All extramural participants are expected to abide by the UTM Department of Physical Education's Fair Play Code.

**FAIR PLAY CODE**

Everyone who uses our Fair Play Facility should:

DEMONSTRATE RESPECT FOR ALL INDIVIDUALS

RESPECT THE FACILITY IN WHICH YOU PARTICIPATE

SHARE EQUIPMENT, SPACE AND FACILITIES WILLINGLY

MAINTAIN SELF-CONTROL AT ALL TIMES

CONDEMN VIOLENCE AND HARASSMENT IN ALL FORMS

ALWAYS ATTEMPT TO CONTRIBUTE TO THE BETTERMENT OF THE UTM EXPERIENCE

1. Teams may consist of a **maximum roster of 10 players**. A maximum of 6 players must be on the floor or a minimum of 5 players must be on the floor to 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.

2. Games will be delayed for a **maximum of 5 minutes** past the scheduled start time. If five players are not present after 5 minutes, the game will be scored as a default.

3. A maximum of 6 players may bat (this means the bowling team has to take 6 wickets, regardless of the size of the batting team’s roster). The last batsman 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 **5 overs**. Only ONE bowler 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. If the ball hits the basketball boards on the non-bleacher side wall, the ball is considered in play.

7. Coaches and captains may call out instructions, but the benched players/coaches must not interrupt the game.

8. A direct hit to the front wall would result in 6 runs while an indirect hit is given as 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.

9. 1 run will be scored for balls hitting the side wall. If the ball hits the back wall and then the side wall, the batting team will be awarded 1 run. Players may still run when the ball hits the side or back wall.

10. Two fielders must field behind 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).

11. The face of the bleachers and up to the sound proofing is considered the side wall. If the ball is stuck in or under the bleachers, the play is considered dead and the ball will be re-bowled.

12. Wides and No-Balls are to be re-bowled and 1 run (2 runs if the ball hits the side wall) is awarded to the batting team.

13. There will be no runs scored for byes or leg byes, since these are not in play. Batsmen can still be run out if they attempt to run and do not reach the crease in time. There are also no LBW’s (Leg Before Wicket).

14. If a bowler is judged to have an illegal bowling style (throwing), he will be given one warning, after his second warning he may not bowl in the rest of the tournament. He must be replaced by a bowler who has not bowled in the previous over.

15. 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. Any further necessary OT’s will be played in the 1 over format.

16. There will be 2 umpires officiating in each game. Each team may provide a player who will sit next to the scorer (to ensure that the score is being noted down fairly). In case of a discrepancy between the scorer’s score sheet and the electronic score board, the scorer’s sheet
would be taken as the correct score.

17. **The umpires’ verdict is taken as final and irreversible. No arguments/ verbal abuse of the umpires will be tolerated.** Verbal abuse/arguments with 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. **Only the team captain/and or coach may approach an official for clarification of a call.**

18. 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 with marking shoes will not be allowed to participate in a match.

19. 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 default.

20. Fighting, racial slurs and excessive verbal abuse of officials and/or players will not be tolerated under any circumstances. RED CARD FLAGRANT EJECTIONS will be assessed in these situations. Players receiving red card flagrant ejections are suspended from the remainder of the tournament. A fight is defined as an attempted punch, kick or strike of an opponent.

21. **IF A PLAYER HAS TWO GAME EJECTIONS FOR YELLOW OR RED CARDS DURING THE TOURNAMENT, THAT PLAYER WILL BE SUSPENDED FOR THE REMAINDER OF THE TOURNAMENT.**

22. The captains of each time are held responsible for the behavior of their team-mates. If any player/team has any concerns, **only the captain** may bring them to the attention of the officials present at the games.

23. The UTM gyms are a water and sport drink only facility. All drinks must be in sealable containers. Please place all garbage in the cans provided. FOOD is **not permitted** in the gym.