



## **DCCPL 2019 Womens' Cricket Rules:**

- Each game will be 15 overs a side.
- Each team will play 2 games total in the league round. 1 with each team.
- Out of the total 3 teams, top 2 teams (teams with most points) will play Finals.

### **Batting**

- Each player must get to bat once in the top 7 in the league games.
- There will be no LBW rule. (In following situation batsman can be given out LBW) If a player is deliberately using the legs, the Umpire will warn the player. After the warning, the Umpire can give that player out (LBW) if the player still deliberately uses legs. This will be an Umpire decision only.
- A Batsman can only be Retired due to an On Field Injury. Such a batsman can resume his innings at the fall of any wicket.
- A Batsman can get Retired Out (Tired, Team strategy) etc., Such a batsman cannot come back .
- A Team can Retire OUT 1 batsman only in their innings .

### **Bowling & Fielding**

- Power over rule (only 2 fielders can be outside the 75 feet circle)- There is 4 power overs with fielding restriction, First 2 overs compulsory and from 3rd to 10th over 2 power overs which batting side will decide. If not taken by 9th over, 9th & 10th over will be compulsory power overs.
- Leg side there cannot be more than 5 fielders. Apart from the power over, there cannot be more than 4 players outside the 75 feet circle and at most only 3 of those can be on the leg side.

- Overthrow Bowling action is ok to bowl.
- A max of 3 overs per bowler.
- If the ball bounces more than once before the popping / batting crease, it will be deemed a dead ball.
- Wides, No Balls, Byes and Leg Byes, all have runs and will be like the adult league. If a bowler bowls a no ball, then the next ball will be a free hit.
- If a bowler bowls 3 consecutive wide balls in an over then the bowler will be changed. The over will be counted for the bowler who started the over, irrespective of the number balls she bowled. Any of the other bowlers can bowl the balance balls of the over. One bowler can only replace 1 time. Hence a bowler can max bowl his regular 3 overs and the 1 partial over.

### **Tie Breaker Rule**

- If 2 teams are tied with points after the league round, then the team that won in the league round will advance to the finals.
- If all 3 teams are tied with points then the 2 teams with higher Net Run Rate will advance.
- If Net run rate is tied among 2 teams only, then the team that won in the league round will advance to the finals. If the Net Run Rate is tied among all 3 teams then chits will be pulled.

### **Field Dimensions**

- Pitch - 48 feet.
- Boundary - 110 feet from pitch center.
- Inner Circle – 75 feet from pitch center.
- If a team for any reason has less than 11 players, then a similar caliber player can play as the 11th player
- In any other situation besides this umpire decision will be final.
- No Runners will be allowed.
- Every player must wear full pants

## **DCCPL 2019 Junior Kids Cricket Rules:**

- Each game will be 15 overs a side.
- All 12 players in the team lineup but only 11 will bat
- 11 players on the field. Every 5 overs, fielder change to ensure that no player from the fielding team should be sitting on the bench for more than 5 overs.
- Each team will play 2 games total in the league round. 1 with each team.
- Out of the total 3 teams, top 2 teams (teams with most points) will play Finals.

### **Batting**

- Each player must get to bat once in the top 7 in the league games.
- There will be no LBW rule. (In following situation batsman can be given out LBW) If a player is deliberately using the legs, the Umpire will warn the player. After the warning, the Umpire can give that player out (LBW) if the player still deliberately uses legs. This will be an Umpire decision only.
- A Batsman can only be Retired due to an On Field Injury. Such a batsman can resume his innings at the fall of any wicket.
- A Batsman can get Retired Out (Tired, Team strategy) etc., Such a batsman cannot come back .
- A Team can Retire OUT 1 batsman only in their innings.

### **Bowling & Fielding**

- Power over rule (only 2 fielders can be outside the 75 feet circle) - There is 4 power overs with fielding restriction, First 2 overs compulsory and from 3rd to 10th over 2 power overs, which batting side will decide. If not taken by 9th over, 9th & 10th over will be compulsory power overs.
- Leg side there cannot be more than 5 fielders. Apart from the power over, there cannot be more than 4 players outside the 75 feet circle and at most only 3 of those can be on the leg side.
- Proper Bowling action is required.
- A max of 4 overs per bowler.
- If the ball bounces more than once before the popping / batting crease, it will be deemed a dead ball.
- Wides, No Balls, Byes and Leg Byes, all have runs and will be like the adult league. If a bowler bowls a no ball, then the next ball will be a free hit.
- If a bowler bowls 3 consecutive wide balls in an over then the bowler will be changed. The over will be counted for the bowler who started the over, irrespective of the number balls she bowled. Any of the other bowlers can bowl

the balance balls of the over. One bowler can only replace 1 time. Hence a bowler can max bowl his regular 4 overs and the 1 partial over.

### **Tie Breaker Rule**

- If 2 teams are tied with points after the league round, then the team that won in the league round will advance to the finals.
- If all 3 teams are tied with points then the 2 teams with higher Net Run Rate will advance.
- If Net run rate is tied among 2 teams only, then the team that won in the league round will advance to the finals. If the Net Run Rate is tied among all 3 teams then chits will be pulled.

### **Field Dimensions**

- Pitch - 48 feet.
- Boundary - 110 feet from pitch center.
- Inner Circle – 75 feet from pitch center.
- If a team for any reason has less than 11 players, then a similar caliber player can play as the 11th player
- In any other situation besides this umpire decision will be final.
- No Runners will be allowed.
- Every player must wear full pants

## **DCCPL 2019 Senior Kids Cricket Rules:**

Each team will play the other 3 teams. At the end, the 2 teams with most points will advance into finals.

### **League games**

1. -> 16 overs game.
2. -> A bowler can bowl max of 4 overs.
3. -> Every player should get at least 2 games in the league round.
4. -> No Mandatory Subs. If the team requires they can sub but the player from the top 11 cannot be on the bench for more than 5 overs.
5. -> Power play (maximum of 2 players can be outside the 75 yard circle)- 3 plus 2 overs. First 3 overs compulsory. The second power play of 2 overs can be taken anytime between 4th over and 11th over. 10th and 11th over will be mandatory. Only 1 bowler can bowl 2 overs of power play.
6. -> Leg side maximum 5 players. 4 players outside the circle when no power over and at most only 3 of those can be on the leg side.
7. -> All other rules will be like the adult league games.
8. -> 1 Water break, at the end of 8th over.

### **Finals**

1. -> 20 overs game.
2. -> 5 overs max per bowler.
3. -> No Mandatory Subs. If the team requires they can sub but the player from the top 11 cannot be on the bench for more than 8 overs.
4. -> Power play (maximum of 2 players can be outside the 75 yard circle)- 3 plus 3 overs. First 3 overs compulsory. The second power play of 3 overs can be taken anytime between 4th over and 13th over. 13th, 14th and 15th over will be mandatory. Only 2 bowlers can bowl 2 overs of power play.
5. -> All other rules will be like the adult league games.
6. -> 2 Water breaks, at the end of 8 & 15 overs.

### **Retired Hurt / Retired Out**

- A Batsman can only be Retired due to an On Field Injury. Such a batsman can resume his innings at the fall of any wicket.
- A Batsman can get Retired Out (Tired, Team strategy) etc., Such a batsman cannot come back.
- A Team can Retire OUT 1 batsman only in their innings.

### **Tie Breaker Rule**

- If 2 teams are tied with points after the league round, then the team that won in the league round will advance to the finals.
- If 3 or more teams are tied with points then the 2 teams with higher Net Run Rate will advance.
- If Net run rate is tied among 2 teams only, then the team that won in the league round will advance to the finals. If the Net Run Rate is tied among 3 or more teams then chits will be pulled.

Only the players allowed on the field except for water breaks.