ORANGE COUNTY CRICKET ASSOCIATION

INSTRUCTION TO CAPTAINS

Before start the game:
1. Check the length between wickets (22 yards, 66 feet)
2. Satisfy boundary lines. (Recommended 55-70 yards depending on the size of play ground.)
3. Check the other team is ready to start. (At least 7 players must be present)

(Once the match is started it is assumed that both captains are agreed and no complaints can be made on above issues. Captain has rights to complain to the officiating umpire if any of the above conditions are not fulfilled and refuse to play unless the defect is rectified.)

During the game:
1. Only captains shall approach the umpire for any complaints, disputes or any such discussions.
2. Make sure that players are not talking while the bowler is approaching to complete the delivery.

Umpiring:
1. Dead balls are given at the discretion of the head umpire.
2. One bouncer per over is allowed above the shoulder. A warning is given to bowler after each such ball.
3. Any ball over the head is a wide ball.
4. If the pitch is unplayable due to rain, damage or other unforeseen reason, the captain has right to complain and umpire will call off the game at his discretion if the complaint is valid.
5. Leg umpire decides on stumping and run out decisions on batting crease, and signal head umpire about ball height as necessary. The leg umpire should refer to the head umpire for any other decisions that may occur.

Scoring
1. The captain is responsible for appointing competent person for scoring.
2. Score sheets shall be properly completed, reconciled and signed by the umpire.
3. Fielding team shall designate one member to cross check the running score with the scorer and shall take place only between the overs without interrupting the game.
4. All scores of OCCA games must be entered in to the web site within 5 days after each match. If statistics are not entered in timely manner one point will be deducted from the total points.

By-Laws / Guide Lines
1. Interpretation of By-Law 8.62. – This penalty applies to the home team even if all 11 players are on the field, but failed to prepare the field for the match on time.
2. **Rain washed match -** Following procedure will be used to determine rain washed game;

2.1. If game gets rained out in the first innings, it will be considered rained out

2.2. If game gets rained out in the second innings, but **before** (10) overs are bowled in the second innings, it will be considered rained out.

2.3. If game gets rained out in the second innings, but after 10 (including 10; 9.5 overs will not be included) overs are bowled in the second innings, the run rate will be considered to declare the winner.

2.4. Run rate will be calculated based on completed overs only, to determine the winner in case if the scores are equal.

2.5. In case of a tie in run rate, the team with fewer "fall of wickets" will be the winner