

INTRAMURAL CRICKET TOURNAMENT RULES

Tournament Rules:

1. A valid George Mason University G-card is required for check-in each game.
NO ID...NO PLAY!
2. Only players whose name appears on the official game-sheet may participate. Game-sheets will be printed at 4:01PM for games during the week. Players must be added to the roster by 4PM if they wish to participate that same day. No player may be added to a team roster after the last regular season game.
3. Teams will be given a 5 minute grace period to field a minimum of 7 players who have checked in with the Supervisor.
4. A minimum of 7 players are required to start and finish a game.
5. Late arriving players may be added to the game roster before the start of the second inning. Once the second inning has started, no player shall be allowed to check-in.
6. Forfeits will be recorded as 48-0.
7. The top 4 teams will advance to the playoff round.
8. All games in the competition will be 8 overs a side (including Round Robin, Semis, and all Finals).
9. 3 bowlers can bowl a maximum of 2 OVERS each and the rest can bowl 1 over each
10. Arguments with the umpire or other misbehaviors may be penalized by 1 over penalty to the team for that match, including the option for automatic forfeiture of the suspected players' team. ALSO yellow/red card rule will be implemented. See below for more details.
11. There will be a BEST-OF-THREE FINALS. This is similar to the Australian Style where the top 2 teams contest a best of three final. This ensures that even if one of the top 2 teams has a bad luck or a bad game, they can still be in the contest. Who ever wins 2 out of 3 finals will be the team who wins this years competition.
12. Arguments or misbehaviors with players from opposing teams will be dealt with penalty which will be upon umpires discretion.
13. **Only team captains may converse with the umpires regarding issues of the match.**
14. Any ball down the leg side of the wicket will be a WIDE ball.
15. Any ball that crosses over or away from the off side mark will be a WIDE ball.
16. Any ball that will come straight to the batsman without a bounce above the waist will be a NO ball.
17. If the ball passes or would have passed above the shoulder height of the striker standing at the crease, umpires may call and sign a NO ball.
18. One legal bouncer of legitimate height will be allowed per over, additional bouncers of legitimate height will be considered NO balls.
19. Full step out from the front line of the crease will be a NO ball. **(THERE IS NO FREE HIT RULE)**
20. Full step out from the side line of the crease will be a NO ball.

21. **No** Leg-byes.
22. There **will** be runs for Byes.
23. Overthrow runs will be permitted.
24. Any ball caught after touching the boundaries will not be considered out.
25. If the ball crosses the boundary **without** bouncing, then it will be **6** runs.
26. If the ball crosses the boundary **with** the bounce, then it will be **4** runs.
27. All players not participating in the current match should **not** be inside the boundary lines.
28. The **Leg-Umpire** has to make a decision on chucked ball by the bowler. Chucked ball will be a **no-ball**. (This practice is officially practiced in Indian domestic matches and it is the quickest and most efficient way of eliminating cheating in this sport, regarding chucking)
29. The umpires in this tournament will use **Yellow/Red cards**. This will enable them to keep a check on the players' behavior. If a player directly curses at umpire and/or he gets physical with any official or opponent team player then that behavior warrants a **RED** card. In other instances, of swearing at each other, the umpire may warn the player or directly give them a **YELLOW** card. We will discuss this in detail during the captains meeting.
30. Once a player gets a **RED card** they will be eliminated from that match and the next match. The team can't add a substitute fielder for that affected player in that same match; however, they can add a new player from the team roster to their playing XI in the next game. Once a player gets a **yellow** card in a game, and if he gets another **yellow** card in the same game, then the second **yellow** card will automatically become a **RED** card, but the player may still continue to play the same game. He will just have to miss the next game. If a player gets a **yellow** card in one game, and another **yellow** card in another game then again, the second **yellow** card will become a **Red** card, and he can still continue that game, but will have to miss the next game. The **yellow** cards received in the round robin will not be accumulated in the semi-final, but **yellow** card received in semi-final will be accumulated to the Final.
31. In case of a drawn game, there will be a **SUPER-OVER** to determine the winner. The team who is batting second will bat first in the super-over. Bowling side will designate **ONLY** one bowler to bowl that supper over, and batting side will name three players to bat during that super-over. Once, two batsmen will get out, the super-over will be finished regardless of the number of balls remaining in that over. In the event that the game is still tied, an extra super-over will be played until a winner is determined.

32. WHAT IF THERE IS A **TIE** IN THE POINTS TABLE? Then we will use **NRR**(net run rate)

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

<http://www.cricinfo.com/iccct2009/content/page/425296.html>

e.g= In the 8 over games, Team "A" scores , 50 runs in game#1, and 70 runs in game #2. Then their total score will be 50+70= 120 runs. Total over's in two games will be 8+8=16 overs. Average runs per over scored = Total runs/total over's. Hence, in our example above, 120 runs/16 overs= 7.50 avg runs per over scored.

Now, if team "A" conceded 40 runs in game#1, and 60 runs in game#2, which shows that they batted first in both games and won every game by 10 runs, (just to make it easy). Then their total runs conceded will be $40+60= 100$ runs. And even if the other team is dismissed in less than the full allocated 8 overs, we will still count it as 8 overs for them and not less. This is the ICC rule too. So their total over in this case is again, $8+8=16$ overs. Now avg runs conceded= total runs conceded/total over's. Hence, in our example, $100 \text{ runs}/16 \text{ overs}= 6.25$ avg runs per over conceded.

Now going back to the formula, that says, (deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition). We get Avg runs per over scored – Avg runs per over conceded = $7.50 - 6.25= +1.25$ NRR
(Hence, team "A" net run rate will be +1.25)

I hope this example clarifies the rule. If there is any further question, then please let me know. Our designated people for the tournament will def know the rule and will also know how to implement it accurately.

Also this has a link to the availability of the fields for **free play**. This gets updated every week. After clicking on this link, scroll down, and under PE Building, you guys will be able to find the availability of for the "Intramural complex".

<http://gomason.cstv.com/facilities/facility-hours.html>