



Carleton University Leagues & Intramural Rules & Regulations: Cricket

Table of Contents:

Part A: Code of Conduct	2
Part B: Spirit of the Game	2
Part C: General Information	2
Part D: Game Supervision	3
Part E: Equipment	3
Part F: Rules	3
Section 1: Players	3
Section 2: Time	4
Section 3: Boundaries	4
Section 4: Scoring	4
Section 5: General Play	5
Section 6: The Bowler	6
Section 7: The Batsman	6
Part G: League Standings & Points	6
Part H: Forfeits & Defaults	6
Part I: Tie Breaks	7
Section 1: If two teams are tied at the end of the regular season	7
Section 2: If three teams are tied at the end of the regular season	7
Part J: Playoff Format	7
Part K: Cancellation Policy	7
Part L: Personal Injury	7

Part A: Code of Conduct

- Please see link to Carleton University Intramural & Adult League Player Code of Conduct

Part B: Spirit of the Game

- Carleton University Intramural Cricket League relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules or the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Cricket Field. Actions such as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions or other "win-at-all costs" behaviour, are contrary to the spirit of the game and must be avoided by all players.

Part C: General Information

- Participants may play for one Cricket Team per semester.
- The intramural league is open to students, staff/faculty, and alumni who have an active gym membership only.
- Team Captains must have all of their players registered on the official team roster in the Fusion IM portal.
- All participants MUST be registered or they will NOT be permitted to play. Under some circumstances spares will be allowed.
- Players in attendance must check in with the league official or organizer. Individuals are responsible for ensuring that their attendance is recorded. Players must participate in 5 or more games to be eligible for playoffs. This includes approved spares. Some exceptions can be made.
- All players must present a valid student card, membership card, or identification to league organizer or official. Failure to do so will result in player not being permitted to participate in the game.
- Team Shirts will be given out at the beginning of each season and must be worn to each game.
- Intramural Cricket shall be governed by the current I.C.C. Rule Book combined with Carleton University League rules.
- Fighting is strictly prohibited. Anyone who fights will be automatically removed from the league. If an official feels that a player attempts to injure an opposing player deliberately the player will be removed from the league. A zero tolerance policy is in effect.

Part D: Game Supervision

- There will be one umpire provided for all games. Umpires are responsible for checking eligibility and signing in players. Umpires are to be treated with respect. All umpires decisions are final. Any abuse of umpires will result in a game misconduct and possible ejection from the league. Team Captains should be dealing with the league official on behalf of their team and are responsible for the conduct of their teammates.

Part E: Equipment

- Any elbow, hand, finger, wrist or arm guard, cast or brace made of any hard substance even though covered with soft padding shall always be declared illegal.
- No jewelry, earrings, nose rings etc.
- We'll need 2 kits since we'll be running 2 matches simultaneously on each half
- A full kit includes:
 - Batting pads (2 sets)
 - Bat (2)
 - Batting Gloves (2 pairs)
 - Helmet
 - Wicket Keeping pads and gloves
 - A few indoor semi hard (practice) balls to play with
 - We need 2 balls per match. We can reuse those balls for subsequent matches.

Part F: Rules

- **Section 1: Players**
 - Games will be played 8 vs 8 in the Fieldhouse.
 - Games will be played 7 vs 7 in the Norm Fenn Gym.
 - A minimum of 6 players per team are required to start a game. Should a team have 6 or 7 players, the team captains may discuss playing 6v6 or 7v7 but a team can refuse. Should a team refuse, the game will be played 8v6 or 8v7 accordingly.
 - A grace period of 10 minutes will be given to teams that do not have enough registered players to start the match. Failure to field a team of at least 6 players after the grace period has ended will result in a forfeit by that team.

- Teams may pick up other players at the discretion of the opposing team's captain and approval of the League Organizer. This game may be counted in the standings if agreed to by the opposing team.
- All players must be signed onto the team roster and wearing numbered shirt of the same colour.
- Adding players to a roster must be done through the organizer.
- Teams must have their roster set prior to playing their first game.
- **Section 2: Time**
 - It will be a 7 over match. 7 overs must be bowled in 40 minutes with a 5 minute break in between. Every minute you go over the 40 minute mark, 4 runs will be added to bowling team's score to chase.
 - Teams are urged to be on time in order to facilitate the start and completion of games in a timely manner. NO additional time will be awarded at the end of halves to make up for time lost.
 - There is no OT during the regular season.
- **Section 3: Boundaries**
 - Field will be one half of the Fieldhouse.
 - Norm Fenn Gym will be the entire gym.
 - Boundaries will be on the straight end. There are no side boundaries in the Fieldhouse.
- **Section 4: Scoring**
 - It is the responsibility of both team captains to submit the score of the game to the on-site staff immediately following the game.
 - A run occurs when a batsmen hits the ball with their bat and the two batsmen at the wicket manage to successfully run to the other end. The batsmen can run as many times as they like before being given out. If the ball crosses the boundary rope after it has bounced at least once from leaving the bat then 4 runs are given. If the ball goes over the boundary rope without bouncing then 6 runs are awarded to the batting team.
 - Runs can also be scored when the bowler bowls a wide delivery (a ball that is too far away from the stumps), a no ball (where the bowler oversteps the front line on the wicket), a bye (where no one touches the ball but the two batsmen run anyway) and a leg bye (where the ball hits the batsmen's leg or body and a run is taken).

- **Section 5: General Play**

- Cricket is played between two teams.
- Games comprise of at least one innings where each team will take turns in batting and fielding/bowling.
- The fielding team will have a bowler bowl the ball to the batsman who tries to hit the ball with their bat.
- The fielding team tries to get the batsmen out by:
 - Hitting the wickets with the ball when bowling
 - Catching a batsman's shot on the full
 - Hitting the batsman's leg in front of the wicket (LBW)
 - Or hitting the wickets before the batsmen can run to the other end of the pitch
- The batsmen try to score as many runs as possible before getting out by:
 - Hitting the ball and running between the wickets and making it to the other end before the fielders can hit the wickets with the ball. Each time you run one full length of the pitch it equals 1 run.
 - Hitting the ball to the boundary along the ground is 4 runs.
 - Hitting the ball over the boundary on the full equals 6 runs.
- The fielding team must get 10 batsmen out before they can change over and start batting.
- The aim of the game is to score as many runs as possible before the fielding team takes 10 wickets. The team with the most runs wins.
- The final Call will be of the umpire. The umpire will be present at the bowler's end. Sides will NOT be changed after every over to maintain efficiency of the game
- The pitch will be 22 yards with stumps (wickets) at each end
- The format of the ball will be semi hard (practice ball)
- Batsmen are required to wear pads, gloves, guard and helmet (optional but at own risk)

- Each team is REQUIRED to bring AT LEAST ONE FULL CRICKET KIT with themselves. 1 kit can be provided by Athletics but bringing your own equipment is RECOMMENDED.
- A new ball will be used for each innings and will be provided by the umpire. At the end of each innings, the previous ball MUST be returned to the umpire.
- NOTE: If you damage/steal any property from the Carleton Cricket, you are responsible for paying for it. If you do not within the allotted time frame, you will be removed from intramurals
- **Section 6: The Bowler**
 - A bowler can bowl a maximum of 3 overs and only 2 players can bowl 3 overs in an innings. Those that bowled 3 innings are NOT allowed to open on batting as well and must come 4th or below.
 - Both leg and off wides are there and will be scored for. They are each worth 1 run and the ball will be repeated
 - 2 bouncers (shoulder height) are allowed in the over.
 - If a bowler throws 2 no balls (above waist without a bounce), their over is terminated and they cannot bowl for that match.
- **Section 7: The Batsman**
 - Batsmen are allowed to retire after playing 5 overs if the teams decide to do so. However, those that played several overs, they can't choose to ball the first (2) overs.
 - Batsmen are allowed to use their own equipment that they bring.
 - Batsmen can get out via catch, run outs or stumped. Run outs can be judged by leg empire which will be provided by the batting team.

Part G: League Standings & Points

- Teams will be awarded 2 points for a WIN, 1 point for a TIE, 0 points for a LOSS. - There will be NO overtime in Round Robin play.
- Standings will be posted weekly on the Carleton website.

Part H: Forfeits & Defaults

- A forfeit will be declared 10 minutes after the scheduled starting time.
- Teams can decide to play a game if both captain's consent to the number of players.
- If numbers allow, umpires will still officiate in the event of a forfeit.

- If you are unable to attend your scheduled game, please have your captain use the default (no point penalty) or forfeit (point penalty) function in Fusion IM at least 10hrs prior to the game.

Part I: Tie Breaks

- **Section 1: If two teams are tied at the end of the regular season**
 - 1. Head-to-head
 - 2. Most wins
 - 3. Goal differential
 - 4. Most goals scored
 - 5. Fewest goals allowed
 - 6. Coin-Flip
- **Section 2: If three teams are tied at the end of the regular season**
 - 1. Best winning percentage between the team involved
 - 2. Most wins
 - 3. Goals +/- (For and against)
 - 4. Coin flip

Part J: Playoff Format

- Format will vary according to the number of teams in the league, league structure and facility availability. The Playoff schedule will be posted here:
<https://rec.carleton.ca/TeamRankings>

Part K: Cancellation Policy

- In the event that games are cancelled due to facility closures, the following policy will be applied:
 - First Cancellation: Games are not rescheduled or refunded
 - Second Cancellation: Games will be rescheduled as extra games on the night that they play or on another available date. If neither of these scenarios are viable, a partial team credit will be applied in the following season.
 - Third Cancellation or more: Games will be rescheduled as extra games on the night that they play or on another available date. If neither of these scenarios are viable, a partial team credit will be applied in the following season.

Part L: Personal Injury

- Any player injured must let the Official know so proper paperwork can be completed.
- Any player who is bleeding shall be removed from the game immediately.

- The clock will be stopped and resumed once the player is removed. If the blood is removed from all playing surfaces and has stopped, or has been completely covered with a bandage, the player may return to the game.
- The League Organizer will have the authority to decide if the player shall return to the game. Intramural Sports is a volunteer activity where players participate at their own risk. Participants should understand that they are responsible for any and all costs arising out of injury or property damage through participation.

