Estonian Cricket Association



Men's Indoor League 2022/23

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Welcome

The Estonia Cricket Association is proud to host the Estonian Winter League Indoor competition 2022/23.

Contained inside this Information Pack, you will find the rules, regulations and details on how the Estonian Winter League Indoor competition 2022/23 will be conducted.

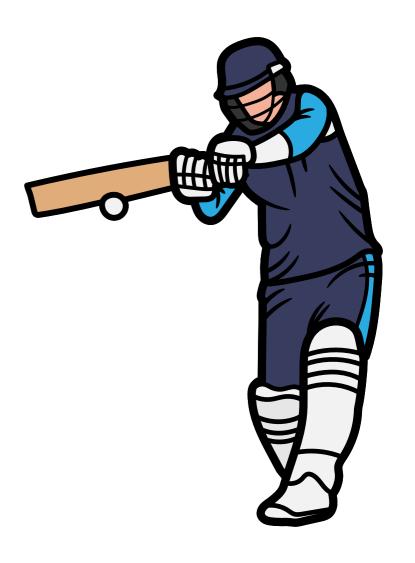
Please familiarise yourself with these rules as they are paramount to the success of the competition.

Of particular importance are the captains responsibilities. The team captains are accountable for the conduct of their players at all times.

Should you have any questions regarding these rules and regulations, please do not hesitate in contacting operations@estoniancricket.com

Above all, the ECA hopes all players will enjoy the cricket experience. May the best team win!

Terry O'Connor
Operations Manager



Fixtures

Saturday Oct 22

13:10 Strikers v United - Division 1

14:30 Stallions v United - Division 1

Saturday Oct 29

13:10 Strikers v Stallions - Division 1

14:30 United v Riders - Division 1

Saturday Nov 5

13:10 Stallions v Wolves - Division 1

14:30 Wolves v United - Division 1

<u>Saturday Nov 12</u>

13:10 United v Strikers - Division 1

14:30 Vikings v Hippos - Division 2

Fixtures

Saturday Nov 26

13:10 Tartu v Bulls - Division 2

14:30 Hippos v Tartu - Division 2

Saturday Dec 3

13:10 Wolves v Riders - Division 1

14:30 Strikers v Wolves - Division 1

Saturday Dec 10

13:10 Tartu v Vikings - Division 2

14:30 Tartu v Hippos - Division 2

Saturday Jan 14

13:10 Bulls v Vikings - Division 2

14:30 Stallions v Strikers - Division 1

Fixtures

Saturday Jan 28

13:10 Riders v Stallions - Division 1

14:30 Hippos v Bulls - Division 2

Saturday Feb 4

13:10 Wolves v Strikers - Division 1

14:30 Wolves v Stallions - Division 1

Saturday Feb 11

13:10 United v Stallions - Division 1

14:30 Vikings v Bulls - Division 2

Saturday Feb 25

13:10 Strikers v Riders - Division 1

14:30 Bulls v Hippos - Division 2

Fixtures

Saturday Mar 4

13:10 Riders v Strikers - Division 1

14:30 Riders v United - Division 1

Saturday Mar 11

13:10 Vikings v Tartu - Division 2

14:30 Bulls v Tartu - Division 2

Saturday Mar 18

13:10 United v Wolves - Division 1

14:30 Riders v Wolves - Division 1

<u>Saturday Mar 25</u>

13:10 Stallions v Riders - Division 1

14:30 Hippos v Vikings - Division 2

Fixtures

Saturday April 1

13:10 Division 2 Final 1st v 2nd 14:30 Division 1 Final 1st v 2nd

All fixtures are played at Õismäe Gymnasium Õismäe tee 50, 13512 Tallinn



Division One Teams











Tartu Wolves - Squad

Aaqib

Ali Raza

Amit Singh

Arpan Chatterjee

Asif Sattar

Daniyal Gohar

Fasih Ullah

Furqan Manzoor

Jazib Sawar

Mahir Gulzar

Mubashar Iqbal

Muhammad Arslan

Muhammad Hasham

Muhammad Usman

Muhammad Usman

Muhammad Zain

Sammar Ahmad

Shamas ul Ghani

Zafarullah

Zakir Ali

Zohaib Ali

Manikandan Ariyan

Syed Kumail Mehdi

Ashfaq Khan

Shayk Sami



Tallinn United - Squad

Ashish Rana (c)
Ayush Ummat
Yash Padh
Anurag Singh
Mihir Kulkarni
Ajit Jain
Chandru Manogaran
Santosh Shetty
Manindra Harsha
Beekay Verma
Jeetu Bisht
Mayank Tripathi

Vimal Dwivedi
Sahil Chauhan
Vinayak Khavasi
Kunal Arora
Khurram Butt
Raj Rawat
Hamza Muhammad
Ahmed Pasha Faisal
Hamza Niazi



Ravi Kiran

Murali M Rao

Nandlal Riar

Vineeth Govind

Tallinn Stallions - Squad

Aditya Panwar
Chethiya Ekanayake
Jawad Hassan
Mohsin Naqvi
Obaid Anwar
Ram Krishan
Rifaq Khan (c)
Saif Ur Rehman
Zeeshan Ali
Zunair Ahmed
Shiva Arunachalam
Lakshitha Eranga



Tallinn Strikers - Squad

Arslan Amjad (c)

Ashraful Shuvo

Ehtesham Sheikh

Elias Hasan

Gull Zaman

Habib Khan

Juber Nevi

Mahjarul Alam

Syed Eftekar

Tarun Devalla

Zohaib Ali

Nooh Sikander

Kamran Satti

Muhammad Zunair

Rashid Mahmood

Shayan Khan

Talha Tahir



Tallinn Riders - Squad

Moshur Rahman (c)
Anand Chandrappa (Vc)

Alok Kumar
Archit Nigam
Ariful Haque
Arpon Somoddar
Ashraf Ahmed
Baseer Malik
Feroz Patowary
Hardik Prajapati
Hasan Ahmed
Kush Brahmhatt
Md Mamun Khan
Vivek Ravi

Mofiz Uddin
Nabil Noor
Nazmul Basher
Rony Zaman
Saif Rahman
Tanvir Ahmed
Vinod Kunwar
Polok Biswas



Division Two Teams









Viking Stars - Squad

Noman Shabbir (C)
Rana Rashid
Saqib Naveed
Khurram Abbas
Waqas Rashid
Toqeer Awan
Shahnawaz
Rupam Baruah
Tauseef Akhtar
Itisam Javaid
Agha Zain
Badrul Islam

Hadi Raja
Kamran Daniel
Usman Naseer
Badr ul Islam
Saqlain
Javed Gul
Ali Anis
Noman Fareed
Kaleem durrani



Tallinn Hippos - Squad

Mart Tammoja (c)
Päärn Volk
Christopher Carr
Ragne Hallik
Remo Raud
Eoin Feely
Toomas Hale
Gleb Bihanovs
Andres Burget

Rudesh Sekaran Sasha Ruut David Clark Liina Sõrmus Marko Vaik Mac Sedgwick Tim Heath Tim Cross



Tartu KK - Squad

Casey Collins (c)
Jeswin Sasindran
Vishal Tirkey
Rahul Puniani
Robert Davis
Tanuj Kattamanchi
Farai Chitsa
Romeo Tanna
Aditya Savio
Harsha Saripalli

Laima Dalbina
Ojus Tudavekar
Joseph Melbin
Mursalin Hossain
Shrikant Pawade
Mukul Mishra



Mustamae Bulls - Squad

Arsalan Aurangzeb
Dilshan Bopage
Hammad Khan
Junaid Qazi
Pranay Gheewala (c)
Sachin Sabhlok
Sajib Sharma
Shantanu
Bhattacharjee
Syed Asghar
Vimukthi Hettiarachchi

Zahaan Khan
Mamun Mannan
Anton Tsenno
Dhanushka Gunathilake
Ankur Patel
Rajesh Kalakoti
Shravan Chandra
Abhinash Chandra



League Rules - Internal Transfers

Clubs with more than one team in the league

- If a Club has more than one team in the league than the two teams can not be in the same Division.
- Players registered for the team in Division One, cannot play for the team in Division Two
- Players registered for the team in Division Two can play for the team in Division One without restriction.

Team Fees

Division One - 320 Euros per team Division Two - 240 Euros per team



Playing Conditions

Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the rules (incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents. Respect is central to the Spirit of Cricket.

- * Respect your captain, team-mates, opponents and the authority of the umpires.
- ⋆ Play hard and play fair.
- * Accept the umpire's decision.
- * Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- * Show self-discipline, even when things go against you.
- * Congratulate the opposition on their successes, and enjoy those of your own team.
- * Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Playing Conditions

1. FIELDING A TEAM

- 1.1. A game is played between two teams, each with a maximum of 8 players.
- 1.2. No team can play with less than 6 players.
- 1.3. A scheduled game must proceed if a minimum of 6 players for each team are present.
- 1.4. To take part in a match, a player must be able to bat and bowl, except in the case of the Substitutes Rule. See Rule 8.2 (Substitutes).
- 1.5. A team must nominate a captain for each game. A key role of the captain is to encourage their team to display a high level of fair play and sportsmanship.
- 1.6. Captains must nominate their players in writing on a team-sheet prior to the toss. See Rule 4.2 (The Toss).

2. THE GAME

- 2.1. The game consists of 1 batting and 1 bowling innings per team.
- 2.2. Each innings consists of 16 overs. For simplicity in these rules, all references will be to 6 ball overs.
- 2.3. The run deduction for a dismissal will be 5 runs, and other penalties (such as misconduct or uniform penalties) will be 5 runs or multiples of 5 runs.
- 2.4. Each player must bowl 2 overs except in the case of Rule 8.1 (Player Short) or Rule 8.3.3 (Replacing Injured Players).

Playing Conditions

- 2.5. Prior to the start of each over, the scorer must be advised of the bowler's name for the game to start/resume.
- 2.6. A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- 2.7. A delivery commences from the moment a bowler (with the ball in their hand) starts their run up and continues until the same time of the next delivery.
- 2.8. A batting innings is divided into 4 sections. Each section consists of 4 overs.
- 2.9. The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease, the batters must inform the scorer of their respective names for the game to start/resume.
- 2.10. Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a batter is dismissed, 5 runs are deducted from their team's score.
- 2.11. Batters must change ends at the completion of each over.
- 2.12. No batter may bat more than once, except in the case of Rule 8.1 (Player Short) or Rule 8.3.3 (Replacing Injured Players).
- 2.13. A team is not allowed to declare an innings closed.
- 2.14. The team compiling the higher number of runs will be the winner.
- 2.15. All Wides and No Balls bowled in the final over of each batting partnership will be re-bowled at the batter's discretion. This is irrespective of whether runs are scored from the delivery or a dismissal occurs.

Playing Conditions

3. UNIFORMS

- 3.1. Players must be dressed as follows:
- Tops: Matching colour shirts (leisure shirt or T-shirt). Teams may combine shirt styles,
 but colours and logos must still be matching.
 Pants: Males long or short sports pants.
 Females long or short sports pants, or sports skirts.
- Footwear: Rubber soled sports shoes that will not mark the court surface.
- 3.2. Players are not permitted to play in jeans, socks, leather-soled shoes or barefoot.
- 3.3. A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel.
- 3.4. The maximum team penalty for incorrect uniforms in any match shall be 20 runs.
- 3.5. The captains will be the initial judge of the correctness of a uniform. If the captains agree, the penalties will be applied immediately. If the captains cannot agree, the captain of the non-offending team may send a written complaint along with photographic evidence to the ECA league subcommittee after the match for a final decision. Any penalties due will be applied retroactively.

4. THE TOSS

- 4.1. The captains will toss a coin or token to determine the order of the innings. The "away" team is to call.
- 4.2. Captains will present their team-sheets to their opposing captains prior to the toss. After a satisfactory inspection, the team-sheets will be given to the scorer for scoring purposes.

Playing Conditions

5. PLAYING EQUIPMENT

- 5.1. Bats: Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip. If the captains are not satisfied with the suitability of a bat or bat grip, they should not allow it to be used. Note: Bat grips must be of a non-slip material and in good order.
- 5.2. Batting Gloves: A batting glove (which completely covers the hand from the wrist) must be worn on each hand by both batters. If the captains notice a batter is not wearing two suitable gloves, play must not continue until 2 gloves are worn.
- 5.3. Wicket-Keeping Gloves: The wicket-keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket-keeping or batting gloves, or a combination of both. No other style of gloves from other sports are permitted. Wicket-keeping gloves may only be worn by the wicket keeper in the approved area. See Rule 9.4 (Wicket-Keeper).
- 5.4. Fielding Protection: Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. As a guide, any protective equipment worn on a player's head should be made of soft material or thin fibreglass and should conform to the contour of the player's face/body and have no protrusions or sharp edges. The decision to allow players to use protective equipment rests with the captains.
- 5.5. Balls: The ECA will supply a recognised indoor cricket ball for each match. Teams must not supply their own. Any player or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- 5.6. Protective and other equipment not in immediate use must be placed outside the court until required. Players will be warned to remove unused protective and other equipment. Refusal to do so will result in a 5 run penalty to the offending team.

Playing Conditions

- 5.7. Stumps: The Stumps should preferably be "Wilkins" style collapsible stumps to assist in player safety. The base plate is part of the stumps.
- 5.8. Bails: Bails are optional but if used should be wooden or plastic and should be tied to the stumps to assist in player safety.

6. THE UMPIRE

- 6.1. No umpire will be appointed to adjudicate the rules of the game. Captains must mutually agree on decisions throughout the game.
- 6.2. The batting side will provide 2 line adjudicators: one will sit along the line of the striker's end popping crease, the other will sit along the line of the running crease (see Appendix A for diagram). Both line adjudicators shall sit at the edge of the court.
- 6.3. The line adjudicators will judge all Stumped, Run Out and bowler's feet No Ball decisions.
- 6.4. The wicket-keeper will adjudicate all Wide and Legside decisions and call these to the scorer when they occur.
- 6.5. If the captains are unable to come to an agreement on any decision, the captains must resolve the matter in a way that minimises the impact on the result. The disputing captain may send details of the issue to the ECA league subcommittee for post-match resolution.

Playing Conditions

7. ARRIVAL/LATE PLAYER(S)

- 7.1. All teams are to be present no later than 5 minutes prior to the scheduled commencement of their game to do the toss.
- Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first.
- If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first.
- 7.2. All forfeits will be declared at the discretion of the non-offending captain.
- Any player known or expected to arrive late must be nominated by the team captain on the team-sheet prior to the commencement of the game.
- Individual player(s) arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first innings.
- A team captain may ask for the consent of the opposing captain to allow a late player to participate after the 13th over of the first innings. This player may not bat or bowl and is regarded as a late player, not a substitute, and may keep wickets if their team is fielding.
- Player(s) who arrive late to the field, must wait until the end of the over in progress before entering the court.
- 7.3. No player obviously under the influence of alcohol or drugs will be allowed to take part in, or continue in, a match for safety reasons. The captains must remove any offending player from the game and report the incident to the ECA league subcommittee. The player may face further disciplinary action.

Playing Conditions

8. PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

- 8.1. Player Short
- 8.1.1. If a team is 1 player short:
- When batting: after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter.
- When fielding: after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive over rule applies.
- 8.1.2. If a team is 2 players short:
- When batting: after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.
- When fielding: after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non consecutive over rule applies.
- 8.1.3. If a selected player is not available to bat again, a 10-run penalty will apply and another player must be selected. This rule does not apply to a player who leaves the game early for legitimate reasons and both captains had prior knowledge of the player's early departure.
- 8.1.4. When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game. See Rule 1.2 (Fielding a Team).

Playing Conditions

8.2. Substitutes

- 8.2.1. A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the opposing captain.
- 8.2.2. Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member. See Rule 8.3.3 (Replacing Injured Players).
- 8.2.3. A substitute player cannot bat, bowl or wicket-keep.
- 8.2.4. A substitute must be in the correct uniform or uniform penalties will apply.
- 8.2.5. A team may not use a substitute pending the late arrival of a nominated player.
- 8.2.6. Once substituted, a player may take no further part in the match.
- 8.3. Injured Players

Injuries to players are classified into two categories: players who suffer blood-related injuries and players who suffer non-blood related injuries:

- 8.3.1. Blood Related Injuries
- 8.3.1.1. A player suffering a blood-related injury must leave the court for further treatment unless any minor bleeding can be contained within a maximum of 2 minutes. The injured player and any attending medical staff should ensure that no blood contaminates the court or its fittings or fixtures. Any blood that contaminates the court or its fitting or fixtures must be removed before play can resume.
- 8.3.1.2. The injured player must remove and replace any blood-contaminated clothing and wash off any blood on their body before re-joining the game.

Playing Conditions

- 8.3.1.3. Players must leave the court to have any surface blood washed off their body.
- 8.3.1.4. A player leaving the court for a blood-related injury can have a "Blood Replacement Player" replace them until the injury has been attended to.
- 8.3.1.5. If the injured player was fielding and is unable to return to the game, the Blood Replacement Player will continue the game as a Substitute Player.
- 8.3.1.6. Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game.
- 8.3.1.7. The injured player must receive a clearance from the opposing captain before rejoining the game.
- 8.3.1.8. A Blood Replacement Player cannot bat, bowl or wicket-keep.
- 8.3.2. Non-Blood Related Injuries
- 8.3.2.1. Players who suffer a non-blood related injury will be allowed a maximum of 2 minutes to attend to their injury.
- 8.3.2.2. After this time, if the player is not able to recommence play, the player shall leave the court to recover from their injuries provided the player can do so safely.
- 8.3.2.3. A player may return to the game after they have recovered from their injuries, provided they have not been Substituted when fielding.
- 8.3.2.4. Any player that leaves the court to attend to an injury must wait until the end of the over in progress before returning to the game.
- 8.3.2.5. Any substitute who replaces an injured player can not bat, bowl or wicket-keep.

Playing Conditions

8.3.3. Replacing Injured Players

In the case of a blood or non-blood related injury, the following conditions will apply if a player has to leave the court:

- 8.3.3.1. When batting: If a batter is injured, the captain of the fielding side will nominate 1 player from the batting team to complete the injured batter's remaining overs.
- 8.3.3.2. When fielding: If a bowler is injured during their 1st over, 1 player is to be nominated to complete the over.

The incapacitated player's 2nd over will be bowled after the 12th over and the same or another player may be chosen by the opposing captain. The non-consecutive over rule applies in both scenarios.

- 8.3.3.3. Any bowler who is genuinely injured after attempting a delivery, and cannot complete their remaining deliveries, may be allowed to remain on the court to field in any position, except as a wicketkeeper. The fielding captain must ensure that this situation displays a high level of fair play.
- 8.3.3.4. An injured player may be guided by the opinion of a medical official, if in attendance, to leave the court for further treatment.

Playing Conditions

9. FIELD PLACEMENT

9.1. Fielders Per Half Court

The court is divided into two halves with the dividing line being the non striker's running crease (see Appendix A). No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. Fielders are judged as being on either half of the court by their foot placement. On the line is considered in the other half. If this rule is contravened, the running crease line adjudicator will call and signal "No Ball".

9.2. Fielders on Pitch

With the exception of the bowler, no fielder (including a wicket-keeper), can move on or extend over the pitch from the commencement of the bowler's run up until the ball is played at by the batter or passes the striker's wickets. If this rule is contravened, a "No Ball" will be called.

9.3. Exclusion Zone

An Exclusion Zone will be marked in an arc extending at a radius of 3 metres from the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket-keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, a "No Ball" will be called.

9.4. Wicket-Keeper

- 9.4.1. A fielder is classified as a wicket-keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket-keeper.
- 9.4.2. The area designated for the wicket-keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end. See diagram in Appendix A (Scoring Zones).

Playing Conditions

- 9.4.3. The wicket-keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the bowler has bowled the ball. If this rule is contravened, the striker's end popping crease line adjudicator will call and signal "No Ball".
- 9.4.4. A wicket-keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting into position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the striker's end popping crease line adjudicator will call and signal "No Ball".
- 9.4.5. The wicket-keeper cannot take a delivery either from in front of, or from the side of the wickets, unless the ball first strikes the batter's body or equipment. If this rule is contravened, the striker's end popping crease line adjudicator will call and signal "No Ball". Note: this rule does not apply to a wicket-keeper receiving the ball that has been returned towards the stumps by a fielder.
- 9.4.6. The wearing of gloves by the wicket-keeper is optional. See Rule 5.3 (Playing Equipment).
- 9.4.7. A wicket-keeper is optional.

10. PLAY BALL/LIVE BALL/DEAD BALL

- 10.1. Play Ball/Live Ball
- 10.1.1. The game commences once the players take up their positions and the scorer calls "Play".
- 10.1.2. The ball remains "live" throughout the over unless the scorer calls "Over", the ball becomes "Dead", or a wicket falls.
- 10.1.3. Play cannot recommence after the fall of a wicket, or a call of "Dead Ball", or before the start of a new over, until the scorer calls "Play".

Playing Conditions

10.1.4. It is the batter's responsibility to have taken strike when the bowler is ready to bowl provided the batter has been given reasonable time to do so. The captains will be the judge of what is "reasonable time".

10.2. Dead Ball

There are several types of Dead Balls and each has different qualities.

10.2.1. Automatic Dead Balls

No bonus or physical runs can be scored or wickets lost. The ball must be re-bowled.

- 10.2.1.1. If bails are being used and the bails are off either set of stumps when the bowler commences their run up.
- 10.2.1.2. Any ball that leaves the court, except a ball leaving the court from an attempted run out by a fielder.
- 10.2.1.3. Any ball, after being struck by the batter, that lodges in the net or corner conduit. The original batter must face the re-bowled delivery.

10.2.2. Discretionary Dead Balls

The decision to have the ball re-bowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the captains.

- 10.2.2.1. An injury to a player.
- 10.2.2.2. The batter did not have enough time to take strike before the bowler delivers the ball.
- 10.2.2.3. The bat accidentally leaves the batter's hands from playing a shot at the ball.
- 10.2.3. Special Case Dead Balls The ball is not re-bowled.

Playing Conditions

- 10.2.3.1. The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive 2 runs.
- 10.2.3.2. The ball leaves the court from an attempted run out by a fielder. The score (net zone and physical runs) completed when the ball leaves the court will count.
- 10.2.3.3. A ball, when bowled, hits the top or side perimeter. It will be deemed "No Ball, Dead Ball" and the batters will receive 2 runs.
- 10.2.3.4. A wicket falls, excluding a mankad.
- 10.2.3.5. The captain of the fielding team or the batters at the wicket are permitted to request a "Dead Ball" under the following conditions: player injury; ruling; score clarification or clothing adjustment. Requests may be made verbally to the opposing captain.
- 11. SCORING
- 11.1. Runs may be scored in the following ways:
- 11.1.1. When both batters cross between the batting crease and the non-striker's crease, and make good their ground, 1 run is scored. This run is referred to as a "physical run". Physical runs can be attempted at any time the ball is live.
- 11.1.2. Bonus runs defined in Rule 11.1.3, 11.1.6, 11.2.1, 11.2.4 and 11.5 will only be scored if the batters successfully make a physical run as described in Rule 11.1.1.

Playing Conditions

11.1.3. Bonus runs are scored when a batter hits the ball with the bat or the hand(s) holding the bat into court's perimeter. This includes balls unintentionally deflected off the bat or batter's hand(s) holding the bat onto protective equipment, deflected by fielders and unintentionally deflected from the non-striker's body or equipment. The following bonus net runs will apply:

Zone A (Front Net) 0 runs
Zone B (Side Net) 1 run
Zone C (Side Net) 2 runs
Zone D (Back Net) 4 runs on bounce
Zone D (Back Net) 6 runs on full
Zone B or C onto Zone D 3 runs

See diagram in Appendix A (Scoring Zones).

The scoring zone that the ball strikes first will count except for a ball coming off Zone B or C onto Zone D.

For clarity, any object attached to, touching or immediately in front of the scoring zone should be considered part of that scoring zone. This may include basketball backboards or hoops, curtains, benches, mats, heaters, spectators, line adjudicators, bags or equipment. Any ball that becomes lodged in such an object is dead and will be rebowled (see Rule 10.2.1.3).

- 11.1.4. When a fielder causes an overthrow, (additional) physical runs will be scored when the batters cross between the batting crease and the non-striker's crease and make good their ground. An "overthrow" results from the deliberate effort of a fielder throw ing, slapping or kicking the ball in an attempt to strike the wicket and cause a run out.
- 11.1.5. The batting team will be credited with a 2-run penalty for a "No Ball", "Wide" or "Legside".

- 11.1.6. If the batter hits a "No Ball" into a scoring zone, the zone score will be added to the 2-run penalty, provided the batters also complete a physical run.
- 11.1.7. Any physical runs made off a "Wide" or "Legside" will be added to the 2-run penalty.
- 11.2. Reasonable Control
- 11.2.1. If the captains believe the fielder does not have "reasonable control" of the ball whilst attempting to run out the batter, and it hits a scoring zone, the relevant bonus runs will apply.
- 11.2.2. Reasonable control may be defined as the fielder noticeably changing the direction of the ball from its original path to the direction of the intended target wickets. Slapping and kicking the ball fall within this definition. The exception to a fielder noticeably changing the direction of the ball is when a ball is hit by the striker down the pitch towards the bowler's stumps. In this situation in the captains' opinion, the bowler or a fielder needs to make deliberate, physical contact with the ball and it continues towards the stumps for it to be considered reasonably controlled.
- 11.2.3. Any scoring zones struck from a reasonably controlled attempt will not result in bonus runs being scored. If the captains are uncertain that the ball was reasonably controlled, the scoring zone score will count.
- 11.2.4. A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker's bat or the hand(s) holding the bat, will score the relevant zone score. See Rule 11.1.3 (Scoring).
- 11.3. Balls deflected into scoring zones off the batter's body (such as their leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored.
- 11.4. If a batter is given "out", the batting team will lose 5 runs. Any runs scored off that delivery up until the time of dismissal will not count.

Playing Conditions

- 11.5. Where a ball strikes a zone scoring tape or corner conduit, the higher zone score will count.
- 11.6. In case of a scoreboard error, the scoreboard will be assumed to be correct unless the captain of the fielding team or either batter on the court queries the score before the commencement of a new over. Or before the players leave the court in the case of the last over of each innings.

12. **NO BALL**

- 12.1. "No Ball" will be called when:
- 12.1.1. The ball is clearly/blatantly thrown, not bowled. If the running crease line adjudicator is not totally satisfied with the fairness of the delivery, "No Ball" will be called at the moment of delivery. Note: As a guide, the bowler's arm should remain straight during the delivery action. However, if the bowler's elbow remains bent throughout the delivery action, this may also be a fair delivery. An illegal bowling action would be where the bowler's delivery arm changes from straight to bent or vice versa during the delivery action.
- 12.1.2. Any part of the bowler's front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery. Note: Any part of the front foot on the line is a "No Ball". This rule does not apply to a bowler's back foot
- 12.1.3. There are more than 4 fielders in either half of the court from the start of the bowler's run up until the ball is delivered. See Rule 9.1 (Field Placement).
- 12.1.4. A wicket-keeper moves outside their designated area before the bowler has bowled the ball. See Rule 9.4.3 (Field Placement).
- 12.1.5. A wicket-keeper takes a delivery in front or from the side of the stumps, unless the ball first strikes the batter's body or equipment. See Rule 9.4.5 (Field Placement). Note: this rule does not apply to wicket-keepers receiving the ball that has been returned towards the stumps from a fielder.

- 12.1.6. A fielder, other than the wicket-keeper, has any part of their body in the wicket-keeper's area or exclusion zone until the ball is played at by the striker or passes the striker's wickets. See Rules 9.3 (Exclusion Zone) and 9.4.1 (Wicket-Keeper).
- 12.1.7. A bowler changes style of bowling (i.e. left arm to right arm or vice versa) or changes sides of the wicket (i.e. from over to around or vice versa) without first informing the batters. See Rule 14 (Bowler Changing Direction/Style).
- 12.1.8. A bowler deliberately uses the back or side perimeter with any part of their body in an attempt to gain an advantage in their run up.
- 12.1.9. The ball, when bowled, passes over or would have passed over the striker's front shoulder on the bounce or above the waist on the full when the striker is in a normal stationary batting stance at the time of the bowler's delivery stride. This is regardless of the ball hitting the striker's bat or body. A striker must have part of their back foot behind the batting crease when the ball passes or would have passed the crease to be entitled to the call of No Ball (height). The back foot need not necessarily be grounded behind the batting crease. Note 1: The captains may regard an exaggerated batting stance in the crouched position as unfair play. Note 2: A batter is entitled to a No Ball (height) call if they either take their guard outside the batting crease or advance down the wicket towards a delivery and then retreat into their batting crease by getting part of their back foot behind the crease by the time the ball reaches it.
- 12.1.10. Any part of the ball, after being bowled, that initially lands off the pitch before reaching the batting crease.
- 12.1.11. Any delivery that bounces more than twice before being played at by a batter or reaches the batting crease.

Playing Conditions

12.1.12. The ball, after being bowled, hits the top or side perimeter before reaching the batter. The delivery shall be deemed "No Ball,

Dead Ball" and the batter will be credited with 2 runs. The ball will not be rebowled except if it is in the last over of a batting pair and may be rebowled at the batter's discretion. See Rule 2.15 (The Game).

- 12.1.13. A fielder, with the exception of a bowler, moves onto or extends over the pitch from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. See Rule 9.2 (Field Placement).
- 12.2. A batter can be given "out" off a "No Ball" in any of the following circumstances:
- 12.2.1. If the striker is run out by the wicket-keeper. See Rule 17.3.1.5 (Stumped).
- 12.2.2. If in attempting a run, either batter is run out. See Rule 17.3.2.3 (Run Out).
- 12.2.3. If either batter deliberately interferes with the fielding team. See Rule 17.7.2 (Interference).
- 12.2.4. If the ball is hit twice other than to protect the wickets. See Rule 17.7.3 (Interference).
- 12.3. Any batter dismissed off a "No Ball" will be penalised 5 runs and the 2 runs for the "No Ball" is negated by the dismissal.
- 12.3.1. A "No Ball" is included as part of an over except in the last over of each batting pair where it may be rebowled at the batter's discretion. See Rule 2.15 (The Game).
- 12.3.2. Any "No Ball" bowled in the last over of a batting pair may be rebowled at the batter's discretion. The scorer must immediately ask the batters if the ball is to be rebowled. The batters must decide before the next ball is bowled. Any penalties, runs or wickets resulting from the "No Ball" delivery will count regardless of whether the ball is re-bowled or not. See Rule 2.15 (The Game).

Playing Conditions

12.3.3. A "No Ball" incurs a penalty of 2 runs, which is added to the batting pair's score. Runs scored by hitting any scoring zone and/or physical runs are also added to the score. See Rule 11.1.6 (Scoring).

13. WIDE AND LEGSIDE WIDE BALLS

- 13.1. A "Wide" will be called when: any part of the ball passes on the striker's off-side, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Wide".
- 13.2. A "Legside" wide will be called when any part of the ball passes outside the intersection of the batting crease and the legside line without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Legside". A ball passing between the batter and the stumps is not a legside wide.
- 13.3. For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the centre stump will be taken as the legside line.
- 13.4. Batters may be dismissed by all forms of dismissal when a "Wide" or "Legside" is bowled, bearing in mind that if a ball is struck by the striker's body or equipment, it is no longer a "Wide" or "Legside".
- 13.5. The penalty for a "Wide" or "Legside" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored. See Rule 11.1.7 (Scoring).
- 13.6. A batter dismissed off a "Wide" or "Legside" will be penalised 5 runs and the 2 run bonus for the "Wide" or "Legside" is negated by the dismissal.
- 13.7. A "Wide" or "Legside" counts as part of the over, except in the last over of each batting pair where it may be rebowled at the batter's discretion. See Rule 2.15 (The Game).

Playing Conditions

13.8. All "Wides" or "Legsides" bowled in the last over of a batting pair may be rebowled at the batter's discretion. The scorer must immediately ask the batters if the ball is to be re-bowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Legside" delivery will count regardless of whether the ball is rebowled or not. See Rule 2.15 (The Game).

14. CHANGING BOWLING DIRECTION/STYLE

- 14.1. A bowler must advise the batters if they intend to change their bowling style such as left arm to right arm or vice versa or sides of the wicket such as over the wicket to around the wicket or vice versa.
- 14.2. When a bowler changes direction or style, the change is to both batters unless a difference is advised.
- 14.3. The fielding team must advise both batters of the change and only one advice need be given unless there is a further change.
- 14.4. "No Ball" will be called if a bowler contravenes this rule.

15. BALL LEAVING THE PLAYING AREA

- 15.1. Any ball, when bowled, that leaves the playing area or lodges in the net or corner conduit as a result of being hit by the striker, will be called "Dead Ball" and will be rebowled. This includes balls coming off the striker's bat onto the non-striker or fielders prior to leaving the playing area. No runs will count and the original batter must face the rebowled delivery.
- 15.2. Any ball, when bowled, that leaves the playing area without being touched by the batter or the fielding side will be called "Dead Ball" and re-bowled.
- 15.3. Any ball that leaves the playing area from an attempted run out by a fielder will be called "Dead Ball". All runs made off the ball prior to it leaving the court will count. Batters must have crossed to be eligible to score a physical run. The ball will not be rebowled.

Playing Conditions

16. APPEALS FOR DISMISSALS

- 16.1. A batter will not be given "out" unless a fielder appeals. The exception to this rule is where a batter is automatically given out Third Ball.
- 16.2. An appeal must be made prior to the next ball being bowled. 16.3. An appeal will cover all methods of a dismissal.

17. DISMISSALS

The striking batter will lose the strike after being dismissed. The undis missed batter will face the next delivery except when the wicket falls on the last ball of the over. A batter can be given "out" for any of the following dismissals:

- 17.1. Bowled: If the wickets are struck by the ball, including coming from the batter's body or equipment, and at least one of the bails is completely removed from a stump. Note: The base plate of the stumps is considered to be part of the wickets.
- 17.2. Caught: If a ball, coming from the striker's bat or their hand(s) holding the bat, is caught before it touches the ground. The striker will also be out "caught" should the ball pass from their bat onto their body, or vice versa, before being caught.
- 17.2.1. A catch may be taken off the court perimeter except: a direct hit on the full to Zone D (6 runs) or any ball deflected from a non striker or fielder's body directly onto Zone D on the full. The striker will be "not out" and will score 6 bonus runs provided a physical run is made (7 runs in total).
- 17.2.2. The striker will be out "caught" if a ball is hit into the side perimeter (Zones B or C) before passing onto the back perimeter (Zone D) and is caught without touching the ground.
- 17.2.3. The striker will be out "caught" should a ball hit the non-striker and then be caught before touching the ground.

- 17.2.4. The striker will be given out "caught" if the ball is caught after it has come from their bat or the hand(s) holding the bat and then deflected onto their protective equipment or vice versa.
- 17.2.5. A batter will be "not out" if the ball comes off the bottom wire securing the nets to the ground.
- 17.3. Stumped & Run Out: The difference between "run out" and "stumped" is that in the case of a run out, a batter is either attempting to make a run or not attempting to regain their crease after they have left it. Whilst in the case of a stumping, the batter has left their crease whilst playing a shot at a delivery and is immediately attempting to regain it.
- 17.3.1. Stumped
- 17.3.1.1. A batter is stumped when the wicket-keeper legally removes the bail(s) before the striker, who has left their crease, is able to get any part of their bat or body grounded inside their crease.
- 17.3.1.2. The wicket-keeper may use the hand(s) or the fore arm of the hand(s) holding the ball or from the ball rebounding directly from the keeper's body onto the stumps to attain a stumping.
- 17.3.1.3. A wicket-keeper cannot take a delivery either from in front of, or from the side of the wickets, unless the ball first strikes the batter's body or equipment. If this rule is contravened, the striker's end popping crease line adjudicator will call "No Ball". Note: this rule does not apply to wicket-keepers receiving the ball that has been returned towards the stumps by a fielder. See Rule 9.4.5 (Field Placement).
- 17.3.1.4. The striker cannot be stumped off a "No Ball".
- 17.3.1.5. The striker can be given "Run Out" off a No Ball, by the wicket-keeper or a fielder, if in the opinion of the captains the striker did not make an immediate and deliberate attempt to regain their crease.

Playing Conditions

17.3.1.6. On the line is "out".

17.3.1.7. Only a wicket-keeper can "Stump" a batter.

17.3.2. Run Out

- 17.3.2.1. A batter is run out when they are out of their crease, while the ball is "live", and the bail(s) are dislodged by the ball held by or coming directly from a fielder, before any part of the batter's body or equipment is grounded behind the line of the appropriate crease.
- 17.3.2.2. A fielder can run out a batter with either their hand(s) or the forearm of their hand(s) holding the ball, provided the ball is retained in the hand when they completely remove the bail(s) from the wickets.
- 17.3.2.3. Either batter can be run out from a "No Ball" as per the conditions described in Rule 17.3.2.1 (Run Out).
- 17.3.2.4. A batter will not be given "out" if the stumps are hit by the ball and a bail(s) is not completely removed from the stumps before the batter makes their crease. If bails are not being used, the fielding side need only hit an upright stump with the ball or the hand(s) holding the ball to attempt a run out.
- 17.3.2.5. A batter will not be given "out" if the ball breaks the wicket after coming directly from the perimeter. Conversely, a batter will be "out" should the ball, having come from the perimeter, be touched by a member of the fielding side before breaking the wicket.
- 17.3.2.6. The stumps, when standing, are always "live" irrespective of the bail(s) having been removed during the delivery in progress. In this situation with the ball being live, the fielding side need only hit an up right stump with the ball or the hand(s) holding the ball to attempt a run out.

- 17.3.2.7. The stumps, when standing, must have some part of their base in their normal court position to enable a wicket to be taken.
- 17.3.2.8. If the stumps are lying off their base on the ground, the fielding side must restand the stumps upright with some part of the base in its normal court position. The fielding side need only hit an upright stump with the ball or the hand(s) holding the ball to attempt a run out.
- 17.3.2.9. On the line is "out".
- 17.3.2.10. The base plate is part of the stumps. A batter will be given "out" if at least one of the bails is completely removed from a stump if the ball hits the baseplate.

 17.4. Hit Ceiling: The striker will be out "Hit Ceiling" if, after striking the ball with the bat or hand(s) touching the bat, the ball directly hits the top net, the ceiling or any beam or fixture attached thereto.
- 17.5. Hit Wicket: The striker will be out "Hit Wicket" if their body or equipment breaks the stumps whilst either playing the ball or immediately setting off for a run after playing the ball. The baseplate of the stumps is part of the stumps. A batter is not out should they break the stumps whilst trying to regain their crease or complete a run.
- 17.6. Mankad: The non-striker will be given out "Mankad" if they leave their crease prior to the ball being bowled and the bowler then completes a delivery action and breaks the stumps with the hand holding the ball.
- 17.6.1. A mankad attempt does not have to be in one continuous motion but the ball must remain in the bowler's delivery hand throughout the mankad attempt.
- 17.6.2. The bowler must have the ball at the commencement of their delivery stride.
- 17.6.3. A legitimate mankad dismissal or unsuccessful attempt does not count as part of an over.

Playing Conditions

17.6.4. If a bowler, attempting a mankad, releases the ball towards the non-striker's stumps during their delivery action, it will be called "Dead Ball" and the delivery will not count as part of the over.

17.6.5. If the mankad attempt is successful, the ball does not count as part of the over and does not affect the score off the previous or following delivery.

17.7. **Interference:** See Rule 18 (Interference). A batter can be given out for interference:

17.7.1. If either batter deliberately interferes with the ball whilst it is in play.

17.7.2. If either batter deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way provided they are legitimately fielding the ball. Note: Even if they are running in a straight line between the batting creases, it is the batter's responsibility to avoid fielders.

17.7.3. If the ball is struck or stopped by the striker more than once except when preventing the ball from hitting the stumps. This prevention may only be done with the bat or body but not with the hands. No runs may be scored as a direct result of such action. Any attempt to do so would be interference.

Note: Should any player deliberately endanger an opponent's safety, irrespective of the right of way provisions, they will be dealt with under the Misconduct Rule. See Rule 19 (Misconduct).

17.8. **Third Ball:**

17.8.1. Should the score remain unchanged after two deliveries, the scorer will call "Third Ball". This call must be made prior to the commencement of the next delivery. On the next delivery, the score must change, or a dismissal will be recorded against the striker. Should the score be advanced in any way, or a dismissal occurs (including a mankad), the Third Ball count will restart from the commencement of the next delivery.

Playing Conditions

- 17.8.2. In the event the scorer fails to call "Third Ball", it will be the responsibility of the fielding side to clarify the situation prior to the commencement of the next delivery. Should both the scorer and the fielding team fail to recognise the Third Ball situation, the next ball (the fourth ball) will then be called Third Ball if the score did not change from the delivery just completed.
- 17.8.3. Regardless of when they occur in a batting partnership (of four overs), if two consecutive deliveries are scoreless, the Third Ball rule will apply to the next delivery. However, the Third Ball rule will not carry over from one batting partnership to the next.
- 17.8.4. After a call of "Third Ball", once the non-striker leaves their crease, they must run to the striker's crease, unless a Legside, Wide or a No-Ball is called or the striker is dismissed. Note: The non-striker is not required to run at the instant that the ball is delivered by the bowler and their speed between batting creases can vary.
- 17.8.5. If the non-striker leaves their crease and then stops or attempts to return to their original crease, the striker will be automatically given out "Third Ball". No appeal is required from the fielding team.
- 17.8.6. If the non-striker makes no clear attempt to leave their crease and attempt a physical run, the striker will be given out "Third Ball".
- 17.8.7. Anon-striker can take evasive action from a delivery hit towards them by the striker without being given out "Third Ball". Depending on the severity of the evasive action, the fielding captain to allow the non-striker to recommence running towards the batter's crease or call an (automatic) Dead Ball and have the delivery replayed.
- 17.8.8. Provided the non-striker complies with Rule 17.8.4 the onus will be on the fielding team to affect a run out.

Note: When a player is given out "Third Ball", the ball is dead. The dismissal is recorded against the striker. A striker cannot be given out "Third Ball" if the scorer does not call "Third Ball" prior to the delivery.

Playing Conditions

18. INTERFERENCE

- 18.1. Batters must not have their running path unfairly impeded. Batters are not to be given out and all runs will count if their running path has been unfairly impeded. The fielding team will be issued a warning for unfair play. A second occurrence may result in a 5-run penalty.
- 18.2. The fielder has right of way provided they are legitimately fielding the ball.
- 18.3. A player may not be guilty of obstruction if they do not move. This does not apply to a fielder who has moved from their initial fielding position, when the ball was bowled, into a stationary, different position to try to obstruct a batter's normal pathway back into their crease.
- 18.4. If the ball is bowled, then deliberately fielded prior to the batter having the opportunity to hit it, the fielding team will be penalised 5 runs for unfair play and the ball will be re-bowled.
- 18.5. The non-striker cannot impede the normal run up or follow through of a bowler. This will be deemed unfair play and the fielding team will be issued a warning for unfair play. A second occurrence may result in a 5-run penalty.

19. MISCONDUCT

- 19.1. Any player misconduct may incur a run penalty.
- 19.2. Captains must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalised, but this is not a prerequisite.

- 19.3. The penalty for any single rule violation is 5 runs. The penalty for misconduct related violations can range in multiples of 5 to a maximum of 10, depending on the severity of the violation.
- 19.4. Any of the following may constitute misconduct:
- 19.4.1. Dangerous or unduly rough play.
- 19.4.2. Swearing by any player that could be heard by spectators and other players.
- 19.4.3. Swearing or making obscene gestures at or about another player. 19.4.4. Deliberate physical contact.
- 19.4.5. Unfair play. See Rule 19.7 (Misconduct).
- 19.4.6. Spitting.
- 19.4.7. Sledging (such as harassment, gestures, words or actions which may interrupt the concentration of an opponent).
- 19.4.8. Mistreatment of equipment (such as bats, nets, carpets, stumps or balls).
- 19.4.9. Deliberate time wasting.
- 19.4.10. Any player deliberately stepping on or excessively jumping into the nets.
- 19.5. Any player or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- 19.6. Unfair Play can be defined as actions taken outside the spirit of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play:

Playing Conditions

- 19.6.1. Fielders pretending to relay-throw the ball back to the receiver when it is secretly being held by the wicket keeper in an attempt to run out a batter who may stray outside their crease.
- 19.6.2. A wicket keeper clicking their fingers to simulate a ball striking the bat.
- 19.6.3. A wicket keeper deliberately knocking off the bails during a delivery to convince players a batter has been bowled.
- 19.6.4. Undue noise or movement by a fielder to interrupt a batter's concentration from the start of a bowler's run up until the ball is played at by the batter.
- 19.6.5. Unnecessarily slowing down play.
- 19.6.6. Batters, after missing a delivery, deliberately step in front of the wicket keeper to prevent them from throwing the ball to the receiver.
- 19.6.7. Ball tampering.

20. ILLEGAL COURT ENTRY/EXIT

- 20.1. Illegal Court Entry
- 20.1.1. Any player, except the 2 batters and the maximum of 8 fielders on the court, who enters the court during a game without permission, can be ordered off by either captain and refused further participation in the game. Note: Common sense should be applied in circumstances such as when a player is injured and requires immediate attention.
- 20.1.2. The player(s) may be subject to further disciplinary action by the ECA if additional misconduct occurs.
- 20.1.3. Any assisting player(s) or first aider will be subject to Rule 19 (Misconduct) if they engage in any unnecessary behaviour to wards the opposition.

Playing Conditions

20.2. Illegal Court Exit

- 20.2.1. Any player who leaves the court during a game must request permission from the opposing captain and provide a legitimate reason before being allowed to leave.
- 20.2.2. Any player leaving the court without permission may be refused any further participation in the game. Note: If sufficient players violate this rule, the game may be forfeited.

21. RUNNERS

- 21.1. Runners are not permitted except for permanently disabled players. 22.2. Runners can only be permitted with the consent of the opposing captain. 22.3. Runners must be in uniform, wear 2 gloves and carry a bat.
- 21.4. Runners must stand behind the striker's crease until the striker has either played at the ball or the ball has passed the batting crease. If this rule is infringed, no runs will be scored and the batter will be penalised 5 runs for unfair play.
- 21.5. When not on strike the batter with a permanent disability should, where possible, stand near Zone A to the leg side of the striker.
- 21.6. After playing the ball, the batter with a permanent disability should make a reasonable effort to prevent obstructing any fielder who is legitimately fielding the ball.
- 21.7. The disabled batter will be given out "stumped" or "run out" if either they or their runner are out of their crease and are legitimately dismissed by a fielder.

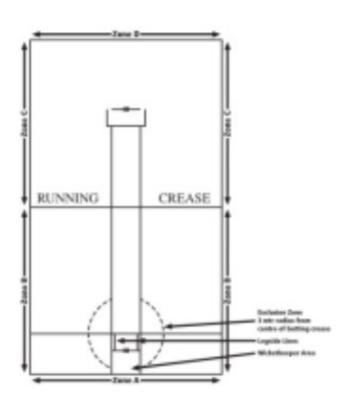
22. END OF OVER/GAME

22.1. An over is completed when off the last legal delivery:

Playing Conditions

- 22.1.1. The ball is fielded and held over either set of stumps whilst at least 1 batter is in their crease and the scorer calls "Over".
- 23.1.2. All players on the court regard the ball as being "Dead" because no further play is possible.
- 23.1.3. A wicket falls, excluding a mankad, and the scorer calls "Over".
- 23.2. The scorer will end the match by calling "Game" after all the prescribed overs have been bowled.
- 23.3. Any misconduct occurring after the game has ended should be referred to the ECA league subcommittee for possible further action.

Appendix A Scoring Zones



Captain Responsibilities

Being a team captain is a role of responsibility.

Captains are responsible for submitting the team sheet, bringing a match ball and ensuring that all of their players are on time and ready to play.

Team Captains are responsible for the behaviour of their players and ensuring that their team adheres to the Spirit of Cricket, The playing regulations and the Code of Conduct

Facilities Care

It is essential that we treat the facility with care and respect.

Already this year we have lost access to the only indoor facility available to us in Tartu.

Please remember

no food or drink (other than a water bottle) is allowed in the hall

No smoking anywhere on the School grounds
Any marks or damage to any part of the school
MUST be reported to the ECA Operations Rep at
the hall on the day and to
operations@estoniancricket.com on the same
day.

Due to the uniqueness of the Indoor facilities here in Estonia, the ECA reserves the right to overrule or change situations if it is deemed to be in the best interest of future Cricket promotion and sustainability in Estonia.

