



UNIVERSITY OF WYOMING

Intramural Sports

Indoor Cricket Rules

(Updated 4/3/2018)

The following rules have been created and modified by the Wyoming Cricket Club (WyoCC).

T7 Tournament:

- Cricket is a team game consisting of 5 players per team for this tournament format.
- Teams will be randomly paired against each other and will play a 7 overs (each side) game.
- An over consists of six legal balls bowled by a single bowler from the bowler's crease to the batsman. (6 legal balls X 7 overs = 42 legal balls per team, per game).
- This is a single elimination tournament, in which the losing team will be eliminated and the winning team will progress to the next round of play.
- Teams should be ready to play whenever called between 12 PM – 5 PM during the event.
- The tournament will be played in the MAC gym (in one half of the gym or one basketball court).
- Detailed rules of the game are described in the “**T7 Tournament Rules**” section below.

T7 Tournament Rules

Team: Each team will consist of 5 players.

Match length: Each game will continue until each side bats for 7 overs or loses all their wickets (all batters get out).

Bowling Rules:

- Each over will consist of 6 legal throws or bowls.
- Wide balls and no-balls are counted as illegal balls. The batting team will be awarded a run for each illegal ball bowled along with any runs scored off of those balls.
- If the foot of the bowler crosses the front or the side crease while bowling it will be considered a no-ball.
- Any ball that is above the batsman's waist without bouncing will be counted a no-ball.
- Any ball that bounces higher than the batsman's head (in standing position) will be counted a no-ball.
- Any ball that bounces between the batsman's head and shoulder (in standing position) will be counted as a first bounce ball. Only one first bounce will be allowed per over. Any such subsequent deliveries in the same over will be called a no-ball.
- Any ball that crosses the wide line on the off side, passes the batsman on his/her leg side, or misses the last wicket to the leg side will be counted as a wide ball.
- The bowler can either run-up and bowl or throw the ball from a standing position.
- Any legal ball that hits the wickets on the batsman's end will be counted as a wicket/out.
- Any legal ball that is caught by a fielder after touching the bat will be counted as a wicket/out.
- Any legal ball that is caught by a fielder after touching the bat and bouncing once off any surface except the floor will be counted as a wicket/out.
- Batsmen can only get out on legal balls.

Batting Rules:

- Runs can only be scored if the ball touches the bat.
- Balls that touch any wall (except behind the bowler's crease) directly off the bat will be counted as 2 runs unless caught by a fielder off the wall.
- Balls that touch any wall (except behind the bowler's crease) after bouncing once off any surface will be counted as a single run.
- Runs on the floor will be explained before the game.
- Any ball that touches the back wall (behind the bowler's crease) after bouncing on any surface will be counted as 4 runs.
- Any ball that touches the back wall (behind the bowler's crease) directly off the bat will be counted as 6 runs.

ALL DECISIONS MADE BY THE UMPIRES ARE FINAL AND BINDING. THERE WILL BE NO ARGUING OR DEBATING UMPIRING DECISIONS. RULES MAY BE MODIFIED, OR ADDITIONAL RULES MAY BE ADDED IF NEEDED DURING THE TOURNAMENT.

Cricket Skills Showdown:

Throwing:

- This is a game where an individual will be throwing the ball to the wickets.
- Players will be awarded points when the ball hits the wicket legally.
- The player with the most points at the end of this challenge will be the winner.
- This event will be conducted in the MAC gym (in the other half of the gym or one basketball court).
- Detailed rules of the game are described in "**Skills Showdown rules**" section below.

Maximum Home Run Hits:

- This is a team game, consisting of two players per team.
- The team who scores the greatest number of Home Run hits will win the game.
- Detailed rules of the game are described in "**Skills Showdown rules**" section below.

Skills Showdown Rules

Throwing:

Team Size: 1 player

- Players will throw balls to the wickets from specified locations with an intention to hit them to score.
- The balls can hit the wickets directly or with any number of bounces before touching a wall to score.
- Points will be scored if the ball touches the wickets. (Example: 1 point from the nearest location and 2 points from the farthest location).
- Players will be given the opportunity to hit both 3 and 1 wicket sets.
- Players will be given 1 chance to hit 3 wickets from each of the 5 specified locations.
- Players will be given 1 chance to hit 1 wicket from each of the 5 specified locations.
- Players will be awarded 1 point for hitting 3 wickets from the 2 nearest locations.
- Players will be awarded 2 points for hitting 3 wickets from the 3 farthest locations.
- Players will be awarded 3 points for hitting 1 wicket from the 2 nearest locations.

- Players will be awarded 5 points for hitting 1 wicket from the 2 farthest locations.

Maximum Home Run Hits:

Team Size: 2 players

- Teams will be given 3 minutes and 30 seconds, (90 seconds batting + 30 second switch + 90 seconds batting) to hit the maximum number of home runs they can.
- During the first set of 90 seconds, player 1 will be batting and player 2 will be bowling or throwing.
- During the second set of 90 seconds, player 2 will be batting and player 1 will be bowling or throwing.
- Players will be provided with a 30 second break/switch in between the two 90 second sets to exchange their positions.
- Either player on the two person team can regain the bowl after the ball has been hit. However, no other players can chase after the hit ball for that team.
- The same bowler must bowl consecutively for the entire 90 seconds.
- Then the bowler and batsmen change their positions (current bowler becomes batsmen and vice versa) during the 30 second break/switch. The current bowler must now bowl consecutively for the remaining 90 seconds.
- The batsmen will be given a choice of selecting any bat to use from the given set of bats.
- The bowler should be throwing or bowling to the batsmen from the bowler's crease.
- A hit is considered a Home Run only when it hits the back wall behind the bowler directly in the air without first hitting another surface.
- Batsmen cannot hit the floor with the Bat. This will result in a penalty of 2 Home Runs.