**OFCL GAME RULES AND CODE OF CONDUCT CODE OF CONDUCT**

As the league continually thrives to provide a better environment to play cricket and make friends through cricket, the rules around code of conduct will be much stricter and with immediate the following code of conduct applies for all games going forward.

1. This Code of Conduct would serve as a player guide to maintain discipline and obedience while playing for O'Fallon Cricket League (OFCL). The umpires should ensure and do their best to control the game and should use sound judgment when identifying an action as an infraction.

2. It is brought to our notice that there has been occasion of verbal exchanges between the players during the game. Umpires will look to lay charges when this falls below an acceptance standard.

1. First warning will be given to the team/team captain if any verbal abuse (abusive language if felt by the umpire) during the game and reported by the opponent team captain.
2. On Second such instance during the game, from the same team, the Umpires or the League, will suspend the player (also includes any number of offending player) and those players will be suspended for the immediate next 2 games (irrespective of the stage of the tournament) plus the game that is currently in progress.

3. If a player is involved in any kind of physical altercation with any other players or ground or cricketing equipment such as throwing the ball, bat or any equipment at or near a player, umpire or official in an inappropriate and dangerous manner then that player(s) will be suspended from the rest of the games during the current tournament & also for the next tournament (if the suspension was during one of the play-offs stage of the tournament) with immediate effect. This suspension will also apply to any player who is involved in any kind of Verbal abuse using abusive language. Along with the suspension of that player, the respective playing captain will also be suspended immediately for that game and the next 2 games. In some cases depending on the severity of the altercation the player and/or captain could be banned for ever. (*modified on 05/31/2018*).

4. Even if an outsider supporting one team is deemed to be involved in such kind of activity like bringing stumps, bats or if using abusive language etc. in lieu of protecting their team, then that player or supporter or non-playing supporter involved in such incident will be suspended the rest of the games during the current tournament & also for the next tournament (if the suspension was during one of the play-offs stage of the tournament) with immediate effect. Along with this suspension of that outsider(s) / player(s), the respective playing captain will also be suspended immediately for that game and the next 2 games.

5. If a player is suspended during a game, there is no substitute replacement allowed for the game in progress.

6. In case, both the teams are involved in physical abuse or verbal abusive, irrespective of which team started it, the umpire can warn/suspend players from both the teams. Using language that is obscene, offensive or of a seriously insulting nature to another player, umpire, referee, Team Official or spectator. (In this instance, language will be interpreted to include gestures as well)

7. Umpires must also consider the following for 1st Warning:

1. Showing dissent at an umpire's decision by action or verbal abuse.
2. Using language that is obscene, offensive or insulting and/or the making of an obscene gesture at umpire.
3. c. Charging or advancing towards the umpire in an aggressive manner when appealing.

**UMPIRING RULES**

There will be security deposit of 50$ per tournament collected in addition to the team fees. If all the umpiring commitments are met, the 50$ will be returned back to the team

1. One umpire from for each of the Preliminary games and Two umpires for each of the Play-off games is mandatory. (Modified 06/29/2018, 2018 T2).

2. Umpire(s) have to be at the ground 15 minutes prior to the scheduled game start time.

1. It is the umpiring team Captains responsibility to make sure there is an umpire available at the ground.
2. If, in a case, an umpire is not at the ground - captains of the 2 teams scheduled to play should complete the coin toss 5 minutes before the game and start the game at the scheduled start time.

3. The respective Umpiring Team’s Captain’s number is available in website or through the respective WhatsApp group.

1. Please call the captains directly to send umpires.
2. Please do not call the organizers to tell them that the umpires have not showed up.

4. Point deduction when NEUTRAL umpire(s) don’t show up before the start of the game.

4. Point deduction when umpires don’t show up before the start of the game.

1. If the neutral umpire(s) doesn’t turn up within the start of game, 2 points will be deducted and the respective umpiring team will lose the $50 deposit
2. Second such instance of not sending BOTH umpires then the team will be REMOVED from playing the rest of the tournament.
3. However if the umpiring team notifies the playing teams, and the OFCL committee by the previous WEDNESDAY, that they will not be able to make it to the umpiring, then the team needs to pay another $50 deposit.
4. Any amount collected in fines from the teams on missed umpiring will be handed over to the neutral umpire if the teams can find one

5. During Playoffs if your team misses umpiring, then your team will automatically be disqualified from playing any further games in that tournament, even if you have won against your opponent, your opponent will automatically advance to the next level in the playoffs. And if a play-off losing team misses an umpiring responsibility during play-off, they will not be considered to participate in the next tournament. (*Added 06/29/2018, 2018 T2*)

6. We ask 1 of the 2 captains (of the game) to email or communicate the organizers (within 24 hours) if any of the above Umpiring scenario has happened.

1. Please CC or include opponent captain, the captain of the umpiring team for any discrepancy.
2. Again, please email the organizers (updates@ofcl.org) within 24 hours to avoid confusions; we cannot accept emails for an instance that has happened in the past beyond 24 hours.

7. In case of any unplayable conditions in the ground due to natural calamity,

1. The neutral umpire will make the decision based on observing the ground playing conditions and after obtaining the feedback from two captains (both captains needs to be present in the ground), and if only 1 captain is present, then the neutral umpire has to go based on that respective captain’s view in playing the game. (*Modified 06/29/2018, 2018 T2*)
2. The umpires then will take a fair decision whether the game should be played or not.

8. The leg umpire can only call on run outs at the batting end and for no-balls due to bouncer or full toss.

1. All the other calls are made by the main umpire.
2. The main umpire can overrule the leg umpire as needed for the bouncer/full toss no-balls.
3. The main umpire decision is FINAL.

9. UMPIRES:

1. Umpires/Teams will need to follow the OFCL rules mentioned in the website specifically.
2. Umpires/Teams must not create new rules based on their imagination.

10. League is asking the respective captains to provide or send umpires who may not have prior commitments to catch up while doing their umpiring duties.

1. And while your players are present for umpiring and if they need to take a call during emergency, they must leave the playing area to attend to the call, and request both the playing captains to either stop the game for 2-3 minutes (to a maximum of 1 time during the game) or continue without the neutral umpire(s) and requesting the respective batting team to do leg umpiring.
2. If the umpire(s) cannot complete the call within 2-3 minutes, the game will proceed without the neutral umpire and the respective umpiring team is deemed to have the points deducted due to non-availability of umpire during the game and if insisted for point deduction by any of the respective playing captains, League will apply the "Umpire point deduction rule" during this instance, and
3. Depending on the situation, if the playing captains mutually agree that the game can proceed without the neutral umpire and if they are not pressing for any point deduction, then no action will be taken from League against the umpiring team.
4. The above also applies to an umpire who is involved in texting while the game is on. We understand your call is important to you, but also make sure you are not a hindrance while the game is going on.
5. Smoking within the playing boundary is an offence and umpires should allow anyone (including umpires) to smoke within the playing boundary.

**SCORESHEETS**

1. The scorecard template is available on the Website for usage during the game.
2. The winning Team must collect the completed score sheets from the opponent, and then update in the website by the following Wednesday. After Wednesday the Website score sheets will be locked automatically.
3. Failure in updating the scores in the website within 3 days from completion of the game will result in point deduction for the offending team. 1 point will be deducted each time the offending team fails to update the scores in the website within 3 days from the completion.
4. Captains/Vice-Captains, of both the teams, are responsible to have the score sheets updated in the website with all the details such as Individual scores, balls taken, Bowler who took wickets, Fielder information, runs scored, how many overs etc. This will also help in tracking and avoid any controversies with the player qualifying criteria for the playoffs.
5. Please note if a team is all out in 8.5 overs, it is considered as 16 completed if it is 16 overs max (or 12 if it is 12 overs max or the agreed overs).
6. The scores updated in the website should have the names of all players that have represented the team for that game irrespective of the player being able to bat or bowl in that game. This will help in tracking and avoid any controversies with the player qualifying criteria for the playoffs.
7. Captains should provide the list of all players representing the team for that game to the opponent team captain so that they can verify the list against the one published in the website when needed.
8. Once score sheets updated in the website, Opponent teams shall verify the details of the game results, and the scores, published in the website when needed. DURING A PRELIMINARY LEAGUE GAME IF A PLAYER WAS NOT PRESENT IN THE GROUND FOR A GAME AND STILL INCLUDED IN THAT GAME’S SCORESHEET, THE OPPONENT CAPTAIN CAN DOUBLE CHECK THE UPLOADED SCORESHEET AND OBJECT IT ANYTIME DURING THE RESPECTIVE TOURNAMENT. (*Modified on 10/07/2017, 2017 T4*).

**GAME FEES**

* 1. Each Major Tournament entry Fee is $225 per Team (+$50 Umpiring Security Deposit). Tournament entry fee if paid in full for all tournaments at the beginning of the year/season, then the team gets $25 discount each tournament. The Security Deposit of $50 per tournament will be collected in addition to the team fees. If all the umpiring commitments are met, the $50 will be returned back to the team or will be kept as reserve against the team and carried forward to the following year. The $25 discount does not apply for Charity Tournament or non-major tournaments organized by OFCL.

(*Modified on 05/31/2018, to meet based on the flexible number of tournaments conducted in a year*)

**GAME RULES**

1. Each team can submit a list of 20 players for 12 overs (and 22 players for 16 overs). The player list should be submitted before the team plays their first game. Any updates to the team list after the first game will be charged with $10 per person.
	1. Any player, irrespective of when he is added to the team list must have played at least 3 Preliminary League Games (if tournament consist of 8 & more league games, 2 if tournament consist of preliminary game between 4 and 7 league games) to qualify AND participate in playoff. (1 (one) washout game counted. The player must be on the completed game mandatorily). IF A PLAYER DOES NOT QUALIFY FOR PLAY-OFFS AND STILL PLAYED THE PLAY-OFF GAME, THE TEAM WILL BE DISQUALIFIED FROM THAT TOURNAMENT. (*Modified on 06/10/16, 2016 T2*).
		1. Teams receiving walkover can add only their playing team members within that Wednesday from the original scheduled game date for player eligibility.
	2. Each team can give a maximum of one walkover. No shows are considered a walkover. With the second walkover the team will automatically be withdrawn from the league.
	3. A Team can object to a player whose name is not present on the Team List posted on the Website, and if the individual is not a registered member of the Team he would not be allowed to participate. The player protest must be made before/during the game. After the Game has completed the protest will be ignored.
	4. If a player is not present at the ground within 30 minutes from the scheduled start or before the end of 6th over (if 16 overs 40 minutes or before end of 8 overs), whichever comes first, he would not be allowed to play that Game.
	5. Preliminary matches will be played in a Round Robin format where each team will play against all the other team in the league.
2. At the end of the League Matches, Teams will be ranked based on points & net run rate, play-off pattern will be based on one of the option that will be communicated at the beginning of each tournament depending on number of teams playing the respective tournament.
	1. One Final Trophy or
	2. 2 Trophies (like PLATIINUM trophy for top certain teams, or TIER-2 TROPHY for remaining bottom teams).

(*Updated on 10/07/2017, 2017 T4 with some modifications made on May 31 to meet the flexible pattern of Play-off*).

1. In the event of teams finishing on equal points in the preliminary games, the right to qualify for the PLAY-OFF will be decided in the following order of priority (online ranking will be reworked in this case):
	1. The team with the most played games and most wins in the Pool matches will be placed in the higher position. Receiving Walkover is considered a played win.
	2. If there are teams with equal points and equal wins in the Pool matches then in such case the team with the higher net run rate in the Pool matches will be placed in the higher.
	3. If two or more teams are still equal, they will be ordered according to the head to head matches played between them (points then net run rate in those matches).
	4. In the highly unlikely event that teams cannot be separated by the above, teams will be chosen by toss of a coin.
		1. (NOTE: If Pre-QF exists, then the top 4 qualify for Quarter Finals and the next 8 teams in the ranking will play Pre-Quarter Finals (The rest of the teams lower than rank 12 will be eliminated and will not quality for Playoffs). Pre Quarter Final (Pre-QF) Team Ranked 5 vs. Team Ranked 12 - Winner will be QF5 Team Ranked 6 vs. Team Ranked 11 - Winner will be QF6 Team Ranked 7 vs. Team Ranked 10 - Winner will be QF7 Team Ranked 8 vs. Team Ranked 09 - Winner will be QF8 Quarter Final (QF) QF 1 vs. QF 8 - Winner will be SF1 QF 2 vs. QF 7 - Winner will be SF2 QF 3 vs. QF 6 - Winner will be SF3 QF 4 vs. QF 5 - Winner will be SF4 Semi Finals (SF) SF-1 vs. SF 4 - SF Winner 1 SF-2 vs. SF 3 - SF Winner 2 Finals SF-1 winner vs. SF 2 winner (Will play for 1st & 2nd place of OFCL Tournament Trophy) )
2. The toss has to be done, 5 minutes prior to the scheduled start time. Half of the team should be present by the time of Toss. With 9 players’ team, at least 4 must be present. With 10 players team, at least 5 must be present (this excludes Super sub count).
3. The first ball has to be bowled at the scheduled start time. If not then guilty team (team arriving late after the schedule start time) would lose 1 over from its batting inning and 1 over for every 5 minute delay thereafter.
	1. When umpires are not present in the ground and if only 1 team shows-up on time, then the captain of the team which is present in the ground should message the OFCL Captain’s group through WhatsApp by letting everyone know that the opponent is not there within the expected time. There should be a 3rd person to decide on the over reduction for the team which is not in ground during these instance when umpires are not present. (*Modified on 06/29/2018, 2018 T2*)
4. If both teams are delayed to the ground, then umpires should calculate the overs that needs to be reduced and ensure the game must be completed within the scheduled end time. League has allowed 2hrs45mins to complete the 16overs per innings game. This means every 5-10 minutes lost would result in 1 over reduction for each team, 15-20 minutes lost would result in 2 overs reduction for each team. (please round it off to 1 full over) (*Modified on 06/11/16, 2016 T2*)
5. If a Game has to be called off due to weather conditions, we would update through WhatsApp / email or other electronic communication method. If no such indication is communicated then games are ON. The two teams and umpires can decide at the ground if the conditions are not playable, or if a Game with reduced over’s is to be played.
6. The drinks break during each innings should not be more than 4 minutes.
7. The winning team from each match will be responsible to gather the STUMPS, BAILS or CONES used during the match and return them to the storage KIT BOX after every completed game. In case if the game is stopped due to bad weather, it is the responsibility of both the teams to place the STUMPS, BAILS or CONES to be returned back before the team leaves the premises of the cricket field. *(Modified on 6/22/2018, 2018 T2*)
8. No schedule changes will be honored due to conflict with games in other leagues. If teams need to reschedule the games, then it has to be done based on mutual understanding of both the captains.
	1. All self-rescheduled games due to wash-out must be completed by the Friday before the Last weekend of Preliminary games.
	2. Other self-rescheduled games (other than due to wash-out reason) must be completed within 2 weeks from the date of original schedule or the Friday before the last Preliminary game weekend, whichever date is earlier. (*Modified on 06/22/2018, 2018 T2*)
	3. If last Preliminary game weekend is washed out, no games to be rescheduled from that last weekend (*Modified on 06/10/16, 2016 T2*)
9. NO BALLS;
	1. **Front foot**: The bowler’s front foot must land with some part of the foot, whether grounded or raised, else it is considered a FRONT foot NO BALL.
	2. **Back Foot**: Bowlers back foot must land within and not touching the side crease during the bowler’s delivery mode, if not it is considered a BACK foot NO BALL.
	3. **Bouncer** balls passing above shoulder height of the batsman in upright position are a ‘no ball’.
	4. **Full** toss passing above the waist of the batsman in upright position is a ‘no ball’.
	5. A batsman cannot be dismissed of no ball except for run outs.
	6. Batsman gets a **FREE-HIT** for ANY NO BALL mentioned above. (*modified on 06/10/16, 2016 T2*)
		1. The ball after the NO BALL will be a free hit and the batsman cannot be dismissed of that ball except by Run out. During FREE HIT, The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. However if the wicketkeeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons.
		2. If the free hit ball is a wide or a no ball again then it does not count and the bowler has to deliver the free hit ball again till it is a legitimate delivery.
	7. FIELD RESTRICTION NO BALLS do not qualify for FREE-HIT. (*Updated on 10/07/2017, 2017 T4*).
10. There are no leg byes. Hence, no LBWs and run outs on a leg bye. Only stumping is allowed when the ball hits any part of the body and any part of batsman, or bat when held by batsman, is not inside the crease. Foot on the line is out.
11. A batsman can retire at any point in time. He can return to bat ONLY after the fall of the last wicket in the order of the first retiree coming in first and so on, in case of multiple retirees.
12. If a ball pitches outside the cricket pitch (Green carpet) then it is considered a DEAD BALL.
13. If the ball bounces more than 2 times, and it’s not wide, and if the umpire feels the batsman did not had a fair opportunity to play the ball, he can call it a dead ball else it can be called as a wide ball (wide ball rules should be followed if it needs to be declared wide ball).
14. A walk away from the middle of the game for any reason is DISRESPECT to the game, to the opponent team, to the tournament and the league. Such teams/players could be banned from participating in future tournaments.
15. Tournament's Best batsmen, Best bowler and All-rounder would be awarded special trophies and will be decided based on the Preliminary games. Playoff games will not be considered for these categories.
16. Man of match trophies would be awarded to all the league matches. Individual trophies and team trophy would be awarded for the winner and runner up.
17. If a game is interrupted due to rain or due to bad light, it would be continued from the same point as stopped. For this rule to apply the team batting 1st has to at least complete the full innings (The allotted 12 over’s or 16 over’s or the agreed over’s before the start of the game that is conveyed to the umpires), if not the teams will split the points during preliminary games. For play-offs, if the 1st innings or the allotted over condition is not met, then the game need to restart from the beginning on a different time or day. (*Modified on 10/07/2017, 2017 T4*).
18. 9 players bat and 9 players field if it is 12 overs. 10 players bat and 10 players Field if it is 16 overs.
19. At the beginning of each game the teams can adopt an extra player (10th Player if it s12 overs OR 11th player if it is 16 overs) as a SUPERSUB (either Batting or Bowling and SUPERSUB cannot do both) after informing the opponent captain and the umpire. The SUPERSUB player can be used as a fielding substitute or by-runner if needed.
20. If a player is injured during the game, a by-runner could be used. There is no limit to change by-runner but make sure this changing process does not cause any delay to the game. If a player is tired, then there cannot be a by-runner for that purpose.
21. If any team has started the game as per schedule and is playing with less than 9 players during a 12 overs (OR less than 10 players during a 16 overs), they have an option to take another person as a substitute (who need not be listed in the Team List) from the field if available. This substitute cannot bowl or bat.
22. Once Match commences, if the bowling team play with less players (less than 9 during a 12 over game, and less than 10 during a 16 over game), then their team player can join the game within the first 6 over’s if it is a 12 over game (first 8 overs if it is a 16 over game).
	1. No additional Player (though present in the Team List) will be encouraged to join after the start of the 7th over during a 12 over game (start of 9th over during a 16 overs game).
	2. If any player join after the 6th over, if it is a 12 game (or after 8th over when it is a 16 over game), then he can take part only as a substitute to another player in the field and cannot bowl or bat or field to fill the gap of the reduced person. (*Modified on 10/07/2017, 2017 T4*).
	3. This applies to both bowling and batting team and also applies to the Super Sub. (*modified on 06/10/16, 2016 T2*)
23. You can have substitute fielders from your own team after intimating the same to the umpire.
24. A bowler can bowl a maximum of 4 over’s. Hence a minimum of 3 bowlers will be used by each team for a 12 over’s Game OR minimum 4 bowlers per team for a 16 over's game.
25. POWER PLAY OVER’S: The first 2 consecutive over’s is a mandatory power play in an innings. Additional 2 more consecutive Power Play overs can be used by the batting team any time after the 2nd over of the innings and before the 9th over for 12 overs innings. This takes the tally of power play to 4 over’s in one 12over innings. If it 16 overs innings, then first 3 overs is mandatory power play and optional 2 overs consecutive power play has to be completed by the end of 14th over. If power play taken during 14th over, then only 1 over power play is allowed. (*Modified on 06/11/16, 2016 T2*). Last 2 overs cannot be used for power play at any instance. Power play cannot be taken after a regular over is started. (*Modified on 10/07/2017, 2017 T4*).
26. In case a Game is played with reduced over’s, then, it is total\_overs / 4 (rounded to next whole number if it is a 16 over tournament) OR for 9 player team game it is total\_overs / 3 (rounded to the next whole number if it is a 12 over tournament) is what a bowler can maximum bowl in a reduced over game.
27. During Power play only 2 fielding players will be outside the 30 yard circle. If more than 2 players are found outside the 30 yard circle before the ball is released by the bowler, the umpire must call a NO BALL during that instance.
28. During non-Power Play only 5 fielders maximum are allowed outside the 30 yard circle. If more than 5 players are found outside the 30 yard during non-power play overs, then umpire must call a NO BALL during that instance. (*Modified on 10/07/2017, 2017 T4*).
29. Once optional power play is decided by the batting team, then that decision is final. The bowling team gets to change the Bowler before the start of optional power play over’s.
30. If a ball is lost another ball in the same condition must be used. New balls must not be used to replace lost balls.
31. Wicket keeper is allowed to bowl WITHOUT having to field an over before bowling.
32. Leg Byes are not allowed and a run out claimed out of a Leg Bye is deemed not out.
33. If a game is washed out due to weather, the team would split points. If a Game is interrupted by weather the teams would split points. Games would not be rescheduled unless specified by the league.
34. During preliminary round, if the teams are tied with the same number of runs, the game is a TIE. The number of wickets lost will NOT be used to break the tie. Points will be shared between both the teams.
35. During playoffs (Pre-QF’s, QF’s, SF’s or Finals) if teams are tied with same number of Runs, there will have a one over eliminator to decide the winner.
	1. Only 1 bowler gets a chance to bowl during the One-Over decider.
	2. Each team will play 1 over with 3 batsmen nominated.
	3. If 2 wickets are down the innings ends and the team with the maximum number of runs at the end of the 1 over will win the game.
	4. If that is tied the eliminator will be repeated till we get a winner.
36. ONE OVER RULE FOR PLAYOFFS GUIDELINES: This is NOT a 'Bowl Out' like ICC. A toss would be done. The winning team will decide to bat or chase. The batting team plays 1 over with normal rules of the tournament. Then second team will bat for one over and try to chase the score down. If it’s tied again, then the same process is repeated till we have a winner.
37. For anything not covered in this rule book, ICC Rules would be followed.
38. In case of conflicts or issues, the organizing committee reserves the right to make the final judgment. All the participating teams must abide by the committee’s verdict.
39. TEAM ELIGIBILITY TO QUALIFY FOR PLAY-OFFS
	1. Teams must have played at least 50% of the total preliminary games (rounded off to the next whole number) in the respective tournament.
	2. Teams must have won at least 1 preliminary game during the tournament.
	3. If Teams do not qualify due to the above reasons, but still placed higher up in ranking, the next teams down the ranking will be promoted to the next spot(s) higher up in the ranking.

REUSABLE RULES (NOT AN EFFECTIVE RULE BUT REUSABLE AS NEEDED LATER):

 (Added to this section as of 6/29/2018, 2018 T2).

4. ~~Point deduction when ONE or BOTH umpires don’t show up before the start of the game.~~

1. ~~If only 1 umpire turn up and the second umpire doesn’t turn up within the start of game, HALF (.5) point will be deducted.~~
2. ~~Second such instance of only 1 umpire turns up and the second umpire doesn’t turn up, then 1point will be deducted~~
3. ~~There will also be ONE point reduction for teams when BOTH umpires are not present for the game.~~
4. ~~Additionally if ONE or BOTH umpires have not shown up before the scheduled start time, the respective umpiring team will lose the $50 deposit.~~
5. ~~Second such instance of not sending BOTH umpires then the team will be REMOVED from playing the rest of the tournament.~~
6. ~~However if the umpiring team notifies the playing teams and the OFCL committee by the previous WEDNESDAY, that they will not be able to make it to the umpiring, then the team needs to pay another $50 deposit.~~
7. ~~Any amount collected in fines from the teams on missed umpiring will be handed over to the neutral umpire if the teams can find one~~