

# Meeste esiliiga

## Men's T10 League

### Competition Rules

#### 2023

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# Competition Rules

## 1. PLAYING CONDITIONS; REGULATIONS

### 1.1. *Playing Conditions*

Meeste esiliiga T10 (MET10) competition matches shall be played in accordance with rules of the Meeste esiliiga Domestic Playing Conditions ("**Playing Conditions**").

### 1.2. *Regulations*

All players, by their nomination, are deemed to have agreed to abide by all the applicable EKL Regulations pertaining to Estonian cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel ("**EKL Code of Conduct**"), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code, the Anti-Corruption Code and the Code of Ethics.

### 1.3. *Responsibility of captains*

It is the responsibility of captains, at all times, to ensure that play is conducted within the Spirit of Cricket as well as within the Playing Conditions. See 'Preamble – Spirit of Cricket' and clause 41.1 (Fair and unfair play – responsibility of captains) of the Playing Conditions.

## 2. PLAYER REGISTRATIONS

### 2.1. Transfers between Clubs and Teams

No transfers between clubs or teams are permitted during the competition. Transfers between Clubs and Teams are only permitted during designated transfer windows.

### 2.2. Player Registration

Teams must register a minimum of 13 players by 5pm Monday 17th July, so as to participate in the league, any players not registered by this date may be registered during the season, but are not eligible to play until they are registered.

### 2.3. Ineligible Players

In the event of any team fielding an ineligible player, they shall lose any points acquired from the outcome of the match in question, and their opponents will receive them in their stead.

## 3. FIXTURES

### 3.1. *Match Schedule*

3.1.1. The match schedule ("**Schedule**") for the MET10 competition shall be published on the EKL Website and App.

3.1.2. The EKL reserves the right to change the Schedule during the MET10 competition as it deems necessary.

### 3.2. *League Points*

3.2.1. Teams shall be awarded points ("**League Points**") for each match result throughout the competition. See clause 16 (The Result) of the Playing Conditions.

3.2.2. Two points shall be awarded for a win. One point shall be awarded for a Tie or if the match is abandoned (No Result). Zero points will be awarded for a loss.

If a team forfeits a match, their opposition will be awarded the win and as such 2 points. The team that forfeits will be charged the fee for all match officials

scheduled to officiate in the match and a forfeiture fee of 50 Euros.

3.2.3. Teams shall be ranked from highest to lowest by League Points in the MET10 competition league table ("**League Table**"). Should two teams have the same number of League Points, teams shall be ranked from highest to lowest by the team's Net Run Rate, as defined in the EKL App, for the competition.

3.2.4. The EKL may at its discretion award or penalise a team League Points as circumstances demand. See "EKL Code of Conduct".

### 3.3. Finals

#### The Winner

3.3.1 The teams that finish 1st and 2nd in each group will qualify for the finals.

3.3.2 The team that finishes 1st in each group will play the team that finishes 2nd in the other group in the Semi-Final.

3.3.3 The two teams that win the two Semi-Finals will play each other in the final.

The team that wins the final will be named MET10 Champions for 2023.

## 4. MATCH PROCEDURES

### 4.1. Nomination of Teams and Officials

4.1.1. Teams must send their player lists to the League Administrator - **league@estoniancricket.com** no later than 6pm on the Thursday preceding the match.

4.1.2. Teams must send their officials list to the League Manager - **league@estoniancricket.com** no later than 6pm on the Thursday preceding the match.

### 4.2. Scheduled start of play

4.2.1. The match start time listed in the Schedule is the scheduled start of play. This shall be the time the umpire calls 'Play' to commence the match. The start times are 18:30 on Fridays, 10:00, 12:30, 15:00 or 17:30 on Saturdays and Sundays. See Schedule in the ECA App for exact start time.

4.2.2. All nominated players, as submitted in writing ("**Team Sheet**") by the captain before the toss, shall be present at the ground before the scheduled start of play.

4.2.3. Nominated players who are not present at the start of play will incur Penalty Time in accordance with the Playing Conditions and need permission from the umpires to enter the field of play (see clause 24.2 of Playing Conditions).

4.2.4. Captains are responsible for the conduct of their team at all times, including ensuring that his/her players are on the field and ready to start play at the scheduled start of play.

### 4.3. The Toss

4.3.1. The captains, under the supervision of at least one umpire, shall toss a coin for choice of innings (see clause 13.4 of Playing Conditions), not earlier than 30 minutes, nor later than **15 minutes** before the scheduled start of play.

4.3.2. Prior to the toss, captains shall submit their Team Sheets to the umpire(s). See clause 1.2.1 of the Playing Conditions.

### 4.4. Player arrival

5.4.1. Players should arrive at the ground listed in the Schedule no later than **30 minutes** before the scheduled start of play.

4.4.2. If less than 8 players are present from either team at the scheduled time of the toss then that team will forfeit the match.

#### 4.5. *Setting up and packing away*

4.5.1. The setting up and stowing of the ground equipment shall be the responsibility of the 'Home' side. The home side is the side listed first for the match in the Schedule. The ground equipment ("**Ground Equipment**") shall include but is not limited to the tent, tables, chairs, stumps, boundary flags, inner circle markers, scoreboard, cricket kit and other items stored in the cricket storage shed.

4.5.2. If the Home side is required to set up the ground, as they shall be for the first game of the day, the team responsible should arrive at the ground **45 minutes** before the scheduled start of play to carry out the setup.

4.5.3. If the Ground Equipment is not required for a subsequent game on the same day, the Away side shall stow the Ground Equipment in the designated cricket storage shed after the match.

#### 4.6. *Match-day timeline*

4.6.1. On Sunday match days, MET10 League matches shall, subject to delays and interruptions as detailed in Playing Conditions, follow the schedule in the table below.

Event	Time	Action
Ground setup (if required)	09:15	<b>Home side arrives at the ground to remove equipment from the storage shed and set up the stumps, put out the boundary rope, set up a tent for scorers with a table and 2 chairs.</b>
Players arrive for match 1	09:30	Players arrive at the ground to prepare for the game. Scorers arrive at the ground.
The Toss of match 1	09:45	Captains hand teamsheets to umpires. Captains toss a coin to choose innings. Scorers enter teams into scorebooks. Players prepare to start play.
Start of Play of match 1	10:00	Umpire calls 'Play' and the first ball the game is delivered.
End 1st innings of match 1	10:45	Umpire calls 'Time' for the start of the interval.
Interval 15 minutes		

Start 2nd innings of match 1	11:00	Umpire calls 'Play' and the first ball of the second innings is delivered.
End 2nd innings of match 1	11:45	Umpire calls 'Time' for the end of the match.
Latest players can arrive for Match 2	12:00	Players arrive at the ground to prepare for the game.
The Toss for Match 2	12:15	Captains hand teamsheets to umpires. Captains toss a coin to choose innings. Scorers enter teams into scorebooks. Players prepare to start play.
Start of Play of match 2	12:30	Umpire calls 'Play' and the first ball the game is delivered.
End 1st innings of match 2	13:15	Umpire calls 'Time' for the start of the interval.
Interval 15 minutes		
Start 2nd innings of match 2	13:30	Umpire calls 'Play' and the first ball of the second innings is delivered.
End 2nd innings of match 2	14:15	Umpire calls 'Time' for the end of the match.
Latest players can arrive for Match 3	14:30	Players arrive at the ground to prepare for the game.
The Toss for Match 3	14:45	Captains hand teamsheets to umpires. Captains toss a coin to choose innings. Scorers enter teams into scorebooks. Players prepare to start play.
Start of Play of match 3	15:00	Umpire calls 'Play' and the first ball the game is delivered.
End 1st innings of match 3	15:45	Umpire calls 'Time' for the start of the interval.
Interval 15 minutes		

Start 2nd innings of match 3	16:00	Umpire calls 'Play' and the first ball of the second innings is delivered.
End 2nd innings of match 3	16:45	Umpire calls 'Time' for the end of the match.
Interval 15 minutes		
Latest players can arrive for Match 4	17:00	Players arrive at the ground to prepare for the game.
The Toss for Match 4	17:15	Captains hand teamsheets to umpires. Captains toss a coin to choose innings. Scorers enter teams into scorebooks. Players prepare to start play.
Start of Play of match 4	17:30	Umpire calls 'Play' and the first ball the game is delivered.
End 1st innings of match 4	18:15	Umpire calls 'Time' for the start of the interval.
Interval 15 minutes		
Start 2nd innings of match 4	18:30	Umpire calls 'Play' and the first ball of the second innings is delivered.
End 2nd innings of match 4	19:15	Umpire calls 'Time' for the end of the match.

4.6.1. On Friday match days, MET10 League matches shall, subject to delays and interruptions as detailed in Playing Conditions, follow the schedule in the table below.

Event	Time	Action
Ground setup (if required)	17:45	<b>Home side arrives at the ground to remove equipment from the storage shed and set up the stumps, put out the boundary rope, set up a tent for scorers with a table and 2 chairs.</b>
Players arrive for match 1	18:00	Players arrive at the ground to prepare for the game. Scorers arrive at the ground.

The Toss of match 1	18:15	Captains hand teamsheets to umpires. Captains toss a coin to choose innings. Scorers enter teams into scorebooks. Players prepare to start play.
Start of Play of match 1	18:30	Umpire calls 'Play' and the first ball the game is delivered.
End 1st innings of match 1	19:15	Umpire calls 'Time' for the start of the interval.
Interval 15 minutes		
Start 2nd innings of match 1	19:30	Umpire calls 'Play' and the first ball of the second innings is delivered.
End 2nd innings of match 1	20:15	Umpire calls 'Time' for the end of the match.

#### 4.7. Delays or Interruptions

4.7.1. In the event of a delay or interruption to a match, the match officials shall use the calculation tables in Appendix E of the Playing Conditions to determine the overs lost and the revised innings times for the match.

4.7.2. In the event of a delay or interruption to a match, the match officials shall apply the Duckworth-Lewis Methodology – Standard Edition (D/L method) in determining the new target score for the second innings.

4.7.3. Whenever a completed game has involved the use of the D/L method, the recorded match result shall be qualified by appending '(D/L method)' to the result.

4.7.4 A minimum of 5 overs per side are required for a game to be complete. This requires 1 22 minutes of playing time per innings to be available plus a 10 minute interval.

## 5. FORFEITS

### 5.1 Penalty for Forfeit

If a team forfeits a match, their opposition will be awarded the win and as such 2 points. The team that forfeits will be charged the fee for all match officials scheduled to officiate in the match and a forfeiture fee of 50 Euros.

## 6. MATCH OFFICIALS

Where possible 2 Neutral Umpires and 1 neutral scorer will be appointed from the pool of Umpires and scorers by the league Administrator. The second scorer will be provided by the batting team.

If no neutral match officials are available member clubs will be assigned to provide officials for matches, the league Administrator is required to ensure that these assignments are evenly distributed and that member clubs are provided with sufficient notice so as to be able to fulfil their assignment.

Where a member club is assigned a match official role, they must nominate the individual fulfilling the role to the league Administrator by 6pm on the Thursday



preceding the match.

### 6.1. *Umpires*

6.1.1. Umpires shall be knowledgeable about the Playing Conditions and be familiar with good umpiring practices. Good umpiring practices are those that are recommended by the Association of Cricket Officials (ACO). Umpire training may be provided by the ECA to Member Boards upon request.

6.1.2. Where a Member Board provides umpires of different qualification, the senior umpire shall officiate from the bowler's end for the duration of the match. See clause 2.10 (Umpires changing ends) in Playing Conditions. No umpire shall officiate from the bowler's end without passing the ECB training course provided to the teams.

6.1.3. Umpires shall verify the scores with the scorers during the match and after each innings. See clause 2.15 (Correctness of scores) in Playing Conditions.

6.1.4. Umpires shall officiate matches with complete impartiality.

### 6.2. *Scorers*

6.2.1. One scorer shall keep score on a paper scoresheet or scorebook provided by the EKL. The other scorer shall keep score using the ECA App. The EKL will provide electronic tablets for the purposes of scorekeeping using the EKL app.

6.2.2. Scorers arriving at matches shall be proficient with both good manual and electronic scorekeeping practices. Training materials and instructions may be provided by the EKL to Member Boards upon request.

6.2.3. Scorers shall officiate matches with complete impartiality.

6.2.4 The ECA App is for entertainment purposes, the paper scoresheet is the official record of the score. If there is any disparity between the two, it is the paper score record that takes precedence.

6.2.5 The Umpires are responsible for the correctness of the score.

### 6.3. *Compliance*

6.3.1. Failure to comply with the provisions in this section may at the discretion of the ECA result in disciplinary procedures against the team, the club and/or the captain. See EKL Code of Conduct.

## **7. TEAM UNIFORMS**

7.1 All players must wear their Team's Uniform during the playing time of a match. Any player deemed by the umpires not to be wearing the Team Uniform may be subjected to EKL disciplinary procedures. These procedures may extend to the team and/or captain. See EKL Code of Conduct.

7.2 Each player in a team shall have a unique number on the back of their shirt.. This number shall be large enough such that it would be clearly visible to match officials at a distance of 90 metres.

## **8. JUNIOR PLAYERS**

### 8.1. *Allowing junior players*

8.1.1. Boys aged 13 and over are permitted to be registered for teams in the MET10 Competition. Provided a signed Parental Permission Form has been submitted to the League Administrator - [league@estoniancricket.com](mailto:league@estoniancricket.com), prior to the registration.

8.1.2 Girls under the age of 18 are required to comply with the Junior Playing Guidelines.

8.1.3 Both the Parental Permission form and the Junior Playing Guidelines can be

## **9. FEMALE PLAYERS**

### *9.1. Allowing female players*

9.1.1. Female players over the age of 15 are permitted to be registered for teams in the Men's P40L Competition.

9.1.2. Female players shall in all respects be treated equally to their male counterparts. No allowances shall be made for women competing in the Men's Domestic P40L competition. However, see clause 41.6 (Bowling of dangerous and unfair short pitched deliveries) and clause 41.7 (Bowling of dangerous and unfair non-pitching deliveries) in the Playing Conditions.

### *9.2. Terms and references*

9.2.1. Any term or reference in the EKL Regulations pertaining to Estonian cricket including the Playing Conditions, that refers to the male gender, such as for example 'he' or 'him', shall be interpreted as the equivalent female term or reference when applying to women players.