Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. International Cricket Council (ICC) Rules will be used with the following clarifications, modifications, and exceptions.

1. PARTICIPATION

a. Proper identification must be presented by all participants in order to check in. Proper identification is a government-issued photo ID.
b. **Roster:** Each player’s name must appear on the roster before he/she enters a game.
c. **Coaches:** Each team may have one coach who is designated by the team captain. Coaches do not need to appear on the team roster, and teams do not need to use the same coach throughout the season. The coach is allowed to interact with officials and scorekeepers during the game, but must stay off the field of play except during time-outs.
d. Any player **disqualified** from a contest will be removed from that game but can still play in their next contest.
e. Any player, coach, or fan **ejected** from a contest will be removed from that game and automatically suspended from all intramural activities, pending a meeting with the appropriate intramural staff member.
f. Intramural staff retain the authority to require an ejected player, coach, or fan to leave the facility. Any individual instructed to leave must do so immediately.
g. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
h. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
i. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
j. **Jewelry:** Participants are not permitted to wear any jewelry.
k. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
l. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
m. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/earrings/bracelets or any other form of jewelry.
n. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
o. **Equipment**: If the team does not have the same or similar color, **ALL** team members MUST wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the SAME/SIMILAR color.

p. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.

q. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.

r. **Footwear**: All players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.

s. **Pants** – Participants are encouraged to wear athletic style shorts or pants.

t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. **TERMINOLOGY**

a. **Bails** – One of the two (2) small pieces of wood that lie on top of the stumps to form the wicket

b. **Batsman** – Two (2) batsmen are required to be on the field for the batting side at all times. If two (2) batsmen cannot be fielded, the innings is declared over. One (1) batsman is denoted the striking batsman while the other is declared the non-striking batsman. These titles will be shared between the (2) batsmen on the pitch, depending on which one is being bowled to currently and which is just running.

   i. **a) Striking Batsman** – The batsman that is facing the bowler and making contact with the ball.
   
   ii. **b) Non-Striking Batsman** – The batsman that is on the same side of the pitch as the bowler and does not make contact with the ball.

c. **Bowler** – The player on the fielding side who bowls to the batsman. Bowlers may only change fielding positions in between overs. No bowler may bowl more than (3) overs in an innings.

d. **Bowling Crease** – The white line marked at each end of the pitch through the wicket and ending at the return creases.

e. **Destroyed Ball** – A ball that has become unfit for play as declared by the umpires at any time during a match

f. **Extra Run** – A run not attributed to any batsman that is applied to a team’s total runs

g. **Grounded** – The physical touching of a batsman or his bat to the area of the pitch behind but not including the popping crease

h. **Illegal Delivery/Ball** – A ‘No Ball’ will always be considered an illegal delivery

i. **Innings** – One player's or one team’s turn to bat (or bowl). Unlike in baseball, and perhaps somewhat confusingly, in cricket the term “innings” is both singular and plural.

j. **Legal Delivery/Ball** – A delivery that is not declared a ‘No Ball’ by the umpire.

k. **No Ball** – Illegal delivery by bowler- results in one extra run being awarded as well as one extra bowl on which the batsman cannot be ruled out unless it is a run out. If the bowler cuts the sideline of the popping crease it is deemed a No Ball. The ball right after a no ball will be deemed a free-hit. A free-hit is a delivery following a no-ball where the batsman cannot get out except for run-out. A free-hit has to be a legal delivery, else it has to be bowled again and the batsman gets another free-hit if it is an illegal delivery.
1. **Lost Ball** – A ball in play that cannot be found or recovered. The ball shall then be declared dead. Any runs or penalties awarded to either side up until the ball is declared dead shall be recorded and scored.

m. **Overs** – The legal delivery of six balls by one bowler.

n. **Popping Crease** – The white line marked at each end of the pitch 4 feet in front of the wicket. When bowling the bowler's front foot must not cross this line until after the ball has been delivered. The front foot can step on the line; however, there must be some part of the foot behind the line.

o. **Return Crease** – Four return creases are drawn, one on each side of each set of stumps. The return creases lie perpendicular to the popping crease and the bowling crease, 4 feet 4 inches (1.32 m) either side of and parallel to the imaginary line joining the centers of the two middle stumps. Each return crease line starts at the popping crease but the other end is considered to be unlimited in length and must be marked to a minimum of 8 feet (2.44 m) from the popping crease. The return creases are primarily used to determine whether the bowler has bowled a no ball. To avoid a no ball, some part of the bowler's back foot in the delivery stride must land within and not touch the return crease. This is to stop the bowler from bowling at the batsmen from an unfair angle (i.e. diagonally).

p. **Runs** – The method of scoring used in Cricket. The goal of a team is to score more runs than an opponent. Runs are obtained by the two batsman running back and forth between wickets and becoming grounded behind the popping crease. (1) Run is scored each time both batsman run to each other’s end of the pitch.

q. **Single Delivery** – A single bowl delivered by the bowler, either legal or illegal. (6) legal deliveries constitute an over.

r. **Stumps** – The three vertical posts making up the wicket (“off stump”, “middle stump” and “leg stump”)

s. **Substitutions** – A batsman can only be substituted for if he or she is injured and is no longer able to bat. No team may substitute for their batsman due to poor performance. The “rules mitigater” and sport supervisor will have the final say if a team believes their opponent is substituting for non-injury related reasons.

t. **Wicket** – The combination of (3) stumps and (2) bails. They are positioned 22 yards apart on the pitch.

u. **Wicket-Keeper** – The player on the fielding side who stands immediately behind the batting end wicket. This is a specialist position, used throughout the game. The same player is the wicket-keeper the entire time that their team is fielding.

v. **Wide Ball** – An illegal delivery by the bowler, results in one extra run and one extra bowl for the batsman

3. **THE PITCH**

a. The pitch is the 22-yard-long strip between wickets. Lines will be painted on the pitch to denote specific areas of play (creases, wide ball, no ball lines). Refer to **Figure 1** for specific dimensions.

b. Boundaries will be determined and described by the supervisor on the field.
4. **EQUIPMENT**

   a. Each batsman on the pitch must use a cricket bat provided by the team or Intramural Sports Program.
   b. Hard tennis balls will be provided by Intramural Sports. The umpires will evaluate the condition of the balls prior to the start of each match. These balls must be used for all Intramural Sport Cricket matches.
   c. Intramural Sports will provide (2) wickets, each consisting of three stumps and two bails to be used in every Intramural Sport Cricket match.
   d. Each batsman is encouraged to wear a cricket helmet when actively batting. Intramural Sports will have a very limited supply of protective equipment available for use.
   e. Jerseys and player numbers will not be required for Intramural Sport Cricket matches. However, teams are encouraged to wear the same color to distinguish between teams.

5. **PLAYERS AND SUBSTITUTES**

   a. Each team will consist of (7) players, one of whom must be a wicket keeper at all times when fielding. A minimum of 5 players is needed to play the match.
      i. There is no limit to how many players are allowed on a team’s roster.
   b. No batsman may bat more than once.
   c. A batsman, once at the pitch, will bat until he is dismissed by one of the methods defined below in **Rule 8** or until the end of the innings, whichever comes first.
   d. Substitutes will not be permitted in any Intramural Sport Cricket matches.
   e. Each team will have (during any time they are fielding) a bowler, a wicket-keeper and five other fielders who may be placed anywhere on the field by the captain.
   f. The wicket-keeper stands behind the stumps at all times. The wicket keeper is the only member of the fielding team that may wear gloves. Intramural Sports Program will have wicket-keeping gloves available for use.
6. **THE GAME**

a. Teams must be ready to play at game time. See the Intramural Sports Handbook for game forfeiture procedures.

b. Each game consists of two innings per team. Each innings will consist of (8) overs (an over is 6 legal deliveries, as defined below). No bowler may bowl more than (2) overs in the innings.

c. A coin toss will be held at the beginning of each match to determine the first team at bat. The winner of the toss will have their choice of batting first or fielding first.

d. The team that scores the most runs the innings is the winner.

e. There will be an hour and half (1:30) time limit for each match.
   i. Each inning will be played in 40 minutes or less.
   ii. There will be a 10 minute break between innings.

7. **SCORING**

a. A run is scored when the two batsmen run to each other’s end of the pitch. Multiple runs can be scored on a single delivery. Runs can only be scored after a ball has been delivered to the batsman. Runs may be scored without the batsman making contact with the ball (please refer to Rule 7 section F for clarification).

b. **Boundaries:** Four (4) runs are automatically scored if the ball goes to the boundary with one or more bounces. If it crosses the boundary line with no bounces, six (6) runs are awarded.
   i. Boundaries may be changed

c. **Dead Ball:** A ball becomes dead when all the action from that delivery is completed. This occurs through the dismissal of a batsman, when the ball reaches the boundary, when it is returned to the bowler or wicket-keeper, or when a ball is deemed lost or destroyed by an umpire.
   i. If a ball in play cannot be found or recovered, any fielder may call ‘lost ball’. The ball shall then become dead. Any runs or penalties awarded to either side up until the ball is declared dead shall be recorded and scored.

d. **No Ball:** A no ball is called if the bowler oversteps the bowling crease or bowls a ball that is above the batsman’s waist (when it passes him, and before bouncing), or over his shoulder after a bounce. A no ball may also be called if the bowler is deemed to be throwing (if his elbow bends or straightens visibly as he delivers the ball). An extra run is awarded for a no ball and the ball must be bowled again. A no ball will be considered an illegal delivery.

e. **Free Hit:** If the bowler bowls a no ball, a free hit is awarded the following delivery, during which a batsman cannot be ruled out except by being run out. The next delivery will be considered a free hit.

f. **Wide Ball:** If a ball passes the batsman behind his back and not over the stumps, or too far in front of him to be playable (as determined by the markings on the pitch), it is declared a wide ball. An extra run is awarded and the ball must be bowled again.

g. **Byes & Leg Byes:** If a legal delivery (i.e. a ball that is not a no ball or a wide ball) passes the batsman and runs are scored, they are declared byes. Byes are designated for officiating purposes only. Byes will NOT be recorded as runs for the team.
8. GETTING OUT

a. Once a batsman is declared out, he is dismissed from the pitch and must return to his team’s side. The batsman is then replaced by a teammate that has not yet batted. If no remaining batsman exists, the innings is declared over, as two batsmen are required to be on the pitch in order to bat. A batsman may be declared out in any of the (5) following ways:

i. **Bowled:** A batsman is out if the bail is dislodged by a legal ball delivered by the bowler without touching another player. The ball may touch the batsman or his bat before it dislodges the bails.

ii. **Caught:** If the ball hits the bat or the hands holding it and is caught without bouncing by a fielder, off a legal ball delivered by the bowler, the bowler is deemed out caught.

iii. **Run Out:** If the bail is dislodged by the ball while the batsman is outside of his crease, he is deemed to be run out. This may happen if a direct throw from a fielder hits the stumps or the bail is removed with the ball by a fielder standing next to the stumps. This may happen at either end of the pitch. A batsman can be run out even off an illegal delivery. *(Refer to parts B, C, and D of Rule 8)*

iv. **Stumped:** If a batsman is outside his crease immediately after facing a delivery from the bowler and the wicket-keeper dislodges the bail with the ball (or a hand holding the ball), the batsman is deemed out stumped. A stumping off a wide ball is valid, but not off a no ball. *(Refer to parts B, C, and D of Rule 8)*

v. **Hit Wicket:** If, in the process of facing a legal ball delivered by the bowler, the batsman or his bat hit the wicket and dislodge a bail, he is deemed out hit wicket.

vi. **Out Obstructing the field:** Either batsman is out Obstructing the field if he willfully attempts to obstruct or distract the fielding side by word or action.

b. A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease at that end.

c. If there is no batsman in either ground, then each ground belongs to whichever batsman is nearer to it, or, if the batsmen are level, to whichever batsman was nearer to it immediately prior to their drawing level.

d. If both batsmen are in the same ground, then the ground belongs to the batsman that got their first.