



University of Waterloo Cricket Club
Tapeball Intramurals
Fall 2019

Rules and Guidelines

All the players registered with University of Waterloo Cricket Club are obliged to follow the rules and guidelines mentioned below.





All the captains are requested to sign this page, hence accepting the rules and guidelines mentioned below.

<i>TEAM 1</i>	<i>TEAM 2</i>	<i>TEAM 3</i>	<i>TEAM 4</i>

<i>TEAM 5</i>	<i>TEAM 6</i>	<i>TEAM 7</i>	<i>TEAM 8</i>

(All Captains are responsible for sharing these guidelines with their respective team members)





LEAGUE RULES

- The Tapeball Intramurals League comprises of 8 teams.
- All the teams are divided into two groups of four.
- Top two teams from each group will qualify for the playoff round. In case, two or more teams finish with same number of points, NRR will be considered. If NRR is same as well, the team that won the league match will qualify.
- A team will be awarded 4 points for a win and 2 points for a tie.
- There will be over deduction for delays if both teams fail to reach on time and if it extends to beyond a certain time, the match will be cancelled with both teams receiving a loss (no rescheduling).
- If one team fails to appear on time, the other team will receive the win without a ball being played.
- All the matches will be played at CIF Indoor Field, unless otherwise specified.
- Each team should have a minimum of 11 players and a maximum of 13 players.
- Each team should have a minimum of 5 freshmen players, having a minimum of 4 in the playing 10.
- A total of 10 players can field or bat at a time.
- If a team has less players available on a match-day, the team is allowed to play substitute players from outside or other team upon approval of the executive committee. The Substitute player cannot bat nor bowl any overs. A team can have a maximum of 2 substitute players.





- A player can swap teams mid-season a maximum of 1 time, given he has a valid reason to swap teams. A player can swap teams upon the approval of the Tapeball Coordinator and the President of the club. For the swap to be considered valid, both to and from teams would have played less than or equal to 4 matches.
- Each player has to pay a registration fee of \$25.00 to participate.
- Each player is required to wear proper sports attire while playing a match. No Spikes allowed. Any player who isn't in proper sports attire will not be allowed to participate in that match.





MATCH RULES

- Each inning will be of 10 overs.
- The first 3 overs of the game will feature a power play, where a maximum of 3 fielders are only allowed past the halfway mark.
- 1 bowler can ball a maximum of 3 overs; all other bowlers a maximum of 2 overs.
- A team will have a maximum of 40 minutes to complete their 10 overs.
- A total of 10 Batsmen can bat each innings.
- A total of 10 fielders can field at a time during the innings.
- By-runners are not allowed unless a clear reason exists and is permitted by the opposition captain.
- A bowler will be dismissed if he bowls more than two beamers per over.
- A bowler can be dismissed if the umpires declare his action as unfair and improper.
- It is mandatory for the fielding team to have a player behind the stumps, called a wicketkeeper.
- There are Free-hits for all kinds of No-balls.
- Leg-Bye runs are counted.
- Bye runs are counted towards the final score.





PLAYERS DISCIPLINE

- All the players are supposed to reach the location 10 minutes prior to avoid delays.
- There will be over deduction for delays
- In case of any confusion or arguments during the match, only the captains can speak to the umpires. No other player is allowed to enter the field.
- A Player maybe suspended if he misbehaves on the field and shall not receive any refund.
- All the teams and captains are requested to respect the umpires. Umpire decision is final.
- Any team found to be playing invalid players will be disqualified and shall not receive any refund.





MATCH TIMINGS

- All the matches will be played on Monday and Wednesday.
- Captains are required to reach the field on time for the toss and to avoid delays. There will be penalties for delays.
- Captains should make sure that his team arrives on time and the game starts on time.

<i>Monday</i>		<i>Wednesday</i>	
Game 1	8:45 PM	Game 1	8:45 PM
Game 2	10:25 PM	Game 2	10:25 PM





NOTE FOR ALL CAPTAINS AND PLAYERS

- Those yet to pay, must pay on or before 18th September 2019, as this would be when the team selection processes take place.
- Please do understand that there may be changes taking place to these rules before the 25th September 2019, which as per schedule is the first official match. The captains of all teams will be made aware of these changes as the decisions are made.





The resolution to all unforeseen challenges regarding the tape-ball tournament will be at the discretion of the Intramural Coordinator and the President of the Club. The decision will be made judging the severity of the matter and all players agree to this by participating in this tournament.

The main aim of the Executive Committee is to harbor fair play, entertainment for participants, resolve disputes and ensure that the spirit of the game is intact.

Binoy Pattharwala
President
University of Waterloo Cricket Club

