



## CITY OF FRESNO PARKS, AFTER SCHOOL, RECREATION AND COMMUNITY SERVICES ADULT SPORTS SECTION

### CRICKET RULES

#### Field of play:

- All games will be played at the designated field indicated by the City of Fresno Adult Sport Staffing.
  - **Note:** In the event of park closures or extenuating circumstances the field of play may only be changed by City of Fresno Officials.

#### Equipment:

- 2 wooden cricket bats for the 2 players currently batting is permitted. Two sets of stumps at each end of the pitch (the bowling area), and one hard tennis bowl used to play.
- Each team is expected to bring own equipment (bats, gloves etc.)

#### Start of Play:

- A coin toss determines which team bats or bowls first. The winning captain from the flip decides whether to bat first or bowl first. The batting team then sends two players out to bat according to their batting order. The remaining players on the batting team sit just outside the playing field. The bowling team assumes their field positions, with one player starting in the bowling position.
- **Note:** There is no grace period allowed for the start of games. Failure to start at the designated game time will result in a forfeit for the team not able to begin play. Each team is required to be in the ground at least 15 minutes before the start of the match. If the teams do not take field at the scheduled time the match will be considered a forfeit

#### Eligible Players/Substitution Guidelines:

- Players must be **18 years of age** to participate in any Adult Sports Program.
- **PLAYERS MUST** use their own names when playing. Any team that willfully falsifies a player's name in a game, or has a player participating under an assumed name, loses the game, and the manager or person responsible will automatically be suspended, as stipulated in the Code of Conduct. **(2 game minimum for all players to be eligible to participate in Playoffs)**
- Teams will be placed in leagues according to team ability and team player's ability in the judgment of the Recreation Department staff. Also, seeding will be based upon available night.
- Upon a batsman being retired they are not permitted to bat again.
  - **Exception:** If the batsman is ill or injured, they are considered retired - not out and are permitted to return to batting if they recover before the end of the innings.

#### League Rules:

- The on-field umpires may use their discretion to shorten the duration of the game if they feel that the game will go beyond the allocated time. They will notify both the team captains and managers about this at least 30 minutes prior to the end of the first innings.
- Umpires decision will be final on ground, all disputes should be submitted to the City of Fresno Adult Sports Division for further review.
- Two teams play a single innings, which is restricted to a maximum of twelve overs **(60 legal balls)** per side, with the game lasting approximately 90 minutes.

- Ball Usage - If the game ball is deemed unusable by the umpire a new ball will be used, unless 3 overs have been played. At that point an umpire may choose to allow play to continue with a ball that has been used in a previous game.
- All balls for gameplay will be provided by the City of Fresno Parks and Recreation Adult Sports Staff.
- Only players listed in the 13-man roster will be allowed to participate.
- Each team is required to send umpires for the assigned games, failure to do so will lead to penalty points.
- All games shall be played in the spirit of the game of cricket. Any rules not mentioned above shall follow rules of the game.
- Runners are not allowed (No Exceptions).
- Substitute Fielders are not allowed (No Exceptions).
- Each game will consist of Two (2) twenty (20) minute halves.
- A team must field four (4) contract players at the scheduled game time. If a team starts a game with four (4) players, they will be assessed a technical foul and lose the ball for both halves. Game time is forfeit time. If four (4) or five (5) players are present, the game must start or be assessed a technical foul for delay of game.
  - **Note:** A ten-minute grace period will be allowed with a running clock for the first schedule game of the day. A technical will be assessed to the tardy team and the game clock will begin running at the scheduled start time.

#### Wide Balls:

- Off-side
  - Any off-side delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called & signaled 'Wide Ball'.
- Leg-side
  - Any ball passing down the leg side i.e. missing the leg stump and not being hit or hitting the batsman is deemed a wide ball even if the batsman steps inside the line. However, if the ball passes between the striker and leg stump it will NOT be called wide.
- No delivery will be called 'wide' if it comes into contact with the striker or striker's bat or been called a 'no-ball'.
- If ball pitches on the edge or off the pitch, it shall be called a wide.
- A short pitch ball that bounces above the head of the batsman will be called a wide ball and count as one bouncer for the over.

#### No Balls

- If the ball bounces twice before the popping crease at the batsman's end it will be called a no ball.
- Any full pitched delivery regardless of speed (spinner or pace/seam bowler) which passes or would have passed above waist height of the striker standing upright at the crease will be called 'no ball' even if the batsman hits the ball.
- If the bowling team violates the fielding restrictions as listed, the umpire will call a no ball.
- All no balls will result in a Free Hit for the batting team.
- One 'bouncer' per over allowed. If the bowler bowls a second bouncer in an over, the umpire will call a no-ball. A bouncer is defined as any ball that passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not.
- If that short pitch ball is deemed a wide on grounds of height or direction or is a no-ball anyway it counts as the one for the over.

- The Bowlers End Umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled.
- If a bowler breaks the non-striker's stumps during his delivery or delivery stride, it will be called 'No Ball' – free hit allowed.

#### **Clothing:**

- All players must wear approved sports attire.
- Batsman and non-striker should wear colored batting pads.
- Wicket Keepers will be required to wear a helmet and abdomen guard while the ball is in play.
- Batsman and non-striker will be required to wear a helmet while the ball is in play.
- Thigh guard, chest guard, and abdomen guard will need to be worn inside clothing.
- Umpires reserve the right to not allow a player to bat or bowl if footwear is likely to damage or is damaging the surface in any way until the player changes the footwear.

**Sportsmanship:** Unsportsmanlike conduct is a zero-tolerance policy. In the event of a player, coach or team fan being assessed an unsportsmanlike penalty during a scheduled game, the team in violation will be assessed a technical foul. Games will be forfeited if team manager, players or their spectators are not conducting themselves as defined in the CODE OF CONDUCT.

- A Player's name (NOT SIGNATURE) must appear on official team contract prior to contract deadline date. The division in which these players must participate will be determined by the team with whom the player signed his/ her contract.
- Inappropriate Behavior - will be dealt with swiftly and severely. Suspensions or terminations will be dealt with on an individual basis. Appeals are possible but must be done in person and in writing.
- Suspensions will be handled in accordance with the Code of Conduct.

**Age Requirement:** 18 & over. With written consent from a parent or legal guardian players age 16-17 are eligible with written consent from a parent or legal guardian. An additional consent form must be completed in addition to the standard city waiver. Any player found to be under the required age will be disbanded from the league. Any other action will be at the discretion of the Sports Supervisor.

**NO PERSON UNDER THE INFLUENCE OF ALCOHOL OR DRUGS** will be allowed to play at any time. A technical foul and ejection from the game and facility will be the penalty for the violation.

#### **MANAGER QUALIFICATIONS AND RESPONSIBILITIES:**

- Managers shall report all changes of address or phone numbers of players to the Sports Office.
- The manager shall see the team is on the playing field at the designated hour and is responsible for all actions of his/her players.
- Informational meetings of managers or team representatives shall be mandatory.
- All teams must file an official contract in the City of Fresno, Parks Recreation and Community Services, Adult Sports Office, on the date specified by the Recreation Supervisor. The manager is responsible for the team contract.
- If a manager quits, a new manager must be designated in writing and the proper name changes on the team contract filed in the Recreation Department. This must be done prior to the next game.
- All personnel (managers, players, coaches, etc.) must be listed on the official Recreation Department filed team contract. All other non-listed persons shall not be considered as part of the team. Managers shall make sure that non-contract persons are not on the field of play or bench.