

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 teams list, for both new and existing teams, are subjected to vetting by ORSCA'S Executive board before they can register with the League. ORSCA retains the right 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 subjected to ORSCA's Disciplinary actions.

1.1.2 Prohibited from participating in the electoral process at the AGM or Captains'/ Team Reps meeting/Conference, for year one.

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 their own.

1.2.3 Knowing that they will 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 any 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.

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 fees and transfer fees are in effect. It becomes effective or starts counting at the start of the 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 "overlimit fee" (the player must be over 65 years or under 18 years, at the start of the current calendar year). 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 \$25.00 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 emails the Executive board requesting a name change.
- (b) The board has consented to the name change.
- (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 stops on July-1st, 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.

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 ORSCA Waiver. Players who have signed ORSCA Waiver and were 18 years old last season, are NOT REQUIRED to sign a new waiver, regardless of the team represented prior. PLAYERS WHO DID NOT SIGN THE E-WAIVER and PLAYERS WHO TURNED 18 YEARS OLD after last season, and ALL NEW PLAYERS TO ORSCA ARE REQUIRED TO SIGN THE WAIVER before they can participate in any game.

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.

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.

© 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.

8.3 15 Overs TOURNAMENT: Any registered player in ORSCA can participate in this tournament. The Player must be fully registered with the team he/she is representing.

9. CAPTAINS' RESPONSIBILITIES.

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

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 sided and the 15 Overs format is 15 overs per side. 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 games, 10 overs for T-10 games and 8 overs for the 15 Overs games.

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 15 Overs format, that is no more than 3 Overs per bowler, per 15 Overs inning.

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 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 Procedure & Deadlines.

- **Timing:**
 - Toss conducted by 8:50am.
 - Match starts at 9:00 am.
- **Late players:** if a team has fewer than 8 players by 8:50am, the opposing team may claim the toss.
- **Decision Enforcement:**
 - The winning team Captain must immediately inform the opposing team Captain of their decision on if to bat or bowl.
 - Failure to do so may result in a one game suspension for the Captain. (noted on the score card.)
 - Neutral umpired matches: if no decision is made at the coin toss, the winning Captain forfeits him/her winning the toss.

11.2 Minimum Player Requirement.

- 8 registered players must be present on the field of play (PITCH), for a match to proceed.
- **Forfeit conditions:** if a team cannot field 8 players by 9:30 am, they automatically forfeit the match.

11.3 Dual Forfeit Scenario.

- If both teams fail to field 8 players by the allotted time, then the match is abandoned with no points awarded.

11.4 Late Player Policy.

- **Notification Required:** Captains must verbally inform the opposition's Captain of anticipated late arrivals.
- **Cut off Time for T-20, 15 Overs and T10:** Players arriving late must do so by 9:30 am, when a match is started on scheduled time, OR, within 30 minutes of any adjusted time, due to weather delay.
- **Players arriving after the 30 minutes grace period will not be eligible to play. WHEN LATE PLAYERS ARRIVES AT THE GROUND THE OPPOSING CAPTAIN AND THE UMPIRE MUST BE INFORMED VERBALLY AND THE PLAYER MUST BE PRESENT ON THE FIELD IN PERSON. NOT IN CAR OR PARKING LOT, ARRIVES BEFORE THE GRACE PERIOD THAT IS.**

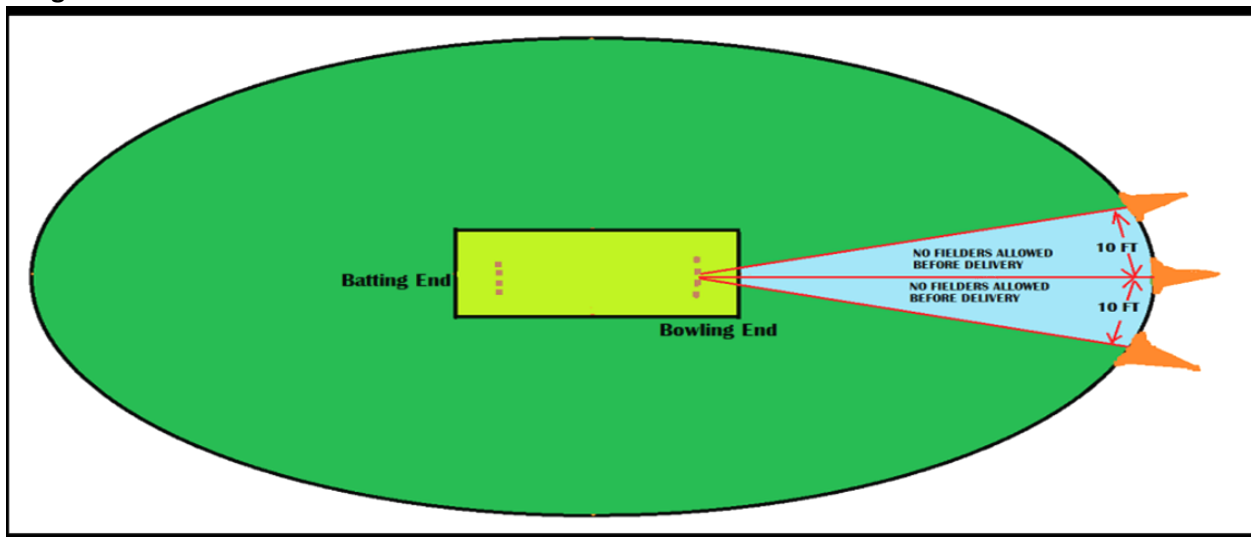
11.5 The captain is responsible for submitting his/her team list at the time the toss is spun (8:50 am) for that game. No changes are allowed once team lists have been exchanged.

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

12.1 Home teams are responsible for:

- (a) Providing a ground (including obtaining a permit from the relevant authority).
- (b) Setting up the wickets and preparing the pitch and ground for the match.
- (c) Cleaning up the ground, in conjunction with the opposition, after the game.
- (d) 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:

- (a) points accumulation from games won, tied, or abandoned and,
- (b) 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.

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:

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 2



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 T-10 competition and overs 1, 2, 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 T-10 and T-20, including playoff matches (there is no power play requirements for Super Over, in any format). That is, for Regular season T-20 games: power play would be in overs 1, 2, 11 and 12. For T-10 games: power play would be overs 1 and 2 only. The signal for the power play is the umpire moves his arm in circular fashion in front of him. No Power Play in the 15 Overs tournament.

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 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)

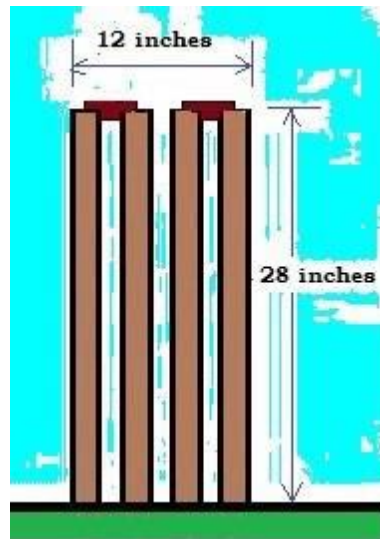


Image 3.....

14.2 Bats can be made of anything but metal, 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)

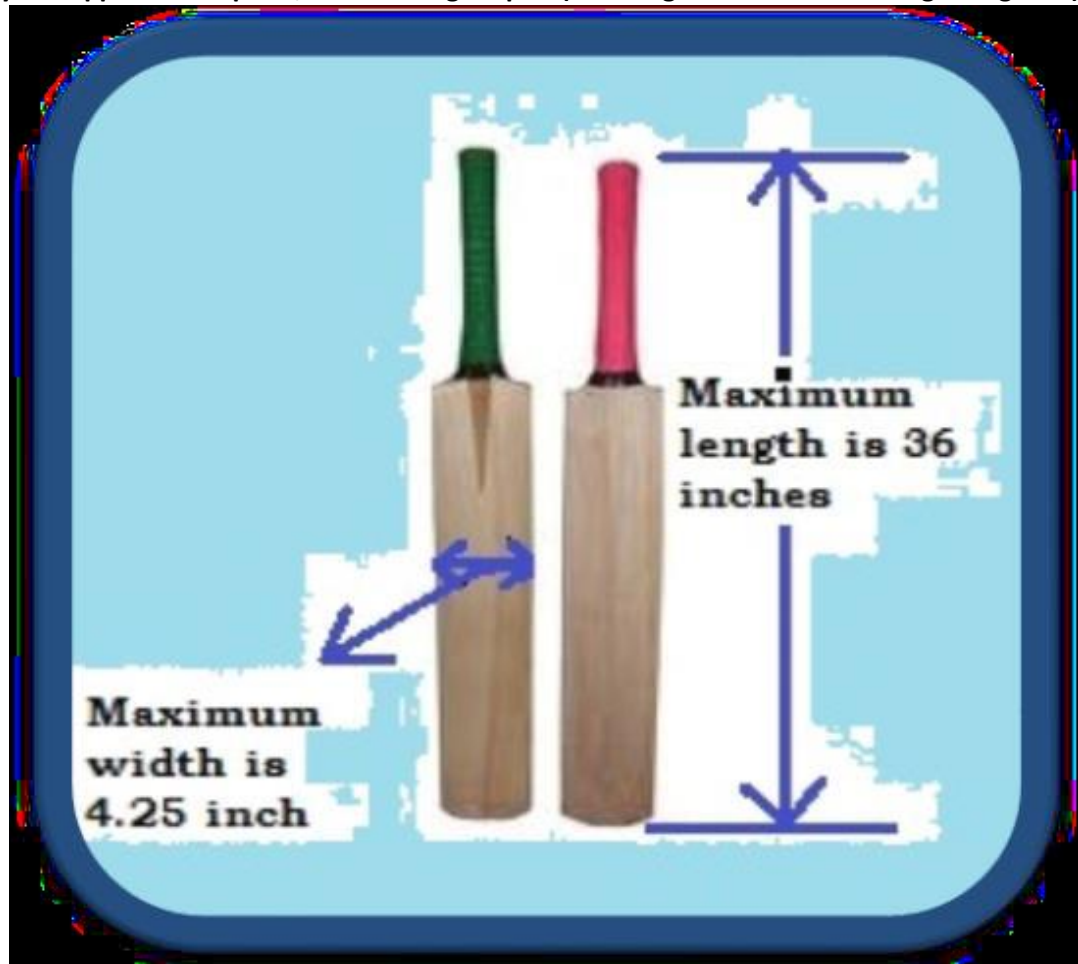


Image 4.....

14.3 Only the White ORSCA “LOGO” Softballs are allowed in ORSCA. One ball per inning for all games. (that is, unless damaged or lost in any format). IMAGE 5.

14.5 NO other types of balls are allowed in ORSCA.

14.6 General Requirements for all Formats:

- (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 umpires and both captains.
- (c) Batsmen can request an inspection of the ball.
- (d) BALL TAMPERING is strictly forbidden.

Image 5..... for ball...



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.

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 6...



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 uncontrollable 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 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.

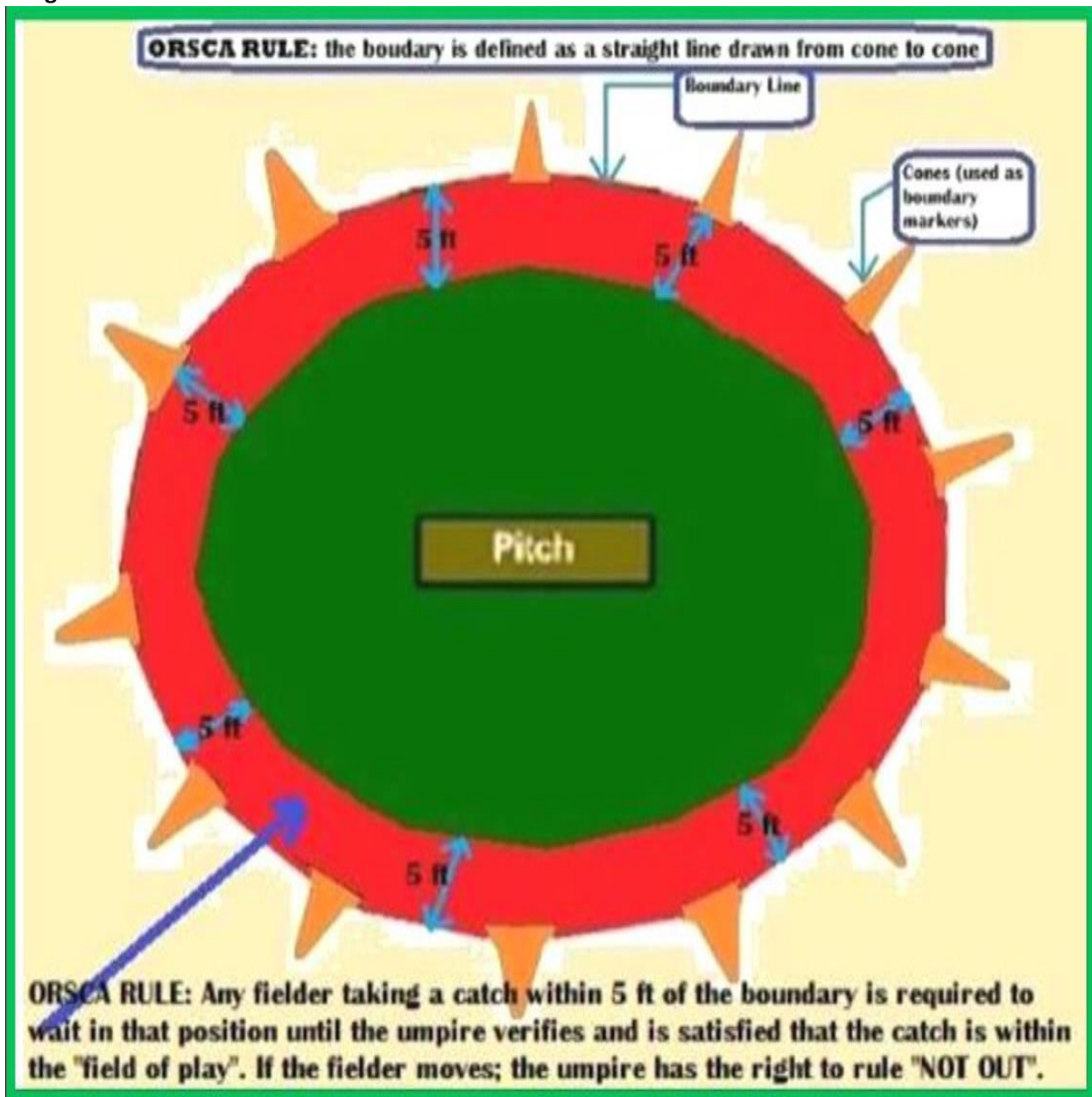
18.3 A substitute fielder shall be permitted under the following conditions only:

- (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 7) 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 7.....



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 batsman 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 8.....

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

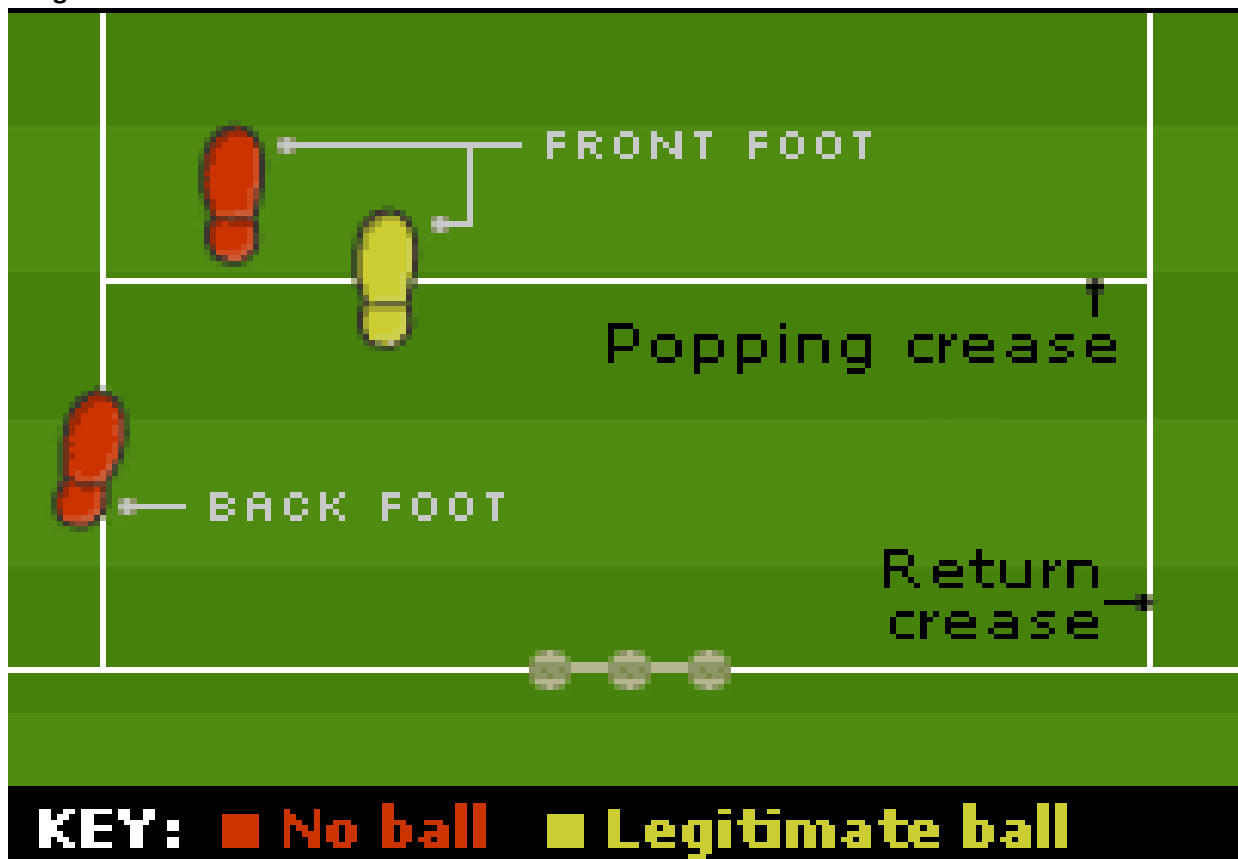
21.1 High Deliveries. ANY DELIVER GOING OVER THE SHOULDER OF THE BATSMAN, BOUNCE OR FULL, ASSUMING THE BATSMAN IS IN A STANDING POSITION, shall be called a WIDE. *(not a no ball)*.

- In such cases, one run will be awarded to the batting team and the deliver must be re-bowled.
- If the batsman makes any contact with the ball, whether be the bat, the gloves/hands, body, or clothing, hats or anything touches the ball, then the deliver is considered a legal delivery.

21.2 NO BALLS: 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. A FREE HIT IS AWARDED.

21.3 The bowler has overstepped the popping crease. (as shown in Image 9.. below). One extra run added and A FREE HIT IS AWARDED.

Image 9.....



21.4 The bowler has touched the return crease with either or both feet (see image 9). One extra run added and A FREE HIT IS AWARDED.

21.5 The bowler has either one or both of his feet outside the return crease (see image 9). One extra run added and A FREE HIT IS AWARDED.

21.6 Based on height as described in 21.1 above. No balls equal one extra run and A FREE HIT IS AWARDED in all cases where no ball is called.

21.7 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. Extra run added and A FREE HIT IS AWARDED.

21.8 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. One extra run added and A FREE HIT IS AWARDED.

21.9 A WIDE BALL shall be called and signal if the ball passed outside the "wide pins" (backline of the batting crease).

22. MATCHES AFFECTED BY THE WEATHER.

22.1 WASHED OUT, RAINED OUT, or ABANDONED GAMES.

Regular Season Round Robin Matches.....

(A) Early Abandonment Matches;

- If the weather conditions or forecast for Brampton and the GTA are UNFAVORABLE, the President, Vice President and or the Secretary may announce, via email, phone calls and or Social Media, the abandonment of such games by 7:30 am on any game day.
 - These called off games DUE TO WEATHER, WILL NOT COUNT AS A GAME PLAYED.

(B) Match Abandonment Due to Unsafe Conditions;

- If both Captains agree that the pitch/field is unsafe due to adverse weather, (previous day, overnight, or early morning) the match may be declared abandoned.
- Requirements ; Supporting evidence (photo/video) is recommended.
- Outcome ; Points will be divided between the two teams.
- Minimum Waiting Period; 30 minutes after the scheduled start time, before official abandonment of any game.

(C) Washed out/ Abandoned Games under B above;

- Both teams must submit a signed match card and with the players list, submit them to the Statistician by the deadline associated with a played game score card.
 - These matches WILL COUNT AS A GAME PLAYED FOR THE PLAYERS NAMES ON THE LIST FOR BOTH TEAMS.

(D) Multiple Abandoned Round of Games/Matches;

- If more than one round of games is abandoned the Executive Board will reassess playoffs qualification as per section/rule 8.

- **T 10 & 15 Overs; if washed/rained out without a ball being bowled, the game will be rescheduled.**

22.2 T10, 15 OVERS, 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 15 Overs games. 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 8 Overs for the 15 Overs games. 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 the 15 Overs 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 T-10, 15 Overs, 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 opposing team 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 T-10 games and all 15 Overs games: The super over shall be played. in the event of a tied T-10 match, 15 Overs 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. At the start of any Super Over the two captains will do a coin toss to decide who bats and who fields.

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:

- (a) The team will be docked 10 points.
- (b) Their captain will be fined \$100.00.
- (c) If this fraudulent act was supported by the opposition team, then their captain will also be fined \$100.00.
- (d) 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:

- (a) First offence: one-point deduction from their overall standing.
- (b) Second offence: two-points deduction from their overall standing and one-game suspension for their captain.
- (c) 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):

- (a) 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.
- (b) A comment regarding the incident must be documented on the scorecard or the protest form.
- (c) 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.
- (d) The opposition captain must provide detail of the incident to the Vice President.

24.2 Appeals, if granted, must follow the procedure outlined below:

- (a) 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.
- (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 (a) Elite Cup T-20 Regular Season: Champion and Runners up trophies to the Winner and Runners-up respectively in the Grand Championship game. Trophies/Medals for all finalists and umpires.

(b) Executive CUP: 3rd and 4TH place. Winner and Runners up cup.

(c) Premier Cup: 5th and 6th place. Winner and Runners up Cup.

(d) Gold CUP: Winner and Runners up Cup.

26.1.2 The President's Cup: shall be awarded to the 2 teams, from each division, with the highest points, after all regular season games were completed. If two teams from the same division have the same number of points, then the NRR is used to award a winner.

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

Trophies/Medals for all finalists and umpires.

(b) The winning team and Runners-up for ORSCA'S 15 Overs championship".

Trophies/Medals for all finalists and umpires.

26.1.4 Batsmen scoring 100 or more runs in the T-20 regular games. (trophy)

26.1.5 Batsmen scoring 75-99 runs in the T-20 regular season games. (trophy)

26.1.6 Bowlers taking 4 wickets and more in T-20 regular season games. (trophy)

26.1.7 Bowlers taking a hat-trick in T-20 regular season games. (trophy)

26.1.8 A fielder taking 4 or more catches in T-20 regular season games. (trophy)

26.1.9 A wicketkeeper with 3 or more stumping in T-20 regular season games. (trophy)

26.1.10 Top 5 batsmen and top 5 bowlers (most runs scored, and most wickets taken during the T-20 regular season games for each division. (trophy)

26.1.11 Most WICKETS taken, and Most RUNS scored, in the League, T-20 regular season. (trophy)

26.1.12 The M.V.P for all finals. Winners and runners up. T-20, 15 Overs, T-10. (trophy)

26.1.13 The top bowler, having bowled a minimum of 24 overs in the regular season games, and having the best economy rate, T-20 GAMES in each division. (trophy)

26.1.14 The batsman who has hit the most sixes for regular season games, T-20 games, each division. (trophy)

26.1.15 The top batsmen, having batted for a minimum of 6 innings in the regular season, with the highest average, T-20 games, each division. (trophy)

26.1.16 Umpire of the year Award. (plaque)

21.1.19 Humanitarian Award. (plaque)

26.1.20 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.



