UTM CAMPUS REC INTRAMURAL

MENS CRICKET

RULES AND REGULATIONS
Revised August 20th, 2011

All intramural participants are expected to abide by the UTM Code of Fair Play.

1. Team may consist of a maximum roster of 10 players. A maximum of 6 and a minimum of 5 players must be on the field at all times. Rolling substitutions are allowed for fielding. This means that a batsman (player A) can be substituted with a bowler (player B) after the end of the batting inning. However, player A can be brought back on the field again (while fielding) by subbing him with any player. In other words, there is no restriction on the number of substitutions allowed as long as the maximum roster size does not exceed 10 players. Umpires must be notified prior to all substitutions. **All players that are dressed and ready to play, must sign the game sheet to be credited for playing in that match.** This includes all: batsmen, bowlers and fielders.

2. Games will be delayed 10 minutes past the scheduled start time. If five players are not present after 10 minutes, the game will be scored as a default.

3. 6 players may bat. Last player is allowed to bat with a runner at the opposite end. A retired-hurt batsman can come on to bat but only after everyone else has batted. Retired-out batsman is considered an out and can not return to bat.

4. Each inning will consist of 6 overs. Bowlers may bowl a maximum of 2 overs, but not bowled consecutively.

5. If the ball hits the ceiling (or anything hanging from the ceiling), then it is considered an out. Anything above the top level of the soundproofing panels is also considered an out. If the ball hits the roof indirectly (i.e. off the side wall and then striking the ceiling) then it is not an out and the ball is considered in play. If by any chance the ball gets stuck in the roof after being hit indirectly, it is considered a dead ball and the ball is re-bowled. The only exception to the ceiling out rule is the basketball board hanging right in front of the far wall. If a ball hits this board directly (or the net hanging from the board), then it is considered a 6.

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.

7. 1 run will be scored for balls hitting the side wall. Players may still run when the ball hits the side or back wall.
8. A maximum of only two fielders may field on the boundary line (near the far wall) to encourage competitive play. There is a line marked on the field beyond which only a maximum of two players can field (the umpires will show the line to the team captains at the start of the match).

9. The face of the bleachers is considered a side wall. 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.

10. Wides and No-Balls are to be re-bowled and 1 run is awarded to the batting team.

11. There will be no runs scored for byes or leg byes, since these are not in play.

12. 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 overtime games of 1 over each will be played until the tie is broken.

13. 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.

14. The umpires’ verdict is taken as final and irreversible.

15. Proper Athletic attire (No jeans or street shoes) must be worn at all times during the scheduled games. Non-marking shoes are to be worn inside the Gym and any players found with marking shoes will not be allowed to participate in a match.

16. Verbal abuse of the officials and/or other players will result in yellow cards. Players who receive two yellow cards will be ejected from the game and must leave the gym. The ejected player is also suspended from their teams next scheduled game.

17. If the ejection of a player (due to disciplinary reasons) causes their team to drop below the minimum number of required players, the game is scored as a forfeit.

18. 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 will be assessed according to the guide-lines of the UTM Intramural Review Board Handbook. **NOTE: the minimum penalty for fighting is a one year suspension from Intramural Cricket. A RED card ejection also results in a $10.00 fine. The fine will be taken out of the team’s performance bond.
19. If at 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.

20. 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.

21. The captains of each team are held responsible for the behavior of their team-mates. If any player/team has any problems, bring that to the attention of the officials present at the games.

22. TEAMS THAT DEFAULT ONE GAME WILL LOSE 50% OF THEIR PERFORMANCE BOND. TEAMS THAT DEFAULT TWO GAMES WILL LOSE 100% OF THEIR PERFORMANCE BOND AND WILL BE REMOVED FROM THE LEAGUE.

23. Damage to the gym and equipment belonging to the University will not be tolerated. Please do not excessively tap bats on the floor! Place all garbage in the cans provided. FOOD and GUM are not permitted to be eaten in the gym.

24. PROCEDURES IN CASE OF INJURIES

   If in doubt as to the nature or extent of injury, do not move the injured player, contact a staff member located at the Control Desk counter immediately. A TELEPHONE IS LOCATED AT THE CONTROL DESK EQUIPMENT COUNTER IN CASE OF SERIOUS EMERGENCIES!

   ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD BE BROUGHT TO THE ATTENTION OF THE RAWC STAFF IMMEDIATELY!