7v7 CRICKET RULES

The rules listed below are condensed rules that represent the most important aspects of the game with which to be familiar.

Stanford University Intramural Sports uses a modified form of the Laws of Cricket.

- Players and officials
  - Each team consists of 7 players, one of whom must be a wicket keeper at all times.
  - Two umpires will officiate every game. These umpires will be from other teams in the league. Each team must provide an umpire for a number of games determined by the number of teams in the league. The same person may officiate in multiple games.

- Equipment
  - At each end of the pitch there will be three stumps with two bails above them.
  - The pitch is the 22 yard long strip between stumps. Lines will be drawn on the pitch to demarcate creases and other relevant marks (such as wide and no ball lines).
  - Each batsman batting must use a cricket bat provided by the team or IM sports.
  - Heavy tennis balls will be used for all games.

- Structure of the game
  - Each game consists of one innings per team. The order in which the teams bat will be determined by the captain who wins the coin toss at the beginning of the game.
  - Each innings will consist of 10 overs (an over is 6 legal deliveries, as defined below). No bowler may bowl more than three (3) overs in the innings.
  - The batting order of a team is to be decided by the team (or its captain) and may be changed at any point. However, no batsman may bat more than once. A batsman, once at the pitch, will bat until he is dismissed (by one of the methods defined below) or until the end of the innings, whichever comes first.

- Scoring and winning
  - Runs are scored when the two batsmen run to each others' ends of the pitch. This can only happen after a ball has been delivered to the batsman. Runs may be scored without the batsman making contact with the ball.
  - Boundaries: 4 runs are automatically scored if the ball goes to the boundary with one or more bounces. If it crosses the boundary on the full (i.e. with no bounces), 6 runs are awarded.
  - Dead ball: A ball comes into play when it is delivered by the bowler, and becomes dead when all the action from that delivery is completed. This usually occurs through the dismissal of a batsman, when the ball reaches the boundary, or when it is returned to the bowler or wicket keeper.
No ball: A no ball is called if the bowler oversteps the bowling crease or bowls a ball that is above the batsman's waist (when it passes him, and before bouncing), or over his shoulder after a bounce. A no ball may also be called if the bowler is deemed to be throwing (i.e. if his elbow bends or straightens visibly as he delivers the ball). An extra run is awarded for a no ball and the ball must be bowled again.

Free hit: If the bowler bowls a no ball as a result of overstepping the bowling crease, a free hit is awarded the following delivery, during which a batsman cannot be ruled out except if he is run out.

Wide ball: If a ball passes the batsman behind his back and not over the stumps, or too far in front of him to be playable (as determined by the markings on the pitch), it is declared a wide ball. An extra run is awarded and the ball must be bowled again.

Byes and Leg Byes: If a legal delivery (i.e. a ball that is not a no ball or a wide) passes the batsman and runs are scored, they are declared byes. If runs are scored after the ball hits any part of the batsman, excluding the bat or the hands holding the bat, they are declared leg byes.

Declaring a result: A game is won by the team batting first if, during their allotted overs, the team batting second is bowled out or unable to score as many runs as the team batting first. It is won by the team batting second when their score passes that of the team batting first.

Mechanics of dismissal

If a bowler believes the batsman is out, he may appeal to the umpire by asking “How’s that?”. If the umpire also believes the batsman is out (in one of the ways listed in the following section), he will declare the batsman out.

In some cases the batsman is clearly out, with no need for an appeal.

Ways to get out: A batsman may be declared out in the following ways:

Bowled: A batsman is out if the bail is dislodged by a legal ball delivered by the bowler without touching another player. The ball may touch the batsman or his bat before it dislodges the bails.

Caught: If the ball hits the bat or hands holding it and is caught without bouncing by a fielder, off a legal ball delivered by the bowler, the batsman is deemed out caught.

Run out: If the bail is dislodged by the ball with the batsman outside his crease, he is deemed to be run out. This may happen if a direct throw from a fielder hits the stumps or the bail is removed with the ball by a fielder standing next to the stumps. This may happen at either end of the pitch, and a batsman can be run out even off an illegal delivery.

Hit wicket: If, in the process of facing a legal ball delivered by the bowler, the batsmen or his bat hit the wick and dislodge a bail, he is deemed out hit wicket.

Stumped: If a batsman is outside his crease immediately after facing a delivery from the bowler and the wicket keeper dislodges the ball with the ball (or a hand holding the ball), the batsman is deemed out stumped. A stumping off a wide ball is valid, but not off a no-ball.

Fielders

Each team will have, at any time during that they are fielding, a bowler, a wicket-keeper and five other fielders who may be placed anywhere on the field by the captain.

The wicket-keeper stands behind the stumps. He is the only member of the fielding team who may wear gloves (wicket-keeping gloves provided).

Fair and unfair play
At all times, all players must abide by the decisions of the umpires.

Due to the amateur nature of this tournament, if a batsman believes he has edged the ball but is given not out, it is reasonably expected that he will “walk”, i.e. that he will acknowledge his own dismissal and leave the field.

It is also expected that a bowler will not appeal for something he knows to be not out.