**General Rules RPL 2024:**

1. This tournament will be played with a hard tennis ball and will be 20 overs per side.
2. Each team will play 4 teams once during the League stage. This schedule has been released by using a randomizer. After the League stage completion, the #1 team will play #4 and #2 will play #3 in the semi-finals, followed by the Finals.
3. Each innings would start with a new ball.
4. Dead Ball rule: The ball shall be considered dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
5. If a ball bounces twice before the batsman’s crease, it will be called a no-ball and will result in a free-hit.
6. All “no-balls” (As per ICC rules: front foot, side line, above the waist, Fielding restriction etc) result in a free hit in the next delivery.
7. In case of a no ball and a wide ball on the same delivery, no ball is considered first.
8. There will be no LBW/leg byes in this tournament; Byes are allowed.
9. Maximum overs allowed to bowl per bowler is 4.
10. Two bouncers above shoulder are allowed per over. Third bouncer is called a No-Ball.
11. Ball passing over the head will be declared as a wide with the first bouncer warning.
12. MANKADING: If a batsman while taking a start leaves the popping crease before the ball is delivered, he could be run out by the bowler. The option to give a warning is left to the fielding captain and bowler.
13. In case of a catch out, the new batsman will take strike irrespective of the non-striker crossing the pitch.
14. In case of adverse weather conditions making play unsafe or unsuitable during a match, the on-field umpires will assess the situation and decide whether to continue the match or stop it. If one team has completed their full 20 overs and the other team has batted for at least 6 overs, the Duckworth-Lewis Method (DLM) will be used to determine the winner.If the DLM does not apply, the umpires will decide whether to move the match to a reserved slot, if available. If the match was scheduled on a Saturday and if there is a reserved slot available on Sunday, the match will resume on Sunday from the point it was stopped, with both teams required to bring the same playing XI as before. If the match is moved to a reserved slot on a later weekend, it will be treated as a fresh game, and teams may bring a different playing XI. **The umpires' decision will be final in assessing conditions and scheduling the continuation of the match.**
15. If there is a situation where a match cannot be played because the ground has been occupied, then the umpires can decide to take the match to a reserved slot. If the match was scheduled on a Saturday and there is a reserved slot available on Sunday, the match will resume on Sunday from the point it was stopped, with both teams required to field the same playing XI as before. If the match is moved to a reserved slot on a later weekend, it will be treated as a fresh game, and teams may bring a different playing XI. if the match was never started, a different team combination on the same weekend is allowed too.
16. In matters of doubt not covered by the tournament rules, the decision of the tournament committee will be final and binding upon all concerned as per the standard rules.
17. All the other ICC cricket rules are applicable as it is.

**Number of Players:**

1. Maximum 11 players will take the field at a given time.
2. There will be a provision to nominate an impact player for a game. This player is the 12th person and is declared to the umpire before the toss. At any point in the game, the impact player can replace any player from the playing 11. However, once replaced, the original player cannot come back in the game. This can be done ONLY once in the entire game.
3. Captain must provide their playing XI and impact player list before the toss.
4. Substitutes can be used on a rolling basis for fielding purposes but will not be allowed to either bat or bowl.
5. Minimum of 5 players are required from a team to start the match. Failure to do so would result in a walkover to the opposition team.
6. Batsmen who arrive ‘x’ overs after the game starts will not be allowed to bat for the next ‘x’ overs after he arrives on the field unless he is the last batsman.
7. Fielding team player who arrives ‘x’ overs after the game starts will not be allowed to bowl for the next ‘x’ overs after he arrives on the field
8. If a player arrives after an innings is over, that player is not allowed to play the game.
9. In case a player gets injured in the middle of the game and is NOT fit to continue playing, a replacement would be allowed to ONLY field through the rest of that game.
10. A substitute player can ONLY be allowed to bat/bowl if the injured player has a concussion or a severe situation where he needs to be taken to the hospital

**Floaters:**

* There is a pool of neutral floaters which will be available to all teams. These are the players who went UNSOLD in the auctions and certain new members who reached out to the committee after the auctions were completed. This pool of floaters will be locked before the start of the first game of the tournament.
* The captains are NOT allowed to reach out to the floaters directly. The captain needs to make a request for the floater by Wednesday 5 pm to the event coordinator of the RCC committee via the common whatsapp group. Any request after will not be entertained.
* The captain can only request for the floater for the coming weekend. They cannot request for floaters more than 1 week in advance.
* The floater will be decided based on a randomizer to the teams and conveyed to the captains.
* There is no restriction to the number of games a neutral floater can play
* To make the playing team in a match, you can only choose from your team and the neutral floaters
* Each team already has extra players, any person not available for a few games of the tournament or the entirety of the tournament is the teams lookout and RCC is not responsible for any deviation in the availability information that the registrants have shared while signing up
* If one team asks for three floaters and there are two other teams who ask for 1 floater each, then the priority would be given to assign one floater to each team before fulfilling the request of three floaters by a single team.
* If a team makes a request for a floater and a floater gets allocated to the team through the randomizer, the team has to make the floater play in the game. If the floater is not a part of the team, then the team has to play with one less player throughout the game.
* Example: If a team asks for 2 floaters, but doesn’t play both of them in the team, they will have to play the game with 9 players and not 11.
* As fair play and to abide by the code of conduct in the interest of the spirit of cricket, a floater can ONLY be picked if a team member is unavailable to play. **Team members should be given preference to play over floaters.**
* **Powerplay rules:**

* First 6 overs are mandatory power play. Only 2 players can field outside the 30-yard circle during power play overs.
* During the non-power play overs maximum of 5 fielders are allowed outside the 30-yard circle, failure to do so during a delivery of a ball would be called a No-ball by the umpire. This No-Ball also results in a free hit.
* No more than 5 fielders are allowed to field on the leg side (excluding wicket keeper and bowler).
* **Timings:**

* There will be a 10-minute innings break between the two innings.
* Teams should report at least 30 minutes prior to the scheduled match start time. Toss would be held 10 minutes before the start of the scheduled time.
* Any requests for change of match timings WILL NOT be entertained.
* **Umpiring:**
* Each team must fulfill the umpiring assignments set in the schedule. Failure to do so will result in deduction of 1 point from the teams total points.
* Leg umpire has the responsibility to update the scorecard on cricclubs.
* Main umpire and leg umpire need to keep rotating every 5 overs in the match.
* Every team needs to announce their umpire by thursday.
* **Point structure:**
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* For every win, a team would get 4 points and the losing team won’t get any points.
* Please note that we are following the standard ICC procedures for calculating the bonus points. 1 bonus point will be rewarded for the team that achieves victory with a run rate 1.25 times that of the opposition. A team run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face. A normal win will fetch the winning team 4 points and a win with bonus points will fetch the winning team 5 points.
* If the team does not fulfill the umpiring commitment, -1 point will be deducted from that team's total.
* In case of a tie in the league stages each team would get 2 points each.
* In knockout matches if a match is tied, there would be a super over.
* The team batting second in the match will bat first in the Super Over.
* 3 Batsmen from each team can bat and 1 bowler from each team will bowl.
* In case super over is tied, The match can go to the second super over. And incase the second super over is tied too below rules are applicable
* Highest Number of 6’s (main + super over)– 1st priority
* Highest Number of 4’s (main + super over) – 2nd priority
* Least Number of wickets fallen (main + super over) – 3rd Priority
* In league stages if two teams are tied with same points, NRR would be taken into account and the team which has a better NRR would move to the knockout stage.
	+ Net run rate = (total runs scored / total overs faced) - (total runs conceded / total overs bowled).