



NORDIC SMASH T20

COMPREHENSIVE MATCH RULES & PLAYING CONDITIONS

SANCTIONED BY THE SWEDEN CRICKET FEDERATION (SCF)

1. MATCH FORMAT & TIMING

- **Overs:** 20 overs per side. A minimum of 5 overs per side is required to constitute a valid match (applicable in rain-affected games).
- **Duration:** 1st innings: 80 minutes. 2nd innings: 80 minutes.
- **Intervals:** A standard 10-minute innings interval. A 2-minute drinks break is permitted per innings (not required if the match is reduced to under 15 overs).
- **Over Rate:** Teams must maintain a pace of ~15 overs per hour.
- **Penalty:** Failure to bowl the 20th over within the 80-minute limit will result in one extra fielder being forced inside the 30-yard circle for the remainder of the innings.
- **Between Overs:** Strict maximum of 1 minute allowed between overs to ensure pace of play.

2. OFFICIALS, ROSTERS & TOSS

- **Officials:** Match Umpires must be present at the venue exactly 2 hours before the scheduled start of play.
- **Roster Submission:** Teams must nominate their starting 11 players plus 4 designated substitutes. This must be formally approved by the Match Referee.
- **The Toss:** Conducted 30 minutes before the scheduled match start time.
- **Impact Player Rule:** The use of an 'Impact Player' is strictly restricted to the Under-19 category only. It is prohibited in the primary Men's and Women's franchises.

3. FIELDING RESTRICTIONS (POWERPLAY)

Fielding restrictions apply dynamically based on the phase of the game:

- **Powerplay (Overs 1-6):** A maximum of two (2) fielders are permitted outside the 30-yard fielding circle.
- **Non-Powerplay (Overs 7-20):** A maximum of five (5) fielders are permitted outside the 30-yard fielding circle.

4. BOWLING REGULATIONS

- **Standard Quota:** A bowler may bowl a maximum of 4 overs per innings.
- **Shortened Matches:** In rain-affected matches reduced to 5-9 overs, a single bowler is restricted to a maximum of 2 overs.
- **Ends:** Bowling will be conducted sequentially from both ends of the pitch.

5. GAMEPLAY MECHANICS & DISMISSALS

- **Ties (Super Over):** Any tied match will be definitively decided by a Super Over. If the Super Over is tied, subsequent Super Overs will be played until a winner is determined.
- **Free Hits:** In the event of a Free Hit, fielding positions cannot be changed unless the batters have crossed and a new striker is on strike.
- **Dangerous Bowling:** Any full toss delivered above waist height is an automatic No Ball. Progressive warnings apply: 1st Warning → Final Warning → Immediate Removal from the bowling attack.

- **Counting Errors:** If balls are miscounted during an over, the standing umpire's final decision stands without retroactive penalty.

6. PITCH, EQUIPMENT & FACILITIES

- **Ground Dimensions:** The fielding circle is set at a 30-yard radius from the middle stump. Boundary ropes are set at 55-60 yards from the pitch center.
- **Pitch Types:** Both natural turf and approved artificial pitches are permitted for official tournament matches.
- **Mandatory Equipment:** Approved batting helmets are strictly mandatory for all players. LED wickets/bails are officially sanctioned and allowed for all televised games.

7. GOVERNANCE, DISCIPLINE & INTEGRITY

- **ICC Compliance:** The official ICC Code of Conduct applies strictly. Illegal bowling actions are actively monitored and will be severely penalized by the Match Referee.
- **Anti-Corruption:** In compliance with the Nordic Smash Anti- Corruption Code, mobile phones and communication devices are strictly banned in the Player and Match Officials Area (PMOA).
- **Safeguarding:** All franchises are bound by the Nordic Smash Safeguarding Regulations. Harassment or abuse carries zero-tolerance penalties.

OFFICIAL SAFEGUARDING & EMERGENCY CONTACTS

All reports are treated with the strictest confidence. In emergencies or cases of suspected criminal activity, always contact local Swedish authorities first.

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