

Rules & Regulations of Senior International Cricket Festival in Zuoz



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1 TWENTY20 CRICKET

1.1 Application of Rules

These rules apply to the Twenty20 format Senior International Cricket Festival in Zuoz. 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 groups. The number, size and organisation of the divisions will be determined by the competition organiser.

2 SUPERVISION OF THE COMPETITION

2.1 Management

The general administration of this competition is by the Lyceum Alpinum International School in Zuoz. All decisions are final and without any form of recourse.

2.2 Twenty20 Table(s)

Positions in a 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 following 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.

2.3 Complaints

Complaints concerning any match must be brought to the organisers attention within 20 minutes of the end of a match. Complaints may only be raised by a club captain or neutral umpires.

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.

2.4 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 league committee, and provide all evidence immediately as and when required.

2.5 Powers of the Committee

Should a breach of the Spirit of Cricket, the Laws of Cricket or these playing conditions, the organiser is empowered to:

- Deduct any number of points from a club;
- Ban a club or individuals from participation in the competition for any period;
- 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

2.6 Appeals

All decisions are final, with no possibility of appeal or legal recourse.

3 ADMINISTRATION

3.1 Finance

The size of the competition a participation fee is the decision of the organiser.

3.2 Participation

The organiser is free to invite which team they deem suitable for this competition.

3.3 Player Eligibility and Registration

Player eleven, 12th man and all substitutes should be declared prior to the toss.

3.4 Match Officials

Cricket Switzerland is charged with supplying neutral officials. In matches where only one neutral umpire is engaged, he/she shall always officiate at the bowlers 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 strikers end.

3.5 Duties of the Scorers

Teams are obliged to supply a scorer for each match. In the case where a club does not have a designated scorer, 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 nominated as a scorer and her/she will function as a scorer and the team will have to field with one player less.

3.6 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, these playing conditions and any applicable Code of Conduct for player behaviour.

Before the toss is made, captains must declare in writing their playing eleven, 12th man and up to 4 substitutes (team list).

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 before the start of the game under the supervision of the umpire.

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

3.7 Balls

Each team is responsible for supplying either a red or pink ball of suitable quality for their opponent's innings.

The ball used first on any day shall remain available at all times in case of a lost ball later in the day.

3.8 Forfeiting a match

A club that forfeits has lost the match.

3.9 Minimum Number of Players

A club shall not commence a match unless it has a minimum of nine. 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.

4 PLAYING CONDITIONS

4.1 Time of start and finish of a Twenty20 Match

Twenty20 matches will start at a time specified by the organisers. Any club not ready to start the match at the scheduled starting time shall be deemed as having refused to play and automatically forfeits the match (rule 4.13). Such a match is counted as a lost match for the defaulting side and 'Win' for their opponents.

The fielding captain is required to nominate from which end they are commencing their innings prior to the batsmen arriving at the wicket.

Four (4) minutes are provided for every over bowled so an innings of 20 overs must be 1 hours 20 minutes. Additionally, a minimum ten minute break shall be taken between the innings. 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 late, shall be less than 20 overs and set so both teams bat for the same number of overs (as per rule 4.3)

4.2 Number of Overs

Twenty 20 matches will consist of one 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.

4.3 Slow over rate by team fielding first

If the team fielding first fails to bowl all their overs within the agreed time from the actual start of play to the end of the first innings, the over in progress shall be completed and that team shall be limited to the same number of overs while batting.

Further, the team batting first that did not receive their full complement of overs will have a (rounded whole) number of runs equal to their average run-rate in that innings multiplied by the number of overs they did not receive added to their innings total. Furthermore a penalty of 6 runs per number of overs not bowled will be added to the total score.

4.4 Slow over rate by team fielding second

If the team fielding second fails to bowl all of their overs within the agreed time from the actual start of the second innings and the set finish time, the over in progress shall be completed. Further, the team batting second that did not receive their full complement of overs will have a (rounded whole) number of runs equal to their average run-rate in that innings multiplied by the number of overs they did not receive added to their innings total plus extra 6 runs per over as a penalty for the slow over rate by the team fielding.

4.5 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 (8) minutes lost. 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.

A target score must be calculated, as laid down in rule 4.7, for the number of overs completed in the time available.

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, else the match shall be declared as a "No Result".

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 team which has lost the less number of wickets will be declared winner. In 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.

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 multiplying the revised number of overs by the average run-rate achieved by the team batting first (Rule 5.10).

Abandoned match:

A match may only be abandoned on a decision by:

- a) Approved neutral umpire(s) ; or
- b) The grounds-man acting on behalf of the official sports field owners.

Average run-rate

Average run rate is used to calculate run targets in the match for the team batting second in case of weather or any disturbances. In the event of the team batting first being all-out in less than their full quota of overs, the calculation of their average run-rate shall be based on the full quota of overs to which they would have been entitled, and not on the number of overs in which they were dismissed.

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 being unsafe for play, the match shall be declared "No Result".

4.9 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 not be reduced in the event that the total overs are reduced for any reason.

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 balance¹.

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.

4.10 Player Uniform

Teams can either play in coloured clothing or white/cream cricket clothing. However it is mandatory for the entire team to follow same dress code.

4.11 Fielding Restrictions

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

4.12 Powerplays

Powerplays do not apply

4.13 Scoring of Points

Awarding of points:

- (i) The winning team scores two (2) points.
- (ii) In the event of a 'Tie', each team scores one (1) point.
- (iii) Each team scores one (1) point for a "No Result" match.

¹ This means teams must bowl at least an average of fifteen (15) overs per hour in line with international regulations.

APPENDIX A - General

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 (9) players on the field.

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 24: 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".
- 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".

Bouncer (definition): 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.

Beamer (definition): A delivery which passes or would have passed above the waist height of the striker standing upright at the popping crease). Bowling of a beamer will result in warning and subsequent second beamer 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, i.e. on the next legal delivery 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)".

In the event of a bowler 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.

Fielding restrictions: Maximum five (5) fielders on the leg-side, including max. Two (2) behind leg. Any infringement will result in a no-ball and free-hit. Fielding change in this instance is also permitted even if the batsmen haven't changed in order to correct the fielding error.

Otherwise fielding change only permitted if the batsmen have changed.

Law 25: Wide ball: Any ball passing behind the profile of the batsman on the leg side will be judged a wide ball.

Appendix B - Document History

Date	Version	Author	Description
14.06.2017	1.0	Alexander Mackay	Adaption of Cricket Switzerland Twenty20 Competition Rules & Regulations for the purpose of the International Cricket Festival in Zuoz.