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Ontario Twilight Softball Cricket League

T20 Governance

The Ontario Twilight Softball Cricket League (OTSC), herein after referred to as the “League”.

The League is a registered (2020) not for profit organization in the Province of Ontario. Its founding members were Messrs. Azeem Khan, Feizal Bacchus and Dickey Singh.

It is governed by a Management Committee, has a registered account with Scotia Bank, a website www.otscl.ca, branded email addresses and a unique logo which reflects our heritage and goals.

It was formally launched on July 31, 2021 at Littles Diamond Park in Scarborough. The launch was attended by the Assistant Consul General of Guyana, City Councillor Jennifer McKelvie, Sponsors and Players.

Playing rules and format were piloted during the summer 2021.

The goal of the League is to provide an opportunity for individuals aged 60 and above to actively:

- Demonstrate Respect for each other and the environment
- Continue enjoying their boyhood sport in a friendly environment
- Permit all members to fully participate in games
- Create new friendships and networks
- Participate in organized community related activities and events
- Promote good health and wellness through active participation

New team process:

1. Contact the secretary by email (dickey.singh@otscl.ca) to express your interest
2. An in-person meeting will be scheduled with the team's management and the Management Committee's representatives in order to outline our expectations and address your questions
3. A non-refundable application fee of \$100 shall be deposited to the League's account (admin@otscl.ca) at or before the date/time of the above scheduled meeting.

After approval by the Management Committee, the following shall be required:

1. A minimum of two primary contacts which shall include the name, email address and cell phone number (Team owner, manager or captain)
2. A list of all members including name, email address, year of birth and postal code shall be submitted by email, on or before the first week of February
3. Commitment fees as determined by the League

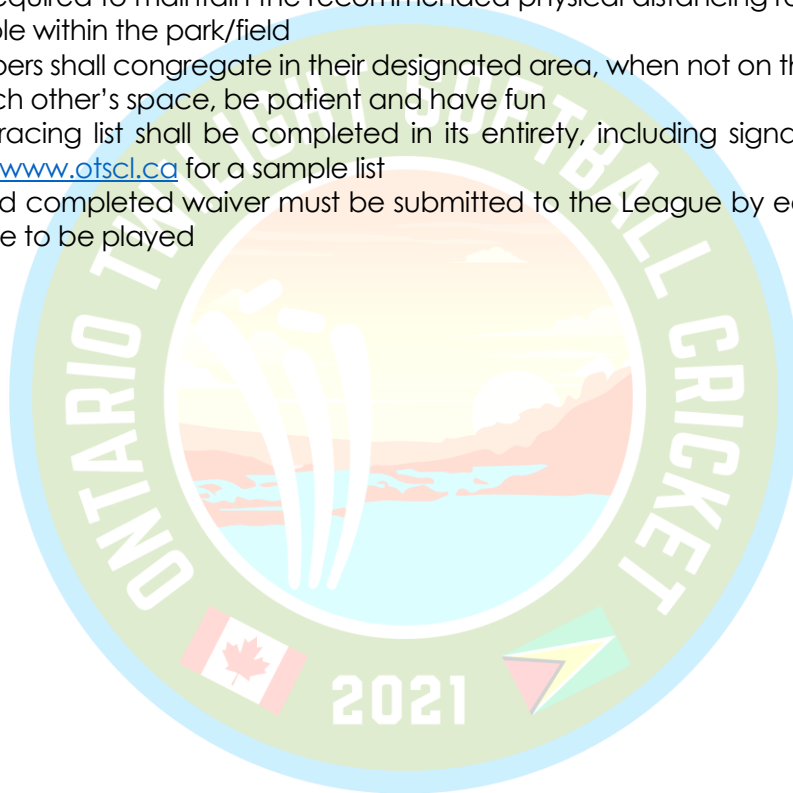
Ontario Twilight Softball Cricket League COVID -19 Protocol

Prior to game time, Captains shall consult with players to establish compliance with the following guide-lines at:

<http://www.health.gov.on.ca/en/pro/programs/publichealth/coronavirus>

In addition, the following actions are necessary:

1. The use of masks is strongly recommended for players, umpires and supporters until such time as dictated by the provincial health guidelines
2. Teams are required to maintain the recommended physical distancing requirements and stay in their bubble within the park/field
3. Team members shall congregate in their designated area, when not on the field
4. Respect each other's space, be patient and have fun
5. A contact tracing list shall be completed in its entirety, including signatures before the first game – see www.otscl.ca for a sample list
6. A signed and completed waiver must be submitted to the League by each member prior to the first game to be played



Ontario Twilight Softball Cricket League

Governance- General

1. Members (Players and Supporters) of the League are required to be in full compliance with the field permit conditions, which includes:

- a. No alcohol consumption
- b. No amplified music
- c. No misuse of the facility; garbage must be removed at the end of the permit
- d. No tents
- e. No loud, aggressive behaviour or unbecoming conduct

Full conditions can be found at www.otscl.ca

2. The OTSCL Management Committee reserves the right of “final decision” on all matters relating to individual conduct, permit compliance, game scores, game outcomes and all other issues related to the League and its activities.

3. Definitions

- a. League - League refers to the Ontario Twilight Softball Cricket League (OTSCL)
- b. Management Committee – is the group of people who are held accountable for the activities of the organisation. It is the ultimate decision - making forum
- c. Team - Group of members that were accepted and registered by the League, is up to date on financial obligations and free from any outstanding disciplinary action
- d. Members - Members mean individuals registered to a TEAM, are in good standing and appear in the League's records. Note: Members, both playing and non-playing are subjected to all the League's Rules
- e. Team Management - Team Management refers to the person/s who will be accountable to the League on all matters related to their Team and the League:
 - i. Identify a primary and an alternate contact(s).
 - ii. Email address, Cell Phone Number, Residence Address
 - iii. We encourage dialog among all members and the League. However Official Communications between the League and the Team on all matters shall be between the members identified above and the League.
- f. Playing Schedule - Playing Schedule is the fixtures posted on the League's website, unless communicated otherwise by a representative of the League. Management/Teams/Members are encouraged to check the website on a weekly basis for the current information
- g. Uniformed Players – playing members declared for a game shall be attired in the team's official uniform. If not, a financial penalty of \$10 shall be adjudicated per player not in uniform and be paid in full prior to next scheduled game. Note: Jeans, shorts, cut-offs, sandals and armless attire are not acceptable attire. See Governing Rules item #3

4. Teams

Home Teams are shown on the left side of the Playing Schedule and are responsible for the set up of the field using their own equipment.

5. General Conduct

- a. There shall be ZERO tolerance for rough, abusive play, use of foul language, or conduct unbecoming of a gentleman. Disrepute or Disrespect to the game shall not be tolerated.
- b. Failure to comply with any of the rules shall be dealt with in an expeditious manner, resulting in reprimands and in extreme circumstances, individuals may be suspended or expelled from the OTSCL
- c. Remember the point of the game is to have fun. If there are any questions as to the rules at game time, the team captains and umpires should agree and continue in the spirit of the game and good sportsmanship

6. Team Makeup

- a. Only an even number of players can participate in a game
- b. The maximum number of players in a game is 12
- c. The maximum number of players on the field shall be 11
- d. The minimum number of players that can participate in a game is 8

7. Umpire's decisions shall be final unless a review by the MC is warranted

8. Protests shall be handled by the Management Committee

- a. Any team that files an incident report to the Secretary with pertinent reasons why a game or player conduct is in dispute shall receive a response. If the Management Committee determines that a hearing is warranted, a date and time will be set
- b. Otherwise, the Management Committee shall make a final decision without a hearing and communicate such decision, with rationale to the team lodging the complaint
- c. The deadline for submitting incident reports is 48 hours after the completion of the game. Incident reports received after this time may not be considered, the on-field result of the game shall stand, and no disciplinary action may be taken

9. Fifteen minutes prior to the scheduled start time:

- a. The field shall be ready for play unless approved and communicated by the board
- b. Failure to comply with the above shall result in the home team conceding the toss

10. Play Day, Start time, etc.

- a. Scheduled play day shall be Sunday
- b. Scheduled start time shall be 2:00 PM
- c. Match Cards must be exchanged and signed by the Captains by 1:45 PM
- d. The toss shall be spun at or before 1:45 PM - Failure to comply shall result in the home team conceding the toss
- e. Eight players shall be in uniform at or before the spinning of the toss - Failure to comply shall result the in the non- compliant team, losing the toss
- f. Teams must have at least eight uniformed players by 2:30 PM in order to start or play the game - Failure to comply shall result in the compliant team being awarded the game

11. Playing Field with an obstruction

Both Captains should decide on how the ball will be played in that area, before the start of the game (i.e. dead ball, two, three or four runs, etc.)

12. Match Cards

- a. All teams shall use the official customized match card accessible through the League's website -www.otscl.ca
- b. Player's names must be the same as registered
- c. Accurately completed match cards including Captain's and Umpire's signatures and scores must be e-filed to admin@otscl.ca within 72 hours of game completion.
- d. Teams are encouraged to review posted results and report irregularities to admin@otscl.ca within 24 hours of being posted

13. Score Cards

- a. A customized scorecard template which meets the League's format of play is available at www.otscl.ca for download and shall be the only document used to report on the results of games

14. Fees

- a. Fees shall be set annually by the Board
- b. A commitment fee of \$200 must be e-transferred to admin@otscl.ca on or before February 28
- c. The balance of the yearly fees shall be fully paid up at the Member's meeting held in April

Note: Fee structure includes the following known costs: 2 balls per team/per game), a regular season of X games, playoffs (semi-finals, finals and consolation), awards and umpires for the finals. Administrative costs include website design, electronic communications, insurance, trophies, permits and equipment rentals.

15. Awards

- a. Replicas of the Over 60 Grand Champion Trophy and Consolation Cup shall be awarded
- b. Trophies will be awarded to players based on performance in predetermined categories

Ontario Twilight Softball Cricket League

T20 Governance

Except as varied hereunder, current ICC T20 Playing Conditions & MCC 2021 laws shall apply.

PLAYING RULES

1. Teams

The number of participating teams in any given season will be decided by the Management Committee after receiving commitment fees and or upon application of the New Team Process; see page 2.

2. Players

A player can only play for 1 team and the transfer of player to another team would not be permitted for the 2022 season. For a player to participate in a playoff game he must have played in at least 1 round robin game for the team.

3. Umpires

If no "official" umpires are available, the batting team shall provide two umpires.

4. Disputed Calls

All disputed calls must be resolved by the two Captains.

5. Uniforms

All players will wear colored uniforms (no shorts) and running shoes. A team is allowed only one type of colored uniform at any time on the field. Shirts should be 'tucked in'. The League's logo must be displayed on the left arm of the top accompanied by the word **RESPECT**, just below – both files will be made available to you

6. Balls

OTSCCL will provide Cricket balls (2 per team per game). Lost or damaged balls to be replaced with a new ball.

7. Points & Winners

The winner of each match will score 6 points; the other team scores '0'. - If in any Match the scores are tied, then the number of wickets fallen will be the determining factor for that match. If that too is a tie, then the team with most sixes will be the winner and if still tied then most 4's. If still tied, see #19.

8. Washouts and Rainouts

- a. 3 points will be awarded. Match Cards shall be submitted for all fixtures
- b. If a game is called off due to rain or extenuating circumstance, without 10 overs in the second innings completed, the teams shall split the points 50/50
- c. If a game is called off due to rain or extenuating circumstances, with 10 or more but less than 20 overs completed by the team batting second, the score at the end of 10 overs for the team batting first shall be used as the target for the side batting second

9. Team List and Toss

A minimum of 8 players must be present and ready to play 15 minutes before the scheduled start time. If one team does not have 8 players at this time, the toss is awarded to the team which has 8 players ready

10. Walk-Over

If any team (min 8 players present, ready to play and ready for the toss) does not take its position at the edge of the Field within 15 minutes of scheduled start of the match, a walk-over will be awarded to the Team in place.

11. Time for Match

The scheduled length of a match is 180 minutes. In an uninterrupted match, each bowling team is entitled to a time of 90 minutes in which they must bowl their allocated 20 overs. (i.e. the final over must begin before the 90th minute or before the scheduled end time for the innings as decided by the captains and/or umpires). For Delay of Game penalties - see # 13.

12. Overs Per Match

One innings which includes, 20 six-ball overs is the maximum per team. All overs will be bowled continuously from 1 end. In an uninterrupted innings of 20 overs, no bowler may bowl more than 2 overs, except as in # 10. To constitute a match, a minimum of 10 overs must be bowled to the side batting second, subject to the innings not being completed earlier.

13. Overs Per Bowler

Each player shall bowl at least 1 over. A maximum of two overs per player is allowed, except as indicated in the table below. In the event of players having to bowl 3 overs, batsmen in the crease shall select those players. If a bowler breaks down and is unable to complete an over, the remaining balls will be allowed by another player. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Number of players on the Team	Number of players to bowl 3 Overs
12	0
10	0
8	4

14. Over Makeup

- a. An over shall consist of 6 deliveries. Wides and No balls will be counted as normal, EXCEPT that they will incur a 2-run penalty (instead of the normal 1 run penalty), in addition to any runs, overthrows and extras.
- b. If a delivery does not meet the popping crease line, the delivery will not be counted in the over and shall be called dead ball.

15. No Balls

Any ball that reaches over the shoulder, striker upright at crease is a No ball. A No ball is also called if the bowler's action is not round-arm or straight-arm bowling.

Note: Any No ball including a front foot violation results in a Free Hit. During a free hit, a batsman can be out only per No-ball rules, even if the free hit is called 'wide'. No field changes are allowed for a free hit ball unless there is a different striker.

16. Wides

Any ball that crosses the batting crease and is outside the side markers, or bounces over the striker upright at the crease is also a wide.

17. Overs Per Pair of Batters

The first four pairs of batters shall bat 4 overs and the next two pairs shall bat two overs each in a team of 12 players. See table below for all scenarios.

Note: Individual batters should exercise discretion in sharing time at the crease

Number of players on team	Number of pairs/Overs	Sub total number of Overs	Total number of Overs
12	4/4 and 2/2	16+4	20
10	4/4 and 1/2	16+2	18
8	4/4	16	16

Number of Players	Number of Players	Number of Overs	Number of Overs
Team 1	Team 2	Team 1	Team 2
12	12	20	20
12	10	20	18
12	8	20	16
10	10	18	18
10	8	18	16
8	8	16	16

18. Outs

Every "out" after the initial one, shall incur a 5-run penalty
After every "out", the batsmen shall change sides.

19. Pitch and Field Dimensions

The length of the pitch (Wicket to Wicket) shall be 20 yards and the boundaries shall be no more than 60 yards from the centre of the pitch as agreed to by both teams.

20. Fielder Restrictions

A maximum of 5 fielders can be on the Leg side at any time. The wicket keeper shall remain behind the stumps while the batsmen are crossing.

21. Penalty Runs for Delays

A Batting or Fielding team causing an unreasonable delay in starting the first or second innings will incur a penalty of 15 runs. This will be added to the opposing team total for every full 4 minutes of delay.

If a fielding team is unable to complete bowling their allocated overs in 90 minutes unless interrupted by rain or the time allowed for the innings by the umpires, the batting side shall be awarded 15 penalty runs immediately. However, the fielding side will still have to complete its allocated overs unless the batting team is all out before that. (Ex: Only 19 overs are bowled in 90 minutes. The batting side will be awarded 15 extra runs in addition to the number of runs they manage to score in the 20th over). This would apply to the team bowling first or second.

Note: An over which begins even during the 89th minute of playing time shall be considered as a valid over in the above system of penalty calculation and there will be no 15-run penalty for this over. The imposition of these penalties, which will be final in upholding the spirit of the game, in a fair manner will also allow for natural delays such as injuries, ball lost beyond the boundary, equipment damage etc. If there are any appeals by either team about a 15-run penalty, the Management Committee will be the final authority to impose it or not.

Note: All Penalty runs are scored against the Team and not the individual.

22. Intervals and Time Off Field

- a. The scheduled Interval is 10 minutes between every 10 overs and at the end of an innings. No additional interval is allowed during an innings, but individual drinks at edge of field or at fall of wicket are ok if not resulting in a delay of the game. Anything else requires umpire's/captain's permission
- b. The next batsman must be ready at edge of field. He has 90 seconds after the fall of a wicket, to be ready to face next ball or be the non-striker. He will be 'timed-out' upon appeal by fielding side, if he has taken a longer time.
- c. Any exchange of batting equipment must take place at fall of a wicket or stoppage of play unless clearly damaged during play.

23. Bowl Out

Bowl-out per former ICC rules (abbreviated here).
Only to be used if a match cannot be played or has no result!

Captains will provide a list (to the Umpire) of 5 bowlers (in order) to bowl toward stumps at one end. A toss will be spun to determine who bowls first. Winner will bowl 1st or 2nd. Bowlers from each team will alternate. Captain, wicketkeeper & 5 bowlers from each team shall stand at mid-wicket & extra cover. No one else is allowed on field. The team with the greatest number of hits on the stumps after 5 deliveries from each side is the winner.

If still tied, continue with same players, until 1 team has more hits after the same number of deliveries. (Ex: 8 deliveries per team – one team has 5 hits & other 4 hits – 5 hits win the match).

Bowling order may be changed, but Captains/Umpires must ensure that no one bowls again until all 5 bowlers have bowled. If a bowler is injured during the bowl-out, he may be replaced by another new name from the team list. The wicketkeeper must stand back from stumps. Captains/Umpire will record 'hits'. All 'throws', underarm action & foot-faults will be called No balls & will be considered a miss & not retaken.

The umpires' decision shall be final with regards to fairness of a delivery & result of bowl-out.

