Rules & Regulations of Cricket Switzerland Twenty20 Competitions

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1 TWENTY20 CRICKET

1.1 Application of Rules

These rules apply to all Twenty20 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 Twenty20 Competitions

Twenty20 competitions may be confined to a straight knockout competition or be made up of any number of divisions. The number, size and organisation of the divisions will be determined by the competition organisers.

1.3 Match Arrangements

Matches can be organized both on Saturdays and Sundays based on the availability of grounds for the home teams (see rule 4.1 on advice of start time). However, if the home team is unable to provide their ground on either 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 games 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 refuse to continue the game of cricket.

2 SUPERVISION OF TWENTY20 COMPETITIONS

2.1 Management

The general administration of Twenty20 format cricket is vested in the Cricket Switzerland League Championship Committee, hereinafter called the Competitions Committee, chaired by the Competitions Chairman who 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 will be appointed by the board as set out in the Cricket Switzerland Premier League (CSPL) Rules & Regulations.

2.3 Duties of the Competitions Committee

The Competitions Committee shall be responsible for the general supervision of all Twenty20 matches and the table(s). Further, it rules on the eligibility of players, protests, violations of the league rules and/or any other complaints or disputes arising from matches, as described in the CSPL league rules & regulations.

2.4 Twenty20 Table(s)

Positions in a Twenty20 Cricket Cup Competition table(s) are determined by the accumulated total points scored per match. 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 net run-rates.

Net Run Rate calculations will be performed according to ICC directives. Details of how it is calculated can be found here: http://www.espncricinfo.com/ci/content/page/429305.html

In case two teams end up with same NRR, the final position will be decided based on the flowing criteria:
NRR>Number of runs scored>Number of wickets lost.

In case two teams end with same numbers in the all the three criteria then a toss of coin will decide which team proceeds into the next round.

2.5 Complaints

Complaints concerning a Twenty20 match[1] shall be sent in writing by post or by an 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 or email must be postmarked 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.

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

2.6 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.

2.7 Powers of the Committee
Should a breach of the Spirit of Cricket, the Laws of Cricket, the Twenty20 rules, the Code of Conduct for player behaviour, or the Statutes of Association be found by the Competitions Committee, it is empowered to refer the matter and its findings to the Disciplinary committee which can:
- Deduct any number of points from a club.
- Ban a club or individuals from participation in the competition for any period up to two years.
- Order the replaying of a Twenty20 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

2.8 Appeals
All Disciplinary Committee decisions are final, with no possibility of appeal or legal recourse. However, complaints against the Competitions Committee or the disciplinary committee, on the grounds of violation of the statutes or misconduct in its duties, shall be made in writing to the honorary secretary and include all evidence. If the honorary secretary is directly involved, the letter may be sent to any other executive member of executive committee.
A subsequent Council Meeting will deal with these complaints.

3 ADMINISTRATION

3.1 Finance
The size of the competition and entrance fee is set each year at the AGM.

3.2 Participation
Affiliate or associate members of Cricket Switzerland may play in Twenty20 competitions. Membership can only be established by paying in full the subscription, plus the competition entrance fee[2] for the season that will start on 31st March of that same year.

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. The penalty for fielding an unregistered player will be: the match is awarded to the opposing Club, with further possible sanction.

3.4 Dates for Matches
Twenty20 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. Teams unable to fulfil this requirement must notify the Competitions Chairman in writing of their reasons prior to the start of the season (before 31 March). Failure to do so will result in a deduction of 1 point 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 1.3). 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 forfeits the match (Rules 3.10)

3.5 Match Officials
Cricket Switzerland requires the use of two neutral officials for each game (see appendix B). In matches where exceptionally 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 club participating in competitions shall nominate at least two persons from within the club as neutral umpires (see appendix B regarding approval) to stand in competition matches where the club is not involved and when the club is not playing any match run by Cricket Switzerland.

Failure to provide two neutral umpires, when the club has been allocated to stand, will result in automatic deduction of 3 points.
Clubs are only obliged to provide umpires for tournaments they are participating in.

3.6 Duties of the Scorers
Cricket Switzerland requires that a designated scorer from the home team is in attendance for every match. Home 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. In the absence of a designated scorer, a player from the fielding team will be

[2] By paying their fees, all participating clubs agree to accept, abide by and comply with the Spirit of the Game of Cricket, the Laws of Cricket, the PT20 Rules, the Code of Conduct for player behaviour and the Statutes of Association.

nominated as a scorer and he/she will function as a scorer and the hometeam will have to field with one player fewer. There is no requirement for the visiting team to provide a scorer however it is advised to always have a scorer.
The scorer can score the match either on the scoring app or on paper. However, the scorer should be able to access the Duckworth Lewis calculator on the website in case of scoring on paper and should be able to report to the umpires about the target scores.

3.7 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, Twenty20 rules and the Code of Conduct for player behaviour.
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 list[3] on the official Twenty20 match report. Names will be written in full either on the match report form or on the scoring app. Failure to do so will result in a deduction of 1 point.

Toss will be made 20 minutes before the start of the game. In case the opponent team does not show up for toss time, they will be deemed to have lost the toss. In such a case the match report form can be filled in before the start of the game under the supervision of the umpire.

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 time[4] and after each break in play.

Captains will also ensure that the match will be played with the approved balls for the Twenty20 competition. Failure to do so will result in deduction of one point from the defaulting team. Umpires will make note on the match report if an approved ball is not used.

The winning captain, or the home captain in the case of a tied match, must submit the completed match report showing the result of the match (Rule 4.6). The completed match report must be sent to the Competitions Chairman within five days following the match and failure to do so will result in a deduction of one point for the team. In the case of a cancelled or abandoned match, the home captain will inform the Competitions Chairman in writing on a match report within the same time limit (See Rule 4.9).

3.8 Balls

Only balls approved and supplied by Cricket Switzerland may be used in Twenty20 matches (appendix A). A new ball should be used for each innings.[6] 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 in the match report if the official ball is not used by any team.

3.9 Match Report

A match report shall be filled out on the Twenty20 match report form for every match either on the match report form or on the scoring app at the conclusion of the game. The winning captain is responsible for submitting the completed match report form where there is a winner. The home team captain is responsible for submitting a match report for every other match, including ties, forfeits, cancelled or abandoned "No Result" matches.
Both captains must sign match reports as well as the neutral umpire(s) and/or officials present at the declaration of the result. All those signing must also write their full names clearly. In case the scoring app has been used as match report both captains are responsible for filling in the match report at the conclusion of the game. The only exceptions permitted are where a team has forfeited, or a match is cancelled or abandoned with no visiting captain present.

3.10 Forfeiting a match

A club that forfeits has lost the match. 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] This must be done in ink with names

[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.

3.11 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 15 minutes before the scheduled start time - see rule 3.7 - has automatically lost the toss.

If any club is unable to play due to not having a minimum of seven players in attendance one hour after the agreed starting 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 3.10 penalty for forfeited match).

4 PLAYING CONDITIONS

4.1 Time of start and finish of a Twenty20 Match

Twenty20 matches will start at a time agreed by the team captains and neutral/officials present. Any club not ready to start the match one hour after the agreed starting time shall be deemed as having refused to play and automatically forfeits the match (rules 4.9, 3.10 & 3.11). Such a match is counted as a lost match for the defaulting side and a 'Win' for their opponents.

Four (4) minutes are provided for every over bowled[5] so an innings of 20 overs must be 1 hours 20 minutes. An extra 10 minutes are provided to each club to finish the allocated number of overs. Additionally, a minimum ten-minute break shall be taken between the innings[6]. The latest possible finishing 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 late, shall be less than 20 overs and set so both teams bat for the same number of overs (as per rule 4.3)

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 on the match report for all matches.

4.2 Number of Overs

Twenty 20 matches will consist of one (1) innings per side with each innings being limited to a maximum of twenty overs. Reductions in overs may be made as per rule 4.1 or rule 4.3. In case of predicted bad weather, teams can change the start time of the game. However, this has to be agreed between both teams and notified to the umpire at least 24h in advance. Once the start time has been decided, no further changes can be made to it even if the weather intervenes on the day.

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 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 that 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

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 four (4) 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 PT20 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)

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

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

minutes lost. **A match may not be reduced to less than five (5) overs for each team for it to be counted as a 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 finishing time. A target score must be calculated, as laid down in rule 4.7, for the number of overs completed in the time available.

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, i.e. 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 five (5) 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 a Super Over will be played to determine the result of the game.
In case a Super Over is not possible owing to ground restrictions, the team which has lost the fewer number of wickets will be declared winner. In the case where both teams have scored the same number of runs and lost the same number of wickets, the match is considered as a Tie.
In knockout phases of a competition, any match ~~other~~ ending in a Tie will be decided ~~on~~ by a "Super Over" (see appendix C for details of super over rules). In case a super over is not possible owing to the weather or ground conditions, a bowl out will decide the winner. In case the umpire decides that the ground condition does not allow a bowl out then the finalists will be decided by toss of a coin. In case of weather interruption in the finals, both the teams will be declared winners.

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 the Duckworth-Lewis method. 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 groundsman 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 surpassed its opponent's score, the result shall be decided on the target score provided by the Duckworth Lewis system, provided that the team batting second has received 5 or more completed overs (Rule 4.6).

4.8 No Result

If a result cannot be achieved under the provisions of Rules 3.11, 4.1, 4.6 or 4.7, or if the match is abandoned before the start because of bad weather or the ground is unsafe for play, the match shall be declared "No Result".

***4.9* Replay of abandoned Twenty20 matches**

Abandoned matches in a Twenty20 competition, other than semi-finals, cannot be rescheduled and during the league phase one point each will be awarded to both the teams for abandoned games.

The Competitions Committee in consultation with sponsors (if any), will decide on rescheduling of the finals.

4.10 Number of overs per Bowler

If a match starts as a 20 overs match, no bowler may bowl more than four overs in an innings and this allowance shall be reduced to 1/5th of the total overs in the event that the total overs are reduced for any reason, except 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 balance.

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 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 balance[7].
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.

4.11 Player Uniform

In all CS competitions, players must follow the dress code: Teams can either play in colored clothing or white/cream cricket clothing. Bowlers bowling in white clothes should wear a colored bib over the white t-shirt. However, it is mandatory for the entire team to follow same dress code.
Neutral officials officiating matches, must report in the match report if any player(s) does not confirm to the dress code. Clubs violating the rule first time in a season will get a warning. For a second such violation, a penalty of 1 point will be deducted from the total accumulated points for that competition.

4.12 Fielding Restrictions

No more than five fielders are permitted on the leg side. The penalty is a no-ball.

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 centre 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~~ six overs of the game will be mandated as PP1. In case of rain reducing the number of overs 1/5 of the total overs shall constitute PP1.
PP1: 1-6 overs (2 fielders allowed outside the circle)
PP2: 7-20 overs (5 fielders allowed outside the circle)

4.14 Scoring of Points for Twenty20 group 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.
(iii) Each team scores five (5) points for a "No Result" match.

Deduction of Points:
(i) Clubs cancelling scheduled T20 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 "Win" for their opponents.
(ii) Clubs violating player-registration rules shall forfeit 10 points per match in which the contravention occurred.
(iii) Penalty for not using official ball in any Twenty20 match: Automatic deduction of 3 points for the current *match*.
(IV) Player uniform - clubs violating the rule the first time in a season will get a warning. For the second such violation, a penalty of 3 points will be deducted from the accumulated total points.
(v) Clubs not providing two neutral officials will be deducted 3 points from the standing table.

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

APPENDIX A - General

PT20 permitted variations from the MCC Laws of Cricket (2000 Code).
Law 1: As per Rule 4.12, a team may start a match with a minimum of seven (7) players on the field.
Law 3: Cricket Switzerland requires the use of two neutral officials
Law 5: As per Rule 4.8, the only ball permitted is the ball 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 5.1.
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: The following are the additional criteria for "No Ball":
• A ball that pitches anywhere on the edge of or off the matted wicket shall be automatically declared a "No ball".
• A ball, after pitching which passes over the batsman's shoulder and after one for the over, ~~it~~ will be deemed and called ~~as~~ "No ball".
•With the exception of a ball pitching on the edge or off the mat, all no-balls 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~~ a no ball and the first time would result in a warning, and a subsequent second such ball by the same bowler will result in automatic suspension from bowling for the rest of the innings. The no ball will automatically 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.
Law42: 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 ~~the~~ Cricket Switzerland (CS) as providing neutral officials for cricket in Switzerland. sFOCUS has a pool of neutral umpires and scorers approved for league matches, and CS requires their use. To be established as approved, any person nominated by a CS associate member club as a neutral official must provide evidence of having passed a suitable training course recognized by sFOCUS.
B2. Any club wanting to engage an sFOCUS official for any particular match is responsible for contacting the Officials' Allocation Officer of sFOCUS and making the necessary arrangements at least two weeks before the match takes place. In addition, if sFOCUS officials are scheduled to participate in a fixture subsequently cancelled under rules 4.10 & 5.9 (bad weather, unplayable or unsafe conditions) the person(s) must be informed not less than four (4) hours before the scheduled start time of the match, otherwise the following costs apply:
• The travelling costs for second (2^{nd}) class public transport (train, bus, tram, ferry, etc) from the home of the neutral official to the ground where the match is played, and return; or
• The actual cost of fuel used if the neutral official travels in their own car. (Max. CHF 0.40 per km.)
• Overnight lodging costs when officiating in CS matches on two (2) or more consecutive days.
B3. sFOCUS will submit a report of the match to the Competitions Chairman when its members officiate. This will be done on the match report form.
B4. Team captains should comment to the Competitions Chairman on any aspect of the officiating service provided by sFOCUS by using the 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.

As of 2018, it is mandatory for all the nominated clubs to provide two neutral officials for a T20 game of which at least one of them should be sFOCUS Introduction to Cricket Course qualified and (s)he will act as the main umpire. The second nominated umpire by the club can act as neutral leg umpire if (s)he does not have the necessary qualification~~s~~ from sFOCUS.

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 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.

B5. sFOCUS may ask whoever is deemed necessary to participate in an investigation. Clubs/team managements, captains and players have the same obligation to participate in such an investigation as in an CS 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 the 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~~ emerges 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 Competitions Chairman

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Appendix E - Document History

Date	Version	Author	Description
08.03.2014	2014	Alex Mackay	Amended League rules for PT20 competition Incorporated changes proposed by 2014 Competitions Committee
28.03.2015	2015	Asvin Lakkaraju	Amended Rules for PT20 competition. Incorporated rules proposed by Competitions Committee 2015
20.03.2017	2017	Asvin Lakkaraju	Additional time to finish the number of overs. Changes in penalty system for slow over rate. Introduction of power plays
29.03.2018	2018	Asvin Lakkaraju	Responsibility of clubs for accidents/ injuries/ damages. Mandatory for nominated clubs to provide two neutral umpires.
26.02.2022	2022	Asvin Lakkaraju	Rule Changes: No of points allocated, changes in over rate penalty, Duckworth-Lewis system.
01.04.2024	2024	Parit Bansal & Asvin Lakkaraju	Changes to the provision of scorers. Changes to the appointment of competitions committee.