

CRICKET SWITZERLAND COMPETITIONS



Cricket Switzerland T20 Competitions: Rules & Regulations

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1. Twenty20 Cricket

1.1 Application of Rules

These rules apply to all Twenty20 competitions organized and specified by Cricket Switzerland. These rules have been formulated in lines with ICC T20 playing conditions. They do not override the Laws of Cricket, Cricket Switzerland Playing Conditions, except for variations explicitly permitted within these rules.

1.2 Competition Format

Twenty20 competitions may follow a **straight knockout** format or be structured into multiple **divisions**. The number, size, and organization of these divisions will be determined by the competition organizers.

1.3 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 a first aid kit, the umpire is obliged to refuse to continue the game of cricket.

2 Playing Conditions and Match Procedures

2.1 Application of Rules

The current Laws of Cricket and Cricket Switzerland Playing Conditions shall apply unless varied by these regulations.

2.2 Toss and Innings Selection

Captains must conduct the toss no later than 20 minutes before the scheduled start time. If a team is unable to toss at this time, it forfeits the right to choose innings.

2.3 Minimum Number of Players

A club must have a minimum of seven players ready to play at the scheduled time for the commencement of play (start time decided by both teams and umpires before at least 48h before the start of the match). Once play has commenced, a club can continue the match with any number of players equal to or more than seven, but not exceeding 11 players on the field.

NOTE: A club that does not have at least seven players ready to play 20 minutes before the scheduled start time will automatically lose the toss.

In the event of a delay of more than 12 minutes after the official start time, the delayed team will be penalized with fewer overs to bat (one over is deducted from the delayed team for every 4 minutes), and the total match time will not be extended to accommodate their delay. The other team (team that has arrived on time), will receive the full quota of overs for batting.

If a club is unable to play due to not having the minimum seven players within 30 minutes after the official start time, or refuses to proceed with the match when seven or more players are present, the neutral umpire(s) will investigate the matter. If the umpire(s) are satisfied that there is no valid reason for the club being unable to play or refusing to proceed, the umpire(s) shall declare the match forfeited by the club refusing to play and the incident is reported to the competitions committee and both captains by email.

2.4 Ground Markings and Dimensions

- Fielding Restriction Circle: 30 yards (27.43 m) radius from the stumps at each end.
- Boundary Distance: Suggested minimum of 50m from the stumps.
- Pitch Position: Should be as close to the centre of the ground as conditions allow.

2.5 Match Format

Duration and Team Composition

- Matches will consist of one innings per side, each limited to a maximum of 20 overs.
- The umpires and scorers should indicate the name of the 12th man.

2.6 Hours of Play and Intervals

- Each session will be 80-90 min (maximum) with a mid innings Interval of 15 minutes.
- No drinks intervals allowed; individual players may receive drinks at the boundary or at the fall of a wicket.

Match Report Requirements:

The exact start and end times of both innings, as well as the cessation of play, must be accurately recorded.

These details are to be included in the official match report which needs to be filled and submitted both by the captains and the umpires.

2.7 Slow over rate

- If the fielding team fails to start the final over of the required number by the scheduled cessation time, play shall continue until all overs are bowled.

- If the fielding team fails to bowl the first ball of the 20th over within the 85-minute time limit, the fielding team is penalized by having to place an additional fielder inside the 30-yard circle (outside there will be only 4 fielders instead of 5), limiting defensive options.
- This rule applies to both innings of the match.
- All penalties shall be imposed immediately once the ball becomes dead.

2.8 Super Over

If a match ends in a tie, no result, or is otherwise undecided, a Super Over will determine the winner.

2.9 Length of Innings

2.9.1 Uninterrupted Matches

- Each team shall bat for 20 overs, unless dismissed earlier.
- If the first team is bowled out in fewer than 20 overs, the second team still bats for 20 overs.

2.9.2 Delayed or Interrupted Matches

- Overs Reduction: One over deducted for every four minutes of lost playing time.
- Both teams will have an equal opportunity to bat.
- A minimum of five overs per side is required for a valid match.
- Before play begins, umpires may reduce overs based on expected weather/light conditions.
- If play is suspended and the number of overs for the side batting second is revised, a target score will be calculated using the Duckworth-Lewis method. The calculation tool will be available on the scoring app or the Cricket Switzerland website.

2.10 Bowling Restrictions

No bowler may bowl more than one-fifth of the total allotted overs.

In reduced-over matches, bowlers are restricted to one-fifth of the revised total unless already exceeded before the interruption.

2.11 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.

2.12 Wides & No Balls

2.12.1 Wides

- Umpires will apply a strict and consistent interpretation to prevent negative bowling.
- Any delivery deemed not offering the batter a fair scoring opportunity will be called a wide.
- Any ball passing outside the batter's body on the leg side (from a normal stance) shall be called a wide, regardless of where it pitches.

2.12.2 Free Hit (After No Ball)

- The following is 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". Such a no-ball will not be credited with a free hit.

- Any No Ball is followed by a Free Hit for the next delivery except when the ball pitches outside the wicket when playing on a wicket with a width less than 3.05m or when a match is being played on artificial matting wickets instead of a permanent installation.
- If the Free Hit is another No Ball or a Wide, the Free Hit continues for the following delivery.
- Fielding changes are not permitted for a Free Hit unless there is a change of striker.
- Batters can only be dismissed in ways that apply to a No Ball (e.g., run out).

2.13 Fielding Restrictions

2.13.1 Powerplay Overs

- **Overs 1-6:** Only two fielders allowed outside the 30-yard circle.
- **Overs 7-20:** A maximum of five fielders may be outside the 30-yard circle.
- In case a team is playing with less than 11 players, the directive of the number of players that can be outside the 30 yards circle applies and the rule **should not be interpreted** for the number of players inside the circle.

2.13.2 Adjustments for Reduced Matches

In interrupted matches, fielding restriction overs are reduced according to the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total Overs in Reduced Innings	Powerplay overs (Fielding restrictions)
5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

- If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- In the second innings, fielding restriction overs should be adjusted to match the proportion applied in the first innings.
- Any infringement of these restrictions will result in the umpire calling and signaling a No Ball.

2.14 Determining the Winner

2.14.1 Standard Matches

- If both teams have batted for the agreed number of overs, the team with the higher total runs shall be declared the winner.
- If scores are tied at the end of the allotted overs, a Super Over will be played to determine the winner.
- If a Super Over is not possible due to ground restrictions, the team that has lost fewer wickets will be declared the winner.
- If both teams have scored the same number of runs and lost the same number of wickets, the match will be recorded as a tie.

2.14.2 Knockout Matches

- In knockout phases, any match ending in a Tie will be decided by a Super Over (see Appendix B for details).
- If a Super Over is not possible due to weather or ground conditions, a Bowl Out will determine the winner.
- If a Bowl Out is not possible, the winner will be decided by the toss of a coin.

2.14.3 Finals & Weather Interruptions

- If weather interrupts the final and no result is possible, both teams will be declared joint winners

2.15 Scoring of Points for Twenty20 group phase

2.15.1 Awarding of points

- The winning team scores ten (10) points.
- In the event of a 'Tie', each team scores five (5) points.
- Each team scores five (5) points for a "No Result" match.

2.15.2 Deduction of Points:

- 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.
- Clubs violating player-registration rules shall forfeit 10 points per match in which the contravention occurred.
- Penalty for not using official ball in any Twenty20 match: Automatic deduction of 3 points for the current *match*.

- 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.
- Clubs not providing two neutral officials will be deducted 3 points from the standing table.

2.16 Twenty20 Table(s)

Positions in a Twenty20 Cricket Cup Competition table(s) are determined by the accumulated total points scored. 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.espnccricinfo.com/ci/content/page/429305.html>

In case two teams end up with same NRR, the final position will be decided based on the following criteria:

NRR>Number of runs scored>Number of wickets lost.

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

3 Appendix A

- The use of matting wickets, i.e. non-turf pitches, is permitted.
- Where necessary, the requirement for bowling successive overs from alternate ends is waived where ground limitations are deemed to make it necessary.
- Player umpires may not award five (5) penalty runs.
- Team captains should comment to the Competitions Committee on any aspect of the officiating service provided by sFOCUS by using the match report form. The Competitions Committee 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) A player umpire is defined as an umpire who has been nominated to stand at the striker's end by the batting team in the absence of a second official umpire. The official umpire at the bowler's end shall answer all appeals except those arising out 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 official 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.
- By agreeing to participate in these competitions, all clubs and participants agree that matches can be live streamed and they do not have any objection to them being shown on a video. The image and media rights of all competitions are proprietary of Cricket Switzerland.

4 Appendix B - 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.

4.1 Rules

- The International Cricket Council states 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 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.
- 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 a tie.
- In knockout phases of a competition, any match ending in a Tie will be decided on by a "Super Over". 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.

