
Detroit Cricket League – Rules and Bylaws

1.1 Season Schedule

- 1.1.1 The start and end dates for the various rounds and playoffs are made known via the schedule distributed prior to the season.
- 1.1.2 The schedule specifies mandatory umpiring requirements.
- 1.1.3 The schedule also specifies the 'minimum games' rule (the number of games a player must participate in order to be eligible for subsequent rounds, including the playoffs).
- 1.1.4 Requests for rescheduling games will not be entertained by DCL.
- 1.1.5 The only exception to the above rule will be made when DCL deems it necessary to reschedule a game, as in "acts of God".
- 1.1.6 An alternate play day – “Rain Day” will be used as a reserve game day for all non-playoff stages at the discretion of the DCL committee. If the captains of the two teams agree to play on an alternate day, the game can be rescheduled.
- 1.1.7 All playoff games will have a mandatory "Rain Day" as specified in the schedule.
- 1.1.8 All non-playoff games will have an optional "Rain Day" as specified in the schedule.
- 1.1.9 Any schedule related changes (including venues) must be approved by the committee.
- 1.1.10 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.

1.2 Team Registration

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

1.3 Team Roster

- 1.3.1 Teams are allowed to play with an open unlimited roster.
- 1.3.2 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.
- 1.3.3 If above rule 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 rule. The player cannot represent any other team, including the first one. If he does, then that team is deemed as violating the multiple representation rule.
- 1.3.4 A team violating the multiple representation rule more than once will not be allowed to take any further part in the remainder of the season (including the playoffs).
- 1.3.5 Teams yet to play the violating team will be deemed to have 'won' the match and will be awarded the full game points.
- 1.3.6 Violation discovery
 - 1.3.6.1 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.
 - 1.3.6.2 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, and award the game and corresponding points to the opposing team.
 - 1.3.6.3 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.

1.4 Substitute players

- 1.4.1 In case a playing member of a team becomes "unfit to play" during the progress of the game, the team can use a substitute to replace the "injured" player during fielding, subject to consent of the opposition captain.

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- 1.4.2 Once such consent is given, it would be applicable for the remaining part of the game although the substitute fielder can not bat, bowl or keep the wickets at any stage of the game. In case a team is found to violate the rules concerning substitute fielders the consent may be revoked.
- 1.4.3 Umpires and opposition captain reserve the right to disallow substitute fielders for late arriving playing members of the fielding side.

1.5 Rules and regulations

- 1.5.1 DCL committee members are responsible to formulate all rules concerning specific circumstances and/or issues
- 1.5.2 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.
- 1.5.3 Any changes made to the rules during the season will be communicated to all participating clubs.

1.6 Approved equipment

- 1.6.1 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 WILSON A1217 Level 1 T-Ball.
- 1.6.2 DCL will provide teams with approved T balls which must be used during official games.
- 1.6.3 Any club found not using the above specified ball will forfeit that game.

1.7 Terminology

- 1.7.1 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.

2 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.

2.1 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.

2.2 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.

2.3 Misconduct Warning

2.3.1 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.

2.3.2 Remember consumption of alcohol or urinating where prohibited during a game will be dealt severely. Any player found guilty of such an offense will be suspended from the league indefinitely.

2.4 Fair and Unfair play

- 2.4.1 The neutral umpire(s) is/are the sole judge(s) of fair and unfair play.

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- 2.4.2 The umpire(s) may intervene at any time and it is the responsibility of the captain(s) to take action where required.
- 2.4.3 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.

2.5 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.

2.6 Clothing

- 2.6.1 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. Please be mindful of the fact that the ball is white in color.

2.7 Respect

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

2.8 Disputes regarding Boundaries and Boundary Catches

- 2.8.1 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 batsman.

2.9 Against the Spirit of the Game

- 2.9.1 To dispute an umpire's decision by word, action or gesture.
- 2.9.2 To direct abusive language towards an opponent or umpire.
- 2.9.3 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).
- 2.9.4 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 either verbally or by harassment with persist

3 Tournament format and rules of play

3.1 Game Format

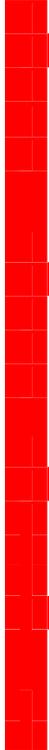
- 3.1.1 All matches will consist of one inning per side.
- 3.1.2 Each innings will be of 25 overs duration.
- 3.1.3 A bowler will be allowed to bowl no more than 5 overs. In case the total number of overs gets reduced due to late start or rain, the maximum limit per bowler shall be determined by dividing 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.
- 3.1.4 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.
- 3.1.5 Minimum overs requirement MUST be satisfied for any game to be considered completed with result.

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- 3.1.6 A batting team can exercise power play for a block of five consecutive overs. During the power play the fielding side will field with only 9 players. The fielding side can choose to change the fielders going out as many times as they want. 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 a 17 over aside game, the power play is 4 overs (3.4 rounded off to end of over is 4.0).

3.2 Start Time and Duration

- a) Both clubs must arrive at the ground by 8:45 AM. Both the teams are responsible for setting up the field and boundary markers.
- b) At 9:00 AM, the toss shall be conducted. 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.
- c) 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'.
- d) After the toss is over, if a team is still not 'ready to play' at 9:15 AM, the team shall lose an over for every 5-minute delay. If a team is not 'ready to play' by 9:30 AM, (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.
- e) A team with "missing players" has a choice to start playing with an "incomplete" team until 9:30 AM to avoid the penalty.
- f) If both teams are not 'ready to play' at the scheduled time of 9:30 AM, the overs will be reduced in order to make up for the time.
- h) If both teams are not 'ready to play' by 9:45 AM, then the match will be counted as a loss for both teams, and no points will be awarded.
- i) In case of a delayed start, the umpire 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 started.
- j) All games held during before June and after August may start 30 minutes later than usual. All times must be adjusted accordingly.

8:45 AM		<ul style="list-style-type: none">* Both teams and umpires arrive* Umpires/teams determine the pitch area* Both teams set up boundary flags* Both teams are expected to show up even on a rain-affected day
9:00 AM		<ul style="list-style-type: none">* Both teams submit list of playing 11 to the Umpire.* Toss is conducted @ 9:00am.* At least 7 players from both sides must be present* A team not having 7 players - automatically loses the toss
9:15 AM		<ul style="list-style-type: none">* First ball bowled (Grace Period of 5 minutes)
9:30 AM		<ul style="list-style-type: none">* Play should commence no later than 9:30am* If ANY team does not have 7 players present - they will have to start the game or get penalized for 1 over while batting for delay of every 5 minute Block (e.g. 6 minutes = 1 oves. 10 minutes = 1 over. 11 minutes = 2 overs)

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9:45 AM		<ul style="list-style-type: none">* On Rain affected days, Grounds must be set up by this time* Decision on ground conditions for fair play MUST be made by Umpires
9:45 AM		<ul style="list-style-type: none">* Any team not having at least 7 players or a team which does not show up forfeits the game* If both teams do not show up or do not have at least 7 players - NO Points will be awarded. Game will be classified as NO RESULT.
10:15 AM		<ul style="list-style-type: none">* Cut-off time for delayed start - Alternate day can be used for Saturday games* Umpires can make the call for 18 overs max. per inning Game, If play is possible

3.3 Completion of Overs and Slow Over Rate

Under normal circumstances, timely start (9:00 -9:15am) and without rain delays and interruptions, all teams must bowl their allotted overs in the scheduled time as follows:

- Team bowling first must finish the allotted overs no later than 11:15 am. The last over **MUST** be in progress at the mentioned time to avoid any penalty.
- Umpires may make first announcement at 10:15am 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.
- Team bowling first will lose one over for their batting turn for every 5-minute (BLOCK) delay. For example: 6 minutes of delay will cost the team batting second, 1 over and 11 minutes of delay will cost the team batting second, 2 overs.
- 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.
- The second innings must start by 11:30am.
- Team bowling second failing to complete their allotted overs by 1:30pm will be penalized \$20.00 per lost over.
- 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.
- 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 1:45 pm to have a valid result of the game.
- 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.
- Umpire's decision is final.
- The above times will be adjusted accordingly in case of a delayed start due to any reason.

3.4 Minimum Overs Requirement

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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.

- a) 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 start, 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.
- b) Under no conditions the number of overs shall be reduced to less than 18 per innings.
- c) 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.
- d) 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).
- e) 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 for regular season games. In the regular season, in case of rain, both teams need to agree to play on Sunday – otherwise, the default will be sharing of points.
- f) If minimum overs requirement cannot be satisfied on an alternate day, the game will be deemed NO RESULT and points will be shared. For semi-finals and finals game, there would be two alternate days scheduled.

3.5 Cancellations & Bad Weather

- a) If affected by bad weather, no game may start later than 10:15 a.m. 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.
- b) In case of inclement weather the assigned officiating umpire will make the decision regarding the game.
- c) 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".
- d) If the team captains disagree with the umpire's decision, they may lodge a complaint with DCL, and play under protest. The score sheet has to reflect that they are playing under protest.
- e) 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.

3.6 Rain Affected Games

In the event of rain, if much time is lost, a game will have to 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 how this rule works.

(A) Rain before the start of the game:

- a) Captains of both teams should be at the ground by 9:00 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 (9:15 AM) the match will be awarded to the team present there.
- c) If both teams do not show up, the committee will hand out a penalty which it deems fit for the situation.
- d) Umpires will decide the starting time of the game based on the playing conditions.
- e) However play cannot be started after 10:15 AM. In that case play can be postponed to the reserve day by mutual agreement.
- f) The teams will play a reduced over 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 the following day.
- h) On a Reserve day, the match has to be replayed - including a fresh toss.

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- i) Venue of the match is not guaranteed.
 - j) Play can extend beyond 2:00 PM
 - k) If both teams agree to a rescheduled game on Sunday, the team designated to umpire is required to fulfill its responsibility – all penalties will still apply for the umpiring team if they do not show up on the alternate day.
- (B) 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:
 - b) Number of minutes delayed
 - c) Whether team batting first can complete the minimum of 18 overs
 - d) Whether Team batting second can play for $X / 2$ overs which is described in the following section.
 - e) Whether the play area is in playable condition.
 - f) He will reduce 1 over for every 5 minutes of delay.
 - g) If the umpire feels that the game cannot be continued, he can call off the game. The result of the game will be determined by the formula specified below. However if the minimum conditions are not met, a NO RESULT will be declared unless BOTH teams agree to play on reserve day.
- (C) Result of a rain affected game that cannot be completed:
The team batting second MUST meet the minimum overs requirement for a valid game result. Chasing team needs X Runs for victory.
 $X = \text{Number of balls faced} * \text{opponents runs per ball average} + \text{number of wickets lost} * 8 + 1$
This is not to exceed the number of runs scored by the team batting first.
The last component (+1) of the formula is for the win – each wicket is assumed to be worth 8 runs (making no allowance for the fact that a higher order wicket is worth more than a lower order one).
Rules for dealing with fractions:
1. Truncate rules: to 3 decimal digits (retain only 3 decimal digits).
 2. Rounding up rules: round up if fraction is greater than or equal to 0.5, else round down.
- For evaluating runs per ball average, use rule 1.
For evaluating (Number of balls faced * opponents runs per ball average), truncate first (per rule 1) and round next (per rule 2).
3. If the total number of overs is curtailed, then team batting first would have an elevated average since they knew about the fewer overs before they started.
 4. If the curtailment happens after team batting first has batted for a few overs, then they are at a disadvantage.
 5. If the curtailment happens during the chase, the above formula sets an equitable target.
- (D) Rain on the reserved day:
Rules A, B and C will apply. If a result is still not forthcoming, the points will be shared equally.

3.7 Umpiring

- a) If an umpire fails to show up for an assigned game (9:30 am CUT OFF time), then his team may be penalized 2 points per violation. The team will also be considered for disqualification from the league and cannot participate in any game for the rest of the season.
- b) The officiating umpire MUST show up for the game by 9:00am on the day of the game. IN case an umpire arrives later than 9:15am (time to conduct the toss), his team may be penalized 1 point.
- c) In the absence of an assigned umpire the teams have two options:
 - (i) Provide their own umpires, agreeable to the opposite captains, and play the game.
 - (ii) Call the game off and move to alternate day of play. If such an event occurs on an alternate day of play, and teams do not reach an agreement to play with their own umpires, a request to re-schedule the game MUST be filed to DCL before Noon, the following day. DCL will then try to make necessary logistics arrangements to schedule the game. Please note that due to logistics constraints, DCL will not entertain any special requests regarding the date and/or venue.
- d) The square-leg umpire shall be a playing member of the batting team (unless there are 2 neutral umpires from the designated umpiring team).

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- e) If the square-leg non-neutral umpire appears to have made a clear error in judgment, then the official DCL umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced.
- f) Team captains may lodge a complaint with DCL in case they are not satisfied with the standard of umpiring.
- g) No one is allowed on the field during 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.
- h) A 50.00 penalty will be assessed per violation [if an umpire fails to show up for a game].
- i) The umpires must collect the team declaration sheet from the two teams.
- j) The umpires must sign the score sheet at the end of the game.

3.8 Playing Surfaces & Markers

- a) No mats or concrete surfaces can be used for playing a game.
- b) 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 have to agree to play on the alternate day failing which points will be shared among teams. If a similar situation arises on an alternate day, during a non-playoff game, the points will be shared equally.
- c) The creases and boundaries shall be distinctly marked by the home team, if there is a designated home team. Otherwise, both teams share the responsibility.
- d) In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary can be used by mutual 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 "re-bounce" from natural element (like a tree, fence or a bench) will not be considered valid but batsman can still be "run out" for any obstructed shot.
- e) Players are not allowed to wear metal spikes.

3.9 Points Assignment

The following point system will apply:

Win 4 Tie/ No Result 2 Loss 0

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 extra-ordinary means [e.g. game awarded to a team based on a technicality], the bonus point is not awarded.

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:

Team A beat team B but lost to Team C

Team B lost to A but did not play Team 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)

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.

Example Scenarios:

Scenario 1:

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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: $(\text{Runs Scored}/\text{Balls Faced} - \text{Runs Scored Against}/\text{Balls Bowled})$

- 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.

3.10 Game Results

- a) The team scoring the greater number of runs in the allotted overs shall be declared the winner.
- b) If a game is cancelled 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 wildcard, quarterfinals, semifinals and the final.
- c) In case of a tied game, the points will be shared during the regular season.

3.11 Field Setup and Pitch Length

- a) The pitch length should be 22 yards Stumps to Stumps.

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- b) The pitch length should be verified by both captains and umpire 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 boundary cannot be setup, declared boundary can be used by mutual agreement of captains and must be approved by the Umpire. Umpire's decision will be final in case captains cannot reach an agreement.
- d) There is NO limitation on placement of fielders as long as they do not cause obstruction to the batsman.

3.12 Wide Ball

- 3.12.1 Wide markers should be set up before the start of the game and should be set up as follows: Off side wide marker should be placed at 24 inches (2 ft) from the off-stump. Leg side wide marker should be placed at 12 inches (1 ft) from the leg stump. The umpire will verify the setup.
- 3.12.2 Any ball over the marker is not considered a wide.
- 3.12.3 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.
- 3.12.4 All ICC rules for scoring, counting the number balls bowled in an over and getting out to a wide ball are valid.
- 3.12.5 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.

3.13 No-Ball Rule

- 3.13.1 The bowler's front leg should be inside the bowling box when the bowler releases the ball.
- 3.13.2 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 bowlers front leg cuts/touches the side crease, a no-ball can be called.
- 3.13.3 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.
- 3.13.4 All ICC rules for scoring, counting the number balls bowled in an over and getting out to a no-ball are valid.
- 3.13.5 The ball following the front-foot no-ball is deemed a 'free hit' ball. The fielding team can position their fielders in any manner. 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.

3.14 Bouncer & Full Pitch Balls

- 3.14.1 A bouncer over the shoulder and a ball that sails above the waist, bowled at a batsman in an upright position standing at his crease is considered a no-ball.
- 3.14.2 In both these cases the leg-umpire will make the call.
- 3.14.3 The determination should be made as the ball crosses the plane of the batting crease, irrespective of where the batter is at that time.
- 3.14.4 If the ball crosses the stumps without pitching on the ground it is considered a no-ball, irrespective of where the batter is at that time.
- 3.14.5 If the ball hits the stumps without pitching on the ground it is considered out, provided rule 3.14.1 is not violated.

3.15 LBW

Conditions for LBW

The conditions for a batsman to be given out LBW are:

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- 3.15.1 The ball must be legal - It must not be a no ball.
- 3.15.2 The ball must not pitch (bounce) outside the leg stump [on the leg side].
- 3.15.3 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 a 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.
- 3.15.4 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.
- 3.15.5 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.
- 3.15.6 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.
- 3.15.7 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.
- 3.15.8 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.

3.16 Recalling a batter

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

3.17 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.

3.18 Scores Cards & Umpire Reports

- a) Scorecards for all games must include the full batting, bowling, and fielding records, where possible.
- b) It is the sole responsibility of the captains to input the scores [designated website] no later than Monday midnight after the scheduled game. In case the game is moved to the "rain day" the deadline for submitting the scorecards is Tuesday 5:30pm, after the game. Umpires **MUST** sign a completed scorecard and ensure that both captains also sign it. A 25\$ fine will be imposed on a team for not submitting a score card by the published deadline.
- c) If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) **MUST** also appear on the score sheet.
- d) 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 input the scores.
- e) 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.
- f) Captains must fill-in the team declaration sheet and submit to the umpire before the toss. This information cannot be changed unless the rival captain agrees.

3.19 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.

- An official/ umpire 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.

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- A player has signed an individual waiver form or a group waiver form before stepping on to the field. The signed copy would be handed over to the umpire before the game.
- A team captain has signed a group waiver form along with all his players (including reserves) before stepping on to the ground. The signed form should be handed over to the umpire.
- The signed copies should be scanned and handed in person to the committee or emailed to mi.detroitcricketleague@gmail.com

Any player found guilty of participating in a game without a signed waiver form,

- Would be disqualified and suspended for the rest of the season.
- The team the player represents would be reprimanded and the team captain or contact would be suspended for the rest of the season.

3.20 Trophies

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

3.21 Protests & Complaints

- a) All protests and complaints must be properly signed and submitted to the committee no later than Monday following the game or Tuesday following the game on an alternate day. The complaints should be emailed to mi.detroitcricketleague@gmail.com
- b) No protests or complaints will be valid if a game is played without an approved DCL umpire.
- c) The decision of the committee will be final.
- d) No protests or complaints will be considered unless proper procedures are followed.

3.22 Special Requests

Any request to change a scheduled game or ground should be made to the committee at least 2 weeks ahead. The request should be made by sending an email to mi.detroitcricketleague@gmail.com.

3.23 Personal responsibility

- a) The league is run by a group of volunteers who accept no responsibility for any real or perceived injury or damage to any player or equipment.
- b) The participating teams and players are doing so at their own risk.