

# Regal Series Rules 2018

## Tournament Format

1. T20 Format - 2 Rounds, Playoffs and Final.
2. Regal Rules specified in this document shall be applicable to all the matches in the Regal tournament, taking precedence over ICC rules.
3. The latest ICC T20 rules shall be used for any items not specified in this Regal Rules document.
  - a. Free-hit shall be given for over-the-shoulder no-balls in addition to front-foot no-balls, as per latest ICC rules.
4. Rounds 1 & 2:
  - a. Ten Team Round Robin.
  - b. Each team shall play a maximum of 18 round robin matches, 9 in each round.
5. Playoffs
  - a. Playoffs shall be played between the top 5 at the end of the 2nd round.
  - b. In case of equal points, head-to-head outcome in Round 2 shall be used.  
(Example: If Team 1 won in Round 1 and Team 2 won in Round 2, then in case of equal points, based on the head-to-head in Round 2, Team 2 will rank higher)
  - c. In case of circular outcome (3 teams have the same points, and A beat B who beat C who beat A), or the Round 2 head-to-head game has “No Result”, then, the over-all (both rounds 1 & 2) Net Run-Rate shall be used.
  - d. Play matches shall be as follows:
    - Qualifier 1: Team 1 vs Team 2
    - Eliminator 1: Team 4 vs Team 5
    - Eliminator 2: Team3 vs Eliminator 1 Winner
    - Qualifier 2: Qualifier 1 Loser vs Eliminator 2 Winner
6. FINAL:
  - a. Final shall be played between the Qualifier 1 Winner and Qualifier 2 Winner.

**FINAL: Qualifier 1 Winner vs Qualifier 2 Winner**

Stage	Format	Points per Win	Points per Loss	Points per Tie (Rain out)	Non umpiring Penalty	Total Games
1	Round-robin	4	0	2	-4*	9
2	Round-robin	4	0	2	-4*	9
Playoffs	Knockout					4
Final						1

## 2018 IMPORTANT DATES:

- March 31st:** Submit team roster (Min: 12 / Max: 21)
- April 2nd:** Regal 2018 Round 1 schedule (1st 6 weeks) publish
- April 2nd:** Last date of Uniforms / Extra Balls Order
- April 21st:** Regal 2018 Season starts
- May 1st:** Regal 2018 Team Fees + Umpiring deposit: \$1400 DUE  
(1 pt penalty after 5/1)
- May 7th:** Umpiring Panel process rollout
- May 11th:** Publish Umpiring Training Material
- May 15th:** Publish Umpiring Quiz
- June 3rd:** Deadline to take Umpiring Quiz
- June 16th:** Quiz Evaluation Complete
- June 23rd:** Umpiring Pool Formation.

## Team Rosters

1. Each team roster shall have a maximum of 21 and a minimum of 12 players.
2. Players could be added to the roster at any point in time up until the Roster Freeze\* and up until the maximum number of 21 players is reached.
  - a. \*Roster freeze means new players could not be added, however, players could be removed.
  - b. The Roster Freeze shall happen at a point in time during the Round 2 when it becomes impossible for a brand new player to meet the minimum-number-of-games-required-to-play-playoff requirement.
  - c. This date / time when the Roster Freeze happens shall vary for each team depending upon when their matches are for the particular weekend, and how many of their previous matches have been abandoned.
  - d. Management's decision on "Player Qualification For Playoff" shall be FINAL.
3. Even if the maximum number of players count (of 21) is reached, a particular player or set of players could be replaced with a different player or a different set of players, as long as the player(s) being replaced have NOT played any matches - match(es) that have produced a result - for that team, before the Roster Freeze.
  - a. Note: If a player has played for a Team, but that match is abandoned and there is no result, and that is the only match that he has appeared for that team, then in that case, that player shall be considered as NOT to have played that match.
  - b. Similar to section 3.a above, if a player has appeared for multiple matches for a given team, but all of those matches are abandoned and there are no results, then in that case as well, the player shall be considered as NOT to have played any of those abandoned matches.
  - c. So, based on the sections 3.a, and 3.b above, that particular player could be replaced before the Roster Freeze.

- d. If a player is in the roster of a particular team, but has not played any matches (that produced a result) for that team in the current season, then he could be replaced from the roster, which also means, that player could be inducted into the roster of a different team within the same season.
  - e. If the player has played matches that produced results, then that player shall NOT be replaced, even before the Roster Freeze. However, that player could be removed from a roster.
  - f. Such a player (referenced in section 3.e) shall NOT be allowed to play for any other team or inducted to any other team's roster, within the same season.
  - g. Exceptions to the above clauses could be provided on a case-by-case basis, ONLY by means of REGAL Management's sole discretion and that decision shall be final.
4. Exceptions (as described in section 3.g) could be allowed by Management by following the *Roster Change Process*.
  5. Roster Change Process involves submitting a request to Regal Management with the following details:
    - a. Name of player being removed.
    - b. Number of completed matches played by player being removed.
    - c. Name of player being added.
    - d. Current Roster size.
    - e. Reason for change.
      - i. Player Replacement Rules essentially ensure that the change is due to a valid and acceptable reason. (Examples of acceptable changes include – Player injury, drop out, move out, etc.)
      - ii. However, the decision on Roster change to replace a player shall be at the sole discretion of the Regal Management and that decision shall be FINAL.

## League Fees

1. All match fees must be paid before the **Payment Due Date**.
2. Failure to make the payment on time shall result in the following:
  - a. 1-point penalty for each week delay.
  - b. Example: Delay in payment by 3 weeks will result in a 3-point penalty.

## Umpiring

1. ALL Regal teams, as part of participating in the Regal tournament, shall have the responsibility to perform their fair share of umpiring duties.
2. Regal Captains MUST assign umpires from their respective teams to perform the neutral umpiring duties – as per the published **Regal 2018 Schedule**.
3. Two neutral umpires shall be provided for each game in all rounds, playoffs and final.
4. Failure to provide an umpire for a game shall result in the following consequences:

- a. Round 1 and Round 2: Lose Umpiring Deposit and incur **Point Penalty**, as specified in section 5 below:
  - b. Round 1 and Round 2: Repeat offending teams, that do NOT fulfil their umpiring responsibilities for a total of 3 occurrences (Not necessarily consecutive) shall be REMOVED from the league for the current season and that team will have to forfeit their Regal League Fees in addition to the Umpiring Deposit. In addition, that team shall NOT be considered for the future Regal seasons.
  - c. PlayOffs: Lose Umpiring Deposit.
  - d. Teams, although they are ultimately responsible for their umpiring duties, shall be allowed to hire / assign umpires from other Regal / Non-Regal teams, as long as those umpires have the necessary umpiring knowledge and are fully qualified\*\*.
    - i. Regal Management does NOT provide any restrictions on how an umpire can be hired from outside one's own team. (Example: Umpires could be paid an appropriate amount as a compensation, or it could be an exchange arrangement). Teams are free to use their own resources and strategies to fulfil their umpiring duties, as long as the minimum qualification requirements are met.
  - e. Beginning Round 2, a new process will be introduced to improve the umpiring quality. This process will be used to assess the umpires qualification, experience and temperament.
5. **Point Penalty**
- a. All Regal teams are allocated equal number of matches when their team shall perform the neutral umpiring duty.
  - b. Failure to fulfill the umpiring requirement will result in a "Non-Umpiring" Penalty of -4 points. (This is in addition to other types of penalties described section 4, above)
  - c. Umpiring Requirement is considered as 'Unfulfilled' if any one or more of the following conditions apply:
    - i. Neutral Umpire is NOT present for the entire duration of a match.
    - ii. Neutral Umpire is NOT present for a partial duration of a match.
    - iii. Neutral Umpire is NOT present in the ground, at the reporting time, or is tardy.
      - 1. Reporting time is 10 minutes before the toss.
      - 2. Toss is 15 minutes before the match start time - 9 AM or 1:30 PM.
      - 3. So, Umpire MUST be present at
        - a. 8:35 am for Morning Match
        - b. 1:05 pm for Afternoon Match
    - iv. If there is an agreement between the assigned umpires and the playing captains, as well as the "Umpiring Committee" - for reasons such as delays / changes in match timing due to rain, conditions, or any other unforeseen circumstances, then the above "Unfulfilled" condition shall not apply. However, this is purely at the discretion of the "Umpiring

Committee” (Until this committee is officially announced, Regal Management will rule)

6. Umpiring responsibilities: Umpires shall -
  - a. Report at the ground on time (10 minutes before toss)
  - b. Get the playing 13 from both team captains, and make sure the players are part of the rosters.
  - c. Publish the playing 13 - immediately to the webmaster.
  - d. Finalize and Communicate to captains, on which trees are inside / outside the boundary, before toss is completed.
  - e. Demand batting / bowling decision immediately after toss.
    - i. **If toss winning captain, does not express decision immediately, the other captain decides.**
  - f. Ensure First Ball is Bowled 15 minutes from the time of the toss.
  - g. Restrict breaks - water breaks or other interruptions - between or within overs.
  - h. Pick Man-Of-The-Match at the end of the match, consulting with the captains.
  - i. Send scorecard pictures to webmaster before leaving the field.
7. Main Umpire’s responsibilities:
  - a. Get bowler’s style (e.g. right hand over the wicket, etc.) and inform batsman.
    - i. NOTE: The umpire shall NOT call no ball if the bowler fails to tell the umpire what his bowling style is.
    - ii. It is the umpire’s responsibility to find out what is the bowler’s style from the bowler.
  - b. Count the number of balls.
  - c. Declare end of over, when it is end of over.
    - i. Any contradictions with scorer shall be sorted out immediately.
    - ii. Compensating in the next over shall not be permitted.
    - iii. In case of disagreement, Umpire’s call shall be FINAL.
  - d. Make the following decisions to the best of knowledge, without fear or favor and that decision shall be FINAL:
    - i. Wide
    - ii. Front foot Noball / Freehit
    - iii. Byes / legbyes
    - iv. Bowled
    - v. LBW
    - vi. Catches (Decision on nicks / whether ball came off bat or not MUST be decided by main umpire; Consultation with leg-umpire is allowed on decisions whether ball carried or not, however, the FINAL decision MUST be by the MAIN Umpire - NOT the leg-umpire)
    - vii. HitWicket / Handling the ball / Obstruction of Fielders
    - viii. Run-Outs at the Runner End.
    - ix. Boundary / Tree decisions.
8. Leg umpire’s responsibilities:
  - a. Count the number of balls / Inform main umpire in the event of counting errors.

- b. Call height no-balls for
  - i. beamers (full toss over waist height with normal stance) and
  - ii. bouncers (pitched delivery bouncing above shoulder height with normal stance)
- c. Inform main umpire of height noball to call free-hit.
- d. Consult and provide feedback to main umpire on queries about whether the ball carried to the fielder during a 'catch'. However, Main umpire's decision shall be Final.
- e. Make the following decisions to the best of knowledge, without fear or favor and that decision shall be FINAL:
  - i. Stumping
  - ii. Run-out at the batting end
  - iii. No-Balls:
    - 1. Over the shoulder-Bouncer and
    - 2. Full toss (Beamer) over the waist
    - 3. dead balls (bouncing 3 or more times before the stumps).
    - 4.

## Match Rules

1. Number of players:
  - a. Each match will be 11 a side.
  - b. In the event that a team has more than 11 players available:
    - i. Batting XI / Bowling XI could be drafted and submitted to umpires.
    - ii. Batting XI / Bowling XI shall not be changed after the toss.
    - iii. Only players in batting XI shall bat, and only players in bowling XI shall bowl.
    - iv. Same player(s) could be in both batting XI and bowling XI.
    - v. Any player in either batting XI or bowling XI or both could field (Max 11)
    - vi. **Maximum number players in Batting XI AND / OR Bowling XI put together is ONLY 13.** (Ex: If there are 13 players available to play - Batting XI may contain players 1 thru 11; and Bowling XI may contain players 3 thru 13).
  - c. Player replacement shall NOT be permitted in any event after match starts.
  - d. Each team must have a minimum of 7 players present in order for the "toss" to happen and for the match to start.
  - e. Any of the 7-13 players submitted to the umpires may join in at any stage of the game (even if they were not present at the start of the match).
  - f. **A player MUST field for the same amount of time that he has been out of the ground before he can bowl.**
    - i. **Example:** If player comes in late at start of 7<sup>th</sup> over, then he can only bowl the 13<sup>th</sup> over onwards.

- ii. Similarly if he bowls 2 over's at start of the innings and takes a break outside the ground for 5 overs, then he can bowl only the 13<sup>th</sup> over onwards.
- iii. This rule does not apply to the batting side.

2. Bowling:

- a. A maximum of 4 overs shall be allowed for any bowler.
- b. Minimum of 6 bowlers MUST be used.
- c. In case of a reduced-over game:
  - i. The 6-bowler-minimum need not be enforced.
  - ii. A minimum of 5 bowlers must be used.
  - iii. If bowler has already bowled more than or equal to his quota before the overs are reduced, he shall not be allowed to bowl again in that innings.
  - iv. The maximum number of overs allowed per bowler is as per the following table:

Total Overs / Innings	Max Overs / Bowler
20-16	4
15-10	3

3. Fielding:

- a. A maximum of only 2 fielders shall be allowed outside the 30-yard circle in the first 6 overs.
- b. A minimum of 4 fielders (excluding bowler and wicket-keeper) must be in the 30-yard circle at all times.
- c. The above rules are applicable even if there are less than 11 fielders available.
- d. A maximum of 2 fielders shall be placed behind square on the leg side of the batsman.
- e. Substitute fielders, not part of the playing XIII, may be used only for fielding.

4. Match outcomes:

- a. Wins include walkovers, forfeits, etc. received.
- b. Losses include walkovers, forfeits, etc. given.
- c. Team that scores the most number of runs at the end of both innings shall be the winner of the match.
- d. In the event of a tie, where the number of runs scored is the same, the winner shall be decided by a Super over.
- e. SUPER OVER shall be used for all matches in Rounds 1, and 2, and all matches in Playoffs and the Final.
- f. Tied Match rules (Super over):
  - i. Each team shall decide a bowler to bowl and three batsmen to bat during one over named as the super over.
  - ii. Super Over shall commence within a maximum of 10 minutes from the time the last ball was bowled.

- iii. Each super over shall be completed within a maximum of 5 minutes, with a total of 10 minutes maximum for both super overs.
- iv. The same ball used in the match shall be used in super over.
- v. The team batting second in the match (Team A) shall bat first in the super over, and the other team (Team B) shall bowl.
- vi. Team B shall chase whatever the Team A scored.
- vii. Team with more runs in super over shall be the winner.
- viii. In case scores are level, the team hitting maximum sixes in the match shall be the winner.
- ix. If number of sixes is also the same, the team with maximum fours shall be the winner.
- x. If number of fours is also the same, the team with minimum wickets lost shall be the winner.
- xi. If number of wickets lost is also the same, the super over shall be repeated.

#### 5. Switch Hitting

- a. If a batsman switch-hits, both his sides shall be treated as the "off side".
- b. So after he switches, if he misses a ball on his (new) leg side or offside – it shall not be considered a wide as both are considered his off side.
- c. After he switches, he can be given out lbw irrespective of where the ball pitches (no outside the leg stump rule)

#### 6. Clothing

- a. Players not in proper team attire (colored clothing) shall not be allowed to play.
- b. The umpires shall take this decision –10 run penalty for each violation, if a player prefers to play with improper clothing.

#### 7. General Cricket Rule Clarifications for Regal Series

- a. Dead ball: Any ball that bounces 3 or more times before crossing the stumps shall be called dead ball. This decision shall be made by the leg-umpire.
- b. No ball:
  - i. Any full toss ball above waist height irrespective of type of bowler is a no-ball, except the following scenarios:
    - 1. The position of the batsman is important in deciding a no-ball, so this rule shall apply only if the batsman has some part of his body within the batting crease (body includes the tip of the toes).
      - a. If batsman is outside the crease, then it is not a no-ball.
      - b. If batsman is inside the crease and he is in a normal batting position (without stooping down), then it shall be a no-ball.
    - 2. The loop of the delivery is important in deciding a no-ball, so this rule shall apply only if the ball does not hit the stumps / dislodge the bails, directly - without touching any part of the batsman's body or gear.



- a. If ball hits stumps directly without touching batsman, then it is not a no-ball, and the batsman shall be declared out bowled, if there is no other restriction - like front-foot no-ball or free-hit.
  - b. If ball hits stumps while passing the batsman above waist height while he is inside the crease and in a normal batting position, but touches any part of his body or gear, then it is a no-ball and he shall not be declared out bowled.
- ii. Any ball rising above the shoulder of the batsman after it pitched, shall be called a no-ball irrespective of the type of bowler, and position (forward or back) of the batsman.
- iii. Any ball rising above the head of the batsman after it pitched, shall be called a wide - NOT a no-ball.
  - 1. In this case, FREE-HIT shall not be applicable.
- iv. Any of the above "height" no-balls due to - full toss-above-waist, OR bouncer-above-shoulder-but-not-above-head - shall result in a FREE-HIT.
- v. Front foot no-ball called by the umpire shall result in a FREE-HIT.
  - 1. (i.e. the batsmen can be dismissed pertaining to rules associated with a regular NO-BALL)
- vi. For height no-balls: Leg umpire's decision shall be FINAL.
- vii. For front foot no-balls: Main umpire's decision shall be FINAL.

8. Tree rule:

- a. Host team shall place the boundary markings / flags decisively by either:
  - i. Including the tree trunk completely within the playing area, (OR)
  - ii. Excluding the tree trunk completely from the playing area.
  - iii. Avoid placing the flags such that the trunk is half inside and half outside.
  - iv. Place flags closer to either side a tree trunk to make it easier to determine if the tree trunk is either inside or outside the boundary.
- b. Before toss, umpires in consultation with both playing captains shall identify which trees are inside and which ones are outside the boundary, which shall be a constant through the duration of the match.
- c. If the ball touches any part of the tree inside the boundary:
  - i. The ball shall be considered as being grounded.
  - ii. If it goes away outside the boundary - either rolling through the turf or directly falling outside - then it shall be a 4. Even if it goes directly outside, it shall not be a 6.
  - iii. If it falls on the ground inside the boundary, then it is considered the same as a ball stopping inside the boundary. Batsman run between wickets to get runs.
  - iv. If a fielder catches it while being grounded inside the boundary, then it shall NOT be called a catch. Batsman run between wickets to get runs.
  - v. If a fielder catches it while being grounded outside the boundary, then it shall NOT be called a catch, and it shall be called a 4.

- d. If the ball touches any part of the tree outside the boundary:
  - i. If it hits the tree directly and falls on the ground outside the boundary, then it shall be a 6.
  - ii. If it hits the tree directly and falls on the ground inside the boundary, then it shall be a 6.
  - iii. If it hits the tree directly and a fielder catches it while being grounded either inside or outside the boundary, then it shall be a 6.

## Match Schedule

1. Match Timings/Rate:
  - a. There shall be a maximum of 2 games scheduled / day
    - i. Morning / Afternoon – See schedule for details.
    - ii. Exceptions to the above may be implemented at the sole discretion of Regal Management.
  - b. Each game shall be 4 hours 15 minutes long.
  - c. Each team shall have a maximum of 2 hours to complete 20 overs. (@10 - 13 overs per hour)
  - d. **Slow over rate rules:**
    - i. **First Innings: If the bowling team does not complete the full quota of overs within the allotted time, in first innings,**
      1. The Innings will complete with the full quota of overs.
      2. The first innings bowling team, when they bat in the second innings, will only get the same number of overs that they completed within the allotted time. However, the target will remain the same.
        - a. **Example: If Team A who is bowling first, completes only 18 overs out of 20, in the allocated time, the first innings will still conclude with the full quota of 20 overs, but when Team A bats in the second innings it will only have 18 overs to achieve the same target.**
        - b. **This is enforced only if the number of overs completed within the allocated time is less than 18 overs.**
    - ii. **Second Innings: If the bowling team does not complete the full quota of overs within the allotted time, in the second innings,**
      1. The Innings will complete with the full quota of overs, with the same target.
      2. The second innings bowling team shall be penalized with a -0.25 point.
      3. This is enforced only if the number of overs completed within the allocated time is less than 18 overs.
    - iii. **The slow over rate rules in either innings, and the enforcement of penalties etc are at the sole discretion of the umpires.**

- iv. **If the slow over rate is due to on-field injury, lost ball, or any other unforeseen circumstances, the umpire shall stop the clock during those occurrences.**
- v. **Umpires shall be empowered to speed up over-rates to make-up lost time, and are empowered to reduce the number of breaks / delays caused by the batting team.**
- vi. **If umpires deem that batsmen are intentionally stalling the progress, they shall be empowered to give one official warning, and then on a second occurrence, a penalty of -5 runs may be applied to the batting team.**

## Rain Rules

1. Any single stoppage of play exceeding **1.5** hour from schedule start time shall result in the match being called off.
  - a. For Round 1 and Round 2 - No rescheduling shall be allowed, due to rain / washouts, and the points shall be split between the teams immediately.
  - b. For Playoffs and Final, the matches may be rescheduled based on Management discretion.
    - i. Reserve Day for Final:
      1. Final shall have a reserve day, when the washed-out Final may be played.
      2. If both days are washed out, then the trophy shall be shared.
    - ii. Reserve Day for Playoffs:
      1. Regal Management shall have the rights to reschedule a playoff game at its own discretion.
      2. Teams playing the playoffs shall make themselves available for any of the weekend days as per Management's decision.
      3. If a playoff game could not be rescheduled despite due diligence from all parties involved, one team will progress forward by means of a coin-toss.
2. First 15 minutes of stoppage of play in either innings shall have no impact on the number of overs to be bowled in that innings.
3. The following rules are applicable when it is actively raining and / or the conditions are not suitable for play:
  - a. Rain / Unsuitable conditions in the first Innings:
    - i. Rain / Unsuitable conditions before start of play shall be considered as rain in the first innings.
    - ii. For every additional 0 to 15 minutes of loss of playing time (beyond the first 15 minutes), 2 overs shall be deducted from each innings.
    - iii. In case of multiple rain interruptions, 2 overs shall be deducted in each innings for every 0-15 minutes of loss of playing time each time.

- iv. First innings shall not be considered complete unless and until the team batting first bats at least 10 overs.
- b. Rain / Unsuitable conditions in the second Innings:
  - i. Rain / Unsuitable conditions during the innings break shall be considered as rain in the second Innings
  - ii. For every additional 0 to 15 minutes of loss of playing time (beyond the first 15 minutes), 2 overs shall be deducted from 2<sup>nd</sup> innings.
  - iii. The new target score shall be calculated after each stoppage using the average run rate formula:
    - 1. New target = (Original target/ overs of first innings) \* Reduced overs
    - 2. NOTE: rounded to the next higher integer
    - 3. Example:
      - a. *If team batting first made 140*
      - b. *Then Original target = 141.*
      - c. *If the first innings was 20 overs, and 4 overs are lost due to rain in the 2<sup>nd</sup> innings then the new target =  $(141/20)*16 = 112.8 = 113$  runs.*
      - d. If the match is stopped (due to rain or time) and both teams have batted at least 10 overs, then the winner is decided using the above formula by setting the Reduced overs = overs played in the 2<sup>nd</sup> innings.
  - iv. If either team plays less than 10 overs, the match shall be considered a **incomplete**, and points must be split.
- 4. If a team is all out in less than 10 overs then the match is still valid.
- 5. Incomplete Matches:
  - a. Any matches that are abandoned even before toss or the first ball is bowled shall be considered as “Incomplete,” with a final status of “Abandoned.”
  - b. Any matches where there are less than 10 overs bowled in either or both innings then those matches shall be considered as “Incomplete,” with a final status of “No Result.”
  - c. In case of “Incomplete” matches the teams shall split the points equally.
  - d. The statistics from an “Incomplete” match shall not be credited towards a player.
    - i. This includes, all match stats including runs scored, wickets taken, catches etc.
    - ii. This “Incomplete” match shall not be counted towards the number of matches played count used to determine the playoff eligibility.

## Teams’ Responsibilities

- 1. Every match shall have a designated host team, as specified in the schedule.
- 2. The Regal captains shall be ultimately responsible for meeting these responsibilities.
- 3. Host Team responsibilities

- a. Setup and remove boundary and 30-yard flags.
- b. Setup and remove stumps, bails, chinks.
- c. Set up the scoreboard, benches, etc.
- d. Ensure accurate scoring and website stats updates.
- e. After the game - Clean up the general area.

## Captains' Responsibilities

1. Playing captains must submit the Playing XI / XIII to the umpires at the time of toss.
  - a. This list must have been prepared ahead of time and must be submitted before the toss can happen.
  - b. This list must include at least a minimum of 7 players for a match to happen.
  - c. This list must contain a maximum of 13 players; and identify the Batting XI and Bowling XI.
  - d. Any substitute players (who will not bat or bowl, but only field) must also be included in this list at the time of toss.
2. Scores must be verified after each innings.
  - a. All the scorecards MUST be complete with all relevant details.
  - b. scorecards and status to Regal statistician / web-master within 48 hours of the match.
    - i. **Deadline: 11 pm Monday after the match.**
3. Non-playing captains responsible to provide neutral umpires must provide name(s) of umpires latest by
  - a. Friday 12:00 pm for the match on Saturday.
  - b. Saturday 12:00 pm for the match on Sunday.
4. Captains shall be responsible for the conduct of the players on and off the field.

## Players' Responsibilities - Code of Conduct

1. Players shall be responsible for their own conduct on and off the field.
2. There shall be no cursing, arguing or abusing either vocal or physical on or off the field between the players or their property.
3. Any misbehavior shall be penalized upon the discretion of the neutral umpire.
4. Excessive appealing, arguing with the umpire and causing unnecessary delay in the game shall be penalized upon the sole discretion of the neutral umpire.
5. The penalties are as follows:
  - a. 1<sup>st</sup> Misconduct: Sitting outside for duration of 1 hr.
  - b. 2<sup>nd</sup> Misconduct: Banned for 2 games.
  - c. 3<sup>rd</sup> Misconduct: Banned for the season.
6. Finally, in the spirit of playing "Regal" games, everyone shall conduct themselves in a manner befitting a gentleman with sportsman spirit.

## Play-Off Qualification Rules

1. Each Regal captain must ensure that each member of his team plays a minimum number of matches, in order for that particular player to be qualified to play in the playoffs and in the final (excluding unavailable days), as per the following table:

Total Number of Matches played by the team at the end of Round 2 (Excluding wash-outs/incomplete matches)	Minimum number of matches to be played by individual players to qualify to play in Playoffs/Final (if his team qualifies. Excluding wash-outs/incomplete matches)
1	0
2	1
3	1
4	1
5	2
6	2
7	2
8	3
9	3
10	3
11	4
12	4
13	4
14	5
15	5
16	5
17	6
18	6

## Schedule

Morning Schedule	Afternoon Schedule	Normal Action Item	Special Notes
1:15 pm	8:45 am	<ul style="list-style-type: none"> <li>• Toss</li> <li>• Captains submit 13 to umpires</li> </ul>	<ul style="list-style-type: none"> <li>• If a team has less than 7 players at this point, it loses the toss.</li> <li>• If both teams have less than 7 players, then team that gets the 7<sup>th</sup> player first wins the toss.</li> </ul>
1:30 pm	9:00 am	<ul style="list-style-type: none"> <li>• First ball</li> </ul>	<ul style="list-style-type: none"> <li>• If either team has less than 7 players, then match cannot start.</li> </ul>
2:00 pm	9:30 am		<ul style="list-style-type: none"> <li>• If a team has less than 7 players at this point, then it forfeits the match.</li> <li>• If both teams have less than 7 players at this point, then the match is called off and is considered a “No-Result.”</li> <li>• If the 7<sup>th</sup> player arrived before 9:30 am, and he is in the bowling team, then the match starts, but the bowling team still has only till 11:00pm to complete its full quota of 20 overs.</li> <li>• If the 7<sup>th</sup> player arrived before 9:30 am, and he is in the batting team, then the match starts, but the batting side loses 2 overs of batting.</li> </ul>
3:30 pm	11:00 am	<ul style="list-style-type: none"> <li>• End of first Innings</li> </ul>	<ul style="list-style-type: none"> <li>• <b>If 20 overs (full quota) are not bowled by this time, then team bowling first will only get the same number of overs of batting in the second innings as they have completed bowling in first innings at this time. Chasing target shall be the same.</b></li> </ul>
3:30 - 3:45 pm	11:00 – 11:15 am	<ul style="list-style-type: none"> <li>• Break (15 minutes)/Catch up time</li> </ul>	<ul style="list-style-type: none"> <li>• Can be used for catch up time to finish 20 overs if they are not already finished upon sole discretion of the neutral umpire. <u>Umpires decision is the final decision</u></li> </ul>

<b>3:45 pm</b>	<b>11:15 am</b>	<ul style="list-style-type: none"> <li>• First ball of Second innings</li> </ul>	
<b>5:45 pm</b>	<b>1:15 pm</b>	<ul style="list-style-type: none"> <li>• Final end time</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Team bowling in second innings shall be penalized with a -0.25 point, overs completed is less than 18 at this time.</b></li> </ul>
<b>5:45 – 6:00 pm</b>	<b>1:15 – 1:30 pm</b>	<ul style="list-style-type: none"> <li>• Catch up time</li> </ul>	<ul style="list-style-type: none"> <li>• Can be used for catch up time to finish 20 overs if they are not already finished upon sole discretion of the neutral umpire. <u>Umpires decision is the final decision</u></li> </ul>

## Scoring Guidelines

1. For each ball, the following needs to be noted:
  - a. Runs/dot-ball against the batsman
  - b. Runs/dot-ball against the bowler
  - c. Runs (if any) against the score
2. If the ball is a no-ball or wide
  - a. Mark runs against the extras under wides or no-balls as appropriate
  - b. Mark runs against the bowler under wides or no-balls column as appropriate
  - c. Put a Y mark for wide, or a NB mark for a no-ball, against the ball bowled by the bowler
  - d. If more than one run is scored off a wide, then mark the number of runs with the Y symbol, e.g. 2+Y against the ball bowled by the bowler
  - e. If runs are scored of a no-ball, then
    - i. Mark the number of runs with the NB symbol, e.g. 2+NB against the ball bowled by the bowler
    - ii. Mark only 1 run against extras under no-ball. Mark the runs scored of the bat against the batsman, or if a bye/leg-bye against the extras under byes/leg-byes as appropriate.
  - f. If the runs scored of a ball are declared as leg-bye or bye
    - i. Mark the runs against the extras under leg-byes or byes as appropriate
    - ii. Mark a B against the ball bowled by the bowler if a bye is signaled
    - iii. Mark a LB against the ball bowled by the bowler if a leg-bye is signaled
    - iv. If more than one run is scored off a bye, then mark the number of runs with the B, e.g. 2B against the ball bowled by the bowler



- v. If more than one run is scored off a leg-bye, then mark the number of runs with the LB, e.g. 2LB against the ball bowled by the bowler
  - vi. Mark a dot-ball against the batsman
  - vii. NOTE: In the final calculation of runs given by a bowler, the leg-byes and byes are to be ignored.
- g. At the end of each over, the following needs to be done:
- i. Note the runs and wickets in the overs progression area against the corresponding over number.
- h. At the fall of each wicket the following needs to be noted:
- i. Note the method of dismissal
  - ii. Mark a W against the ball bowled by the bowler
  - iii. Note the fielding team players involved
    - 1. In case of catches, both the bowler and the fielder taking the catch must be noted
    - 2. In case of run-out the fielder throwing the ball to either end must be noted, so must the player who breaks the stumps.
    - 3. In case of stumping/caught-behind note the name of the wicket-keeper (there may be multiple wicket-keepers over the duration of an innings)
    - 4. In case of LBW, bowled, hit-wicket, note just the bowler
  - iv. Note the runs, overs and the batsman's name in the FOW (fall-of-wicket) area under the corresponding wicket number (1-10)
- i. At the end of each innings, the following needs to be done
- i. For each batsman, tally up the following:
    - 1. Runs scored into RUNS
    - 2. Balls faced
    - 3. 4's and 6's
  - ii. Add up the extras and enter into EXTRAS
  - iii. Calculate TOTAL RUNS= RUNS + EXTRAS
  - iv. For each bowler, tally up the following:
    - 1. Overs bowled
    - 2. Maidens
    - 3. Runs given
    - 4. Wickets taken
    - 5. Wides & No-balls
  - v. FINAL CHECK: The following should equate to the same total ( $a = b = c$ ):
    - 1. Total Batsmen runs + wides + no-balls + leg byes + byes
    - 2. Total Runs given by bowlers + leg byes + byes
    - 3. Runs on the score section