



DCCC Internal Match Rules & Guidelines

These guidelines are established to ensure all DCCC internal matches are conducted in a fair, organized, and enjoyable manner while maintaining the true spirit of cricket. All players, captains, and team members are expected to follow the rules outlined below.

■ **Impact Player Rule applies to all matches.**

■ Match Format

- Each innings will consist of 15 overs
- Powerplay will be limited to the first 5 overs
- A maximum of 3 bowlers may bowl up to 3 overs each
- Standard cricket rules will apply unless otherwise stated by DCCC organizers

■ Batting Rules

- The Top 3 batters are not permitted to bowl
- Batting order becomes flexible after the fall of 2 wickets
- If all players bowl, the opening batters must be the players who bowled the fewest overs
- Retire-out is not permitted during the Powerplay unless due to injury
- Teams with 7 or fewer players may allow the last batter to continue batting alone
- Players are expected to uphold fair play, sportsmanship, and respectful conduct throughout the match

■ Bowling & Fielding Rules

- Any suspected illegal bowling action may be reviewed by the umpires and captains
- Fielding teams must avoid unnecessary delays or time wasting
- Umpire decisions are final and must be respected at all times

■ Loaner Player Rules

- Loaner players cannot be selected from the Top 20 ranked players
- A loaner player must be given an opportunity to either bat or bowl during the match
- Loaner player rules will not apply during Quarter Finals, Semi Finals, Finals, and the last two league matches of any team
- The opposition Captain will not have any authority regarding the approval of loaner players
- A maximum of 2 loaner players may be used only to complete a playing XI
- If a team still does not have 11 players after using 2 loaners, fielders from the opposition team may be used strictly for fielding purposes only
- Opposition fielders used as substitutes will not be permitted to bat or bowl

■ Player Availability, Late Arrivals & Match Start Rules

- Matches will begin with the players available at toss time; teams will not wait for late arrivals
- Teams may take advantage of the opposition fielding fewer players
- If both teams have fewer than 7 players, the team with more players present at toss time will win the toss
- Delays exceeding 15 minutes will result in the opposing team receiving the toss by default
- Players arriving after the Powerplay (5 overs) must wait until the completion of the next 5 overs before becoming eligible to bat or bowl
- Late-arriving players may field immediately but cannot enter or switch positions during an active over
- Captains and Vice-Captains must notify the opposition when a late player joins the match
- Captains are responsible for managing and communicating all late-player situations
- Team selection and player confirmation in CricClub must be completed before match start

■ Match Points & Tie Rules

- Match points may only be shared if both captains mutually agree not to play
- Both teams must notify the Admin Team at least one day prior to the scheduled match
- Since grounds are pre-booked, timely communication with the Admin Team is mandatory
- Once scoring has commenced, the match must be played and points cannot be shared
- League match ties will result in points being shared equally
- Semi-Finals and Finals will be decided through a Super Over

■ Captain & Vice-Captain Responsibilities

- Assign scorers and umpires before the match
- Ensure fair participation and player rotation
- Maintain discipline, respect, and sportsmanship throughout the game
- Coordinate with opposition captains regarding late-arriving players
- Complete CricClub team management before match start
- Ensure smooth match operations and proper on-field conduct
- 1st offense (misconduct/chucking/mankading disputes) → Official warning
- 2nd offense → Batter declared out or player removed from bowling

■ Ground & Equipment Responsibilities

- Teams assigned for setup and wind-up duties must complete them responsibly
- The final match of the day is responsible for ground wind-up
- Match kits must be properly handed over to the next team
- Teams are responsible for maintaining cleanliness and disposing garbage properly
- Any damage to equipment or the ground must be reported immediately

Let's uphold the spirit of cricket through fairness, discipline, teamwork, and mutual respect throughout the season.