All players MUST check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

UF RecSports Intramural Cricket uses a modified version of the Laws of Cricket as established by the International Cricket Council (ICC). The rules listed below represent the most important aspects of the game with which to be familiar.

I. Terminology

1.1 Balls – One of the (2) small pieces of wood or plastic that lie on top of the stumps to form the wicket

1.2 Batsman – (2) batsmen are required to be on the field for the batting side at all times. If (2) batsmen cannot be fielded, the innings is declared over. One 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.

1.2.1 Striking Batsman – The batsman that is facing the bowler and making contact with the ball.

1.2.2 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.

1.3 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.

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

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

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

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

1.8 Illegal Delivery/Ball – A ‘No Ball’ will always be considered an illegal delivery
1.9 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.

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

1.11 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.

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

1.13 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.

1.14 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).

1.15 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.

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

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

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

1.19 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.

2. The Pitch

2.1 The pitch is the 22-yard-long strip between wickets. Lines will designated by cones on the pitch to denote specific areas of play (creases, wide ball, no ball lines). Refer to Figure 1 for specific dimensions.
2.2 Boundary Rules are determined by the space of the institution. They will be determined by the supervisor on site and agreed upon by both captains prior to the beginning of the match.

3. Equipment

3.1 Each batsman on the pitch must use a cricket bat provided by UF RecSports.
3.2 Balls will be provided by UF RecSports. Competitive Sports Staff will evaluate the condition of the balls prior to the start of each match.
3.3 UF RecSports will provide 2 wickets, each consisting of three stumps and two bails to be used in every Cricket match.
3.4 Jerseys and player numbers will not be required. However, teams are encouraged to wear the same color to distinguish between teams.

4. Players and Substitutes

4.1 Each team will consist of 6 players, one of whom must be a wicket keeper at all times when fielding. A minimum of 4 players is needed to play the match.
4.2 No batsman may bat more than once.
4.3 A batsman, once at the pitch, will bat until he is dismissed by one of the methods defined below in Rule 7 or until the end of the innings, whichever comes first.
4.4 Substitutes will not be permitted in any Intramural Sport Cricket matches.
4.5 Each team will have (during any time they are fielding) a bowler, a wicket-keeper and four other fielders who may be placed anywhere on the field by the captain.
4.6 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. UF RecSports will have wicket-keeping gloves available for use.

5. The Game

5.1 Each game consists of 1 inning per team.
5.2 Cricket Flash Tournament matches will be played with a maximum of 8 overs per inning.
   5.2.1 The maximum number of overs per bowler are described below:
   Two bowlers can bowl 3 overs and one bowler can bowl 2 overs.
   5.2.2 A bowler can bowl maximum 3 non-consecutive overs.
5.3 An over is 6 legal deliveries. No bowler may bowl more than 3 overs in the inning.
5.4 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.
5.5 The team that scores the most runs the innings is the winner.

6. Scoring

6.1 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 6.5/6.6 for clarification).
6.2 Boundaries:
   6.2.1 Four (4) runs are automatically scored if the ball goes to the boundary with one or more bounces.
   6.2.2 If the ball crosses the boundary line with no bounces, six (6) runs are awarded.
6.3 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.
   6.3.1 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.
6.4 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.
   6.4.1 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.
6.5 Free Hit: If the bowler bowls a no ball as a result of overstepping the bowling crease, 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.

6.5 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.

6.6 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. If runs are scored after the ball hits any part of the batsman, excluding the bat or the hands holding the bat, they are declared leg byes. Byes are designated for officiating purposes only. Byes will be recorded as runs for the team.

7. Getting Out

7.1 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:

7.2.2 Bowled: A batsman is out if the ball 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.

7.2.3 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.

7.2.4 Run Out: If the ball 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 ball 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 7)

7.2.5 Stumped: If a batsman is outside his crease immediately after facing a delivery from the bowler and the wicket-keeper dislodges the ball 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.

7.2.6 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 ball, he is deemed out hit wicket.

7.2 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.

7.3 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.

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