



LAMAR UNIVERSITY INTRAMURAL SPORTS

CRICKET RULES

PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their validated LU-Beaumont or LIT- ID and print their name on the score sheet.
3. Players may not play if they are wearing jewelry of any type, including necklaces, earrings, bracelets etc.

SPORTSMANSHIP RATING

- Each team will receive a sportsmanship rating from the official(s) and/or field supervisor at the conclusion of the game.
 - **A (Excellent)** - given to a team which demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation. Full and complete support of the officials.
 - **B (Above Average)** - given to a team when there is no incident of poor sportsmanship. Respect shown for opponents and officials.
 - **C (Average)** - given to a team when unsportsmanlike conduct is not present in the game except for rare minor infractions. Poor behavior limited to individual/s, not to the entire team.
 - **D (Below Average)** - given to a team if players, other than the captain, persist in questioning officials' decisions; and/or they repeatedly argue with the officials. For frequent use of profane or vulgar language. If spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts.
 - **F (Poor)** - given to a team when a player is ejected and the team does not assist the officials in removing the player from the area. If players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. If the team refuses to attempt to control their fans after a request to do so from the IM supervisor.

- A team that defaults will receive a **C**.
- A team that forfeits will receive a **F**.

QUALIFYING FOR PLAYOFFS

- A team must have a cumulative **2.5** rating average in order to be eligible for the playoffs.
- A team must have at least a **2.0** rating for each game in the playoffs to advance to the next round. Teams receiving a **2.0** or less are required to meet with the IM Director prior to the next contest.
- Any team that receives a **0.0** in a playoff game will be disqualified from that playoff tournament and the team and players will be suspended from all IM events for a period of time to be determined by the IM Director. The nature and severity of the incident will be taken into account.

RULES

Intramurals follows the international rules of cricket with some exceptions

1. There will be a total of 12 players per team, but the match will be played between 8 players only. And it is mandatory that, at least 6 players sign in for a team to play the match. There will be two (2) minutes of extra time given for the minimum number of players to turn in, else it is called a forfeit for the team.
2. Bowling:

Number of overs- Intramural Cricket has availability for playing 12, 15 or 20 over matches, depending on timings and league setup. All championship matches will be played with more overs than in the regular seasons and tournaments. The maximum number of overs per bowler are described below:

12 overs per innings.

- Bowlers can bowl maximum of 3 overs.

15 overs per inning

- Bowlers can bowl maximum of 4 overs.

20 overs per inning

- Bowlers can bowl maximum of 5 overs.

- Overarm Bowling
- Wicket keeper can bowl with the regulation of fielding at least one over
- Bowler has to mention to the umpire, the side before he starts bowling each time he bowls. A no ball will be declared if he fails to do so.

3. There are no byes, leg byes or leg before wickets (LBW).

4. No ball rules :

- Bowler has to mention the side he is bowling each time he bowls to the umpire.
- Bowler bouncing over the batsmen's shoulder will be called a NO BALL. (We do not have warnings)
- Bowler should not over step the bowling crease. A NO BALL will be called if his leg crosses the crease on his delivery stride.
- A direct ball over the waist height of the batsman is also a NO BALL.
- If the wicket keeper moves back and forth before the ball is released then the ball is considered to be NO BALL.
- A dead ball is considered as a NO BALL.
- Whenever the keeper is changed it should be notified to the umpire else the ball is declared as the NO BALL

5. We do have wides, overthrows as per the international cricket rules.

6. Dismissal rules :

Batsman can be declared out when:

1. Bowler hits the wicket while bowling and knocks the bails off the stumps.
2. If the batsman lofts the ball in air and is caught by the fielder before ball bouncing the ground.
3. If he is not in the batting crease while the fielder hits the wickets knocking the bails off the stumps.
4. If the batsman hits any part of the body or the bat to the stumps while batting.
5. If a batsman misses a ball and in attempting to play it steps outside his crease, he is out stumped if the wicket-keeper gathers the ball and breaks the wicket with it before the batsmen can ground part of his body or his bat behind his crease.
6. The batsman who is not on strike may be run out by the bowler if they leave the crease before the bowler bowls. (We do not have any warnings)
7. Bowler must make complete the bowler action and touch the ground before dislodging the stumps.

7. There is no last batsman play.

8. Time rules :

Depends on the number of overs. Each innings will be of a predetermined duration.

9. Substitutes can only field. Substitutes are not allowed to bowl or bat. If a player is injured while they were bowling, then the ruling is that another member of the team from the playing eight (not a substitute) has to continue that over. He will be bowling in the place of the injured bowler and must not have bowled the previous over. The new

bowler's stats will be counted as his own. The injured bowler will be able to continue bowling if he recovers and feels able to. It will be counted as a new over in his statistics.

10. If a team member is ejected by the match referee that member will not be allowed to bat or bowl, but substitution can be used for fielding. The ejected player must receive an ejection notice from the Intramural Supervisor on duty and then leave the playing field immediately.
11. If a tie occurs during pool play, the tie will stay and the teams will share the points. In case of a tie in the playoff rounds, the winner of that game will be declared on the basis of wickets lost (the team which lost the fewer wickets will win).
 - In case of a tie with the wickets as well, two extra overs will be played to determine a winner.
 - If still tied after the two additional overs, a single over will continue to be added extra each time until one team has scored more than the other.
12. No matter how many players a team has playing, there must be a keeper always in position behind the stumps.

13. General Rules

1. We do not have runs behind the wicket.
2. The batsmen cannot get run out if the ball goes behind the wickets. With the exception of an overthrow.
3. Player cannot bat directly if they are off the field (during his team fielding) at the end of the innings. Player has to wait for the same amount of time for which they are off the field
4. A player has to be in the field for the time they spent off the field in order to bowl or bat.



The Intramural Sports Coordinator has the right to shorten the number of overs or cancel a match for all teams if bad weather or an unforeseen event occurs.

CRICKET CO-REC RULES

1. Minimum of 4 women on field
2. Team of 4 men and 4 women
3. A team should have at least 3 women and 3 men to start a game.
4. Game is played for 10 overs.
5. Time limit for each game is 2 hrs.
6. Men bat non-dominate hand when women bowl.
7. Men should bowl slow to women that is slow spinners if not it would be called no ball.
8. Reduced length of pitch when women bowl.
9. Batting line up should be alternative that is if a male is out then a male should come to bat vice-versa.
10. All must run 22 yards to complete a run (both men and women).
11. At least 5 overs should be bowled by women.
12. Throwing is allowed for women from reduced length of pitch.
13. What ever women scores with bat would be counted as double like
1 as 2, 2 as 4, 4 as 8 and 6 as 12(runs)
14. Extras would still be counted as 1 run.
15. When women bat, only women should field in the inner circle, men should field in
the outfield.
16. When men bat it's the captain's decision to place women wherever they wish.

