

McGill Cricket Intramural Rules

Game Rules:

1. The games will be 7 versus 7.
2. The batting team will have 2 players on the field whilst the fielding team will have 7 players on the field.
3. Both team captain will do a coin toss at the beginning and the winner will decide whether they want to bat or field first.
4. If a team has a squad number larger than 7, they substitute players in the field, however they must elect no more than 7 players who can bat, before the game starts.
5. Games will consist of six overs per side. Each over consists of 6 pitches (Deliveries).
6. After each over is completed the batsman will switch sides from non-striking end to striker end.

Venue:

1. The game will be played on ½ of the Field House, consisting of 2 Tennis Courts.
2. The game will be played with the curtains of the field house lowered, providing a rectangular field.
3. Only the curtain that is facing the batter (Batsman) will be considered a boundary
 - a. Boundary: If the ball indirectly hits this boundary, 4 points will be allotted to the batting team.
 - b. If the ball hits the boundary, directly without having touched the ground or the curtains on lateral sides, the batting team will be allotted 6 points.
 - c. If the ball hits a curtain before hitting the straight boundary, it will be considered 4 points.
4. The remaining points have to be obtained by either taking singles or doubles or through extra points (Explained Below).
5. The remaining curtains are not considered a boundary of any sorts.
6. If a ball hits any of the fielders and then hits the straight boundary, it will still be considered direct and a 6-points will be allotted.

Pitch:

1. Is an area where the bowling and batting takes place in cricket.
2. The length of the pitch for indoor cricket is 19.5meters.
3. It will be centered to the middle of the field, with respect to lateral curtains.
4. Will be offset towards the back (Rear Curtain) to allow the bowler enough space for his or her run-up and provide sufficient length for the boundary.
5. The ends of the pitch will be marked by white tape, which will determine the batting crease and the non-striker/Bowler crease.
6. Batsman are considered safe as long as any part of their body is behind this crease exclusively whilst in contact with the ground.
7. The same rules apply for the bowler, where any part of their front foot has to be behind the line exclusively to be considered a safe delivery. [Otherwise considered a No Ball, explained later].

8. Pitch width will also be marked with one bat-length on either side of the stumps to create lines for a wide-ball [Explained Later].

Bowling:

1. Before bowling, the bowler must notify the umpire of what hand (s)he will be using to deliver the ball and from what side of the pitch the ball will be delivered from.
2. The bowler is allowed to switch arms and sides but must notify the umpire before doing so.
3. Per over, each bowler is allowed to deliver a maximum of two bouncers (bouncers are considered deliveries that are shoulder height after bouncing).
4. If this number is exceeded, it will be considered a no-ball (explained later)
5. The ball must be delivered below the waistline of a batsman if it has not pitched, if not the delivery will be considered a no-ball
6. If the batsman comes out of his crease, substantially (more than a few steps) and the ball is pitched above the batsman's waistline, it will not be considered a no-ball.
7. If the bowler delivers the ball beyond the wide area marked on the pitch towards the batsman's offside without having made contact with any part of the batsman, the ball will be considered a wide (explained later).
8. A delivery will also be considered wide if it goes behind the batsman without having made any contact with anything.
9. If the bowler oversteps the bowler's crease, without any part of his or her foot behind the line, it will be considered a no-ball
10. The ball may not bounce any more than twice when being delivered, if it does, it will be considered a dead ball (re-bowl)
11. Since, each innings will consist of 6 overs, the fielding team is required to utilize at least 4 different bowlers per inning.
12. A maximum of 2 bowlers can bowl 2 overs per game. The remainder of the overs have to be bowled by other team members.

Batting:

1. Batsman may score runs through hitting boundaries, running between the wickets, or through extra runs given (explained later)
2. If ball hits the batsman, and the batsman has not offered a shot, the batsman will not be allowed to take a run. For example, if the ball hits the batsman's body but the batsman has not attempted to hit it, (s)he is not allowed to take a run.
3. To complete a run by running between the wickets, both batsman (striker and non-striker) must reach the crease on the opposite side of the pitch and put some part of their body or bat behind the respective crease line.
4. If the batsman has taken a run but not crossed the crease, the umpire can call the run off.
5. If the batsman comes out of his crease, substantially (more than a few steps) and the ball is pitched above the batsman's waistline, it will not be considered a no-ball.

6. A batsman must make a genuine attempt to hit the ball with the bat and not any other part of the body to be eligible to attempt a run.

Run Scoring and Extras:

1. Each team must play and try to accumulate as many points (Runs) as possible.
2. There are 3 ways to achieve these runs:
 - a. The batting team can score 6 runs by hitting the straight curtain (boundary) directly. If the ball hits another player or an umpire whilst on its trajectory and does not touch the ground, it will still be considered a 6.
 - b. If the ball hits the boundary indirectly including touching the ground and other curtains, it is considered 4 runs.
 - c. Batsman can run between the wicket to score 1 point. This can be achieved by swapping their sides.
3. Batting team can also gain runs through extras:
 - a. Wide-Ball:
 - i. Is any delivery that is either bowled too far away from the batsman on the off-side past the wide markers on the pitch or behind the batsman without touching any part of the batsman.
 1. However, if the ball is delivered behind the batsman but is in-line with the stumps and either hits them or goes above them, it will not be considered a wide-ball on the leg side.
 - ii. Is a delivery that is pitched above the head of the batsman and is not playable due to its height. It will be signaled and decided by the leg umpire.
 - iii. More than two of these is considered a No-Ball
 - iv. A wide ball will result in one run awarded to the batting team and the delivery must be re-bowled.
 - b. No-Ball: There are several ways to bowl a No-Ball, including:
 - i. By delivering more than 2 bouncers in 1 over. A bouncer is any delivery that is pitched above the batsman's shoulders.
 - ii. A delivery that is above the batsman's waist line as long as he is inside the crease.
 - iii. A delivery bowled where any part of the foot does not land behind the bowling/non-striker crease.
 - iv. Two deliveries in an over that are considered too high for the batsman by the leg umpire.
 - v. No-balls will result in one run awarded to the batting team and the delivery must be re-bowled.
 - c. Leg-Bye and Bye:
 - i. Leg-Bye is considered when a batsman offers/attempts a shot with his bat but misses the ball and ends up hitting the ball with any part of his body. At this point the batsman is allowed to attempt a run between the wickets to gain 1 run or more runs.

- ii. If the ball does not hit the bat or the batsman and is missed by the fielder behind the batsman [Keeper], the batsman is allowed to run whether he or she attempted a shot or not.
- However, these runs are considered extra and they count for the team total but not for any individual batsman.

Dismissals:

1. Is considered out and the batsman has to be replaced by another batsman. If there are no more batsman to come the teams' innings is over. [Each Team gets 6 Wickets].
2. These outs can take place in 3 ways:
 - a. Bowled: Is considered when the ball hits one of the 3 stumps. At this point the batsman is out and has to be replaced by another team member.
 - b. Caught: Is considered when the batsman tries to hit a shot but the ball goes directly to one of the fielders and they catch it. The catch is considered legal as long as the ball is not allowed to touch any other surface other than the fielders own or their teammates body.
 - c. Stumped: Is when the fielder behind the stumps catches the ball and hits one of the three wickets whilst the striking batsman is out of the batting crease.
 - i. This decision will be given by the leg umpire.
 - d. Run-Out: If either batsman is either out of their crease after the delivery has taken place and the fielding team hits the stumps with the ball at the relevant end, it is considered an out.
 - e. Hit-Wicket: If the striking batsman hits the wickets behind him or her, it is considered an out.
 - f. Obstruction: If a batsman tries to purposely obstruct the field in any way possible, whilst batting or whilst running, he or she will be considered out.
 - g. Hitting the Roof: If the batsman intends to hit a shot but the ball hits the ceiling after hitting the bat, it will be considered an out.

Umpiring:

1. Two umpires will be present for each game. One umpire will stand at the non-striking end behind the stumps [Main Umpire] whilst the second umpire will stand at the leg-side, in line with the batting crease.
2. The leg-side umpire will be responsible for making decisions regarding the height of the deliveries to give a no-ball or a wide ball and to look out for a run out at his respective end.
3. The remainder of decisions will be taken by the main umpire.
4. Their decisions are the final decisions and at no point should any player dispute their decision and obstruct the flow of the game.