

KPMG Inter-mural Cricket League Rules

1. Organisation

- a. The league will be organised under the auspices of the KPMG Student Sport Committee, who will have the final say on all matters of the league. The committee will, in general, nominate one person to run the leagues. They are known as the “organiser” in these rules.

2. Squads

- a. All players must be members of Warwick Sport
- b. Teams must submit a squad of between 8 and 13 players. The original squad may be added to throughout the season, up to this limit, with the following provisos:
 - i. No player may be registered with more than one team at any time.
 - ii. If a player wishes to transfer from one team to another they must deregister from the first before registering for the second.
 - iii. No team may use more than 13 players in a season, other than in exceptional circumstances and with the permission of the league organisers.
- c. A points system will operate to restrict the number of University of Warwick Mens Cricket and Ladies Cricket Clubs players that are on the pitch at any time. Up to 8 points in team players may be fielded at any time. Mens Cricket first team players are classified as 4 points, second as 3, third as 2, and fourth as 1 point, Ladies Cricket team players are classified as 1 point. In a dispute, classifications will be decided by the organiser in conjunction with the Mens Cricket and Ladies Cricket Club Presidents. This also applies to those no longer playing for the club.
- d. Any team found to be in breach of these rules will forfeit the match and incur an additional 2 point penalty.

3. General Rules

- a. Unless otherwise stated, the rules of the International Cricket Council will apply at all times.
- b. All teams in the same league pool will play each other once during the regular season.
- c. 3 points will be awarded for a win and 1 for a tie.
- d. A substitute fielder may be used in a game, by agreement with the opposition captain, if a player is injured during the course of the match. This fielder may not bat, bowl or keep wicket.
- e. Both teams are expected to be responsible for providing a match ball.
- f. For the purposes of determining league positions, relative run rates are calculated as follows:

- i. The run rate of the relevant team, minus the run rate of the other team.
 - ii. Where the batting side bats for all the allotted overs, or surpasses the other team's total, their run rate is calculated as the number of runs scored divided by the number of overs bowled.
 - iii. Where the batting side is bowled out in fewer than the total number of overs, their run rate is calculated as the number of runs scored divided by the total number of overs available.
- g. Matches shall be of 16 overs per side, with no more than 4 overs bowled per bowler. The winner shall be the team that scores the most runs. In the event of both sides scoring the same number of runs, the team having lost fewer wickets during their innings shall be the winner. If the teams score the same number of runs, for the loss of the same number of wickets, then the match shall be declared a tie.

4. Fixtures

- a. Teams are required to confirm attendance at all fixtures between 5 and 2 days in advance of the match.
- b. Teams unable to fulfil a fixture must give at least 2 days notice in advance to both a league organiser and the opposing team's captain. In any case, fixtures may be postponed without penalty no more than twice during the season.
- c. Teams failing to fulfil a fixture without obeying the above procedures will forfeit the match and incur an additional 2 point penalty. For postponements after the notice period, or other rule breaches, penalty appeals will be considered at the discretion of the league organiser.
- d. The date, time and location of a fixture can only be changed with the permission of the league organiser.

5. Results

- a. Match results should be entered on the league web pages by both team captains. This should be done within 48 hours of the game taking place.

6. League Position

- a. League position will be decided on the following basis:
 - i. Points;
 - ii. Relative run rate (as defined in 3f);
 - iii. Match result;
 - iv. Total runs scored;
 - v. Total wickets taken;
 - vi. Tossing of a coin.

7. Disputes

- a. In the case of a dispute teams should first contact the league organisers.
- b. If there is disagreement with the decision of the organisers, the matter shall be referred to the KPMG Student Sport Committee, whose ruling is final.

8. Conduct

- a. Should a team, or players from a team, indulge in any actions that are deemed by the organisers to be detrimental to the good spirit of the league, then the organisers are entitled to take whatever action is deemed appropriate. This may include, but is not limited to, suspension of players, loss of points or exclusion from the competition. Such penalties are subject to the approval of the KPMG Student Sport Committee, whose decision is final.

We wish you the best of luck.

KPMG Cricket League Organiser