

Swiss National Women's Cricket Day Rules & Regulations



Introduction

Soft Ball Cricket is about getting out and playing with maximum fun and minimum fuss. No pads, no hard ball, no heavy bat, no head-scratching rules. The following are some simple sets of rules to play Soft Ball Cricket. These rules apply for the Swiss National Women's Cricket Day 2021 event organized by Cricket Switzerland. These rules in no way supersede the Laws of Cricket, and the only variations from the laws allowed are those specifically permitted by these rules themselves

Rules & Regulations

- There will be total 4-6 teams participating in the Swiss National Women's Cricket Day Tournament.
- Each team will consist of 7 players
- The matches will be played as a Round Robin league, which means each team will play one match against the other teams
- All the matches will be 6 overs a side each
- The team with the highest score wins, unless the scores are tied in which case it's a tie
- 2 points for a Win, 1 point for a Tie and no points for a Loss will be awarded for every match
- All the cricket rules will be followed except for the LBW (Leg Before Wicket)
- The teams finishing the top 2 positions after their 3 round robin matches, will play the finals
- When the ball bounces more than twice before reaching the batter, or arrives at shoulder height or above, without bouncing, or when the bowler oversteps the bowling crease, it will be called a no ball.
- The penalty runs for a no ball is 2 runs. No extra ball needs to be bowled after a no ball.
- The next delivery bowled after the no ball will be free hit (except for the no ball that pitches at the edge or outside the pitch). A batter can only be dismissed run-out on a free hit. The free hit continues until the bowler delivers a legal delivery.
- Both no ball and the free hit deliveries will be counted as valid deliveries of the over. This means a bowler will only bowl 6 deliveries (including no ball, free hit and wide deliveries) in an over.
- No special kits are needed. Just some comfortable clothes and good shoes to run
- The batter can get out or dismissed, in one of the following ways,
 - Bowled (the ball hits the stumps)
 - Caught (a fielder catches the ball in the air off your bat)
 - Run out (a fielder hit the stumps before the running batters can reach them)
 - Stumped (the wicketkeeper hits the stumps with the ball when you're not behind your line)
 - Hit wicket (you hit the stumps with your bat or body)
- Every player is encouraged to bowl at least one over (6 balls / deliveries). No bowler can bowl more than 2 overs.
- Runs will be scored by running between the wickets (stumps) or by hitting the ball to the boundary.
- Even if the batter misses the ball, or it hits their body, they can still run and score. These runs will be scored as Leg Byes
- Boundaries (Fours and Sixers) will be explained based on the indoor hall setup during the match day
- The penalty runs for a wide ball (a ball bowled wide of the wicket that's impossible to reach by the batter) is 2 runs. No extra ball needs to be bowled after a wide ball. The wide ball will be counted as a valid delivery of the over.

- While batting, if 6 wickets fall, the batting team can continue playing with the 7th batter. This means the batting team's innings will be only completed if all the 7 batters get out or upon the completion of 6 overs.
- All players should adhere to the current COVID regulations
- The games should be played in good sporting spirit
- The umpire's decision will be final
- The matches should be completed within the stipulated time.
- Due to the tight schedule, the teams should try to start the 2nd innings as soon as possible. Maximum break between innings should not exceed more than 5 mins.