

**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 sufficient 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

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

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 REGISTRATION, TRANSFER AND UNIFORM;

- 5.1 Each team is permitted to register 25 players, excluding women and children under 18 years (under 18 years at the start of 2018). Teams desirous of registering more than 25 players 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:
- He/She emailed the Executive board requesting a name change.
 - The board has consented to the name change.
 - Provide an identification should the Board request one.
 - 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:

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- (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 over 18 years (that is, Photo is not required for females 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 automatically banned for one year.
- 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 all players stop on June 13th, 2018 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 for new registrants with ORSCA is May 23rd, 2018. Players without photo ID may be deregistered after this deadline. Photo is not required for females and Under 18 players.**
- 5.11 **The deadline for SIGNING ORSCA WAIVER is May 31st, 2018. Players who failed to return a signed copy of the Waiver to the Statistician by this date may be deregistered.**

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

- 6.1 ANY PLAYER FOUND GUILTY OF SWEARING AT AN OPPONENT, HIS TEAM MATES, 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 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 A player must play at least four (4) regular season games for his/her team to qualify for the Playoffs. Females and Under 18 players are not bounded by this requirement.

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8.2 A player can play either one (1) regular season game or one (1) T10 round-robin match for his/her team to qualify for the Playoffs (Quarterfinal round) in the T-10 competition. Females and Under 18 players are not bounded by this requirement.

8.3 A player must play at least one (1) regular season game for his/her team to qualify for T-20 "Test" competition. Females 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:

9.1.1 submitting a properly filled out match card before the deadline stated in 23.1;

9.1.2 The behaviour of his team mates 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-20 "Test" format is two split innings of 10 overs each 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 10 overs per innings for the T-20 "Test" 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 For the T-20 "Test" format ONLY: a team can enforce the follow-on if the opposition is in arrears on first innings by 50 or more runs.

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- 10.3 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 2 overs per innings for the T-20 “Test format”.
- 10.4 Scoring Runs: Runs are scored/credited for the batting team as follows:
- 10.4.1 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.
- 10.4.2 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.
- 10.4.3 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.
- 10.4.4 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.
- 10.4.5 No Ball- See 21.1 and 21.2 below for conditions.
- 10.4.6 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.

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- 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 then that player(s) shall not be allowed to play. Should the player(s) be at the ground, before the start of the 10th over, 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.

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 match-ups 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 washed out 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:** the top 8 finishers in each zone qualify for playoffs. Playoff for the Grand Championship starts with ZONE-SPECIFIC QUARTERFINAL match-ups. The highest ranked team plays the lowest ranked qualifier (#1 qualifier plays the #8 qualifier, #2 qualifier plays #7 qualifier etc. for **that Zone**). Higher ranked teams are awarded home ground advantage for Zone Quarterfinal and Zone Semi-final matches.

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NOTE: should a lower ranked team defeat a higher ranked team in the quarterfinal, the winner is not necessarily awarded home ground advantage for the semi-final. Rather, the two contesting semi-finalists would be assessed against each other with respect to their final standing. Home ground would be awarded to the higher ranked team.

The two winning semi-finalists for each zone would be matched up in a criss-cross pattern, with the games being played at neutral venues and officiated by neutral (league appointed) umpires. The higher ranked team in the East zone plays the lower ranked team in the West zone and the higher ranked team in the West zone plays the lower ranked team in the East zone (ranking is as per the points table). The two winners then play for the grand championship at a neutral venue with neutral umpires officiating.

(b) T-10 Competition Playoffs: Match-ups and home ground advantage are as per schedule prepared. Usually, these match-ups are determined based on a random draw.

(c) "Test" Competition Playoffs: Match-ups and home ground advantage are as per schedule prepared. Generally, these match-ups are determined based on the preceding year standing.

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).

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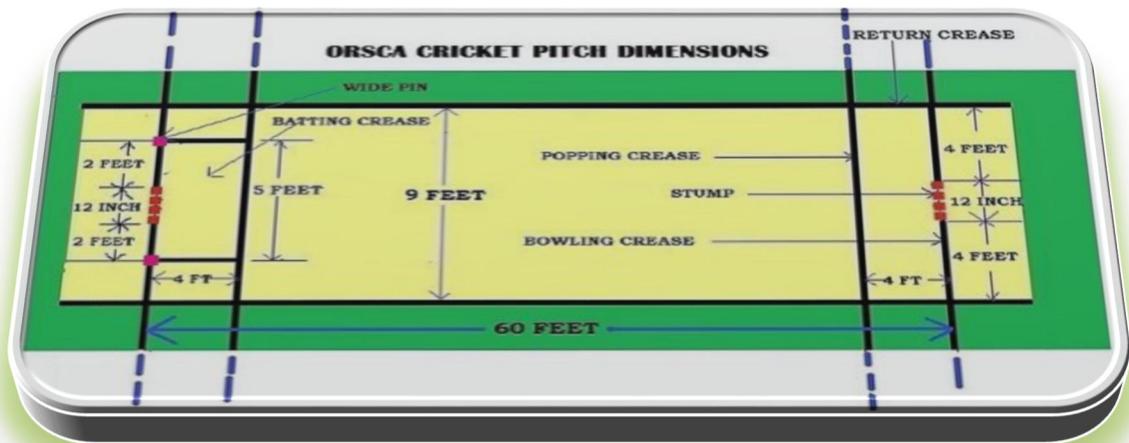


Image 1

13.4 Power play:

13.4.1 Is defined as a period of three consecutive overs at the start of the inning where the fielding team can have a maximum of 3 fielders on the leg/on side.

13.4.2 Power play applies ONLY to the regular season T-20 games and for Playoff games associated with the T-20 format. (Power play DOES NOT apply to the T-10 and T-20 "Test" formats or the Super Over).

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 weather conditions prevented this. The stumps shall have a maximum height of 28 inches measured from the ground to the top of the stump (see image 2 below).

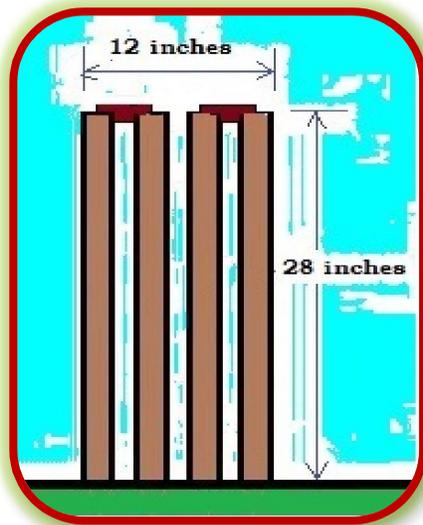


Image 2

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- 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).

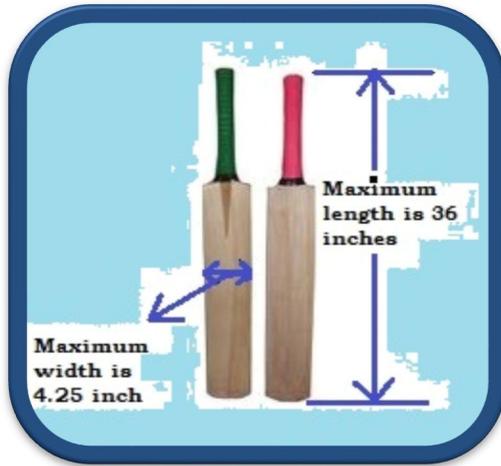


Image 3

- 14.3 For T-10 and T-20 “Test” Formats: Only **Red “PRS SPORTS 360” Softballs** are allowed for these formats. See image 4. One ball per T-10 game unless damaged or lost. One ball per inning for the T-20 “Test” format 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 4. One ball for 10 overs block of play (that is, the ball is changed after 10 overs) unless damaged or lost earlier.
- 14.5 Supreme Balls are NOT 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 umpire and after consulting with the fielding captain.
 - (c) Batsmen can request an inspection of the ball.
 - (d) BALL TAMPERING is strictly forbidden.



Image 4-“PRS SPORTS 360” Balls

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 Umpires for play-off matches may be assigned by the board. Umpires assigned by the board cannot be objected to by the playing captains or their management. These umpires shall not be changed during the game except for medical reasons.
- 15.3 "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.
- 15.4 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 (it is not a dead ball if the bowler breaks the stump with the intention to run out the non-striker).
- NOTE: Dead ball does not count as a ball bowled for the over.
- 15.5 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).

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15.6 Umpire's signals:

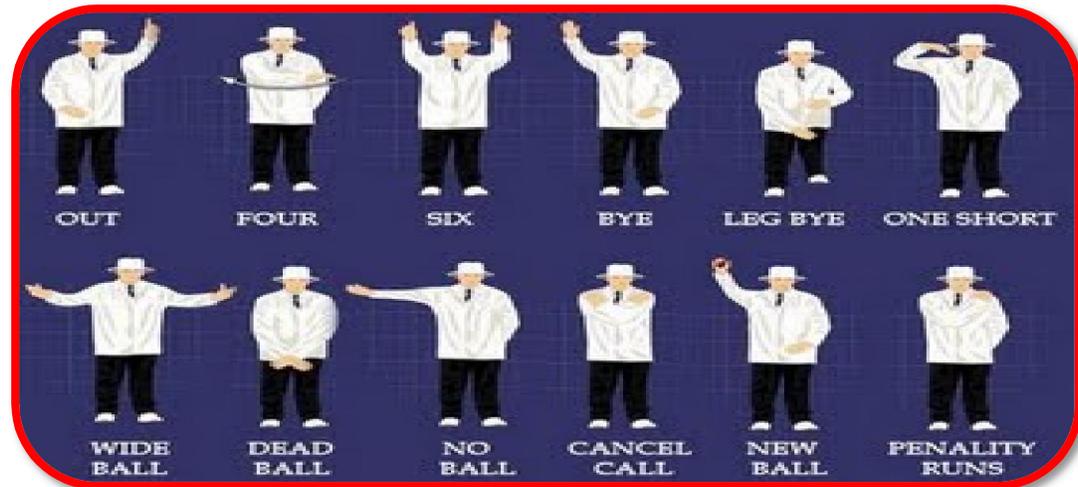


Image 5

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 minutes 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 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.

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- 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:
- He was listed as the 12th man on the team list for that game.
 - He is substituting for a player who was injured during the game. A substitute fielder is not allowed to bat, bowl or keep wicket.
- 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”.

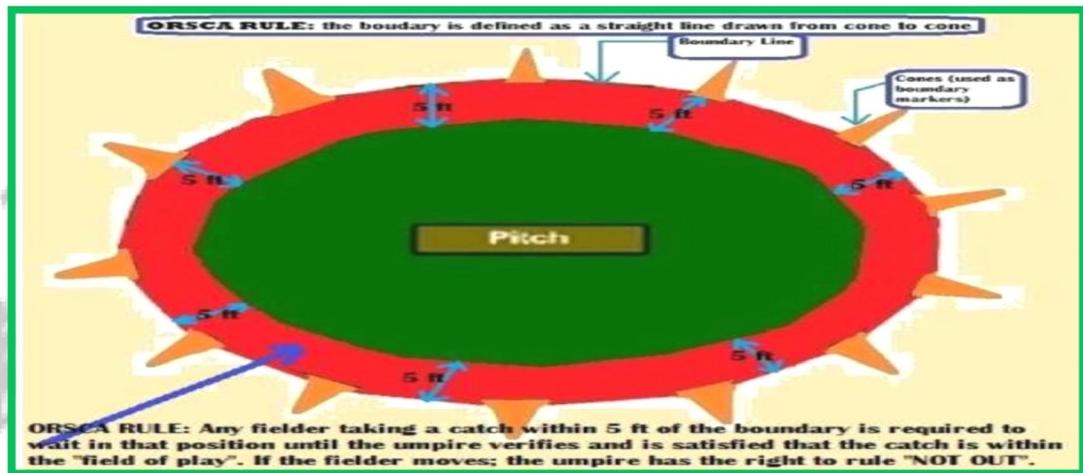


Image 6

19 BALL 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:

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- (a) The striker is out bowled if the ball delivered by the bowler (IS NOT A NO BALL) has hit the wicket AND the bail was dislodged.
- (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 to be dislodged.
- 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.
- 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 removed the bail or the stump OR the ball rebounded from the wicketkeeper’s body and dislodged the bail with the batsman outside the batting crease OR if the wicketkeeper threw or kicked the ball onto the stumps, dislodging the bail 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 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 off-side;

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



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;

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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 without a ball being bowled:** if a match was rained/ washed out due to the weather, then each team will be awarded 5 points. There shall be a minimum wait time of 30 minutes before a match can be considered washed out. Match cards for washed-out 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 for the player as outlined in Section 8, if more than one game was washed out.**

(b) **T10 round-robin or playoff games washed out/ rained out without a ball being bowled:** The game shall be re-scheduled to another day.

(c) **T20 "TEST" games washed out/ rained out without a ball being bowled:** The game shall be re-scheduled to another day.

22.2 **Round-robin or playoff matches affected by Rain/ weather:** In rain-affected games, a decision regarding results can be made **ONLY** if 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 10 overs (one inning each) for the "TEST" 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 first inning scores for the "Test" format.** The team with the higher score, at the end of 10 overs (for regular season games) or 5 overs (for T-20 games) or first inning scores (for the "Test" format), 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. **In round-robin games where** both teams have the SAME score AND have lost the SAME number of wickets, then the

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match shall be considered a tie (see 22.4). **In playoff games where both teams have the SAME score AND have lost the SAME number of wickets, then the SUPER OVER RULE (see 22.5) shall apply.** All statistics for the entire match (not statistics for 10 overs 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, 5 points shall be awarded to each team. All statistics shall be taken into consideration.
- 22.5 Play-off matches: The super over shall be played in the event of a tied 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:

- (a) Their captain must inform the umpire and the opposition captain, of their intent to protest a decision, at the time of the incident.
- (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 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.

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.

24.2 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 game as follows:

25.1 Ten (10) points to the winner of the match;

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- 25.2 Five (5) points per team for rained out 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 Grand Championship for T20 Regular Season: To the First, Second and third placed teams based on the results of the play-off matches. Zone champions (from either points accumulation or knockout winners) are not awarded trophies.
- 26.1.2 The President's Cup: shall be awarded to the team that accumulated the most points at the end of the playing season; if two teams have the same amount of points, then the team with the better net run rate will be awarded the trophy.
- 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-20 "Test 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 Bowlers taking 4 wickets and more in any single inning;
- 26.1.7 Bowlers taking a hat-trick in any game;
- 26.1.8 A fielder taking 4 or more catches in any single inning;
- 26.1.9 A wicketkeeper with 3 or more stumping in any single inning;
- 26.1.10 Top 5 batsmen and top 5 bowlers (most runs scored, and most wickets taken during the regular season games) for each zone.
- 26.1.11 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)
- 26.1.12 The M.V.P for all finals (excluding Zone finals).
- 26.1.13 the top 3 bowlers, having bowled a minimum of 24 overs in the regular season games, and having the best economy rate;
- 26.1.14 the batsman who has hit the most sixes for regular season games;

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

26.1.16 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.