

**ONTARIO ROUNDARM SOFTBALL CRICKET ASSOCIATION
(ORSCA) RULES AND PLAYING CONDITIONS**

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1 CRITERIA FOR TEAMS JOINING ORSCA; PLAYERS REGISTERING WITH ORSCA; PLAYERS' SAFETY & PLAYERS IDENTIFIED AS TEAM REPRESENTATIVES.

- 1.1 All team lists, for both new and existing teams, are subject to vetting by ORSCA'S Executive board before they can register with the League. ORSCA retains the authority to refuse membership to any team and/or player as they deem appropriate.
All new teams are:
 - 1.1.1 Automatically placed on one-year probation in ORSCA. Any misconduct by the member(s) of the new team may result in either that individual or the entire team being banned from ORSCA.
 - 1.1.2 Prohibited from participating in the electoral process at the AGM or Captains'/ Team Reps meeting/Conference.
- 1.2 Individuals who chose to register with ORSCA have done so:
 - 1.2.1 On a voluntary basis.
 - 1.2.2 Knowing that the decision to participate in a game is at their discretion/risk.
 - 1.2.3 Knowing that they assume responsibility for their safety, always. The League or the Executive Board or Team Reps or Captains are not responsible for players' safety.
 - 1.2.4 Knowing that they have agreed to accept ORSCA rules, play within the spirit of the game and respect the executive board or disciplinary committee's decision, should they be found guilty of misconduct.
 - 1.2.5 Knowing that a personal photo is mandatory for identification.
 - 1.2.6 Knowing that signing a waiver is mandatory.
- 1.3 Players who are on probation or have been suspended, due to misconduct, shall be disqualified from being an Executive Board Member or Team representative for that period.
- 1.4 An individual who is on probation must serve that penalty as a registered, active member (see definition of active member in 1.6) of ORSCA. That is, if you are on probation and you did not register in ORSCA, for the season you were supposed to serve the probation, or you were registered but did not satisfy the criterion for active membership, then the probation would be effective whenever you re-register or become active with ORSCA regardless of the period absentia.
- 1.5 Representative-An individual who assumes all league responsibilities for his/her team.
- 1.6 Active member- is an individual, registered with ORSCA, who has played enough regular season games for the year to satisfy playoff qualification requirements, barring suspension preventing this. Inactive members (individuals who did not play the number of games to satisfy active membership) can hold Executive offices or Representative positions.
- 1.7 Suspension – means a player is temporarily prevented from playing in a cricket match. A game is considered played as per sections 22.2 and 22.3 and hence, suspension served.

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Section 22.1 is not considered a game played and as such does not count as suspension served.

1.8 Weekend- the time/period from Friday evening through Sunday evening, especially regarded as a time for leisure, such as playing cricket.

1.9 Overlimit fee and transfer fee are in effect (becomes effective or starts counting) after the first regular season game was scheduled to be played (which is May 29th for the 2022 season).

2 RULES AND PLAYING CONDITIONS.

2.1 The game shall be played in accordance with **ORSCA'S RULES & PLAYING CONDITIONS**. All ORSCA members are bound by these rules whether they are participating in a match as players, as umpires, scorers or present as spectators for any game.

3 TYPES OF BOWLING PERMITTED.

3.1 Only **UNDERHAND ROUNDARM** bowling is permitted. Generally, the palm of the hand should not be facing the batsman at the time of releasing the ball.

4 PENALTIES FOR ILLEGAL BOWLING ACTION.

4.1 **ILLEGAL BOWLING ACTION WILL NOT BE TOLERATED.** Bowlers doing so in any game will receive one warning. On the second occurrence, that bowler will not be allowed to bowl for the remainder of the game. The delivery shall be deemed a no ball by either umpire. Complaints from 2 different teams, regarding the illegal bowling action of the same bowler, will result in an investigation by the disciplinary committee. Should the committee find the bowler's action to be illegal, then the bowler will be suspended from bowling for the remainder of the season.

5 REGISTRATIONS, TRANSFER AND UNIFORM.

5.1 **Each team is permitted to register 25 males (18 to 65 years)**, unlimited number of women; males over 65 years and children under 18 years without having to pay "over-limit fee" (the player must be over 65 years or under 18 years, at the start of the calendar year-2022). Teams desirous of registering more than 25 male players (18-65 years old) shall have their captain pay to the treasurer of ORSCA, a non-refundable fee of **\$40.00 per player**. This fee must be paid in full before the player, deemed as "Over-limit", will be added to the team list.

5.2 When an individual register with ORSCA, the name provided at the initial registration is the **ONLY NAME THAT PLAYER** is permitted to use henceforth. Players are allowed to change their names provided they follow the procedure below:

- (a) He/She emailed the Executive board requesting a name change.
- (b) The board has consented to the name change.

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- (c) Provide an identification should the Board request one.
 - (d) The Secretary would then inform all team reps about the name change.
- Players who have changed their names without following the steps outlined above may be deregistered from ORSCA. Players breaching this code of conduct with the intention of circumventing penalties for misconduct, such as avoiding suspension or probation, are automatically suspended for one year.
- 5.3 At the time of team registration, the rep or a designate is responsible for providing the statistician with the following:
- (a) Correct name and nickname (if any) for each player. Henceforth, only the player's registered name is permitted to be used on match cards.
 - (b) The names of their captain and vice-captain.
 - (c) A photograph for all male players, aged 18-65 years (that is, Photo is not mandatory for females, males over 65 years and Under 18 players) on the team list.
 - (d) The name and location of the ground they will be using for the season.
- 5.4 Any player who has registered with more than one team in ORSCA, for the same season, using different alias is de-barred from playing for the season.
- 5.5 Each registered player in ORSCA shall be allowed one-transfer per year. Games played for the previous team ARE NOT transferable. Teams accepting a transferred player shall have their captain pay to the treasurer of ORSCA, a non-refundable fee of \$25.00 per player. The transfer fee must be paid before the transfer can occur. Transfer of players is effective after the first game of the season and stops as per rule 5.7.
- 5.6 All players must be properly attired in uniform while playing. It is acceptable for a player, in the "round-robin" matches ONLY, to wear a black or navy-blue long pants and white shirt instead of their uniform in cases where a player may not have received the team's uniform yet. The opposition captain may permit a player, who does not have the team's uniform or meet the dress code stated earlier, to participate in a game. Wearing of shoes is mandatory in all games. Uniform is mandatory in playoff games.
- 5.7 Registration and transfer of players stop on **July 6th at 12 midnight, (EST)**.
- 5.8 Deadline for weekly registration: For a player to be eligible to participate in a game on the weekend, he/she must have his/her team rep email the statistician, BEFORE WEDNESDAY MIDNIGHT, requesting the transfer (for players moving from one team to another) or the addition to the team list (for new players). Also, the applicable fees must be paid.
- 5.9 Communication regarding scorecard submission; request for changes to team list and player transfer must be done via email only, to the statistician. Communication regarding filing protests or other disciplinary issue must be made, via email only, to the Vice President and the Secretary of the league. Communication on any other subject must be done via email and be directed to the Secretary. In all cases stated earlier, the President must be copied.

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5.10 The deadline for PHOTO ID is Wednesday midnight before the weekend game. Players without Photo ID are strictly prohibited from participating in any game. Photo must be half-pose in the team uniform or a white shirt. Photo is not required for females, Under 18 players and over 65 players.

5.11 **E-Waiver is the preferred method of signing. For the 2022 season, players who have signed ORSCA WAIVER and were over 18 years old in 2021 are NOT REQUIRED to sign a new waiver in 2022 regardless of the team you are playing for.**

PLAYERS WHO DID NOT SIGN THE E-WAIVER IN 2021, PLAYERS WHO TURNED 18 YEARS OLD IN 2022 AND ALL NEW PLAYERS TO ORSCA ARE REQUIRED TO SIGN THE WAIVER IN 2022.

The deadline for SIGNING ORSCA WAIVER is Wednesday midnight before the weekend game. It is advisable that the Snr Rep, Jnr Rep or Captain witness the signing of this document. Players failing to sign the Waiver are strictly prohibited from participating in any game unless otherwise authorized by the Board.

6 PLAYERS' BEHAVIOUR TOWARDS FELLOW PLAYERS & EXECUTIVE BOARD MEMBERS.

6.1 ANY PLAYER FOUND GUILTY OF SWEARING AT AN OPPONENT, HIS TEAMMATES, SPECTATORS OR UMPIRE DURING A MATCH OR IMMEDIATELY AFTER A MATCH SHALL BE SUBJECTED TO A ONE YEAR BAN FROM ORSCA.

6.2 ANY ORSCA MEMBER FOUND GUILTY OF DISRESPECTING ANY EXECUTIVE BOARD MEMBER OR DISCIPLINARY COMMITTEE MEMBER VIA EMAIL; TEXTS; PHONE CALLS; VERBAL ABUSE; PERSONAL THREATS; PHYSICAL ATTACKS OR ANY OTHER MEANS SHALL BE SUBJECTED TO A SUSPENSION OR BAN AS DEEMED APPROPRIATE BY THE DISCIPLINARY COMMITTEE OR THE EXECUTIVE BOARD.

6.3 TEAM REPS OR CAPTAINS FOUND GUILTY OF LYING ABOUT LACK OF COMMUNICATION, SUCH AS NOT RECEIVING EMAILS ETC., FROM THE EXECUTIVE BOARD OR DISCIPLINARY COMMITTEE MAY BE PENALIZED VIA SUSPENSION OR MONETARY FINES.

7 ILLEGAL PLAYERS, GAME FORFEITURE AND PLAYERS' MISCONDUCT.

7.1 Any team that allows an illegal player (not registered with ORSCA or an ineligible player (the player has not satisfied playoff requirements as per section 8) to play in a game shall automatically lose that match with the points being awarded to the opposition team (for "round-robin" matches) or will be disqualified from the play-off (for play-off/knockout matches). If the team committing the violation lost the match ("round-robin" matches only) then that team will have 10 points deducted from their overall standing. Illegal or ineligible player infractions may result in the captain of the offending team being penalized via suspension or monetary fine.

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- 7.2 Any team that walks off the field of play, regardless of the reason, shall automatically lose the match by means of forfeiture. The opposition team will be awarded the win. All statistics shall be considered for record purposes.
- 7.3 Only the Executive Board shall authorize rescheduling a match due to unforeseen circumstances (such as unfavourable weather condition, emergencies etc.). Teams seeking reschedule for a match MUST contact (email, call, text) the schedule coordinator with said request. Unauthorized re-scheduling (for example, the two contesting teams choosing to play the game on a different date without informing the Board) of a match is strictly prohibited. Teams that participate in an **unauthorized rescheduled match** may be penalized as follows:
- (a) The result would be deemed null and void (no points awarded).
 - (b) All stats would be disregarded.
 - (c) Each team would be fined \$100 which must be paid to the treasurer forthwith before they can participate in any game thereafter.
 - (d) The captains will be suspended for two games.
- 7.4 Any team or any player or any spectator, who is registered with ORSCA, who behaves in a manner that is detrimental to the game or the league's image is entitled to be disqualified from ORSCA without compensation. Trophies previously earned, if any, is forfeited. The decision to disqualify such team or player or spectator shall be made by the Executive Board.

8 PLAYOFF QUALIFICATIONS FOR PLAYERS.

- 8.1 **REGULAR SEASON TOURNAMENT:** A player must play at least **four (4) regular season games** in ORSCA to qualify for the Playoffs. Females, Males over 65 years and Under 18 players are not bounded by this requirement.
- 8.2 **T-10 TOURNAMENT:** A player is required to play **one (1) regular season game** for his/her team to qualify for the T-10 tournament. Females, Males 65 years or older and Under 18 players are not bounded by this requirement.
Please note: the one (1) game requirement is not applicable for the teams playing in the first round of the T-10 competition on June 4th, 2022. This is applicable to ONLY THE TEAMS PLAYING ON JUNE 4TH AND ONLY FOR THIS ROUND.
- 8.3 **T-15 TOURNAMENT:** A player must play at least **one (1) regular season game** for his/her team to qualify for T-15 competition. Females, Males 65 years or older and Under 18 players are not bounded by this requirement.

9 CAPTAINS' RESPONSIBILITIES.

- 9.1 The captain or his designate or the person in-charge for all matches is responsible for the following:

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- 9.1.1 submitting a properly filled out match card before the deadline stated in 23.1.
 - 9.1.2 The behaviour of his teammates whether they are part of the playing group on the field or as a spectator or as a scorer.
 - 9.1.3 cleaning-up the ground after a match has been completed.
 - 9.1.4 Setting up and preparing the ground for play on game day and within the required timeframe as stated in 12.1.
- 9.2 Captains failing to fulfill these responsibilities may be suspended for two (2) matches.

10 MATCH LENGTHS; SCORING RUNS.

- 10.1 Match Length: Regular season matches shall be a limited overs game - 20 overs per side. The T-10 knockout competition is 10 overs per team and **the T-15 format is 15 overs per team.** The inning of a team is considered completed if any of the following occurs:
- 10.1.1 That team batted for 20 overs (regular season); 10 overs for T-10 tournament or **15 overs for the T-15 format.**
 - 10.1.2 That team was bowled out within the overs described in 10.1.1 above for the various formats.
 - 10.1.3 That team scored the required runs within the overs described in 10.1.1 above for the various formats.
 - 10.1.4 In the case where a Super Over is required to determine the result of a match, the inning shall come to an end as described in Section 22.5
- 10.2 Bowlers are allowed a maximum of 4 overs for T-20 games; a maximum of 2 overs for T-10 games and a maximum of **3 overs for the T-15 format.**
- 10.3 Scoring Runs: Runs are scored/credited for the batting team as follows:
- 10.3.1 The Striker hitting a boundary:
 - (a) 6 runs, if the striker has hit the ball beyond the boundary (boundary is defined in 13.1) and the ball was not in contact with the playing area OR the fielder caught the ball beyond the boundary OR the fielder catches the ball and has some part of his body or cloth touching the boundary OR after the fielder has completed the catch, he stepped over the boundary whilst holding the ball.
 - (b) 4 runs, if the ball contacts the boundary or crossed the boundary whilst grounded or bounced OR if the fielder, while in possession of the ball, has some part his person or clothing touching the boundary OR after the fielder has gathered the ball, he stepped over the boundary whilst holding the ball.
 - 10.3.2 So often as the batsmen, after the striker has hit the ball and while the ball is in play, have crossed and made good their ground from end to end. Short run (if

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the batsman failed to make good his ground in turning for a further run) is not counted. Overthrow is credited to either the striker (as runs) OR the team as leg byes or byes.

- 10.3.3 Leg byes-if the ball delivered by the bowler (is not a no ball or wide) has hit the striker's body-except his "gloves"- (the batsman must be playing a shot at the time he was hit) and the batsmen have crossed and made good their ground from end to end OR the ball touched or crossed the boundary.
- 10.3.4 Byes-if the ball delivered by the bowler (is not a no ball or wide) passes the striker without touching his bat or body (the batsman must be offering a shot at the time the ball passed) and the batsmen have crossed and made good their ground from end to end OR the ball touched or crossed the boundary.
- 10.3.5 No Ball- See 21.1 and 21.2 below for conditions.
- 10.3.6 Wide Ball- See 21.3 below for condition

11 STARTING TIME; TEAMS' & PLAYERS' RESPONSIBILITIES ON GAME DAY.

- 11.1 Toss shall be spun by 8:50 am. The game starts at 9:00 a.m. If a team does not have 8 players by 8:50 a.m., the opposing team may claim the toss. The captain winning the toss is required to inform the opposition captain, at the same time, whether he is going to bat or bowl first. Failure to do so and, provided a report is made on the scorecard, then the captain (winning the toss) may be suspended for one game. In games where a neutral umpire (was sent by the Executive Board) is officiating, the toss is considered lost if, the captain winning the toss, fails to decide on the choice to bat or bowl first at the toss spin.
- 11.2 A minimum of eight (8) registered players must be present, in person, at the ground before a match can be played. If at 9:30 am, a team fail to field the required 8 players then that team will automatically lose the game.
- 11.3 If both teams fail to field a minimum of 8 registered players, then the match shall be called off with no points awarded to either team.
- 11.4 Player(s) who would be late for a match must have their captain or the person in command verbally inform the opposition captain of such situation. If the player(s) is/are not at the ground before the start of the 10th over (for regular season T20 games) or before the start of the 5th over (for the T10 games) or before the start of the 9th over for the T-15 format, then that player(s) shall not be allowed to play. Should the player(s) be at the ground, before the start of the specified time above (whether 5th over, 9th over or 10th over depending on the format), then it is the captain's responsibility to inform the opposition Captain of their presence.
- 11.5 The captain is responsible for submitting his/her team list at the time the toss is spun (8:50 am) for that game. No changes are allowed once team lists have been exchanged.

12 HOME TEAM RESPONSIBILITIES ON GAME DAY; PITCH PREPARATION & GROUND SET-UP.

- 12.1 Home teams are responsible for:
- Providing a ground (including obtaining a permit from the relevant authority).
 - Setting up the wickets and preparing the pitch and ground for the match.
 - Cleaning up the ground, in conjunction with the opposition, after the game.
 - Marking ten (10) feet on the straight boundary, on both the off and leg sides using boundary markers (see image 1 for guidance). No fielder can stand in this zone before the bowler delivers the ball.

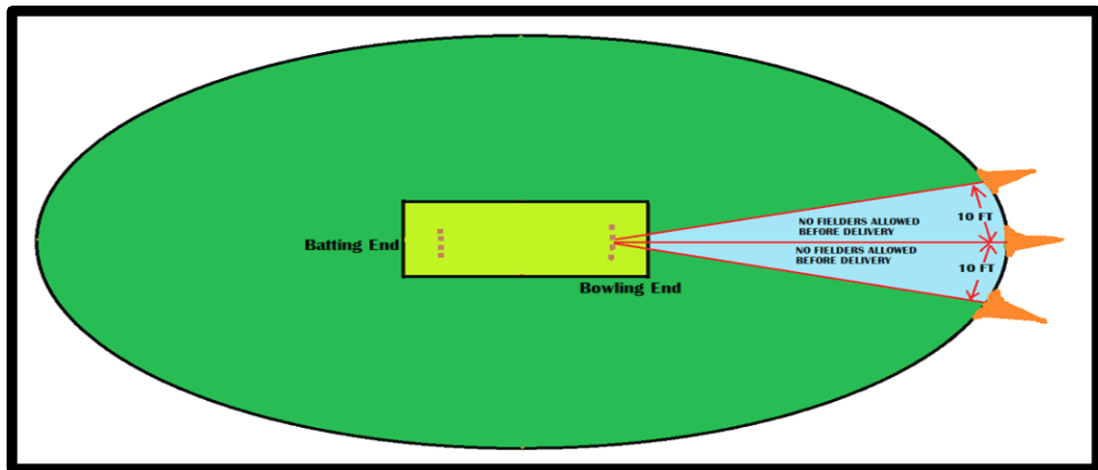


Image 1

The visiting team shall not make any physical changes to the pitch or field without consulting the captain of the home team. The boundaries must be balanced on both sides of the wickets to the satisfaction of both captains. The visiting captain has the right to request that the home team adjust the boundary if, based on measurement, the boundaries are not balanced on both sides of the wicket.

- 12.2 Criteria used to determine matchups and home ground (provided ground is available) allocation for playoff matches in all formats:

The two criteria used to determine overall standing on the Points table are:

- points accumulation** from games won, tied, or abandoned and,
- Net Run rate (NRR)** based on runs scored for and against a team.

The only criterion used to allocate home ground advantage (where applicable) for regular season playoff games is, the **final standing** (as per the points table) at the end of the season.

NOTE: the match-up is confined to the two contesting teams and home ground is awarded to the higher ranked team based on the points table.

- Regular season T-20 Competition Playoffs:** For the 2022 season, 8 teams are assigned to the **ELITE DIVISION** and 10 teams are assigned to the **PREMIER**

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DIVISION. The top **EIGHT (8)** finishers in each division qualify for playoffs. Playoff for the Elite and Premier Championship starts with the **QUARTER-FINAL matchups**.

For the ELITE DIVISION: The highest ranked team plays the lowest ranked qualifier (#1 qualifier plays the #8 qualifier, #2 qualifier plays #7 qualifier, #3 qualifier plays #6 qualifier, and #4 qualifier plays #5 qualifier).

For the PREMIER DIVISION: The highest ranked team plays the lowest ranked qualifier (#1 qualifier plays the #8 qualifier, #2 qualifier plays #7 qualifier, #3 qualifier plays #6 qualifier, and #4 qualifier plays #5 qualifier).

See the SCHEDULE for details and specifics of the matchups during playoffs. Higher ranked teams are awarded home ground advantage for Quarter-final and Semi-final matches. The winning team for each playoff match would advance to the next round (for example, the winners in the Quarter-finals advance to the Semi-finals etc.).

NOTE: should a lower ranked team defeat a higher ranked team in the Quarter-finals, the winner is not necessarily awarded home ground advantage for the semi-finals. The two contesting semi-finalists would be assessed against each other, with respect to their final standing, at the end of the round robin matches. Home ground would be awarded to the higher ranked team. The winning semi-finalists would then play for the division (Elite or Premier) championship at a neutral venue with neutral umpires officiating.

Note: The details and specifics for the playoff matches are provided in the schedule. Should there be a conflict between Rule 12.2 and the schedule, the schedule shall carry.

- (b) **T-10 Competition Playoffs:** Matchups and home ground advantage are as per schedule prepared. Usually, these matchups are determined based on the standing of the teams at the end of the 2021 season.
- (c) **T-15 Competition Playoffs:** Matchups and home ground advantage are as per schedule prepared. Generally, these matchups are determined based on a random draw.

13 DIMENSIONS FOR THE PITCH & BOUNDARY; POWER PLAY

13.1 The pitch shall be 60 feet in length and at least 9 feet wide and shall not be changed once the toss is spun (see image 1 for details). Boundary line shall be a maximum of 195ft from the centre of the pitch. The boundary line is defined as a straight line drawn from one cone to the next cone or from one boundary marker to the next.

13.2 The Bowling crease:

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- 13.2.1 The bowling crease (back line) shall be clearly marked, 4 feet in width from either side of the stumps, measured from the first stump on that side then 4 feet outwards.
- 13.2.2 The popping crease (front line) shall be 4 feet away, in front of the stumps, to be clearly marked by a straight line parallel to the bowling crease.
- 13.2.3 The return creases are at right angle to the popping crease and are 9 feet apart (see image 1 for details).
- 13.3 The batting crease: The wide line shall be measured and marked 24 inches on each side of the first stump on that side of the back line. The front line of the batting crease shall be 4 feet away, in front of the stumps, to be clearly marked by a straight line parallel to the back line of the batting crease. Home teams are required to provide “wide pins”. Wide shall be called using the back line of the batting crease (see image 1 below for details).

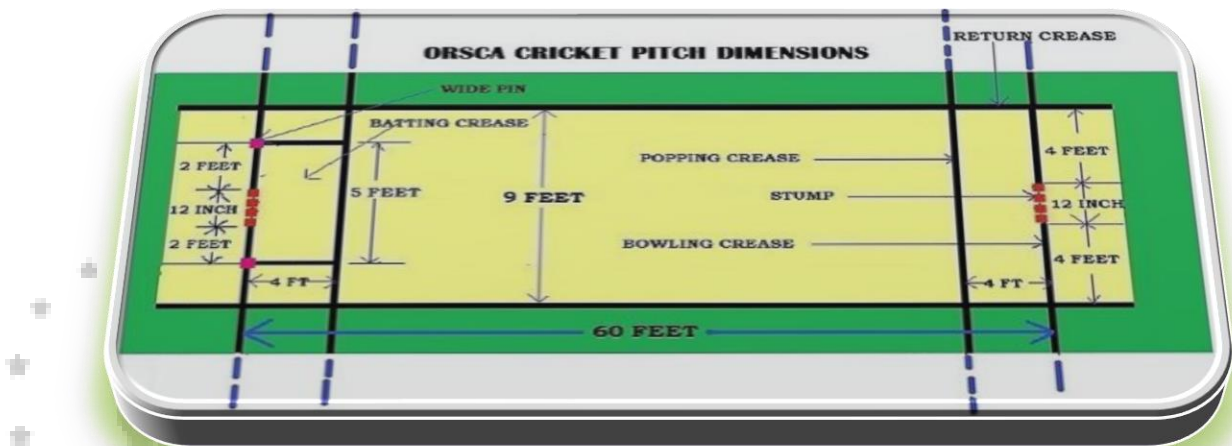


Image 1a

- 13.4 Power play:
- 13.4.1 Is defined as a period of **two consecutive overs** at the **start of any 10-over inning for Regular season and T10 competition and overs 1, 2, and 11 for the T15 format** where the fielding team is permitted to have a maximum of 3 fielders on the leg/on side.
- 13.4.2 Power play applies to **ALL FORMATS**, including playoff matches (there is no power play requirements for Super Over, in any format). That is, for **Regular season T20 games:** power play would be in overs 1, 2, 11 and 12. **For T10 games:** power play would be overs 1 and 2 only. **For T15:** power play would be overs 1, 2 and 11.
- 13.4.3 The signal for the power play is the umpire moves his arm in circular fashion in front of him.

14 REQUIREMENTS FOR WICKETS; BATS & BALLS.

- 14.1 Four regular cricket stumps shall be used for each wicket. The wickets shall be 12 inches wide. Bails shall be placed at the top of the stumps at both ends of the pitch, unless

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weather conditions prevented this (should weather conditions, e.g., high wind, prevented the bails remaining in place then the two captains can agree on some guidelines by which the game would be played). The stumps shall have a maximum height of 28 inches measured from the ground to the top of the stump (see image 2 below).

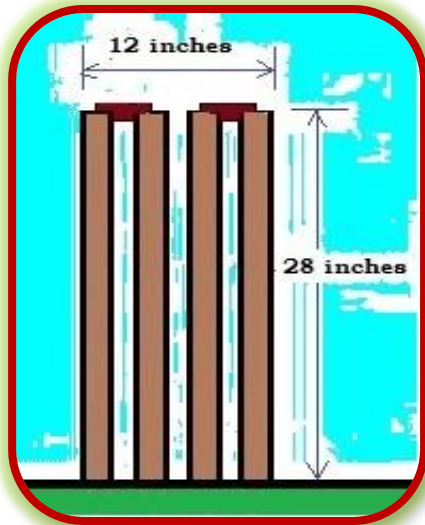


Image 2

- 14.2 Bats shall be any bat made of wood with a dimension of 4.25 inches maximum in width and a maximum length of 36 inches. Objection to the batsman using a bat can be done at any time during the game by the opposition captain, to the ruling umpire (see image 3 for dimension regarding bats).

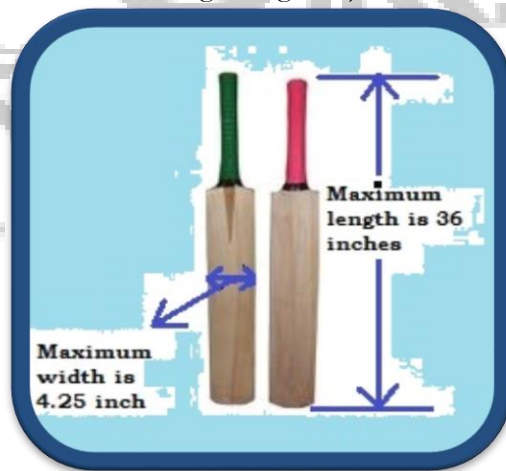


Image 3

- 14.3 **For T-10 and T-15 Formats:** Only **White “PRS SPORTS 360” Softballs** are allowed for these formats. See image 4a. One ball per T-10 and T-15 game unless damaged or lost.
- 14.4 **T-20 regular season Format:** Only **Yellow “PRS SPORTS 360” Softballs** are used for this format including play-off games. See image 4b. One ball for 10 overs block of play (that is, the ball is changed after 10 overs) unless damaged or lost.
- 14.5 Supreme Balls and Red “PRS SPORTS 360” balls are NOT ALLOWED in ORSCA.
- 14.6 General Requirements for all Formats:

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- (a) Teams shall bat their own balls.
- (b) Balls can be replaced before the inning is completed if it is found to be damaged (cracked) based on inspection by the umpire and after consulting with the fielding captain. The new ball would then be used for 10 overs before it can be replaced, unless damaged or lost earlier.
- (c) Batsmen can request an inspection of the ball.
- (d) BALL TAMPERING is strictly forbidden.



Image 4a- White “PRS SPORTS 360” Balls – for T10 & T15 Formats



Image 4b- Yellow “PRS SPORTS 360” Balls- for REGULAR SEASON format

15 UMPIRES FOR A MATCH.

- 15.1 An umpire’s decision is final. Umpires for “round-robin” matches may be from the two contesting teams or any ORSCA registered players provided, both captains agreed.

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Captains can object to an umpire, for “round-robin” matches ONLY, either prior to commencement of the match or during the match. Each team is allowed two objections, regarding umpires, per match. Each team shall list 11 players and a 12th man for every match on the team list form. The 12th man does not qualify as a game played.

- 15.2 Teams can request neutral umpires for round robin games. Their Snr Rep or Captain would email the Vice President with their request, at least one-week prior to the scheduled game. The requesting team is responsible for the umpire(s) fee of \$50 (payment for one umpire). A 12-hour cancellation notice is required, should the team decide to withdraw their request for neutral umpire.
- 15.3 Umpires for play-off matches may be assigned by the board. Umpires assigned by the board cannot be rejected by the playing captains or their management. These umpires shall not be changed during the game, except for medical reasons. Teams are required to pay neutral umpires - \$25 per team per umpire- for **Quarter-final** playoff games in all tournaments. The league pays for neutral umpires - \$50 per umpire per game- for **Semi-finals** and **Finals** of all tournaments.
- 15.4 “Live” Ball: A ball comes into play when the bowler starts his run up or, if he has no run up, then when he starts his bowling action.
- 15.5 Dead Ball: The umpire shall call and signal a dead ball under the following circumstances:
- (i) The bowler accidentally dropped the ball before delivery
 - (ii) The batsman is not ready to receive the delivery
 - (iii) The batsman is distracted by noise (talking on the field) or movement during delivery
 - (iv) The ball is lodged in the batsman clothing
 - (v) The bowler accidentally hit the wicket during his delivery action.
 - (vi) The bowler drops a piece of clothing such as his hat, glasses, wallet etc. during his run up or delivery stride.

NOTE: Dead ball does not count as a ball bowled for the over.

- 15.6 Over: an over is called, by the ruling umpire, after 6 legal deliveries were bowled consecutively by the same bowler or by a substitute bowler, within the playing eleven, if the original bowler was injured or suspended for illegal bowling action. This counts as an over bowled by the substitute bowler regardless of the number of deliveries required to complete the over. A suspended bowler is debarred from completing his quota of overs (quota as per as 10.3). An injured bowler may return to complete his spell provided it is the start of a new over and does not exceed his quota of overs (quota as per as 10.3).

15.7 Umpire's signals:

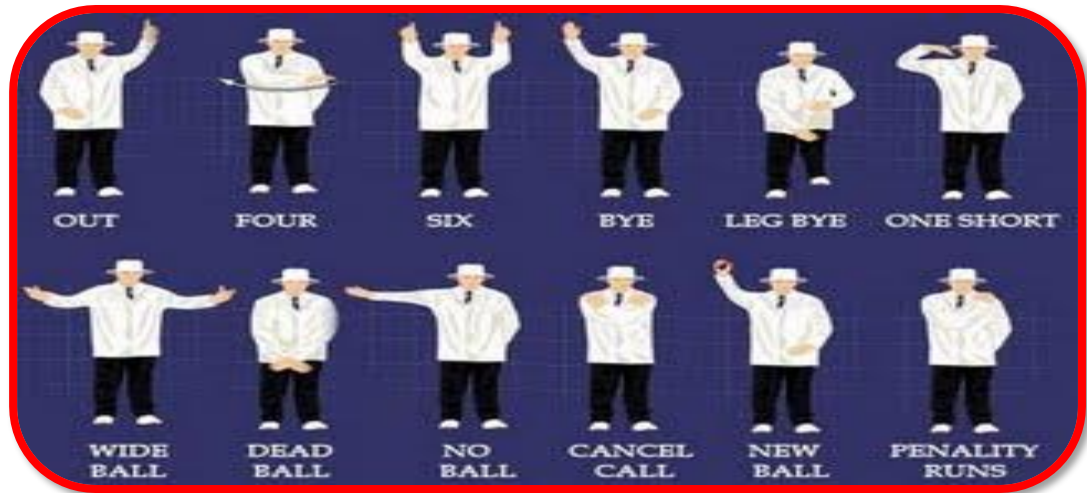


Image 5

16 CAPTAINS OBJECTING TO AN UMPIRE.

- 16.1 If a Captain objects to an umpire, either before the start of a game or during the match, that umpire should be replaced. This must be followed by a comment in the appropriate section of the scorecard stating the name of the umpire. If the same umpire has two complaints from two different teams which required him being relieved from umpiring duties, such umpire shall not perform umpiring duties for the remainder of the season unless authorized by the Board.

17 WATER & INNING BREAKS.

- 17.1 Any Player, upon request, shall be granted by the ruling umpire, a one-minute water break at any time during a game.
- 17.2 A 10-minute water-break, after 10 overs have been bowled, is permitted for each innings. No alcohol shall be consumed during the breaks or the game.
- 17.3 The inning interval shall be no more than 15 minutes unless interrupted by weather or other un-controllable factors.

18 BATSMEN GIVEN OUT BEFORE A BALL IS DELIVERED; SUBSTITUTE RUNNERS; SUBSTITUTE FIELDERS & BOUNDARY CATCHES.

- 18.1 A non-striker can be given out, by the method of run out; before the ball (the ball is “live”) is delivered (commonly referred to as “Mankading”). At the time the bowler breaks the wicket, the ball must be in the bowler’s bowling hand and must remain in the

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- bowler's hand after the wicket was broken. No warning is required on the part of the bowler. This is NOT considered a legal delivery and must be re-bowled.
- 18.2 If a batsman is injured and requires a runner, he/she can resume batting duties only after the fall of the 6th wicket. The runner needs to be someone already dismissed, if available. An injured player is only allowed to leave the game if it is an emergency (medical emergency that requires an ambulance) or at the discretion of both captains.
- 18.3 A substitute fielder shall be permitted under the following conditions only:
- (a) He was listed as the 12th man on the team list for that game.
 - (b) He is substituting for a player who was injured during the game. A substitute fielder is not allowed to bat, bowl, or keep wicket.
- Note: Substitute fielders are not allowed for players who are late.
- 18.4 Any fielder who completes a catch within 5ft of the boundary (as shown in image 6) is required to remain in place for the umpire to check and verify the legality of the catch before ruling on the dismissal. In cases where it was a “running catch”, then discretion and goodwill must be exercised (the fielder is required to stop as soon as practical and remain in place for verification). The umpire has one minute to complete his verification. Should the fielder move, then the umpire has the right to rule “Not Out”.



Image 6

19 BALLS FAILING TO REACH THE BATSMAN.

- 19.1 A ball that comes to rest before the batting crease shall be deemed a No ball (provided there is no contact between the batsman and the ball, that is, the batsman has not touched the ball). The batting team shall be awarded one run. Additionally, the batsman is entitled to a free hit. The umpire's signal shall be circling a finger over his head. The fielding team can make changes to the field (regardless of which batsman is on strike). For the Free-Hit ball, the batsman can be dismissed only by the methods of run out (as per 20.1.4) or obstructing the field (as per 20.1.9).

20 METHODS OF DISMISSALS; LBW RULE.

20.1 **Methods of Dismissal:** A batsman can be dismissed as follows:

20.1.1 **Bowled**-as per the situations below:

- (a) The striker is out bowled if the ball delivered by the bowler (IS NOT A NO BALL) has hit the wicket causing the bail(s) to dislodge and fall.
- (b) The striker is out bowled if the ball delivered by the bowler (IS NOT A NO BALL) has hit the batsman and then hit the wicket causing the bail(s) to dislodge and fall.

20.1.2 **Caught**- The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat or “gloves” and is subsequently held by a fielder or combination of fielders within the field of play and before it touches the ground. The ball can be hugged to the body. However, the use of clothing-such as hats, shirts or pants- to catch a ball is **strictly prohibited**.

Note: Batsman out Caught: when a batsman is out by the method of caught, the non-striker must remain at his end regardless of if they crossed whilst the catch was being taken. This means that the new batsman would be on strike except if the batsman was caught of the last ball of the over.

20.1.3 **Stumped**- The striker is out stumped when a ball delivered by the bowler is not a no ball, is “live” and the batsman was outside the batting crease when the wicketkeeper gathered the ball (the wicketkeeper must gather the ball behind the stumps) and removed the bail(s) or the stump OR the ball rebounded from the wicketkeeper’s body and causes the bail(s) to dislodge and fall with the batsman outside the batting crease OR if the wicketkeeper threw or kicked the ball onto the stumps causing the bail to dislodge and fall with the batsman out of his ground.

20.1.4 **Run Out:**

- (a) Either batsman can be run out if, while the ball is in play, the batsman is attempting a run when the fielder was able to remove the bail or put down the stump before the batsman can make it to his ground.
- (b) The non-striker can be run out by “Mankading” as described in 18.1

20.1.5 **Timed Out**-the incoming batsman, unless it is a water break, is not ready to receive the next ball within 3 minutes of the dismissal or batman retiring hurt.

20.1.6 **Hit Wicket**-the striker is out “Hit Wicket” if after the ball was delivered, his body or bat or clothing (such as head wear, glasses, watches etc.) hit the wicket causing the bail to dislodge or the stump put down.

20.1.7 **Handled the ball**-the striker is given out if in the act of playing the ball, he wilfully strikes the ball with a hand NOT HOLDING THE BAT.

20.1.8 **Hit the ball twice:** a striker is out if after playing the ball with his bat or body; he wilfully strikes the ball again with his bat or with a hand not holding the bat. The batsman is not out if he strikes the ball, using his bat or body, a second time to protect his wicket. No run is allowed for second strikes.

20.1.9 **Obstructing the Field:** Either batsman is out “obstructing the field” if he attempts to wilfully obstruct or distract or impede a fielder from taking a catch or executing a run out, including obstructions on the pitch area.

20.2 The LBW rule does not apply.



Image 7

21 NO BALLS BASED ON HEIGHT & OTHERWISE, WIDE BALL.

21.1 No balls based on height shall be called and signalled (hand outstretched to the side as shown in Image 8 below) as follows: A ball shall be called and signalled a NO BALL based on HEIGHT only if that ball, bounced or full, is over the shoulder of the batsman in a standing position and the batsman did not touch the ball. One run is awarded to the batting team for the no ball and the delivery must be re-bowled. **However, should the batsman hit the ball with either his bat or “gloves” or body or clothing, regardless of the height of the ball, then the delivery is considered a legal ball bowled.**



Image 8

21.2 A NO BALL shall be called and signalled (hand outstretched to the side as shown in Image 8) if any of the following occurs:

21.2.1 The fielding team has more than five (5) fielders on the leg side for non-power play overs, or more than three (3) fielders on the leg side during power play overs. No limit on the offside.

21.2.2 The bowler has overstepped the popping crease (as shown in Image 9 below).

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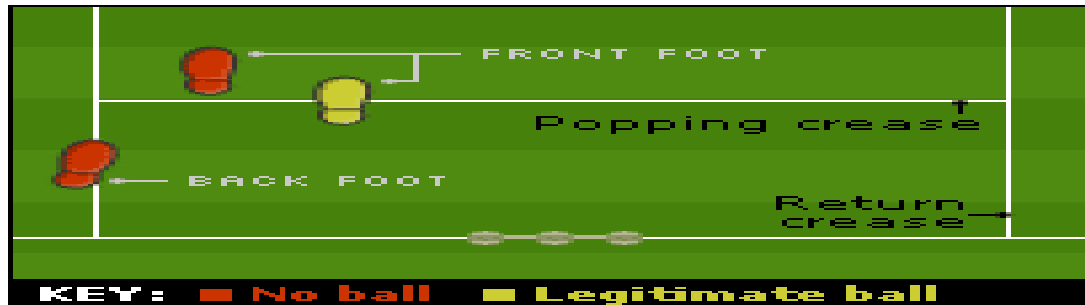


Image 9

21.2.3 The bowler has touched the return crease with either or both feet (see image 9).

21.2.4 The bowler has either one or both of his feet outside the return crease (see image 9).

21.2.5 Based on height as described in 21.1 above.

21.2.6 The bowler fails to inform the ruling umpire, at the start of each spell, as to which side of the wicket he is going to bowl, and which arm he bowls with.

21.2.7 The ball comes to rest before the batting crease and there is no contact between ball and batsman's bat or body. Once the no-ball call has been made, the batsman is not allowed to hit the ball.

21.3 A WIDE BALL shall be called and signalled (by extending both arms outwards from the body as shown in image 10 below) if the ball passed outside the "wide pins" (backline of the batting crease).



Image 10

22 MATCHES AFFECTED BY THE WEATHER.

22.1 (a) Regular season round-robin games washed out/ rained out or abandoned without a ball being bowled: if the weather condition is poor or the forecast predicts bad weather, the Executive Board may decide to cancel all games (teams will share the points) or reschedule all games to a later date. The president or Secretary would inform all team reps of said decision. A match may be considered abandoned, if the captains deem the playing conditions (pitch and/or outfield) to be unsafe because of bad weather (from the

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previous day, overnight or early morning). Information such as, pictures or videos, to validate the condition would be useful. The two teams will share the points. There shall be a minimum wait time of 30 minutes before a match can be considered washed out. Match cards for washed-out or abandoned games must be signed by both captains and emailed to the statistician before the deadline. THIS MATCH DOES NOT COUNT AS A GAME PLAYED. The Executive Board will reconsider play-off qualification, as outlined in Section 8, if more than one game was abandoned.

(b) T10, T15 and playoff games washed out/ rained out without a ball being bowled: The game shall be re-scheduled to another day.

22.2 **T10, T15, Round-robin or playoff matches affected by Rain/ weather:** In rain-affected games, a result would be declared ONLY if the minimum requirements that constitute games were met.

The minimum requirements for the different formats are:

Both teams have batted for a minimum of 10 overs for T-20 regular season games or 5 overs for a T-10 game or **8 overs for the T15 format**. In these cases, the result will be decided based on the score of each team at the end of the 10 overs mark for regular season game or 5 overs mark for T-10 games or the **8 over mark for the T15 format**. The team with the higher score, at the end of 10 overs (for regular season games) or 5 overs (for T-10 games) **or 8 overs (for T15 games)**, will be awarded the win.

If both teams have the same score at that point, then the win shall be awarded to the team that has lost fewer wickets. If both teams have **the SAME score AND have lost the SAME number of wickets at that point**, then the game will be rescheduled.

For T10, T15 and Regular season Playoff games: For these games where the minimum requirement that constitute a game (as described above) was not met, the game shall be rescheduled.

In round-robin games where the minimum requirement that constitute a game (as described above) was not met, points would be shared. All statistics for the entire match (not statistics for mid point only) shall be taken into consideration when updating the scorecards.

22.3 Matches won by “walkover” (the opposition failed to field 8 registered players before 9:30am): A team that won the game by walkover shall be awarded 10 points (for “round-robin” matches). The captain is required to email a scorecard to the statistician with his/her team list of the players present at the ground and signed by, if any, opposing players present. THIS MATCH COUNTS AS A GAME PLAYED FOR THE WINNING TEAM.

22.4 Regular season “round-robin” matches: In the event of a tied match (completed match), 5 points shall be awarded to each team. All statistics shall be taken into consideration.

22.5 **Regular season Play-off matches, all T10 games and all T15 games:** The super over shall be played in the event of a tied T10 match, T15 match or regular season play-off match; 3 batsmen, one bowler, regular field (power play is not applicable). The super over will come to an end if 6 legal deliveries were bowled or TWO batsmen were dismissed, whichever is first. Should the super over resulted in a tie, then there shall be another super over. This will continue until a result is obtained.

23 MATCH CARD SUBMISSION.

- 23.1 The captains for both teams are required to complete, sign and email one match card **before Wednesday midnight following the game (EST)**; failure to do so may result in a 2-point deduction.
- 23.2 Any team found guilty of modifying the scorecard for personal gains, such as winning a trophy or better statistics etc. will be subjected to the following penalties:
- The team will be docked 10 points.
 - Their captain will be fined \$100.00.
 - If this fraudulent act was supported by the opposition team, then their captain will also be fined \$100.00.
 - Should a captain be found guilty of a second offence during the season, then that captain will be suspended for two (2) games in addition to a \$100.00 fine.
- 23.3 All scorecards must be filled out as requested by the statistician and in accordance with ORSCA'S requirements. Teams found guilty of submitting incorrectly filled out match cards; incompletely filled out cards or match cards with incorrect names may be penalized as follows:
- First offence: one-point deduction from their overall standing.
 - Second offence: two-points deduction from their overall standing and one-game suspension for their captain.
 - Captains who included a non-participating player on the scorecard may be subjected to a two-game suspension.

24 DISCIPLINARY COMMITTEE & THE EXECUTIVE BOARD DEALING WITH PROTESTS; MISCONDUCT; APPEALS.

- 24.1 All protests and matters relating to players' misconduct are dealt with by the Disciplinary Committee. Appeals, if granted, are handled by the Executive Board. The decision or outcome of the investigation must be communicated to the Snr Rep of the team by the Chairman of the investigation.
- A team that decides to lodge a protest MUST follow the procedure outlined below (otherwise, the protest may be considered null and void):
- Their captain must inform the umpire and the opposition captain, of their intent to protest a decision, at the time of the incident. This step is mandatory. Should this step be missed, the Chairman may declare the protest null and void.
 - A comment regarding the incident must be documented on the scorecard or the protest form.
 - Their captain or team rep must inform the Chairman (VP) or Secretary about the protest within 24 hours after the game. This deadline does not apply to complaints or protests relating to illegal or ineligible players.
 - The opposition captain must provide detail of the incident to the Vice President.
- 24.2 Appeals, if granted, must follow the procedure outlined below:
- The Snr Rep or Jnr Rep of the team must inform the Chairman of the investigation of their desire to appeal the decision within three (3) days of being informed of the said decision.

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- (b) A \$50.00 appeal fee must be paid by the team Rep to the treasurer within five (5) days of being notified of the decision.
- (c) The Executive Board will then proceed with an investigation.
- (d) The player can play whilst the appeal proceedings are in progress.
- (e) The outcome/decision of the investigation (relating to the appeal) will be communicated to the team rep, by the Chair of the Executive Board. This decision is binding on all parties involved.
- (f) The \$50.00 shall become the league's funds should the team or the individual lose the appeal. The appeal is considered lost, if the decision made by the Disciplinary Committee, is upheld by the Executive Board.
- (g) Should the Executive Board overturn or mitigate the decision made by the Disciplinary Committee then the \$50.00 must be returned to the payee.

24.3 Both teams, if requested by the Disciplinary Committee or the Executive Board, must be present at the hearing. Should representatives from only one team show up then that team will win by no contest. If no representative for either team is present, then the scorecard will carry. A team losing a protest will be docked points in the amount deemed reasonable by the Disciplinary Committee or Executive Board.

25 POINTS ALLOCATIONS FOR "ROUND-ROBIN" MATCHES.

Points are awarded per round robin game as follows:

- 25.1 Ten (10) points to the winner of the match.
- 25.2 Five (5) points per team for rained out/washed out/ abandoned games.
- 25.3 Five (5) points per team for a tied match.

26 AWARDING TROPHIES AND MEDALS.

26.1 Trophies and medals shall be awarded as follows:

26.1.1 **Elite and Premier Divisions for T20 Regular Season:** To the Winner and losing finalist in the Division Championship games.

26.1.2 **The President's Cup:** shall be awarded to the team with the highest points in each Division after all regular season games were completed. If two teams have the same amount of points, then the NRR is used to award the winner of the President Cup.

- 26.1.3 (a) The winning team and Runners-up for ORSCA'S T-10 championship.
- (b) The winning team and Runners-up for ORSCA'S T-15 championship.

26.1.4 Batsmen scoring 100 or more runs in any single inning.

26.1.5 Batsmen scoring 75-99 runs in any single inning.

26.1.6 Batsmen scoring 50-74 runs in any innings.

26.1.7 Bowlers taking 4 wickets and more in any single inning.

26.1.8 Bowlers taking a hat-trick in any game.

26.1.9 A fielder taking 4 or more catches in any single inning.

26.1.10 A wicketkeeper with 3 or more stumping in any single inning.

26.1.11 Top 5 batsmen and top 5 bowlers (most runs scored, and most wickets taken during the regular season games) for each zone.

26.1.12 All finalists for the T20 Regular season Grand Championship, The T10 Championship and the T20 “TEST” Championship will receive medals; gold to winners and silver to runner up (medals for all players from the respective finalists who met play-off qualifications).

26.1.13 The M.V.P for all finals (excluding Zone finals).

26.1.14 the top 3 bowlers, having bowled a minimum of 24 overs in the regular season games, and having the best economy rate.

26.1.15 the batsman who has hit the most sixes for regular season games.

26.1.16 the top 3 batsmen, having batted for a minimum of 6 innings in the regular season, with the highest average.

26.1.17 Umpire of the year Award.

21.1.18 Humanitarian Award.

26.1.18 players are required to collect their awards (trophies) at the Gala or have a representative do so. Otherwise, these will be recycled.

27 OBEYING ALL LAWS & BY-LAWS.

27.1 ORSCA condemns any infraction(s) of the laws of any jurisdiction and urges all players to abide by all laws. Offending players shall be directly responsible for any violation. All players/executives are required to strictly adhere to the Laws of Canada, the Province of Ontario, the By-Laws of the City of Toronto or any other Municipal Government and any other Legal body having jurisdiction over the venue for matches.

27.2 According to Ontario Regulation 48/06: “It is illegal to smoke on and within 20 metres of children’s playgrounds and publicly owned sport fields and surfaces (e.g., areas for basketball, baseball, soccer or beach volleyball, ice rinks, tennis courts, splash pads and

swimming pools that are owned by a municipality, the province or a postsecondary education institution)”.

28 MEETING OF THE EXECUTIVE BOARD.

- 28.1 The Executive Board may meet monthly to address any issues that may arise.
- 28.2 The Executive Board shall be the judge on any matters not covered by this document.

