Revised July 2022

UTM INTRAMURALS – CO-ED CRICKET
RULES AND REGULATIONS

NUMBER OF PLAYERS
- All games will be played with a maximum of 6 players on the court for each team. A minimum of 5 players for each team is required to start the game
  - A minimum of 1 player of one gender is allowed on the court at a time
- Teams may use up to a maximum of 1 NOMAD*. (Read "Nomads" heading for further details)
- Teams are permitted a maximum roster of 20 players

DEFAULTS
- For every minute that a team is late their opponent will be given 2 points towards their total game score
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default will be recorded as 20-0

LENGTH OF GAMES
- Regular season games will consist of 6 overs.

OFFICIALS
- There will be 2 umpires officiating each game.

EQUIPMENT & UNIFORMS
- Players must wear numbered shirts of the same colour.
- Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn.

ELIGIBILITY
- Players (including late players) must check-in on the game sheet before every game in order to participate.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

SCORING SYSTEM
- The league runs through a point system:
  - WIN = 3 points
  - TIE = 1 points
  - LOSS = 0 point
  - DEFAULT = -1 points

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START OF PLAY

- A coin toss or Rock, Paper, Scissors is played to determine which team will bowl first
- There must be two batters – one at the batting end, the other at the bowling end.

PLAY

- A bowler will bowl 6 times per over.
- A maximum of 2 players may bowl 2 overs in a single game. They cannot be bowled consecutively.
- A maximum of 2 fielders may field on the boundary line.
- If the ball hits the basketball boards on either side, it is still in play.
- The play is dead if the ball enters the bleachers.
    - If the players have started to run before the ball entered, 1 run is awarded plus an additional run for the side wall.
- There will be no runs scored for byes or leg byes.
- Should a batsman become injured during a play and it is agreed upon by both team captains, a player from the individual's team is allowed to run.
- If a team is down to their last player (Every other batsmen on their team is out), then that player is allowed to play as a last man, where a runner from the individual's team can fill in as the other batsmen.
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SUBSTITUTIONS & OUTS

- Teams are permitted unlimited substitutions. Umpires must be notified prior to substitutions.
- If the fielder hits their stump while they are outside the crease, the batter is out.
- Any ball that hits the ceiling, anything **above** the soundproofing panels, or the basketball board (above the area where the batsman bats) is considered an automatic out.
    - Indirect hits to the ceiling are considered in play.
- Wide's, No-Balls, and the bowler overstepping the crease will result in one run and a re-bowl.
- If a no-ball is thrown, then the next throw is a free hit and no player can get out on this play.

SCORING

- A direct hit to the front wall will result in 6 runs, while an indirect hit will result in 4 runs.
    - If the ball hits the side wall and then the front wall, this is considered an indirect hit.
- If the ball hits the side wall 1 run will be scored and batters may still run.
- If the ball hits the back wall it is considered live but does not count for a run.
- Should batters exchange positions, 1 run will be awarded

FOULS & EJECTIONS

- Players who receive two yellow cards or a red card will be ejected from the game and must leave the gym. They will be suspended from their teams next scheduled game.
- A team that has 2 players ejected in the same match shall lose that game by default; this includes all regular season and play-off games.
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated.
- An ejection will result in an appearance before the administration staff. *NOTE: the <u>minimum</u> penalty for fighting is a <u>minimum</u> one-year suspension.*

END OF GAME

- The game will end once then both teams have completed their 6 overs

TIE BREAKING RULE & PLAYOFFS

- 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 teams are still level after the overtime period, the game will be decided by a bowl-out.
    - Five players per team will each bowl once to an unguarded wicket. The team that hits the stumps the most times will win the game. If it is still tied, a sudden death bowl-out will begin until a team hits and the other misses.
- UTM Intramurals Cricket Final game will consist of 8 overs (3-2-2)
- No double bowling is allowed.

NOMADS

- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 5 players from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the maximum amount of players to play a game.
- Once a team reaches a roster size of 6 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.