



## I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on [percec.columbia.edu](http://percec.columbia.edu) under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's [imleagues.com](http://imleagues.com) website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
- B. Leagues offered:
  - 1. **Open-Recreational:** a mixed gender league that is open for anyone to register and participate.
- C. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) to Intramural Staff in order to play.
- D. All games are played at Baker Athletics Complex at 533 W 218<sup>th</sup> Street. Teams must arrive ready to play no more than **10 minutes** after the scheduled game time or a forfeit will be declared.

## II. Players and participants

- A. A team shall consist of 7 players in a match.
  - 1. Rosters have a maximum of 15 players.
- B. A minimum of 7 players is required to start the game.
- C. Substitutes can neither bat neither bowl. They are allowed for fielding only.

## III. Game Play

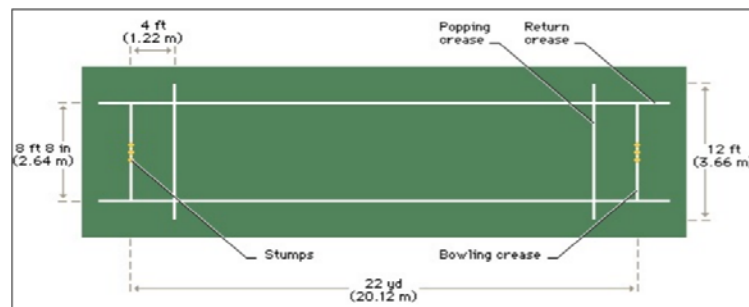
- A. The live field boundary area is defined as the soccer field lines.
- B. Game duration is 90 minutes. Batting times will be 45 minutes maximum per team.
- C. Each game consists of one inning per team. Each inning will consist of 10 overs per side (an over is 6 legal deliveries).
- D. No bowler may bowl more than 3 overs in the innings.
- E. A coin toss will be held at the beginning of each match to determine the first team to bat. The winner of the toss will have their choice of batting first or fielding first.
- F. The team that scores the most runs wins the game. A run is scored when the two batsmen run to each other's end of the pitch. Multiple runs can be scored on a single delivery. Runs can only be scored after a ball has been delivered to the batsman.
- G. The referee may, after a warning, forfeit the game to the opposing team if, in their judgement, a team is using tactics obviously designed to delay or shorten the game. This rule applies especially to games in which there is the threat of rain or time expiration.

## IV. Equipment

- A. Players must wear closed-toed, athletic type shoes at all times. No metal cleats allowed.

- B. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- C. Any equipment that, in the Official's judgement, would be injurious to the participants, would aid the individual who is wearing it, or is not within the spirit of the rules is illegal.
- D. No hats, jewelry, or watches may be worn during a game. Exceptions may be made for mandatory religious paraphernalia, at the discretion of the Columbia Intramurals Department.
- E. The Intramural Program will provide the game balls (hard tennis balls), bats, and two wickets, each consisting of three stumps and two bails.
- F. The Intramural Program will not provide protective equipment and it is not mandatory to wear. No gloves will be allowed in the field.
- G. Below is the dimensions of the pitch.

- A. The pitch is the 22-yard-long strip between wickets. Lines will be painted on the pitch to denote specific areas of play (creases, wide ball, no ball lines). Refer to **Figure 1** for specific dimensions.



**Figure 1.** Cricket pitch dimensions

## V. Bowling

- A. Bowlers may bowl a maximum of 3 overs; a minimum of 1 over.
- B. One bouncer is allowed per over. A second bouncer is considered a "no ball". The result will be (1) run and (1) free hit. If the batsman has contact with "a bouncer" by his bat or any part of his body, then the delivery would be called a fair delivery. No bouncer is called.
- C. There will be 6 bowls per over.
- D. Two no balls per over.
- E. Two no balls "beamers" per over disqualifies bowler.
- F. Bowler must complete over, barring injury.
- G. A "no ball" or "illegal bowl" will occur when the ball is bowled outside of the crease. The result will be one (1) or one (1) free hit.
- H. Wides and no balls will be given.
- I. Overthrows are allowed.
- J. Wicket Keeper can bowl but he has to have fielded one over as a field player prior to his bowling.

## VI. Batting

- A. No batter may bat more than once in a game.
- B. The non-striker has to stand completely inside the stump box.
- C. Batters must change ends at the completion of each over.
- D. No log byes are allowed; the run cannot be taken.
- E. Byes on bowls are allowed, runs may be taken. If the ball reaches the boundary, 4 runs awarded to the batting team.
- F. Scoring:
  - 1. One bounce outside the boundary will be scored 6 runs.
  - 2. Ball bouncing inside the boundary and rolling past the boundary will be scored 4 runs.

## VII. Fielding

- A. A fielder may field the ball with any part of their position.
- B. **A fielder may not wear any additional equipment, gloves, or external leg guards while in the field.** Any protection for the hand or fingers may be worn only with the consent and the approval of the staff.
- C. No more than five fielders are allowed to field on the leg side of the batsman. This includes the bowler if he is bowling around the wicket.
- D. There should be always 3 fielders standing inside the 15-yard circle throughout the innings. This does not include wicket keeper and bowler. The 15-yard circle will be marked by cones.
- E. No ball will be given, if a team fails to field the required number of players within the 15-yard circle.

## VIII. Wicket

- A. A batsman is declared out if they are:
  - 1. Caught (by wicket keeper, fielder or bowler himself)
  - 2. Bowled
  - 3. Run out
  - 4. Hit wicket
  - 5. Obstructing the field
  - 6. Stumped
  - 7. Handling the ball
- B. There will be a maximum of 10 wickets.

## IX. Substitutions

- A. Field substations will be made on dead balls.
- B. Field substations are unlimited.
- C. There are no bat or bowl substitutions.
- D. Substitutions must be made from the team roster only.

**Only the captain or designated captain can approach officials or activity supervisors during or after the game.**

**Columbia University Intramurals  
334 Dodge Fitness Center  
[perec.columbia.edu](http://perec.columbia.edu)  
(212) 854-4002**