

ORLANDO SUPER CRICKET LEAGUE – QUICK REFERENCE

THE PREAMBLE – THE SPIRIT OF CRICKET

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
- The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.
- Respect is central to the Spirit of Cricket: Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Toss:

- Before getting ready to toss, the player to represent during the team during toss must to do the following
 - ✓ Introduce yourself to the umpire(s)
 - ✓ Give the appropriate umpiring fee to the umpire (2 umpires \$35; 1 umpire \$30)
 - ✓ Give the new ball to the umpire
 - ✓ Give 3 lists of your playing team to the umpire
- The toss time is as published in CricClubs (For Ex: 08:15 AM, 12:00 PM & 03:45 PM).
- If only one of the teams show up or is ready during toss time, the team that does NOT show up and / or have things ready to start the game is declared the loser of toss.
- The winner of toss should communicate to the umpire their choice immediately (batting or bowling).
- If both the teams are not ready to do the toss, the umpire can reduce the number of overs for the game to both teams.

Game Start:

- Game starts 15 mins after toss time (For Ex: 08:30 AM, 12:15 PM & 4:00 PM).
- At least 7 players must be ready to represent the team.
- If one of the team is still not ready – the umpire can start reducing the number of overs for that team.
- If both the teams are not ready, the umpire can start reducing the number of overs for both the teams.

General Game Rules:

- No LBWs,
- No Leg Byes,
- No Bye-Runners,
- Retirement due to player being tired is allowed, with a provision that the retired player can come back after the fall of 2 wickets OR if he is the last wicket.
- Overthrows on leg-byes is not allowed.

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- All other Overthrows are allowed.
- Run out during leg-byes is not allowed; Stumping by the wicket keeper during leg-byes is allowed.
- Any arguments or challenge is only allowed by the player(s) involved in that incident, captain (of either or both the teams) and the umpires – NO other player can engage in arguments with the umpire.
- Player can join the game at any time – no minimum requirement for him to bat / bowl or field.
- Power Play: 1 – 6 overs where ONLY 2 fielders can be outside the inner circle. During overs 7 – 20 there must be at least 6 fielders (including the bowler & wicket keeper) inside the inner circle.
- No more than 2 fielders behind the square on the legside (Bodyline rule).
- No more than 5 fielders on the leg side at any point in the game; bowler and keeper do not count.

Wide Ball (Judgement call by the umpire):

- Any ball that pitches outside the leg stump & proceeds to go down the legside of the batsman is considered a wide ball.
- Any bouncer that goes above the head of the batsman in his normal batting stance is considered a wide ball as long as the batsman does not make contact with the ball; this wide ball will also count as one for the over for that bowler to that particular batsman.
- Any ball that goes beyond the guideline marked on the offside, where the umpire feels that the bowler did not give the batsman an opportunity to make contact, is considered a wide ball.

No Ball:

- The bowler starts bowling without informing the umpire the hand he is going to use to deliver the ball AND the direction of his delivery with respect to the non-striker's stumps can be called a NO-BALL.
- A NO-BALL is given when the bowler's entire foot crosses the front line (Popping Crease); if any part of the bowler's foot is behind the line then it is not a NO-BALL.
- If the bowler's back foot (non-landing foot) touches the Return Crease (outer side-line) while bowling the Umpire can call it a NO-BALL.
- The **second short pitch ball (above the shoulder)** to the **same batsman** in the **same over** is a NO-BALL.
- If there are more than 5 fielders on the legside, then the umpire can call it a NO-BALL.
- If there are more than 2 fielders outside the inner circle during power play, then the umpire can call it a NO-BALL.
- If there are less than 6 fielders inside the inner circle (including the bowler and keeper), during non-power play overs, then the umpire can call it a NO-BALL.
- All NO-BALL calls will be followed by a Free-Hit.
- The fielding setup CANNOT be changed if the same batsman faces the original NO-BALL & the subsequent Free-Hit ball.
- The bowling guard of the bowler CANNOT Be changed if the same batsman faces the original NO-BALL & the subsequent Free-Hit ball.

EJECTION:

- If a player(s) is / are being abusive during the game, the umpire must warn the player(s) at least once. If the player(s) continues his / their behavior, the umpire has the authority to eject the player(s) from the game. The player cannot take part in that game any further.
- Any physical altercation will result in an automatic ejection with no warning and a stricter penalty.
- MCC laws #41 and #42 with respect to unfair play and player's conduct will always be applied.