

Playing Laws for the Oregon Cricket League (OCL) **2019 T20 Tournament**

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

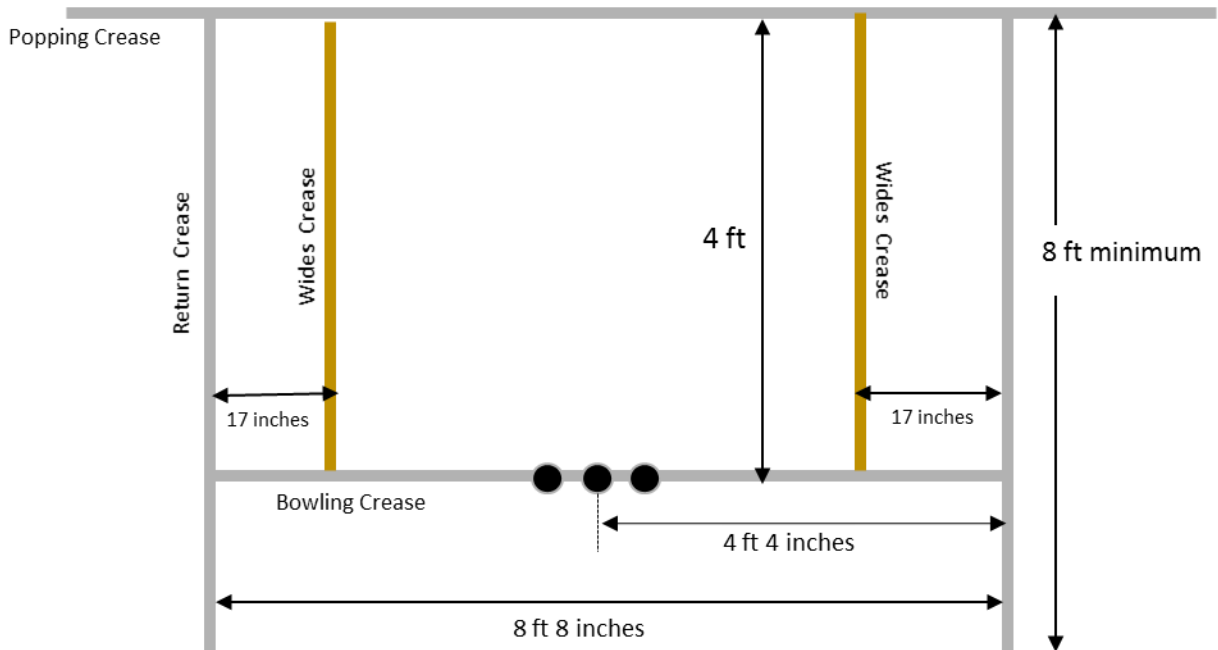
2.1.) General rules:

- 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 an error, they shall correct it before play is allowed to start.
- The boundary and 30-yard circle must be clearly marked so that it is easily visible to the Umpires standing at the wicket.
- The ground must be ready for play with wickets 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 team will garner 2 points for a win.

3.2.) Substitutes:

- If one team has less than 11 players nominated for a match, the captain of this team 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 team 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 - colored shirt for T20 (and Trousers – no shorts will be allowed) he will be immediately asked to leave the field of play, until he follows the dress code

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 20 overs within 1 hour 50 minutes playing time, i.e. from the call of play by the umpire just before first ball of innings.
- 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 determine if a team was in violation of the over rate requirement slow over rate.

- For every over that the fielding side is late in meeting the over rate requirement, they will be fined \$20.
- If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- The Umpire shall inform the fielding team Captain when taking the field for the first time and at the end of the 10th, 15th and 18th over on how much time is remaining for the 20th over to start to avoid over rate penalties. Further, the Umpire shall also inform the fielding Captain about the time remaining to bowl the overs when taking the field after every occasion the play is interrupted by the weather. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances (such as retrieving balls from outside boundary, injuries, drinks break for batsman, other unavoidable delays by the batting side etc.) as and when they arise.
- This is the only penalty for a slow over-rate

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”.
- The concerned party’s BOD member may appeal an on-field adjudication by the umpire in writing within 2 weeks of the incident to the OCL Management.
- Final arbitration of penalties on any appeals will rest with the OCL Management.

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				

6.4) Scorecard Submission Penalties

- \$50 penalty will be charged to the team if the scorecard from its match is not received by the statistician by midnight of the Wednesday following the weekend in which the match is held
- If there is a further delay in submitting of the scorecard, \$100 penalty will be charged to the team if the scorecard from its match is not received by the statistician by midnight of the Saturday of the weekend following the weekend in which the match is held
- If there is an even further delay in submitting the scorecard, \$100 penalty will be charged to the team if the scorecard from its match is not received by the statistician by midnight of the Saturday of the second weekend following the weekend in which the match is held

6.5) Umpire No Show Penalties

- Penalty for Umpire No shows in the same T20 Tournament are:
 - First Instance: \$100 and 1-point deduction
 - Second Instance: \$150 and 2-point deduction
 - Third Instance: \$200 and 2-point deduction
- Umpires are expected to arrive at the field 20 minutes prior to the match start time. If an umpire is late arriving at the field and provided he arrives before 30 min. have elapsed after the scheduled match start time, he shall not be paid his umpiring fees, but his team will not be assessed the Umpire No Show Penalty.
- If umpires are not there at the match start time, the match should be started with batting side umpires till a neutral umpire arrives. The batting captain should inform

one of the OCL Management members about the absence of the neutral umpire(s) as soon as possible after the match has started.

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 20 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 20 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 20 overs, the team batting second shall be entitled to bat for 20 overs.
- If the team fielding second fails to bowl 20 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 10 minutes' duration.
- There shall be no interval for drinks.

Section 8: Restrictions on Placement of Fieldsmen

- 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, 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.
- For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

Section 9: Interruptions of play

- If both teams have not played 20 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. The Duckworth Lewis App by Taram's, Inc. has been endorsed for use by OCL Management. The App can be installed at:

- iOS - <https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>
- Android - https://play.google.com/store/apps/details?id=com.tarams.android.duckworthlewis&hl=en_US
- In any case, each team needs to have batted at least 5 overs for there to be a result. Otherwise the match is considered as abandoned.

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. A Super Over will occur if the match ends in a tie, to decide the winner. See Section 14 for the Super Over Rules.

Section 11: Points

- For a Win: 2 Points to the winning team
- For an abandoned match: 1 point for each team

Section 12: Determination of Standings

- Total Points will be the first tie breaker to determine rankings
- If teams are tied on total points, then the Net Run Rate is the tie breaker.

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 one over in their innings for every 4 minutes (or part thereof) of delay in the start of the match.
- 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 one over in their innings for every 4 minutes (or part thereof) of delay in the start of the match.

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 overs per bowler:

- No bowler may bowl more than four overs.
- 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 1 minute 30 seconds of the fall of the previous wicket. 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 a wicket falls, and is expected to jog to the wicket. If the umpire determines that the incoming batsman has not met the time limit for taking guard, he shall apply the Batting Side Time Wasting Penalties in Section 6.2.

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 \$15 per team for a T20 Match for a total of \$30. IF there are two neutral umpires for a match, the \$30 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 10 minutes before the scheduled start of the match.
- OCL Playing conditions effective since 2018 need the captain to be ready with a decision at toss and not go back and consult team etc.

13.7.) Balls:

- White balls, approved by OCL, shall be used for the T20 Tournament
- Two new balls shall be used at the start of each innings, each being alternated every over

- If a team does not have new balls of the acceptable make, they shall purchase two (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 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 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 can take place under unsuitable conditions.
 - 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.
- 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.
- For matches between teams in different Metropolitan areas, the captain of the home team or his deputy shall inspect the ground before 6 pm on 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 captain of the opposing team and the Umpire shall be informed of it.
- If the decision is that the conditions are playable, then the captain of the home team or his deputy will inspect the field on the next day, 2 hours before the match start time. If the decision then is to abandon the match based on the prevailing conditions and the weather forecast, then the captain of the opposing team and the umpire should be informed of it.

Section 14: Super Over

If there is tie, a Super over will be used to end the tie. The rules of a Super Over are as follows: -

- Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over.
- The team batting second in the match will bat first in the super over.
- Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.
- In case scores are level, the team hitting maximum sixes in the match will win. If it's also same, the teams with maximum fours win the match.
- In case two wickets fell, it is counted as all-out and the total made before losing the wicket is final.

About field restrictions: No field restrictions are used which means the field setting are same as the non-power play overs. So, 5 fielders are allowed outside the 30-yard circle. Fielder in catching position is not required.

If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide, no ball or penalty runs.

- Example:

RUNS SCORED FROM:

	TEAM A	TEAM B
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

Section 15: Retired Hurt/Out

If a batsman retires for any reason, be it an injury or tiredness or just to let next batsman come on to the field, he will be considered retired-out which means he cannot bat again in the same inning. But he can bowl or wicket-keep if bowling second.

Section 16: Tournament Format

- Round Robin Phase: Two groups (Hood and Jefferson) of 8 teams play round robin of 7 matches each. Top 4 teams from each group proceed to Play-offs Phase. Play-offs Phase:
 - The 1st ranked team in Hood will play against 4th ranked team in Jefferson in Quarter Final A.
 - The 2nd ranked team in Hood will play against 3rd ranked team in Jefferson in Quarter Final B.
 - The 3rd ranked team in Hood will play against 2nd ranked team in Jefferson in Quarter Final C.
 - The 4th ranked team in Hood will play against 1st ranked team in Jefferson in Quarter Final D.
 - The winner of Quarterfinal A plays the winner of Quarterfinal C in Semifinal E.
 - The winner of Quarterfinal B plays the winner of Quarterfinal D in Semifinal F. The winner of Semifinal E plays the winner of Semifinal F in the FINAL.

2019 Ranks for 2020 T20 Tournament

- If the 2020 T20 Tournament follows a similar Two Groups Format as the 2019 tournament then the Rankings for these groups will be based on the Group Stage matches Results.
- All teams will be ranked on highest total points followed by highest net run rate criteria.

Section 17: 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. In such cases, back-to-back matches on the same day will be avoided whenever possible.

Scheduling of Rained-out Matches

Rained-out matches without a result will not be rescheduled.

Section 18. Footwear Restrictions

- NO player can wear shoes which contain metal spikes while on the field of play
- Umpires need to check the footwear of fielders when they take the field and incoming batsmen before they take guard at the start of their innings.