



DCB Playing Rules 2023

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The success of German cricket is largely dependent on the discipline, sportsmanship and punctuality of its members. All rules, especially those regarding lateness and absenteeism, are strictly enforced and the Umpires' decisions are binding.

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A. Generally binding provisions

§1 Scope

- 1) For the organized sport of cricket in Germany and thus for the German Cricket Federation (DCB), for all associations and all clubs as well as the members of the clubs, the statutes, the playing rules (DCB-SPO) and the penalty rules (DCB-SO) of the DCB apply. They apply to all games of the DCB game operation, in which associations, clubs and teams of the DCB and their players, officials and attendants participate, as far as the executing associations have not permissibly determined something else. They also apply to officials and supervisors who do not belong to a member club of the DCB.
 - a) All DCB members according to §4 paragraph 1 of the statutes of the DCB with the exclusion of the regional associations and natural persons are called clubs in these playing rules.
 - b) The persons mentioned in these rules always refer to female and male persons. The masculine form within the rules text is used for simplicity only. Unless expressly stated otherwise, all rules apply equally to ladies and girls as well as to men and boys.
 - c) In these rules, officials are all persons who are appointed by the DCB or the federations to manage and supervise the matches, such as referees or tournament directors.
 - d) In these playing rules, a supervisor is any person who is assigned to supervise the team, such as an assistant coach, team manager, recorder, physical therapist, doctor, or psychologist.
- 2) Binding and applicable, with the exception of the regulations listed elsewhere herein, are the current "Laws of Cricket", abbreviated by MCC-LOC, established by the MCC. All rules set out in these Laws of the Game are structured analogously to them and take precedence over all other rules.
- 3) To avoid inconsistencies, the German cricket terminology from the official German version of the MCC Laws of Cricket is used.

§2 DCB Playing Rules

- 1) The DCB Playing Rules are divided into several sections and consist of the General Binding Rules, the General Binding Match Rules, the Special Match Rules for Men and Women, the DCB Penalty Rules and the Annex.
- 2) The general provisions cannot be invalidated or changed by other provisions of these playing rules, they form the framework of the playing rules.
- 3) The Penal Code section affects all preceding sections.

- 4) The general rules of the game define the rules of the game for all championships. The regulations of the special game regulations are to extend and supplement these for the purpose of the respective championship, if necessary they can also invalidate or cancel them.

§3 DCB game operation

- 1) The DCB game operation includes all championships issued by the German Cricket Federation e.V.. The purpose of all championships is to determine a champion and award a German title in cricket. They are the only permissible German titles in cricket and are awarded to the winner of the highest division of the championship. Subordinate championships may also be played and championship titles awarded in the championship groups.
- 2) Championships are held between clubs, federations or teams of the DCB. The club championships to be held are:
- i) "German Cricket Championship Men" (DCMM) and the title "German Cricket Champion (Men)".
 - ii) "German Women's Cricket Championship" (DCMF) and the title, "German Cricket Champion (Women)".
 - iii) "T20 German Championship" (T20DM) and the title "T20 German Champion".
- 3) **Discharges**
- a) All championships consist of one or more divisions.
 - b) Match classes indicate the different license rank of teams of clubs and federations according to license criteria. Teams of clubs and federations with the same license rank are combined in one match class. Match classes can be subdivided into preliminary and final rounds. If there is no such subdivision, the match class is played as a championship round.
 - c) Preliminary rounds consist of one or more groups.
 - d) Final rounds are followed by preliminary rounds to bring the division or championship to a close, if necessary.
 - e) Groups may be divided into group preliminary rounds and group final rounds. Group final rounds follow group preliminary rounds, if necessary, to bring the group or championship to a conclusion. If there is no such subdivision, the group shall be played as a group round.
 - f) A league may be played in any of the preceding described rounds, except the final round of the top division of DCM and T20DM. The purpose of a league is to determine a ranking for the participating teams. League points are distributed to teams based on match results. A team's total league points add up to its league standings. The league table indicates the ranking based on the league score. The leader at the end of the season wins the league.
All teams play the same number of games in a league, exceptions are governed by the rules of the game.
 - g) Series can be played within the framework of championships between teams of the DCB. A series consists of several games between two

Teams. The outcome of a series is decided by the number of games won or, if applicable, by series points.

4) Championship games

- a) All games for a championship are called championship games.
- b) Federal matches are final round matches of the top division of DCMM, DCMF and T20DM.
- c) Decisive matches are matches that result in a decision between two opponents who have been equal up to that point and in which a draw or a resultless match is not foreseen.
- d) League games are games played in a league where league points are awarded based on the outcome of the game, including draws and no results.

5) Formats in DCB game operation

There are two formats of cricket in the DCB game, one-day cricket and T20 cricket. Championship matches in these formats are completed within one day, comprise one innings per team and are to be played over the same number of overs per innings. Championship matches of the one-day format shall be set at 40 or 50 overs, with the upper divisions around the DCM to be played at 50 overs per innings. Championship matches of the T20 format will be set at 20 overs.

6) Licensing

- a) For a successful licensing of a team in the DCB game operation, two criteria are decisive: The administrative and the sport criteria. These criteria must be fulfilled by the team-registering clubs in the decisive period. The generally binding administrative criterion includes a valid corporate exemption notice in the decisive period and for the season to be licensed, as well as the proper processing and submission of the DCB Membership Survey.
- b) All other criteria will be developed and published by the DCB Sports Committee.

7) Marketing rights

The marketing rights of the entire game operation lie with the DCB, all federations and clubs have to accept this and implement the associated provisions.

§4 Responsibility of the associations

The DCB is responsible for the league management of federal games. The responsibility for all other championship games is assigned to the respective regional and state associations.

ceded. In case of extraordinary circumstances, the DCB reserves the right to co-determine the league management of the federations and, if necessary, to take over parts or the entire league management. The jurisdiction of the game operation is regulated by the DCB statutes.

§5 Mutual information

- 1) The DCB, the regional and state associations and the clubs are obliged to inform each other in time and in detail about circumstances of the game operation.
- 2) For the announcement of the provisional match results, the internet platform CricHQ or CricClubs must be used bindingly by all clubs and associations. Championships that are not maintained on these platforms by the state or regional association will not be recognized by the DCB. Clubs and federations must create an account on CricHQ or CricClubs, create their licensed teams there and enter all their registered players there. Further details are regulated by the generally binding match regulations.
- 3) The final outcome of a championship must be formally communicated to the DCB and will be validated by the official announcement of the DCB. If this is not done, these championships will not be recognized by the DCB.

§6 Player dismissals

- 1) The clubs are obliged to register players for
 - a) International matches of the DCB,
 - b) Turn off games of the DCB Elite League.
- 2) Players who are not eligible to play club cricket on these dates despite nomination by the national coach or the federation and present willingness to accept the nomination by the player, are not eligible to play club cricket on these dates. Should the players still play club cricket on these dates, the match in which they played will be counted as lost for the club for which they played.

B. Generally binding rules of the game

§7 Playing year and time off

The outdoor season begins on 01 April and ends on 30 September. In the event of special or unforeseeable playing conditions or circumstances, periods may also be specified in which only championships are to be held. Exceptions may be permitted by the DCB Board of Competitive Sports for national and deciding matches.

§8 Game plan

1) Team registrations for DCB Championships

- a) Clubs must register their teams for all DCB Championships in the cricket season by 31 January each year. This deadline may be extended, upon written presentation of justifiable reasons, to February 28. The deadline extension must be requested by January 31.
- b) With a general notification deadline of January 31, clubs must inform the league management on which dates their teams will be unable to play during the season. Per team this regulation can only be used for two weekends per season. This rule does not apply to federal games. For federal games, all clubs must be ready to play on all dates specified.

2) Scheduling of championship matches

- a) Clubs must be prepared to hold championship games on all state holidays (except Good Friday), Saturdays and Sundays during the season period.
- b) In addition, it shall be possible in T20 cricket to hold championship matches on evenings during the week. The day(s) on which matches are to be played during the week must be determined before the start of the season. The host associations must announce the application of this rule one month before the team registration deadline for the respective championship. Scheduling a championship match during the week must be reasonable for the teams involved (*only very short travel distances, no too early or too late start of the match, consideration of the sun positions in the season of the scheduling, etc.*).
- c) If more than one player of a club participates in a national team or Elite League event or match on a scheduled match day, the league management may, at the request of the club concerned, postpone the match at its own discretion. There is no legal claim to this.
- d) The home team is the team with the right to use the court. Where the right of use is not clear, the league management has to determine a home team.

3) Requests for changes, new appointments, replacement appointments and change of place

- a) Once the match schedule has been published, changes can only be made by the league management. Requests for changes from clubs are inadmissible.
- b) Re-seeding of matches is not permitted.
- c) Accordingly, substitute dates are also not permitted and must not be included in the match schedule.
- d) In the event that the cricket ground of a home team is not available in accordance with par. 4, it is permitted to play the championship match on the same date and at the same time on another cricket ground in accordance with par. 5b. Such change of ground

must be arranged independently by the home team and communicated to the opposing team and league management in a timely manner.

4) Unavailability of the cricket ground

- a) If a cricket ground is foreseeably unavailable for the match day 24 hours before the scheduled start of the match, the home team shall immediately notify the opposing team, the umpires and the league management and cancel the match.
- b) Such a cancellation cannot refer to expected bad weather, this must be determined by the referees on the day of the match if necessary.
- c) Unavailability arises from circumstances that may be either uncaused or culpable.
- d) In the event of circumstances beyond the control of the player, the match shall be deemed to be without result.
- e) Such a non-culpable circumstance must be asserted with evidence to the league management within seven days, otherwise it is equivalent to a cancellation in the sense of §5 DCB-SO. In case of deception or withholding of information, penalties will be imposed according to DCB-SO.
- f) In case of culpable circumstances, the match will be considered as a defeat for the home team and penalties will be imposed according to §5 DCB-SO.

5) Alternate dates

- a) Alternate dates shall be scheduled for each deciding match. If an appointment is not possible due to planning or time reasons, an alternative date cannot be claimed.
- b) They shall be scheduled on the same cricket ground. If an appointment is made on a different cricket ground, this cricket ground is located at
 - i) Championship games at regional level in the same region,
 - ii) at federal matches in the Federal Republic of Germany.

§9 Registration and eligibility of players

- 1) Only players who are registered with the DCB and have an official DCB player passport may play in matches. Players must be members of the club that registers them. Proof must be presented upon request. The unauthorized use of players causes an automatic defeat of their team by breaking the rules and further sanctions according to the DCB Penal Code.

2) Registration of players and DCB player passport

- a) The DCB informs its clubs in time before the start of the season about deadlines for the registration of players.
- b) A player is not eligible to play until the fees for his player pass have been transferred to the DCB in due time.
- c) A player pass must be presented to the referee at the latest at the coin toss. Otherwise the player is not eligible to play.

3) Late registration of players

Players who are registered after the start of the season are only eligible to play after receiving the DCB player pass. The issuance of the player pass depends on the time of registration, in this regard the DCB informs its members.

4) Change of club of players

- a) A player may change clubs within the Federal Republic once during the current season. Players who change their club within or outside a region are not allowed to play an official match within 14 days from the date of registration. (An example: On 01.06 an official club change is registered. Therefore the player is allowed to play for the new club on 16.06).
- b) Player contracts between clubs and players are not recognized by the DCB.
- c) Within the Federal Republic, players registered with the DCB may play between the June 30 and October 15 of a calendar year may no longer change the club.
- d) If a division or club changes legal form, or if the division changes completely to another club, the team may remain in the original league under the following conditions:
 - i. the majority of the management remains unchanged
 - ii. 70% of the players registered to the DCB remain unchanged

The old club and the DCB Sports Committee must agree to the change of legal form or club.

5) Eligibility to play within the clubs

- a) A player may not play for two teams of the same club in the same division within one season, unless he changes according to par. 4.
- b) A player who has played 50% or more of the scheduled games for his team in the higher division in a season may not play for the club in a team in a lower division of the same championship in that season.
- c) Players from teams in a lower division may play for the team in the higher division, unless §9 para. 5b applies.
- d) Par. 5b does not apply to youth players until they reach the age of 19.

6) Playing for clubs outside the Federal Republic

Players who have played in a foreign league in the current season are not eligible to play, unless they change in accordance with Par. 4. This regulation does not apply to players in the women's national league or to male players who play exclusively in a league from which promotion is only possible to another league.

of the same national association is possible and provided that the respective national association agrees.

7) Player payment

Cricket is within the scope of the DCB amateur sport. The payment of players is prohibited. If it is proven that a player has been paid directly or indirectly by his club, the player will be banned for 1 year and all matches of the team in which he was used will be counted as lost.

8) Incidents in which doubts arise about a player's eligibility to play the game

- a) Players are required to carry their player passport as well as an official ID with photo (ID card, passport, driver's license, etc.) with them at all matches.
- b) Should the opposing captain have reason to believe that an unregistered player is being used, he has the right to ask the referees to check the identity of the player in question. If the referees cannot determine with certainty whether a player is registered or not, the game shall be played anyway. Thereupon, the opposing side shall have until the following Tuesday at 10:00 p.m. to submit an appeal to the league administration.

9) Missing player passports

A player is not allowed to play if he cannot show a DCB player pass.

10) Eligibility to play in federal matches and finals at regional level

- a) To be eligible to play in the DCB final rounds of the DCM or the T20 German Championship, the player must have played at least two matches for the club in the current season in the same competition.
- b) Players who have changed clubs during the season are only eligible to play in deciding matches at regional level if the player has played at least 50% of the club's matches across competitions during the current season. This does not apply to players who have not changed clubs during the current season.
- c) Games played as a substitute (12th man) do not count for § 9 par.10a and 10b.

11) Youth teams playing in regional leagues

- a) Teams consisting of youth players representing their regional association may participate in the lowest level of any DCB league.
- b) These teams cannot be promoted to a higher league regardless of their final league position.
- c) Exactly how these teams are included in the league program is up to the state association to decide.

- d) In order to increase the number of games played by youth players, it is recommended that these players be allowed to play for their club teams on days when the youth teams are not playing.

§10 Players, substitutes and runners

- 1) Runners are not allowed.
- 2) Substitutes are allowed only if a player is injured or becomes ill during the match and the umpires deem the substitution warranted. In accordance with cricket rules, substitutes may not bat or throw. He may only act as a wicketkeeper with the permission of the umpires.
- 3) Substitutes must be entered on the score sheet before the start of the game. If a player not entered on the score sheet acts as a substitute, 1 league point will be deducted from that team.

§11 Arbitrator

1) Referee registration

Referees are provided by the clubs. They must be registered with the association by the participating clubs before the start of the season.

2) Appointment of referees

- a) For all matches, suitable neutral referees shall be selected by the referee warden of the executing association. Clubs cannot refuse the selection of referees before and on the day of the match. Each organizing association may establish its own referee regulations as long as they do not violate the regulations of these playing rules. They are binding for the clubs participating in the championship.
- b) Only referees of the DCB Umpires Panel may be used in deciding matches.

3) Remuneration of arbitrators

The compensation must be paid before the draw of the championship game.

4) Non-appearance and lateness of the referees

- a) If only one or no neutral umpire is available or appears, the match must still be played. The respective batting team replaces the missing umpire(s) by suitable players of their team or by suitable attendants. In case of only one missing umpire, the person appointed by the team shall take over

exclusively the position of the square-leg referee. By agreement of the two captains, it is possible for supervisors to substitute a referee for the entire duration of the game, in youth games the supervisors have to agree on this.

- b) An umpire is considered not to appear if he misses the first inning of the game. He will be penalized according to §6 DCB-SO.
- c) When a referee
 - i) is not present and ready for the match 30 minutes before the scheduled start of the match, he shall be considered late. A late referee may be denied compensation.
 - ii) appears after the scheduled start of the game, he will not receive any remuneration.

In both cases, the referee must also officiate the match without compensation, otherwise he will be penalized according to §6 DCB-SO.

5) Duties of the arbitrators

Referees have to perform the duties defined by the rules of the MCC-LOC. In addition, they are obliged to implement the DCB playing regulations at championship matches and to fulfill the duties described for them there. Furthermore, they have to comply with the duties of the respective referee regulations. They have the duty to duly complete the DCB Referee Report Form after each championship match they officiate, to sign it and to send it to the league management as a scanned e-mail attachment by 10:00 p.m. on the Tuesday following the day of the match.

§12 Recorder and recording of the score

- 1) Both teams are required to appoint a capable supervisor as a recorder for the entire duration of the game, if possible. If such appointment is not made by one or both teams, or if one or both attendants retire as recorders during the game, the respective batting team shall replace the missing recorder(s) with suitable players from its team or attendants.
- 2) The sitting together of the recorders is expected.
- 3) Both team captains must hand out two numbered team lists each before the start of the game, one for the Umpires and one for the Recorders.
- 4) Teams are obliged to record the score properly and comprehensibly in their own score book or score sheet. A mobile device, which allows to record the score via the system Crichq or CricClubs, can be used additionally.
- 5) The home team shall provide two chairs, a table and if necessary sun/rain protection for the recorders. Each home team must bring to each home game a

Provide scoreboard that shows at least the points scored, wickets taken, overs thrown and the target score.

§13 Match ball

Official DCB Cricket match balls are announced every season. They can be different depending on the championship. For each championship only the respective ball is allowed. Matches in which balls other than the approved ones are used are invalid. If a team does not use the official ball, that team will automatically lose the match and will be fined 50 Euros. If both teams do not use the official ball, both teams will not receive points for that match and both will be fined 50 Euros.

§14 Playing time

- 1) All matches shall consist of one innings per team. Each inning is set for the duration of a certain number of overs. They must be completed within a certain time.
- 2)
 - a) A reduction of the overs to be played by the captains before the draw or during the match is forbidden. It is only allowed by the referees in case of bad weather affecting the match according to §18 Abs.3 und 4 DCB-SPO.
 - b) The team with the second batting run cannot get unused overs for their inning from the inning of the team with the first batting run.
 - c) Championship matches that do not meet these criteria are invalid. Both teams will not receive points for such matches.
- 3) The duration of the championship matches per inning is in one-day cricket:
 - a) for games with 50 overs - 3 hours 20 minutes.
 - b) for games with 40 overs - 2 hours 40 minutes.
- 4) The duration of the championship matches per innings in T20 cricket is 1 hour 20 minutes.

§15 Draw and late arrival

- 1) In accordance with rule 1.1 and 1.2 MCC-LOC, the captains must nominate the players before the draw. For this purpose, the players' names (the first name and the surname) must be entered in the DCB match report sheet. This and the player passports will be given to the referees before the draw. If this is not done, the team in question will automatically forfeit the match. If both teams fail to do so, neither team will receive any points.
- 2) The draw will be made according to rule 13.4 MCC-LOC.

- 3) The holding of the draw and a championship match can only be started if at least seven players per side are present who are ready to play.
- 4) A team that is not able to hold the draw according to par. 3 15 minutes before the scheduled start of the championship game will automatically forfeit the game.
- 5) **League games**
 - a) If the league match cannot be started at the scheduled start of the match (see par.3), the offender(s) will have one point deducted from their league score.
 - b) If 30 minutes after the scheduled start of the match there are not at least nine players per side ready to play, the team(s) concerned may be awarded only half of the league points provided for a win if the match is won. In the event of a loss or draw, the league points provided for shall be awarded without deduction.
 - c) A league match shall be deemed to have been played only if at least nine players per side are present and ready to play one hour after the scheduled start of the match. Otherwise, the referee shall stop the match and the league match shall be considered lost for the team(s) concerned.
- 6) **Decision games**
 - a) If the deciding match cannot be started at the scheduled start of the match (see par.3), the offender will receive a penalty according to the DCB Penalty Regulations.
 - b) If both teams are not present after the scheduled start of the match with at least nine players per side ready to play, the arrival of both teams ready to play does not differ considerably and the reason for the delay is the same, then the over can be reduced according to §18 para.3 so that the match can take place. This regulation applies exclusively to deciding matches.
 - c) If 30 minutes after the scheduled start of the game, only one team is present with at least nine players per side ready to play, then the other team forfeits the game.
- 7) The reason for a late start of the match must be communicated to the league management by the responsible referees.
- 8) If the side with the first batting run does not have a full team and all of their batters up to that point retire before the remaining players arrive, their inning is deemed complete.

§16 Breaks

- 1) The lunch or tea break is held between innings and has
 - a) in one-day cricket a duration of 30 minutes,

b) in T20 cricket a duration of 15 minutes.
In special cases (e.g. bad weather) the referees may shorten the breaks, but not to less than 10 minutes.

- 2)** A refreshment break is allowed for a maximum of 5 minutes, it is part of the prescribed playing time. It takes place on the playing field. The consumption of food except drinks, smoking tobacco products and the use of cell phones during a refreshment break is strictly prohibited for the players.
- a) In one-day cricket, one refreshment break is allowed per innings, a second refreshment break may be allowed at the discretion of the umpires.
- b) No refreshment breaks are allowed in T20 cricket.

§17 Start of the game; end of the game

1) Start of play

The regular and scheduled start of the game is

- a) in one-day cricket at 11:00 a.m., unless otherwise agreed by the league management, or
- b) in T20 cricket determined by the league management.

2) Uninterrupted games

The referees shall be the sole judges of the suitability of the court, weather and lighting conditions during the match, even if the two team captains, in agreement, wish to start or continue play under the prevailing conditions (Rule 2.7 and 2.8 MCC LOC).

3) Interrupted first innings; no game possible

- a) If the first innings of the match is interrupted or delayed by adverse weather conditions, one over for every completed 4 minutes lost will be deducted from the match total (number of overs to be played in the match). If this results in an odd game total, round down. (Examples in Appendix 1)
- b) If at the scheduled time of resumption of the interrupted first innings it is found that by revising the overs the second batting team will have fewer overs to play than the first batting team, then the first innings shall be closed immediately. (Examples in Appendix 1) .
- c) A game total once reduced due to delay or interruption can never be subsequently increased.
- d) If no play has taken place three hours after the scheduled start in One-Day Cricket, or 80 minutes in T20 Cricket, the match will be abandoned (No play possible).

4) Interrupted second inning

- a) In the event of a bad weather stoppage in the second innings, one over for every completed 4 minutes lost will be deducted from the second batsman's total number of overs. The target score for the second batting team will then be calculated on the "pro-rata-run-rate" of the first batting team. However, if the first batsman is retired in less than the overs available to him (playing time of an innings, or a playing time reduced by bad weather) and a stoppage of play due to bad weather occurs in the second innings, the unused overs of the first innings will be included in the calculation of the overs to be deducted for the second innings (examples in Appendix 1).
- b) It could happen that a break in the second innings results in the second batting team not having the opportunity to get the same number of overs as the first batting team. If no more overs are possible, but the second team is
 - i) in one-day cricket for at least 2/5 of the scheduled overs according to §15 par.3 or
 - ii) batted in T20 cricket for at least 5 overs, a notional score is calculated based on the second innings run rate at the time of the stoppage (examples in Appendix 1).
- c) The match shall be considered inconclusive analogously to par.4b if the team of the second round of batting
 - i) has not batted for at least 2/5 of the overs in one-day cricket, or
 - ii) has not batted for at least 5 overs in T20 cricket.

5) Lost balls

- a) If a ball is lost, a replacement ball must be used after two minutes of searching. Both teams are obliged to provide a selection of suitable replacement balls.
- b) A minimum of five different balls with varying degrees of wear must be provided by the bowling team.
- c) If a match cannot be finished because there are not enough spare balls, the bowling team will automatically lose the match and will be fined 50 Euros.

6) Slow Over Rates

- a) If the first innings fielding team fails to hold their predetermined overs in the allotted time, the run will still be played to completion of the predetermined over count.
- b) If the second inning fielding team fails to hold their predetermined overs in the allotted time, the game time will be extended for the necessary duration of a game decider or until the predetermined over count is completed.

- c) If the umpire feels that the blame for a slow over rate can be clearly attributed to either side, this must be reported to the league management.
 - i) In league matches, the club concerned will be formally warned. If a team is cautioned for the second time in the same season, it will have one league point deducted from its league score.
 - ii) In case of deciding matches, a penalty will be imposed on the club concerned according to the DCB Penalty Regulations.
- d) Loss of time due to serious disruptions, such as injuries, lost balls, or unforeseen events that interrupt play will not result in penalties for teams.

7) Federal games (DCB finals)

For federal matches of all DCB competitions, the Duckworth-Lewis-Stern methodology is used. A software will be provided to all Umpires and clubs.

§18 Destroyed wicket

If the umpires wish to dispense with the use of the cross sticks, (in accordance with Rule 8.5 MCC-LOC) the umpire concerned may decide whether the wicket is destroyed.

- (a) Following a decision to play without cross sticks, the wicket shall be deemed to be destroyed if the umpire concerned is satisfied that the wicket has been struck by the ball, the batsman's bat, his body, parts of his clothing or equipment.
- (b) If a bounce or stump wicket is already destroyed or otherwise incomplete, the wicket is considered destroyed when one of the fielders holds the wicket or a stump in the air, provided he keeps the ball in contact with the wicket.

§19 Result

- 1) The outcome of championship games can have the following results for the teams involved:
 - a) Victory,
 - b) Defeat,
 - c) Draw or
 - d) Inconclusive.
- 2) A match result according to par.1a is made for the team that
 - a) is victorious according to rule 16 MCC-LOC, in case of interrupted matches also according to §18 para.3 and 4 DCB-SPO, or
 - b) in accordance with Para. 3b is not lost.
- 3) A match result according to par.1b is made for the team that
 - a) is not victorious according to par.2 or par.6 or

- b) cancels a match scheduled in the match schedule according to §9 Abs.4e and DCB-SPO and §5 DCB- SO, does not start or creates a match cancellation.
- 4) A match result according to paragraph 1c is carried out according to rule 16 MCC-LOC. In case of interrupted matches, §18 paragraph 3 and 4 DCB-SPO shall also apply.
- 5) A match result according to para.1d takes place according to
- a) §18 Abs.3d (no game possible) or
 - b) §18 par.4c (insufficient number of overs played) or
 - c) §8 par.4d
- 6) In deciding matches, a match result according to para.1c is not possible. If in such a match, after the scheduled duration of the match, the score is tied without taking into account the fallen wickets, the winner shall be determined as follows:
- a) There will be a Super-Over according to par.7.
 - b) If the Super-Over does not produce a winner, a Bowl-Out will be played according to par.8.
 - c) If, as described above, no decision can be reached, Para.6a and Para.6b cannot be carried out due to bad weather or Para.1d occurs, the match shall be played on the designated alternative date. If there is no such alternative date or if no decision can be reached on the alternative date, the match shall be decided by a single coin toss.
- 7) **Super-Over**
- a) The start of the Super-Over game is determined by the referees. Normally, it should start ten minutes after the end of the regular playing time.
 - b) The time that was not used during the regular playing time is to be used for the Super-Over.
 - c) The fielding team shall choose the side of the pitch from which they wish to bowl in both innings of the super over.
 - d) Only nominated players of the main match can participate in the Super Over. The MCC-LOC regulations for substitutes, including those for batsmen and bowlers, apply.
 - e) The same fielding restrictions outside of the power play apply to both overs when fielding restrictions and or power play are provided in the championship.
 - f) The batting team of the second innings of the main match, bats as the first team of the Super Overs.
 - g) The respective ball of the inning of the main game is used.
 - h) As soon as two batsmen retire during the Super-Over Inning, it is over.
 - i) The team with the most points scored wins the Super-Over and is the winner of the deciding match.
 - j) If the Super-Over ends with a score tie, regardless of wickets taken, it will be considered a draw and a Bowl-Out will follow.

8) Bowl Out

- a) Five players of each side bowl one ball each from wicket to wicket (according to rules 7 and 8 MCC-LOC). The distance wicket-to-wicket and the line-out shall be measured according to rule 7 and 8 MCC-LOC.
- b) Which team starts must be drawn according to §15 DCB-SPO.
- c) The first bowler of team A (starting) bowls a ball, then the first bowler of team B bowls a ball, then the second bowler of team A bowls a ball and so on. The team that destroys the wicket the most times after the five attempts wins the bowl-out and the match.
- d) If this should be the same number of times, the same players bowl again, and a different order to the first pass is allowed. A comparison of the contracting bowlers is made in pairs. As soon as one of the two bowlers destroys the wicket and the opposing bowler does not, the team of the destroying bowler wins immediately. If both fail to destroy the wicket, or both destroy the wicket, the next two bowlers each take their turn until a decision is reached. If there is no decision after the fifth pair, the comparison starts again in pairs in the same order. The team that wins the comparison wins the bowl-out and is the winner of the deciding match.

§20 League position

If two or more teams have the same league score in a round, the position will be decided in that order:

- a) after the net run rate (to three decimal places after the decimal point)
- b) according to the results of the matches between the teams
- c) according to the number of games won by the respective team
- d) if no decision can be made after this procedure, a lot will be drawn.

§21 Conduct of the players

The expositions of Rule 42 MCC-LOC and the ideals of cricket will be strictly applied. Any misconduct (for example, aggression towards umpires or the opponent, challenging an umpire's decision by word, deed or gesture, use of abusive language on and off the field) will be reported by the umpires to the League Management. Thereupon, measures will be taken by the league management, if necessary together with the DCB sports committee, according to the DCB penalty rules.

§22 Match clothing

- 1) All players on the same team must wear colored clothing suitable for cricket. White clothing is not allowed. All players must wear the same playing attire. If different playing attire is required or permitted for championships, this is further prescribed in the special playing conditions.
- 2) White pads are not allowed.
- 3) Referees must send off players who are not properly dressed according to § 22 par.1 and 2.

§23 Regulations for youth players

In accordance with the England and Wales Cricket Board (ECB) guidelines for youth cricket, the following guidelines must be adhered to when youth participate in DCB play:

- 1) Maximum number of overs in a spell: Players under
 - a) 19 years may only bowl one Spell of seven (7) overs,
 - b) 17 years may only bowl one Spell of six (6) overs,
 - c) 15 years may only throw one bowling spell of five (5) overs.
- 2) All players under 19 years of age shall wear a safety helmet during batting and wicketkeeping.
- 3) No player under the age of 15 may be placed within 8 meters of the bat.
- 4) Further guidelines are governed by the special playing conditions of the youth classes.

§24 Match report sheets

- 1) The match report sheets are the DCB match report sheet, the DCB referee assessment and the proper entry of the match result on CricHQ. These must be submitted to the league management by 10:00 p.m. on the Tuesday following the match day, otherwise action will be taken in accordance with the DCB penalty rules.
- 2) **DCB match report sheet**
 - a) The DCB match report sheet must be brought by both teams on the day of the match and must be filled in as follows before the draw: the respective team has to fill in on its sheet according to §15 para. 1 DCB-SPO all of its

involved and the match details according to the DCB match report sheet must be entered completely.

- b) Until the start of the match, both sheets must be completed regarding the persons involved. For the duration of the match, one of the sheets remains with the referees and the other with the recorders.
 - c) The DCB match report sheet must be submitted as a scanned attachment by e-mail by the winning team to the league management. In case the match ends in a draw or inconclusive, the DCB match report sheet must be submitted by the home team to the league management. The match report sheet is only valid if it is filled in completely. Before the start of the match, all players, substitutes and coaches of both teams involved in the match and the officials must be entered on the sheet. Furthermore, the match details according to the DCB match report sheet must be entered completely and the match result with score, consisting of runs, wickets and completed overs per innings. The document is only valid if signed by both captains and the umpires, if any.
- 3) The DCB referee assessment must be submitted as a scanned attachment / completed PDF file via e-mail by both teams to the league management by the following Tuesday, 22:00. It must be filled in completely, otherwise it will be dealt with according to the DCB rules.
 - 4) The entry of the score on CricHQ must be done by both teams. It includes the entry of the entire score, i.e. the entire scorecard for both innings, until the Tuesday following the day of the game at 10:00 p.m., otherwise action will be taken according to the DCB penalty rules. Everything else is regulated by the usage guidelines.

§25 Wide ball

Umpires are instructed to apply a very strict and consistent interpretation of the rulebook to prevent balls that pass very far from the batter.

- a) Any throw to the off side which, in the opinion of the Umpires, does not give the batter a reasonable opportunity to score shall be announced as a wide ball.
- b) Any throw to the Leg Side that misses the Leg Stump shall be announced as a Wide Ball.
- c) A pitch which, after touching the ground, passes or would pass above the head height of the upright batsman is also called a "wide ball". See also §27 (d) below.
- d) If a wide ball is called, an immediate penalty of one run will be awarded. This penalty is in addition to any runs scored from penalties. All runs resulting from runs or the wide ball itself that are not a no-ball will be scored as a wide ball along with the penalty for the wide.

§26 Dangerous game (during bowling)

There shall be no more than one throw in an over which, after touching the ground, passes or would pass above the shoulder height of the batsman standing up.

- a) The bowler is cautioned on the first miss.
- b) In case of repeated miss in the same over, the referee will call "No Ball".
call
- c) On the second repeated miss in the same over, the umpire will decide that the bowler may not bowl again in that innings. The over will be completed by another bowler.
- d) A throw that, after touching the ground, passes or would pass above the head height of the upright batter is called a "Wide Ball" is called. This throw also counts as one of the allowed such throws ("Bouncer") per over.

B Appendix 1 - Examples of §17

Example to §17 Abs.3a

1) Example One Day Cricket

- a) In the event of a 40-minute loss in the first innings, 10 overs are to be subtracted from the match total, 100 overs, resulting in a revised match total of 90 overs. This would give each team 45 overs. The second batting team is always entitled to the same number of revised overs as the first batting team, even if they were bowled out for less.
- b) With a 30-minute loss in the first innings, 7 overs ($7 \times 4 + 2 = 30$) are to be subtracted from the match total, 100 overs, resulting in a revised match total of 93 overs. Rounded off, this would give each team 46 overs.

2) Example T20 cricket

- a) In the case of a 16-minute loss in the first innings, 4 overs are to be deducted from the match total, 40 overs, resulting in a revised match total of 36 overs. This would give each team 18 overs. The second batting team is always entitled to the same number of revised overs as the first batting team, even if they were bowled out for less.
- b) In the event of a 20-minute loss in the first innings, 5 overs are to be deducted from the match total, 40 overs, resulting in a revised match total of 35 overs. Rounded off, this would give each team 17 overs.

Example of §17 Para. 3b

1) Example One Day Cricket

- a) When bad weather interrupts the game, the first batting team has already played 35 overs. When play resumes, it is found that because of the delay the reduced game total is only 70 overs, i.e. 35 overs per team. In this case, the first innings is closed and the second batting team gets only 35 overs.
- b) When bad weather interrupts the game, the first batting team has already played 36 overs. When play resumes, it is found that because of the delay the reduced game total is only 70 overs, that is 35 overs per team. In this case, the first innings is closed and the second batting team is awarded only 34 overs, with the target score adjusted on the basis of the run rate, cf. § 18.

2) Example T20 Cricket

- a) When bad weather interrupts the game, the first batting team has already played 18 overs. When play resumes, it is found that because of the delay the reduced game total is only 36 overs, i.e. 18 overs per team. In this case, the first innings is closed and the second batting team gets only 18 overs.
- b) When bad weather interrupts the game, the first batting team has already played 18 overs. When play resumes, it is found that because of the delay.

the reduced game total is only 34 overs, i.e. 17 overs per team. In this case the first innings will be closed and the second batting team will be awarded only 16 overs, with the target score adjusted on the basis of the run rate, cf. § 18.

Example to §17 para. 4a

1) Example one day cricket

The first batsman scores 200 all out in his innings (the number of overs required for this is irrelevant). This equates to a run rate of 4.00 runs per over, calculated on 50 overs. If 10 overs were lost due to bad weather, the second batting team would need to score 161 to win the match. ($40[\text{Overs}] \times 4.00[\text{Run Rate}] + 1[\text{Runs}] = 161[\text{Runs}]$)

2) Example T20 cricket

The first batsman scores 100 all out in his innings (the number of overs required for this is irrelevant). This equates to a run rate of 5.00 runs per over, calculated on 20 overs. If 5 overs were lost due to bad weather, the second batting team would need to score 76 to win the match. ($15[\text{Overs}] \times 5.00[\text{Run Rate}] + 1[\text{Runs}] = 76[\text{Runs}]$)

Example of §17 Para. 4b

1) Example one day cricket

The first batsman scores 200 runs in 50 overs (run rate 4.00 runs per over). The second batsman scores 161 runs in 40 overs in their innings interrupted by bad weather (4.02 runs per over). In this case, the second batting team wins the match. If the second batsman has a lower run rate, the first batsman wins.

2) Example T20 cricket

The first batsman scores 100 runs in 20 overs (run rate 5.00 runs per over). The second batsman scores 76 runs in 15 overs in their innings interrupted by bad weather (5.07 runs per over). In this case, the second batting team wins the match. If the second batsman has a lower run rate, the first batsman wins.

C. Championships

C.1 German Men's Cricket Championship (50 overs)

Extended Playing Rules

§27 Match ball

The game ball specified by the DCB according to §13 must be used.

§28 Number of overs per bowler

No bowler may throw more than 10 overs in an innings. This will not be changed for games that are interrupted or started late. However, the number of overs will be reduced in line with the revised overs.

(Example: an interruption because of which is revised to 36 overs per innings results in 8 overs for one bowler and seven overs for four bowlers (8x1 and 7x4), or with 30 overs = 6x).

§29 No ball and free hit

- 1) A pitch following a no-ball becomes a free hit for the batter who is on strike.
- 2) If this throw is also invalid (any type of wide or no-ball), the subsequent throw becomes a free hit for the batter then on strike.
- 3) For any free hit, the batter can only retire under the conditions of a no-ball, even if the pitch is ruled a wide ball.
- 4) Changes to fielding positions are not allowed for a free hit unless the batsmen have switched sides or the no ball was the result of a fielding restriction violation. In that case, fielding positions may be changed only to correct that violation.

§30 Field restrictions

- 1) There shall never be more than five field players on the Leg Side at the time of the throw.
- 2) In addition to the field-play restrictions listed in Paragraph 1, additional restrictions apply in certain sections of the game as listed below:

- a) For the inner circle, the fielding restriction area, two semicircles are drawn on the field. The center of the semicircles is the respective center pole at the ends of the pitch. In radius, each semicircle is 30 yards (27.43 meters). The semicircles are connected by two parallel lines drawn on the field. The fielding restriction area thus described should be marked with either solid white lines or "dots" 5 yards (4.57 meters) apart. Each of these dots is covered by a white plastic or rubber (not metal) disc 7 inches (18 cm) in diameter.
- b) During the 1st powerplay (overs 1-10), no more than two fielders are allowed outside the fielding restriction area at the time of the toss.
- c) During the 2nd power play (overs 11-40), no more than four field players are allowed outside the fielding restriction area at the time of the toss.
- d) During the 3rd powerplay (overs 41-50), no more than five fielders are allowed outside the fielding restriction area at the time of the toss.
- 3)** In games where the number of overs in one or both innings are reduced, the powerplay's overs will also be reduced in accordance with the table below.

Number of overs	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6

33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

- 4)** If the interruption of an innings occurs in the course of a Powerplay Over, the game is resumed after a reduction in the total number of overs and the necessary number of Powerplay Overs have thus been completed, the remaining balls of the resumed over are no longer part of the Powerplay.
- 5)** In the event of a violation of any of the field play restrictions listed above, the Square Leg shall
Referee to signal "No Ball".

Game operation

§31 Playing classes

- 1) The DCMM has three divisions, they are called Bundesliga, Regionalliga and Verbandsliga. The Bundesliga is the highest division, the Regionalliga the second highest and the Verbandsliga the third highest.
- 2) The holding of an association league is not mandatory, but may be introduced by the governing associations.
- 3) The license rank of clubs is the same as the match class. Clubs are represented in the match classes by their assigned teams.

§32 DCB Federal League

- 1) The DCB Bundesliga is the highest division of the DCMM. Clubs can participate with only one team as soon as they meet the licensing criteria and are issued a license for the division.
- 2) The DCB Bundesliga is divided into preliminary and final rounds. The preliminary round is divided into groups. The affiliation to a group results from the regional origin of the club or the membership in a regional or state association.
- 3) The groups are named as follows and include the following states:
 - a) DCB-Bundesliga-Nord: Schleswig-Holstein, Mecklenburg-Western Pomerania and Hamburg
 - b) DCB-Bundesliga Niedersachsen: Lower Saxony, Bremen
 - c) DCB-Bundesliga-Ost: Brandenburg, Berlin
 - d) DCB-Bundesliga Sachsen: Saxony, Thuringia and Saxony-Anhalt
 - e) DCB Bundesliga Southeast: Bavaria
 - f) DCB-Bundesliga-Südwest: Baden-Württemberg, Rhineland-Palatinate and Saarland
 - g) DCB-Bundesliga-Mitte: Hesse
 - h) DCB-Bundesliga-West: North Rhine-Westphalia

Exceptions must be decided by the SPA.

- 4) All groups will be played as a group round. Thus, a league without deciding matches will be played. The league comprises only one first round.
- 5) The team that is the leader of the respective national league preliminary round after the last match day is qualified for the final round of the DCMM.

- 6) The DCMM final round includes only deciding matches. It is structured as follows:
 - a) The top-ranked teams from the eight national leagues qualify for the quarterfinals.
 - b) Pairings for all quarterfinal and semifinal matches will be drawn by the DCB SPA prior to the start of the outdoor season.
- 7) The team that is victorious in the final of the DCMM wins the German Men's Cricket Championship and the club is awarded the title of German Men's Cricket Champion.

§33 Regional League

- 1) The regional league is the subordinate division to the DCB Bundesliga and the superior division to the Verbandsliga. It determines regional champions in different groups and regulates the promotion and relegation to the other divisions.
- 2) The Regionalliga is divided into several leagues. They are independent of each other and regionally affiliated with the respective Bundesliga. Membership in a group is determined by the club's regional origin or membership in a regional or state association.
- 3) The groups are named as follows and include the following states:
 - a) NDCV Regional League North: Schleswig-Holstein, Mecklenburg-Western Pomerania, Hamburg
 - b) CN Regional League Lower Saxony: Bremen and Lower Saxony
 - c) ODCV Regional League East: Brandenburg, Berlin
 - d) SCV Regional League-Saxony: Saxony, Thuringia and Saxony-Anhalt
 - c) BCV-Regionalliga-Bayern: Bavaria
 - d) BWCV-Regionalliga-BW: Baden-Wuerttemberg, Rhineland-Palatinate and Saarland
 - e) HCV-Regionalliga-Hessen: Hesse
 - f) WDCV Regional League West: North Rhine-Westphalia
- 3) The groups can have a group preliminary and group final round, but should be played as a group round if possible. Group preliminary and final rounds may be played in subgroups. All groups are played as a league, no deciding matches may be played.

§34 Association league

- 1) The Verbandsliga is the subordinate division to the Regionalliga, it determines association champions in different groups and exclusively regulates promotion to the Regionalliga.
- 2) The Verbandsliga is divided into several groups, they are independent of each other and regionally affiliated to the respective regional league group. The affiliation to a

Group results from the regional origin of the association or the membership in a national association.

- 3) Association leagues are played exclusively at the state association level and may, if necessary, relate only to a sub-region of the state association.

§35 Number of teams in the Bundesliga and regional leagues

- 1) The number of teams in a DCB National League is determined by the DCB SPA.
- 2) The number of teams in a regional and association league is determined by the respective regional association.
- 4) Only one team per club may participate in the DCB Bundesliga.

§36 Promotion and relegation regulations

- 1) Clubs can be promoted and relegated within the DCMM. Promotion and relegation are linked to the fulfillment of licensing criteria and always apply to the next season. If a club is not licensed for a match class, no team of this club can participate in this match class. All licensing criteria must be met in order to remain in a playing division.
- 2) Teams may be promoted to a group of a higher division and relegated to a group of a lower division within the DCMM.
- 3) If no higher or lower division is provided for a club to be promoted or relegated to, the club shall remain in that division.
- 4) The sporting criterion refers to the placement of a club team after the last matchday of the league and is therefore fulfilled by the team of a club. The administrative and organizational criterion is fulfilled by the club.
- 5) **Promotion and relegation with regard to the sporting criterion**
 - a) Provided that a club meets the criterion to receive a license for the Bundesliga or to remain in the Bundesliga, the sporting licensing criterion governs the promotion and relegation of a club
 - b) If there is a Bundesliga with up to 6 teams at regional level, a club with a team or as a whole in the regional league is relegated if its team is the lowest placed team after the last matchday of the Bundesliga.
 - c) If there is a Bundesliga with 7-10 teams at the regional level, two clubs with one team or as a whole in the regional league are then relegated,

if their teams are the two lowest placed teams after the last matchday of the Bundesliga.

- d) If there is a Bundesliga with up to 6 teams at regional level, a club with one team, or as a whole in the Bundesliga is promoted if its team is the best placed team after the last matchday of the regional league.
- e) If there is a Bundesliga with 7-10 teams at the regional level, two clubs will advance with one team or as a whole in the Bundesliga if their teams are the two best placed teams after the last matchday of the regional league.
- f) If a relegated team is from the same club as a promoted team, the sporting criterion for the club is considered to have been met and the club may continue to have teams in both divisions.
- g) The mode of promotion and relegation rules will be communicated in writing by the regional or state association to all clubs in the region and the DCB before the end of March.

6) Promotion and relegation with regard to the sporting criterion (regional league / association league)

- a) The mode of promotion and relegation rules between the Verbandsliga and Regionalliga is regulated individually by the regional or state association.
- b) The mode of promotion and relegation rules will be communicated in writing by the regional or state association to all clubs in the region and the DCB before the end of March.

7) Promotion and relegation excluding the sporting criterion

- a) If it is not possible for a club and its team to be promoted to the next higher division outside the sporting criteria, then the next-placed club and its team will be promoted, provided that it meets the criteria. If this club does not fulfill the criteria either, the next placed club will be promoted with its team, which fulfills the criteria and so on.
- b) If a club meets the sporting criterion at the end of the league to remain in a division, but does not meet one or all of the other criteria, then the club is forcibly relegated to a lower division in which it meets the criteria. In such a forced relegation, this team replaces the lowest placed team in the league, which remains in the division.
In case of several forced relegations, the same number of teams will be promoted from lower divisions.

§37 League points

League points will be awarded based on the match results as below:

- a) Victory - 8 points
- b) Defeat - 0 points
- c) Draw - 4 points for both teams. The number of fallen wickets does not affect the result

- d) Inconclusive - 4 points for both teams

§38 Championship period

- 1) DCM games are held from April 1 to September 30.
- 2) The federal games of the DCM will take place in September. The dates will be announced by the DCB.
- 3) All championship games must be held in the designated time period.

C.2 T20 German Championship

Extended Playing Rules

§39 Match ball

The game ball specified by the DCB according to §13 must be used.

§40 Number of overs per bowler

No bowler may throw more than 4 overs in an innings. This will not be changed for interrupted or late started games, however the number of overs will reduce them in line with the revised overs.

(An interruption, because of which is revised to 11 overs per innings, results in 3 overs for one bowler and 2 overs for four bowlers (4x2 and 1x3), or with 10 overs = 2x5).

§41 No-Ball and Free Hit

- 1) A pitch following a no-ball becomes a free hit for the batter who is on strike.
- 2) If this throw is also invalid (any kind of wide or no-ball), the following throw becomes a free hit for the batter then on strike.
- 3) For any free hit, the batter can only retire under the conditions of a no-ball, even if the pitch is ruled a wide ball.
- 4) Changes to fielding positions are not allowed for a free hit unless the batsmen have switched sides or the no ball was the result of a violation of fielding restrictions. In that case, fielding positions may be changed only to correct that violation.

§42 Field restrictions

- 1) There shall never be more than five field players on the Leg Side at the time of the throw.
- 2) In addition to the fielding restrictions listed in Paragraph 1, further restrictions shall apply during certain stages of the game as listed below. During the first six overs of an innings, the following fielding restrictions (the powerplay) shall apply:
 - a) For the inner circle, the field restriction area, two semicircles are drawn on the field. The center of the semicircles should be the respective center stick

be at the ends of the pitch. In radius, each semicircle shall be 30 yards (27.43 meters). The semicircles are connected by two parallel lines drawn on the field. The area of fielding restriction thus described should be marked with either solid white lines or "dots" 5 yards (4.57 meters) apart. Each of these dots is covered by a white plastic or rubber (not metal) disc 7 inches (18 cm) in diameter.

- b) During the power play, no more than two field players are allowed outside the field restriction area at the time of the throw.
 - c) At the end of the power play, no more than five field players may be outside the field restriction area as described in paragraph 2b at the time of the throw.
- 3) In matches where the number of overs in one or both innings are reduced, the powerplay over will also be reduced in accordance with the table below.

Total Inning	at	Number of over, for which the conditions in par. 2a&c listed field game restrictions apply
5-8		2
9-11		3
12-14		4
15-18		5
19-20		6

- 5) If the interruption of an innings occurs in the course of a Powerplay Over and the game is resumed after a reduction in the total number of overs and the necessary number of Powerplay Overs has thus been completed, the remaining balls of the resumed over are no longer part of the Powerplay.
- 6) In the event of a violation of the field play restrictions listed above, the Square Leg shall Referee to signal "No Ball".

Game operation

§43 DCB T20 Federal League

- 1) The DCB T20 Bundesliga is the highest division of the DCB T20 German Championship. Clubs can participate with a team as soon as they meet the licensing criteria and have been issued a license for the division.
- 2) The DCB T20 Bundesliga is played in one league and includes only one single round.
- 3) The team that tops the table after all matches are completed wins the DCB T20 Bundesliga and is awarded the title of T20 German Men's Cricket Champion.
- 4) The DCB SPA decides the game plan before the season.

- 5) In the 2023 season, the T20 Bundesliga will be held with 13 teams. For the 2024 season, this will be reduced to 12 teams. At the end of the 2023 season, three teams are relegated from the T20 Bundesliga to the regional leagues. At the same time, only two teams from the regional leagues are promoted to the T20 Bundesliga at the end of the 2023 season.

§44 T20 regional league

- 1) The regional league is the subordinate division to the DCB T20 Bundesliga and the superior division to the T20 Verbandsliga. It determines regional champions in different groups and regulates the promotion and relegation to the other divisions.
- 2) The T20 regional league is divided into several leagues. They are independent of each other and regionally affiliated with the respective national league. The affiliation to a group results from the regional origin of the club or the membership in a regional or state association.
- 3) The groups are named as follows and include the following states:
 - a) NDCV T20 Regionalliga-Nord: Schleswig-Holstein, Mecklenburg-Vorpommern, Hamburg
 - b) CN T20 Lower Saxony Regional League: Bremen and Lower Saxony
 - c) ODCV T20 Regionalliga-Ost: Brandenburg, Berlin
 - d) SCV T20 Regional League Saxony: Saxony, Thuringia and Saxony-Anhalt
 - e) BCV-Regionalliga-Bayern: Bavaria
 - f) BWCV-Regionalliga-BW: Baden-Wuerttemberg, Rhineland-Palatinate and Saarland
 - g) HCV-Regionalliga-Hessen: Hesse
 - h) WDCV Regional League West: North Rhine-Westphalia
- 4) The groups can have a group preliminary and group final round, but should be played as a group round if possible. Group preliminary and final rounds can be played in subgroups. All groups will be played as a league. Decision games may be played to determine the champions.

§45 T20 Association League

- 1) The T20 Verbandsliga is the subordinate division to the T20 Regionalliga. It determines association champions in different groups and exclusively regulates promotion to the T20 regional league.
- 2) The T20 Verbandsliga is divided into several groups. They are independent of each other and regionally affiliated to the respective T20 regional league group. The affiliation to a group results from the regional origin of the club or the membership in a regional association.
- 3) T20 Association leagues are played exclusively at the national association level and may, if necessary, relate only to a sub-region of the national association.

§46 Number of teams in the T20 national league and the T20 regional leagues

- 1) The number of teams in the DCB T20 National League is determined by the DCB SPA.
- 2) The number of teams in a T20 regional and association league is determined by the respective state association.
- 3) In the DCB T20 Bundesliga only one team per club is allowed to participate.

§47 Promotion and relegation regulations

- 1) Clubs can be promoted and relegated within the T20 German Championship. Promotion and relegation are linked to the fulfillment of licensing criteria and always take place in the next season. If a club is not licensed for a division, no team of this club can participate in this division. All licensing criteria must be met in order to remain in a division.
- 2) Teams can be promoted to a group of a higher division and relegated to a group of a lower division within the T20 German Championship.
- 3) If no higher or lower division is provided for a club to be promoted or relegated to, the club shall remain in that division.
- 4) The sporting criterion refers to the placement of a club team after the last matchday of the league and is therefore fulfilled by the team of a club. The licensing criterion according to §3 para. 6 is fulfilled by the club.
- 5) **Promotion and relegation with regard to the sporting criterion**
 - a) Provided that a club meets the criterion to receive a license for the T20 Bundesliga or to remain in the T20 Bundesliga, the sporting licensing criterion governs the promotion and relegation of a club
 - b) The three teams finishing in the bottom three of the national league will be relegated to the T20 regional league.
 - c) The eight winners of the eight T20 regional leagues will play a deciding match to determine the four teams that will play in the DCB T20 Bundesliga Play-Offs. These deciding matches will be set by the DCB League Director and decided by the SPA, and announced before the season.
 - d) The winners of these four deciding matches will play in the DCB Bundesliga Play-Offs. These deciding matches will be set by the league leader and decided by the SPA and announced before the season.
 - e) The two winners of these play off matches will be promoted to the DCB T20 Bundesliga if they have reached the licensing criterion according to § 3 para. 6.

6) Promotion and relegation with regard to the sporting criterion (T20 Regionalliga / T20 Verbandsliga)

- a) The mode of promotion and relegation rules between the Verbandsliga and Regionalliga is regulated individually by the regional or state association.
- b) The mode of promotion and relegation rules will be communicated in writing by the regional or state association to all clubs in the region and the DCB before the end of March.

7) Promotion and relegation excluding the sporting criterion

- a) If it is not possible for a club and its team to be promoted to the next higher division outside the sporting criteria, then the next-placed club and its team shall be promoted, provided that it meets the criteria. If the latter does not meet the criteria either, the next-placed club shall be promoted with its team that meets the criteria, and so on.
- b) If a club meets the sporting criterion at the end of the league to remain in a division, but does not meet one or all of the other criteria, then the club is forcibly relegated to a lower division in which it meets the criteria. In such a forced relegation, this team replaces the lowest placed team in the league, which remains in the division.
In case of several forced relegations, the same number of teams will be promoted from lower divisions.

§48 Qualification for the DCB T20 National League

- 1) All teams wishing to play in the DCB T20 National League must achieve the following criteria:
 - a. A permanent pitch for hosting the home games is available
 - b. You are able to finance participation in the Bundesliga
 - c. You have no debts with the DCB or national association
 - d. They are nonprofit
 - e. You submitted the DCB membership survey to the DCB by the end of October
- 2) If a team does not meet these criteria, the next-placed club will advance to the Bundesliga if it meets the criteria.

§49 League points

In group preliminary rounds where a league is played, league points are awarded based on match results as below:

- a. Victory - 8 points
- b. Defeat - 0 points
- c. Draw - 4 points for both teams. The number of fallen wickets does not affect the result
- d. Inconclusive - 4 points for both teams

§50 Championship period

- 1) The games of the T20 German Championship will take place from April 1 to August 31.
- 2) All championship games must be held in the designated time period.

D.1 German Women's Cricket Championship

Extended game rules

§51 Game plan

The regulation in §8 para. 1b DCB-SPO is replaced by the following. Participating clubs are allowed to postpone one of their match days published in the match schedule to one of the reserve dates upon application to the league management until March 1 of the respective season. The opponent concerned may veto the postponement once, whereupon another reserve date must be proposed by the applicant. A refusal of the second reserve date is not possible.

§52 Players

- 1) Only female players are allowed in the DCMF, they are called female players.
- 2) The target is 11 players per team. However, both teams must have at least 7 players for the match to be officially scored. A team with less than 11 players, but at least 7, may be filled up to a maximum of 11 players by substitutes from the other team. This is only valid if the other team has 12 or more players available and agrees to this procedure.
- 3) If a club registers two teams for the same division and group, 6 players must be named for the first team, who are then only allowed to play for this team. The named players should be the strongest players of the last season. All other players can change between both teams.

§53 Arbitrator

In deciding matches, no attendants of the participating teams are allowed to act as referees.

§54 Match ball

The match ball specified by the DCB for women's cricket must be used. It complies with rule 5 para. 6 (i) MCC-LOC.

§55 Number of overs per bowler

No bowler may throw more than 4 overs in an innings. This will not be changed for interrupted or late started games, however they will be reduced in line with the revised overs.

(An interruption, because of which is revised to 11 overs per innings, results in 3 overs for one bowler and 2 overs for four bowlers (3x1 and 2x4), or with 10 overs = 2x5).

§56 No-Ball and Free Hit

- 1) A pitch following a no-ball becomes a free hit for the batter who is on strike.
- 2) If this throw is also invalid (any kind of wide or no-ball), then the subsequent throw becomes a free hit for the batter then on strike.
- 3) For any free hit, the batter can only retire under the conditions of a no-ball, even if the pitch is ruled a wide ball.
- 4) Changes in fielding positions on free hit throws are not allowed unless batters have changed strikes.
- 5) A no-ball on the 6th throw of the over means a free hit on the first throw of the next over. This rule also applies if the sixth roll of an over is a Free Hit and another No Ball or Wide is bowled. This means that the first throw of the next over is still a Free Hit.

§57 Wide ball

- 1) In all championship games, a wide ball
 - a) scored with 2 runs and
 - b) not repeated.
- 2) In the last over of an inning, paragraph 1b is omitted
- 3) All runs resulting from runs or the wide ball itself that are not a no-ball will be counted as a wide ball along with the penalty for the wide.

Game operation

§58 Discharge

- 1) The DCMF has one division. It is called the Women's National League.

- 2) The Women's Bundesliga is divided into a preliminary and final round.
- 3) The preliminary round is divided into groups, which are determined by the SPA before the season.
- 4) The structure and qualification mode for the final round will be determined by the SPA and communicated to the clubs and regions before the start of the season.

§59 Women's National League

- 1) A women's national league must be formed when at least three teams from the region can participate in the league. Each team must play at least eight league games in the season.
- 2) The team that is the league leader of the respective Women's National League after the last matchday of the league is qualified for the final round DCM and holds the regional title described above under §9 (4).
- 3) Teams from a region in which there is no Women's Bundesliga, i.e. there are fewer than three teams in the region, may also participate exclusively in the Women's Bundesliga final round. If possible, these will be placed in a worse position when the final round is put together.
- 4) The DCMF final round consists of:
 - a) two semifinals.
 - b) The teams that emerge victorious from the semi-finals will contest the final.
- 5) The winner of the final will receive the title "German Women's Cricket Champion".

§60 League points

Based on the match results, league points will be awarded as follows. Match results in different formats receive the same league points:

- a) Victory - 8 points
- b) Defeat - 0 points
- c) Draw - 4 points for both teams. The number of fallen wickets does not affect the result
- d) Inconclusive - 4 points for both teams

§61 Championship period

- 1) The championship period for DCM women is the outdoor season. All championship games must be held during the designated time period.

- 2) The last date for the preliminary round is set each year by the league management.

DCB Penal Code (DCB-SO)

§1 Penalties

- 1) The DCB and its regional associations may impose the following penalties on clubs and their members:
 - a) Warning;
 - b) Reference;
 - c) Fine;
 - d) Course closure for clubs, teams or individual members;
 - e) Suspension from play (temporary or permanent);
 - f) Exclusion from DCB play (temporary or permanent);
 - g) Withdrawal of points;
 - h) Transfer to a lower division;
- 2) The penalties may also be imposed side by side.
- 3) The assessment of the penalty depends on the degree of intent or negligence and culpability, the impact on the sport and the purpose of ensuring an undisturbed and fair course of the game and the prosperous coexistence also off the field and to prevent damage to the good reputation of cricket.
- 4) The clubs are responsible for the compliance of their members with their duties.
- 5) Penalties will be issued in writing. The notification can also be made by email. A penalty is considered to have been communicated if it has been sent in writing to the association itself or to the member of the association. In case of doubt, a simple proof of dispatch is sufficient. Emails or fax or letter are to be sent to the address given by the association or a known address of an association representative.
- 6) Until the fines are paid via the liable club, the club remains excluded from playing.

§2 General violations

- 1) Rough play, assault, insults, criticizing an umpire, inflammatory remarks, lying behavior and untrue statements, deliberate frustration of play, damage to property and serious violations of recognized rules of cricket ("The MCC Laws of Cricket") may be subject to maximum penalties. This also applies to players not directly involved in the game and to players and officials of a DCB member club in correspondence and meetings. Violations are described under Rule 42 of the MCC LOC (Player's Conduct).
- 2) For **Level 1 violations** (Rule 42.2.1 MCC LOC), the player will either receive a reprimand or be punished with a game suspension not to exceed 2 games.
In case of repeated violation within 24 months, the player will be punished with a game suspension of at least 1 game up to a maximum of 3 games.
- 3) For **Level 2 violations** (Rule 42.3.1 MCC LOC), the player will be penalized with a game suspension of a minimum of 2 games to a maximum of 4 games.
In case of a repeated violation within 24 months, the player will be punished with a suspension from the game of at least 3 games to a maximum of 5 games.
- 4) For **Level 3 violations** (Rule 42.4.1 MCC LOC), the player will be punished with a game suspension of a minimum of 4 games to a maximum of 1 year.

In case of a repeated violation within 24 months, the player shall be punished with a ban from playing for a minimum of 1 year and a maximum of 5 years.

- 5) For **Level 4 violations** (Rule 42.5.1 MCC LOC), the player will be punished with a game suspension of at least 1 year to life.

In case of a repeated violation within 24 months, the player will be punished with a lifetime ban from the game.

§3 Unauthorized play

- 1) Players who intentionally participate in matches without authorization will be punished with a match suspension (minimum 2 matches, maximum 1 year).
- 2) The club will be fined Euro 100. In case of non-payment within 28 days, an additional fine of Euro 100.- will be imposed.
- 3) In case of repeated violation by the club within 24 months, the club will be fined Euro 500.

§4 Player passes

- 1) A ban from the game (minimum 4 games, maximum 1 year) shall be imposed on anyone who
 - a) intentionally plays under a false name;
 - b) incorrect proofs used;
 - c) manipulated the player passport;
 - d) instigates or aids and abets a), b) or c).
- 2) In addition, the responsible club will be punished with a fine (minimum Euro 200,-, maximum Euro 500,-). In case of non-payment within 28 days, the club will be punished with the withdrawal of points (minimum 8 points, maximum 24 points).

§5 Abandonment of the match, no-show

- 1) Clubs whose players or teams cause a match to be abandoned will be fined (minimum Euro 200,-, maximum Euro 500,-). In case of non-payment within 28 days, the club will be punished with the disqualification of points (minimum 8 points, maximum 24 points).
- 2) Clubs whose players or team do not arrive on time with at least seven players for the official start of the match will be penalized with a point deduction (1 point) or fine (Euro 100,-).
- 3) Clubs that cancel a scheduled game will be penalized as follows:
 - a) in case of cancellation within 14 days before the match - 50,- Euro
 - b) in case of cancellation within 2 days before the match - 100,- Euro

§6 Referee violations

- 1) In case of non-appointment of referees by the clubs and in case of non-appearance of one or both referees, the clubs will be penalized with a fine of Euro 50,- per non-appearing referee. In case of non-payment within 28 days the

Club penalized with disqualification of points (minimum 8 points, maximum 24 points).

§7 Violations within the scope of the game operation

- 1) Non-payment of the referee compensation will be punished by the club with a fine of Euro 100. In case of non-payment within 28 days, the club will be punished with the disqualification of 8 points.
- 2) Failure to provide a new and approved match ball and replacement match balls will be penalized with a fine of Euro 50. In case of non-payment within 28 days, the club will be additionally penalized with the disqualification of 8 points.

§8 Cleanliness on the field

Players and officials of the clubs are required to keep the sports facility (hall or sports field) clean and leave it clean. Players and clubs who violate the obligation to keep clean and maintain the playing field, the surrounding area and the building used will be punished with fines (minimum Euro 30.-, maximum Euro 200.-). In case of non-payment within 14 days, the club will be punished with the withdrawal of points (minimum 8 points, maximum 24 points).

§9 Failure to comply with DCB administrative and organizational requirements.

Clubs, players and officials of the clubs are required by the DCB and the regional federations in handling the DCB game operation to make certain administrative and organizational requirements (e.g. match report sheet, DCB membership survey, Crichq, etc.). Clubs that exceed a mentioned deadline by more than 14 days despite a reminder will be penalized with a fine of Euro 100,-. In case of non-payment within 28 days, the club will be additionally penalized with the disqualification of 8 points.

§10 ICC Disapproved Cricket

Players, coaches, officials, etc. who participate in cricket matches designated by the ICC as "Disapproved Cricket" are punished by suspension from the game (minimum 6 months, maximum 2 years).

§11 Procedure for penalties

- 1) The regional game organizer has sole authority to decide the following penalties:
 - a) Penalties under §2 (2) and (3) of this Penalty Code (Level 1 and Level 2)

- b) One warning
 - c) A reference
 - d) Course closure for clubs, teams or individual members
 - e) A fine of up to 500 euros
 - f) A point deduction of up to 8 points
 - g) A game suspension of up to 5 games
- 2) For higher or other penalties the DCB Disciplinary Committee decides incl. on penalties under §2 (4) and (5) of these Penalty Regulations (Level 3 and Level 4).
- 3) For All Penalties in the connection with federal games decides the DCB Disciplinary Committee.

§12 Fines

- 1) Fines are paid to the organizer of the match (e.g. to the regional federation for regional matches, to the DCB for federal matches).

§13 Penalty effect and legal remedy

- 1) A sentence pronounced in accordance with the rules of this Code of Criminal Procedure shall take effect immediately on the day following its pronouncement. Appeals do not have a suspensive effect.
- 2) Appeals against the penalties are possible. Appeals against penalties within the scope of these Penalty Regulations fall exclusively within the competence of the DCB and its own bodies. Further details are regulated by the DCB Rules of Procedure.