CRICKET
League Rules

ESSC

EDMONTON SPORT & SOCIAL CLUB

CONTENTS

1. COORDINATORS

A Games Coordinator (GC) is a part time employee hired by the ESSC to facilitate games. **The GC is not a trained referee.** Players are expected to respect the GC, their opponents and the rules of the sport.

ROLES OF THE GC

- *Facility Liaison*
    - Act as the onsite contact, set-up and take-down required equipment
- *Game Facilitator and Mediator*
    - Start and end the game on time
    - Host pre-game and half-time meetings
    - Call violations and fouls that are missed by players, enforce the rules of the sport
    - Ensure both teams are abiding by the Sportsmanship policy, mediate disputes
- *Player Liaison*
    - Represent the ESSC and act as a link between the players and the league
- *Game Reporter*
    - Record and announce the score throughout the game, report back to the ESSC
    - Collect a sportsmanship rating at the end of the game from each team

GC NO-SHOWS OR ABSENCES

Although the ESSC strives to have a GC present and on-time for all games, there could be rare instances where a GC is unexpectedly late or does not show up to their shift. If this occurs;
- Work with the facility manager or caretaker to find the required equipment
- Start, play, and end the game as scheduled
- Ensure that the facility is left tidy and unharmed
- Email the score and sportsmanship ratings to info@calgarysportsclub.com

2. ROSTER REQUIREMENTS

League	Total # of Players Required on the Field	Minimum # of F Players Required on the Field	Maximum # of M/X Players Allowed on the Field
All	7	3	4

The ESSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

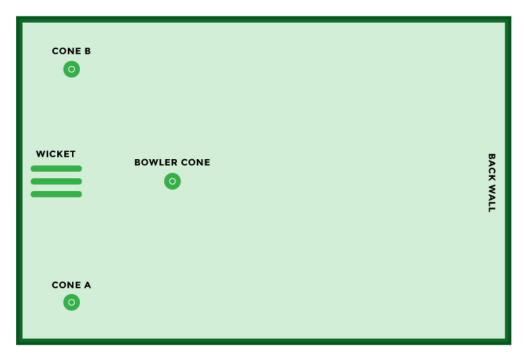| League	Minimum Players to Avoid Default	Default Score
All	6 (2 Female Players)	0-30

4. FORMAT & EQUIPMENT

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play one 60-minute game per night:
  - Maximum of 7-innings in length
- *Regular Season*: Ties are allowed
- *Playoffs*: Ties are not allowed
  - If a game is tied at the end of 7-innings, an extra-inning will be played

EQUIPMENT

- Equipment will be provided by ESSC. Games Coordinators will bring bats, balls, and wickets.
- Teams are only permitted to use the balls provided by the ESSC

GYM SET-UP

- Games Coordinators should set-up the field using the **ESSC Gym Set-up Diagram**
  - There will be one wicket, 2 side cones, and a bowler's cone

5. GAME PLAY

KEEPING SCORE

- **Regular Season:** Teams may use any suitable means to determine who is the home team; receiving the choice to field or bat to start the first-inning
- **Playoffs:** The higher seed is the home team, choosing to field or bat to start the first-inning
- Games Coordinators will track how many runs each batter scores, as well as outs.
- There is no maximum number of runs per inning. The batting team keeps playing until they have 3-outs.
- **Mercy** is called and the score freezes if a team is up by **30 or more runs** at the conclusion of a full-inning
  - In this case, teams are encouraged to continue to play for fun, or to mix up the teams for practice, but it is not a requirement and teams may leave the game following a mercy
- A team does not bat the bottom of the 7th inning if already leading the game
- If the go-ahead / winning run is scored in the bottom of the 7th inning, the game ends immediately

BATTING ORDER

- All players playing in the game must be listed in the batting order
  - A player cannot play in the field during the game if they are not part of the batting order
  - A player can be part of the batting order, but not play in the field during the game
- Any additions or changes to the batting order after the start of the game (due to players arriving late, etc) must be approved by the opposing team
  - Teams are allowed to sub or replace a player mid-way through a game, but once a player is removed from their spot in the batting order, they cannot return to the game
- There is no limit to the length of the batting order
- There are no gender requirements for batting lineup. You can have 4 males followed by 4 females, as an example. However, you cannot have a batter hit for a second time until all batters have hit once. You must maintain the same batting order throughout the game.

BATTING

- Each batter takes turns going up to bat.
- The batting team will have 3 batters per inning.
- The batting team is aiming to hit the ball toward the back wall of the gym.
  - If the ball hits the back wall of the Gym without touching the floor, that equals 6 runs.
  - If the ball hits the back wall of the Gym after touching the floor, that equals 4 runs.
  - If the batter hits the ball, but it isn't going to hit the back wall, then they must run between the cones:
    - They can run to Cone A and back to the wicket for 1 run.
    - They can run to Cone A, then Cone B, then back to the wicket for 2 runs.
    - If the bowler receives the ball from their fielders while the batter is running between the wickets, he can throw the ball at the wicket to get an 'out'. This means 0 runs for that batter.

- **Each batter continues to bat until they hit a ball that doesn't equate to 4 or 6 runs**. After they've hit a ball that is in-play and must run between the cones, that is their last at-bat. The next batter then takes their turn unless the previous batter was the 3rd batter in the inning. If a player keeps hitting the ball to the back wall for 4 or 6 runs, they continue to bat.
- The bat must begin below the waist. Batters cannot swing with the bat above their waste like in Baseball/Slo-pitch. The bat must be touching the ground as the bowler begins to throw the ball.
- If the ball is caught by a fielder before touching a wall or the ground, the batter is out and scored zero runs.
- In order to be declared "safe" after running between the cones, the batter must have their feet in line with the wicket.
- If the bowler's throw is wide of the batter or unplayable, the batter does not have to swing.
- They only have to run between cones after making contact with a hittable ball.
- If the ball hits the side walls or ceiling, it will count as live. If a ball hits a side wall or the ceiling and is then caught, the batter is out.

FIELDING

- The Fielding team is allowed to have 7 players on the field at one time. 1 Bowler, and 6 Fielders.
- The Fielding team should have a Wicket Keeper (similar to a back catcher in Slo-Pitch).
- The aim of the Fielding team is to reduce the runs of the batting team.
    - You either want to catch their hit in the air for an "out" (like in Baseball or Slo-Pitch) before it has hit the floor.
    - Alternatively, you want to field the ball and return it to your bowler as fast as possible. This allows the bowler to throw the ball at the wicket for an out.
- When a player contacts the ball, it does not have to pass the bowler to be live, as long as the batter took a full-swing or attempt at the ball

BOWLING

- As previously mentioned, the Fielding team has 7 players. 6 Fielders and 1 Bowler.
- The Bowler's job is to initiate each play.
- The Bowler must stand at the Bowler's cone along with the ball.
- When the batter is ready, the Bowler will prepare to throw.
- In order to bowl, the Bowler must be standing square to the batter and the wicket. They must then raise the ball above their head in a straight line. They then bring their arm forward and release the ball toward the batter. They must not bend their elbow during this motion. The ball must hit the ground once before hitting the wicket.
- If the Bowler's throw is wide of the Batter or unplayable, the Batter does not have to swing. If this is the case, the ball will be returned to the Bowler and they will bowl again.
- Bowler is to be swapped out each inning.

VIOLATIONS AND FOULS

- Captains are encouraged to bring the rulebook to games

- o It is unsportsmanlike for teams or players to not know the rules, or claim ignorance towards the rules
  - o While a team may be 'just out to have fun', they can ruin the experience for the opposing team if they are constantly violating rules
- Captains are expected to control the actions of their teammates
  - o Captains must honor the zero-tolerance policy and remove players from the game who participate in unsportsmanlike conduct or threatening behavior

UNSPORTSMANLIKE CONDUCT

- The first offense (if non-malicious) should result in a **warning** from the team captain
- A malicious first offense, or a second offense will result in a **game misconduct**
- Examples of unsportsmanlike conduct:
  - o Players making calls from the bench
  - o Players yelling at fielders to `drop the ball' or make a mistake from the bench
  - o Throwing equipment
  - o Arguing calls with the GC

THREATENING BEHAVIOR

- The first offense will result in a **game misconduct**
- Examples of threatening behavior:
  - o Swearing or verbal abuse
  - o Physical threats or contact
  - o Fighting, Instigating, Retaliation,
  - o Intent to injure