



# NU Intramural Sports

## Tennis/Tape-Ball Cricket Rules

### GENERAL RULES:

1. All players must present their valid Northeastern University Photo ID to play. No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. GAME TIME IS FORFEIT TIME! The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. 3 Unsportsmanlike Penalties will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

Game play is governed by the 'Laws of Cricket,' as developed by the [Marylebone Cricket Club](#), with the following modifications:

### A) PLAYERS:

1. A team will consist of no more than eight (8) and no fewer than six (6) players on the playing field at a time.

### B) GAME SETUP:

1. Playing Field: The pitch will be setup within the Cabot Cage with wickets positioned towards the side nearest the batting cages and the 'playing area' across the field.

a) A ball is considered in play as long as it remains within the defined playing area. The playing area is constituted to be all space within the curtains. The ball is out of play if any part of it touches the overhead netting, suspended curtains, or batting cage.

2. Game Length: Games are 7 overs long with 45 minute time limit.

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3. Equipment - Intramural Sports will provide all equipment for play, including bats and balls. Players may not use their own bats or balls.

4. Boundary lines and markings (batters crease, etc.) will be marked out by cones on the field of play.

#### C) GAME PLAY:

1. Batting: 2 batters at all times - one at the batting end, the other at the bowling end.

a) Upper-Boundary - Automatic Out: Any batted ball that strikes overhead netting, suspended curtains, or batting cage will result in the batter called out. Any disregard for the well-being of others, or equipment, will result in removal from play at the official's discretion.

2. Fielding: Aside from the bowler and wicket-keeper, fielders position themselves as they desire.

3. Scoring: Teams score runs when batters reach the opposite crease safely.

a) Batter: A run is completed when a batter hits the ball and then runs to the other end of the cricket pitch, getting past the crease.

b) Non-striking Batter: Must run opposite the 'striking batter'.

c) Getting Out: The batters can run as many times as they like, but if a fielder hits their stump while they are outside the crease, the batter is out.

d) Walls: One run will be awarded if a batted ball hits the side curtains or the curtain behind the wicket-keeper. A run will also be awarded if the ball hits the back wall on a wide or legitimate delivery. The runs are awarded based on the first wall the ball comes into contact with.

4. Scoring by Boundaries: Runs can be scored by hitting boundaries to the curtain opposite the batter. The boundary-scoring area will be indicated by pylons/cones.

a) Ball bounces 1 or more times: Score 4 runs.

b) Ball does not bounce: Score 6 runs.

5. Bowling/Pitching: A bowler has to bowl 6 balls in an `over'. Maximum 2 overs per bowler per game.

a. If a bowler fails to deliver a hittable ball, as below, runs will be scored:

i. No balls: When the bowler oversteps the crease, bowls in a dangerous manner or incorrectly, or if the ball rises above the batter's head -- score one run, and re-bowl the pitch.

ii. A wide: When the ball goes outside the line indicated next to the wickets -- score one run, and re-bowl the pitch.

iii. A leg bye: When the ball hits the batter without contacting their bat, the batter may NOT score by running. If the ball proceeds to hit the wall on a leg bye, runs for the wall contact are not awarded. NOTE: There is no leg-before-wicket rule in this league.

iv. A bye: When the batter runs without the ball coming into contact with their body or bat, they may score by running. Runs for the ball making contact with the wall are rewarded.

6. Fielding for Outs:

a) Catching the Batter Out: When a fielder catches a ball off the batter's bat before it has contacted the ground - called `catching on the full.'

b) Bowling the Batter Out: Bowling the ball and striking the batter's stumps or bails.

c) Stumping the Batter: When the wicket-keeper fields a pitch and hits the stumps catching a batter out of their crease.

d) Run Out: When a fielder hits the batter/runner's stumps while they are outside of the wicket crease.

e) Hit Wicket: When the batter hits their own stumps while trying to hit the ball.

7. Tie-Breaking Procedure: There are no ties! In the event of a tie at the end of regulation, a bowl-out will take place.

a) A bowl-out is similar to a penalty shootout in soccer: Each team will be given five chances to bowl to open stumps and the team hitting the stumps the most times will advance.

7. Tie-Breaking Procedure: There are no ties! In the event of a tie at the end of regulation, a bowl-out will take place.

a) A bowl-out is similar to a penalty shootout in soccer: Each team will be given five chances to bowl to open stumps and the team hitting the stumps the most times will advance.

b) Each bowler can only bowl once.

c) If still tied after five bowlers each, a sudden-death bowl out begins with each team taking one bowl until one hits and the other misses. The sudden-death bowler must be one of the initial five bowlers.