

Playing Laws for the Oregon Cricket League (OCL)
2017 30-30 Regular Season

Section 1: Laws of Cricket

The Laws of Cricket - 2017 Code, published by the MCC, will be followed for all OCL matches. All member clubs are strongly urged to have one or more copies of the Laws handy at all times.

Section 2: Field

2.1.) General rules:

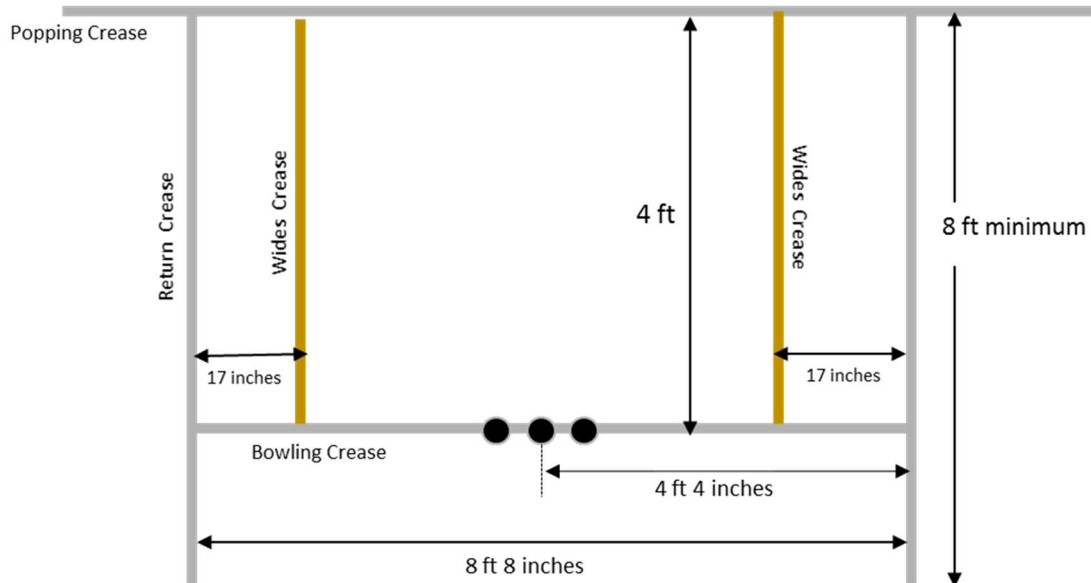
- The Home Team is responsible for providing a suitable wicket on which to play cricket. This may take the form of a mat, a Flicx pitch, a Powerplay Pitch or artificial turf.
- As required by the Laws of Cricket, the Umpires are required to check the creases, wickets and other implements of the game before the toss for innings. If the umpires find even one of the creases either not marked, or improperly marked, or the wickets improperly pitched, one penalty point will be deducted from the home team for that match. If requested by the umpires, the Home Team for a match shall provide them with a tape measure or equivalent distance measuring device to aid the umpire in determining whether the creases, etc. are properly marked.
- The boundary must be clearly marked so that it is easily visible to the Umpires standing at the wicket.
- The ground must be ready and all markings in place and correct 15 minutes before the scheduled start of play.

2.2.) Ground Preparation:

- Inner circle of 30 yards
- Outside boundary of at least 65 yards, of maximum possible depending on ground condition and size
- Two off-side "wide-marker lines", 4 feet in length, will be drawn perpendicular to the Bowling crease, to the Popping crease, 30.5 inches from the edge of each outer stump. One of these lines is for a right-handed batsman and the other for a left-handed batsman.
- The home team, as identified in the schedule, has to use tape for making the boundary markings and not go by approximations
- The home team, as identified in the Tournament Schedule, has to provide 2 sets of cricket stumps and bails.
 - In the absence of one set of stumps with the home team the captain can check with the opposing team captain to get the stumps and this has been done before the game starts
- The home team has to provide chalk so that the batsmen can mark their guards

- The home team has to provide white spray paint or white tape of 1.5 inches' width for the marking of creases as requested by the umpires
- Failure to not have the ground ready will result in a penalty as described in Section 13.1.

2.3.) Crease Markings:



All dimensions are from inner edges of creases except for the bowling crease
Stumps should be set up with the middle of their cross-sections on the outside edge of bowling crease

Section 3: Players

A match shall be played with a minimum of 8 players from each team.

3.1.) Late Arrival Penalty:

- At least 8 players from a team need to be present on the ground at least 10 minutes before the scheduled start time for play. If this requirement is not met, then the following penalties are assessed as given below depending on how long the delay is from the 10 minutes before scheduled start point.
- Between 10 minutes before scheduled start and the scheduled start time: Opponent Captain will claim the toss.
- Between scheduled start time and 10 minutes later: 1 over is lost by delinquent team
- Between 10 minutes later and 20 minutes later than scheduled start time: 2 overs are lost by delinquent team
- Between 20 minutes later and 30 minutes later than scheduled start time: 3 overs are lost by delinquent team

If a team is not present with at least 8 players 30 minutes after the scheduled start time, then the match is deemed to be conceded and the opponent will garner 20 points for a win.

3.2.) Substitutes:

- If one team has less than 11 players nominated for a match, the captain of this club can request the opposing Captain to take substitute fielders to make 11.
- The opposition captain's approval is necessary for the fielding side to borrow fielders from the opposing team, for any reason. Up to 3 fielders can be borrowed at one time.
- If the opposing Captain agrees to provide one or more of his players as substitute fielders for a fielding side, the opposing Captain shall pick the members of his club to field for the other team. The requesting captain cannot object to the fielder being supplied.

3.3.) Clothing:

If any player is not dressed as per the rules of the league – white shirt and white trousers (no shorts will be allowed), he will be immediately being asked to leave the field and not enter the playing area until he follows the dress code.

3.4.) Player Eligibility for playoffs:

A player shall have played at least 1 game in the league round to be eligible to play in the playoff games if his team qualifies.

Section 4: Scoring

The Scoring Priorities for OCL Matches are given below:

Priority	App Name
1	Use CricClubs App
2	Use NX Cricket
3	Use Paper Scorecard

- ✓ If using 2 or 3, send Summary score [Total Runs/Total wickets lost (Total Overs faced)] update to OCL Management after each innings is completed.
- ✓ Captains should ensure that a mobile device with CricClubs and NX Cricket apps as well as paper scorecards are available at the field.
- ✓ In the event of bad network or app glitches in CricClubs, teams are required to start (or continue) scoring using any other mobile app or a paper scorecard following the scoring guidelines below:
 - Dot ball scoring is the norm for OCL matches. Dot ball scoring is defined as the recording of every ball received by each batsman, as well as every ball bowled by each bowler.
 - First and Last names of all players shall be recorded in the score sheets with the Captain (*) and wicket-keeper (+) of each side identified.
 - Names of the Umpires and the team that won the toss.
 - Extras scored in each innings, separated by byes, leg byes, wide and no balls

- Fall of wickets and Over # for each wicket that falls and the batsman that got out.
- The names of players effecting a dismissal shall be recorded. This includes players taking a catch or affecting a run out dismissal.
- Bowling Analysis for each bowler, which shall include Overs, Maidens, Runs, Wickets, Wide and No balls.
- Each captain is responsible for the scoring information of the innings when his team is batting. However, it is preferable that each captain submits scoring information from both innings. As per the Laws, neutral umpires, if present are responsible for ensuring the correctness of the scorecards.
- Refer to the sample scoring sheet from the OCL management for more details

Section 5: Extras

5.1.) No Ball

5.1.1.) Law 24 – No Ball:

- For the entire innings, any no ball penalty will be 1 run and an extra ball shall be bowled in the over.
- The delivery immediately following the no ball infraction delivery will constitute a free hit. Both batsmen cannot be dismissed, except by being Run Out, off it.
- The fielding captain is not allowed to change the location of his fielders during the free hit except for the case where the batsmen have crossed during the front foot overstepping no ball delivery, though restrictions of fielders outside the 30-yard circle prevailing that that point in the innings, will still apply.

5.2.) Wide Ball

5.2.1.) Law 25 – Wide Ball:

- **Leg Side Wide Ball:** Irrespective of where the ball pitches in relation to the stumps, if that ball passes down the leg side of the striker without touching any part of the person or equipment of the striker, the umpire shall call and signal a wide ball. (even if the striker makes an attempt to play the ball).
- **Off Side Wide Ball:** If a ball, not being a no ball, passes over or outside the "wide marker line" or crosses this line during its flight after having pitched outside the off stump, the umpire shall call and signal wide ball. Whether the batsman attempts to play the ball or brings it within reach is immaterial.

5.2.2.) Penalties on Wide ball----- Regular Season:

- The wide ball penalty will be 1 run. This penalty shall stand in addition to any other runs which are scored or awarded. An additional ball will need to be bowled in the over to make up for the wide ball call.

Section 6: Penalties

6.1.) Over-Rate penalties:

- All teams are expected to be in position to bowl the first ball of the last of their 30th over within 2 hours 20 minutes playing time (including the time for drinks breaks), i.e. from the call of play by the umpire just before first ball of innings.
- If the innings is interrupted due to weather, injury or other unforeseen circumstances, the cessation time for that innings shall be re-calculated by the umpires based on the amount of time lost during the interruption(s).
- The Umpires must note the start and end time for each innings in every match they officiate in and submit it as part of their report to the OCL management. The OCL Management will review the report and make a call if a team was in violation of the over rate requirement slow over rate.
- For the first occurrence of such a violation by a team, the captain will be warned in writing. For every subsequent violation within the same tournament/competition, the captain of the team will be suspended one match, which will be the match immediately following the second violation.
- For the purposes of this law, the Captain of a team is the person who is identified on the team roster at the beginning of the season. If he is not part of the playing XI for the team in that match, then the captain is the person who is identified to the umpires at the toss for that match.
- **Umpire's responsibility:** The umpires are responsible for monitoring the speed of play and for enforcing this rule. They are also responsible for adjusting the innings time limit when interruptions, beyond the bowling sides control (e.g. injury), cause a stoppage in play, and shall inform the fielding captain of these adjustments as and when they occur. Additionally, the umpire shall inform the fielding captain how much time his team has left to start the 30th over, at the end of the 20th, 25th and 28th overs.
- For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations.

6.2.) Batting side Time wasting penalties:

If the Umpire considers the batsmen to be un-necessarily wasting time, one warning will be given in an innings. This warning will continue to apply for the rest of the innings with the umpires informing every new batsman of this. The second time that an umpire deems a batsman is wasting time, and for every subsequent instance thereafter, 6 runs shall be added to the total of the fielding side.

6.3.) Levying penalties and Arbitration:

- Law 42 (2017 MCC Code of Laws) is not being applied in OCL at this time since there are no certified umpires at present.
- However, Umpires will have full power to levy penalties for a delay in the start time of the game
 - If a team is late to arrive to the game – For penalty see section 3.1

- If the home team does not prepare the ground for the game at least 15 minutes prior to the start of the game – section 13.1
- In case of any physical altercations or excessive sledging or any other offense covered in Law 42, the umpires are in their rights to impose infractions as per the guidance in the table below “Penalty table for infraction against the Spirit of Cricket in the Oregon Cricket League”.

Penalty table for Infraction against the Spirit of Cricket in the Oregon Cricket League				
Description of Infraction	Level of Offense	First Instance	Second Instance	Subsequent Instance
Distracting an opponent by word or gesture under the guise of enthusiasm	I	First Warning	Final Warning	One Game Suspension
Appealing knowing that the batsman is not out	I	First Warning	Final Warning	One Game Suspension
Advancing towards an umpire in an aggressive manner when appealing	II	Final Warning	One Game Suspension	Doubles for each instance
Coming on to the field of play when one has no reason to be there and without the umpire's permission	III	One game Suspension	Doubles for each instance	Doubles for each instance
Failing to Comply with the instructions of the Umpire	III	One game Suspension	Doubles for each instance	Doubles for each instance
Indulging in cheating, such as claiming a catch when it is not a catch	III	One game Suspension	Two Games Suspension	Doubles for each instance
Criticizing by word, action or gesture the decision of the umpire. This includes directing abusive language towards the umpire.	III	One game Suspension	Two Games Suspension	Doubles for each instance
Directing abusive language towards an opponent or teammate	III	One game Suspension	Two Games Suspension	Doubles for each instance
Advancing threateningly towards an opponent or teammate	III	One game Suspension	Two Games Suspension	Doubles for each instance
Violence on the Field of Play	IV	Suspended for 1 year	Suspended for Life	N/A
Notes:				
a) Level I, II and III Offenses are cumulative over one season for each individual player				
b) Level IV offenses are cumulative over the life of the individual player				

- The concerned party’s BOD member may appeal an on-field adjudication (and which does not involve #1, #2, #3 above) by the umpire in writing within 2 weeks of the incident to the OCL Management.
- For the special case of an entire team leaving the field of play as protest towards an umpire’s decision or any other reason, upon receipt of the umpire’s report on the incident, the captain of the team will be suspended for one match and the team will be fined \$200, payable before 48 hours of the scheduled start time of the team’s next match.
- Final arbitration of penalties on any appeals will rest with the OCL management.

Section 7: Innings

7.1.) Number of Innings: The matches will consist of one innings per side, each innings being limited to a maximum of 30 overs.

7.2.) Length of Innings: In uninterrupted matches (i.e. matches which are neither delayed nor interrupted for weather or other reasons):

- Each team shall bat for 30 overs unless all out earlier.
- If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. Over Rate Penalties shall be applied (See section 6.1)
- If the team batting first is dismissed in less than 30 overs, the team batting second shall be entitled to bat for 30 overs.
- If the team fielding second fails to bowl 30 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved. Over Rate Penalties shall be applied. (See section 6.1)

7.3.) Interval between Innings:

- The interval between Innings will be of 20 minutes' duration.
- In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled cessation time for the first innings, and extra time is used up to complete the 30 overs in that innings, the umpires shall reduce the length of the interval between the innings to 10 minutes.
- One break of 10 minutes shall be taken after the completion of the 15th over in each innings. On particularly hot days, the Captains have an option of deciding to take two breaks of 5 minutes each after the 12th and 24th over of the innings, provided this decision is made before the toss for innings and the umpires are informed of it *before the start of play*. Due to over rate issues, drink breaks can be foregone as decided by the umpires.

Section 8: Restrictions on Placement of Fieldsmen

- No more than 2 players may field behind square leg at any time.
- At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- For the first 6 overs only of each innings, a maximum of only two fieldsmen are permitted to be outside an area bounded by two semi-circles centered on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white 'dots' at five yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- Batting Power Play will be overs 7 to 24 (18 overs), a maximum of only 4 fieldsmen are permitted to be outside the 30-yard fielding circle.
- Bowling Power Play will be overs 25 to 30 (6 overs), a maximum of only 5 fieldsmen are permitted to be outside the 30-yard fielding circle.
- In the event of an infringement, the square leg umpire "shall call and signal "No Ball".

- In circumstances where the number of overs for the team batting first is reduced in accordance with the table below.

Innings Duration	Mandatory	Batting	Bowling
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

- Where the number of overs for the team batting second is reduced, the restrictions above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).

Section 9: Interruptions of play

- If both teams have not played 30 overs or have not completed their innings (being all out) in the match, for reasons of ground, weather or light related interruptions, the Duckworth-Lewis Method will be used to calculate the run target for the team batting second.
- Rain curtailed games are treated as completed so long as at least 20 overs have been bowled in each innings.

Section 10: Result

- The team scoring the higher number of runs shall be the winner.
- If the scores are equal, then the match result is a tie.

Section 11: Points

- Winning Team garners 20 points.
- The Losing Team of each match can get a maximum of 10 bonus points as follows:

Batting Bonus Points:

If team chasing loses:

- 1 point if team total of completed innings is more than 50% of target
- 2 points if team total of completed innings is more than 60% of target
- 3 points if team total of completed innings is more than 70% of target
- 4 points if team total of completed innings is more than 80% of target
- 5 points if team total of completed innings is more than 90% of target

If the team defending loses:

- 1 point when target is conceded after 15 overs
- 2 point when target is conceded after 18 overs
- 3 point when target is conceded after 21 overs
- 4 point when target is conceded after 24 overs
- 5 point when target is conceded after 27 overs

Bowling bonus Points (same as current):

- 1 point if 2 wickets have been taken in the opponent's completed innings
- 2 points if 4 wickets have been taken in the opponent's completed innings
- 3 points if 6 wickets have been taken in the opponent's completed innings
- 4 points if 8 wickets have been taken in the opponent's completed innings
- 5 points if 10 wickets have been taken in the opponent's completed innings

- In case of a tie, as defined by the scores being level after both teams' innings have been completed, each team gets 10 points plus the bonus points as stated above.
- A team conceding a match will be deducted 15 points. The team to which a match is conceded will be considered the winner of the match and will be awarded 20 points.
- If, due to weather interruptions, the two innings are of un-equal overs, then the result of the match will be decided by the scoring rate per over, with the side having the larger scoring rate being declared the winning side. (In such a scenario, the bonus points shall be prorated to 30 overs, that is, if both innings are of equal length in terms of overs, the bonus points shall be calculated by scaling the bonus points actually obtained by the ratio of $\{30/\text{actual overs per innings}\}$...and rounding off (up or down) to the nearest whole number. If the innings are of different number of overs, then bonus points for batting and for bowling are considered separately... each is scaled up to a 30 overs scenario (without rounding off) than the sum is rounded off (up or down) to the nearest whole number.)

Section 12: Determination of Standings

The Teams shall be ranked in the League Table according to the following tie breaker hierarchy:

- Average points per completed match (to the second decimal place).
- If two teams are tied for average points per completed match, then the team with the total points garnered in the match(es) between the two teams will be the higher ranked team. If the teams have the same number of points in these head-to-head matches, then the 3rd tie breaker below (Net Run Rate in all completed matches) will apply.

If three or more teams are tied for average points per completed match, the net run rate for all completed matches will decide the ranking between these teams. Higher net run rate results in a higher ranking.

Section 13: Miscellaneous

13.1.) Start of play:

- The starting times for the matches are specified in the schedule published by the OCL management. The Captains can change this starting time by mutual agreements, except for cases where two or more matches are scheduled on the same day on the same field.
- The Captains should make arrangements to be in contact with each other via telephone on the morning of the match, lest the start of the match is affected by weather or travel delays. The captain of the home club shall be accessible via phone or otherwise within 60 minutes of the scheduled starting time of the match.
- If the visiting club cannot make it to the ground 15 minutes before the scheduled start of play, then the home club should be informed of this at least 30 minutes before the start of play. Failure to do this will result in the visiting club being penalized for late arrival as given in Section 3.1.
- If the match does not start on time for reasons of ground and/or pitch not being prepared, or the home club members not being present on the ground, then the home club will be penalized as indicated in Section 3.1.

13.2.) Protective Equipment:

- All protective equipment usually worn under clothing (thigh pad, box, chest guard, etc.) must be worn under clothing and not visible to the umpires. If a batsman wears such equipment in view, the umpires must instruct him to either wear it under his clothing or remove it altogether. Failure to concede to this request shall be treated, as a mark of indiscipline and the umpire must report the player to the league.

13.3.) Wicket is down:

- When Spring-back Stumps are used, it is not possible to strike the stumps out of the ground as is required by Law when both bails are off. In such a case, the decision as to when a stump is struck out of the ground is one for the umpires to decide on the facts before them.
- When Spring-back Stumps are used, the bails are often dislodged when the ball hits the cast iron support base of the stumps. If this is so, the bails will not be considered dislodged and the wicket is not down for the purposes of this Law.

13.4.) Number of over per bowler:

- No bowler may bowl more than six overs. If there is a reduction in the number of overs *before the match has started* (as defined by “Play” being called by the Umpire), the maximum number of overs bowled by a bowler will be calculated by dividing the number of overs to be bowled per innings by 5 and rounded up to the nearest whole number.
- In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.5.) Law 31 – Timed out:

- Law 31 will NOT apply. However, the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 2 minutes

of the fall of the previous wicket. If this requirement is not met, the batsmen will be warned for Time Wasting. See Section 6.2. Note: The batsman next in, is expected to be waiting just outside the boundary and to be ready to make his way to the wicket immediately when a wicket falls.

13.6.) Umpires:

- Neutral umpires will be assigned, as far as possible, for all the matches by OCL management.
 - If a neutral umpire is not assigned or an assigned neutral umpire fails to show up, the Batting side players will umpire.
- Neutral Umpires should collect their fees from the teams at the field, preferably before the end of the match. Fees are \$20 per team for a T20 Match for a total of \$40. As voted in 2018 by BOD, umpires at SYSP (Salem field) will be paid additional \$10 per match. IF there are two neutral umpires for a match, the \$40 (or \$50) will be split between the two.
- Please note that per the Laws of Cricket, the latest time at which the toss should take place is 15 minutes before the scheduled start of the match. Captain winning the toss should inform the umpire and opposing captain of his decision right away at the toss. If the captain winning the toss is not ready with a decision, the toss will be reverted to the opposition captain.

13.7.) Balls:

- Four piece red balls, approved by OCL, shall be used for the T30 Tournament
- SCC and OCL management is considering proposal to use Pink Balls at SYSP. Until a decision is made, red balls will be used.
- A new ball shall be used at the start of each innings.
- If a team does not have a new ball of the acceptable make, they shall purchase one (from the opposing team or anyone else who has one) before taking the field.

13.8.) Declarations:

- The Captain of the batting side may not declare his innings closed at any time during the course of a match.

13.9.) Cancellations due to Weather:

- For matches between teams in the same Metropolitan area, the Captains (or their representatives) from the two teams shall inspect the ground the day before the match. If, based on present field conditions and weather forecasts, a decision is reached at that time to abandon the match then the Umpire/ Match Referee shall be informed of it. If the Captains do not agree on a decision at that time to abandon the match, then the decision will be postponed to the morning of the match, one hour before its scheduled start.
- If a decision is reached at that time to abandon the match, then that decision is final, and the Umpire/ Match Referee should be informed of it promptly. If, at that time the Captains still do not agree and there are no neutral umpires present, then the Home Captain's decision is final. If neutral umpires are present, then they shall make a decision and inform the Captains.

- To help the Umpire with the decision making process, the following guidelines are made available.
 - Level 1: Suitable – perfectly acceptable.
 - Level 2: Unsuitable – not ideal for play, but not actually dangerous. Play may or may not take place, depending upon agreement by captains. If both captains agree then the umpires are over-ruled in this case and play continues. Even if one captain disagrees then play is stopped.
 - Level 3: Unreasonable or dangerous – any reasonable person could foresee the likelihood of injury to those on the field of play. Umpires will not allow play to take place. Captains have no say.
- Per the Laws, after the toss of innings, the umpires are the sole judges of the weather and other conditions, and the decision to abandon a match rests with the umpires. If neutral or dedicated umpires are not present, then the Captains shall be the sole judges of the conditions. If they cannot agree then the status quo will continue.

Section 14: Tournament Format

14.1) Division 1:

- **Round Robin:**
 - 12 games with one full round robin and a second random truncated round robin.
 - Each team plays the other 7 teams once and 5 teams twice.
 - T20 Finalists will play back to back games on one weekend due to late start of 30-30. So essentially, Division 1 teams will play 12 round robin matches in 13 weeks with one bye week during Labor Day Weekend in early September.
 - The pairings for the second truncated round robin with 5 matches for each team are as follows:

Beaverton United	vs	Viking Reds
Northwest Wolves	vs	Beaverton Falcons
Viking Blues	vs	PCC Spartans
Beaverton Lions	vs	Multnomah
Multnomah	vs	Viking Reds
Viking Blues	vs	Northwest Wolves
Beaverton Lions	vs	Beaverton Falcons
Beaverton United	vs	PCC Spartans
PCC Spartans	vs	Viking Reds
Beaverton Lions	vs	Viking Blues
Beaverton United	vs	Northwest Wolves
Multnomah	vs	Beaverton Falcons
Viking Reds	vs	Beaverton Lions
Beaverton Falcons	vs	PCC Spartans

Northwest Wolves	vs	Multnomah
Viking Blues	vs	Beaverton United
Beaverton Falcons	vs	Viking Reds
Beaverton United	vs	Beaverton Lions
Multnomah	vs	Viking Blues
PCC Spartans	vs	Northwest Wolves

- Bottom 2 teams at the end of 12 matches will be with will be relegated to Division 2 for next year.
- Top 4 play playoffs as mentioned below.
- **Playoffs:**
- Playoff will be played with top 4 teams as following:

Semifinal 1	Rank # 1	vs	Rank # 4
Semifinal 2	Rank # 2	vs	Rank # 3

- Winner of the Semifinals will play for the 30-30 Championship Final.
- No rescheduling of any Round Robin matches, if there is no result in a match. There is no impact of No result matches on the Points Table. This Points system has evolved over the years to ensure that rain outs do not adversely impact teams since there is possibility of rain outs in Oregon even in the summer months. For No Result matches where play did take place, the scores will be included in the statistics.
- Division I Semi-finals will be held on Saturday, September 23rd. Since Division 2 Round Robin matches will also be scheduled on that day, OCL Management will keep one slot open on each of the four available fields (IHES/JDF/PCG/SYSP) on the Saturday of that weekend for the higher seeds in the semi-finals to pick one. The higher seed may not have a choice of the meridian (AM or PM), since a Division 2 match will already be scheduled during one of the meridians on the field. Only the start time and the field. The start time cannot be set such that an already scheduled match will be affected per the existing Playing Laws. IF there is NO Result reached on the Semi-Final on that Saturday, the Semi Final can be rescheduled for an available field during an open meridian slot on the following day, Sunday, September 24th. PCG is not available on that day. If the Semi-final match has no result on that day also then the higher seeded team progresses to the Final.
- Division I Finals will be held on Saturday, September 29th. Again, as for the Semi-finals, one slot on each field will be left open for the higher seed to pick the ground and the starting time on Saturday September 29. Picking the meridian may not be an option. If there is No result for the Finals Match on the Saturday, then the Final can be rescheduled on Sunday, September 30th. However, PCG and JDF are not available on that day. So, if the Final is rescheduled it will have to be played either at IHES or SYSP.
- OCL management strongly recommends that Division 1 team managements inform their players of these Semi Finals and Finals dates so that the players can `clear their calendars` to play these important matches on those dates.

14.2) Division 2:

- 12 games with full double round robin where they play everyone twice.
- **NO PLAYOFFS.**
- Top 2 in Division 2 in the Points table after the 12 games are completed will be promoted to Division 1 for next year.
- Besides the Labor Day weekend, there will be 3 bye weeks (one of which will coincide with the Interstate Tournament match vs Boise CC). No double headers in any weekend. So, essentially Division 2 teams will play 12 games in 15 weeks with one of the bye weeks having an Interstate Tournament Match.

Section 15: Tournament Scheduling

Frequency of Matches Scheduled

- Wherever possible, teams shall not be scheduled to play more than one match in a single weekend.
- However, in case of rained out matches and Playoffs, teams may be required to play more two matches in a single weekend but only one match per day will be scheduled for a team.

Scheduling of Rained-out Matches

- Rained-out matches in the Round Robin phase will be re-scheduled once, during a future weekend, in the match slots identified on the schedule. A rained-out rescheduled match, that gets rained out in its re-scheduled slot, will not be re-scheduled a second time.
- When there a rained-out matches in a weekend, the updated schedule with the re-scheduled rained out matches, will be published by the end of Monday following that weekend.