LAMAR UNIVERSITY INTRAMURAL SPORTS
INDOOR CRICKET RULES

TEAM CAPTAINS:

- Team captains are responsible for attending the rules meeting and checking their
team’s schedule on IMLeagues.com and notifying their teammates on upcoming
games.
- Team captains are responsible for informing their teammates of all Intramural
Sports governing rules and policies.
- The team captain is responsible for the eligibility of the team’s players.
- Only the team captain may address an official, on matters of rule interpretations or
to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and
after their game.
- Team captains are responsible for any equipment given to them, such as team
jerseys and team balls. (Team captains, you will be charged for the missing
items).

PLAYER ELIGIBILITY:

- Participation is limited to currently-enrolled, Lamar University-Beaumont and LIT
students or faculty and staff.
  - LU & LIT students must be enrolled in current semester (Example must be
    enrolled in the Spring to play Spring sports)
- NO ID NO PLAY! In order for participation in an intramural contest each player must
  present one of the following ids and print their name on the score sheet:
  - LU-Beaumont Students = Cardinal One Card
  - LIT- ID Students = Validated Student ID
- Faculty/Staff = Employee ID (must have paid Rec Sports membership fee)
- Team captains are responsible for informing their teammates of the game schedules
  and of all Intramural Sports governing rules and regulations, eligibility of team
  players, teams and fan’s behavior before, during and after games, and equipment
  loaned to them for IM games such as team jerseys and balls.
- GAME TIME IS FORFEIT TIME!

Faculty/Staff Participation

Faculty/Staff must demonstrate positive examples of behavior and professionalism
when competing with students. Not doing so will suffer game suspension and possible
indefinite suspension for future Intramural events.

Sportsmanship is an important part of Intramural Sports. In order to encourage proper
conduct before, during, and after the scheduled contest, officials, supervisors, and
intramural staff will make decisions on whether to warn, penalize, or eject players, teams,
and/or spectators for unsportsmanlike conduct. The team captain is responsible for the
actions of any player on his/her team and for spectators directly related to that team. The
conduct of all players and spectators before and after the game is as important as conduct during the game. Participants’ sportsmanship can affect your team’s eligibility for playoffs.

SPORTSMANSHIP:
- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.
- Participating in Intramural Sports is NOT a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two technical fouls on the same player will result in disqualification from the game.
- Three technical fouls over span of games by a single player results in disqualification for rest of the season including playoffs.
- Any player that is ejected for any reason must come in to speak to the Coordinator of Intramural Sports before their next game. That player is not eligible to play until doing so. Minimum 1 game suspension!

SPORTSMANSHIP RATING SYSTEM
LU Recreational Sports Department’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.

At the conclusion of each game, officials and/or supervisors are required to assign a Sportsmanship Rating describing the sportsmanship displayed by each team. This system will help in our effort to promote a positive experience for all Intramural participants who consistently display superior sportsmanship characteristics.

Ratings will be awarded based on the following rating system:

4 - Great Conduct and Sportsmanship
Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members.
The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls, he/she does so respectfully and calmly.
A team winning a game due to a forfeit or default will receive a “4” sportsmanship rating.

3 - Good Conduct and Sportsmanship
Team/fans complain about some decisions and/or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans.
The Team Captain exhibits major control over teammates and him/herself.

2 – Below Average Conduct and Sportsmanship
Team/fans (on or off the playing area) show continuous or sustained verbal dissent
towards officials, supervisors, and/or the opposing team.
The Team Captain exhibits minor control over teammates and him/herself.
Teams that receive one unsportsmanlike penalty or behavioral technical foul during the game will receive no higher than a "2" rating.
Poor behavior limited to individual/s, not to the entire team.
Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

1 - Poor Conduct and Sportsmanship
Team/fans complain excessively to officials and/or the opposing team.
The Team Captain exhibits little control over teammates and him/herself.
For frequent use of profane or vulgar language.
Any team that does not have the required number of players present at the scheduled game time and forfeits will receive a 1.
Note that teams that have a player or coach ejected for any unsporting behavior will receive no higher than a 1 rating

0 - Unacceptable Conduct and Sportsmanship
Team behavior is completely uncooperative and shows no respect for officials, staff, and/or opponents.
The Team Captain displays no control over the actions of team members. Multiple penalties are given to a player, coach, or team spectator for unsportsmanlike behavior.
A team member or spectator strikes/physically contacts an opponent or Intramural staff member.
Team behavior warrants discontinuance of the game for any reason.
Spectators clearly related to the team engage in disorderly conduct that violates university regulations or jeopardizes officials’ control of the game.
The team shows willful disregard for the policies and/or property of Recreational Sports.
A team receiving a 0 rating may face disqualification from the remainder of the season.

A team winning a game by forfeit will receive a rating of 4, and a team losing a game by forfeit will receive a rating of 1.

A team winning a game by default will receive a 4, and a team losing a game by default will receive a 2.

Sportsmanship for Playoffs
• A team must maintain an average Sportsmanship Rating of 2.50 or above to be eligible for the playoffs.
• A team must achieve a 3 rating for each game in the playoffs to advance to the next round without further penalty.
• Teams receiving a 2 or a 1 are required to meet with the Intramurals and Sport Clubs Coordinator prior to the next contest. These teams will be on probation for the remainder of the playoff tournament, and must receive grades no lower than a 3 after the initial 2 or 1.
• Any team that receives a 0 in a playoff game will be disqualified from that playoff
tournament with all players on the roster (coach included) will be suspended from all Intramural & Extramural events for a period of time to be determined by the Intramurals and Sport Clubs Coordinator.
• The nature and severity of the incident will be a determining factor of a team's participation in the future.

**DISCIPLINE**

- The team captain of a team that receives a “2” or “1” rating must meet with the Coordinator of Intramural Sports, prior to his/her team's next game.
  - **Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Coordinator of Intramural Sports, or have been officially reinstated.
    - Must contact Coordinator of Intramural Sports, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.
    - Ejected player is ineligible until meeting has taken place.
    - Ejected player will face a *minimum* one (1) game suspension from all Intramural activities.
    - If necessary, ejected player might be referred to Student Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Recreational Sports participation.
      - If the ejected player does not think the Coordinator of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Programs. Appeals must be made within 48 business hours of the Coordinator of Intramural Sports disciplinary decision.
    - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
    - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Recreational Sports or Lamar.
  - **Consequences for Playing on Two (2) Teams in same league:**
    - Player will be permitted to play on the first team he/she signed in and played for.
    - Both teams will be notified of the player violation.
    - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
    - Player will receive a *minimum* of one (1) game suspension.
  - **Illegal Player Consequences**
- Team in violation will receive a loss, and opposing team will receive an automatic win.
- Team in violation will also receive an automatic C sportsmanship rating.
- Second offense will result in the team being eliminated from the league.
- Both teams will be notified of illegal player violation.
- Illegal player is not permitted to play any Intramural sports or activities.
- An illegal player consists of a person who is not currently enrolled LU/LIT with a minimum of one (1) credit hour.

  o Faculty/Staff:
    - Must have a Recreational Sports membership in order to participate. Faculty/Staff must also present their LU/LIT ID at each game.
    - Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.
    - Faculty/Staff must demonstrate positive examples of behavior and professionalism when playing with students.

PROTEST:

- All protests must deal with the interpretation of a rule or enforcement of a penalty for the infraction of those rules. PLEASE NOTE THAT MATTERS INVOLVING AN OFFICIAL’S JUDGEMENT ARE NOT ELIGIBLE FOR PROTEST.
- All protests, except those concerning eligibility, must be made on the field of play directly to the supervisor at the time of the occurrence. Once play has resumed, the protest will not be valid.
- If a question is raised concerning the proper interpretation of a rule, it is the responsibility of the team captain of the offended team to immediately ask the official for a clarification of the issue. This must take place before the ball again becomes live following the incident in question.
- If the clarification does not resolve the issue, the team captain must verbalize his/her intent to protest. In the event there are grounds for a protest, the game will be played under protest from that point forward. The Intramural Supervisor on duty will be notified that a protest has been made and will record all pertinent game information on the Protest Report at that time.
- At the conclusion of the contest, the team captain must verify the reason for the protest as recorded on the Protest Report. The protesting team must submit a written (typed) statement citing the specific rules misinterpreted and the protested situation to the Intramural Sports Office by 2:00 PM the next business day following the protested contest.
- All protests during tournament play must be settled by the Intramural Supervisor at the time of protest.
• Player eligibility protests during the regular season must be filed by 2:00 pm the next business day.
• During tournament play, player eligibility protests must be filed by 12:00 PM the following day in the Intramural Sports Office or with the on-site Intramural Sports Supervisor prior to the next scheduled game, whichever comes first.
• Note: that any protest of eligibility will result in verification of eligibility for all members of the protesting team as well.
• All protests will be reviewed for validity and clarity, and a ruling will be made by the Intramurals and Sport Clubs Coordinator. An upheld protest involving rule interpretation will result in the game being replayed from the point of protest if necessary. Upheld player eligibility protests will result in a forfeit of the game in which the ineligible player competed.

In case of ties and it is necessary to eliminate teams for a playoff series or tournament, the following tie-breaker format will be used:

1) Forfeits 2) Head/Head 3) Sportsmanship Ratings 4) Point Differential.

Faculty/Staff Participation
Faculty/Staff must demonstrate positive examples of behavior and professionalism when competing with students. Not doing so will suffer game suspension and possible indefinite suspension for future Intramural events.

EQUIPMENT:
• The bats used will be provided for game play but if you have your own they must be tennis ball specific and approved by the umpire before play begins.
• You may wear protective gear if you wish to but there will be none provided due to the safe nature of the tennis ball.
• The tennis balls will be provided and may not be altered by tape or any other material during the game.
• Players need to wear non-marking athletic shoes at all times.

RULES:
Intramurals follows the international rules of cricket with some exceptions

1. There will be a maximum of 12 players per team, but the match will be played between 6 players only. And it is mandatory that, at least 5 players sign in for a team to play the match. **GAME TIME IS FORFEIT TIME!**
2. Bowling:

Number of overs- Intramural Cricket has availability for playing 8 or 10 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 is described below:

- **8 overs per inning.**
  - Each Bowler can bowl maximum of 2 overs.

- **10 overs per inning.**
  - Two Bowlers can bowl maximum of 3 overs.
  - Over arm bowling only. Chucking is not allowed.
  - 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. 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 after the first warning of each over. (after each over's warning, a NO BALL will be given each time it happens).**
- Bowler should not overstep the bowling crease, they should have some part of their feet behind the line for the ball to be legitimate (on the line is a no-ball) or bowl from outside the side crease. A NO BALL with FREE HIT will be called if his leg crosses the crease on his delivery stride. Free Hit after a foot-fault no ball, the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker will not be out by any means except by run out. Even if the delivery for the free hit is called wide ball, Field changes are not permitted for free hit deliveries unless there is a change of striker.
- 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.
- Whenever the keeper is changed it should be notified to the umpire else the ball is declared as the NO BALL.

4. We do have wide, overthrows as per the international cricket rules.

5. 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 the batsman hits the ball directly to the wall above a stipulated height.

4. If a ball that hits the wall directly and is caught before it touches the ground.

5. If he is not in the batting crease while the fielder hits the wickets knocking the bails off the stumps.

6. If the batsman hits any part of the body or the bat to the stumps while batting.

7. 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.

8. The batsman who is not on strike may be run out by the bowler if they leave the crease before the bowler bowls. (There is one warning for that)

9. Bowler must make complete the bowler action and touch the ground before dislodging the stumps.

10. If the ball hits the ceiling, basketball goals/suspensions or the lights in the Main Gym.

6. Last batsman play is allowed and he will only be called run out towards the side of running, in case of short of crease.

7. Time rules:
   Depend on the number of overs. Each innings will be of a predetermined duration. 30mins for 8 overs, it is in the judgement of the main umpire to reduce overs for bowling side when it is their batting time.

8. Substitution Rules:

   A. Numbers of Substitutions per game - 3 substitutions.

   B. If a fielder gets injured or becomes ill during match, substitution is counted as one of the three.

   C. Fielders have to field the numbers of overs that fielder was out of the field after then only he can bowl.

   D. No Rolling substitution.

   E. Team have to specify substitutions during signing up for game.

   F. No runner for batsmen.

9. Substitutes can bowl or field. Substitutes are not allowed to 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 a Super Over.
   - One extra over will be played to determine a winner, one bowler declared by the team will bowl and the batting side will have to declare 3 batsmen.
   - If still tied after the Super Over, we will do a bowl out where each team will bowl 6 deliveries (all different bowlers), the team that knocks of the stumps maximum times wins.

12. No matter how many players a team has playing, there must be a keeper always in position behind the stumps.

13. General Scoring Rules

1. Byes and overthrows are enforced.
2. There will be zones for boundaries, balls hitting the zone directly will be counted as 6, while an indirect hit will count as 4, but if the ball hits directly above the stipulated dismissal height that will be out.
3. If the ball hits the 2 lowered basket ball's basket area then it will be counted as 6 runs.
4. If a ball goes through the fence directly or indirectly, it will be counted as 6 or 4 runs respectively.
5. If a ball hits any pillar whether direct or from bounce then 2 runs will be counted without running.
6. There will be no catches off the wall in the boundary zones.
7. If the ball goes in any part other than the boundary zone the players have to run to score runs.