

**ISHRAE CRICKET LEAGUE
DCI CUP**

RULES AND REGULATIONS

2 League Matches for Every Team

2 top teams play the finals on 12th Nov

3rd to 6th rank team play plate and shield matches on 6th Nov

- Batting and keeping pads are not allowed in the tournament. However, batting gloves can be used.
- Cricket Tennis Ball will be used
- Byes and over throws are applicable in this tournament. But LBW is not applicable so no leg byes.
- No ball and Wide will be penalized according to cricket rules. One run and an extra ball will be awarded for a no ball and a wide ball. Every no ball will be awarded with a free hit.
- Umpires reserve every right to declare a no ball with or without warning" if any bowler delivers under arm or throw ball.
- If the ball bounces twice before reaching the batsman it will be called a NO ball. No Free hit
- After the 3 Power play, a minimum of 4 fielders should be inside the fielding circle.
- Only 5 fielders can field on the leg side at any point of time (bowler & keeper are not considered as a fielders
- New player being added to roster should be notified in advance (day prior)
- Teams should report 30 minutes before the start of the play.
- At least 7 players must be present at the time of the toss and during the game
- If any team fails to reach in scheduled time, the toss will go in favor of the opposite
- Organizing committee will reserve full authority to intervene in such case off field and umpires will have full authority to intervene on field.
- Each captain should nominate his playing XI before the toss.
- No player can be changed after the nomination without the consent of the opposing captain.
- A new (Hard tennis ball) ball will be provided for each innings with no burn or shave. In case of loss or damaged ball, umpire will replace the old ball with a new one/replacement ball (similar over used)
- Umpires decisions will be final throughout the tournament.
- No bowler can bowl immediately after coming of the field after substitution. He will be able to bowl only after taking the field for next two overs
- Substitute runners are allowed, upon discretion of opponent captain
- One player one team

Super Over:

In case of Tie in league stages, Each team will have to bowl one over called 'Super Over'. Only 3 batsmen will be allowed to bat the entire Super Over and 2 batsmen have to be given out In case, scores are tied at the end of the Super Overs. The team who scored maximum boundaries will be adjudged the winner.

In case, both teams are equal at the end of six balls, they will carry on until one team misses the stumps, and the team hitting the stumps will be the winner. Every bowler will bowl only ball in Death Over.

Overs & Bowling limit

10 Overs per innings league Stages (2 overs maximum a bowler can bowl)

12 Overs per inning final matches (3 overs maximum by 2 players and 2 by other 3)

Minimum 5 bowlers need to bowl.

Point System

Winner 4 points Losers 2 points

Team with highest points and NRR will be in the number 1 spot after league stages and teams with lower points will be ranked accordingly.

