



**ONTARIO MASTERS
SOFTBALL CRICKET CLUBS**

Founded in 2000

OMSCClubs Rules and Playing Conditions

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Website: <https://www.cricclubs.com/OMSCClubs>

The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains but extends to all players, match officials, and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, teammates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere through your conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

Ontario Masters Softball Cricket Clubs has formulated the following playing conditions it deems necessary for playing softball cricket.

Should situation/s arise that are not covered partially or fully by the OMSCC playing conditions, **the ICC Standard T-20 International Playing Conditions and the laws of cricket as per MCC** shall be referred to.

All Managers and Captains must ensure that their team members are familiar with these playing conditions and fully adhere to them. By registering with OMSCC, every individual agrees to abide by the rules and regulations of the league.

NOTE: Situations may arise that are either partially covered or not covered at all by these rules and in these instance(s) the OMSCC reserves the right to make the **final decision(s)** to address such situation.

(Exception—decision(s) made by umpires in any game).

1 FEES

All outstanding fees must be paid to the Treasurer of the League on or before the AGM

2 PLAYERS' AGE; REGISTRATION; RELEASE; TRANSFER; ROSTER;

2.1 Age

To be eligible for membership, a player in each respective division must be 40 years or 50 years of age and over in that calendar year.

2.2 New Player Registration

For a new player to join the League, the President/Captain of the team is required to complete the New Player Registration form (available on the website) or provide the required information as indicated on the form via email to the Secretary and League Administrator (Website) for approval by 9:00 p.m. Wednesday before a scheduled match.

2.3 Roster

Teams are allowed to register a maximum of 30 players.

2.4 Player Transfer

The President/Captain of the team shall transfer a released player to their new team via the OMSCClubs website.

All Team rosters are locked at 9:00 p.m. on the Wednesday before the next scheduled games.

Teams will be unlocked on Monday after scheduled weekend games.

Forms are no longer required for transfer.

A player under probation and/or suspension is allowed to transfer to another team but the probation/suspension period does not end.

2.5 Player Release

The President or Captain of the team shall release a player via the OMSCClubs website.

The above should be completed online, one day before the cut-off day (Wednesday) when the player is being transferred to another team to participate in the next scheduled games.

All Team rosters are locked at 9:00 p.m. on the Wednesday before the next scheduled games.

Teams will be unlocked on Monday after scheduled weekend games.

Forms are no longer required for release.

If a team does not return for the next season, all its players are considered released from that team.

- 2.6 Registration, transfer, and release of players are not permitted after July 15th. The date may be adjusted depending on the cut-off date of the playoff.
- 2.7 In an event of a dispute between a player and his team, the player may approach the League's Executive Body for a resolution.

3 PLAYOFF

3.1 Qualification

Players representing teams in any playoff games must have played at least the minimum number of regular games for that team as determined by the League. Any team found playing an unqualified player shall automatically lose the game.

Player Matches Count is available on the League's website.

3.2 Points Tied

In the event of two or more teams having the same number of points to qualify for a playoff position, then the team with the highest cumulative net run rate (NRR) during the regular season matches shall advance.

- 3.3 Players will not qualify for a game(s) in which they are declared on the Match Card but fail to show up before the end of the first innings, "Did Not Show" (DNS) must be written alongside that player's name on their Match Card.

4 SCHEDULED MATCHES

- 4.1 Scheduled match(s) may be canceled due to inclement weather or other unforeseen circumstances. No scheduled match(s) shall be postponed except by the League Executives' ruling.
- 4.2 The League Executives may assign teams to another ground when it's not practical to play on the scheduled ground.
- 4.3 The League Executives may schedule playoff games for Saturdays in the event of inclement weather or for any unforeseen circumstances, to facilitate the conclusion of the season on time.

5 MATCH CARD

- 5.1 Only the player's registered name must be printed on the team's Match Card. Initials will not be accepted.
- 5.2 Team captains must exchange Match Cards before the spinning of the toss. and give their respective Match Cards to the League's umpire(s.)
- 5.3 In the absence of the league's umpire(s), both captains must sign and keep the opposing team's, Match Card.
- 5.4 The League Umpire(s) must keep both signed Match Cards.
- 5.5 No changes are allowed after the Match Card is handed over to the Umpire(s) unless agreed to by both Captains.
- 5.6 A copy of the Match Card must be uploaded to the League's website scorecard.
- 5.7 A team that submits any **unregistered player on its Match Card** loses the game. Further disciplinary action against the team may be considered by the League.

6 SCORECARD and SCORE SHEET

Scorecard: Refers to the League's website scorecard.

Score sheet: Refers to a sheet/scorebook page that was used to record the match.

- 6.1 Teams must enter their scorecard onto the Leagues' website no later than 11:00p.m Tuesday after the completion of all league games (including playoff games).
- 6.2 A fine of \$10 will be imposed for each late/missed scorecard submission. Scorecard will be unlocked after the fee has been paid.
- 6.3 A team must be able to provide any score sheet to the League if requested.
- 6.4 Captains may report on ground conditions and other issues about the completed game on the Match Card.
- 6.5 Players who Did Not Bat are to be recorded as "DNB" on the scorecard.
- 6.6 Players who were declared on the Match Card and were not present **before** the end of the first innings should be noted as Did Not Show, "DNS" on the Match Card.
Player(s) shall not be entered into the website scorecard.

7 UMPIRE

- 7.1 **Official Umpire:** means an umpire selected and/or assigned to a League match.

- 7.2 **Player Umpire:** means a registered member selected by the captain to umpire the match.
- 7.3 **Training**
The league shall be responsible for providing the necessary training for league umpires and members who wish to become umpires.
- 7.4 Assigning of league umpire(s) for scheduled matches will be based upon availability.

An assigned League umpire shall not be rejected by any team.
- 7.5 The League umpire shall not be changed during the match except for injury or illness.
- 7.6 The Umpire(s) shall caution players via their Captains who use abusive language during the game.
- 7.7 **Decisions:**
An Umpire may alter any decision provided that such alteration is made promptly. This apart, an Umpire's decision once made is final.

All decisions rendered by the Umpire during the game shall be final.
- 7.8 The umpire(s) shall be in charge of the game and with the captains shall settle all disputes arising from the game.
- 7.9 **Fees**
The Umpire fee structure shall be provided by the League each year before the start of the season.
Each team shall be responsible for paying 50% of the total umpire fees.
- 7.10 **In the absence of League umpires,** each Captain shall elect one registered member from their roster to officiate in said match.

If a team is unable to provide a player umpire, then the other team shall nominate another registered player to be the umpire.

If there are two Umpires from the same team, the other team captain is allowed to replace one of those Umpires anytime during the game with one of his registered players when available.

8 DUTIES OF UMPIRE(S)

- 8.1 Ensure that the ground is suitable for playing, the wicket is properly pitched, and creases and boundaries are marked.
- 8.2 Maintain possession of each Match Card until the game is over, for verification purposes.
- 8.3 Record the start and end times of the game on the Match Card.
- 8.4 Supervise the spinning of the coin toss to ensure accuracy and timeliness.
- 8.5 When only one League umpire is present, ensure the batting team provides an umpire at the striker's end (square leg).
- 8.6 Review the hours of playing times and duration of any agreed intervals with both Captains.
- 8.7 Verify the final scores and sign both Match Cards after the game is completed. Ensure that the Player(s) who did not show -DNS, are indicated on the Match Card.
- 8.8 Identify (Bowler's name) on the Match Card any/all bowler(s) that were called for unfair/dangerous deliveries (Pelt) during that game. Refer to 21.3
- 8.9 **Report**
Umpire(s) shall report in writing using the Leagues' Incident Report Form, or via email to the Executive, any player, member team, or organizations whether present as players or spectators, who at any time during the game are guilty in their opinion of conduct detrimental to the best interest of the game.

9 Scorers

- 9.1 Two scorers shall be appointed preferably one from each team to record all runs scored, all wickets taken, and, where appropriate, the number of overs bowled.
- 9.2 **Accuracy of scores**
The scorers shall frequently check with each other to ensure that their records agree. They shall verify the score with the umpires, at intervals when possible.
- 9.3 The scorers shall acknowledge and respond to all signals given to them by the umpires.
- 9.4 Scorers shall sit close to the batting team camp. They shall be visible to both umpires.

10 DUTIES OF THE CAPTAIN(S)

- 10.1 The captain shall be one of the main contacts for his team when communicating with the league.

- 10.2 If at any time the captain is unavailable, a deputy shall act for him/her.
- 10.3 If hosting ensures the ground is set up and ready for play. Boundaries markers, pitch measured, stumps properly placed, crease markings, and wide lines appropriately marked.
- 10.4 Ensure the behavior of his teammates whether playing on the field or as spectators within the code of conduct and the Spirit of Cricket.
- 10.5 Diffuse volatile situations before, during, and after a game and report incidents involving his team members or the opposing team and if necessary complete and submit an Incident Report Form via email to the League Executives.
- 10.6 Cleaning of the ground before leaving.

Provide a report to authorities such as Parks and Recreation, School Boards, Insurer, and or the League Executives if and when required.
- 10.7 Attending League meetings or sending appropriate representative(s).
- 10.8 After the completion of a match, ensure the stats for the game are accurate and entered onto the website before 11:00 p.m. on Tuesday
- 10.9 Identify (Bowler name) on the Match Card any/all bowler(s) that bowled unfair/dangerous deliveries (Pelt) during that game. Refer to 21.3

11 PROTEST, REPORT, AND COMPLAINT

All matters of protest and complaint that members may wish to bring before the Executives shall be in writing and signed by the Team Representative.

Non-play off games

All incidents/complaints must be submitted within three (3) days (72 hours) after the game is completed.

Play-off Games

All incidents/complaints must be submitted within one day (twenty-four) (24) hours after the completion of the game.

Game scheduled for the following day

If an incident occurred in a game and either of those teams is scheduled to play the following day, the report/incident must be submitted 4 hours after the game.

Full details of the issue/incident must be submitted using the league Protest/Complaint/Incident form (available on the OMSCC website) or provide the information by e-mail to the League's Secretary.

12 ABUSE

12.1 Verbal

No verbal abuse, racial slurs, obscene language, or threats of violence are permitted, whether directed at teammates, opponents, umpires, members, and the Executive body, in person, in printed format, on websites, or any social media platforms. For any such abuse disciplinary measures may be taken.

NOTE: Breach: Reprimand up to one-year suspension and/or expulsion from the League.

12.2 Physical

Any player(s) or member(s) of a team in attendance at a game is not permitted to strike another player or person.

Physical abuse towards member(s) shall be reported to the appropriate Law Enforcement.

In addition to the above action, the incident report form should be completed and emailed to the Executive Board.

12.3 Breach: If found guilty, up to one (1) year suspension and/or expulsion from the league.

13 ALCOHOL

13.1 Consumption of alcoholic beverages is not permitted at parks/grounds except in areas licensed for that purpose.

13.2 The enforcement of the liquor laws of the Province of Ontario is generally the responsibility of the law enforcement authorities.

13.3 Penalty: If found guilty, a one (1) year suspension, and/or expulsion from the League may occur.

PLAYING CONDITIONS

14 MATCHES; HOURS OF PLAY;

14.1 All matches shall be played under the T20 format and the OMSCC playing conditions.

Should situation(s) arise that are not covered partially or fully by the OMSCC playing conditions, the ICC T20 Playing Conditions and the laws of cricket as per MCC shall be referred to.

14.2 HOURS OF PLAY

14.2.1 Regular Season Sundays - Normal hours of play shall be from 1.30 p.m. to 4.30 p.m.

If necessary reasonable time shall be allowed to complete the game.

14.2.2 Each team is allowed a 10-minutes **break** on the completion of half of their innings and 15 minutes break between innings.

14.2.3 In the event of a delay in the start of the game due to adverse weather conditions and an Executive decision is not made, the two Captains may then decide on a later start time no later than 3:00 p.m. of that day to allow for the completion of that game.

14.2.4 Once play has commenced and the game is then subsequently interrupted by weather or other conditions, the result will be determined by the run rate. The following must occur: -

Team 1 batted their agreed overs and Team 2 batted a minimum of 50% of the agreed overs.

If the above is not achieved the game will be considered **incomplete** i.e., a draw game (Each team is awarded 3 points). All players' performances are to be recognized.

14.3 The matches shall consist of one inning per team. All matches shall be completed on the same day unless otherwise determined by the league Executives.

14.4 Reschedule a match

Two teams may decide on rescheduling a game with the Executive's approval. The request to reschedule a game must be done at least two weeks in advance and must be accompanied by a replacement game date mutually agreed upon by the two team captains. If the game is not played on the rescheduled date due to a default, the non-defaulting team will receive six (6) points and the defaulting team receives minus three (3) points.

14.5 **Number of Players allowed per game**

A team may declare up to 12 players on their Match Card before the start of the game. All 12 players may bat and bowl but only 11 players can be on the field of play at any given time.

Substitution is only allowed from/by the remaining player.

14.6 **Leaving the field of play**

No player(s) is allowed to leave the playing field during the game unless the umpire gives permission.

15 **TOSS SPIN; CLAIMING OF THE TOSS**

15.1 **The spinning of the Toss**

15.1.1 The spinning of the toss shall occur five (5) minutes before the scheduled start of the match.

15.1.2 The Match Card must be signed and exchanged before the spinning of the toss.

15.1.3 Only the complete registered name of players shall be used and it is the team's responsibility to ensure that this is done correctly. No initials are allowed.

15.2 **Claiming of the Toss**

15.2.1 **Less than seven (7) players**

If a team has seven (7) or more registered players present and on the playing field in uniform 5 minutes before the scheduled start time, and the opposing team does not have that number, the team with 7 or more registered players ready to play automatically wins the toss.

15.2.2 **Field of play(ground)**

If the field of play (boundaries markers, stumps placement, crease markings-wide lines, pitch) is not appropriately set up and is not ready for play five (5) minutes or earlier before the scheduled start time, the Away team shall claim the toss.

The captain who wins the toss must declare to the Umpire/opposing Captain his decision to bat or field immediately.

16 **RESULTS AND POINTS**

16.1 The winning team receives 6 points.

16.2 **Tied game**

The result is declared a tie only if scores, wickets lost, and overs bowled are equal. Each team receives 3 points

Where total runs and total overs are equal, the winner shall be the team that lost fewer wickets.

16.3 Suspension of the play refers to adverse weather conditions, injuries, and circumstances beyond control.

16.3.1 A suspension of play may prevent the team batting second from receiving its quota of overs. In this case, the winner will be the team achieving the higher run rate if the second team batted a minimum of 50% of the agreed overs.

16.3.2 Drawn game

If the above(a) condition is not met, the match is considered a draw, both teams receive 3 points each. Players' stats are entered onto the website score Card.

16.4 **Canceled Game**

This is when a match is canceled by the Executive Board due to weather conditions and other circumstances. Each team receives zero (0) points, **no** Match Card is required. **These games shall not be replayed.**

The match will not be included in the total games played.

If there are canceled games(s) as outlined above, the number of games for qualification will be adjusted to substantiate the 50% qualification ratio.

16.5 **Rained out game**

16.5.1 This is when a match is called off by the umpire(s)/Captains before the commencement of play at the ground. Each team receives three (3) points. Match Cards are to be entered with the names of players already declared.

Those players listed will be counted for playoff qualifications.

16.5.2 After the commencement of play, and the umpire(s) have called off the game before the required overs have been achieved to make the game official, each team receives three (3) points and the umpire(s) will sign the completed Match Card and score sheet indicating a "rained out game".

16.5.3 Teams are responsible for entering the score Cards to the website and emailing a copy of the Match Card to the statistician. The match will be counted as a game played and stats will be recorded.

16.6 If under normal conditions, a team does not take the field 15 minutes after the scheduled starting time, that team shall lose the game by default.

The team not in default will be awarded six (6) points and the team in default, minus 3 points.

However, the team that is not in default, through its Captain, and the umpire may overrule the automatic default rule and allow the game to start even though the 15-minute grace period has expired.

But once the game has started the decision cannot be reversed and all rules normally applied will be enforced.

16.7 **Default Game**

A default game is when a team:

16.7.1 Plays an unregistered player.

16.7.2 Plays a player who is not qualified to play in a playoff game.

16.7.3 Fails to take the field 15 minutes after the scheduled start time.

16.7.4 Not having enough players to start the game.

16.7.5 Refuses to play.

16.7.6. Does not show up for a scheduled game and failed to advise the League accordingly.

16.7.7 Plays a player whose name is not on the Match Card.

NOTE: Any member team that forfeits three (3) consecutive games will be considered to have withdrawn from the League for the season.

17 **LBW**

Leg Before Wicket does not apply.

18 **NO BALL**

18.1 Free hit does not apply

18.2 **Front foot**

The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease at the point of delivery. Should this not occur, the Umpire shall call and signal no ball if the bowler's front foot oversteps. (See Image 18.0)

18.3 Back foot

The bowler's back foot must land within the lines of the return crease at the point of delivery. If not, Umpire shall call and signal no-ball.

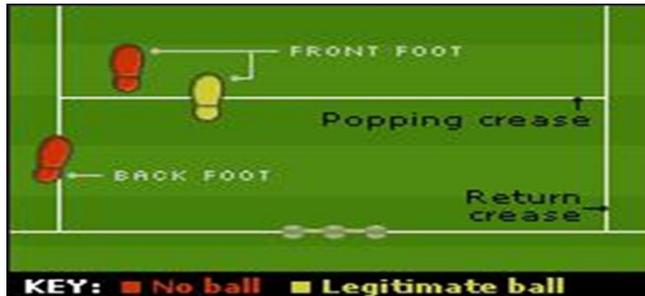


Image 18.0

18.4 Overhead

The umpire shall call and signal No ball for any delivery that, after pitching, passes full (or completely) over the head of the batter in a standing position.

18.5 The ball coming to rest in front of the line of the striker's wicket

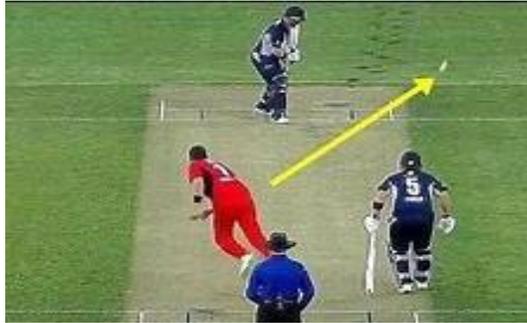
If a ball delivered by the bowler comes to **rest in front** of the line of the striker's wicket (batting crease) without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

19 Wide

The wide ball crease shall be 24 inches from both sides of the outer stumps.

Wide is called and signaled when the ball passes **outside** the point where the sideline meets the batting crease (front line) on either side of the striker's wicket.

The umpire shall call and signal **Wide** ball for any delivery that, after pitching, touches the ground and bounces over the head of the batter in a standing position



20 OVER

20.1 All overs shall be delivered from one end of the wicket as agreed upon by both Captains before the start of the game.

20.2 **Maximum overs per bowler**

Over 40 Division

Each bowler is limited to a maximum of 3 overs.

Over 50 Division

Refer to Division 50 playing rules

21 MODE OF DELIVERY

21.1 Only underarm delivery is allowed,

21.2 No bending of the elbow in delivery mode is allowed except in round-arm bowling.



21.3 For any other form of delivery, the umpire shall call and signal No ball, caution the bowler, **indicating that this is a first and final warning.**

21.3.1 Should there be any further such delivery by the same bowler in that inning, the umpire shall call and signal No ball when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling.

21.3.2 The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, another bowler shall complete the over, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.

22 BALLS

22.1 Balls will be provided by the league.

22.2 A specific quantity of balls will be provided to teams before the start of the season. A request for additional balls will be provided at a cost to the team.

22.3 The color and type of balls will be determined by the League.

22.4 The **same** ball must be used for the **entire** innings. Should the ball be damaged (torn/ripped) or lost, replacement with only a new ball(s) is permitted.

22.5 Batting teams must provide balls for the fielding teams.
The fielding team may supply the balls if the batting team is unable to do so.

23 BATS

Bats must not be more than 4.25 inches wide (standard I.C.C. bat). A cane bat is allowed.

24 BATTER

24.1 The batters shall change sides at the end of each over.

24.2 Ingoing batter

The incoming batter must be at the appropriate crease within 3 minutes, ready to play, after the fall of a wicket or the retirement of a batter, otherwise, he/she shall be deemed out, by way of time out, upon appeal.

When a batter is out caught, the new batter will come in at the end the striker was, regardless of whether the batters crossed prior to the catch being taken

24.3 Non-striker leaving his ground

If the non-striker is out of his/her ground from the moment the ball comes into play, to the instant the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out.

Whether the attempt is successful or not, the ball shall not count as one in the over. If the bowler fails in an attempt to run out the non-striker the umpire shall call and signal Dead Ball as soon as possible thereafter.

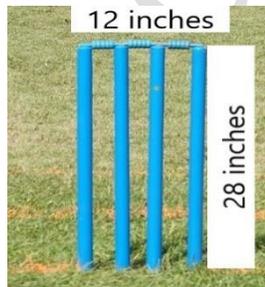
24.4 Substitute Runner

A batter(s) with a previous injury shall not be allowed a runner. However, if the injury occurred during the game, then he is allowed a runner.

FIELD OF PLAY- WICKET/PITCH/BOUNDARIES

25 STUMPS

25.1 Four (4) stumps must be planted 12 inches wide on the outside and 28 inches high from the surface of the ground. Three bails on each side must be used at each wicket. Two bails can be used based on mutual agreement by the captains.



25.2 At least one bail must be dislodged for a player to be given out. If the bails are dislodged and the ball is still in play, the stump(s) must be pulled out of the ground before a batter can be given out.

26 PITCH

26.1 The length of the pitch shall be 60 feet from stump to stump and the width should be a minimum of 9 feet.

26.2 The batting crease shall be 4 feet in length and 2 feet from either side of the stumps and be properly marked by the home team.

- 26.3 The bowling crease shall be 4 feet in length and 4 feet from either side of the stumps and properly marked by the home team.

27 BOUNDARY

- 27.1 Boundary markers are set in a circular pattern.
The boundary is determined by a straight line between the two immediate markers (cone to cone).
- 27.2 Should the ball in play come into contact with any permanent object on the playing field, the Umpire shall call and signal a dead ball.
- 27.3 If a fielder takes a catch within proximity of the boundary line, he/she shall remain in his/her position when possible until the umpire renders a decision.

28 UMPIRES AWARDING A MATCH

A match shall be lost by a team under the following:

- 28.1 Concedes defeat
- 28.2 If in the opinion of the umpires, a team refuses to play, the umpires shall award the match to the other team and submit a report to the League Executives.
- 28.3 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one team, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match to the other team.

29 IDENTIFICATION OF EACH PLAYER

A declared player has to show his or her identification when asked to do so by the presiding umpire or captain of the opposing team. Failure to do so shall lead to suspension.

When requested, the onus is on the player to prove his or her identification as a registered member. Any valid photo identification or photocopies of such is accepted.

30 ATTIRE

- 30.1 All teams must choose a unique form of attire that must be worn by all players in every match. Any member(s) not in uniform will be penalized.
- 30.2 No shorts or sleeveless shirts are allowed.
- 30.3 Footwear, running shoes, or cricket boots, are required at all times when playing.
- 30.4 Only the wicket-keepers in Division One are allowed to use gloves when keeping.
- 30.5 All protective cricket gear (equipment) is allowed, except for external hard ball-type batting pads.
- 30.6 Soccer-type shin pad if worn shall be under the pants
- 30.7 All new teams are expected to be in uniforms for the start of their fourth game. Breach: Monetary fine and/or loss of 3 game points every game thereafter.

“Be guided by the Constitution, By-Laws, Rules, and Playing Conditions at all times.”

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