPL- REGULATIONS & PLAYING CONDITIONS Senior-Men-Cricket-2019

- 1) The Games will start at 7:15 am (Saturday's & Sunday's) & 3:30pm Fridays. All Teams must report to the Ground at least **1 hour** ahead of the scheduled start Time of Game except for the 1st game of the day where teams must report to the ground **30min** before start time of their Game.
- 2) DCPL locked the team roster to all teams . If team has 14 players, 2 players play 4 league games and all other play 3 league games each. If team has 15 players, 2 players play 4 league games, 10 players play 3 league games and 3 players play 2 league games each. If team has 13 players, 2 players play 4 league games, other 11 play 3 league games. each and the other 3 remaining spots that needs to be filled will be decided by the opposition team.
- 3) If any team does not fulfill above conditions, they will forfeit points, if any, as well as scoring of that match will not be counted. This rule will be enforced even if this discrepancy is found out after all the league games have completed
- 4) All the DCCPL games are 20 over per side Games (T-20). Teams have to provide the list of **playing XI (+2 Substitute players)** to the Scorers to be uploaded to CRICHQ before the Toss and the toss shall take place not earlier than **20 minutes**, nor later than 10 minutes before the scheduled or any rescheduled time for the match to start. All the Games will be played with a Hard-Tennis Ball.
- 5) Due to Time Limitation between the games, Teams must be prepared with Team list and uploaded to CricHQ and Toss will be done by 3rd Umpire (while Previous game may still be going ON the field, to save time. Toss can be done anywhere on the ground). Teams need to be ready to get into the field within 5 minutes after the Previous game gets completed. The reserve umpire will announce the Man of the Match for previous game.
- 6) No bowler shall bowl more than 4 overs' in an innings for regular T-20 Game, in a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total over's is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance
- 7) The Winning team will be awarded 2 points for each win. In the event of a Tie/Draw 1 Point will be awarded to both teams in the league matches. All the Q-finals, semi -finals and finals will be knock out games. In the event of tie /draw in Semi- Finals or the Final, there will be a Super over (1 over / team) will be played.
- 8) **Power Play:** - There will be 2 Power plays per innings.



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Power Play I is a Mandatory power play which commences at the start of every innings i.e., first 3 overs of the Innings where **a maximum of only 2 players** will be allowed outside the 25-yard circle.

Power Play II will be chosen by the batting team where a **maximum of 2 fielders** are allowed outside the 25-yard Circle. The batting team can opt for the power play after the **3rd over and before 12th over**. If the batting team doesn't choose to take a power play before **12th over**, then it will be an automatic power play from **overs 13th to 15th**. If there are more fielders than permitted no of fielders then that ball will be called as a NO-BALL. If after the 3rd Over or the batsman requests for a Power play over the Umpire will inform the scorers. **Once power play was requested, the batsman cannot request to cancel the PP over.**

b) A minimum of **5 fielders** (excluding the bowler and wicket keeper) must be present inside the circle of 70 feet during all the overs except for the Power Play overs, if there are not enough fielders per the above stated regulation the ball will be called a No-ball followed by a Free-Hit

c) **During Non-Power play overs, a maximum of 3 fielders can be placed on Legside (outside the Circle) with minimum of 1 player on Offside (Outside the Circle) & cannot have all 4 players on any ONE side. If only 3 or less players are placed outside the circle, they can be all on same side, if required**

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

d) **In 6 overs of PP only 1 bowler can bowl a maximum of 2 overs and rest of them must be completed by other bowlers. (4 different bowlers need to bowl the rest of 4 overs in the PP)**

9) **Any Mode of NOBALL Will have a FREE-HIT. Any Ball that is being re-bowled for No-Ball (Free-Hit ball) all the rules that are applied for a NOBALL are applied to the Free-Hit ball as well.**

- a) In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- b) For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.
 - c) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:



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

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

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

- e) **If Ball bounces more than once or rolls all the way to the ground before it enters the popping crease the ball will be deemed as a No-ball followed by a Free-Hit**
- f) Any No-Ball (Foot Fault / Above Waist Height / Any other act by the fielding team that results in umpires calling the ball as a No-Ball) will be a FREE-HIT and all the rules for Free hit will be applied.
- 10) There will be 2 professional umpires and a Third Umpire / Match referee for each match. All decisions by Match Referee / Umpires are final and binding.
- 11) ICC Regulations / Playing conditions / International T-20 rules will be followed (e.g., LBW, Wide, No-balls, Leg-byes, Byes where ever applicable), except for those laws that are unique to local playing situations and conditions, the DCCPL will be aligned to the ICC Playing Conditions In the event of conflicts, the regulations as stipulated by DCCPL will take precedence.
- 12) **RUNNERS:** - No **Runners** will be allowed at any cost, **if a batsman gets injured (external visible injury)** during his batting, batsman can retire and come back for batting at any time after fall of any wicket.

SUBSTITUES: -

- a) **Only 1 fielder will be allowed to get a substitute and the substitute can be on the field for a max of 5 overs and must stay continuously on the field till 5 overs are complete, if for any reason say after 2 overs the nominated player comes back, no substitute will be allowed anymore. Substitute fielders cannot be swapped. A Innings /game cannot start with a substitute and hence no substitutes' will be allowed until the 1st ball is bowled and they cannot request for substitute after the 15th over.**



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- b) **No Substitutes should be on the field after 15th over irrespective of when he comes on the field or his quota of 5 overs is not complete (e.g., A sub coming in at 14over should leave the ground by 15th over). A Player who uses a substitute must wait the same number of Overs before he can bowl.**
- c) Substitution is Fielding team's responsibility at all the time and If the substitute stays on field for more than his quota of 5 overs, **the fielding team will face a penalty of 1 run/ball for however many balls the player over stayed on field.**
- d) The only exception to above playing condition is in case of an EXTERNAL / Visible injury that happens on the field during the game, a substitute may be provided for that player at Umpires discretion, such fielder who uses the substitute will not have any limitations on no of overs he can be on field.
- e) No Practice is allowed on the pitch or close to the pitch 30 min before scheduled start of Game, any team who ignores and practices can be imposed with 5 penalty runs at umpire's discretion.
- f) **in case of a player not available to play who is supposed to play to fulfill the required minimum games, the opposition team will decide the player to play instead. If any team does not voluntarily disclose and play with a player of their choice, this game will be forfeited and opposition team will be given winning points. Scores of that match will not be counted as well.**
- 11) **Free hit** → The delivery following a no ball shall be a Free Hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker and no ball being caused by less no of fielders inside the 25-yard circle.
- 12) **Mankadding** → Bowler attempting to run out non-striker before delivery: The bowler is permitted to run out the non-striker, before releasing the ball and he has not completed his usual delivery swing, to attempt to run out the non- striker. The Batsman at the non-striking end must be given a 1st warning and this will apply to the **whole team** and at the 2nd instance if the runner is short of the crease he will be given out.
- 13) **Beamers** →



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- a) Any delivery which passes or would have passed on the full above waist height (full toss above waist) of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. That ball above waist (BEAMER) will be called a No-Ball, the bowler, captain will be warned as 1st offense and if the same bowler bowls another waist high full toss (2nd offense) It will be called a NO-BALL and the bowler will be taken off for the game (i.e. 2 beamers in same over will result in bowler being suspend for the entire game). But if the bowler had bowled 1 beamer in one over and no more beamers in the same over, when he starts the new over the previous beamer will not be counted against suspension., (reset the beamer count to 0 for that bowler before start of the over).
- b) The bowler who gets suspended for beamers, the fielding team has to finish the over (if any balls remain in that over) with a bowler who didn't bowl the previous over and he will not be allowed to bowl any more over's for that Game and another bowler has to finish the remaining balls in that over provided, he should not have bowled the previous over..
- c) Any delivery which, after pitching, passes or would have passed over **head height** of the striker standing upright at the popping crease will be called a **No ball** ... and a delivery that passes above the shoulder height of striker will be considered as fast short pitched delivery a Bowler is permitted to do so only 1 time in an over (**over the shoulder/one bounce per over**). In the event of a bowler bowling more than one fast short-pitched delivery in an over as stated above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

14) **Technology**

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

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



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16) **Queries on Field**

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

17) **Time Wasting**

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

18) **Game Duration /Timings** □

- A. The total duration for each game is 3 hours (180 minutes) ...
- B. Each innings must be completed in **80 minutes (4 minutes per over i.e., 20 x 4 = 80min).**
- C. Drinks Interval at the end of 10th over in each innings = 3 minute (2x3 = 6minutes)
- D. Change on Innings = 10 minutes

19) **Penalties for Overtimes:**

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

Time wasted by Fielding Team:

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



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

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

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

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

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

20) Rain Delays

- a. If in any scenario where 4 over/side games are not possible. The game is considered a WASHOUT and points will be shared among the teams. All Rain effected games where Target must be revised /recalculated, Umpires will use the **DUCKWORTH LEWIS Stern method (which is available within Cric-HQ)**
- b. **In case only one team completes their innings and the 2nd team didn't get a chance to bat or bats for less than 6 complete overs of their Innings (2nd) due to weather the game gets called off, the Game is considered WASHED OUT and 1 point will be shared to both teams and RUN RATE for both teams will not be considered.**
- c. **Due to time limitations of Games, if there is ever a rain delay teams will start to lose 1 over per every 5 minutes lost and umpires will have the final say in no of overs to be played with in stipulated time.**
- d. **If any Team Forfeits/Boycotts any game, the opposite team gets 2 points and only the NRR of completed games will be considered.**
- e. **From the Pre-QF stage onwards, if the match is shortened due to weather or any unforeseen circumstances, the match could be a minimum of 6 overs or if even less time permissible, it will be in Super Over Format.**
- f. **For calculation of time for rain delay, the 3-hour time calculation starts from the time 1st ball is bowled or the scheduled match time if not a single ball is bowled**



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g. For league matches, to start a rain delayed game a minimum 1 hour is needed for both teams to bat reduced overs. If not, the match will be called off and points will be shared.

- 21) Any disrespectful statement or act by a player to any umpire or any other Player will result in to a warning with yellow card by umpire which will lead to disqualification from the next game. Any further argument a **RED Card** will be given will lead to disqualification for the rest of the tournament. The decision of the umpires and referee will be final in this matter.
- 22) Umpires & Match Referee together will adjudicate the Man of the Match for each game at the end of the Game.
- 23) It's up to the wicket keeper discretion to wear any external protections (e.g. Wicket keeping gloves), In addition Wicket Keeper while attempting to field the ball tend to throw away the gloves on the ground and while the ball is in play if any throw by any fielder or keeper hits the glove that was thrown on the ground, a penalty of 5 Runs will be added to the batting team (Considered obstruction)
- 24) A substitute will not be allowed to Bat or Bowl but he can be a wicket keeper if and only if the wicket keeper is injured (external injury /have to leave the field for injury).**
- 25) **Bowling Action →**
- a) **Umpires are the Sole judges of a bowlers bowling action... the batsman has a right to raise their concern to the umpire if they feel that the bowler is having a suspect bowling action.**
 - b) Batsman when felt that bowler has suspect action can raise concern by not attempting to play the ball or move away once the ball has been delivered, Umpire will call & signal a dead ball and will try to address the concern but if batsman makes an attempt to play or plays a shot then the ball is a valid ball.**
 - c) **However, if the Umpires are satisfied with bowler action play must proceed. If Umpires deem that the bowler have a suspect action any time during his quota of 4 overs , that ball will be a called a NOBALL and the bowler will be issued a 1st Warning and further repetition will result in 2nd and Final warning and if there is 3rd Instance /further repetition of Suspect Bowling action the Umpires will instruct the Fielding team captain to remove the bowler from bowling and he will not be able to bowl any more in the Innings. However, if he alters his bowling action. Or make changes for the next game**



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and the umpires in that game approves him. He will be allowed to bowl. Umpires will be very strict in suspect bowling actions and will incur serious penalties such as suspending from bowling for the entire game.

- d) **No Captains/Team members /Bowlers should use the record or validity of their bowling action from previous years games. DCCPL Management has no inputs or suggestions or can resolve or address or accept queries for suspect bowling action issue during the Game. A bowler who may have been suspended for bowling action from previous game by an umpire in that game will have no impact on the following game.**
- e) **Every game will be treated separately and umpires are the sole judges for the bowling action during that game.**

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

27) **Collision between Batsman and fielders**

If there is a collision that happens between the bowler / fielder while the batsman or non-striker making an attempt to run and due to collision if there was an run out happened and if in the opinion of the umpire if that collision had not happened and batsman would have made his ground that ball should be called a Dead Ball and not to be counted as one for the over and no runs will be scored of the ball any penalties included should not be counted to the score as well and the batsman's has to be returned to their original ends and bowler will have to re-bowl the ball (to avoid controversies on the field).

27) **Wicket Keeper Movements**

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



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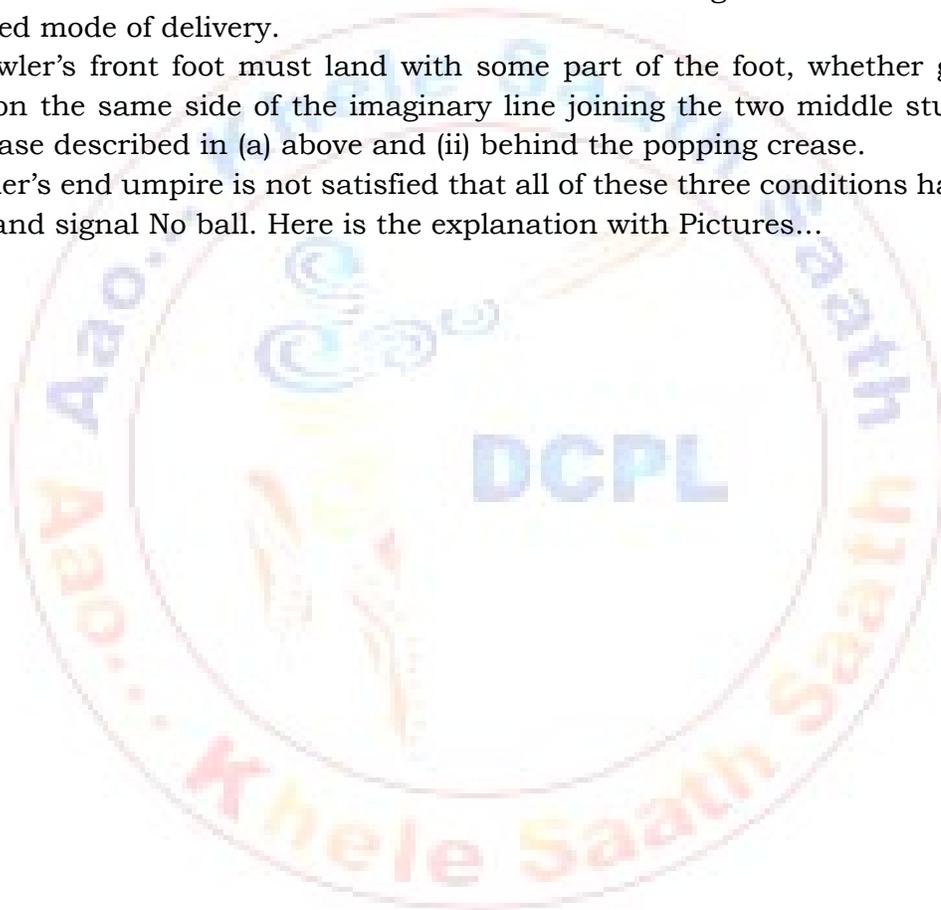
28) Drinks Interval □

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

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

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

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



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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 back foot is on the Return crease

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



NO-BALL
The back foot is outside the Return crease

NO-BALL
The back foot is on the Return crease



31) Errors / Corrections/Accuracy

Any error or mistake made during an over can or will be corrected at the end of the over by the umpires (including the referee/third umpire) and or management as seen



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necessary [e.g., umpiring calling a 6 instead of 4). If so it happens that the mistake could not be corrected (e.g., bowler bowling 5th over in a game and wicket lost in that over or any scenario that cannot be corrected) that over will be counted as is and no action will be reverted and play will continue, even if it is umpires mistake.

32) Beamer / Waist Height Full Toss

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 2 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.

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

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

34) Incoming Batsman

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

35) Tie Breaker for Teams with Equal points

Below order will be taken into consideration when teams have same points

a) Net Run Rate



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b) If run rate is same then Head-to-Head Game Result

36) for Quarter Finals only .

If the game is interrupted by rain or near wash out or washed out

a) Minimum 6 over /side game will be played if that's not possible

b) Super Over game will be played if that's not possible

c) Head to Head count wins will decide , if then are both equal then

d) Net Run rate

36) Only Semis & Finals have a reserve day . In case of Semis game get washed out on reserve day the Team with higher ranking in League games will move to the Finals.

37) If finals get washed out on the reserve day as well, the DCPL cup will be shared by both Finalists.

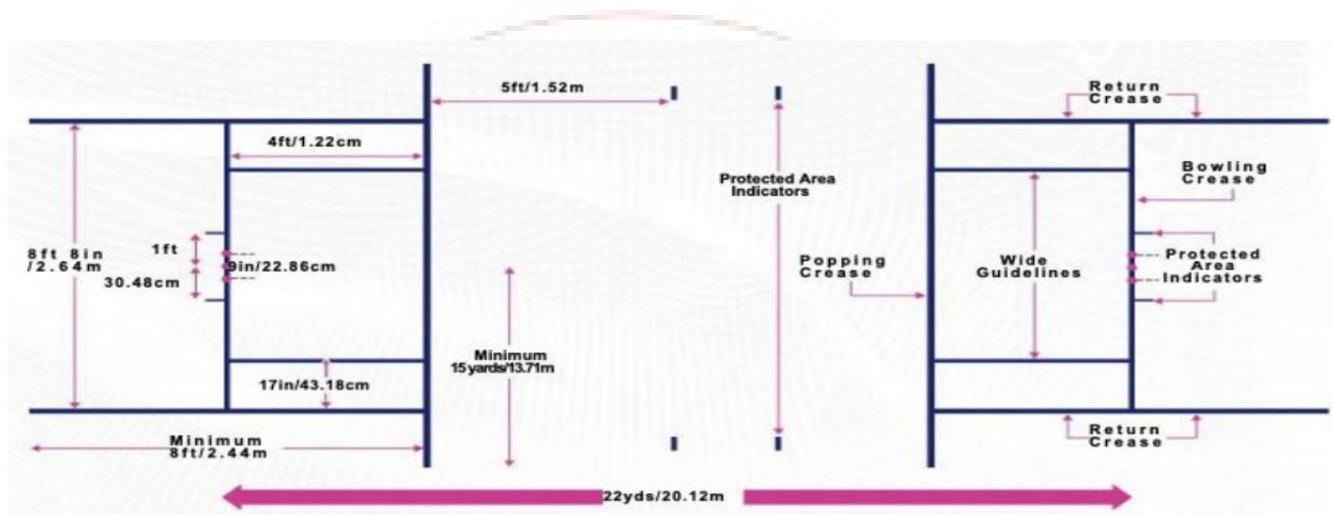
38.SUPER OVER for Semis & Finals only.

- a) Super over will start within 5 minutes of completion of 2nd Innings
- b) The Super Over shall take place on the pitch allocated for the match (the designated pitch)
- c) The umpires shall stand at the same end as that in which they finished the match.
- d) Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
- e) Any penalty time being served in the match shall be carried forward to the Super Over.
- f) Each team's over is played with the same fielding restrictions as apply for the last over in a match
- g) The team batting second in the match shall bat first in the Super Over.
- h) The loss of two wickets in the over ends the team's one over innings.
- i) In the event of the teams having the same score after the Super Over has been completed it will be Tied Super over.
- j) If the 1st super over is tied , teams will continue to play 2nd super over this time team just finished batting will bat 1st. if the 2nd super over is tied as well then, a 3rd and final super over will be played with the team batting 2nd in super over 2 will now bat 1st.
- k) If all 3 super overs are tied then team with highest wins when they played head to head will go to next round , if that is tied as well then team with highest run rate in League games will go the next group.

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DIMENSIONS

- 1) Wide crease should be 35 inches from the middle stump
- 2) Two semi-circles shall be drawn on the field of play. The semicircles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters).





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DCPL Commitee

Rahul Mehta Tel (917) 250-0500	Nikunj Parekh Tel:(917) 225-3355	Ashish Rawat Tel (917)-930-3787	Amit Sanghavi Tel (917) 446-3993	Chirag Shah Tel (917) 254-7664
Nimesh Shah Tel (917) 941-1230	Atul Kothari Tel ---	Bharat Mangukiya Tel --	Alok Mehta Tel ---	Vipul Shah Tel (917) 593-6116

Executive Commitee

Mukul Agarwal Tel:917-8053465	Chirag Gandhi Tel:917-6678115	Rinku Ghia Tel:917-8339581	Jay Jhaveri Tel:917-7706589	Parag Mehta Tel:646-7325757
Sehal Mody Tel:917-4453727	Samir Parikh Tel:646-427-5418	Deepak Shah Tel:201-4567775	Nilay Variaya Tel:917-6038341	Swetal Variaya Tel:917-5146401

IT Team

Gautam Begani Tel:917-4151080	Harsh Jariwala Tel:917-6356129	Ali Tel:201-9368740	Sudhen Mehta Tel:914-498-4444
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Umpiring Coordinator: Raj Jalli (917-593-6116)

Umpiring Coordinator → Raj Jalli (j.raaj@hotmail.com) (202-642-6064)

NOTE: ALL THE ABOVE PLAYING CONDITIONS MAY CHANGE OR SOME NEW CONDITIONS MAY BE ADAPTED AT DCCPL COMMITTEE'S DISCRETION