

*Any rule not specifically covered will be governed in accordance with the International Cricket Council regulations.  
Modifications have been made to suit Ohio State Recreational Sports programs.*

### **Rule 1: Eligibility**

A participant may be an Ohio State University student taking a minimum of four (4) credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four (4) or more credit hours automatically pay the recreational sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the quarter in which they intend to participate:

- A participant may be an Ohio State University student taking less than four (4) credit hours.
- A participant may be the spouse of a student or a faculty or staff member.
- A participant may be a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- A participant may be an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups.)
- A participant may be a member-sponsored adult.

In order to participate in any intramural activity, all participants must show a valid Ohio State University issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible in order to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

#### *Professional Athlete Rule*

Any individual who has been paid to participate in cricket, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team is **not** eligible to participate in intramural indoor cricket.

### *Intercollegiate Athlete Rule*

Intercollegiate cricket athletes are not eligible to participate in intramural indoor cricket game, activity, or event until a period of one (1) year has passed following completion of all activities with the team. After the period has passed, former intercollegiate cricket athletes must participate at the highest level of competition offered in intramural indoor cricket. Intercollegiate cricket athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport. Included in this rule are red-shirt athletes and practicing proposition 48 athletes.

### *Sport Club Rule*

No more than two (2) members of the club cricket team may participate in intramural indoor cricket per team. Sport club members must participate at the highest level of competition offered. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

## **Rule 2: Levels of Play**

### *Open*

Play once per week. This league combines both the competitive and recreational teams and is offered for both males and females without a male or female requirement. This division is offered typically when there are not enough teams to divide the teams into a competitive and recreational division. **You may only play on one Open team.**

## **Rule 3: Equipment**

- Jewelry is not allowed. Medical or religious medallions must be removed, taped or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- The bats used will be provided for game play if you require but if you have your own they must be tennis ball specific and approved by the umpire before play begins.
- You may wear protective gear if you wish to but there will be none provided due to the safe nature of the tennis ball.
- The tennis balls will be provided and may not be altered by tape or any other material during the game.
- Players need to wear non-marking footwear at all times.

## **Rule 4: Team Captain Responsibilities**

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Communicate game time, location, and ID policy to teammates.
- Ensure that all teammates sign a "release of claims" form located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State University ID at game time to check in.
- Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turn in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperate with the Intramural Supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

### **Rule 5: Players**

- Each team shall consist of seven (7) players. Seven (7) players are eligible to bat during an inning but only six (6) may field at any given time. The same seven (7) players must play the entire game, unless an injury occurs.
  - All players must check in using a valid Ohio State University issued ID.
- You may substitute one fielder for another at any point during the game.

### **Rule 6: Forfeits/Defaults**

*Game time is forfeit time!*

A forfeited game will be marked as a forfeit in the team standings and the team will receive an "F" sportsmanship rating for the contest. There are three situations that will result in a forfeit:

- Not Enough Players – Team does not have the required number of players to participate at the scheduled game time.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and "A" sportsmanship rating for the contest. In order to receive a default, the captain must call the Intramural Office by 4 p.m. on the day of the contest with their request, for teams playing on Sunday the deadline is Friday at 5 p.m. The opposing team will then be contacted by the Intramural Office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one (1) default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

## **Rule 7: Protests**

### *Rules Protest*

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Intramural Supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a "time out" and inform the official that he or she wishes to have a ruling on the interpretation by the Intramural Supervisor in charge.
2. No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Staff when necessary.
3. If corrections are necessary, the Intramural Supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official's interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the Intramural Supervisor on site and completed. The contest will continue from this point "under protest."

### *Eligibility Protest*

Protests involving player eligibility must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point "under protest."

## **Rule 8: Play**

### *Start of Game*

A captain's meeting will be conducted to decide who will bat first.

### *Timing*

- The game will be one (1) inning in length. Each team will face a total of seven (7) six-ball overs. An extra ball will be bowled for a wide or no ball and will also count for two (2) runs towards the batting side's score.
- The maximum that one (1) bowler can bowl is three (3) alternating overs with two (2) other bowlers bowling a maximum of two (2) alternating overs.
- At the end of each over the batsman will change ends for the beginning of the next over.
- Each team has a total of six (6) wickets.

### *Scoring*

- You cannot lose a wicket by a catch off the wall but you are able to run on a catch off the wall. You will score any runs the batsman ran for and any additional runs for hitting the back wall.
- Hitting the back wall above the window, in the air will score six (6) runs. Hitting the back wall in any other manner above or below the window will score four (4) runs.
  - NOTE: If the ball hits the sidewall then the back wall it will count as four (4) runs.
- In the event of a run out the total number of runs minus the one being attempted during the run out will be added to the team score.
- The umpire will keep score and inform the players of the score after every over and also at the request of any player throughout the match.

### *Dismissals/Outs*

- The official ways of getting out/being dismissed/losing your wicket in indoor cricket is:
  - Bowled
  - Caught straight from the bat
  - Run out
  - Stumped by the wicketkeeper
  - Intentionally interfering with a fielder
  - Intentionally interfering with the ball while in play
  - Repeatedly ground bat on uncovered surface
- The team will continue to bat until they have lost their six wickets or the inning ends when the team is out of their seven (7) six-ball overs.

### **Rule 9: Sportsmanship**

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural Staff at all times.

### *Unsportsmanlike Conduct*

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Employee before, during or after the game.
- Participate in a game for which he or she is ineligible.
- Argue or talk back to the Intramural Staff. Only the captain should address an official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports Employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

### *Unsportsmanlike Conduct Penalties*

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Yellow Card – Conduct Warning
- Red Card or Two Yellow Cards – Ejection
- Two Red Cards or Three Cards total on One Team - Forfeit

### *Disciplinary Action*

Any player receiving two conduct warnings in one game or ejected from a game is required to meet with the Coordinator of Intramural Sports. The player will be suspended from **all** intramural play until the meeting occurs and for a minimum of one week from the meeting date.

### **Rule 10: Co-Rec Modifications**

- There are no Co-Rec modifications.

### **Rule 11: Playoffs**

In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
- “D” – One (1) point
- “F” – Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

***For any questions or clarifications, please contact the Intramural Sports office at RPAC  
614-292-2732***