

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Game Rules

I. PLAYERS AND SUBSTITUTIONS

- a. A team when fielding will consist of 8 players total
 - i. One will be the wicket keeper (who cannot bowl), and another being the bowler
- b. When fielding there may not be more than one of the other gender. The male to female ratios can go as follows:
 - i. 4:4
 - ii. 3:4
 - iii. 4:3
- c. When batting, there must be one male and one female batsman.
 - i. If all males or all females become out, then two male or female batsman will be allowed.
- d. No substitutions are allowed
 - i. The only exception is due to an injury

II. DURATION OF GAME

- a. Each game will be one hour long
- b. Each team will have 6 overs with 6 balls in an over
- c. 5 minutes per over is the maximum time allowed
 - i. Failure to complete an over in 5 minutes will result in a penalty of 2 runs
- d. A 5 minute half time will be allotted

III. EQUIPMENT

- a. Cricket ball (provided by UREC)
- b. Cricket bats (provided by UREC)
- c. Wickets with three stumps (provided by UREC)
- d. Bails (2)
- e. Closed toe athletic shoes (required)
- f. Protective Gear (optional)
 - i. Pads
 - ii. Gloves for the wicket keeper
 - iii. Helmet

IV. PLAYING RULES

- a. **The official has the final say on any judgement calls**
- b. The order in which the teams bat will be determined by a coin toss
 - i. The winner of the toss may elect to bat or field first
- c. If a female is batting, the bowler must bowl underarm; If a male is batting the bowler must bowl overarm
- d. If a batsman hits a ball and it hits the wall directly without a bounce, 6 runs will be awarded
- e. If a batsman hits a ball and it bounces and hits the wall, 4 runs will be awarded
- f. If a batsman hits a ball at it hits the roof, they will be awarded 3 runs

- g. Runs made by female will be multiplied by 2
- h. A bowler cannot bowl two consecutive overs
- i. A bowler cannot bowl more than two overs

V. EXTRAS

- a. Extras are runs scored by means other than when the ball is hit by a batsman.
- b. Types
 - i. Wides: If the bowler bowls the ball far to one side or over the head of the batsman making it impossible to score, it is a wide ball.
 - a) The batting team is given one run and the bowler must rebowl the ball.
 - ii. Byes: If the striker misses a ball and the wicket-keeper fails to gather it cleanly, the batsman may take runs. These runs are called byes and are scored as extras.
 - iii. Leg Byes: If the striker, in attempting to play a shot, deflects the ball with part of his body, the batsman may attempt to take a run. These runs are called leg byes.
 - iv. No ball (above waist): if the bowler bowls a ball that is above the waist of the batsman it is a no ball and the batsman is awarded a free hit.
 - v. No ball (over stepping): the bowler must bowl each ball with part of his front most foot behind the popping crease. If he oversteps this mark, it is a no ball.
 - a) The batsman may still play the ball and score runs as usual and may only get out by run out, handle the ball, hit the ball twice, or obstructing the field.
 - b) If the batsman doesn't score any runs from the ball, one run is added to the batting team's score.
 - c) The bowler must bowl an extra ball in his over to compensate.

VI. WAYS OF GETTING OUT

- a. Caught
 - i. If a fielder catches the ball on the full after the batsman has hit it with his bat.
- b. Bowled
 - i. If the batsman misses the ball and it hits and breaks the wicket directly from the bowler's delivery. The batsman is out whether or not he is behind his popping crease. He is also out bowled if the ball breaks the wicket after deflecting from his bat or body. The batsman is not out if the wicket does not break.
- c. Stumped
 - i. If a batsman misses the 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 batsman can ground part of his body or his bat behind his crease.
- d. Run Out
 - i. If a batsman is attempting to take a run, or to return to his crease after an aborted run, and a fielder breaks that batsman's wicket with the ball while he is out of the crease.
- e. Hit Wicket
 - i. If, in attempting to hit a ball or taking off for a first run, the batsman touches and breaks the wicket.

- f. Handle the Ball
 - i. If a batsman touches the ball with a hand not currently holding the bat, without the permission of the fielding side.
- g. Obstructing the Field
 - i. If a batsman deliberately interferes with the efforts of fielder to gather the ball or effect a run out.
- h. Hit the Ball Twice
 - i. If a batsman hits a delivery with his bat and then deliberately hits the ball again for any reason other than to defend his wicket from being broken by the ball.
- i. Timed Out
 - i. If a new batsman takes longer than two minutes, from the time the previous wicket falls, to appear on the field.

*****Intramural Sports reserves the right to put into effect any new ruling or policy without prior notice*****