



SEASON



DOCTORS PREMIER LEAGUE 2026

**DOCTORS PREMIER LEAGUE TOURNAMENT** Rules & Regulations for Men's Cricket General Rules:

1. A player who has played in one team is not allowed to play in another team.
2. This tournament would be played with Green Tennis (Tennex) ball.
3. Each innings would start with a new ball.
  - a. In case a ball is being lost or broken before two overs of an innings, then new ball would be issued.
  - b. If lost after two overs of an innings, old ball [used] would be issued.
4. League matches would be of 8 overs & knockout matches (Quarters, SF and Final) would be of 10 overs.
5. Power Play:
  - a. First 2 overs are mandatory power play. Batting power play is not applicable.  
Only 3 players can field outside the 30 yard circle during power play over's.
  - b. During the non-power play overs minimum of 4 fielders should be present within the 30 yard circle, failure to do so during a delivery of a ball would be called as a No-ball by the umpire.
6. Innings/Match Duration:
  - a. League matches - Each innings must be completed in 35 minutes and innings break is 5 minutes. Total match duration is 75 Minutes
  - b. Knockout matches - Each innings must be completed in 40 minutes and innings break is 10 minutes. Total match duration is 90 minutes
7. Team composition and Reporting time:
  - a.** Once team has submitted the players list, It cannot be changed in any circumstances.
  - b.** Team should report 40 minutes prior to the scheduled match start time. Toss would be held 30 minutes before the start of the scheduled time. Failure to do so would yield a walkover to the opposition team.
8. In case of delay in start of the match due to late arrival of teams.
  - a. Delay upto 5 minutes, 1 over will be reduced per side
  - b. Delay upto 10 minutes, 2 overs will be reduced per side
9. Delay beyond 15 minutes, match will be awarded to the opposition team.
10. On-field umpire's decision would be the final one. In case of Any argument with the umpire, match will be awarded to opposite team.
11. It is captain's responsibility to uphold spirit of the game by his team.

12. Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.

13. If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.

14. If any team misbehaves or abuses the umpires inside the field or outside the field during the match, the team will be disqualified from the tournament.

15. For every win, a team would get 2 points and losing team won't get any points.

16. Walkover- 2 points to the team reporting for play and this match will not be taken for calculation of NRR.

17. In case of a tie in the league stages each team would get 1 point each.

18. In knockout matches if a tie happens Super over would be held.

#### Rules for super over

i. The team batting second in the match will bat first in the Super Over.

ii. 3 Batsmen from each team can bat and 1 bowler from each team will bowl

iii. Entire fielding unit is allowed to field

iv. In case super over is tied, below rules are applicable

Highest Number of 6's (main + super over)- 1st priority

Highest Number of 4's (main + super over) - 2nd priority Least

Number of wickets fallen (main + super over) - 3rd Priority

Above priority order only for main match will be followed.

And the team which has a better NRR would move to the knockout stage.

21. If a match is stopped due to rain, then match would be started where it was stopped.

22. Any requests for change of match timings will not be entertained.

23. In matters of doubt not covered by the tournament rules, the decision of the tournament will be taken by organizers.
24. Dead Ball [During the course of play]: The ball shall be considered dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
25. Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end

Batsman Rules:

1. LBW's are not applicable for this tournament. Batsman cannot be ruled out in any form for leg byes. But leg byes runs will be counted.
2. All "no-balls" (As per ICC rules: front foot, side-line, above the waist, Fielding restriction etc) result in a free hit in the next delivery, where field can be changed only if the batsman has crossed over or no ball is due to Field restriction.
3. A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match / tired during the match. The runner can be used only with the discussion of the umpires depending on the reason/cause and consent from the opposition captain.
4. Initial 11 only can bat during the match, irrespective of the substitutes we could take in the match.
5. All the other ICC cricket rules are applicable as it is.
6. Obstructing the field: If either batsman can be given out if he willfully attempts to obstruct or distract the fielding side by word or action. On-



field umpire's decision would be the final one.

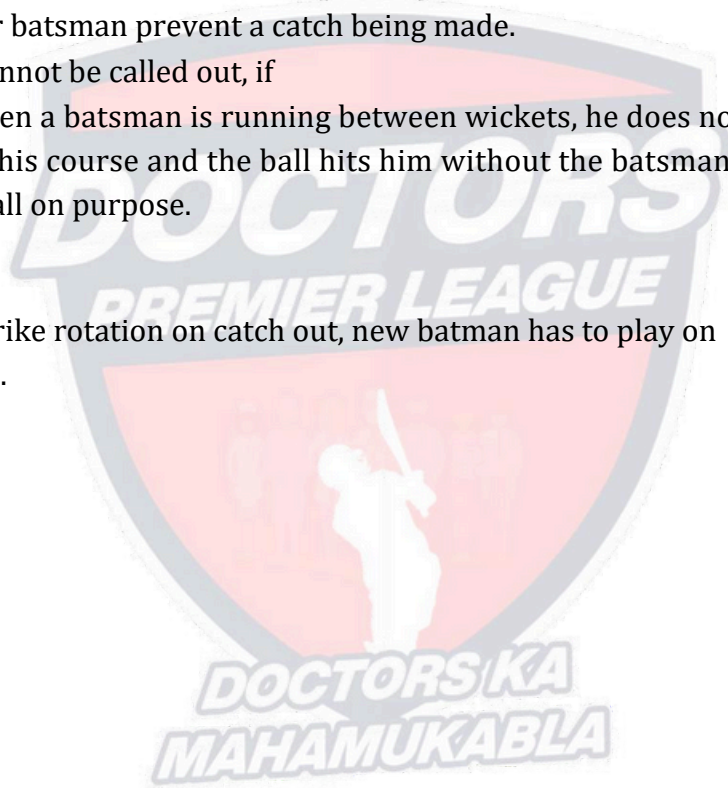
Batsman could be declared out,

- a. When a batsman thinks that he is going to be run out and he blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball.
- b. The striker is out should willful obstruction or distraction by either batsman prevent a catch being made.

Batsman cannot be called out, if

- a. When a batsman is running between wickets, he does not deviate from his course and the ball hits him without the batsman blocking the ball on purpose.

No strike rotation on catch out, new batsman has to play on strike.



### Bowling Rules:

1. Regulations are as follows: 8 Overs Match ->2-2-2-2 (Max over's by a bowler)
2. One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.
3. If the first bouncer is above head height and batsman gets out or scores runs, then it's considered as first bouncer and its considered as a legal delivery.

Also batsman would be declared out or scored runs would be counted respectively.

4. Free hit is allowed for all No balls (all foot no-balls, above waist no-balls, no balls due to fielding restriction or some other reason)
5. Foot no -ball can be called on following conditions
  - a. If the bowler bowls without some part of the front foot either grounded [first grounding point] or in the air behind the popping crease
  - b. If the bowler back foot touches or crosses the return crease.
6. No-ball could also be called,
  - a. If the bowler bowls more than one bouncer per over
  - b. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease
  - c. In case if a bowler chucks during his action of bowling.
  - d. If field restriction rules are not followed as per the guidelines
  - e. If the bowler starts the over/ changes the side of the wicket from which he bowls without telling the guard to the umpire.

7. Chucking is strictly not allowed and if batsman at strikers or non-
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and organizing committee to analyze the action and if they find a  
problem they could warn the bowler. If the bowler continues with the

same action umpires could call a no-ball.

8. Wicket keeper if wants to bowl, he could bowl but before that it's his/captain's responsibility to inform the umpire about the change of wicket keeper.

9. This needs to be ensured by fielding captain & in case missed out umpire could call the delivery as no-ball.

10. All the other ICC cricket rules are applicable as it is.

11. Length of the Pitch: Pitch length would be of 21 yards

12 Judging a Wide:

If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

#### Fielding Rules:

1. Maximum of 5 fielders are only allowed in on - side field at any stage of the game. [Including bowler if bowler bowls around the wicket]

2. If batsman during the course of backing up leaves the popping crease before the ball is delivered, he could be run out by bowler. Giving a warning is left to the fielding captain and bowler.

3. During the course of bowling action, fielders other than wicketkeeper are allowed to move only in forward direction but not on sideways.

Umpire can call it as No ball, if this rule is violated causing distraction.

4. During the course of bowling action, fielders including wicketkeeper are not allowed to make any noise which distract the batsman. Umpire can call it as No ball, If the fielders are making such noise.

5. The umpires shall have discretion to allow, for wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time

6. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the number of overs for which he was absent.

7. The above two restriction (5 & 6) shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the Match and consequently been forced to leave the field. Nor shall it apply if the player has Been absent for very exceptional and wholly acceptable reasons (other than injury or illness). This exception will be decided by on field umpires and organizing committee.

**TEAM WILL BE DISQUALIFIED IF ANY NON-MEDICO OR NON REGISTERED PLAYER FOUND.**

Only registered Doctors, Physiotherapist can play in the tournament.

