

**Ontario Twilight Softball Cricket League**  
**Canada Cup 1                      September 2 - 4, 2022**

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## Section 1: Welcome Message



On behalf of the Ontario Twilight Softball Cricket League (OTSCCL), the Management Committee (MC), its members, sponsors and volunteers, we extend a warm and cordial welcome to all cricketers and supporters from Guyana, USA and of course, from the Greater Toronto Area, to the OTSCCL's first International Softball Cricket Tournament, Canada Cup 1 (CC1).

The OTSCCL is an Over 60 softball league, registered two years ago as a non-profit organization in the province of Ontario. It is governed by a Management Committee comprising of founding members Messrs. Azeem Khan, Feizal Bacchus and Dickey Singh. These individuals were instrumental in the success of the three international softball tournaments previously held in Toronto.

The league has a website [www.otsccl.ca](http://www.otsccl.ca), branded email addresses and a unique logo which reflects our heritage and goals.

With your commitment, let's ensure that this tournament be an enjoyable and memorable one for all. We also look forward to you taking the special awards and championship trophies back home.



## Section 2: Code of Conduct

### Preamble to the Laws

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

**Responsibility of captains:** The captains are responsible for ensuring that play is conducted within the Spirit of the Game as well as, within the Laws.

### Player's conduct

In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decision of an umpire or showing dissent or generally behaving in a manner which may bring the game into disrepute, the umpire concerned shall firstly report the matter to the other umpire and to the player's captain, followed by immediate remedial action.

### Fair and unfair play

According to the Laws, the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

The umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball and any other action that they consider to be unfair

The Spirit of the Game involves **RESPECT** for:

- Your captain and teammates
- Your opponents
- The roles of the umpires
- The game's traditional values

It is against the Spirit of the Game:

1. To dispute an umpire's decision by word, action or gesture
2. To direct abusive language towards an opponent or umpire
3. To indulge in cheating or any demeaning practice, for instance:
  - (a) Appeal, knowing that the batsman is not out
  - (b) Advance towards an umpire in an aggressive manner when appealing
  - (c) Seeking to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### **Violence**

There is no place for any act of violence on the field of play.

### **Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards meeting this goal.

The listed infractions and cautions are not inclusive of all potential infractions and cautions. All Managers, Captains, and team members are collectively responsible for ensuring exemplary behaviour and sportsmanship.

**Canada Cup 1 has established a zero-tolerance policy for misconduct.**

### **General**

After each game, teams are kindly asked to ensure that the park and playing area is clean of all garbage and beverage containers.

Urinating in public is a criminal offense and is strictly enforced by park officials. The Parks Authority now uses CCTV to monitor for such activity.

The CC1 Protest Committee and its Chairman would like to remind you that in Ontario, it is illegal to consume alcoholic beverages in public parks. In addition, gambling is prohibited.

We would like to caution all Managers, Captains, Members, Players and Team Members and their supporters to be aware of the following:

Exemplary behaviour and sportsmanship must be always exhibited by all players and members, especially during games. Failure to do so will result in disciplinary action(s).

The following penalties have been approved by the CC1 tournament committee and will be automatically applied to the respective infractions. In the event of an infraction not listed, the CC1 Advisory Committee shall determine an appropriate penalty. All rulings by the Protest Committee are FINAL.

**Note: Regardless of the penalties stipulated, depending upon the incident(s), the Tournament Committee reserves the right to consider instituting further penalties.**

The following is a partial list of possible infractions:

	<b>INFRACTIONS</b>	<b>PENALTY</b>
1	Assault on any player(s) or umpire(s)	Suspension from the tournament
2	Deliberate act of knocking down the wicket	Suspension from the tournament
3	Verbal abuse of the Umpire(s) and/or Officials	One game suspension
4	Drug use or alcoholic consumption during a game by player(s)	One game suspension
5	An umpire's report of two cautions to a player in a game	One game suspension

**Note:** It is the responsibility of the captain/vice-captain to remove a player from the field upon the umpire's instruction. Failure to do so shall result in forfeiture of the game. A substitute shall not be allowed for this player.

### **Caution**

Based upon the umpire(s) judgment and discretion, cautions may be issued to a player for the following:

1. Tampering of the ball and boundary markers.
2. Crude or abusive language, "known as sledging" or offensive gestures.
3. Showing of dissent towards an umpire or their decision.

### **Illegal Deliveries**

When an Umpire officially cautions a player, it is imperative that he makes this known to his fellow Umpire and to the respective Captains. Any player(s) who is issued two (2) cautions in a game will be immediately removed from bowling and following the umpire's report, will be automatically suspended for one (1) game.

### Section 3: Players' Eligibility, Registration, Teams

Division	Year of birth	Exception
Open	No age restriction	None
Masters (over 40)	ALL players must be born in the year 1982 or prior	One player born 1983 allowed
Legends (over 50)	ALL players must be born in the year 1972 or prior	One player born 1973 allowed
Roundarm	No age restriction	None

**Note:** All players shall provide documentation with proof of age (Government Issued with Photograph), upon request by any umpire or member of the CC1 Protest committee. It is at the sole discretion of the CC1 Protest committee to validate a player's age, if questionable.

**Registration –** Teams' owners, captains and management are asked to complete the Google player registration list by August 25<sup>th</sup>, 2022. An online Google form must be completed and returned by this date for teams to be fully registered and able to compete in the tournament.

**Teams:** - There are a total of 20 teams in four divisions confirmed for Canada Cup 1.

Division	Teams
Open	OSCL, SCC, NYSCL & Bacchus Ruff Ryders
Legends	Pegasus Storm, Toronto Blizzards, Trophy Stall Lions, NYSCL, Ramblers Rampage & Orlando Softball Cricket Association
Masters	Canadian Legends, Maple Leaf Masters, Ramblers Masters, Corriverton, Hawaiian Sensation & Reliance Lions Warriors
Roundarm	SCC, Leguan Warriors, ORSCA & Pegasus Warriors

## Section 4: Games

Division	# Of teams	Playing format
Open	4	Teams play 3 preliminary games. The top team with the most points/best NRR will draw a bye, teams finishing 2 <sup>nd</sup> and 3 <sup>rd</sup> will play a knockout game, the winner will face Team 1 in the FINALS
Masters (Over 40)	6	Teams play 3 preliminary games. After which the FOUR teams with the most points/best NRR will play in the semi-finals. 1 <sup>st</sup> vs 4 <sup>th</sup> and 2 <sup>nd</sup> vs 3 <sup>rd</sup> . Winners will play in the FINALS.
Legends (Over 50)	6	Teams play 3 preliminary games. After which the FOUR teams with the most points/best NRR will play in the semi-finals. 1 <sup>st</sup> vs 4 <sup>th</sup> and 2 <sup>nd</sup> vs 3 <sup>rd</sup> . Winners will play in the FINALS.
Roundarm	4	Teams play 3 preliminary games. The top team with the most points/best NRR will draw a bye, teams finishing 2 <sup>nd</sup> and 3 <sup>rd</sup> will play a knockout game, the winner will face Team 1 in the FINALS

### NOTE:

1. In the event of an odd number of teams participating in any division, the team(s) drawing a bye will not play 3 games. The teams drawing byes will be awarded 6 points.
2. If there are eight teams in a division, this division will be split in two groups - (Group 1 and Group 2). Teams listed in the fixtures as 1- 4 shall form Group 1, and teams listed 5 – 8 shall form Group 2 and play 3 preliminary games. After which the top two teams from each group (most points/best NRR) will play in the semi-finals. 1<sup>st</sup> place from Group 1 will play 2<sup>nd</sup> place from Group 2, 1<sup>st</sup> place from Group 2 will play 2<sup>nd</sup> place from Group 1. Winners will play in the FINALS.

## Section 5: Game Time & Over Deductions

Please refer to the attached Appendix B for applicable Match Start Times. Teams are encouraged to arrive at least a half an hour prior to the scheduled start time.

Any delay in start times and reduction in the number of overs will be determined by the Umpire(s) and Management Committee member on site.

The toss shall be spun at least ten minutes prior to the scheduled start of the game – See note b for number of players in uniform.

At ten minutes prior to the scheduled start of the game, if team A does not have 7 or more players in uniform and team B has more than 7 players in uniform, then team B can claim the toss.

A replacement player shall only be allowed to fully participate in a game with the agreement of both captains

### NOTES:

- a. Any team that is not ready to start after the penalty period has expired will forfeit the game.
- b. A team shall consist of no less than seven (7) players and no more than eleven (11) players.
- c. Each team must declare its eleven (11) players in writing and clearly indicate the substitute player
- d. One copy of the Match Card must be given to the Umpire, and a Second copy to the opposing Captain, before the toss of the coin.
- e. There will be a 5 minute break at the conclusion of the 10th over of each inning and a 10 minute break, in between innings.
- f. Umpires have the full discretion in judging the pace of the matches as they proceed.
- g. Also, only one player from each team will be allowed to take refreshments to the players on the field.

## Section 6: Bad Weather

Should bad weather stop play, 10 overs must be completed in the second inning to arrive at a decision. If this is not possible then the game will be treated as Abandoned.



The number of overs may be reduced due to unforeseen circumstances, as per the table below; this decision will be made jointly by the Umpire(s) and the Management Committee.

Minutes Lost	Minutes Deducted	Overs Deducted
1 - 3	3	1
4 - 6	6	2
7 - 9	9	3
10 - 12	12	4
13 - 15	15	5
16 - 18	18	6
19 - 21	21	7
22 - 24	24	8
25 - 27	27	9
28 - 30	30	10
31 or more	Game Abandoned	

When a game is abandoned, both teams will be awarded 3 points each. While scores, (if any for the game) will be entered on the system, teams NRR will not change. NRR only applies to completed games.

**NOTES:**

- a. If play is stopped during an over, then the number of completed overs will be determined as follows: If 1, 2 or 3 balls have been bowled, then the score at the end of the preceding over will be used. If 4 or more deliveries have been bowled, then that over will be counted as completed.

**Example:** If play was interrupted in the 17<sup>th</sup> over after 3 or fewer balls have been bowled, then the score at the end of the 16<sup>th</sup> over will be used. If 4 or more balls have been bowled then the score at the end of the 17<sup>th</sup> over will be used

- b. Reduced overs game - where the team batting first (Team A) has completed their full quota of overs and overs have been further reduced for Team B, the following will be used to determine the winner:

Where 10 or more overs is bowled in Team B's inning, the winning score will be based on the run rate of the completed innings (20 overs).

**Example:** Team B's score at the interruption (13<sup>th</sup>over) is 84 runs. Team A's score at the end of their 20 over was 120 runs – a run rate of 6 runs per over. Team B is

declared the winner as their run rate based on the number of overs they have completed is higher than that of Team A.

**If the run rate of Team B (at the end of the 13<sup>th</sup> over) is the same as that of Team A, then the team having lost the fewer number of wickets, is the winner.**

## Section 7: Results, Points & NetRun Rate

All statistics will be administered through the OTSCL website – [www.otscl.ca](http://www.otscl.ca). This website will be monitored and updated frequently over the course of the tournament. It is important that teams submit signed and completed games/match cards to the umpires, immediately following the completion of the game. These results will be posted on the website, once received. CC1 Admin will not be responsible for results that have not been received. The points table will automatically update after results are inputted. Therefore, the standings posted will be accurate and team captains are encouraged to check their team's status frequently.

**Results** - If the team batting second exceeds the score of the team that batted first, the team batting second is awarded a WIN; if not, then the team that batted first is awarded the WIN.

Where the scores are tied at the end of a game (20 Overs completed by both teams), a Super Over will be used to determine the winner. See Section 15.

Due to unforeseen circumstances, including, but not limited to bad weather preventing further play during the innings of the team batting second, then the result of the game shall be determined as follow:

If less than TEN (10) were completed for the team batting second, the result of the game is INCOMPLETE – 3 points shall be awarded to each team. If TEN (10) or more overs were completed for the team batting second, the winner of the game will be decided by the run rate.

Any awarded Win against a team that is either disbanded or has been expelled during the games will stand. Also, all statistics relating to any such games will be considered in determining awards.

<b>Win</b>	<b>Tie or No Result</b>	<b>Loss</b>
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6 points	3 points	0 points
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In the event of teams finishing with the same number of points at the conclusion of the preliminary round, then the NRR will be used to determine the final placings in the standings:

**NOTE:** In a match declared as abandoned or walk-over, NRR is not applicable.

### **Net Run Rate Guide:**

The NRR in a single game is the average runs per over that team scores, minus the average runs per over that is scored against them.

See example in Section 6, note b

The NRR in a tournament is the average runs per over that a team scores across the whole tournament, minus the average runs per over that is scored against them across the whole tournament

The NRR is automatically calculated by the CricClubs website software once scores have been entered. This software is set up using ICC rules. NRR is displayed in the points table accessible through the homepage of [www.otscl.ca](http://www.otscl.ca)

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved shall count for the purpose of net run rate calculations. The net run rate calculation shall use only up to three (3) decimal places.

### **Section 8: Rescheduling of the Match**

Should a venue become unavailable for any reason, rescheduling of the match may be considered.

Should it become necessary to move to another location after a game has started and five (5) or less overs have been completed, the game will recommence as a new game on the same day.

Should it become necessary to move to another location after a game has started and five (5) or more overs have been completed, the game will continue and not commence as a new game on the same day.

## Section 9: Match Cards, Scorers & Score Sheets

Score sheets and Match Cards shall be provided for all games.

Match Cards must be populated and handed over to the umpire before the toss is spun. All players participating in a team for a match must be declared on the Match Card.

Match Cards are to be signed off by both captains and the officiating umpire/s.

On completion of the game, Match Cards and Score sheets must be completed accurately and handed over to the ruling umpire, who will in turn submit them to the statistician or designate.

### NOTES:

- a) Umpires will not accept incomplete score sheets
- b) It is the responsibility of team Managers and or Captains to ensure that the Match Cards and Scoresheets are accurately completed and submitted immediately after the game has ended via the umpire
- c) Both captains must sign-off on the scoresheets before they are handed over to the ruling umpire
- d) Only Match Cards and Score sheets provided by the CC1 Tournament shall be accepted by the umpires
- e) Failure to complete score sheets accurately will affect the game statistics and team standings including runs, wickets, net run rate, trophy awards, etc.
- f) Score sheets shall have the correct name of players. It may also be helpful to take a photo of both completed score sheets

## Section 10: Balls & Equipment

**Balls** - Balls will be distributed to umpires prior to the start of the games. The balls to be used in the Open, Masters and Legends divisions are supplied by Trophy Stall of Guyana and Toronto. The balls to be used in the Roundarm division are the same as those currently used.

**Equipment** - A wicket shall comprise of four (4) stumps, be twelve (12) inches wide overall, and twenty-eight (28) inches high. Bails will be used. The length of the pitch from stump to stump shall be twenty (20) yards.

**Notes:**

- a) No metal stumps or wickets are allowed
- b) A bat must not exceed four and a quarter inch (4 1/4") in width
- c) Wicket Keepers must field with gloves

### **Section 11: Fielding Limitation**

At the instant of delivery there shall not be more than five fielders on one side of the wicket. In the event of an infringement, a no-ball will be called.

### **Section 12: Delivery of the Ball**

A softball cricket bowler must bowl underhand - meaning he must carry his bowling arm below his waist and his elbow cannot be flexed more than 45 degrees at the point of delivery. The Umpire(s) shall determine the legality of the delivery.

### **Section 13: Uniform**

Each team participating shall be responsible for their uniforms. Players may not be allowed to participate without being in the respective team's uniform.

### **Section 14: Umpires**

The League's goal is to supply two official umpires for each game. Should only one official umpire be available, he will act as the ruling umpire and the batting team shall be required to provide a square-leg umpire. In the unlikely event that there are no official umpires, the batting team will provide both ruling and square leg umpires for the game. The player umpire(s) must be a nominated player (1 of the 11) in full uniform.

## Section 15: Super Over

A **Super-Over** will be used to determine the outcome of the game when the game ends, with scores tied. Immediately after the first game concludes, a one (1) over (Super Over) game will be played. The two (2) captains will spin a new toss to determine which team will bat first.

The game must be played using the same pitch or one selected by the organizers with the same eleven (11) players as in the earlier game and a new ball shall be used by either team. An injured player may be replaced with a substitute fielder who would not be allowed to bat, bowl or act as the wicketkeeper.

Each team will select three batsmen and one bowler. The nominated players shall be provided to the Umpire in writing.

The loss of two wickets in the over concludes the team's inning.

Should the Super Over (Tiebreaker) end with the scores tied the winner will be determined as follows:

1. Team having lost fewer wickets in the game and the Super Over, then
2. Team hitting the most sixes in the game and the Super Over, then
3. Team hitting the most fours in the game and the Super Over.

## Section 16: Finals

In the event of a tie at the conclusion of the game, the winner shall be determined as outlined in Section 15:

If scores are still tied after the conditions described in Section 15 have been exhausted, the winner will be adjudicated based on a spin of the toss.

## Section 17: Draw, Schedule/Fixtures, Grounds

The draw to affix team names to team numbers will be conducted on Monday, August 29<sup>th</sup>, starting at 7:00 PM, Eastern Standard Time (GMT – 4 hours)

The link for the Zoom Call (US and Canada) is:

Join Zoom Meeting

<https://us06web.zoom.us/j/83438824361?pwd=bHlVQWxUaUxnVnZKRHlBYjllld01wZz09>

Meeting ID: 834 3882 4361

Passcode: 427102

\*In the event of technology failure, the draw will be conducted at the Launch.

Fixtures for teams by numbers will be provided by email to participating teams prior to the draw scheduled for Monday August 29, 2022. These fixtures will be for the 3 preliminary games to be played on Friday (2) and Saturday (1) morning.

Grounds will be assigned to each game following the draw and will be posted on the website. Due to unforeseen circumstances, the League may assign a different ground than what is shown on the schedule – every effort will be made to minimize such occurrences and convey the change in a timely manner. The League has sole discretion and final decision in making such changes.

The full schedule shall be posted on our website [www.otscl.ca](http://www.otscl.ca) within 24 hours, after the draw.

Please refer to Appendix B for the preliminary set of fixtures for each Division. Once the draw is completed, these fixtures will be populated with the respective teams that have been drawn with the corresponding Team names.

## Section 18: Playing Rules (condensed)

1. A “First and Final” mode of warning shall be employed throughout this tournament. Players will be warned ONCE in the presence of the captain. Should there be a need to issue another warning; the player will not be allowed to continue bowling. Another player will be allowed to complete the over.
2. **No ball**- Delivery that is **over** the **HEAD** of the batsman without contacting the pitch.
3. **Wide** – Delivery that is **over** the **HEAD** of the batsman after making contact with the pitch
4. **Wide** - Deliveries on either side of the stumps outside the tram/return lines, shall be called as a wide

5. **Delivery that does not meet popping crease** – No ball and an immediate Dead ball call. Should the batsman move forward and makes contact with the ball, the ball is live
6. If the bowler, in his run up disturbs wicket – it is a no ball
7. In delivering the ball, some part of the bowler's front foot must be behind the popping crease, if not, then it is called a No Ball
8. While the ball is live (bowler starts his run up) and the batsman disturbs his wicket, he is out
9. If the bowler disturbs the non-striker's wicket and he (the non-striker) is out of his crease, he is out, only in a forward motion. NOTE, the forward motion here. Also, no warning is necessary.
10. The boundary is a straight line between cones, remind fielders to stay "put" after completing a catch at the boundary line
11. Umpires will confirm with captains that names on the match card, matches up with the players present.
12. Players shall be allowed to bowl a maximum number of four overs
13. The sub is allowed to field only
14. If necessary, Penalty runs will be awarded based on ICC Rules.
15. Any decision made by umpires – official or player must be respected. Umpire's decision is final

## Section 19: Prizes

Trophies and other awards will be presented at the conclusion of this tournament. Cash prizes are yet to be determined due to fluctuations in the number of teams participating. Value of Cash Prizes will be announced at the Launch.

## Section 20: Protest Committee

All disputes, clarification or interpretation of rules shall be arbitrated by the Protest Committee, whose decisions are FINAL. This will be made up of five (5) members. However, only three will participate in the arbitration of a specific issue. These individuals will be declared during the Thursday Evening Opening Ceremony.

## Section 21: Protest of Game

All protests must be submitted immediately after the game to the Protest Committee in writing or by email after having informed the Umpire and [admin@otscl.ca](mailto:admin@otscl.ca).



**APPENDIX A(Subject to change)**

**Section 18: Locations/Venues – Meeting Place, Grounds and Finals**

<b>Ground</b>	<b>Location – Address</b>	<b>Number of Pitches</b>
Ashtonbee Reservoir Park	10 Ashtonbee Road, Scarborough, ON M1L 3K9 Warden and Eglinton	Friday - 4 pitches, 8 games Saturday - 2 pitches, 2 games Sunday - 2 pitches, 4 games Shown in schedule as Ashtonbee 1, 2, 3 & 4
Little's Park and Little's Park Diamond (St Bede)	30 Little's Rd, Scarborough, ONM1B 5C5. Morningside and Sheppard	Saturday morning - 2 pitches, 2 games
Dean Park	70 Dean Park Rd, Scarborough, ON M1B 2X2 Meadowvale and Hwy 401	Saturday morning- 1 pitch, 1 game
Ellesmere Reservoir	2950 Ellesmere Road, Scarborough ON M1E 4B8 Nielson and Ellesmere	Friday and Saturday 2 pitches, 8 games
Fairtree Cricket Ground	385 Elson Road, Markham ON L3S 4R9 Markham and Elson	Friday- 1 pitch, 2 games
Milliken Park	5555 Steeles Avenue East, Toronto, ON M9L 1S7 McCowan & Steeles	Friday- 2 pitches, 4 games. Shown in schedule as Milliken 1 & 2
Woburn 2	40 Dormington Drive, Scarborough, ON M1G 3N2 Markham and Ellesmere	Saturday morning - 1 pitch, 1 game
Hanover Public School	215 Hanover Road, Brampton, ON L6S 1B6	Friday & Saturday - 2 pitches, 8 games
Grenoble Public School	33 Greenbriar Road, Brampton ON L6S1V8	Friday & Saturday - 2 pitches, 8 games

**Thursday, September 1st @ 7:00 PM:**

Opening Ceremony/Launch - Tropical Nights Restaurant, 1154 Morningside Ave, Scarborough, ON M1B 3A4

**Sunday September 4:**

The Finals will be played at Ashtonbee Reservoir Park starting at **9:30 AM**. There will be two finals being played simultaneously starting with the Legends and Masters followed by the Roundarm and Open finals at approximately **1:30 PM**.

**APPENDIX B**

**Fixtures – Preliminary Rounds**

**OPEN (No change)**

Date	Start Time	Home	Away
09/02/2022	9:00 AM	Bacchus Ruff Ryders	SCC
09/02/2022	9:00 AM	OSCL	NYSCCL
09/02/2022	1:30 PM	SCC	OSCL
09/02/2022	1:30 PM	Bacchus Ruff Ryders	NYSCCL
09/03/2022	9:00 AM	OSCL	Bacchus Ruff Ryders
09/03/2022	9:00 AM	SCC	NYSCCL

**ROUNDARM Revised for 4 teams**

Date	Start Time	Home	Away
09/02/2022	9:00 AM	ORSCA	Pegasus Warriors
09/02/2022	9:00 AM	SCC	Leguan Warriors
09/02/2022	1:30 PM	Pegasus Warriors	SCC
09/02/2022	1:30 PM	Leguan Warriors	ORSCA
09/03/2022	9:00 AM	Leguan Warriors	Pegasus Warriors
09/03/2022	9:00 AM	ORSCA	SCC

**Legends (Revised odd number vs even number)**

Date	Start Time	Home	Away
09/02/2022	9:00 AM	Team 1	Team 6
09/02/2022	9:00 AM	Team 2	Team 3
09/02/2022	9:00 AM	Team 4	Team 5
09/02/2022	1:30 PM	Team 2	Team 5
09/02/2022	1:30 PM	Team 3	Team 6
09/02/2022	1:30 PM	Team 1	Team 4
09/03/2022	9:00 AM	Team 1	Team 2
09/03/2022	9:00 AM	Team 3	Team 4
09/03/2022	9:00 AM	Team 6	Team 5

**Masters (Over 40) (Revised for 6 teams, odd vs even numbers)**

<b>Date</b>	<b>Start Time</b>	<b>Home</b>	<b>Away</b>
<b>09/02/2022</b>	<b>9:00 AM</b>	<b>Team 1</b>	<b>Team 6</b>
<b>09/02/2022</b>	<b>9:00 AM</b>	<b>Team 2</b>	<b>Team 3</b>
<b>09/02/2022</b>	<b>9:00 AM</b>	<b>Team 4</b>	<b>Team 5</b>
09/02/2022	1:30 PM	Team 2	Team 5
09/02/2022	1:30 PM	Team 3	Team 6
09/02/2022	1:30 PM	Team 1	Team 4
<b>09/03/2022</b>	<b>9:00 AM</b>	<b>Team 1</b>	<b>Team 2</b>
<b>09/03/2022</b>	<b>9:00 AM</b>	<b>Team 3</b>	<b>Team 4</b>
<b>09/03/2022</b>	<b>9:00 AM</b>	<b>Team 6</b>	<b>Team 5</b>



**APPENDIX C**  
**EMERGENCY CONTACTS**

Team Managers - In case of an emergency

Hospitals listed are closest to the grounds where games are being played. Phone numbers provided are general enquiry numbers - there is no direct line to the emergency department.

**IMPORTANT: If anyone in your party, becomes ill or is injured and needs immediate medical attention - Call 911.**

<b>Ground</b>	<b>Hospital</b>	<b>Address</b>	<b>Tel: Number</b>
Ellesmere 1 & 2, Dean Park, Littles St Bede	Centenary Health Network	2867 Ellesmere Road, Scarborough, ON M1E 4B9	416 284-8131
	Birchmount Hospital	3030 Birchmount Road, Scarborough, ON M1W 3W3	416 495-2400
	Scarborough General Hospital	3050 Lawrence Avenue East, Scarborough, ON M1P 2B5	416 438-2911
Ashtonbee Reservoir	Michael Garron Hospital	825 Coxwell Ave East York ON M4C 3E7	416 461-8272
Fairtree Milliken 1 & 2	Markham Stouffville Hospital	381 Church Street, Markham, ON L3P 7P3	905 472-7373
Hanover Grenoble	Brampton Emergency Hospital	Peter Robertson Boulevard, Brampton, ON	905 494-2120
	William Osler Health System – Brampton Civic Hospital	2100 Bovaird Drive E, Brampton, ON L6R 3J7	905 494-2120

**IN AN EMERGENCY – CALL 911**

Other Contacts – OTSCL Management Committee

<b>Name</b>	<b>Cell Phone</b>
Azeem Khan	647-298-8286
Feizal Bacchus	416-200-0967
Dickey Singh	416-953-5923

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## APPENDIX D - Addendum

The following changes/additions were made based on the positive feedback received.

1. The table (Section 5) which included the reduction of overs due to a delay in start time has been removed. This will now be administered by the assigned umpire(s) and the Management Committee member on site.
2. The time for spinning of the toss has been added (Section 5)
3. Conditions for claiming the toss has been added (Section 5)
4. The determination of the winner of a game (Section 6) that has been interrupted in the second innings due to bad weather has been changed. It will now be the higher run rate based on that of the completed first innings.

### **Example:**

Team B's score at the interruption (13<sup>th</sup> over) is 84 runs. Team A's score at the end of their 20 over was 120 runs – a run rate of 6 runs per over. Team B is declared the winner as their run rate based on the number of overs they have completed is higher than that of Team A.

**If the run rate of Team B (at the end of the 13<sup>th</sup> over) is the same as that of Team A (at the end of their 20<sup>th</sup> over), then the team having lost the fewer number of wickets, is the winner.**

5. Player umpire(s) must be a nominated player (1 of the 11) in full uniform (Section 14)
6. The awarding of penalty runs based on ICC rules has been added (Section 18)
7. A replacement player shall only be allowed to fully participate in a game with the agreement of both captains (Section 18)
8. A substitute player is only allowed to field

### **OTHER:**

The Fixtures for the divisions having only four teams is posted. There is no need to conduct a draw as each team will play each other once in the preliminary round for a total of three games. See Appendix B for revised fixtures.