



ST. CLOUD STATE UNIVERSITY

INTRAMURAL SPORTS



POSTINGS: Schedules for the league will be posted on the Intramural Sports website at http://www.stcloudstate.edu/intramurals/intramural_listing.asp

PRE-GAME: Teams must sign in all players 5 minutes before the scheduled game time.

ID'S ARE REQUIRED. There will be a 5-minute forfeit time.

FORFEITURE: Players may play for one team only. Individuals may be on ONE men's or women's team and ONE coed team. Players playing for more than one team will lose their eligibility and cause forfeitures of their team's games. Ineligible players will be suspended for the remainder of the season.

All players on the team must play in 1 league game to be eligible for the playoffs.

- **1st Forfeit:** \$5 re-entry fee, which must be paid within 24 hours of the forfeit.
- **2nd Forfeit:** Team is automatically out of the league.

All matches will be played in the Halenbeck Hall Fieldhouse (Indoor)

- Teams are expected to be in the field 5 minutes prior to their games. Times listed on the schedule are the starting time of the match. Toss will be contacted at the starting time. If a team does not have a minimum of 6 players present at 5 minutes after start time, the game will be a forfeit.
- Each team will have a maximum of 8 players with 6 playing on the field. A team may start with a minimum of 4 players.
- Bowling team must bowl their **Seven overs within 25 minutes**. If the bowling team takes an extra 5 minutes to complete their allotted 7 overs, then one over will be deducted from their batting innings.
- There will be no break between innings. Umpires can reduce this duration due to any problems or if the later games could be affected.
- In the games, there is a limit of 3-2-2 overs for one bowler.
- **NO bouncer allowed!** Anything above shoulder height will be given "NO BALL". Any full-toss above waist height will be a "NO BALL". It doesn't matter if the batsman is in the crease or not. The leg umpire will judge the bouncers and full-tosses on the bases of batsmen's normal standing position. For spinners, the ball must go above the head to be called a no ball.

- If there is any confusion, umpires can consult with the match referees available during the match.
- Each winning team is allowed 2 points. A draw will result in 1 point each. A walk off will result in 2 points for the opponents. If the teams are tied on point bases, then run-rate will be the deciding factor. In case of equal run-rate, then head to head rule will be applied. If that doesn't work either, then number of wickets fallen will come into play. ICC run-rate calculation formula will be used to calculate run rate.
- If there is a tie then each team will be given 5 bowls to aim at the stumps. In case of a tie in bowl-out, second bowl-out round will take place. This will be a "Sudden Death" round. Any teams missing the stumps first will loose the game. Toss will again be conducted before the "Sudden Death" round and winning captain will have the same rights of either bowling first or asking opponents to bowl.
- Bowlers must bowl with round arm action at all times. Batting team can complain against any suspected action to Leg Umpires and the Leg Umpires have to immediately warn the bowler and his captain about the suspected action. Umpires will give "NO BALL" if he sees that the bowler is bowling with a throwing action.
- Except for LBW, all the ICC rules are applied.
- ICC rules will be applied (if that rules is not mention in this document) at any occasion when there is confusion on something. Umpire can consult with match referee or committee members before taking any decision but the last decision will be taken by the on field umpires.
- NO CHUCKING!!! IF the umpire has any reason to believe you're bending your below (i.e. throwing the ball), you WILL get called for NO BALLS and get 3 chances and if you're still throwing you'll be banned from bowling! This is a tournament so NO ONE will be allowed to throw the ball!! **Exceptions will be given if the Player comes from Non Cricket playing Nation.**

- **Expectations:**

1. Good Behavior

Sportsmanship

Punctuality

Respecting umpires / committee decisions

CRICKET IS A GENTLEMAN'S GAME AND PLEASES DRESS APPROPRIATELY!