NUMBER OF PLAYERS
Teams are allowed a maximum roster of 10 players. A maximum of six (6) and a minimum of five (5) players must be on the field at one time. There are no gender restrictions when in play.

DEFAULTS
Games are scheduled to begin 10 minutes past the hour. If a team does not have a minimum of five (5) players present after 10 minutes past the schedule start time, the game will be scored as a default. If a team has 2 players ejected in the same match, that team shall lose that game by default; this includes all regular season and play-off games.

LENGTH OF GAMES
Each inning will consist of 6 overs.

EQUIPMENT
Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn.

RULES OF THE GAME
- 6 players may bat.
- Last player is allowed to bat with a runner at the opposite end.
- A retired or hurt batsman can come on to bat, but only after everyone else has better.
- A retired-out batsman is considered an out and cannot return to bat.
- Bowlers may bowl a max of 2 overs, but not bowled consecutively.
- If the ball hits the ceiling or anything above the soundproofing panels, then it is considered an out.
- Indirect hits to ceiling is considered in play, stuck balls to the ceiling is considered a dead ball, and if ball hits basketball board, then it is considered a 6.
- A direct hit to the front wall would result in 6 runs while an indirect hit is given 4 runs.
- If the ball hits the side wall and then the far wall, it is considered an indirect hit and 4 runs will be scored.
- 1 run will be scored for balls hitting the side wall and players may still run.
- A maximum of only two fielders may field on the boundary line.
- If the ball enters the bleachers the play is considered dead. If the players have started to run before the ball entered the bleachers then 1 run is scored, plus 1 additional run for the side wall.
- Wides and No-Balls are to be re-bowled and 1 run is awarded to the batting team.
- There will be no runs scored for byes or leg byes, since these are not in play.
- If a play-off game ends in a tie, an overtime game of 3 overs each will be played to break the tie. If the game is still tied after the 1st OT, then an overtime game of 2 overs each will be played. If the game is still tied after the 2nd OT, then an overtime game of 1 over each will be played until the tie is broken.
Scoring:
There will be 2 umpires officiating in each game. The League Commissioner will act as a scorer and will sit with the leg umpire. In case of a discrepancy between the umpire’s score sheet and the electronic score board, the umpire’s game sheet would be taken as the correct score.

WIN= 3 points, TIE= 2 points, LOSS= 1 point, DEFAULT/FORFEIT= 0 points

Substitutions: There are no restrictions on the number of substitutions permitted, as long as the roster size does not exceed 10 players. Umpires must be notified prior to substitutions. All players must sign the game sheet before participating.

EJECTIONS
Fighting, racial slurs and excessive verbal abuse of officials and/or players will not be tolerated under any circumstances. RED CARD EJECTIONS will be assessed in these situations.
- Players receiving red cards must leave the gym. They must also appear before the UTM Review Board. Further disciplinary action may include a one-year suspension from Intramural Cricket and a $10.00 fine.
- If a player has two game ejections for yellow or red cards during the season, that player will be suspended for the remainder of the season including the play-offs.
- Players who receive two YELLOW cards will be ejected from the game and must leave the gym, and will be suspended from their teams next scheduled game.