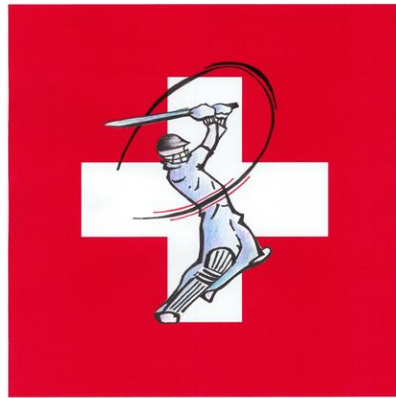


# Rules & Regulations of Cricket Switzerland Premier League



**CRICKET SWITZERLAND**

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## **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 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 league committee.

### **1.3 Length of Season**

The competition season starts on 31st March and concludes by 30th September. All competition matches, other than semi-finals and finals, must be completed by 31st August unless otherwise agreed prior to the beginning of the season.

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

### **1.4 Match Arrangements**

Sunday is the preferred day for all CSPL matches (see rule 4.1 on advice of start time). However, if the home team is unable to provide their ground on Sunday, then the away team may offer their ground as an alternative. Should a Sunday 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 Sunday match not be possible to arrange on the home, away or other grounds, then the same procedure should be applied to arrange the match on a Saturday.

## **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 league 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 League Committee**

The league committee 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, including 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 league committee.

### **2.3 Duties of the League Committee**

The league committee shall be responsible for the general supervision of all CSPL matches and related league table(s). Further, it rules on the eligibility of players, protests, violations of the CSPL 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 league 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.

### **2.4 The League Table(s)**

Positions in the league table(s) are determined by the accumulated total points. 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.espnricinfo.com/ci/content/page/429305.html>

Complaints concerning a CSPL match<sup>1</sup> shall be sent in writing to the league chairman. In case the league chairman is involved in the complaint the letter may be sent to any other league 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 league 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 league committee, and provide all evidence immediately as and when required.

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<sup>1</sup> Any aspect of a match can be the subject of a complaint.

## **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 League 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 league committee decisions are final, with no possibility of appeal or legal recourse. However, complaints against the league 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**

Only associate members may play in the league. Associate (full) membership can only be established by paying in full the annual subscription, plus the annual league entrance fee<sup>2</sup> for the season that will start on 31st March of that same year.

### **3.3 Player Eligibility and Registration**

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 committee 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.

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.

No player may transfer from one club to another after 31<sup>st</sup> 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. 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 league 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 league 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 league 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 neutral officials (see appendix B). 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 (see appendix B for the decisions they may give).

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<sup>2</sup> 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 40 over competition rules, the Code of Conduct for player behaviour and the Statutes of the Association.

Every club participating in the league competition shall nominate at least two persons from within the club as neutral umpires (see appendix B regarding approval) to stand in league competition matches where the club is not involved and when the club is not playing a match run by Cricket Switzerland. Failure to provide at least one umpire, when the club has been allocated to stand, will result in the automatic deduction of three league points for the current year.

Clubs participating in any tournament and failing to provide an allocated umpire will result in the automatic deduction of three league points for the current year.

Clubs not participating in a particular tournament are not obliged to provide umpires for that particular tournament.

### **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 12<sup>th</sup> 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.<sup>3</sup> 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 1<sup>st</sup> 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.

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<sup>4</sup> on the official league match report. Names will be written in full and registration numbers given. Failure to do so will result in a deduction of 2 points.

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<sup>5</sup> 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 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 3.8). The completed match report must be sent to the league chairman within five days following the match and failure to do so will result in a deduction of two points for the team. In the case of a cancelled or abandoned match, the home captain will inform the league chairman in writing on a match report 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 innings<sup>6</sup>. 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 match report 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 completed for every match. 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 , forfeits, cancelled or abandoned "No Result" and tied matches.

Both captains must sign match reports as well as the neutral Umpire(s), scorers and/or officials present at the declaration of the result. All those signing must also write their full names clearly. The only exceptions permitted are where a team has forfeited or a match is cancelled or abandoned with no visiting captain present.

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3 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.

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

5 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

### **3.9 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.

### **3.10 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 1.30pm 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 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. Any club not ready to start the match by 1.30pm shall be deemed as having refused to play and automatically forfeits the match (rules 3.9, 3.10).

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. In this case both teams will be permitted to fill up the team list before the start of the game.

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

All league matches must finish by 7pm. Four (4) minutes are provided for every over bowled<sup>6</sup> 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 innings<sup>7</sup>. 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 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.

#### **4.2.2 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. The team fielding second shall then have the score from their innings reduced to a (rounded whole) number of runs equal to their average run-rate in their innings multiplied by the number of overs they did not bowl subtracted from their innings total.

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.

### **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 eight (8)

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

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.

#### **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 multiplying the revised number of overs by the average run-rate achieved by the team batting first.

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 league committee will decide date for such abandoned matches.

In cases where the knock-out matches are not / cannot be rescheduled, the league 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 Average run-rate**

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.

#### **4.10 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 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 balance<sup>8</sup>.

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. 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) 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.

#### **4.12 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) One bonus point shall be awarded if at least one "young" player or women player is nominated in the team list. 12th man and substitutes do not qualify for this point. A player qualifies as "young" provided he is aged between 16 and 20 years of age. Age is to be counted as of 1st April of the year in question.

A bonus point will only be allotted when the same is indicated in the relevant form on the match report.

Bonus points for young and/or women players are not accumulative.

Deduction of Points:

(x) 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.

(xi) 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.

(xii) Penalty for not using official ball in any match: Automatic deduction of 2 League points for the current *match*.

(xiii) 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.

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



#### **4.13 Tie Eliminators for Qualification to the Quarter-finals**

In the event of teams finishing on equal points at the end of the qualification phase, the progression to the quarter-finals 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.

#### **4.14 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 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 ball above the waist height for 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.

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. 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 were scheduled to participate in a fixture cancelled under rules 4.10 & 4.3 (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 cost for second (2<sup>nd</sup>) class public transport (train, bus, tram, ferry, etc) travel 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 matches on two (2) or more consecutive days.

B3. sFOCUS will submit a report of the match to the league chairman when its members officiate. This will be done on the league match report form.

B4. Team captains should comment to the league chairman on any aspect of the officiating service provided by sFOCUS by using the league match report form. The league 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".

B5. 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 league 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, the first satisfied of the following criteria will determine the winner:
  1. The team with the most number of boundaries combined from the main match and the Super Over is the winner.
  2. The team with the most number of boundaries from the main match (alone) is the winner.
  3. A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. If a team loses two wickets during its over, any unbowled deliveries are considered dot balls. Runs scored from illegal deliveries count towards the total for the following legal delivery.

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**

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**Appendix E - Document History**

<b>Date</b>	<b>Version</b>	<b>Author</b>	<b>Description</b>
24.04.2008	2008	Sangam	Incorporated the changes proposed by 2007 League 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 league 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 <sup>st</sup> April to 31 <sup>st</sup> March Incorporated changes proposed by 2014 league 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.