

Rules & Regulations of Cricket Switzerland National League and Premier League



Table of Contents

1	40 OVER CRICKET	3
1.1	Application of Rules.....	3
1.2	Form of Competition	3
1.3	Length of Season	Error! Bookmark not defined.
1.4	Match Arrangements.....	3
2	SUPERVISION OF 40 OVER COMPETITIONS	3
2.1	Management	3
2.2	The Competitions Committee	3
2.3	Duties of the Competitions Committee	3
2.4	The League Table(s)	4
2.5	Complaints	Error! Bookmark not defined.
2.6	Duties of Clubs and their Members	4
2.7	Powers of the Committee	4
2.8	Appeals	4
3	ADMINISTRATION	4
3.1	Finance.....	4
3.2	Participation	4
3.3	Player Eligibility and Registration.....	4
3.4	Dates for Matches	5
3.5	Match Officials	5
3.6	Duties of the Scorers.....	5
3.7	Captains' Responsibilities	5
3.8	Balls.....	6
3.9	Match Report.....	6
3.10	Forfeiting a match.....	6
3.11	Minimum Number of Players	6
4	PLAYING CONDITIONS	6
4.1	Time of start and finish of a League Match.....	6
4.2	Number of Overs.....	7
4.2.1	Slow over rate by team fielding first	7
4.2.2	Slow over rate by team fielding second	Error! Bookmark not defined.
4.3	Play affected by Weather	7
4.4	Play Suspended.....	8
4.5	Insufficient time.....	8
4.6	The Result.....	8
4.7	Target score.....	8
4.8	No Result	8
4.8.1	<i>Replay of abandoned league matches.....</i>	8
4.9	Average run-rate	Error! Bookmark not defined.
4.10	Number of overs per Bowler	9
4.11	Player Uniform	9
4.12	Scoring of Points for League Phase.....	9
4.13	Tie Eliminators for Qualification to the Semi-finals	10
	APPENDIX A - GENERAL	11
	APPENDIX B - MATCH OFFICIALS	12
	APPENDIX C - SUPER OVER.....	13
	APPENDIX D - CONTACT DETAILS	14
	APPENDIX E - DOCUMENT HISTORY	15

1 40 OVER CRICKET

1.1 Application of Rules

These rules apply to all 40 over format competitions run and specified 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. The allowed variations are in Appendix A.

1.2 Form of Competition

40 over competitions, hereafter referred to as the Cricket Switzerland National League (CSNL) or Cricket Switzerland Premier League (CSPL), may be made up of any number of divisions. The number, size and organisation of the divisions will be determined by the Competitions Committee. The premier league will be made of top teams in the country (number to be decided at the AGM preceding the tournament) playing against each other in a league format.

The competition season starts on 1st of April and concludes by 30th September. All competition matches, other than semi-finals and finals, must be completed by first weekend of September unless otherwise agreed prior to the beginning of the season.

In special circumstances, the Competitions Committee may decide to extend the season to complete the semi-finals and finals.

1.3 Match Arrangements

Matches can be organized both on Saturdays and Sundays based on the availability of grounds for the home teams. However, if the home team is unable to provide their ground on Saturday or Sunday, then the away team may offer their ground as an alternative. Should a match not be possible to arrange on the home or away grounds, then the home team should negotiate with other clubs to fix a ground for the match. Should a match not be possible to arrange on the home, away or other grounds, then the clubs should contact the Competitions Committee to resolve the issue. All decisions made by the Competitions Committee are final without any recourse for an appeal.

1.4 Injuries and Accidents

Cricket Switzerland will not be held responsible for any physical injuries, accidents or damages to any property during any of the game including the finals. Cricket Switzerland will also not be responsible for any financial damages resulting from injuries, accidents or damaged property. Clubs and individual players are advised to insure themselves to face any such eventuality.

It is mandatory for all the host clubs to carry a first aid kit and keep it with the scorer for any emergency. In the absence of first aid kit, the umpire is obliged to refuse to continue the game of cricket.

2 SUPERVISION OF 40 OVER COMPETITIONS

2.1 Management

The general administration of any cricket competition run under the auspices of Cricket Switzerland is vested in the League Championship Committee, hereinafter called the Competitions Committee, chaired by a member of this committee that is elected at the Annual General Meeting (AGM). All decisions made by this committee are final and without any form of recourse.

2.2 The Competitions Committee

The Competitions Committee along with its chairman will be elected at the AGM prior to the start of each season. The committee will comprise at least three but no more than five members, and can include the competitions chairman, as well as at least one member from each division competing in the league. No club may have more than one member in the Competitions Committee.

2.3 Duties of the Competitions Committee

The Competitions Committee shall be responsible for the general supervision of all CSPL and CSNL matches and related league table(s). Further, it rules on the eligibility of players, protests, violations of the rules and/or any other complaints or disputes arising from 40 over matches. It is bound by duty to deal with complaints or rule violations reported to it, or with any irregularities observed during its duties. Should any member of the committee, including the chairman himself, have a vested interest, whether direct or indirect, in the outcome of an enquiry into any appeal or dispute, the chairman will be empowered to suspend himself or that member's activities on the committee for the duration of the enquiry, and co-opt an extra member to the committee as a replacement, if necessary. The punishments to transgressions will be handed out based on the code of conduct of Cricket Switzerland.

2.4 The League Table(s)

Positions in the league table(s) are determined by the accumulated total points. The team with the highest number of aggregate points at the end of the season will be declared as winner in the case of CSPL.

In the event of two or more clubs finishing the season with an equal number of points, their final positions in the table(s) shall be decided by the overall run-rates of the individual clubs - higher run-rate gives higher table position. The Net run rate will be calculated according to the ICC directives. A detailed explanation of Net run rate can be found here: <http://www.espnccricinfo.com/ci/content/page/429305.html>

Teams finishing in the last two positions of the CSPL at the end of the season will be relegated into the National league, the following year. Teams reaching the finals of the CSNL will be promoted to the CSPL in the following season.

Complaints concerning any match¹ shall be sent in writing (by email) to the Competitions Chairman. In case the Competitions Chairman is involved in the complaint the letter may be sent to any other Competitions Committee member. The letter /email must be marked no later than the third working day following the match. Complaints may only be raised by a club captain, neutral umpires, members of the Competitions Committee or the secretary of a third party member club of the same division. All aspects of the match mentioned in the match report in question will be taken into account, and not just the specific aspect raised in the complaint.

2.5 Duties of Clubs and their Members

All clubs and their members are obliged to co-operate fully with any investigation of a complaint by the Competitions Committee and provide all evidence immediately as and when required.

2.6 Powers of the Committee

Should a breach of the Spirit of Cricket, the Laws of Cricket, the CSPL competition rules, the Code of Conduct for player behaviour, or the Statutes of the association be found by the Competitions Committee, it is empowered to:

- Deduct any number of points from a club.
- Ban a club or individuals from participation in and competition for any period up to two years.
- Order the replaying of a match if a ground is available and time permits.
- Declare the match void (no result); or
- Award the points from a match to the losing side

2.7 Appeals

All Competitions Committee decisions are final, with no possibility of appeal or legal recourse. However, complaints against the Competitions Committee, on the grounds of violation of statutes or misconduct in its duties, shall be made in writing to the Secretary and include all evidence. If the Secretary is directly involved, the letter may be sent to any other executive member of Executive.

A subsequent Executive committee meeting will deal with these complaints.

3 ADMINISTRATION

3.1 Finance

Annual league participation fee and the individual player registration fee to participate in the league is set each year at the AGM.

3.2 Participation

Participation of Associate or Affiliate members in the league will be decided at the annual general meeting.

3.3 Player Eligibility and Registration

Only registered Club players as shown on the scoring app registration system shall be eligible to participate in the competition, and no player shall be eligible to play for more than one Club in any one season. No player including substitute players may play in any league match run under the auspicious of Cricket Switzerland unless registration is completed. A registration is deemed complete when the Competition chairman completes verification and approves registration. The names of all registered players will be displayed on Cricket Switzerland website. In case of a dispute about the identity of a player, the captain of the team should register the complaint with the umpire present who in turn should verify the whether the name on the website/ match report matches that of the identity card.

¹ Any aspect of a match can be the subject of a complaint.

In cases where the player identity cannot be established, the game will go ahead with the player in question, however the club playing the disputed player will have 7 days to prove the identity of the player failing which the match will be considered as forfeit to the opposition and penalties will be imposed as detailed in Rule 3.9 and 4.12.

A player will not be eligible to represent two different teams in a tournament even if the two teams belong to the same club.

No player may transfer from one club to another after 31st March of any calendar year and all clubs are required to pay the player registration fees before 31 March.

All Discrepancies must be recorded on the match report or in an official email to the competition's chairman or any member of the Competitions Committee. Penalties for clubs for whom any unregistered player(s) play in any league match are provided for in Rule 4.12(xi).

3.4 Dates for Matches

All league matches must take place during the league season (Rule 1.3). The Competitions Chairman must be notified, in writing, of the venues, dates and times for all league matches prior to the start of the season (before 31 March). Teams unable to fulfil this requirement must notify the Competitions Chairman in writing of their reasons prior to the start of the season. Failure to do so will result in a deduction of 2 points per fixture played prior to the fixture list being received by the Competitions Chairman.

If the home team cannot provide its ground on the agreed date, the visiting team may provide their ground (Rule 1.4). The home team must accept this or they forfeit the match.

Once a firm decision on the date for a match to be played has been accepted and agreed by both teams, no team is compelled to accept a proposal for a different date. A team that is not at the set venue on the originally accepted and agreed date/time forfeits the match (Rule 4.1)

3.5 Match Officials

The league requires the use of two neutral officials (see appendix B). A match shall not be counted as an official game if played in the absence of neutral match official(s).

Exceptionally, in matches where only one neutral umpire is engaged, he/she shall always officiate at the bowler's end. Before the start of play in these matches (see rule 4.1 on start time), each team will nominate up to four players to officiate at the striker's end (see appendix B for the decisions they may give).

Every team participating in the league competition shall nominate at least four (4) persons from within the club as neutral umpires (see appendix B regarding approval) to stand in league competition matches run by Cricket Switzerland.

Clubs participating in any tournament and failing to provide two allocated umpires will result in the automatic deduction of three league points for the current year and will incur a financial penalty of 200 chf per default.

3.6 Duties of the Scorers and Captains responsibilities

Cricket Switzerland requires that a designated scorer per team is in attendance for every match. Each side must declare one individual as their designated scorer before the toss. Normal practice would be to have a scorer or 12th man designated as the scorer.

The score and the number of wickets down at the end of each over must be recorded on the match sheet provided.² Also, the actual time of start and end of both innings/cessation of play will be recorded on the match report for all matches.

In effect from 1st April 2015, in the case where a team has no designated scorer, the eleventh player will be designated as a scorer and the team will have to field with only 10 players

Captains' Responsibilities

Captains are responsible for ensuring that they and their team play at all times within the Spirit of the Game of Cricket, as well as according to the Laws of Cricket, league rules and the Code of Conduct for player behaviour.

² This may be done over by over, but can be done at the end of each innings with the transfer of numbers being checked by the Umpires.

The home captain is responsible for informing match officials and the opposing captain of the scheduled start time for the match a minimum of 48 hours ahead of this time.

Before the toss is made, captains must ensure their players' names are recorded as their team list³ on the official scoring app. After the toss, a team list cannot be changed. Captains are also responsible for ensuring the full names for each batsman and bowler are provided for the scorer(s) in the correct order - shortened names are not permitted on the official scorecard.

Captains are responsible for having their players on the field, in position ready to play at the scheduled start time⁴ and after each break in play.

Captains will also ensure that the match will be played with the approved balls for the league. Failure to do so will result in a penalty (See rule 3.7).

The completed match report must be uploaded on to the socring website within 24 hours after the conclusion of the match. In the case of a cancelled or abandoned match, the home captain will inform the Competitions Chairman by an email within the same time limit (See Rule 3.9).

3.7 Balls

Only balls approved and supplied by Cricket Switzerland may be used in league matches (appendix A). A new ball should be used for each innings⁶. The ball used first on any day shall remain available at all times in case of a lost ball later in the day. The assigned match official /umpire or opposing captain shall report to the competitions chairman if the official ball is not used by any team.

Penalty for not using official ball in any match: automatic deduction of 2 League points for the current match and the following year.

3.8 Match Report

A league match report shall be submitted for every match by completing a report online on the scoring app by both the captains and umpires. The only exceptions permitted are when a team has forfeited or a match is cancelled or abandoned with no visiting captain present. The home team captain is responsible for submitting a match report for every other match, including, forfeits, cancelled or abandoned "No Result" and tied matches.

Forfeiting a match

A club that forfeits the match also forfeits 10 points from its league table in the current season. In case a team forfeits 3 matches or more in one year they will not be allowed to participate in the league the following year.

Unless a match is cancelled at least two weeks prior to the agreed date, the forfeiting club is also responsible for any expenses, including ground fees or fees for officials, incurred by the club not at fault.

3.9 Minimum Number of Players

A club shall not commence a match unless it has a minimum of seven players ready to play at the time set down for commencement of play - see Rule 4.1 concerning hours of play. Once play has commenced, a club can continue the match with any number of players equal to or more than seven and not exceeding 11 on the field. NOTE: Any club not having a minimum of seven players ready to play 20 minutes before the scheduled start time - see rule 4.1 - has automatically lost the toss.

If any club is unable to play due to not having minimum seven players in attendance by 1 hour (60 min), after the official start time or refuses to proceed with a match when seven or more players are present, the neutral umpire(s) shall investigate the matter. If the umpire(s) are satisfied that there is no good reason for the club being unable to play or refusing to proceed with the match, then the umpire(s) shall declare the match forfeited by the club refusing to play (see rule 4.12 penalty for forfeited match).

4 PLAYING CONDITIONS

4.1 Time of start and finish of a League Match

League matches will start at a time agreed by the team captains and neutral/officials present preferably at or before 12pm but in no case later than 1.30pm except as provided for under rule 3.4, or because of a ground not being available until after 1.30pm on a particular day. In such a situation the league chairman should be advised the reasons for a delay in the start time.

3 This must be done in ink with names and registration number.

4 Start time is the time the Umpire calls "Play" and the first ball is bowled - not the time that the players come onto the field. Field placements must be finalized and the batsman's guard already be marked BEFORE this time.

6. Umpires should check the new ball before the start of the game

Toss for the game will be scheduled 20 minutes before the start of the game. In case the opponent team is not present, they will be deemed to have lost the toss.

All league matches must finish within 7 hours from the start time. Four (4) minutes are provided for every over bowled⁵ so an innings of 40 overs must be 2 hours 40 minutes. However, an extra 10 min will be provided to the teams to complete the overs without any penalty. Further, a minimum ten-minute break shall be taken between the innings⁶. The latest possible finish time cannot be altered, and the neutral official(s) must allocate equal amounts of time to each team for their innings. So any match starting later than 1.30pm shall be less than 40 overs and set so both teams bat for the same number of overs

Longer intervals between innings to allow for tea are permitted provided an earlier start is made. The finish time may also be before 7pm when an earlier start is made. The actual time of start and end of both innings/cessation of play will be recorded. A match report should reflect the start and end of the game in detail.

4.2 Number of Overs

League matches will consist of one (1) innings per side with each innings being limited to a maximum of forty overs. Reductions in overs may be made as per rule 4.1

4.2.1 Slow over rate

If the team fielding fails to start the last of the required number of overs by the scheduled time for the cessation of the innings, play shall continue until the required number of overs has been bowled. The batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and CSNL /CSPL Playing Conditions and Regulations 2021 this, consequently, takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball becomes dead.

4.2.2 Role of umpires in case of delay

If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings. The Umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion when play is interrupted, of the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow Umpire of any time allowances for exceptional events as and when they arise. This matter will not be subject to retrospective negotiation and in the absence of any notifications of additional time captains should expect and Umpires give no leeway and issue no warnings as it is the captains' responsibility to play the match in a timely manner.

4.3 Play affected by Weather

Clubs are not allowed to play a game with reduced number of overs pre-empting bad weather. If the start of a league match is delayed due to bad weather, unsafe or unplayable conditions, the number of overs actually bowled shall be arranged so both teams have the opportunity to bat for the same number of overs. The reduction in the total number of overs to be bowled in the match shall be based on one over per eight (8) minutes lost. If a team fails to bowl its full-allotted quota of overs within the agreed time, the principles set out in rule 4.2 shall be applied.

If a league match is delayed due to bad weather, unsafe or unplayable conditions, having already begun, the reduction in the number of overs for each team shall be based on one over per four (4) minutes lost - one over each per eight (8) minutes lost. A match may not be reduced to less than twenty (20) overs for each team for it to be counted as a league match and points earned.

Should bad weather arise during the second half of the match, the game will continue until there is either a result or the revised number of overs has been bowled. This does not allow changing of the agreed finish time. A target score must be calculated, as laid down in rule 4.7, for the number of overs completed in the time available.

The decision to re-start of the game after weather interruption will rest with the umpire and clubs are obliged to accept the decision.

The umpire in turn will take into consideration the following points before the restart:

- i) The rain has to completely stop before the restart of the game.
- ii) The playing conditions should be deemed safe for the participating players.

⁶ This means teams must bowl at least an average of fifteen (15) overs per hour in line with international regulations.

4.4 Play Suspended

In any match, where play is suspended for any other reason after the match has started, the number of allotted overs shall be reduced at the rate of one over per four (4) minutes lost; ie: fifteen (15) overs per hour, it being the duty of the umpires to agree the revised number of overs as well as to inform the captains of their decision, and the scorers to note it.

Should any interruptions occur during or immediately before the second innings, a target score shall be calculated for the side batting second (Rule 4.7), and the captains informed.

4.5 Insufficient time

If weather interferes to the extent where there is insufficient time to provide for a match such that both teams have had the possibility of batting for a minimum of fifteen (15) overs, the match shall be declared a "No Result" game.

4.6 The Result

In matches where both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be declared the winner.

In cases where both teams have scored the same number of runs at the end of allotted overs, the match will be declared as a Tied game and both the teams will be allocated five points each for the game. In case of knockout games a super over will be played to break the tie as described in Appendix C.

4.7 Target score

If, due to suspension of play, the number of overs in the innings of the side batting second has had to be revised as laid down in rule 4.3 or rule 4.4, a target score which they must exceed in order to win the match, shall be calculated by using Duckworth-Lewis system. The calculator will be made available on scoring app or Cricket Switzerland website.

Abandoned match:

A match may only be abandoned on a decision by:

- a) Approved neutral umpire(s) or league officials if present; or
- b) Agreement of the two captains; or
- c) The grounds-man acting on behalf of the official sports field owners.

If a match is abandoned before the side batting second has received its allotted number of overs, and has neither been all-out nor passed its opponent's score, the result shall be decided on the average run rate (rule 4.7) throughout both innings, provided that the team batting second has received 15 or more completed overs (Rule 4.3).

4.8 No Result

If a result cannot be achieved under the provisions of Rules 4.1, 4.6 or 4.7, or if the match is abandoned before the start because of bad weather or the ground being unsafe for play, the match shall be declared "No Result".

4.8.1 Replay of abandoned league matches

Starting 2016 abandoned league games will not be replayed and five points each will be allocated to both the teams.

Only abandoned knock out matches can be rescheduled, and the Competitions Committee will decide date for such abandoned matches.

In cases where the knock-out matches are not / cannot be rescheduled, the Competitions Committee will decide one of the following methods to determine which team progresses to the next round of the competition.

- a) Team with a higher win percentage will go into the next round. Win percentage is calculated as: (no of wins/Total number of matched played) X 100.
- b) In case two teams have same win percentage then team with higher Net Run Rate in the league phase will go ahead
- c) In case two teams end up with same net run rate in the league phase then the entry into next round will be decided based on toss of the coin (see appendix C for details).

In the case of semi finals, if the reserve day is also interrupted by weather then the Saturday before the finals should be used as a second reserve day. If the weather interrupts the second reserve day then the finalists will be decided based on the toss of the coin.

If the finals cannot be played on the scheduled date, then both the teams will be declared as joint winners of the competition.

4.9 Number of overs per Bowler

If a match starts as a 40 overs match, no bowler may bowl more than eight overs in an innings and this allowance will be reduced to 1/5th in the event that the total overs are reduced for any reason except that where this is not divisible by five. In this case, one extra over shall be allowed to be added to the minimum number of bowlers necessary to make up the balance⁷.

However, if the start is delayed and the number of overs is reduced for both teams, no bowler may bowl more than one-fifth of the overs allowed, except that where this is not divisible by five. In this case, one extra over shall be allowed to be added to the minimum number of bowlers necessary to make up the balance⁸.

In a match where the innings of either or both teams is further reduced after the start, the maximum number of overs allowed per bowler shall remain as at the start of the match.

Bouncer: A fast short-pitched delivery, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

A bowler is allowed to bowl one bouncer per over. Any subsequent bouncer is called a no-ball. If the first bouncer is above the batsman's head and the batsman is unable to strike it, then it is called a wide (**but not a no-ball**). This wide is still counted as the only legal bouncer for the over.

In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls of the over. Both part overs shall count as a full over in each bowler's allocation of overs for that match.

4.10 Player Uniform

It is mandatory for all teams to wear coloured kits for all CSNL and CSPL games, as the matches are played with white coloured balls (5 points for kit transgression). For CSPL and CSNL clubs that have been provided with CS approved kits, it is mandatory to use them in all the official games. For the clubs who are yet to receive the CS approved kits, they can use their current colored kits until they are in possession of CS approved kits.

Neutral officials officiating matches, must report in the match report if any player(s) do not confirm to the dress code.

Clubs violating the rule first time in a season will get a warning. From second such violation, a penalty of 1 point will be deducted from the total accumulated points for that competition.

4.11 Scoring of Points for League Phase

Awarding of points:

- (i) The winning team scores Ten (10) points.
- (ii) In the event of a 'Tie', each team scores five (5) points, *plus any bonus points earned*.
- (iii) Each team scores five (5) points for a "No Result" match and no bonus points are allocated for No Result matches.
- (iv) Bonus points strategy: A total of 2 bonus points is available for teams for their performance in the field:
 - a. A batting bonus point is given when the team batting first achieves a run rate of 7.00 at the end of 40 overs when batting first and when chasing can achieve the target within 3/4th overs of the total allocation.
 - b. A bowling bonus point is given to the teams when the bowling team manages to get the opponents all out within the allocated 40 overs.

Deduction of Points:

- (v) Clubs cancelling scheduled league matches for any reason other than bad weather or unplayable or unsafe conditions forfeit 10 points and the match shall count as a match played and lost for that team and as a "No Result" match for their opponents.
- (vi) Clubs violating rule 3.3 shall forfeit 10 points per match in addition to any points gained in the match or matches in which contravention of rule 3.3 occurred. For their opponents, such matches shall be listed as Won unless they were the winning team.
- (vii) Penalty for not using official ball in any match: Automatic deduction of 2 League points for the current *match*.
- (viii) Player uniform - clubs violating the rule first time in a season will get a warning. From second such violation, a penalty of 1 point will be deducted from the accumulated league points.
- (ix) Clubs not providing two neutral officials for their allocated games will be deducted 3 points from their standing table.

⁷ This means teams must bowl at least an average of fifteen (15) overs per hour in line with international regulations.

⁸ This means teams must bowl at least an average of fifteen (15) overs per hour in line with international regulations.

4.12 Tie Eliminators for Qualification to the Quarter-finals (for CSNL)

In the event of teams finishing on equal points at the end of the qualification phase, the progression to the quarterfinals will be decided based on the team having higher Net Run Rate during the qualification phase. Team with the higher NRR will be placed in higher position.

4.13 Powerplays and Fielding restrictions

An oval shall be made by drawing two semi-circles on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27 m). No more than two players can be employed beyond the circle during the Powerplay 1 (PP1) and no more than 5 players can be employed beyond the circle in Powerplay 2. The first eight overs of the game will be mandated as PP1. In case of rain reduction 1/5 of the total overs shall constitute PP1.

PP1: 1-8 overs (2 fielders allowed outside the circle)

PP2: 9-40 overs (5 fielders allowed outside the circle)

APPENDIX A - General

Permitted variations from the MCC Laws of Cricket (2010 Code).

Law 1: As per Rule 3.1, a team may start a match with a minimum of seven (7) players on the field.

Law 3: Cricket Switzerland requires use of neutral officials and scorers.

Law 5: As per Rule 3.7, the only ball permitted by Cricket Switzerland is the ball as approved at the Council Meeting.

Laws 7 & 9: The dimensions of the pitch and the bowling, popping & return creases remain as described in these Laws despite matting wickets generally being narrower than 8'8". Where possible, the standard wicket width of 10' shall be marked by mowing the grass shorter to this width.

Law 10: The use of matting wickets, i.e. non-turf pitches, is permitted and Part 8 of the law applies.

Laws 15 & 16: Hours of play are established as per Rule 4.1.

Law 17: In view of the restricted practice facilities at most grounds, practice on the outfield of a ground is tolerated at any time. Practice on the pitch/matting wicket itself or the area parallel and immediately adjacent to the area it is laid is tolerated only until the toss is made. Infringements after this time by a bowler or batsman lead to an automatic suspension from bowling or batting for fifteen (15) minutes after the start of play.

Law 22: Where necessary, the requirement for bowling successive overs from alternate ends is waived where ground limitations are deemed to make it necessary.

Law 24: Following are the additional criteria for "No Ball":

- A ball that pitches on the edge of or off the matted wicket shall be automatically declared a "No ball".
 - If a ball, after pitching passes over batsman's shoulder and after one for the over, it will be deemed and called as "No ball".
 - A front foot no-ball or a no-ball for above the waist height full-toss will result in a free hit i.e. in the immediate next legal ball, the batsman cannot be ruled out in any dismissal modes other than those applicable for a no-ball (run out, handled the ball, hit the ball twice and obstructing the field).
 - Any full pitched ball above the waist height (beamer) is considered as no ball and the first time would result in warning and subsequent second repetition by the same bowler will result in automatic suspension from bowling for the rest of the innings.
 - With the exception of a ball pitching on the edge or off the mat, all no-balls will result in a free-hit
 - Law 25: Wide ball: Any ball passing behind the batsman on the leg side will be judged a wide ball.
- Law 42: Player umpires may not award five (5) penalty runs.

APPENDIX B - Match Officials

B1. The Swiss Federation Of Cricket Umpires and Scorers (swissFOCUS/sFOCUS) is the sole body recognised by Cricket Switzerland as providing neutral officials for cricket in Switzerland. sFOCUS has a pool of neutral umpires and scorers approved for league matches, and the Cricket Switzerland requires their use. To be established as approved, any person nominated by an associate member club as a neutral official must provide evidence of having passed a suitable training course recognised by sFOCUS.

B2. sFOCUS will submit a report of the match to the Competitions Chairman when its members officiate. This will be done on the league match report form.

B3. Team captains should comment to the Competitions Chairman on any aspect of the officiating service provided by sFOCUS by using the league match report form. The Competitions Chairman will forward any complaints to sFOCUS for investigation and action. Team captains may also be asked to contribute to an assessment of the overall performance of any sFOCUS Umpire. NOTE CONCERNING PLAYER UMPIRES (SEE LAWS 3, 23, 24 & 27) The neutral umpire at the bowler's end shall answer all appeals except those arising out of any of Laws 35 (Hit wicket), 38 (Run out) when this occurs at the striker's wicket, or 39 (Stumped). The player umpire is also responsible for calling and signalling dead ball or no ball as laid out in Laws 23 and 24. A decision Not Out by a player umpire shall not prevent the neutral umpire from giving a decision, provided that each umpire is considering only matters within their jurisdiction. If any umpire is doubtful about any point that the other umpire may have been in a better position to see, they shall consult the latter on this point of fact and shall then give their decision. If there is still doubt after consultation, then the decision shall be "Not Out".

A player umpire cannot suspend or expel players.

B4. sFOCUS may ask whoever deemed necessary to participate in the investigation. Clubs/team management, captains and players have the same obligation to participate in such an investigation as in a Competitions Committee investigation.

APPENDIX C - Super over

A Super Over, also called an Eliminator or a one-over-per-side eliminator, is a tie-breaking method used in limited-overs cricket matches.

It is a reduced version of the match that consists only of one over (six balls) and two wickets for each team. The official result of the match would be a "tie" but within the context of the tournament or series, the winning team of the "Super Over" is declared the winner of the match and the victory is seen as equivalent of one earned in a regular match.

Runs scored in super overs do not count towards a player's statistical record.

Rules

The International Cricket Council state the official rules for Super Overs in the Standard Twenty20 International Match Playing Conditions, in effect from 1 October 2012. A Super Over will determine the winner of matches ending with the scores tied according to the following rules:

- Weather permitting, the Super Over will commence 10 minutes after the main match.
- Each team bats one over under the same restrictions as for the final over in a normal match.
- The team batting second in the main match will bat first in the Super Over.
- In both innings, the fielding team chooses from which end to bowl.
- The loss of two wickets ends the team's innings.
- In the event of the scores being level in the Super Over, a second super over will be played and this process will continue until one of the two teams will emerge as winners.

The Super Over was first used in 2008 in Twenty20 cricket, replacing the bowl-out method that was previously used for breaking a tie. The Super Over is primarily used in Twenty20 cricket, but has been adopted by Cricket Switzerland to decide the winner in all competitions

APPENDIX D - Contact Details**CRICKET SWITZERLAND****Competition's Chairman**

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Appendix E - Document History

Date	Version	Author	Description
24.04.2008	2008	Sangam	Incorporated the changes proposed by 2007 Competitions Committee. Tie Rules introduced. Bowl out rules introduced. Changes were made using basis document: League rules 2006
30.04.2009	2009	Sangam	Incorporated the competition rule changes adopted at 2009 AGM.
23.04.2011	2010	Alex Mackay	Reformatted and corrected some minor grammatically errors
02.03.2013	2013	Alex Mackay	Incorporated changes proposed by 2012 Competitions Committee and accepted by the Council on 2.3.2013
08.03.2014	2014	Alex Mackay	Changed references to Cricket Switzerland Season start from 1 st April to 31 st March Incorporated changes proposed by 2014 Competitions Committee, including introduction of a Super Over.
24.03.2015	2015	Asvin Lakkaraju	Changes the points system and awarding of bonus points. Included women players as eligible to a bonus point New rules regarding filling up the players names before the games and toss to be taken 20 min before the game. Mandatory scorer from 2015 season.
05.03.2016	2016	Asvin Lakkaraju	Changes in league rules and changes in player registration system. There will not be any Replay of abandoned games and introduction of quarterfinal phase in CSPL. No reserve day for finals.
20.03.2017	2017	Asvin Lakkaraju	Changes in the bonus point allocations. Power play introduction. Increase in the time to finish the innings by 10 min.
29.03.2018	2018	Asvin Lakkaraju	Responsibility of clubs for accidents/ injuries/ damages. Change in the composition of the Competitions Committee.
26.02.2022	2022	Asvin Lakkaraju	Change in bonus point strategy, involvement of two neutral officials, penalties for slow over rate.
25.03.2023	2023	Asvin Lakkaraju	Redundancies in the document have been eliminated. The waiting time before a forfeit can be declared has been altered from 90 min to 60 min.

			Clubs are expected to nominate four umpires per team. Name change of League committee to Competitions Committee.
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