

# WEDNESDAY NIGHT CRICKET LEAGUE TEAM & MATCH FORMAT INSTRUCTIONS

Rev. 1/07

1. Cricket League teams may consist of a minimum of three (3) players. Maximum team size is five (5) players.
2. Two (2) players must be present at starting time to constitute a legal, but incomplete team.
3. At the start of the match each team must list three (3) different players in the positions for the first two (2) games. *Only players present can be listed in these games.*
4. Late arriving players may be added to the line-up for the remaining games provided no other conditions of this format are violated.
5. No player may play in more than one (1) singles game point.
6. No player may play in more than two doubles game points excluding the seventh and final game.
7. No player may play more than three (3) game points excluding the seventh and final game. Example: (1) single and (2) doubles.
8. No two (2) players may play more than one (1) doubles game together excluding the seventh and final game.
9. The seventh and final game is open to any player regardless of what games that player has played in the first six games.
10. All singles games are two out of three legs.
11. All doubles games are two out of three legs.
12. Late score penalty – there will be a \$5 penalty fee assessed if the winning score is not called in by 12 noon on Thursday. If this fee is not received within seven (7) days of the scheduled match, two (2) penalty points will be assessed.
13. Any member not present at a forfeited match during the final two (2) weeks of the season must pay a \$10 reinstatement fee to be eligible to play the following season.

## GAME ORDER & FORFEIT SCHEDULE

NUMBER OF PLAYERS →	2
1. CHICAGO CRICKET FORMAT DOUBLES	-
2. DIRTY CRICKET SINGLES	F
3. DROP 10 DOUBLES	F
4. STRAIGHT CRICKET SINGLES	-
5. DIRTY CRICKET DOUBLES	F
6. DROP 10 SINGLES	-
7. CHICAGO CRICKET FORMAT DOUBLES	-

(F = Indicates Game Point to be forfeited)