

MIT INTRAMURALS

CRICKET RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCoB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport. These limitations exist for one calendar year from their last official varsity/club practice or match.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book's](#) section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Forfeits

- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
 - * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
 - * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
 - * Less than 24 hour notice results in forfeit and fine

Fines

- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
 - Failure to attend captain's meeting: \$15
 - Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
 - Dropping out of league (once games have been scheduled): \$75

Injuries

- Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Number of Players

- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to in most cases. Some sports offer co-ed leagues, in which case there are male-to-female ratios that will be specified.
- Teams must have at least 10 players on the roster. A minimum of 7 players is required to start the game. Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 15 shirts will be issued.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Field of Play

- All indoor matches will be played indoors in the Johnson Indoor Track.
- All outdoor matches will be played on Jack Barry or Roberts Turf (see map below)



Glossary of terms

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

Batsman – (2) batsmen are required to be on the field for the batting side at all times. 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.

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

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.

Bowler – The player who is “pitching” or bowling the ball at the batsman. This player rotates with teammates. A bowler has to switch with a teammate after one over (See “over”). A player can bowl a maximum of 3 overs in the inning. None of the overs can be consecutive.

Bye – A legal delivery of a ball by the bowler that passes the batsman (without making contact) and allows them to run & score. If runs are scored after the ball this any part of the batsman, excluding the bat or the hands holding the bat, they are declared leg byes.

No Ball – A pitch is deemed a No Ball if the bowler’s foot passes the crease, or if the pitch goes above the batter’s waist without bouncing first. For our circumstances, “No Balls” are called by the batting team. An extra run is awarded for a no ball and the ball must be bowled again. On the next pitch after a no ball, the batter cannot be ruled out unless if it is by running.

All Out – One of two ways to end a team’s innings is by getting them All Out. If all 7 batsman get “out”, then the team is All Out, and their innings is completed. The other way an innings ends is if they use up all their overs. In this format, each team gets 12 overs.

Over – The legal delivery of six balls in a row made by one Bowler. Once the bowler “pitches” once, it counts as one “ball”. After six balls, the “over” is complete. Batsman switch sides at the end of an over, so that each batsman gets pitched to.

Popping Crease – The 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.

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 (see playing area diagram). One run is scored each time both batsman run to each other's end of the pitch.

Stumps - Stumps, or wickets, are the set of three poles of wood at each end of the wicket. While taking runs, the batsman has to reach the other end before the fielders get the ball back to the stumps and tries to dismantle them. If the batsman hasn't reached yet, he is out. The bowler also aims at the stumps when he pitches, and the batsman stands in front of them and defends them.

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.

Equipment

2 cricket bats for the 2 players currently batting. Two sets of stumps at each end of the pitch (the bowling area), and one hard tennis bowl used to play.

Start of Play

A coin toss determines which team bats or bowls first. The winning captain from the flip decides whether to bat first or bowl first. The batting team then sends two players out to bat according to their batting order. The remaining players on the batting team sit just outside the playing field. The bowling team assumes their field positions, with one player starting in the bowling position.

Duration of Games

Up to 2 hours. Each team has an inning and bats for 45 minutes (unless All Out before the allotted overs are completed). Each team is allotted 12 "overs" (see glossary). The inning ends when either the 12 overs are up, or all players on the batting team have been "out" once.

Gameplay

The objective of the game is to score more runs than the opposing team in the team's innings. The inning ends if the allotted overs are up, or if the batsmen are all out. The team batting second then tries to beat the first team's score in their inning. If they succeed, they win the game. If they fail, the team batting first wins.

Scoring

To score runs, a batsman hits the ball into the field. If he thinks there is enough time, the two batsman run to the other end, crossing each other, to make one run. The distance to the other end depends on the field dimensions, but at this level of play, is typically about 12-15 meters. Similarly, two or three runs can also be made on the same hit if there is enough time, by running back and forth. If the hit crosses the perimeter of the field, along the ground, it is automatically four runs. If it does so without the ball bouncing along the ground (that is, airborne) it is six runs.

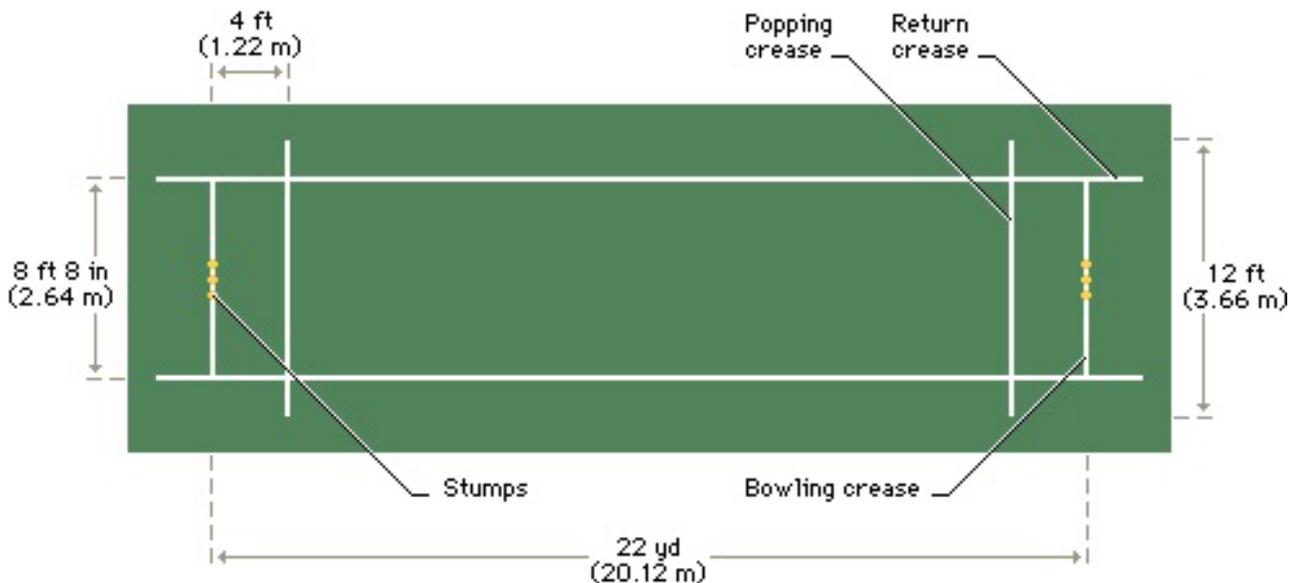
Each bowler is allowed a maximum of 3 overs (in a 12-over per inning game). No bowler can bowl two overs consecutively.

Ways to get 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:
 1. **Bowled:** A batsman is out if the bowler disturbs the set of stumps being protected by the batsman during a pitch, without the ball touching another player. The ball may hit the batsman or his bat before dislodging the bails.

2. **Caught:** If the batsman hits the ball and it is caught before bouncing or hitting another player
3. **Run Out:** If the batsman attempts a run, and the fielder gets the ball back to dislodge the stumps at either end before the batsman running to that end reaches it, he will be out. They have to dislodge the stumps at the end that the batsman is running to (the batsman that is still short of his ground).
4. **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.

Field of Play



Johnson Indoor Track Specific Rules (Fall)

- If the ball hits the roof, the batsman cannot be “caught” out. However, the play resumes. That is, runs can still be made either by running the wicket or if the ball ricochets from the wall and then into the boundary. The batsman can still be run out.
- Overthrows and byes are allowed.
- Behind the wicket, there is an automatic 1 run adjudged if the ball hits the curtains at the back, or any boundary behind the bleachers on the right, or the red storage locker on the left. However, if the ball is between the boundary at the back, there is no automatic run. The batsmen have to run to get runs, and may be run out. If an automatic run is adjudged, the batsman stays on strike as if it was a boundary.
- “Last man standing” is allowed. That is, the last batsman is allowed to bat on his own without a partner, should the situation arise.
- If a team is short players, it is up to the other captain whether to donate fielders to them, or to allow them extra wickets when batting, with no obligation to do so whatsoever.

Outdoor Rules (Spring)

- Overthrows and byes are allowed.
- Behind the wicket, there is an automatic 1 run adjudged if the ball goes to the boundary square of the wicket on either side (as determined by pylons). However, if the ball does not reach the boundary, the batsmen have to run between the wickets to get runs, and may be run out. If an automatic run is adjudged, the batsman stays on strike as if it was a boundary.
- “Last man standing” is allowed. That is, the last batsman is allowed to bat on his own without a partner, should the situation arise.
- If a team is short players, it is up to the other captain whether to donate fielders to them, or to allow them extra wickets when batting, with no obligation to do so whatsoever.