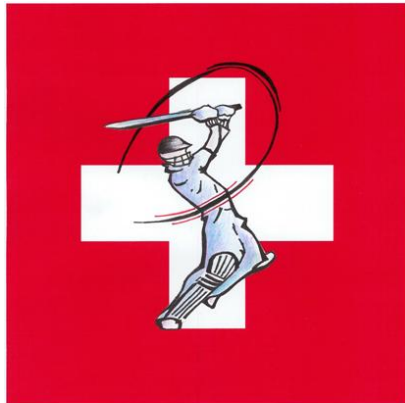


Rules & Regulations of Cricket Switzerland Twenty20 Competitions



CRICKET SWITZERLAND

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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

Sunday is the preferred day for all league 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 TWENTY20 COMPETITIONS

2.1 Management

The general administration of Twenty20 format cricket is vested in the Cricket Switzerland League Championship Committee, hereinafter called the league committee, chaired by the league 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 League Committee

The league committee will be elected as set out in the Cricket Switzerland Premier League (CSPL) Rules & Regulations.

2.3 Duties of the League Committee

The league 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.espnricinfo.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.

2.5 Complaints

Complaints concerning a Twenty20 match¹ shall be sent in writing by post or by an email 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 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 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.

2.6 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 league 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 League Committee, it is empowered to:

- 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

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

2.8 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 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 fee² for the season that will start on 31st March of that same year.

3.3 Player Eligibility and Registration

Player eligibility and registration is governed by the CSPL competition rules & regulations

3.4 Dates for Matches

Twenty20 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. Teams unable to fulfil this requirement must notify the league 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 league 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 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).

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 at least one umpire, when the club has been allocated to stand, will result in that team playing game with 10 players and the 11th player shall function as a scorer. It is the duty of umpire to enforce this law..

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

The score and the number of wickets down at the end of each over must be recorded on the match sheet provided by Cricket Switzerland.³ Also, the actual time of start and end of both innings/cessation of play will be recorded on the match report for all matches.

In effect from 1st January 2014, in the case where a team has no designated scorer, the team will be deducted 1 point per match.

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 list⁴ on the official Twenty20 match report. Names will be written in full and registration numbers given. Failure to do so will result in a deduction of 1 point.

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.

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.

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.

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 time⁵ 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 (1) 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 league 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 league 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 innings⁶. The ball used first on any day shall remain available at all times in case of a lost ball later in the day.

The assigned match official /umpire or opposing captain shall report in match report if the official ball is not used by any team.

Penalty for not using official ball in a match: automatic deduction of 1 point for the current match.

3.9 Match Report

A match report shall be filled out on the Twenty20 match report form 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 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. 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.

3.11 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 20 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 minimum 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 '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

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.

Four (4) minutes are provided for every over bowled⁶ so an innings of 20 overs must be 1 hour 20 minutes. 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 innings⁷. 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)

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 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.

4.2.2 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. 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..

4.3 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) 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 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.

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 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 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.

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

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

In knockout phases of a competition, any match other ending in a Tie will be decided on "Super Over" (see appendix C for details of super over rules). In case a super over is not possible owing to 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 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 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 4.10) throughout both innings, provided that the team batting second has received 5 or more completed overs (Rule 4.6).

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 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 league 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 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 balance⁸.

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

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

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

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

4.11 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 Fielding Restrictions

No more than five fielders are permitted on the leg side. 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

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

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: 1-6 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 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.

Deduction of Points:

- (x) Clubs cancelling scheduled T20 matches for any reason other than bad weather or unplayable or unsafe conditions forfeit 1 point and the match shall count as a match played and lost for that team and as a "Win" for their opponents.
- (xi) Clubs violating rule 3.3 shall forfeit 1 point per match in which contravention of rule 4.3 occurred.
- (xii) Penalty for not using official ball in any Twenty20 match: Automatic deduction of 1 point 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 total points.
- (xiv) Clubs not supplying a designated scorer will be deducted 1 point per match (this regulation comes into effect on 1.1.2014).

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 use of neutral officials

Law 5: As per Rule 4.8, the only ball permitted 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 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: 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".
- 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)".

Bowling of a beamer would result in warning and subsequent second beamer 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 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 the 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 were scheduled to participate in a fixture 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 cost for second (2nd) 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 CS 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 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 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 is 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 an CS 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

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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 league committee |
| 28.03.2015 | 2015 | Asvin Lakkaraju | Amended Rules for PT20 competition. Incorporated rules proposed by League 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 |