

## Kwantlen Polytechnic University Box Cricket Rules & Regulations

### General Rules

Review the following rules and regulations before the Basketball season begins to avoid any confusion.

### KPU Drop In/Intramural Policies

All participants are expected to follow the KPU code of conduct and respect the Coordinator, Officials, Sport and Opposition. KPU encourages sportspersonship and fun. When participating in sports and recreation there is a tendency to get competitive, this is encouraged but aggressive behavior and disrespectful language is not. If this is an issue you and whoever is associated with you, (friends/spectators coming to watch) will be asked to leave the facilities. Depending on the severity, you may be asked to permanently leave from the sport drop-in/league for the rest of the semester.

All participants must have their valid **KPU STUDENT/STAFF** with them when registering for the league. Each sport day they must present their KPU ID at the Front Desk to enter the KPU facility.

### Authority

If any individual has questions or concerns regarding Basketball, please contact [sportrec@kpu.ca](mailto:sportrec@kpu.ca) or the Sport and Recreation Programs Coordinator, [chris.delahson@kpu.ca](mailto:chris.delahson@kpu.ca).

### Sportspersonship

Please play safely in a respectful manner and with good spirit at all times with opposing players and KPU Sport & Rec staff. Derogatory language, fighting, hate speech or any such verbal or physical abuse will **not be tolerated**. Any player not abiding by the rules and regulations will be removed from the league.

## **Sportspersonship Program**

After each game, Intramurals Staff will assess and rank the fair play of each team on a scale of 0-5 by answering the following: “Did the team significantly contribute to the enjoyment of this game in spirit and sportspersonship?”.

If a team is given a score equal to or less than 3, the captain will be notified by the Sports and Recreation Programs Coordinator and possibly required to make corrective action prior to the next game.

At the end of the season, teams will be disqualified from playoffs if their sportspersonship average is below 4. Teams will be provided with a written rationale for this decision. Team Captains may provide a written appeal within 3 business days of receiving a disqualification statement. The final decision will be made by the Sports and Recreation Programs Coordinator and Intramurals Staff.

### **Scaling:**

0 – Poor Sportspersonship (fight, player ejection, etc.) or Default without 2 days’ notice

1 –

2 –

3 –

4 –

5 – Good sportspersonship

### **Scheduling:**

Games are scheduled on Mondays and each team will play 1 game each week over a 7-week period; followed by up-to 3 weeks of playoffs.

- 1) Refer to the game schedule to check who is playing and be at the gymnasium 10 minutes prior to the start of the game.

#### **a) Players: Forfeit Rule**

- i. If a team has an insufficient number of players to begin (5), the game clock will begin and there will be a **5-minute** grace period to the start of the game.
  1. A team can wait the 5-minute grace period until minimum of 5 members of the team arrive;
- ii. Should a team still have too few players following the delay, the opposition team will receive an automatic forfeit win. Forfeit win score being 1-0 Pts.
- iii. If there is a forfeit; the schedule can continue to the next game.

- iv. Teams may avoid forfeiting in regular season by playing with a minimum 4 players on their roster.

### **Eligibility:**

**Each individual is responsible** for the verification of their eligibility. **Team captains must** also accept the responsibility for the eligibility status of any participant representing their respective teams. Questions regarding participant eligibility should be brought to the attention of the Intramural Leader staff or Sport and Recreation Programs Coordinator.

All students, faculty/staff, and alumni are eligible to participate in an intramural league and/or tournament as long as the following are met and completed at the Sport and Recreation front desk:

1. Personal information entered onto **Team Registration form**.
2. In possession of and show **valid KPU ID** to front desk staff
3. **Waiver** form signed to allow use of Sport and Recreation Facilities
4. **Team Sportsponsorship Pledge** form understood and signed
5. **Registration fee** paid in full prior to commencement of first game

Any student, faculty/staff or alumni are ineligible to participate in intramurals if they have not met and do not complete the above requirements.

The 'Free Agency' initiative has been put into place to increase the accessibility of intramurals for individual students, staff/faculty, and alumni who do not have a team and hope to have the opportunity to participate; providing an inclusive space for all to participate.

In order to register as a Free Agent, individuals must go in-person to the Sport and Recreation front desk and seek assistance by the Front Desk staff. They will be required to present their valid KPU ID and sign a waiver form. However, until they have joined a team, they will not yet be required to pay the registration fee or sign the 'Team Sportsponsorship Pledge' form due to no guarantee a spot on a team.

### **Playoff eligibility:**

Players must play in at least **half of the league games** to be eligible for playoffs. It is the team captain's responsibility to ensure all players sign in prior to every match with Intramural staff to ensure players become eligible for playoffs. The Sport and Recreation Programs Coordinator will refer to what is recorded on the sign-in sheet if a player's playoff eligibility is in question.

In the event that a player cannot make a game(s) for a variety of reasons, the player **must** communicate this via email ASAP prior to the next game to the Sport and Recreation Programs

Coordinator, and their team captain must also be CC'd. This process must take place to allow the player to remain eligible to play in the playoffs; though this will be determined on a case-by-case basis by the Sport and Recreation Programs Coordinator.

### **Player Roster:**

An official team consists of 6 players. A team must have all 6 players to start, though may commence a game with a min of 5. In case a team doesn't have min 5 players to start the game it will be a default forfeit and points will be awarded to opposition team. If both teams fail to show up with min of 5 players on time it will be a double forfeit. In case of an injury, the batsperson has to opt for a runner from one of their 5 team members. Max team size is 6 no spares for games will be permitted outside of each team's roster.

### **Player Transfers and Additions:**

No new players can be added to a team after the second week. Any new player to a team must still play half of the regular league games to be eligible for playoffs. No player on a team may play for any other team during the league's regular or playoffs season. Special considerations may be given to players requesting a transfer via the approval of their team's captain in an overcrowded team, or a forfeited team, by the approval of the Sport and Recreation Programs Coordinator.

### **Sign in:**

Sign in procedures – KPU ID required to sign-in for the league with team captains ensuring all players sign in.

### **In Game Rules**

All games are self-refereed unless communicated by the Sport and Recreation Programs Coordinator. Should a game-related conflict arise that cannot be resolved by the games' Team Captains, the Intramural Leader staff will make final call; the Sport and Recreation Programs Coordinator will make a final call decision if required.

**Runs are scored only by running successfully between the stumps.** No boundaries will be counted. Batspersons should take care that there is no damage made to the gymnasium space on purpose. The same will result in elimination from the match. Runs are permitted on a No-Ball (aka free hit); wickets will be counted on No-Ball. The bowler will still have to re-bowl

the ball. An 'innings' will be deemed over either a) once all players on the bowling team have bowled one (1) over each, or b) if all 6 batspersons are out (all 6 wickets have been taken) before all 6 overs have been bowled. To which the 2 teams will then switch between batting and bowling. Batspersons will not switch out at the end of every over. They will only do so when there is a wicket. First team of minimum 4 players ready (i.e., sign-in sheet complete, pinnies on and KPU ID provided) for game will have first possession. If both teams are ready by game time the winner of paper, scissors, rock game will have first possession.

## **Batting**

An innings will consist of 6 bowled overs per team. If there are only 5 players in a side, the team captain will elect one player to bat twice. When a batsperson gets out, the next batsperson will come in to play. No batsperson can play twice once they are out in that game, unless there are 5 players on the team and ALL players have had a chance to bat, to which one player can bat twice via the nomination of the team captain. A single batsperson is permitted to continue playing the remaining over(s) if all other batsperson are out, granted there are stills overs/balls to be bowled. Batspersons are not required to run when they hit or block the ball. The batsperson won't be allowed to retire on their own. They need to get out for the next batsperson to come in. The batsperson standing on the non-strike end cannot run until the ball is bowled. If the bowler stumps the non-strike wicket and the batsperson is out of crease the batsperson will be deemed out. Batsperson cannot cover all three stumps before the bowler bowls. There will be no LBW (leg before wicket) outs. If a fielder is standing in the line of the wicket at any stage, the current or next bowl will be deemed a No-Ball and batsperson cannot go out; any runs will be counted. If the batsperson tries to hold the ball in any way during play, they will be called OUT.

## **BOWLING**

An innings consists of 6 overs per side. Each of the 6 overs has to be bowled by a different team member. The bowler must bowl 6 balls to complete an over. Once a bowler bowls the first ball, they cannot be changed and has to complete the over. The bowler should specify the side of bowling at the start of the over. Failure will result in a No-Ball. Full toss balls above the waist height, one bounce balls above the shoulder, and wide balls are considered No-Ball. The batsperson may still elect to hit the ball and/or simply run to score points on No-Balls. The batsperson can go out on No-Balls. If a No-Ball is bowled, it does not count for the bowler and must replay the ball to compensate. The batsperson however may attempt a hit and runs will count.

## FIELDING

Fielders may not have a run start before the ball is bowled. If a ball is caught on the full after it rebounds off any of the gymnasium wall, the batsperson will be out. If the ball hits the roof or any objects attached to the roof, the ball is considered dead and the batsperson will be out; that bowl will be counted. If a catch is taken after the ball hits the roof obstacles, the same is considered out. Including the basketball board and ring. If a ball bounces off the side wall the batsperson is free to run as there are no boundary runs allotted after hitting any of the side walls.

## WAYS OF GETTING OUT

**Caught:** If a fielder catches the ball on the full after the batsperson has hit it with his bat. This includes catching the ball after rebounding off a wall.

**Bowled:** If the batsperson misses the ball and it hits the wicket directly from the bowler's delivery. The batsperson is out whether they are behind their crease or in-front. They are also out bowled if the ball hits the wicket after deflecting from their bat or body.

**LBW (Leg before the Wicket):** No LBW out in this league/tournament.

**Stumped:** If the non-striking batsperson is outside their crease and the bowler hits the wickets with the ball.

### Run Out:

**5a.** If a batsperson is attempting to take a run, or to return to their crease after an aborted run, and the bowler breaks that batspersons wicket with the ball (either thrown or ball in hand) while they are out of the crease.

**5b.** If the non-striker leaves their crease (in preparation to run) while the bowler is running up, the bowler may run them out without bowling the ball. Batspersons cannot be run out while the ball is dead - so they may confer in the middle of the pitch between deliveries if they desire. \*In case of double run outs during the same play, both batspersons will be dismissed \*\*In the case of a single run out, the batsperson who's end of the pitch wicket has been hit will be out (aka striker is not automatically out).

**Hit Wicket:** If in attempt to hit a ball or taking off for a first run, the batsman touches and breaks the wicket. This includes with the bat.

**Hit the Ball Twice:** If a batsman hits a delivery with his bat and then hits the ball again for any reason other than to defend his wicket from being broken by the ball. If the ball is bouncing or rolling around near the stumps, the batsman is entitled to knock it away so as to avoid being bowled, but not to score runs.

**Hitting of either scoreboard or spectators:** If the batsman hits the ball and it comes in contact with any of the spectators or scoreboards on the full they will be out. This includes even if it contacts any obstacles in the roof area or roof itself.

**Playoffs:**

Playoffs are determined by end of regular season standings. 3 weeks designated for playoffs.

1. 3<sup>rd</sup> to last week – Quarter Finals (4 games or 2 games with 2 byes)
2. 2<sup>nd</sup> to last week – Semi Finals (2 games)
3. Last week – 3<sup>rd</sup> Place & Final (2 games)