



# DCB Playing Conditions 2019

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The success of German cricket is largely dependent on the discipline, team spirit and punctuality of its members. The following playing conditions, in particular regulations relating to delays and absence, shall be strictly enforced and the umpires' decisions are final.

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## A. General Terms

### 1 Scope

- 1) The statutes, playing conditions (DCB Spielordnung, DCB-SPO) and disciplinary regulations (Strafordnung, DSC-SO) shall apply to all organised cricket in Germany and therefore to the Deutscher Cricket Bund (DCB), to all regional governing bodies and to all clubs and members of those clubs. They shall apply to all DCB matches in which the regional boards, DCB clubs, teams and their players, official and supervisor are participating, unless otherwise determined by the implementing regional board where it is permitted to do so. They shall also apply to officials and managers belonging to any Member Club of the DCB.
  - a) A club as referred to in these playing conditions is defined as any DCB Member Club in accordance with Section 4, paragraph 1 of the DCB Statutes with the exclusion of the regional boards and natural persons.
  - b) The persons referred to in these playing conditions are always female and male. Only the male form is used in this text for the purposes of simplicity. Unless otherwise explicitly mentioned, all conditions apply equally to women and girls, men and boys.
  - c) Officials as referred to in these playing conditions are persons appointed by the DCB or the regional boards to supervise and monitor matches, such as the umpires or tournament directors.
  - d) Managers as referred to in these playing conditions are all persons appointed to manage a team, such as coaches, team managers, scorers, physiotherapists, doctors or psychologists.
- 2) With the exception of any contrary regulations listed here, the applicable code of the "Laws of Cricket" as stipulated by the MCC shall apply. All regulations listed in these playing conditions are to be applied analogously to the Laws of Cricket and take precedence over all other regulations.
- 3) German cricket terminology from the official German version of the MCC Laws of Cricket shall apply in order to avoid any inconsistencies.

### 2. DCB Playing Conditions

- 1) The DCB playing conditions are divided into several sections and consist of the General Terms, the General Playing Regulations, the Special Playing Regulations, the DCB Disciplinary Regulations, the Final Provisions and Appendices.
- 2) The General Terms and Final Provisions may not be invalidated or changed by other provisions contained in these playing conditions, they form the framework of the playing conditions.

- 3) The Disciplinary Regulations shall apply to all previous sections.
- 4) The General Playing Regulations contain the rules of play for all championship matches, the Special Playing Regulations are intended to complement and supplement them for each specific championship, if necessary they may also supersede or invalidate them.

### 3. DCB Matches

- 1) DCB Matches include all championship games organised by the Deutscher Cricket Bund e.V. (German Cricket Board). The purpose of all championships is to determine a champion and award that team a German title in the sport of cricket. These are the only valid German titles in the sport of cricket and are awarded to the winners of the highest championship league. Additionally, lower-ranking championships may also be contested within the championship groups and the winners awarded the title of champion.
- 2) Championships are played between DCB clubs, associations or teams.
  - a) The club championships to be played are:
    - i) "Deutsche Cricketmeisterschaft (German Cricket Championship)", abbreviated to 'Deutsche Meisterschaft (German Championship)', the title of "Deutscher Cricketmeister (Germany Cricket Champion)" abbreviated to "DCM"
    - ii) "Deutsche Cricketmeisterschaft der Frauen (German Women's Cricket Championship)" abbreviated to "Deutsche Meisterschaft Frauen (German Women's Championship)", with the title of "Deutsche Cricketmeister der Frauen (German Women's Cricket Champion)", abbreviated to "DCM Frauen (DCM Women)"
    - iii) "DCB Vereinskup (DCB Club Cup)" abbreviated to "DCB-Pokal (DCB Cup)", with the title of "DCB Vereinskupalsieger (Club Cup Champion)"
  - b) The championships to be played between DCB teams are:
    - i) "DCB Super Series", with the title of "DCB Super Series Champion" abbreviated to "DSS"
    - ii) "DCB Women's Super Series" abbreviated to "DCB Women's Super Series", with the title of "DCB Women's Super Series Champion" abbreviated to "DSSD"
  - c) Championship names and group titles are regulated in the Special Match Regulations.

### 3) Championship Structures

- a) All championships consist of one or more leagues.
- b) The divisions specify the different licensing status of the teams in a clubs or associations according to specific licensing criteria. Teams of clubs and associations with the same licensing rank are grouped together in one division. Divisions can be subdivided into preliminary and final rounds. If no such subdivision exists then the group is contested as championship rounds.
- c) Preliminary rounds consist of one or more groups.

- d) Final rounds are contested after the preliminary rounds in order to conclude the division or championship as required.
- e) Groups may be divided into groups preliminary and group final rounds. Group final rounds are contested after group preliminary rounds, in order to conclude the group or championship, if necessary. If no such subdivision exists then the group is contested as group rounds.
- f) A league can be contested in all rounds described above, except in the final of the top division of the DCM and the DCB Cup.  
The purpose of a league is to determine the ranking of the participating teams. League points are awarded to the teams based on the results of the game. League points acquired by a team determine their league ranking. The league table shows the ranking of league points. The team at the top of the table wins the league. All teams play the same number of games in a league, any exceptions are determined by the playing regulations.
- g) Series may be played between DCB teams. A series consists of several games between two teams. The result of a series is decided by the number of games won or by the number of series points.

#### 4) Championship matches

- a) All matches played in a championship are referred to as championship matches.
- b) National games are final round matches of the highest divisions of the DCM, DCM Frauen, the DCB Pokal and the DSS.
- c) Knockout games are games to determine a winner between two equally strong opponents where a Draw or No Result are not possible.
- d) League games are games played in one league and which league points are awarded once the game is over, including a Draw or No Result.

#### 5) **Formats in DCB Matches**

There are two cricket formats for DCB matches, One-Day cricket and T20 cricket. Championship matches in these formats are concluded on one day, include one inning per team and should be contested over the same number of overs per inning. Championship matches in the one-day format will be fixed at 40 or 50 overs, whereby the top divisions competing for the DCM must play 50 overs per inning. Championship matches in the T20 format are fixed at 20 overs.

- 6) DCB Matches are primarily competitive cricket games, however, the Deutsche Cricket Bund e.V. also supports less competitive cricket games. In this way, all clubs and associations are also required to make commitments to cricket games not organised by the DCB.



## 7) Licensing

- a) Three sets of criteria are crucial for a team to be permitted to compete in DCB Matches: administrative, sporting and development criteria. These criteria must be met by the clubs registering teams within a determining period. The general administrative criteria include being in possession of a valid corporation exemption certificate (*Körperschaftsfreistellungsbescheid*) for the licensing season and correctly filling in and submitting the DCB Survey in the determining period.
- b) All other criteria shall be determined and published by the DCB Sportausschuss (DCB Sports Committee).

## 8) Marketing Rights

The marketing rights of DCB Matches are owned by the DCB, all clubs and associations must accept this and implement the associated provisions.

## 4. Responsibilities of Clubs

The DCB shall manage national games. All other championship matches are assigned to the respective competent regional associations. The DCB reserves in exceptional circumstances, to determine the League direction of the associations and if necessary to take over parts of or the entire management of the League. The jurisdiction of matches is regulated in the DCB Satzung (DCB Statutes).

## 5. General Communication

- 1) The DCB, the regional associations and the clubs are obligated to inform each other, in good time and in detail, about the circumstances of matches.
- 2) All clubs and associations are obligated to announce the provisional results of matches via the Internet platform CricHQ ([www.crichq.com](http://www.crichq.com)). Clubs and associations must register an account with CricHQ and use it to submit their licensed teams and enter all their registered players. Further information can be found in the General Playing Regulations and attached CricHQ Guidelines.
- 3) The final result of a championship must be formally submitted to the DCB which becomes valid once it has been officially announced by the DCB.



## 6. Player Availability

- 1) The clubs are obligated to make players available for
  - a) DCB international matches,
  - b) Training sessions run by the DCB and/or the Regional Boards,
  - c) Super Series Matches
  
- 2) If a club refuses to make a player available in accordance with paragraph 1, sentence 1, that player may not be forced by the club to play championship games for the team he or she is registered with on that day or, if the match is taking place on a Saturday or Sunday, at the weekend in question.

## B. General Playing Regulations

### 7. Playing year and Off-Season

The playing year is the calendar year, it includes the indoor and outdoor cricket seasons. The indoor cricket season lasts from 1 October until 31 March. The outdoor cricket season lasts from 1 April to 30 September. In addition, in accordance with the Special Playing Conditions, periods may also be set aside exclusively for championship matches to take place. Exceptions to sentences 2, 3 and 4 are any national and/or knockout games the DCB Sport Director permits.

### 8. Fixtures

#### 1) Team registration for DCB Championships

- a) Clubs must register their teams for all DCB Championships in the cricket season by 31 January of each year. This deadline may be extended to 28 February upon submission of an application extension with good reason. The extension application must be submitted no later than 31 January.
- b) The general registration deadline for informing the league management of dates during the season on which its team(s) is/are not able to play is 31 January. This regulation can only be invoked for two weekends per season per team. It does not apply to national games.

#### 2) Scheduling of championship matches

- a) Clubs must be prepared to hold championship matches on all public holidays, Saturdays and Sundays during the season.
- b) In addition, it should be possible to hold T20 championship games on a weekday evening. The day(s) of the week on which these games are held must be specified. In doing so, the organising regional board must announce any application of this provision at least one month before the team registration deadline for the respective championship. Scheduling championship games during the week must be reasonable for the participating teams (*only short distances, start times not too early or too late, taking into account the height of the sun at the particular time of year, etc.*).
- c) It is not necessary for the League Management to move matches in which one or several players of one or both clubs are participating in a National Team training camp or match.
- d) The home team is the team with usage rights of the pitch on that day. Where usage rights are not clear, the League Management shall determine the home team.

**3) Requests to change fixtures, rescheduling, alternative fixture dates and relocation**

- a) Once the fixture list has been published, only the League Management may make changes to it. Requests to change fixtures will always be rejected.
- b) Rescheduling games is not permitted.
- c) Alternative fixture dates are therefore not permitted and do not have to be included in the fixture list.
- d) If the home team's cricket ground is not available in accordance with Section 4, the game may be played on the same date and at the same time on another cricket ground in accordance with Section 5b. Such a change of ground must be arranged independently by the home team and communicated in good time to the opposing team and the League Management.

**4) Unavailability of a cricket ground**

- a) If a cricket ground is not likely to be available 24 hours prior to the scheduled start of the game, the home team must inform the opposing team, the umpires and the League Management immediately and cancel the game.
- b) A championship game may NOT be cancelled due to expected bad weather. The umpires shall make this decision on the day of the game.
- c) A ground may be considered unavailable due to either intentional or unintentional circumstances.
- d) If the circumstances are unintentional (no one's fault), the game is considered a 'No-Result'.
- e) Such an unintentional circumstance may only be asserted by submitting relevant evidence to the League Management, otherwise it will be considered a cancellation in accordance with Section 5 of the DCB-SO. If a club seeks to deceive or withhold information, they will be subject to penalties in accordance with the DCB-SO (Disciplinary Regulations).
- f) If the circumstances are intentional, the game shall be considered a 'Defeat' for the home team and it will be subject to penalties in accordance with Section 5 of the DCB-SO (Disciplinary Regulations).

**5) Alternative fixture dates**

- a) Alternative fixture dates shall be set for any knockout game. A game may not be rescheduled to an alternative date for planning reasons or lack of time.
- b) They should be scheduled on the same cricket ground. If the alternative fixture is to be played on a different cricket ground, this cricket ground must be
  - i) in the same region for championship games at regional level,
  - ii) in Germany for national games.

## **9. Registration and Eligibility of Players**

- 1) Only players that are registered with the DCB and have an official DCB Player Pass may play in championship games. Players must be members of the club that registers them. Proof must be provided on request. Fielding ineligible

players will result in their team's automatic defeat due to forfeit and the club shall be subject to further penalties according to the DCB-SPO (Disciplinary Regulations).

## **2) Registering Players and DCB Player Passes**

- a) Clubs must register their players with the DCB no later than the penultimate Friday in December for the indoor cricket season and no later than the penultimate Friday in March for the outdoor cricket season.
- b) All players must be registered, specifying their full name, date of birth, nationality and DCB Player Pass, if available. All non-German players must also specify the month and year they first registered in Germany.
- c) A DCB Player Pass will be issued for each player, where necessary, within 7 days of the deadline for registration. A DCB Player Pass is only valid if the correct year for the current season is indicated on it.
- d) If, for any reason, there is a delay in issuing player passes, the club or player must obtain written permission from the DCB for a person to be eligible to play. This confirmation must be presented to an umpire on request. This also applies to lost Player Passes for which a replacement has been requested but not yet issued.
- e) If the DCB is unable to issue written permission (e.g. due to holiday or illness), the regional League Manager may issue written permission.

## **3) Late Registration of Players**

Players registered after the start of the season are only eligible to play once they have received their DCB Player Pass. The issuing of DCB Player Passes depends on the time of registration, the DCB shall inform its members accordingly.

## **4) Players Changing Clubs**

- a) A player may only move to another club once during a season. Players who change their club within a region may not take part in any official games for 21 days after the date of registration with the new club. If a player moves to a new club in a different region, the waiting period contained in paragraph 3 shall apply, if a player changes club in accordance with paragraph 5a, the waiting period is 14 days.
- b) Playing contracts between clubs and players that exceed a period of more than one season are neither permitted nor recognised by the DCB. one season are neither permitted nor recognised by the DCB.
- c) Players may not change clubs between 30th June and 15<sup>th</sup> October in any calendar year.
- d) If a club or a department thereof changes its legal form, the team may remain in its original league under the following conditions:
  - i. The majority of management personnel remains unchanged
  - ii. 70% of players remain unchanged

The old club or the DCB-SPA must approve this change.

## 5) Playing Eligibility within Clubs

- a) Players may not play for two teams of the same club in the same league division in one season, unless they change clubs in accordance with Section 4.
- b) A player who has played 50% or more scheduled matches for the team in the higher league during one season may no longer play in a team from the same club in a lower league division of the same championship.
- c) Players from teams in a lower league division may play for the team in the higher league division.
- d) All players may represent their clubs in National Matches as long as they are registered with the DCB.
- e) Paragraph 5b shall not apply to youth players up to and including 19 years of age, participating in DCM or DCM Women championship games.

## 6) Doubt over a Player's Eligibility

- a) Players are required to carry their player passes as well as an official ID with photograph (identity card, passport, driving licence, etc.) with them at all games.
- b) If the opposing captain has reason to believe a player has not been registered, he or she has the right to ask the umpire to check the identity of the respective player. If the umpires are not able to determine with any certainty whether a player is registered or not, the game shall be played anyway. The opposition team then has until the following Tuesday at 10pm to raise an objection with the League Management.

## 7) Missing Player Passes

- a) Players may not play if they cannot produce a DCB Player Pass, exceptions are regulated in paragraph 2d.
- b) If a player loses his Player Pass, a replacement must be requested. A replacement Player Pass costs EUR 10.00 which must be transferred to the DCB.

## 10. Players, Substitutes and Runners

- 1) Law 1, paragraph 1, sentence 2 of the MCC-LOC shall not apply.
- 2) Substitutions are only allowed if a player is injured or becomes sick during the game and the umpires believe the replacement is justified. In accordance with the Laws of Cricket, substitute players may not bat, bowl or keep wicket.
- 3) Substitutions must be entered on the Game Report Form before the start of the game.

## 11. Umpires

### 1) Registering Umpires

Umpires shall be provided by the clubs. They must be registered by the participating clubs to the Regional Board prior to the start of the season. Umpires who are not members of a member club or participating member club are allowed, but they must be registered by a participating member club. An umpire may not be registered by more than two clubs.

### 2) Appointing Umpires

- a) The umpire co-ordinator of the implementing Regional Board shall select suitable neutral umpires for all games. Clubs may not refuse the appointment of an umpire before or on the day of the game. Each implementing Regional Board may set up its own umpire regulations as long as they do not contravene the provisions of these Playing Conditions, they are binding for all clubs participating in the championship.
- b) Only umpires qualified to DCB standards with as much experience as possible and sufficient knowledge of these Playing Conditions may be used for knockout games.

### 3) Remunerating Umpires

Each umpire shall receive a fee set by the umpire regulations for each game they stand in. This fee must be paid before the toss of the championship game.

### 4) Non-attendance and Lateness of Umpires

- a) If only one or no neutral umpires are available or attend a game, it must be played regardless. The respective batting team shall replace the missing umpire or umpires with appropriate players from their team or appropriate managers. If only one umpire is missing then the person put forward by the team shall only umpire the game from the position of square leg. If both captains agree then managers may represent an umpire for the entire duration of the game, in the case of youth matches, the managers shall decide.
- b) An umpire is considered to have not attended if he or she misses the first innings of the game. He/She will be punished in accordance with Section 6 of the DCB-SO (Disciplinary Regulations).
- c) If an umpire
  - i) does not attend and is ready for the game 30 minutes before its scheduled start then he or she is considered to be late. A late umpire may be refused remuneration.
  - ii) attends the game after its scheduled start, he or she shall receive no remuneration.

In both cases he or she must umpire the game without remuneration, otherwise he or she shall be punished in accordance with Section 6 of the DCB-SO (Disciplinary Regulations).

#### 5) Duties of the Umpires

Umpires are obligated to implement duties contained in the MCC Laws of Cricket. They are also obligated to enforce the DCB Playing Conditions for championship games and fulfill the duties described therein. Furthermore, they must observe the obligations of the respective umpire regulations. They are also obligated to properly fill in and sign a DCB umpire report sheet and send it to the League Management as a scanned email attachment no later than 10pm on the Tuesday after the day of the game.

## 12. Scorers and Scoring

- 1) Both teams are encouraged to appoint a capable scorer for the entire duration of the game, where possible. If a scorer is not appointed by one or both teams or one or both managers are not available for the entire duration of the game then the respective batting team shall replace the missing scorer(s) with suitable players in their team or a manager.
- 2) Scorers are expected to sit together while scoring.
- 3) Both team captains must produce two numbered team lists prior to the game. One shall be given to the umpires and one to the scorers.
- 4) Teams are required to record the score of the game properly and correctly in their own team score book or on a score sheet. A mobile device, which allows the game to be scored on the CricHQ system, may be used additionally.
- 5) The home team is expected to provide two chairs, a table and, if necessary, a sun/rain cover for the scorers. Each home team must provide a scoreboard for each home game showing at least the score, the number of wickets fallen, the number of overs bowled and the target score.

## 13. Match Ball

Official DCB match balls will be announced each season. These may differ depending on the respective championship. Only the respective ball is approved for each Championship. Games, in which non-approved match balls are used, shall be deemed invalid.



## 14. Match Duration

- 1) All games are to consist of one innings per team. Each inning shall consist of a certain number of overs. They must be completed within a certain time limit.
- 2)
  - a) Agreements by the captains to reduce the number overs to be bowled before the draw, or during the game are prohibited. Only the umpires are allowed to reduce the number of overs to be bowled in case of bad weather and in accordance with Section 18, paragraph 3 and 4 of the DCB-SPO.
  - b) The team batting second may not be given unused overs from the inning of the team batting first.
  - c) Championship games that do not meet these criteria are invalid.
- 3) In one-day cricket, the duration of each inning of a championship game shall be as follows:
  - a) for the DCM and DSS 50 overs in 3 hours 20 minutes
  - b) for the DSSD 40 overs in 3 hours 20 minutes
- 4) In T20 cricket, the duration of each inning of a championship game shall be as follows:
  - a) for the DCB Vereinspokal (Club Cup) and DSS 20 overs in 1 hour 20 minutes
  - c) for the DCMD 20 overs in 1 hours 20 minutes
  - d) for the DSSD 20 overs in 1 hours 15 minutes
  - e) for the U19SS 20 overs in 1 hour 20 minutes

## 15. Toss and Late Attendance

- 1) In accordance with Law 1 of the MCC Laws of Cricket, the captains must nominate their players before the game. They must enter the players' names (forename and surname) in the DCB Match Report Sheet before the start of the game and hand it to the umpires before the start of the game along with the Player Passes.
- 2) The toss shall take place in accordance with Law 12, paragraphs 4 and 5 of the MCC Law of Cricket.
- 3) The toss and the game may only take place if at least seven players per side are present.
- 4) A team that is not in a position to hold the toss 15 minutes before the scheduled start of the championship match, in accordance with paragraph 3, shall automatically forfeit the toss.
- 5) **League Games**
  - a) If the league match cannot begin at its scheduled start time (see paragraph 3), one league point shall be deducted from the team(s) causing the delay.
  - b) If at least nine players per side are not present 30 minutes after scheduled start of the game, then if the team(s) concerned win the game it/they shall only receive half the number of league points normally



attributed to a win. In case of a defeat or a draw, the normal number of league points shall be awarded with no deductions.

- c) A league match is only valid if at least nine players per side are present and ready to play no later than one hour after the scheduled start of the match. Otherwise, the umpire shall end the game and the team(s) concerned shall forfeit the league game.

## 6) Knockout Games

- a) If a knockout game cannot begin at its scheduled start time (see paragraph 3), the team(s) at fault shall be fined EUR 100.00.
  - b) If both teams do not each have at least nine players present and ready to play at the scheduled start of the game, if the arrival time of both teams does not differ significantly and the reason for their delayed arrival is the same, then the number of overs to be played may be reduced in accordance with Section 18, paragraph 3, so that the game can take place. This provision applies only to knockout games.
  - c) If only one team is present with nine players ready to play 30 minutes after the scheduled start of the game, then the opposing team shall forfeit the game.
- 7) The reasons for a delayed start to a game must be communicated to the League Management by the umpires responsible.
  - 8) If the side batting first does not have a full team and all its present batsmen are out before the remaining players arrive, the inning shall be deemed complete.

## 16. Terminating and Waiving an Inning

Law 14 of the MCC Laws of Cricket shall not apply.

## 17. Drinks Breaks

- 1) The lunch or tea break shall be held between the inning and have a duration of
  - a) 30 minutes in one-day cricket,
  - b) 15 minutes in T20 cricket.
- 2) Drinks breaks should last no longer than 5 minutes. They are part of the prescribed match duration. They shall take place on the field of play. The consumption of food, smoking tobacco and the use of mobile phones during a drinks break is strictly prohibited.
  - a) Only one drinks break is permitted per inning in one-day cricket. A second drinks break may be permitted at the discretion of the umpire.
  - b) No drinks breaks are permitted in T20 cricket.



## 18. Match Start; End of the Match

### 1) Match Start

The Regular and Scheduled Match Start

- a) is 11.00 am in one-day cricket, unless otherwise agreed by the League Management or
- b) determined by the League Management in T20 cricket.

### 2) Uninterrupted Matches

The umpires shall be the sole judges of the fitness of the ground, weather and light during the game, even if both team captains wish to start or continue playing in the prevailing conditions.

### 3) Interrupted first inning; no play possible

- a) If the first inning of the game is interrupted or delayed due to adverse weather conditions, one over is deducted from the total number of overs to be played in the game for every four completed minutes of time lost. If this results in an odd number of total overs, the figure is rounded down. (See examples in Appendix 1)
- b) If at the scheduled time of resumption of the interrupted first inning, it is determined that due to the revision of the number of overs the team batting second has fewer overs to play than the team batting first, then the first inning shall be concluded immediately. (See examples in Appendix 1)
- c) The total number of overs in a game, which has been reduced due to a delay or interruption, may never subsequently be increased.
- d) If no play has taken place three hours (in the case of a one-day game) or 80 minutes (in the case of a T20 game) after the scheduled start of the match, the fixture shall be abandoned (no play possible).

### 4) Interrupted second inning

- a) If there is any interruption in the second innings due to bad weather, one over shall be deducted from the total number of overs of the team batting second for every four minutes of play lost. The target score for the team batting second shall be calculated according to the pro rata run rate achieved by the team batting first. However, where the team batting first has been bowled out in less than its allotted number of overs (the duration of one innings or a reduced number due to bad weather) and in the event of the second innings being interrupted by bad weather, the overs to be deducted will be calculated taking into account those remaining from the first innings (see examples in Appendix 1).

- b) It might occur that an interruption to the second innings may result in the side batting second not having the opportunity to receive the same number of overs as the side batting first. If no further overs are possible, but the team batting second
  - i) has not batted for at least two fifths (in a one-day game) of the overs scheduled in accordance with Section 15, paragraph 2, or
  - ii) in T20 cricket for at least 5 overs
 a fictive score is calculated based on the run rate in the second innings at the point the match was interrupted (see examples in Appendix 1).
- c) The game shall be considered a no-result in accordance with paragraph 4b, if the team batting second
  - i) did not bat for at least 2/5 of their total overs in a one-day game, or
  - ii) in a T20 game for at least 5 overs.

## 5) Lost balls

If a ball should be lost, a replacement ball must be used after two minutes of searching. Each team is required to provide a selection of replacement balls.

## 6) Slow over rates

- a) If the team fielding first fails to bowl its allotted overs in the time allowed then play shall continue until the allotted overs have been bowled.
- b) If the team fielding second fails to bowl its allotted overs in the time allowed, the hours of play shall be extended until the full number of allotted overs has been bowled or a result achieved.
- c) Where the umpire considers the slow over rate to clearly be the fault of one of the sides, that side will be reported to the league management
  - i) In league games, the club involved shall be issued a formal warning. If a team is cautioned twice in the same season, it will be deducted one league point from their total league score.
  - ii) In the case of knock-out games, the club involved shall receive a fine of EUR 200.00.
- d) Neither team shall be penalised for time lost due to serious incidents, such as injuries, lost balls or other unforeseen events interrupting play.

## 19. Wicket Put Down

If the umpires agree not to use bails (in accordance with Law 8.5 of the MCC Laws of Cricket) the relevant umpire shall decide if the wicket has been put down.



- (a) After deciding to play without bails, the wicket is considered put down when the relevant umpire is convinced that the wicket was hit by the ball, the bat, the batsman's body, a part of his/her clothing or equipment.
- (b) If the spring-loaded or standard stumps are already broken or otherwise incomplete, the wicket is considered put down if one of the fielder holds the wicket in the air, providing he/she keeps the ball in contact with the wicket.

## 20. Results

- 1) A championship game may have the following results for the participating teams:
  - a) Win or
  - b) Loss or
  - c) Tie or
  - d) No result.
  
- 2) An outcome in accordance with paragraph 1a is awarded to the team that
  - a) wins according to Laws 21.2 and 21.3 of the MCC Laws of Cricket, if play is interrupted Section 18 paragraphs 3 and 4 of the DCB-SPO shall also apply, or
  - b) does not lose in accordance with paragraph 3b.
  
- 3) An outcome in accordance with paragraph 1b is awarded to the team that
  - a) does not win in accordance with paragraph 2 or or with paragraph 6, or
  - b) cancels, does not compete in or interrupts a scheduled fixture in accordance with Section 9, paragraphs 4e and g of the DCB-SPO and Section 5 of the DCB-SO.
  
- 4) An outcome in accordance with paragraph 1c shall be awarded pursuant to Law 21.5a of the MCC Laws of Cricket. In addition, Section 19, paragraphs 3 and 4 of the DCB-SPO shall also apply in the case of interrupted games.
  
- 5) An outcome in accordance with paragraph 1d shall occur
  - a) pursuant to Section 18, paragraph 3d (no play possible) or
  - b) pursuant to Section 18, paragraph 4c (insufficient number of overs played) or
  - c) Section 8, paragraph 4d.
  
- 6) In the case of knock-put games, an outcome in accordance with paragraph 1c is not possible. If, in such a game, the number of runs is equal after the scheduled duration of play, irrespective of the number of wickets that have fallen, the winner shall be determined as follows:
  - a) A Super Over shall be played in accordance with paragraph 7.
  - b) If no winner can be determined from the Super Over, a Bowl Out shall be held in accordance with paragraph 8.
  - c) If no winner can be determined after the Super Over and the Bowl Out, or paragraphs 6a and b cannot be implemented due to inclement weather or paragraph 1d occurs, the match shall be replayed on the scheduled alternative date. If there is no such alternative date or if, on the scheduled alternative date, again no result can be achieved, the game will be decided by a one-off coin toss.

## 7) Super Over

- a) The start of the Super Over shall be determined by the umpires. Under normal circumstances, it should start ten minutes after the end of regular playing time.
- b) Time not used during the regular playing period should be used for the Super Over.
- c) The fielding team in both innings of the Super Over will choose which end they wish to bowl from.
- d) Only nominated players in the main game may participate in the Super Over. The MCC Laws of Cricket regarding substitute players, including those for batsmen and bowlers, shall apply.
- e) Fielding restrictions enforced outside of Powerplays, where applicable in the particular championship, shall apply in both overs of the Super Over.
- f) The team batting second in the main game shall bat first in the Super Over.
- g) The ball used in the last innings of the main game shall also be used for both overs.
- h) When two batsmen are out during a Super Over innings, that innings is concluded.
- i) The team with the most runs scored wins the Super Over and is the winner of the knockout game.
- j) If, at the end of the Super Over, both teams have the same number of runs, irrespective of the number of wickets down, it is considered a tie and a Bowl Out then follows.

## 8) Bowl Out

- a) Five players from each side bowl one ball each from wicket to wicket (in accordance with Law 8 of the MCC Laws of Cricket). The distance between the wickets and line markings shall conform to Law 9 of the MCC Laws of Cricket.
- b) The teams shall toss a coin to determine which team bowls first, in accordance with Section 15 of the DCB-SPO.
- c) The first bowler of Team A (starting) then bowls a ball, then the first bowler of Team B, then the second bowler of Team A, and so on. The team that puts down the wickets most often after the five attempts wins the Bowl Out and the game.
- d) If both teams put down the wickets the same number of times, the same players bowl again, whereby the sequence of bowlers may differ from the first attempt. A comparison is then made of each pair of bowlers. As soon as one of two bowlers breaks the wicket and the opposing bowler does not, the team of the bowler breaking the wickets shall win the match. Should both bowlers fail to break the wickets, or both do, the next pair of bowlers in the series shall bowl until a decision is reached. If there is still no decision after the five pairs of bowlers have bowled, they will try again in the same order. The team that wins the head-to-head comparison, wins the Bowl Out and is the winner of the game.

## 21. League position

If two or more teams have the same number of league points, their league positions shall be decided in this order:

- a) according to Net Run Rate (to three decimal places)
- b) according to the results of the games between the teams
- c) according to the number of games won by the respective teams
- d) If no winner can be determined after this procedure, the competing teams shall draw lots.

## 22. Player Behaviour

The regulations and ideals of the game of cricket shall be strictly applied. Every incident of misconduct (for example, aggressive behaviour towards umpires or opponents, dissenting an umpires decision by word, deed or gestures, the use of abusive language on and off the playing field) shall be reported to the League Management by the umpires. The League Management will then apply any measures in accordance with the DCB-SPO, where necessary in cooperation with the DCB Sports Committee (DCB Sportausschuss).

## 23. Playing Wear

- 1) All players of the same team must wear coloured sportswear suitable for cricket. White clothing is no longer permitted. All players must wear the same sportswear. If other playing wear is required or allowed for championships, this shall be further stipulated in the Special Playing Conditions.
- 2) White pads are not permitted.
- 3) Umpires shall instruct players to leave the field if they are not dressed according to stipulations in these Playing Conditions.

## 24. Regulations for youth players

In accordance with MCC guidelines for youth cricket, the following guidelines must be adhered to if youth players participate in DCB matches:

- 1) Maximum number of overs in a spell: Players below
  - a) 19 years may only bowl seven (7) overs in a spell,
  - b) 17 years may only a bowl six (6) overs in a spell.
  - c) 15 years may only bowl six (6) overs in a spell.
- 2) All players under 19 years must wear a protective helmet when batting and keeping wicket.
- 3) No player under the age of 15 may be placed within a radius of 8 metres from the batsman.

- 4) Further guidelines are regulated by the Special Playing Conditions concerning youth matches.

## 25. Match Report Sheets

- 1) Match Report Sheets include the DCB Match Report Sheet, the DCB Umpire Assessment Form and the proper entry of match results on CricHQ. These must be submitted to the League Management by 10pm on the Tuesday after the game has taken place.
- 2) **DCB Match Report Sheet**
  - a) Each team shall bring a copy of the DCB Match Report Sheet on match day and fill it in as follows before the toss: in accordance with Section 15, paragraph 1 of the DCB SPO, each team must enter the names and details of everyone involved in the match according to the DCB Match Report Sheet.
  - b) Both Match Report Sheets must be completed in full before the start of the game. One of the sheets shall remain with the umpires and the other with the scorers for the duration of the match.
  - c) The winning team must submit the DCB Match Report Sheet to the League Management by email as a scanned attachment. In the event of the match ending in a tie or no result, the DCB Match Report Sheet must be submitted to the League Management by the home team. The Match Report Sheet is only valid if it is completed in full. Before the game begins, all players involved in the game, substitutes and the manager of both teams and the officials must be entered on the sheet. In addition, the game details on the DCB Match Report Sheet and the Match Result, consisting of runs, wickets and completed overs per inning, must also be entered. The document is only valid if it is signed by both captains and the umpires, if present.
- 3) The DCB Umpire Assessment Form must be sent to the League Management as a scanned PDF file via email by BOTH teams. The Form must be filled in completely. The League Management shall determine whether this is necessary for the respective championship.
- 4) Both teams must enter the match result on CricHQ. This includes recording the entire scorecard for both innings. Other regulations are determined by acceptable usage policies.

## 26. Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation of the Laws to prevent bowlers bowling balls that pass a long way from the batsman.

- a) The ball will be considered by the umpires as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke on the off side.
- b) Every ball passing the batsman on the leg side shall be considered a Wide Ball.
- c) A penalty of one run shall be awarded instantly on the call of Wide ball. This penalty is awarded in addition to any other runs scored. All runs completed by the batter or the Wide Ball itself that are not No Balls shall be scored, together with the penalty for the Wide, as Wide balls.

## 27. Dangerous Play (Bowling)

A bowler shall be limited to one fast short pitched delivery per over, defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

- a) The umpire at the bowler's end shall advise the bowler and the striking batsman when a fast short pitched delivery has been bowled.
- b) If a second fast short pitched delivery is bowled in the same over, the umpire shall call and signal No ball.
- c) Should there be any further instance by the same bowler in that innings, the umpire shall suspend the bowler immediately from bowling again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.



## B Appendix 1 - examples relating to Section 18

### Example relating to Section 18, paragraph 3a

**1) Example: One-day cricket**

- a) Where 40 minutes of the first innings are lost, 10 overs are deducted from the match total of 100 overs, leaving a revised match total of 90 overs. Each team would therefore have 45 overs each. The team batting second is always entitled to the revised total number of overs allowed to the team batting first, even if the latter have been bowled out for less.
- b) Where 30 minutes of the first innings are lost, 7 overs ( $7 \times 4 + 2 = 30$ ) are deducted from the match total of 100 overs leaving a revised match total of 93 overs. Rounding this down, each team would therefore have 46 overs each.

**2) Example: T20 Cricket**

- a) Where 16 minutes of the first innings are lost, 4 overs are deducted from the match total of 40 overs, leaving a revised match total of 36 overs. Each team would therefore have 18 overs each. The team batting second is always entitled to the revised total number of overs allowed to the team batting first, even if the latter have been bowled out for less.
- b) Where 20 minutes of the first innings are lost, 5 overs are deducted from the match total of 40 overs leaving a revised match total of 35 overs. Rounding this down, each team would therefore have 17 overs each.

### Example relating to Section 18, paragraph 3b

**1) Example: One-day cricket**

- a) The side batting first has played only 35 overs when bad weather stops play. When play can be resumed it is found that because of the delay the match total is now only 70 overs, i.e., 35 overs each. In this case, the first innings is automatically closed and the side batting second will only bat for 35 overs
- b) The side batting first has played only 36 overs when bad weather stops play. When play can be resumed it is found that because of the delay the match total is now only 70 overs, i.e., 35 overs each. In this case the first innings is automatically closed and the side batting second will receive only 34 overs (the target being revised based on run-rate, see Section 18).

**2) Example: T20 Cricket**

- a) The side batting first has played only 18 overs when bad weather stops play. When play can be resumed it is found that because of the delay the match total is now only 36 overs, i.e., 18 overs each.

In this case, the first innings is automatically closed and the side batting second will only bat for 18 overs

- b) The side batting first has played only 18 overs when bad weather stops play. When play can be resumed it is found that because of the delay the match total is now only 34 overs, i.e., 17 overs each. In this case the first innings is automatically closed and the side batting second will receive only 16 overs (the target being revised based on run-rate, see Section 18).

## Examples relating to Section 18, paragraph 4a

### 1) Example: One-day cricket

The team batting first scores 200 all out in their innings (the number of overs used is irrelevant). This is equivalent to a run rate of 4 runs per over in an innings of 50 overs. Should 10 overs be lost to bad weather, the team batting second would have to achieve a total of 161 to win the match.  $(40 \text{ [overs]} \times 4 \text{ [run rate]} + 1 \text{ [run]} = 161 \text{ [runs]})$

### 2) Example: T20 Cricket

The team batting first scores 100 all out in their innings (the number of overs used is irrelevant). This is equivalent to a run rate of 5 runs per over in an innings of 20 overs. Should 5 overs be lost to bad weather, the team batting second would have to achieve a total of 76 to win the match.  $(15 \text{ [overs]} \times 5 \text{ [run rate]} + 1 \text{ [run]} = 76 \text{ [runs]})$

## Examples relating to Section 18, paragraph 4b

### 1) Example: One-day cricket

The side batting first scores 200 runs in 50 overs (run rate of 4 runs per over). The side batting second scores 161 runs in 40 overs in an innings interrupted due to bad weather (4.02 runs per over). In this case, the team batting second wins the match. If the side batting second has a lower run rate, then the side batting first wins the match.

### 2) Example: T20 Cricket

The side batting first scores 100 runs in 20 overs (run rate of 5 runs per over). The side batting second scores 76 runs in 15 overs in an innings interrupted due to bad weather (5.07 runs per over). In this case, the team batting second wins the match. If the side batting second has a lower run rate, then the side batting first wins the match.

## C. Championships

### C.1 German Cricket Championship

#### Additional Playing Regulations

##### 1.C.1 Match Ball

Only DCB approved match balls may be used.

##### 2.C.1 Number of Overs Per Bowler

No bowler may bowl more than 10 overs in an inning. This shall not change for interrupted or delayed games, however, the numbers are reduced in accordance with the revised number of overs.

*(Example: In an interrupted match where the number of overs per inning is revised to 36, one bowler may not bowl more than 8 overs and 4 bowlers may not bowl more than 7 overs (8 x 1 and 7 x 4, or when the revised number of overs is 30, no bowler may bowl more than 6 overs.)*

##### 3.C.1 Fielding Restrictions

- 1) There may never be more than five fielders on the leg side at the instant of delivery.
- 2) In addition to fielding restrictions listed in paragraph 1, the following restrictions shall apply to certain periods during the match:
  - a) During the first 15 overs of an inning, the following fielding restrictions (Powerplay) shall apply.
  - b) Two semi-circles shall be drawn on the field of play to indicate the inner circle or restricted fielding area. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The resulting area should be marked either with solid white lines or "dots" placed at the distance of 5 yards (4,57 meters) apart. Each of these 'dots' is to be marked by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - c) During the Powerplay only two fielders shall be permitted outside this restricted fielding area at the instant of delivery.
  - d) Once the Powerplay is complete, no more than five fielders shall be permitted outside the restricted fielding area at the instant of delivery, as described in paragraph 2b.

- 3) In games where the number of overs is reduced in one or both innings, the Powerplay overs shall also be reduced according to the table below.

Duration of inning	Powerplay
20 – 21	6
22 – 24	7
25 - 28	8
29 – 31	9
32 – 34	10
35 – 38	11
39 – 41	12
42 – 44	13
45 – 48	14
49-50	15

- 4) If an innings is interrupted during a Powerplay over and the game is resumed with the total number of overs being reduced and the required number of Powerplay overs is complete, the remaining balls in the over are no longer part of the Powerplay.
- 5) If the above fielding restrictions are not adhered to then the square leg umpire shall signal “No Ball”.

## Matches

### 4.C.1 League Divisions

- 1) The DCM has three Divisions, they are called the Bundesliga (National Division), the Regionalliga (Regional Division) and the Verbandsliga (Club Division). The Bundesliga (National Division) is the highest Division, the Regionalliga (Regional Division) is the second highest and the Verbandsliga (Club Division) is the third highest.
- 2) The Boards are not obligated to implement a Verbandsliga (Club Division) but may introduce one at their discretion.
- 3) The licensing class for clubs is the same as the division. Clubs are represented in the divisions by their assigned teams.

### 5.C.1 Bundesliga (National Division)

- 1) The Bundesliga (National Division) is the highest division of the DCM. Where clubs meet licensing criteria and have been issued a license, they may participate with one team in that division.
- 2) The Bundesliga (National Division) is divided into preliminary and final rounds. The preliminary round is divided into groups, the membership of a group is determined by the regional origin of the club or membership of a Regional or State Board.

- 3) The groups are called and include the following federal states:
- a) Bundesliga-Nord: Schleswig-Holstein, Mecklenburg-Western Pomerania, Hamburg, Bremen and Lower Saxony
  - b) Bundesliga-Ost: Brandenburg, Berlin, Saxony, Thuringia and Saxony-Anhalt
  - c) Bundesliga-Südost: Bavaria
  - d) Bundesliga-Südwest: Baden-Wuerttemberg and Saarland
  - e) Bundesliga-Mitte: Hesse
  - f) Bundesliga-West: North Rhine-Westphalia, Rhineland-Palatinate
- 4) The names, short names, abbreviations and titles of the group championships are:
- a) Bundesliga-Nord: "Norddeutsche Cricketmeisterschaft", "Norddeutsche Meisterschaft", "NDCM" and „Norddeutscher Cricketmeister”,
  - b) Bundesliga-Ost: "Ostdeutsche Cricketmeisterschaft", "Ostdeutsche Meisterschaft", "ODCM" and "Ostdeutscher Cricketmeister",
  - c) Bundesliga-Südost: "Südostdeutsche Cricketmeisterschaft", "Südostdeutsche Meisterschaft", "SODCM" and "Südostdeutscher Cricketmeister",
  - d) Bundesliga-Südwest: "Südwestdeutsche Cricketmeisterschaft", "Südwestdeutsche Meisterschaft", "SWDCM" and "Südwestdeutscher Cricketmeister",
  - e) Bundesliga-Mitte: "Mitteldeutsche Cricketmeisterschaft", "Mitteldeutsche Meisterschaft", "MDCM" and "Mitteldeutscher Cricketmeister",
  - f) Bundesliga-West: "Westdeutsche Cricketmeisterschaft", "Westdeutsche Meisterschaft", "WDCM" and "Westdeutscher Cricketmeister"
- 5) All groups are played as a group round, therefore, each division is played without knockout games. The division must include a home and away round.
- 6) The team that leads the table after the last round of matches in the respective Bundesliga (National Division) qualifies for the DCM finals and the club is awarded the championship title in accordance with paragraph 4.
- 7) The DCM Finals consist of knockout games only and are structured as follows:
- a) Teams in the Bundesligen (National Divisions) from which the "Deutsche Cricketmeister" or the "Deutsche Vize-Cricketmeister" originated in the previous year automatically qualify for the semi-final.
  - b) Taking account of paragraph 7a, there are two quarter-finals,
    - i) two champions from the Bundesliga-Nord, Bundesliga-Ost and Bundesliga-West play in the Viertelfinale-Nord (Quarter-Final North),
    - ii) two champions from the Bundesliga-Mitte, Bundesliga-Südost und Bundesliga-Südwest play in the Viertelfinale-Süd (Quarter-Final South),
  - c) Then two semi-finals are played,

- i) the winner of the Viertelfinale-Nord (Quarter-Final North) will play the Halbfinale-Nord (Semi-Final North) against one team from the Bundesliga-Nord, Bundesliga-Ost or Bundesliga-West in accordance with paragraph 7a,
  - ii) the winner of the Viertelfinale-Süd (Quarter-Final South) will play the Halbfinale-Süd (Semi-Final South) against one team from the Bundesliga-Mitte, Bundesliga-Südost or Bundesliga-Südwest in accordance with paragraph 7a,
  - d) Then the Final of the DCM will be played between the winner of the Halbfinale-Nord (Semi-Final Nord) and the winner of the Halbfinale-Süd (Semi-Final South).
- 8) The team that wins the DCM Final, wins the Deutsche Cricketmeisterschaft and the club will be awarded the title of Deutsche Cricketmeister. The loser of the final will be awarded the title of Deutsche Vize-Cricketmeister.

### 6.C.1 Regionalliga (Regional Division)

- 1) The Regionalliga is one Division below the Bundesliga and one Division above the Verbandsliga. The winner of this Division in each group is crowned Regionalmeister (Regional Champion). Winners and losers of this Division are promoted or relegated into the other Divisions. Clubs may have several teams participating in this Division.
- 2) The Regionalliga is divided into several groups. They are played independently of each other and are linked to their region's respective Bundesliga group. The membership of a group is determined by the regional origin of the club or membership of a Regional or State Board.
- 3) The groups are called and include the following federal states:
  - a) Regionalliga-Nord (Regional Division North): Schleswig-Holstein, Mecklenburg-Western Pomerania, Hamburg, Bremen and Lower Saxony
  - b) Regionalliga-Ost (Regional Division East): Brandenburg, Berlin, Saxony, Thuringia and Saxony
  - c) Regionalliga-Bayern (Regional Division Bavaria): Bavaria
  - d) Regionalliga-BW (Regional Division BW): Baden-Württemberg
  - e) Regionalliga-Hessen: Hesse
  - f) Regionalliga-West (Regional Division West): North Rhine-Westphalia, Rhineland-Palatinate and Saarland
- 4) The names, short names, abbreviations and titles of the group championships are:
  - a) Regionalliga-Nord (Regional Division North): "Norddeutsche Regionalmeisterschaft im Cricket", "Norddeutsche Regionalmeisterschaft", "NDRM" and "Norddeutscher Regionalmeister im Cricket",
  - b) Regionalliga-Ost (Regional Division East): "Ostdeutsche Regionalmeisterschaft im Cricket", "Ostdeutsche Regionalmeisterschaft", "ODRM" and "Ostdeutscher Regionalmeister im Cricket",
  - c) Regionalliga-Bayern (Regional Division Bavaria): "Bayerische Cricketmeisterschaft", "Bayerische Meisterschaft", "BCM" and "Bayerischer Cricketmeister",
  - d) Regionalliga-BW (Regional Division BW): "Baden-Württembergische

Cricketmeisterschaft", "Baden-Württembergische Meisterschaft", "BWCM"  
and "Baden-Württembergischer Cricketmeister",



e) Regionalliga-Hessen: “Hessische Cricketmeisterschaft”, “Hessische Meisterschaft”, “HCM” and “Hessischer Cricketmeister”,

f) Regionalliga-West (Regional Division West): “Westdeutsche Regionalmeisterschaft im Cricket”, “Westdeutsche Regionalmeisterschaft”, “WDCM” and “Westdeutscher Regionalmeister im Cricket”.

- 5) The groups can have group preliminary and final rounds, but they should be played as group rounds where possible. Group preliminary and final rounds can be played in subgroups. All groups are to be played in a league format and not as knockout games. Further details are contained in paragraph 6.

### **7.C.1 Verbandsliga (Club Division)**

- 1) The Verbandsliga (Club Division) is the subordinate Division to the Regionalliga, it determines the Verbandsmeister (Club Champion) in various groups and determines promotion to the Regionalliga only. Clubs may have several teams participating in this Division.
- 2) The Verbandsliga is divided into several groups. They are played independently of each other and are linked to their region’s respective Regionalliga group. The membership of a group is determined by the regional origin of the club or membership of a State Board.
- 3) Verbandsligen are only played at State Board level and may only relate to a subregion of the State Board.
- 4) The regulations in Section 5.C.1, paragraphs 5-6 shall be applied analogously.

### **8.C.1 Number of Teams in the Bundesliga (National Division) and Regionalliga (Regional Division)**

- 1) The number of teams in a Bundesliga (National Division) is determined by the Regional or State Board.
- 2) The number of teams in the Bundesliga (National Division) should not be greater than that in the Regionalliga (Regional Division). (Example: With 16 teams in a region, no more than eight may play in the Bundesliga (National Division). With 17 teams in a region, also no more than eight may play in the Bundesliga (National Division))
- 3) There may be no fewer than five teams in the Bundesliga (National Division).
- 4) There may be no more than ten teams in the Bundesliga (National Division)



### 9.C.1 Promotion and Relegation

- 1) Clubs can be promoted and relegated among the Divisions within the DCM. Promotion and relegation are linked to the fulfilment of licensing criteria and always occur in the next season. If a club is not licensed for a particular Division, no team from that club may participate in that Division. In order for a club to remain in a particular Division, it must meet all the licensing criteria of that Division.
- 2) Teams can be promoted within a group to a higher Division of the DCM. Teams can also be relegated within a group to a lower Division.
- 3) If there is no higher or lower Division into which a club can be promoted or relegated, that club remains in the same Division.
- 4) The sporting criterion refers to the placing of a club team after the final match day of the Division. It is the task of the club to meet administrative and organizational criteria.
- 5) **Promotion and relegation relating to sporting criteria (Bundesliga/Regionalliga)**
  - a) Assuming a club has met the administrative and development criteria required to obtain a license for the Bundesliga or to remain in the Bundesliga, then the sporting licensing criterion determines whether a club may be promoted or relegated.
  - b) If a regional Bundesliga has up to six teams, a club or team from that club is relegated when its team finishes in last place after the final match day of the Bundesliga.
  - c) If a regional Bundesliga has between seven and ten teams, two clubs or teams from that club are relegated when the teams finish in the two lowest places after the final match day of the Bundesliga.
  - d) If a regional Bundesliga has up to six teams, a club or team from that club is promoted to the Bundesliga when its team finishes in first place after the final match day of the Regionalliga.
  - e) If a regional Bundesliga has between seven and ten teams, two clubs or teams from that club are promoted to the Bundesliga when the teams finish in the two highest places after the final match day of the Regionalliga.
  - f) If a relegated team comes from the same club as a promoted team and the sporting criterion for the club has been met for those Divisions, then the club may continue to play in both Divisions.

- g) The Regional or State Boards shall inform all clubs and the DCB of the mode of promotion and relegation in their regions before the end of March in writing.

**6) Promotion and relegation relating to sporting criteria (Regionalliga/Verbandsliga)**

- a) The mode of promotion and relegation between the Verbandsliga and Regionalliga shall be regulated individually by each Regional or State Board.
- b) The Regional or State Boards shall inform all clubs and the DCB of the mode of promotion and relegation in their regions before the end of March in writing.

**7) Promotion and relegation irrespective of the sporting criterion**

- a) If it is not possible for a club and its team to be promoted into the next highest Division, irrespective of the sporting criterion, then the next ranked club and its team is promoted instead, provided the club meets the licensing criteria. If this club does not meet the criteria either, the next placed club and its team are promoted, provided they meet the criteria, and so on.
- b) If a club meets the sporting criterion at the end of the league to stay in that Division, but not one or both of the other criteria, then the club is relegated into a lower Division in which it complies with the criteria. If this occurs, this team is relegated instead of the last-placed team, which remains in the Division. If several teams are forcibly relegated, the same number of teams from the lower Division will be promoted.

### **10.C.1 League Points**

The following league points are awarded based on the results of matches:

- a) Win - 8 points
- b) Loss - 0 points
- c) Tie - 4 points for both teams. The number of wickets fallen has no influence on the result
- d) No result - 4 points for both teams

### **11.C.1 Championship Seasons**

- 1) The DCM Championship season extends
  - a) from April to the end of July for the Bundesliga.
  - b) for the entire cricket season for the lower Divisions,
  - c) and for DCM National Matches from the second weekend in August to the second weekend in September. Precise dates will be announced by the DCB.
- 2) All championship games must be held in the scheduled period.

## C.2 DCB Vereinspokal (Club Cup)

### Additional Playing Regulations

#### 1.C.2 Match Ball

Only DCB approved match balls may be used.

#### 2.C.2 Number of Overs Per Bowler

No bowler may bowl more than 4 overs in an innings. This shall not change for interrupted or delayed games, however, the numbers are reduced in accordance with the revised number of overs.

*In an interrupted match where the number of overs per inning is revised to 11, one bowler may not bowl more than 3 overs and 4 bowlers may not bowl more than 2 overs (3 x 1 and 2 x 4, or when the revised number of overs is 10, no bowler may bowl more than 2 overs.)*

#### 3.C.2 No Ball and Free Hit

- 1) A No Ball shall result in a Free Hit for the striking batter.
- 2) When this ball is also invalid (any kind of wide or no ball), then the subsequent ball is also a Free Hit for the striking batsman.
- 3) In the case of a Free Hit, the batsman can only be given out according to the conditions of a no ball, even if the ball is considered wide.
- 4) Changes to fielding positions are not permitted for a Free Hit, except if the batsmen have changed ends.

#### 4.C.2 Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation of the Laws to prevent bowlers bowling balls that pass a long way from the batsman.

- a) The ball will be considered by the umpires as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke on the off side.
- b) Every ball passing the batsman on the leg side shall be considered a Wide Ball.
- c) A penalty of one run shall be awarded instantly on the call of Wide ball. This penalty is awarded in addition to any other runs scored. All runs completed by the batter or the Wide Ball itself that are not

No Balls shall be scored, together with the penalty for the Wide, as Wide balls.

### 5.C.2 Fielding Restrictions

- 1) There may never be more than five fielders on the leg side at the instant of delivery.
- 2) In addition to fielding restrictions listed in paragraph 1, the following restrictions shall apply to certain periods during the match:
  - a) During the first six overs of an inning, the following fielding restrictions (Powerplay) shall apply.
  - b) Two semi-circles shall be drawn on the field of play to indicate the inner circle or restricted fielding area. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The resulting area should be marked either with solid white lines or "dots" placed at the distance of 5 yards (4,57 meters) apart. Each of these 'dots' is to be marked by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - c) During the Powerplay only five fielders shall be permitted outside this restricted fielding area at the instant of delivery.
  - d) Once the Powerplay is complete, no more than five fielders shall be permitted outside the restricted fielding area at the instant of delivery, as described in paragraph 2b.
- 3) In games where the number of overs is reduced in one or both innings, the Powerplay overs shall also be reduced according to the table below.

Total overs in inning	Number of overs in which fielding restrictions apply in accordance with paragraphs 2a & c.
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 4) If an innings is interrupted during a Powerplay over and the game is resumed with the total number of overs being reduced and the required number of Powerplay overs is complete, the remaining balls in the over are no longer part of the Powerplay.
- 5) If the above fielding restrictions are not adhered to then the square leg umpire shall signal "No Ball".

## 6.C.2 Player Clothing

Player clothing must be coloured and suitable for playing cricket. All players in a team must wear the same colours.

## Matches

### 7.C.2 Divisions

- 1) The DCB-Pokal (DCB Cup) consists of one Division. Clubs can participate with teams in the Championship, as long as they comply with the general administrative criteria.
- 2) The DCB-Pokal is divided into preliminary and final rounds. The preliminary round is divided into groups, the membership of a group is determined by the regional origin of the club or membership of a Regional or State Board.
- 3) The titles of the groups are as follows and include the following federal states:
  - a) T20-Pokal Nord (T20 Cup North), "Norddeutscher Vereinspokalsieger" (North German Club Cup Champion): Schleswig-Holstein, Mecklenburg-Western Pomerania, Hamburg, Bremen and Lower Saxony
  - a) T20-Pokal Ost (T20 Cup), "Ostdeutscher Vereinspokalsieger" (East German Club Cup Champion): Brandenburg, Berlin, Saxony, Thuringia and Saxony
  - b) T20-Pokal Bayern (T20 Cup Bavaria), "Bayerischer Vereinspokalsieger" (Bavarian Club Cup Champion): Bavaria
  - c) T20-Pokal Baden-Württemberg (T20 Cup Baden-Württemberg), "Baden-Württembergischer Vereinspokalsieger" (Baden-Württemberg Club Cup Champion): Baden-Württemberg, Saarland
  - d) T20-Pokal Hessen (T20 Cup Hesse), "Hessischer Vereinspokalsieger" (Hesse Club Cup Champion), Hesse
  - e) T20-Pokal West (T20 Cup West), "Westdeutscher Vereinspokalsieger" (West German Club Cup Champions): North Rhine-Westphalia, Rhineland-Palatinate

### 8.C.2 Group Stage

- 1) The groups must consist of a group preliminary and final round. The group preliminary round may be played in subgroups. Group final rounds are played as knockout games.
- 2) The purpose of the groups is to determine a regional Cup Winner. It is not necessary to determine the ranking of all participating teams.
- 3) The Group final rounds must comprise of at least two semi-finals and a final.
- 4) For the Group preliminary round, the structure of the games shall be determined by the responsible League Management. It is important to ensure that all teams in the preliminary round are treated as equally as possible. Conceivable group structures include: a simple round-robin league; subgroups each consisting of a round-robin league; a league with home and away rounds or similar.

## 9.C.2 Final Rounds

- 1) The DCB-Pokal Finals consist of knockout games only and are structured as follows:
  - a) Teams from the DCB-Pokal groups that won or were runners-up in the previous year automatically qualify for the semi-final.
  - b) Taking account of paragraph 1a, there are two quarter-finals,
    - i) The Viertelfinale-Nord (Quarter-Final North) is contested by the two cup winners from the T20-Pokal Nord, the T20-Pokal Ost and the T20-Pokal West,
    - ii) The Quarter-Final South is contested between two winners from the T20-Pokal Hessen, the T20-Pokal Bayern and the T20-Pokal Baden-Württemberg.
  - c) Then two semi-finals are played,
    - i) The Semi-Final North is contested between the winner of the Quarter-Final North and a team from the T20-Pokal Nord, the T20-Pokal Ost or the T20-Pokal West in accordance with paragraph 1a,
    - ii) The Halbfinale-Süd (Semi-Final South) is contested between the winner of the Viertelfinale-Süd (Quarter-Final South) and one team from the T20-Pokal Hessen, the T20-Pokal Bayern or the T20-Pokal Baden-Württemberg in accordance with paragraph 1a.
  - d) Then the Final of the DCB-Pokal will be played between the winner of the Halbfinale-Nord (Semi-Final North) and the winner of the Halbfinale-Süd (Semi-Final South).
  
- 2) The team that wins the final of the DCB-Pokal (DCB Cup) wins the DCB Vereinspokal (DCB Club Cup) and the club is awarded the title of Deutscher Vereinspokalsieger (German Club Cup Champion). The loser of the knockout game earns the title of Deutscher Vize-Cricketmeister (German Club Cup Runner-Up).

## 10.C.2 League Points

In group preliminary rounds played as a league format, the following league points are awarded according to the results of the matches:

- e) Win - 8 points
- f) Loss - 0 points
- g) Tie - 4 points for both teams. The number of wickets fallen has no influence on the result
- h) No result - 4 points for both teams

## 11.C.2 Championship Seasons

- 1) The DCB Pokal Championship season extends
  - a) from the second weekend in May to the last weekend in August for the group stages,
  - b) from the first weekend in September to the last weekend in September, for National Matches.
  
- 2) All championship games must be held in the scheduled period.

## C.3 DCB Super Series

### Additional Playing Regulations

#### 1.C.3 Fixtures

- 1) The championship period is determined by the DCB Sportsausschuss and is binding once the fixture list has been published.
- 2) Each Regional or State Board shall enter one team.
- 3) The names of the teams will be determined by the DCB in close cooperation with the Regional Boards.

#### 2.C.3 Registering and Eligibility of Players

- 1) Regulations contained in Section 10 of the DCB-SPO shall be replaced by the following.
- 2) The following players are permitted to play:
  - a) Players registered in Germany for at least one year by 1 April of the playing year.
  - b) Players who play in the DCM.
- 3) Players must be members of a club from the DCB region they are representing. If a player is a member of several clubs in different regions, his membership of a particular region is determined by him participating in the DCM and/or DCB Pokal in one of those clubs.
- 4) Players are registered for the matches through their participation in a championship game. Once a player is registered, he can no longer change teams during the season.

#### 3.C.3 Players

Only men are allowed to participate in the DSS.

#### 4.C.3 Umpires

No manager from either participating team may act as an umpire in championship matches.

### 5.C.3 Playing Regulations

- 1) From 2018, all DCB Super Series matches will be subject to the regulations of the Duckworth-Lewis-Stern Method (DLS).
- 2) In case of a tie, the teams shall contest a Super Over. If the Super Over also ends in a tie, it shall be repeated until a winner is found. The team who batted last in the regular match shall bat first in the Super Over.
- 3) The fielding team shall be ready to bowl the last over of its innings before the permitted time has expired. If it is not, then it shall be penalised 6 runs per over left to be bowled. These runs are credited to the batting team total immediately.

If these penalty runs mean that the batting team has scored the required number of runs to win the match, the game shall end immediately. The result of the match shall be designated "Win on Penalty Runs".

Otherwise the remaining overs shall be bowled as quickly as possible.

- 4) All remaining regulations contained in the Playing Conditions for the DCB Vereinspokal (Section C.2 of these Playing Conditions for T20 matches) shall apply accordingly.

## Matches

### 6.C.3 Structure

- 1) The DSS has two divisions called the "DCB Super Series T20" and the "DCB Super Series 50 overs".
- 2) The fixtures and competition mode of the DCB Super Series shall be sent in writing to the Regional or State Boards by the end of February. This announcement is binding.

### 7.C.3 League Points

The following league points are awarded based on the results of matches:

- a) Win - 8 points
- b) Loss - 0 points
- c) Tie - 4 points for both teams. The number of wickets fallen has no influence on the result
- d) No result - 4 points for both teams



## **D.1 German Women's Cricket Championship**

### **Additional Playing Regulations**

#### **1.D.1 Fixtures**

- 1) Regulations contained in Section 9, paragraph 1b of the DCB SPO are replaced by the following. Participating clubs are permitted to postpone one of their scheduled match days to one of the reserve dates by applying to the League Management by 1 March of each season. The respective opponents may veto the postponement once, whereupon the club applying for the postponement must propose another reserve date. The opponents may not reject the second reserve date.
- 2) Regulations contained in Section 9, paragraphs 3a-c of the DCB SPO shall not apply. Regulations contained in Section 9, paragraphs 2b and c shall not apply.

#### **2.D.1 Registering and Eligibility of Players**

- 1) Regulations contained in Section 10 of the DCB SPO shall not apply, with the exception of paragraphs listed here, and shall be replaced by the following.
- 2) Players in a team must be members of that team's club.
- 3) Regulations contained in Section 10, paragraphs 2a-b, 4 and 6 of the DCB SPO shall apply.
- 4) Players are registered during the season through their participation in a championship game. Players not previously registered must be marked on the Match Report Sheet, in addition the information under Section 10, paragraph 2b must be submitted to the League Management immediately after the match.

#### **3.D.1 Players**

- 1) In principle, only female players may take part in the DCM Women, they are referred to as players.
- 2) In addition, each team may field one male youth player who has not yet reached his 14th birthday. The youth player may not have more than one year's playing experience, and may not have played at representative level (regional team). Proof of age must be presented on request to the opposing team.
- 3) Ideally games should be played with 11 players in each team. However, games may not be played with less than 7 players per team to achieve an official result. If one team has fewer than 11 players but at least 7 players then substitute players from the opposition team may play for the team with fewer players, to achieve a maximum of 11 players. This only applies if the opposition team has 12 or more players available and agrees for them to act as substitutes.
- 4) If a club registers two teams for the same league and group, it shall name 6 players who may only play for the first team. The named players should be the best players from the previous season.

All other players may switch between the two teams.

#### **4.D.1 Umpires**

In the case of knockout games, no manager from either team may act as an umpire.

### 5.D.1 Game Ball

The match ball used for women's cricket shall be determined by the DCB, it will conform to Law 5, paragraph 6 (i) of the MCC Laws of Cricket.

### 6.D.1 Number of Overs Per Bowler

No bowler may bowl more than 4 overs in an innings. This shall not change for interrupted or delayed games, however, the numbers are reduced in accordance with the revised number of overs.

*In an interrupted match where the number of overs per inning is revised to 11, one bowler may not bowl more than 3 overs and 4 bowlers may not bowl more than 2 overs (3 x 1 and 2 x 4, or when the revised number of overs is 10, no bowler may bowl more than 2 overs.)*

### 7.D.1 No Ball and Free Hit

- 1) A No Ball shall result in a Free Hit for the striking batter.
- 2) When this ball is also invalid (any kind of wide or no ball), then the subsequent ball is also a Free Hit for the striking batsman.
- 3) In the case of a Free Hit, the batsman can only be given out according to the conditions of a no ball, even if the ball is considered wide.
- 4) Changes to fielding positions are not permitted for a Free Hit, except if the batsmen have changed ends.

### 8.D.1 Wide Ball

- 1) In all championship matches, in case of a wide ball
  - a) 2 runs are scored and
  - b) the ball is not repeated.
- 2) Paragraph 1b shall not apply to the last over of an inning
- 3) All runs completed by the batter or the Wide Ball itself that are not No Balls shall be scored, together with the penalty for the Wide, as Wide Balls.

## Matches

### 9.D.1 Structure

- 1) The DCM Frauen has one division called the Women's Bundesliga.
- 2) The Women's National League is divided into preliminary and final rounds.
- 3) The preliminary round is divided into the following groups, which include the following regions:
  - a) Frauen-Bundesliga Nord (Women's Bundesliga North): Schleswig-Holstein, Mecklenburg-Western Pomerania, Hamburg, Lower Saxony, Brandenburg, Berlin, Saxony and Saxony-Anhalt
  - b) Frauen-Bundesliga Süd (Women's Bundesliga South): Bavaria, Baden-Wuerttemberg, Hesse, Thuringia

- c) Frauen-Bundesliga West (Women's National League West): Rhineland-Palatinate, Saarland North Rhine-Westphalia
  - d) Teams from neighbouring countries are assigned to the nearest Bundesliga.
- 4) The names, short names, abbreviations and titles of the group championships are:
- a) Frauen-Bundesliga Nord (Women's Bundesliga North): "Norddeutsche Cricketmeisterschaft der Frauen (Northern German Women's Cricket Championship)", "Norddeutsche Meisterschaft Frauen (Northern German Women's Championship)", "NDCM Frauen (NDCM Women)", "Norddeutscher Cricketmeister der Frauen (Northern German Women's Champions)"
  - b) Frauen-Bundesliga Süd (Women's Bundesliga South): "Süddeutsche Cricketmeisterschaft der Frauen (Southern German Women's Cricket Championship)", "Süddeutsche Meisterschaft Frauen (Southern German Women's Championship)", "SDCM Frauen (SDCM Women)", "Süddeutscher Cricketmeister der Frauen (Southern German Women's Cricket Champions)"
  - c) Frauen-Bundesliga West (Women's National League West): "Westdeutsche Cricketmeisterschaft der Damen (Western German Women's Cricket Championship)", "Westdeutsche Meisterschaft Damen (Western German Women's Championship)", "WDCM Damen (WDCM Women)", "Westdeutscher Cricketmeister der Damen (Western German Cricket Champions)"

### 10.D.1 Damen-Bundesliga (Women's National League)

- 1) The Damen-Bundesliga may be considered such, if at least three teams from the region participate in the league. Each team must play at least five league games in the season.
- 2) The team that leads the table after the last round of matches in the respective Damen-Bundesliga (National Women's League) qualifies for the DCM finals and is awarded the regional title according to Section 9 (4).
- 3) Teams from a region in which no National Women's League is held, that is where a region has less than three teams, may only participate in the finals of the National Women's League. These teams will be disadvantaged in their placings in the structure of the finals, where possible.
- 4) The DCM Finals consists of:
  - a) a round-robin competition between the winners of the three regional leagues
  - b) the winner and runners-up of this competition shall contest the final
- 5) The winner of the final is awarded the title, "Deutscher Cricketmeister der Damen (German Women's Cricket Champions)".

### 11.D.1 League Points

The following league points are awarded based on the results of matches. Match results in different formats are awarded the same number of league points:

- a) Win - 8 points
- b) Loss - 0 points
- c) Tie - 4 points for both teams. The number of wickets fallen has no influence on the result
- d) No result - 4 points for both teams

### 12.D.1 League Bonus Points

- 1) League bonus points are awarded for specific achievements relating to the result of matches. They are added to the total number of league points. There batting and fielding bonus points.
- 2) Batting bonus points
  - a) Bonus batting points shall be determined according to the run rate of the respective team.
    - i) a run rate of 5 runs/over or more – 1 point
    - ii) a run rate of 6 runs/over or more – 2 points
    - iii) a run rate of 7 runs/over or more – 3 points
  - b) The run rate of the first innings is calculated based on the total number of available overs, regulations contained in Section 19 of the DCB-SPO shall be observed for interrupted matches.
  - c) In the second inning, the run rate is calculated based on the number of overs batted. However, if the team batting second loses the match, their run rate is calculated based on the total number of overs that were available to them.
- 3) Fielding Bonus Points
  - a) Half of opposition wickets taken - 1 point
  - b) 4/5 of opposition wickets taken - 2 points
  - c) All opposition wickets taken - 3 points

### 13.D.1 Championship Season

- 1) The Championship Season for the DCM Damen is the entire cricket season. All championship games must be held in the scheduled period.
- 2) The last date for the preliminary round is determined each year by the League Management.

## D.2 DCB Women's Super Series

### Additional Playing Regulations

#### 1.D.2 Fixtures

- 1) Regulations contained in Section 9, paragraphs 1, 2a-c & 3a-c of the DCB SPO shall not apply. The Championship season is binding according to the fixture list.
- 2) Teams selected by the DCB are automatically registered for the internal championship.
- 3) The championship is played in the one-day format.

#### 2.D.2 Registering and Eligibility of Players

- 1) Regulations contained in Section 10 of the DCB-SPO shall be replaced by the following.
- 2) Players must be members of a club from the DCB region they are representing. If players are members of several clubs in different regions, membership is defined as participating in the same regional women's league as one of the clubs. Players who are members of a foreign club may be admitted by the League Management upon presentation of a written statement, and must be registered with the League Management 14 days before their first game.
- 3) Players are registered by their participation in a championship match. Once a player is registered, she can no longer change teams during the season.

#### 3.D.2 Players

- 1) Only female players may take part in the DSSD, they are referred to simply as players.
- 2) Ideally games should be played with 11 players in each team. However, games may not be played with less than 7 players per team. If one team has fewer players than the opposition team then substitute players from that opposition team may play for the team with fewer players, in accordance with Section 11 of the DCB-SPO, to achieve an equal number of players per side.

#### 4.D.2 Umpires

No manager from either participating team may act as an umpire in championship matches.

#### 5.D.2 Match Ball

The match ball used for women's cricket shall be determined by the DCB, it will conform to Law 5, paragraph 6 (i) of the MCC Laws of Cricket.



## 6.D.2 The Bowling, Popping and Return Creases

In addition to Law 9 of the MCC Laws of Cricket, the following shall apply:

As a guide to umpires in calling Wide Balls, an extra line must be marked on the pitch as shown in *D.3 Appendix 1*.

## 7.D.2 Number of Overs Per Bowler

### 1) One-Day Cricket

No bowler may bowl more than 8 overs in an innings. This shall not change for interrupted or delayed games, however, the numbers are reduced in accordance with the revised number of overs.

*(Example: In an interrupted match where the number of overs per inning is revised to 36, one bowler may not bowl more than eight overs and four bowlers may not bowl more than seven overs (8 x 1 and 7 x 4, or when the revised number of overs is 30, no bowler may bowl more than six overs).*

## 8.D.2 No Ball and Free Hit

- 1) A No Ball shall result in a Free Hit for the striking batter.
- 2) When this ball is also invalid (any kind of wide or no ball), then the subsequent ball is also a Free Hit for the striking batsman.
- 3) In the case of a Free Hit, the batsman can only be given out according to the conditions of a no ball, even if the ball is considered wide.
- 4) Changes to fielding positions are not permitted for a Free Hit, except if the batsmen have changed ends.

## 9.D.2 Fielding Restrictions

- 1) There may never be more than five fielders on the leg side at the instant of delivery.
- 2) In addition to fielding restrictions listed in paragraph 1, the following restrictions shall apply to certain periods during the match:
  - a) During the first 10 overs of an inning, the following fielding restrictions (Powerplay) shall apply.
  - b) Two semi-circles shall be drawn on the field of play to indicate the inner circle or restricted fielding area. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The resulting area should be marked either with solid white lines or "dots" placed at the distance of 5 yards (4.57 meters) apart. Each

of these 'dots' is to be marked by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

- c) During the Powerplay only five fielders shall be permitted outside this restricted fielding area at the instant of delivery.
  - d) Once the Powerplay is complete, no more than five fielders shall be permitted outside the restricted fielding area at the instant of delivery, as described in paragraph 2b.
- 3) In games where the number of overs is reduced in one or both innings, the Powerplay overs shall also be reduced according to the table below.

Total number of overs in inning	Number of overs in which fielding restrictions apply in accordance with paragraphs 2a & c.
20-21	6
22-24	7
25-28	8
29-31	9
32-34	10

- 4) If an innings is interrupted during a Powerplay over and the game is resumed with the total number of overs being reduced and the required number of Powerplay overs is complete, the remaining balls in the over are no longer part of the Powerplay.
- 5) If the above fielding restrictions are not adhered to then the square leg umpire shall signal "No Ball".

## Matches

### 10.D.2 Structure

- 1) The DSSD has one Division called the DCB Super Series Damen.
- 2) The two participating DCB teams are represented by managers appointed by the DCB Board. The subdivisions will be announced by the DCB.

### 11.D.2 DCB Women's Super Series

- 1) The DSSD has one championship round in which two teams participate. The championship round is played as a series of three one-day matches. All matches are counted equally in the standings, in accordance with Sections 11.D.3 & 12.D.3. The team with the most points at the end of the series will win the Division.



### 12.D.2 Series Points

The following series points are awarded based on match results. Match results in different formats are awarded the same number of series points:

- a) Win - 8 points
- b) Loss - 0 points
- c) Tie - 4 points for both teams. The number of wickets fallen has no influence on the result
- d) No result - 4 points for both teams

### 13.D.2 Series Bonus Points

- 1) Series bonus points are awarded for specific achievements relating to match results. They are added to total points scored in the series. There are both batting and fielding bonus points.
- 2) Batting bonus points
  - a) Bonus batting points shall be determined according to the run rate of the respective team.
  - b) The run rate of the first innings is calculated based on the total number of available overs, regulations contained in Section 19 of the DCB-SPO shall be observed for interrupted matches.
  - c) In the second inning, the run rate is calculated based on the number of overs batted. If the team batting second loses the match, their run rate is calculated based on the total number of overs that were available to them.
  - d) In one-day cricket
    - i) a run rate of 4 runs/over or more – 1 point
    - ii) a run rate of 5 runs/over or more – 2 points
    - iii) a run rate of 6 runs/over or more – 3 points
- 3) Fielding Bonus Points
  - a) Half of opposition wickets taken - 1 point
  - b) 4/5 of opposition wickets taken - 2 points
  - c) All opposition wickets taken - 3 points

### 14.D.2 Championship Season

The Championship Season for the DSSD is the entire cricket season. All championship games must be held in the scheduled period.



## E. DCB DISCIPLINARY REGULATIONS (DCB-SO)

### 1. Penalties

- 1) The DCB and its Regional Boards may impose the following penalties on clubs and their members:
  - a) Warning;
  - b) Reprimand;
  - c) Fine;
  - d) Pitch ban for clubs, teams or individual members;
  - e) Suspension (temporary or permanent);
  - f) Exclusion from the DCB (temporary or permanent);
  - g) Deduction of points;
  - h) Relegation to a lower division;
  - i) Suspension of a club from playing matches.
- 2) Penalties may be imposed simultaneously.
- 3) The penalty imposed shall depend on the degree of intent and guilt, of the impact of the infringement on the sport and shall ensure that matches are played in an unimpeded and fair manner, to maintain positive relationships also off the field of play, and to prevent any impairment of the good reputation of the sport of cricket.
- 4) Clubs are responsible for their players meeting their responsibilities.
- 5) Penalties shall be imposed in writing. They may be announced via email. A penalty is considered to be have been imposed and announced when it is has been sent to the club or player of that club. In case of doubt, simple proof of dispatch is sufficient. Email, faxes or letters are to be sent to the address specified by the club or to the known address of a club representative.
- 6) Until fines imposed on a club have been paid in full, that club is excluded from participating in any matches.

### 2. General Infringements

- 1) Violent behaviour, assault, insults, criticism of the umpire, provocative remarks, mendacious behaviour or making untrue statements, intentionally impeding play, acts of vandalism and serious infringements of the recognised "MCC Laws of Cricket" are punishable by maximum penalties. This also applies to players who are not directly involved in the game and to players and officials of a DCB Member Association in correspondence and meetings.
- 2) Player will be punished with a fine (minimum: €30, maximum: €500) and/or a suspension (minimum: 1 game, maximum: permanently).
- 3) The club will be punished with a fine (minimum: €50, maximum €1000) and/or a deduction of points (at least 1 point, no more than 24 points).

### 3. Ineligible Players

- 1) Players who participate in matches knowing they are ineligible will be punished with a suspension (at least 1 games, not more than 1 year) and a fine (at least €50, no more than €300). In case of non-payment within 28 days, an additional penalty of €100 shall be imposed.

- 2) The club will be punished with a fine (minimum: €100, maximum: €500). In case of non-payment within 28 days, an additional penalty of €100 shall be imposed.
- 3) The captain will be punished with a suspension (minimum: 1 game, maximum: 1 year).

#### **4. Player Passes**

- 1) A suspension (minimum: 3 months, maximum: permanent) shall be imposed on any player who
  - a) intentionally plays under a false name;
  - b) uses false evidence;
  - c) manipulates a player pass;
  - d) or anyone who incites or assists in a), b) or c).
- 2) In addition, the perpetrators and the club responsible shall be punished with a fine (minimum: €100, maximum: €500). In case of non-payment within 14 days, the club shall be punished by a deduction of points (minimum: 8 points, maximum: 24 points).

#### **5. Game Abandonment, Non-Attendance**

- 1) Clubs whose players or teams cause the abandonment of a game shall be fined (minimum: €100, maximum: €250). In case of non-payment within 14 days, the club shall be punished by a deduction of points (minimum: 8 points, maximum: 24 points).
- 2) Clubs whose players or teams are not present at the official start of the game with at least seven players shall be punished with a league point deduction (1 point) or fined (€100).
- 3) Clubs who cancel a scheduled game will be punished as follows:
  - a) in case of cancellation 14 days prior to the game - €50
  - b) in case of cancellation 2 days prior to the game - €100
- 4) The clubs will also be billed for the total costs incurred by the opposing team (travel costs, food, umpires, etc.)

#### **6. Umpire and Scorer Infringements**

- 1) In case of a club not allocating umpires and the non-attendance of one or both umpires, that club shall be punished with a fine of €50 per absent umpire. In case of non-payment within 14 days, the club shall be punished by a deduction of points (minimum: 8 points, maximum: 24 points).
- 2) If a scorer is not appointed for Bundesliga matches, the respective club is fined €25.00. In case of non-payment within 14 days, the club shall be punished by a deduction of points (minimum: 8 points, maximum: 24 points).

## 7. Match Infringements

- 1) The non-payment of umpires' fees shall be punished by a fine (minimum: €50, maximum: €200). In case of non-payment within 14 days, the club shall be punished by a deduction of points (minimum: 8 points, maximum: 24 points).
- 2) Teams who do not supply a new and approved match ball and a replacement match ball will be punished with a fine (minimum: €50, maximum: €200). In case of non-payment within 14 days, the club shall also be punished by a deduction of points (minimum: 8 points, maximum: 24 points).

## 8. Cleanliness on the Field

Players and officials of clubs are required to keep and leave the sporting facilities (hall or sports ground) clean. Players and clubs who do not meet their obligations to keep the playing field, buildings used and surroundings clean shall be punished with a fine (minimum: €30, maximum €200). In case of non-payment within 14 days, the club shall be punished by a deduction of points (minimum: 8 points, maximum: 24 points).

## 9. Non-Compliance with DCB Administrative and Organisational Requirements

Clubs, players and club officials are required to perform certain administrative and organisational tasks for the DCB and Regional Boards in order to ensure the correct implementation of DCB matches (e.g. player lists for league matches, DCB survey, scorecard entry on CricHQ, etc.). Clubs that, despite being warning, exceed a penalty deadline by more than 14 days will be punished by a deduction of league points (minimum: 8, maximum: 24 points) and/or fined (minimum: €50, maximum: €500) for the season.

## 10. ICC “Disapproved Cricket”

Players, coaches, officials, etc. participating in cricket matches designated by the ICC as “Disapproved Cricket” shall be suspended from participating in DCB matches (minimum 6 months, maximum 2 years).

## 11. Sports Betting

Players, umpires, scorers, coaches and officials of clubs are prohibited from organising or attempting to organise sports betting for profit - either by themselves or through third parties, in particular close relatives, for their own account or that of third parties - on the outcome or course of cricket matches or cricket competitions directly or indirectly involving their teams.

Players, umpires, scorers, coaches and officials of clubs are obliged to notify the DCB immediately and voluntarily if a third party offers to manipulate the outcome (win, loss, tie, etc.) of a match involving their club or any other club against the promise of money, cash payment or other benefits. This shall apply regardless of whether the players, umpires, scorers, coaches or officials have accepted or declined the money or other benefits, or agreed to or rejected the proposal. Infringements shall be deemed a form of unsportsmanlike conduct.

It is also unsportsmanlike not to inform the DCB immediately and voluntarily of behaviour outlined in this paragraph, of which it later becomes aware. The individuals and club responsible shall be fined (min. €100 and max. €1,000). They shall also be suspended from playing matches (at least 6 months, no more than 10 years).

## **12. Procedure for Penalties**

- 1) The organizer of regional matches has sole decision-making power for the following penalties:
  - a) Warning
  - b) Reprimand
  - c) Pitch ban for clubs, teams or individual members
  - d) A fine of up to €500
  - e) A deduction of up to 8 league points
  - f) A suspension of up to 6 months (per player or per team)
- 2) The DCB Sports Committee (DCB Sportausschuss) shall decide on higher or other penalties.
- 3) The DCB Sports Committee shall decide on all penalties relating to national matches (Bundesspiele).

## **11. Fines**

- 1) Fines are to be paid to the regional organizer of the match (e.g. to the Regional Board for regional matches, to the DCB for national matches (Bundesspiele)).

## **12. Penalties and Legal Remedy**

- 1) A penalty imposed in accordance with the stipulation contained in these Disciplinary Regulations is effective on the day of its announcement. Legal remedies do not affect suspensions.
- 2) Appeals may be lodged against penalties. Appeals against penalties in the context of these Disciplinary Regulations fall exclusively within the competence of the DCB and its bodies. Further details are available in the DCB Code of Procedure (DCB-Verfahrensordnung).