

ONTARIO SOFTBALL CRICKET LEAGUE
Rules for all competitions, Players Code of Conduct
&
Match Play System.

20, 15, and 10 OVERS COMPETITION AND PLAYERS CODE OF CONDUCT

I) FEES

Full fees to be paid to the treasurer of the league or any member of the executive before or at the Annual General Meeting. In the event that this requirement is not met, teams will not be eligible to vote at the Annual General Meeting and 5% of the balance owing will be added to the amount due. Teams with an outstanding balance will have an additional two weeks from the date of the Annual General Meeting to make all payments in full or risk not participating in the upcoming season. Any dishonored cheque will be subject to a surcharge.

Active members are responsible for all monies owing to the League by their individual club.

II) REGISTRATIONS

- (a) Clubs have until the captain's table to register players.
- (b) Additional players for registration during the season must be notified to the registrar of the league in writing no later than Wednesday 9:00 p.m. before the day of the match in which the player(s) would take part.
- (c) Registration of players after July 15th is applicable only to new members who were not previously registered with the O.S.C.L.
- (d) Transfer of players between clubs is not permitted after July 15th.
- (e) Any club playing a person not duly registered... shall automatically be considered to have lost the game plus an additional six (6) points in which...Such a club or team may be suspended from further participation.
- (f) After commencement of the season, clubs will be charged an administration fee, as determined by the Executives, for each additional registration.

Any person playing under an assumed name shall result in a penalty and/or fine of the club or team for which the offending person played on that occasion.

If a player chooses to leave a club after playing several games and he returns to that club before the deadline, games played prior to the first release will not count for any qualification.

NOTE: No player is allowed to represent more than one team unless officially released.

If your team is not participating in the 10/10 competition, then your players are allowed to play for another team but have to be registered to that team.

NOTE: No player is allowed to represent more than one team unless officially released.

III) RELEASE OF PLAYER

An official written email signed by the secretary or president of the club that member is leaving should be submitted to the registrar of the league. In the case of the Secretary and/or President of the club requesting a release, the league will require any other Executive from that member's club to sign the release. No member shall sign their own release. Exceptions will be made in the case of a full team release.

The Executive shall have the power to investigate any match in which it appears that players have been chosen contrary to the best interests of League cricket, and to take such action as it feels necessary. In an event of a dispute between a player and club, the player may approach the executive.

Any player offered free membership should have a signed document from the club. In the event of a release, the player will not be held liable for any outstanding membership fees.

IV) PLAY OFFS

Players representing teams in any play-off must have played at least 50 percent regular league games for that team prior to the play-off games. In order to participate in the knockout competition, prior to participation, player must play at least one regular league game for the club that they are representing. Juniors under the age of 16 registered with a club only require two (2) regular league games to qualify for the playoffs.

In the event of a tie game (refer to 4(d) – Results and Points), the team with the highest cumulative net run rate prior to the game in question will advance.

NOTE: All players must arrive at the game before one innings has been completed, in order to qualify as a player in the game. If he arrives after one innings is completed, he can only play as a substitute. However, once the player(s) show up before the first innings is completed then the player(s) are able to bowl or bat at any time. No show to be recorded on the Match Card.

V) REGULAR GAMES

All clubs must field a team for all scheduled matches except for the following:

- (a) Prior approval by the Divisional Co-coordinator or assistant by the latest 24 hours preceding the scheduled match. Non-compliance shall result in payment of full umpire fees for the scheduled match. Executives to decide what constitutes as an emergency.
- (b) Scheduled matches may be cancelled due to weather or other conditions making play impossible. Divisional Co-coordinator or assistant of the League must be notified by both clubs.
- (c) No schedule matches shall be postponed except by the ruling of the Executives.

VI) FIXTURES

All games under the jurisdiction of the League shall be played under the Rules of the Ontario Softball Cricket League.

VII) TEAM LIST

Team captains must exchange team list before the toss is made (5 minutes before schedule start time). The presiding umpire must sign and keep all game cards during the game. No changes are allowed after the cards are submitted to the umpire.

VIII) OFFICIAL MATCH CARDS

The team captains are responsible for reporting the correct scores of each game on the match cards, which must be signed by the official umpire and the team captains. Additionally, the umpire(s) and/or captains must state all awards to individual(s) on both match cards. All cards must have officially registered full names (no initials) otherwise the team is subject to a one (1) point deduction for that game.

Team captains are responsible for submitting match cards to the respective statisticians via email or hand delivered.

IX) REPORT BY UMPIRE(S)

Umpire(s) shall report in writing to the Executive within three (3) days of the League game concerned, any and all teams not ready to commence play by the starting time, stating fully the circumstances. They shall also report in writing on the match result cards to the Executive any player or players or members or member club, teams or organizations whether present as players or spectators, who at any time during the game are guilty in their opinion of conduct detrimental to the best interest of the game. An official complaint in writing has to follow up within 72 hours of the game. In the case of the 15-over and T-10 competitions, the complaint has to follow up within four (4) hours of the game. Report by umpires about player(s) conduct must be sent in within 24 hours.

X) PAYMENT OF UMPIRE(S)

Each team shall be responsible for paying the Umpire(s). Should a game be called off for any reason and the umpire not be notified in good time by the team cancelling the game, then that team shall be responsible for paying the umpires their entire fees.

Teams must pay the umpire(s) prior to the commencement of the game or during the 10-minutes innings break. Failure by any one team or by both to pay the umpire(s) at least by the end of the game would result in a fine imposed on the club(s) amounting to twice the amount due to the umpire.

XI) UMPIRE(S) IN CHARGE

The Umpire(s) shall be in charge of the game and shall settle all disputes arising from the game in question. Any decisions rendered by the umpire during the game are final. The umpire also has the right to caution players who use abusive language on the playing field.

Should no official umpire(s) be present at a scheduled game, then each captain shall use two of their nominated players (not non-players) to officiate the game when batting.

If however, an O.S.C.L. qualified umpire not designated for this game is present, the two (2) captains could request his service. If he agrees to do so, then the following should be implemented.

- 1) Declare his club's affiliation to both captains.
- 2) Should be acceptable to both captains.

NOTE: If the captains cannot get these answers, then they should revert to using two players from each side. The onus is on the captains to ensure that the game is fairly refereed.

In such a case, as described above, if an umpire is later found to be dishonest in his declarations, i.e. he belongs to the winning team, then that team shall be penalized with a demerit of six points. On the other hand, if the umpire is found to be affiliated to the losing side, then a demerit of 3 points shall be deducted from their total points.

Comments on either situation should be recorded on the game card(s) for that particular match and, should be sent in to the Statistician within three (3) days.

If deliberate cheating is proved for any of the above scenarios, then the defaulting team shall be penalized with a demerit of three (3) points earned during this match.

XII) DUTIES OF THE OFFICIAL UMPIRE(S)

The umpire(s) shall:

- a) Always umpire from the bowler's end,
- b) See that team lists are exchanged,
- c) Note the start time,
- d) See that the toss is carried out properly and on time,
- e) See that a nominated player in uniform umpires from square leg.
- f) Ensure that the ground is suitable for playing,
- g) Note the players for awards on the match cards, &
- h) Make a note on the match card of any individuals, spectators or clubs who are guilty in their opinion during the game of conduct detrimental to the best interest of the game.

XIII) PROTEST AND COMPLAINT

- (a) All matters of protest and complaint which members may wish to bring before the Executives shall be in writing within 72 hours of the alleged offence or in the

event of the 15-over, T-10, or the play-offs, it has to be within four hours after the completion of the game in question, and in the case of clubs or organizations shall be signed by the Captain and President/Secretary protesting or complaining member club or organization. Full details shall be set forth...

(b) The incompetence of an umpire may also be dealt with in the manner heretofore set forth....

NOTE: Complaints written on match cards are not official.

XIV) TALKING ON THE FIELD

(a) Talking is permitted between members of fielding team to each other, but not while the bowler is ready to bowl and particularly not by close-to-the-wicket fieldsmen in such a way as to distract the batsmen.

(b) No talking to the umpire except to request information with respect to time, balls remaining, or to request permission to speak to the other batsman or leave the field. Absolutely no arguments following the umpire's decisions.

XV) VERBAL ABUSE

No verbal abuse, racial slurs, obscene language or threats of violence are permitted, whether directed at teammates, opponents or umpires, or members of the Executive. Any such abuse, slurs, obscene language or threats directed at umpires or members of the Executive will be treated most severely of all.

NOTE: Breach: reprimand to maximum one (1) year suspension

Repeat offenders will be dealt with more severely

XVI) CHEATING WHILE UMPIRING

Player umpire are required to render decisions which are fair and reasonable, to pay due care and attention to the game while officiating and to refrain from commenting on the game or coaching their teammates.

NOTE: Breach: prohibition from umpiring for minimum one (1) month to maximum one (1) year; suspension from playing up to a maximum of one (1) year where outright cheating is proven.

XVII) DRINKING OF ALCOHOL

- a) Consumption of alcoholic beverages is not permitted at parks where cricket is played except in areas licensed for that purpose.
- b) While the enforcement of the liquor laws of the Province of Ontario are generally the responsibility of the law enforcement authorities, the League may take action against any persons or member clubs whose consumption of alcoholic beverages at parks whether private or public puts the administration of the game in jeopardy
- c) Specifically, notwithstanding the imposition of any penalty by law enforcement authorities, the O.S.C.L. may impose penalties for breaches of liquor laws on the Province and school grounds.
- d) Penalties range from minimum fines of \$25.00, to suspension for a maximum of one year in the case of repeat offenders or conduct which is extremely injurious to the game.

XVIII) ASSAULTS

- a) Only in the case of self-defence is any player or member of a club in attendance at a game being permitted to strike another person. The amount of force permitted by way of self-defence is such force as is reasonable, in the light of the nature of the assault, to ward off the aggression. Force used under the guise of self-defence, which clearly goes beyond that required to ward off aggression, the assault, may be construed as an assault itself, albeit under provocation.
- b) Players are not permitted to make threatening gestures with bats, balls, stumps or other implements.
- c) While assaults on players will be viewed with the utmost seriousness, assaults on umpires and members of the Executive while in the execution of their duty will constitute an offence of the utmost gravity because it will be viewed as just not an assault on the game and will constitute possibly the most severe infraction of the Code of Conduct.
- d) Teams will be held responsible for registered players assaulting other teams or team registered members during any active games involving same. **NOTE:** Breach: Minimum \$100.00 fine to player and/or club who is found guilty of this practice plus a minimum six months suspension to life suspension, particularly where the game of cricket is further brought into disrepute by the laying of criminal charges.

MATCH PLAY SYSTEM

1) MATCHES

All matches may be played on the following basis unless otherwise determined by the Executives.

2) HOURS OF PLAY

(a) Regular Season - Normal hours of play shall be from 9:00 a.m. to 11:40 a.m. on Sundays and/or Saturdays, which times shall include a 10-minute innings break to be taken at 10:15 a.m.

15-over competition – Normal hours of play shall be from 9:00 a.m. to 10:00 a.m. and resumes at 10:10 a.m. to 11:10 a.m. on Sundays and/or Saturdays, which times shall include a 10-minute innings break to be taken at 10:00 a.m.

10/10 Competition to start at 9:00 a.m. to 9:40 a.m. with a 10-minutes interval and resumes at 9:50 a.m. to 10:30 a.m.

NOTE: No game shall go beyond the scheduled time except in the case of a tie breaker. These times do not apply to all finals inclusive of the 15-over and T-10 competitions, since these games will be allowed an additional half an hour to be completed. This additional half an hour will be allocated equally between the two teams. In order to advance to the consolation round a team must play their first round match otherwise they will be forfeited from the competition

(b) The normal finishing time for the innings of the team batting first in a 20 over match shall be 10:15 a.m. and in the 15 over match shall be 10:00 a.m. In the event that the team batting first has completed their innings before the scheduled innings break, the break should be taken at that time.

(c) In the event of a delay in the start of the game due to adverse weather conditions, the remaining playing time available shall be divided equally between the two teams once the time for the start of play has been decided on, and the 10-minutes interval shall be taken between innings.

(d) When play has commenced at the scheduled starting time, and play is then subsequently interrupted by weather or other conditions prior to the 10-minute interval, the team batting first shall nevertheless terminate its innings at the scheduled time of the interval, unless it has not received 50 per cent of the maximum allotted over, in which case it shall continue its innings until it has

received 50 per cent of the maximum allotted over or has been bowled out, whichever occurs first.

(e) All games shall commence at 9:00 a.m. and conclude at 11:40 a.m.

(f) All play-offs will be given an extra 15 minutes per side playing time.

3) PLAYING CONDITIONS

(a) The matches shall consist of one inning per team. All matches shall be completed in one day unless otherwise determined by the Executive.

(b) In the case of a 20-overs game, each bowler is limited to a maximum of four (4) overs. In the case of a 15-overs game, each bowler is limited to a maximum of three (3) overs. In the 10-over competition, each bowler is limited to two (2) overs.

(c) If the team fielding first fails to bowl its maximum overs by the interval, the over in progress shall be completed. The team batting second shall then be limited to the same number of overs that the team batting first actually received

(d) Penalty Runs Calculation:

Team (A) Batted 18 Overs, Score 125 Runs. A total of (24) is then added to team (A) total, (12 runs per over not bowled). Team total score becomes 149 Runs.

Team (B) have to make 149 Runs + 1 = 150 Runs in 18 Overs to Win the Game.

If team (A) does not bowl the amount of overs that team (B) bowled, then you have to penalized team (A) by adding (12) per over not bowled to team (B) total. If any team gets bowled out, then there is no penalty.

4) RESULTS AND POINTS

a) A suspension of play may prevent the team batting second from receiving its quota of over. The winner will be the team achieving the highest run-rate.

i) A suspension of play refers to adverse weather conditions, injuries or act of God.

ii) **Washed out game:** This is when a match is cancelled by the executive. Each team receives (3) points, no match cards required. Match doesn't make up the count for games played.

iii) **Rained out game:**

(a) This is when a match is called off by the umpire(s) before the commencement of play at the ground. Each team receives (3) points, no match cards required. Match doesn't make up the count for games played.

(b) This is after the commencement of play the umpire(s) called off the game. Each team receives (3) points, umpire(s) sign off complete match cards indicating a "rained out game" and captains are responsible to submit match cards. Match will be counted as game played.

NOTE: In the event that there are washed out or rained out games (a) occasioned by the above, the number of games will be adjusted to substantiate the 50 per cent qualification ratio.

b) In the event one team batting first is all out in less than its full quota of over, calculation of their run-rate shall be based on the full quota of over to which they would have been entitled, and not on the number of overs in which they were dismissed.

c) In order to ensure a result, each team must have received a minimum of 50% of the maximum overs allowed unless the team has been dismissed in less than the minimum number set out above.

d) Where total runs scored, total overs bowled, and total wickets lost by both teams are equal, the result is declared a tie. The tie breaker rule will then apply. (Super over)

(i) Only players that started the game are eligible to take part in the super over.

Any of those players are allow to bat or bowl.

(ii) Toss will determine which team bat first.

(iii) The super over will continue until a winner is achieved.

(iv) In the case of additional super overs, batsman and bowler will interchange.

e) The winning team receives six (6) points, for a tie game each team receives three (3) points, and in the case of a default the non-defaulting team receives six (6) points. Bonus points will be allocated as follows:

a) 1 Extra point for bowling out opposition in their allotted 20 overs.

b) 1 Extra point for scoring 150 runs.

A team shall be considered in default if it fails to receive prior approval of the Divisional Co-coordinator or assistant of the League of its inability to field a team not later than 9:00 p.m. on the Friday prior to the weekend of the scheduled match. Only the Executive Committee is allowed to cancel game(s). Games that are cancelled must be played within three weeks from the originally scheduled date. At the time of cancellation, both captains must give the Divisional Co-Coordinator or assistant a new date for the rescheduled game. If a date cannot be agreed upon, then the Divisional Coordinator or assistant will set a date that must be adhered to. No games are allowed to extend beyond the regular season.

NOTE: No knockout or play-off games will be rescheduled as a result of player(s) having to work.

f) If a team does not take the field at the start time of the game they will automatically default the game. There will be no grace period to start the game. The team in default will be penalized by losing three (3) points and the team not in default will be awarded the six (6) points. In any game the team will forfeit the game. However, the team not in default through its captain may overrule the automatic default rule and allow the game to start even though the 15 minutes. Non-Defaulting Captain agrees to start the game fifteen (15) minutes later grace period has passed. But once the game has started the decision cannot be reversed and all rules normally applied will be enforced.

g) If a team has seven (7) or more registered players present and on the playing field in uniform five (5) minutes prior to the scheduled start of a game, and the opposing team does not have that number, the team with seven (7) or more registered players ready to play automatically wins the toss. The team lists must be presented to the umpire five (5) minutes prior to the game and in the case that the umpire is not there five (5) minutes prior then the captains shall spin the toss.

Upon completion of the toss, the winning captain must inform the umpire immediately of his decision to bat or field.

5) LEG BEFORE WICKET (L.B.W.)

There will be no Leg Before Wicket (L.B.W.).

6) SQUARE LEG UMPIRE

Where a League Umpire is officiating with a player-umpire and the player-umpire renders a decision which the League Umpire is certain is clearly wrong, the League Umpire is empowered to reverse the decision and render the correct decision. Whenever such an overruling occurs a report in writing shall be made to the League.

Player-umpire is not allowed to call pelting when officiating with a League Umpire.

7) SIX BALL OVER

The ball shall be bowled in all League matches in over of six balls from one end of the wicket as agreed upon by both captains prior to the start of the game. In the event of a dispute, the umpire shall decide.

NOTE:

- a) Over arm bowling shall not be permitted, as such; balls must be bowled underhand;
- b) Only round hand or straight bowling is allowed;
- c) The ball must be delivered from under the waist and there must be no bending of the elbow;
- d) Pelting from any angle is prohibited;
- e) Only official umpires are allowed to call bowlers for pelting and the delivery shall be deemed a no ball. One warning will be given for pelting; umpires must send a written (email) report for pelting. If a bowler is called the second time in the same game, he shall be suspended from bowling in the match.

8) EXTRAS

No balls, wides, byes, leg byes and overthrows will be counted as run(s).

NOTE: Wide ball crease shall be 24 inches from both sides of the stumps.

No ball shall be called on a pelt ball or a thrown ball, or over the shoulder of the batsman in a standing position within the playing area. **Any ball bowled over the shoulder of a batsman in a standing position outside the playing area (24 inches box) shall be call a wide.**

Batsman will be given a free hit for all no balls. If the same batsman is on strike at the time of the no ball, the field placement cannot be changed, however, the field can be changed if the non-striker becomes the striker. Free hits will continue until a legal delivery is bowled.

Any delivery that comes to rest before the front line at the batting crease shall be called a No Ball immediately followed by a dead ball.

Any ball over the shoulder of the batsman in a standing position shall be called a no ball.

9) BALL

Each team shall provide two (2) new balls at the start of their inning. Only in the **red ball** competition ball will be change after (10) overs

However, in the event the ball is burst or lost, it must be replaced by a new ball, and then change again after another (10) overs are bowled. (**red ball only**) All balls must be approved by the O.S.C.L. Balls must be supplied by the batting team; however, the fielding team must supply the balls in the event that the batting teams is unable to do so.

10) BATS

Bats must not be more than 4.25 inches wide. Only bats comprising of pure wood are allowed.

11) STUMPS

Four (4) stumps, 12 inches wide and 28 inches high from the surface of the ground. Six bails must be used.

Bails must be dislodged in order that a player can be given out.

12) PITCH

The length of the pitch shall be 60 feet from stump to stump and the width should be a minimum of eight (8) feet wide. The batting crease shall be four (4) feet in length and two (2) feet from either side of the stumps and properly marked by the home team. The bowling crease shall be four (4) feet in length and four (4) feet from either side of the stumps and properly marked by the home team.

13) SUBSTITUTES

Substitutes will only be allowed to replace a player who is injured during the game and this will be subject to the decision of the ruling umpire. No substitutes will be allowed to start a game. The umpire must notify the opposing captain of a substitute being used for a player who is injured during the game. The substitute must be a registered member of the team and be in uniform.

14) UMPIRE'S UNIFORMS

Umpires shall provide their own uniforms.

15) BATTING

The batsmen shall change sides at the end of each over.

16) RUN OUTS

In the event that the batter leaves the crease at the non-striker's end before the ball is delivered and the bowler dislodges the bail(s), the batter is considered to be run out. The ball does not count as a delivery.

17) INGOING BATSMAN

The incoming batter must be at the appropriate crease within two (2) minutes otherwise they will be deemed out by virtue of being time out.

18) PLAYERS

No players are allowed to leave the playing field during the game unless the umpire gives permission.

19) BOUNDARIES

All playing fields must be clearly marked to indicate the official boundaries. Failure to do this shall be interpreted as failure by the home team to have the ground ready for play commencement.

The opposing Captain or team shall be entitled to claim the toss. In such a case the home team shall then mark the boundaries as best as possible making all efforts to balance the boundaries on all sides. If the home team refuses to mark the boundaries, then the opposing Captain shall be entitled to claim six points and the home team shall be responsible for paying the Umpire(s) fees. It is expected that should team(s) faced with such a situation then they shall exercise their best

sportsmanlike judgment before claiming the game. In the event of any disagreement between the captains about the distance of the boundary, the umpire's decision shall be final. If the ball comes into contact with any permanent obstacle(s) on the playing field, the umpire shall call a dead ball.

20) INJURIES

No batsman with a previous injury shall be allowed a runner. However, if he was injured in the said game, then he is allowed a runner.

21) TEAM WALKING OFF THE GROUND DURING A MATCH

Any team walking off the ground during a cricket match because of any dispute, etc., shall forfeit the game, and the other team shall gain six points. Umpires are expected to settle any dispute. Should a team walk off the ground, and then the Umpire(s) is expected to submit to the Executive a full report, so that appropriate investigation and action may be taken.

22) IDENTIFICATION OF EACH PLAYER

A nominated player has to show his identification when asked to do so by the presiding umpire. Failure to do so shall lead to suspension. The onus is on the player to prove his or her identification as a bonafide playing member by the end of the game with any government photo I.D.

23) ATTIRE

All teams must choose a unique form of attire that must be worn by all players in every match. Any member(s) not in uniform will be penalized. No shorts or armless shirts allowed. Footwear required at all times and gloves not permitted while fielding. Metal spikes not allowed. Any player caught wearing metal spikes results in immediate suspension from the game.

New teams (clubs) will be given a grace period of three (3) weeks to get their team uniforms.

NOTE: Breach: monetary fine and/or loss of 3 game points.