

Playing Laws:

**Oregon Cricket League
(OCL)**

2024

Table of Contents

Section 1: Laws of Cricket	4
Section 2: Field	4
2.1.) General rules:	4
Section 3: Players	5
3.1.) Late Arrival Penalty:	5
3.2.) Substitutes:	6
3.3.) Clothing:	6
3.4.) Player Eligibility for playoffs:	6
3.5.) Floater:	6
Section 4: Scoring	6
Section 5: Extras	7
5.1.) No Ball	7
5.1.1.) Penalties on No Ball as per Law 24:	7
5.2.) Wide Ball	8
5.2.1.) Law 25 – Wide Ball:	8
5.2.2.) Penalties on Wide ball:	8
Section 6: Penalties	8
6.1.) Over-Rate penalties:	8
6.2.) Batting side Time wasting penalties:	9
6.3.) Levying penalties and Arbitration:	9
6.4) Scorecard Submission Penalties	12
6.5) Umpire No Show Penalties	12
Section 7: Innings	12
7.1.) Penalties:	13
Section 8: Restrictions on Placement of Fieldsmen	13
Section 9: Interruptions of play	14
Section 10: Result	14
9.1.) Super Over:	Error! Bookmark not defined.
Section 11: Points	14
Section 12: Determination of Standings	16

Section 13: Miscellaneous	17
13.1.) Start of play:	17
13.2.) Protective Equipment:	17
13.3.) Bouncer:	17
13.4.) Wicket is down:	18
13.5.) Mankading	18
13.6.) Number of over per bowler:	18
13.7.) Law 31 – Timed out:	18
13.8.) Retired Hurt/Out:	19
13.9.) Umpires:	19
13.10.) Balls:	19
13.11.) Declarations:	19
13.12.) Cancellations due to Weather:	19
Section 14: Tournament Format	20
14.1) T20:	20
14.2) 30-30:	21
14.2.1) Round Robin:	21
14.2.2) Playoffs (Division 1 only):	22
Section 15: Tournament Scheduling	22
Section 16. Footwear Restrictions	22

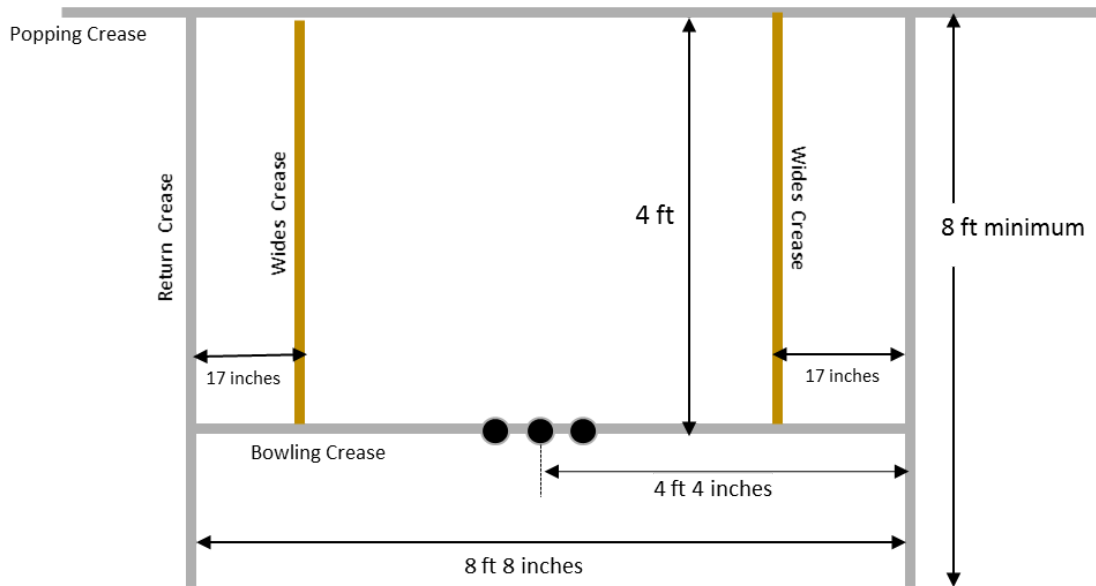
Section 1: Laws of Cricket

The Laws of Cricket - 3rd Edition-2022, 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 field and a pitch to play as per the OCL Field Requirements.
 - In the case of a neutral venue the hosting facility is responsible for the same.
- 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 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.
- 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 ground must be ready and all markings in place and correct 15 minutes before the scheduled start of play. Failure to not have the ground ready will result in a penalty as described in Section 13.1.
- The home team has to decide and inform to umpire before the toss about batting and bowling side details except in IHES ground because IHES only allowed east side batting
- The Crease Markings must be done as per the field preparation guidelines. For reference see the image below:



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 the 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 the maximum points for a win as per the format.

3.2.) Substitutes:

- The substitute player has to be within the team's roster or the opponent's team's roster, but NOT from any other team's roster or even a passer-by. The opponent's team player supplied as a substitute need not be in the playing 11, but has to be on that team's roster.
- For fielders coming on the field after leaving it due to injury or illness then the time during which that fielder is not allowed to bowl is called Penalty Time in the Laws. However the penalty time has a limit of 90 mins in the laws or 18 overs in OCL based on the 5 mins per over standard in OCL.
- The Penalty time for a fielder, if not served fully in the first innings of the match, can be carried over to the second innings, when his team is batting. He cannot come to bat unless he has served his remaining penalty time, or at the fall of the 5th wicket, whichever occurs first. However, 6 overs will be deducted from the penalty time due to the break between innings, as the Laws allow for this deduction (assuming 30 mins break and 5 minutes per over OCL standard).
- For a fielder, whose side is fielding first, and who has not been on the field of play for the entirety of the last over of the opponents batting innings, he can bat only at the fall of the 5th wicket or after the 18th over, whichever occurs first.
- 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 member(s) of his team's roster to field for the opposing team. The requesting captain cannot object to the fielder being supplied.
- The umpires shall allow a substitute fielder, if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed. Ref Law of Cricket (24.1.1).

Note: The batting captain is urged to follow the Spirit of the Game and supply substitute fielders as and when required.

3.3.) Clothing:

If any player is not dressed as per the rules of the league as listed below for each format (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.

- T20: Colored shirt and trousers
- 30-30: White shirt and trousers

3.4.) Player Eligibility for playoffs:

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

3.5.) Floater:

One player per match on the a team's playing level may not be part of the teams' roster:

1. This exception is for youth cricketers only as this is a special case.
2. 48-hour notice to management required. The player needs to be updated 24 hours before to join a team but management needs that much heads up.
3. No release needed.
4. To avoid issues with this floating concept being misused, floaters can be used by a team only if there are less than 11 people from the team's roster available for any match.
5. OCL management will set up a procedure to determine which team to assign the floater to if more than one team asks for the floater's services on any given weekend.

Section 4: Scoring

Cricclubs is the designated official scoring app for Oregon Cricket League. In the event of technical difficulties, teams are advised to be prepared with alternate methods of scoring including paper scorecards.

- If using any unofficial method of scoring, 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 or other back up scoring 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.

- o First and Last names of all players shall be recorded in the score sheets with the Captain (*) and wicket-keeper (+) of each side identified.
- o Names of the Umpires and the team that won the toss.
- o Extras scored in each innings, separated by byes, leg byes, wide and no balls
- o Fall of wickets and over # for each wicket that falls and the batsman that got out.
- o The names of players effecting a dismissal shall be recorded. This includes players taking a catch or affecting a run out dismissal.
- o Bowling Analysis for each bowler, which shall include Overs, Maidens, Runs, Wickets, Wide and No balls.
- o 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.
- o Refer to the sample scoring sheet from the OCL management for more details

Section 5: Extras

5.1.) No Ball

5.1.1.) Penalties on No Ball as per Law 24:

- 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 at 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 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:

- 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 over of the innings within the allocated inning times from the call of play by the umpire just before first ball of innings:
 - T20: 1 hour 40 minutes
 - 30-30: 2 hours 30 minutes playing time (including the time for drinks breaks)
- 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.
- 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.
- For every over that the fielding side is late in meeting the over rate requirement, they will be fined \$25 per 3 overs to a maximum of \$100 per match.

- 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.
- If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall
 - if the ball is in play, call and signal Dead ball.
 - inform the other umpire of what has occurred.
 - The bowler's end umpire shall then warn the captain of the fielding side, indicating that this is a first and final warning.
 - inform the batters of what has occurred
- The second time that an umpire deems a bowler is wasting time, and for every subsequent instance thereafter, 5 runs shall be added to the total of the batting side.
- **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 side's 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 final over:
 - T20: 20th over, at the end of the 10th, 15th and 18th overs.
 - 30-30: 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 unnecessarily 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, 5 runs shall be added to the total of the fielding side.

6.3.) Levying penalties and Arbitration:

- 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

- o 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 below:
- **Level 1 Offense: Cumulative over one season for each individual player**

<ul style="list-style-type: none"> ● Wilfully mistreating any part of the cricket ground, equipment or implements used in the match ● Showing dissent at an umpire’s decision by word or action ● Using language that, in the circumstances, is obscene, offensive or insulting ● Making an obscene gesture ● Appealing excessively ● Advancing towards an umpire in an aggressive manner when appealing ● Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offense 	
First Instance	First Warning
Second Instance	Final Warning
Subsequent Instance	One Game Suspension

- **Level 2 Offense: Cumulative over one season for each individual player**

<ul style="list-style-type: none"> ● Showing serious dissent at an umpire’s decision by word or action ● Making inappropriate and deliberate physical contact with another player ● Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner

<ul style="list-style-type: none"> Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offense. Violation of ground usage policy like by drinking alcohol Or urinating at public areas instead of using honey buckets services(if available) 	
First Instance	First and Final Warning
Second Instance	One Game Suspension
Subsequent Instance	Doubles for each instance

● **Level 3 Offense: Cumulative over one season for each individual player**

<ul style="list-style-type: none"> Intimidating an umpire by language or gesture Threatening to assault a player or any other person except an umpire. 	
First Instance	One game Suspension
Second Instance	Two games Suspension
Subsequent Instance	Doubles for each instance

● **Level 4 Offense: Cumulative over the life of the individual player**

<ul style="list-style-type: none"> Threatening to assault an umpire Making inappropriate and deliberate physical contact with an umpire Physically assaulting a player or any other person Committing any other act of violence. 	
First Instance	Suspended for 1 year

Second Instance	Suspended for Life
Subsequent Instance	N/A

- 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.

6.4) Scorecard Submission Penalties

- \$50 penalty will be charged to the team if the scorecard from its match is not received by the Operations Manager 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 Tournament are:

Instance	Fine	T20 Points	30-30 Points
First Instance	\$100	1	10
Second Instance	\$200	2	20
Further Instances	\$300	2	20

- Umpire is 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 until 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

	T20	30-30
Number of Innings	2	2
Length of each Innings (for uninterrupted matches)	20 overs	30 overs
Time for each Innings	1 hour 40 minutes	2 hours 30 minutes
Interval between Innings	10 minutes	30 minutes
Minimum overs for result (each innings)	5	20

7.1.) Penalties:

- 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)
 - Any extra time used must be deducted from the mid innings break and Umpire shall call for second innings to start as soon as possible with minimum break if delay is longer than scheduled break.
- If the team fielding second fails to bowl the required number 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)

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 fielders on the leg side. Power Play: For each of the two formats, the maximum number of fielders allowed outside the 30-yard fielding circle is listed in the table below:

Format	T20	30-30
Mandatory (2 fielders allowed)	Overs 0-6	Overs 0-6
Batting (4 fielders allowed)	N/A	Overs 7-24
Bowling (5 fielders allowed)	Overs 7-20	Overs 25-30

- In the event of an infringement, the square leg umpire "shall call and signal "No Ball".
- **For 30-30 only**, 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 the allocated number of 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
- Rain curtailed games are treated as completed so long as at least the minimum overs have been bowled in each innings. Failing this match will be 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 and points are split equally in T-20 and for T-30 split including the bonus point as explained below.
 - Only during the Playoffs for T20, during the match is recorded as a Tie.

Section 11: Points

- T20:
 - For a win: 2 points to winning team (including super over when applicable)
 - For an abandoned match: no points for either team.
 - For a tied match: 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 two wickets fall, it is counted as all-out and the total made before losing the wicket is final.
 - In case scores are level for a super over, further super overs will be played till there is no tie.
- 30-30:
 - For a win: 20 points to winning team
 - For an abandoned match: 0 points to each team. The 30-30 point system accounts for N/R so no split needed.
 - For tie: 10 points to each team plus bonus points as listed below
 - For losing team: 0 points plus bonus points as listed below
- 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

- 30-30 only:
 - 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.

- o If, due to weather interruptions, the two innings are of unequal 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/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) then the sum is rounded off (up or down) to the nearest whole number.)

Section 12: Determination of Standings

- T20:
 - o Average Points will be the first tiebreaker to determine rankings
 - o If teams are tied on total points, then the Net Run Rate is the tie breaker.

- 30-30
 - o Average points per completed match (to the second decimal place).
 - o 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-t
 - o o-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.) Bouncer:

- For OCL matches, one bouncer is allowed per over
 - A bouncer is defined as a short pitched delivery that after pitching passes above the shoulder height but below the top of the head of the batsman, standing upright at the popping crease.
 - If the first short pitched delivery of the over is above the top of the head it will be declared a wide and still be counted as the one bouncer for the over.
- Each subsequent bouncer in the same over is a No Ball.
- For any repetition of such instances for more than 2 overs in a match by the bowler, the bowler will be immediately suspended from bowling further in the match.

13.4.) 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.

13.5.) Mankading

Changes in the new 3rd Edition-2022 MCC Laws of Cricket, Law 41.16, makes it easier for a bowler to run out a non-striker. The bowler can now go through his entire bowling action, without delivering the ball, and still be permitted to run out the non-striker. Previously he had to do it before planting his back foot in his delivery stride.

A generally accepted un-written law in the spirit of the game is for the bowler to issue a warning to the batsman before he runs him out and appeals to the umpire. Hence to maintain the Spirit of the Game, the procedure for OCL with regards to the case of a non-striker leaving his ground early is as follows: Either the umpire or the bowler can warn the non-striker if he is found to be out of his ground as the bowler is completing his bowling action.

One warning will apply for the entire innings in progress, i.e., it's not one warning per batsman, but the warning covers the batsman it is given to and any subsequent batsman at the non-striker's end during that innings. The umpire should inform both captains soon after this warning is given on the field.

13.6.) 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 insofar as each bowler's limit is concerned.

13.7.) 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.

13.8.) Retired Hurt/Out:

If a batsman retires for any reason, be it an injury or tiredness or just to let the 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 keep wickets if bowling second.

13.9.) 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.
- 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.

13.10.) Balls:

- Four piece leather balls, approved by OCL, shall be used for:
 - T20: White Graddige Crown County (2 new balls per innings alternated every over)
 - 30-30: Red Graddige Crown County (1 new ball per innings)
- If a team does not have new ball(s) of the acceptable brand and make, they shall purchase (from the opposing team or anyone else who can provide them) before taking the field.

13.11.) Declarations:

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

13.12.) 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.
- For matches between teams in different Metropolitan areas
 - The captain of the home team (or their representatives) 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 the captain of the opposing team and the Umpire shall be informed of it.
- o If the decision is that the conditions are playable, then the captain of the home team (or their representatives) 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.
 - To help the Umpire with the decision making process, the following guidelines are made available.
 - o Level 1: Suitable – perfectly acceptable.
 - o 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.
 - o 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) T20:

- Random Group and Matches: Two groups (Group A with 11 teams and Group B with 10 teams) play a random 6 matches within each group respectively. Top 4 teams from each group proceed to the Play-offs Phase.
 - o Group Names - Hood and Jefferson
 - o Top 4 teams from each group proceed to the Play-offs Phase.
- Play-offs Phase:
 - o **Quarter Finals**
 - **QF1**: The 1st ranked team in Group A will play against the 4th ranked team Group B
 - **QF2**: The 2nd ranked team in Group A will play against the 3rd ranked team in Group B
 - **QF3**: The 3rd ranked team in Group A will play against the 2nd ranked team in Group B
 - **QF4**: The 4th ranked team in Group A will play against the 1st ranked team in Group B
 - o **Semi Finals**

- SF1:QF1 Winner will play against QF4 Winner
- SF2:QF2 Winner will play against QF3 Winner
- Finals:
 - Finals: SF1 Winner will play against SF2 Winner

Note: In the year 2024 all 21 Teams are randomly seeded for T-20 with in 2 groups it will continue the same for 2025 as we don't have points NRR in the same table in 2024

14.2) 30-30: **<Still in Progress>**

14.2.1) Div 1 League Games & Playoff Games:

a.

14.2.3) Div2 League & Playoffs:

•

Note: OCL management is created Committee with all the club representatives under Raiyo and they are working on all the options for promotion and relegation for future season and once report is ready will take it to BOD for approval on the same

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 teams starting their series/tournament late and Playoffs, teams may be required to play more than two matches in a single weekend but only one match per day will be scheduled for a team.
 - When necessary to play two matches in a single weekend, the two games for the team playing them will need to at least start 24 hours apart.
 -
- Scheduling of Rained-out Matches
 - T20:
 - Rained-out matches without a result will not be rescheduled.
 - if any team has double header in specific week and both games are washed out due to raining then first washed out game will rescheduled as per next available slot
 - Currently Play-off games is schedule on saturday with backup plan on the sunday with in same weekend when it washed out due to rain and even both days a of same weekend is washed out then

the Match considered Abandoned and the highest NRR team will be consider as winner for that Abandoned game to next level

- o 30-30: Rained-out matches in the Round Robin phase will not be rescheduled. The match will be considered as “No Result” and the match scores can be added for statistics but the match itself or any points thereof will not be counted in the total as well as average points of the two teams.

Section 16. 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.