

Cricket - Rules

Revised Fall 2023

Intramural Cricket will be using the following rules and procedures below. Final interpretations and modifications shall be determined by the Coordinator of Competitive Sports.

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present their physical Mason ID, mobile Mason ID, or valid government issued photo ID to all activities. There are NO exceptions. A player that does not have their Mason ID may still sign-in using a valid government issued photo ID (i.e. a driver's license or passport), *if* their name is already listed on the IMLeagues roster.
2. An individual is bound to the *first* team they sign-in for.
3. A participant can only play on 1 Co-Rec team and 1 single-gender team (i.e. Men's or Fraternity).

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time, or are unable to produce enough eligible players to field a team, will be assessed a forfeit. A team that forfeits will be assessed a 1.0 sportsmanship rating for that game.
 - a. Forfeits will be recorded as 50-0.
2. The prepared team must allow the other team a grace period of 5-minutes to acquire a properly equipped team. The game clock will start at game time. The 5-Minute Rule comes into effect when:
 - a. At least 1 (one) person from the team is properly checked in.
 - b. The captain/team that is not properly prepared to play with the minimum number of players will have 5 minutes to become ready to play.
 - c. If the 5-minute time limit expires and the team still does not have the minimum number of players, the game will be forfeited to the team that has the minimum number of players present.
 - d. If at any time, during the 5-minute limit, the team acquires the minimum number of players, the game will begin. The game clock will remain at the time that has passed and will continue in accordance with sport rules.
3. The captain of the forfeited team will be assessed a \$35 Forfeit Buy-Back fee. Additionally, the team will be ineligible to play in their next scheduled game until the forfeit fee is paid.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by completing a Default Notification form by

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1:00pm on the business day of the contest. A team that defaults will be assessed a 3.0 sportsmanship rating for that game.

- a. For Sunday games, this form must be completed by 1:00pm the Friday before.

Sportsmanship

To be eligible for playoffs, intramural cricket teams ***MUST*** have an average sportsmanship rating above a 2.5.

Competitive Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Unsportsmanlike conduct or other inappropriate behavior occurring in Mason Recreation indoor or outdoor facilities before, during, or after intramural events will not be tolerated. Teams will be held accountable for the actions of their players (both participating and non-participating) and their fans. Officials and the Mason Recreation staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sport seasons. The officials will rate each team in each contest. The authority of the officials' rating exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet. In all cases the Competitive Sports Supervisors and administrative staff may provide input, which may raise or lower the rating. Supervisors may amend the rating for inappropriate conduct or use of an ineligible player.

- **0** - Team is completely uncooperative and out of control before, during, or after a contest. The team captain exhibits poor or no control over themselves, the team, and/or the spectators. The team has multiple ejections or blatant unsportsmanlike conduct that endangers participants, fans, officials, or supervisors. Team fails to cooperate/comply with intramural sports administrative staff, university officials, or law enforcement while performing their duties; falsely represents or withholds any requested information.
 - ***Teams that receive a "0" rating are subject to immediate dismissal from the league or tournament***
- **1** - Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams that receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.
- **2** - Team members or spectators are disrespectful of opponents or officials on a number of occasions, which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.
- **3** - Team members and spectators are respectful of opponents and officials except for one or two minor incidents, which may or may not merit a warning from the game officials or supervisor.

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- **4-** Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

Protest

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of officials.
2. To file a protest, notification of the protest must be made to a game official prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the start of the contest*.

For more information regarding the policies and procedures of Intramural Sports, please see the Intramural Sports Handbook on IMLeagues and the Mason Recreation website.

Inclement Weather

1. Information regarding postponement or cancellation of intramural sports contests due to inclement weather will be available through announcements on IMLeagues, through email, or by phone.
 - a. Every effort will be made to announce decisions to cancel outdoor games by 3:00pm on weekdays and 12:00pm on Sunday.
 - b. The decision may also be determined at game time by the Competitive Sports staff.
2. Regular season games cancelled due to inclement weather will not be rescheduled and both teams will receive a sportsmanship rating of a 3.
3. Playoff games cancelled due to inclement weather will be rescheduled as soon as possible.

Equipment

1. Teams must wear jerseys/shirts with the same shade of color.
 - a. Home teams should play in white shirts, and away teams should play in dark colors.
 - b. Jackets/hoodies may be worn provided there are no exposed pockets and the hooded portion is tucked into the back of the player's shirt.
2. All players must wear athletic shoes made of canvas, leather, or synthetic material which cover the entire foot.
 - a. *No metal cleats will be permitted.*
 - b. Players are not allowed to play barefoot.
3. The Competitive Sports office highly encourages participants to remove any jewelry prior to participation. Participants that choose to wear jewelry do so at their own risk.
 - a. The Competitive Sports staff reserves the right to remove a participant from play if they deem the jewelry to be unsafe to themselves or others.
 - b. The safety of a piece may depend on the sport or activity being played.

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4. Casts (plaster, metal, or other hard substances in their final form) or any other item judged to be dangerous by any Competitive Sports staff (including the Athletic Trainer) may not be worn during the game.
 - a. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with slow recovery rubber or similar material will be allowed.

Contest Timing

1. Contests will start at the time they are scheduled on IMLeagues. Teams should check-in with the Competitive Sports Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have 2 hours to complete their scheduled intramural cricket contest (or game).
3. One game (or contest) will consist of 10 overs a side.
4. If the game is tied at the end of regulation during a playoff game, an overtime will occur.
 - a. Overtime does not occur during regular season games.
 - b. See rules below for overtime procedures.

Players

1. Team rosters on IMLeagues are limited to one less than double a starting roster size.
2. Teams will play with eleven (11) players on the field at one time. A minimum of seven (7) players is needed to start or continue a game.
 - a. One player must be designated as the bowler and one will be designated as the keeper.
 - b. No more than five (5) players can be on the leg side.
 - c. The fielding team must use five (5) bowlers in the game. Each bowler can bowl a maximum of 2 overs each.
3. When a team has forfeited, the opposing team must have at least seven (7) players checked in with the Competitive Sports Supervisor to receive a win.

Game Rules

The following contains an overview of the major rules and modifications with some exceptions.

Start of the Game

1. Prior to the game there will be a captains meeting and coin toss. The options for the team winning the coin toss will be:
 - a. Bat
 - b. Field

Individuals on the Sideline

1. All players that are not in the field of play, and all coaches on the sidelines must stay within the bench area.
2. Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators, and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. Team captains are responsible

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for educating their spectators on these guidelines. Spectators can affect the sportsmanship rating of the team they are supporting.

General Game Play

1. To score a run, batsmen must run to each other's end of the pitch or hit a boundary.
 - a. A boundary will score the batsmen:
 - i. 4 runs, if the ball hits the ground then hits the boundary
 - ii. 6 runs, if the ball is hit over the boundary without hitting the ground inside of it
 - iii. Once a 4 or 6 is scored, the runs by the batsman are null or void
 - iv. Any ball caught after touching the boundaries will not be considered out
2. Runs may also be awarded for no balls, wide balls, and byes.
 - a. No balls will be declared for any of the following:
 - i. Any ball that will come straight to the batsman *without* a bounce above the waist
 - ii. A ball that passes, or would have passed above the shoulder height of the striker standing at the crease
 - iii. One legal bounce of legitimate height will be allowed per bowl, bowls with additional bounces of legitimate height will be considered no balls
 - iv. A full step out from the front line of the crease
 1. Free hit rule will be allowed
 - v. A full step out from the side line of the crease
 - vi. Chucked ball by the bowler
 - b. One run will be awarded to the striking team if a No Ball is thown.
 - c. Wide balls will be declared for any of the following:
 - i. Any ball down the leg side of the wicket
 - ii. Any ball that crosses over or away from the off-side mark
 - d. Byes are permitted and extra runs can be scored.
 - e. Leg-Byes will not be permitted.
 - i. Leg Before Wickets will not be called in this league.
3. Overthrow runs will be permitted.

Overtime

1. If a game ends in a tie during *playoffs*, there will be a super-over to determine the winner. There is no super-over in regular season.
 - a. The team batting second during regulation game time will bat first in the super-over
 - b. Bowling side will designate only one bowler to bowl
 - c. Batting side will name three players to bat
2. Once two batsmen get out, the super-over will be finished regardless of the number of balls remaining in that order.
3. In the event that the game is still tied, an extra super-over will be played until a winner is determined.

Misconduct

1. Sledging is not permitted in this league.

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2. Misconduct behaviors may be penalized by 1 run penalty to the team for that contest.
3. A player is warned and shown the yellow card if they commit any of the following:
 - a. Unsporting behavior towards opponents
 - b. Unsporting behavior towards umpires
4. Two ejected players on a team in the same game will result in forfeiture of the game.

Contact Information

If you have any questions or concerns please contact the Competitive Sports Office via email at imsports@gmu.edu. Our office is open Monday – Friday, 9am – 5pm.