

Eesti Kriketi Liit



**Meeste siseliiga
2023/24**

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Introduction

The Eesti Kriketi Liit is proud to host the Meeste siseliiga 2023/24.

Contained inside this Information Pack, you will find the fixtures, squads, rules, regulations and details of the league.

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 EKL hopes all players will enjoy the cricket experience. May the best team win!

Terry O'Connor
Operations Manager



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Fixtures

Saturday Nov 4

13:30 - Saaremaa v Rising Stars

Umpires - Eesti Tigers

14:50 - Eesti Tigers v Tallinna KK

Umpires - Rising Stars

16:10 - Tallinn Stallions v Tallinn Riders

Umpires - Tallinn United

17:30 - Viking Stars v Tallinn United

Umpires - Tallinn Riders

Saturday Nov 11

13:15 - Tallinn Stallions v Tartu Wolves

Umpires - Tallinn United

14:40 - Tartu Wolves v Tallinn United

Umpires - Tallinn Stallions

16:05 - Tigers v Rising Stars

Umpires - Saaremaa

17:30 - Tallinna KK v Saaremaa

Umpires - Rising Stars

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Fixtures

Saturday Nov 18

13:15 - Saaremaa KK v Tartu KK

Umpires - Eesti Tigers

14:40 - Tartu KK v Eesti Tigers

Umpires - Saaremaa

16:05 - Viking Stars v Tallinn Stallions

Umpires - Riders

17:30 - Tallinn United v Tallinn Riders

Umpires - Stallions

Saturday Nov 25

13:15 - Tallinn Riders v Tartu Wolves

Umpires - Viking Stars

14:40 - Tartu Wolves v Viking Stars

Umpires - Riders

16:05 - Rising Stars v Tallinna KK

Umpires - Saaremaa

17:30 - Eesti Tigers v Saaremaa KK

Umpires - Tallinna KK

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Fixtures

Saturday Dec 2

13:15 - Eesti Tigers v Tartu KK

Umpires - Tallinna KK

14:40 - Tartu KK v Tallinna KK

Umpires - Eesti Tigers

16:05 - Tallinn Riders v Viking Stars

Umpire - Tallinn Stallions

17:30 - Tallinn United v Tallinn Stallions

Umpires - Viking Stars

Saturday Dec 16

13:15 - Viking Stars v Tartu Wolves

Umpires - Tallinn Stallions

14:40 - Tartu Wolves v Tallinn Stallions

Umpires - Viking Stars

16:05 - Tallinna KK v Saaremaa KK

Umpires - Eesti Tigers

17:30 - Rising Stars v Eesti Tigers

Umpires - Saaremaa

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Fixtures

Saturday Jan 6

13:15 - Tallinna KK v Tartu KK

Umpires - Rising Stars

14:40 - Tartu KK v Rising Stars

Umpires - Tallinna KK

16:05 - Viking Stars v Tallinn United

Umpires - Tallinn Riders

17:30 - Tallinn Stallions v Tallinn Riders

Umpires - Tallinn United

Saturday Jan 13

13:15 - Tallinn Stallions v Wolves

Umpires - Tallinn United

14:40 - Wolves v Tallinn United

Umpires - Tallinn Stallions

16:05 - Eesti Tigers v Tallinna KK

Umpires - Saaremaa KK

17:30 - Rising Stars v Saaremaa KK

Umpires - Tallinna KK

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Fixtures

Saturday Jan 27

13:15 Talinna KK v Tartu KK

Umpires - Eesti Tigers

14:40 Tartu KK v Eesti Tigers

Umpires - Talinna KK

16:05 Tallinn Riders v Tallinn Stallions

Umpires - Viking Stars

17:30 - Tallinn United v Viking Stars

Umpires - Tallinn Stallions

Saturday Feb 3

13:15 Tallinn Riders v Tartu Wolves

Umpires - Viking Stars

14:40 Tartu Wolves v Viking Stars

Umpires - Tallinn Riders

16:05 Rising Stars v Tallinna KK

Umpires - Eesti Tigers

17:30 Saaremaa v Eesti Tigers

Umpires - Tallinna KK

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Fixtures

Saturday Feb 10

13:15 Rising Stars v Tartu KK

Umpires - Saaremaa KK

14:40 Tartu KK v Saaremaa KK

Umpires - Rising Stars

16:05 Tallinn Riders v Viking Stars

Umpires - Tallinn Stallions

17:30 Tallinn United v Tallinn Stallions

Umpires - Viking Stars

Saturday Feb 17

13:15 Tallinn Riders v Tallinn United

Umpires - Tallinn Stallions

14:40 Viking Stars v Tallinn Stallions

Umpires - Tallinn United

16:05 Saaremaa v Rising Stars

Umpires - Eesti Tigers

17:30 Tallinna KK v Eesti Tigers

Umpires - Rising Stars

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Fixtures

Saturday Mar 2

13:15 Rising Stars v Eesti Tigers

Umpires - Tallinna KK

14:40 Saaremaa v Tallinna KK

Umpires - Eesti Tigers

16:05 Tallinn Stallions v Tallinn United

Umpires - Viking Stars

17:30 Tallinn Riders v Viking Stars

Umpires - Tallinn United

Saturday Mar 9

13:30 Saaremaa KK v Tartu KK

Umpires - Rising Stars

14:40 Tartu KK v Rising Stars

Umpires - Saaremaa KK

16:05 Tallinn Stallions v Viking Stars

Umpires - Tallinn Riders

17:30 Tallinn United v Tallinn Riders

Umpires - Viking Stars

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Fixtures

Saturday Mar 16

13:30 Tallinn United v Tartu Wolves

Umpires - Tallinn Riders

14:40 Tartu Wolves v Tallinn Riders

Umpires - Tallinn United

16:05 - Tallinna KK v Rising Stars

Umpires - Eesti Tigers

17:30 Eesti Tigers v Saaremaa KK

Umpires - Rising Stars

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

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Division One Teams



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Tallinn Stallions - Squad

Shravan Chandra
Arsalan Aurangzeb
Rifaq Khan
Zahaan Khan
Maamun Manan
Aditya Panwar
Dulsara Manupriyal
Vimukhti Nirmal
Ancel Cleetus
Pranay Gheewala
Ehtisham Sheikh

Ram Krishan
Ankur Patel
Olin Lyod
Eranga Whickramasinghe
Kush Bharambhatt
Ravi Kiran
Rahib Zafar
Chaturanaga Jayasinghe
Salman Saaeed
Shary Khan
Shantanu Bhattacharjee



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Tartu Wolves - Squad

Ali Raza

Mubashar Iqbal

Furqan Manzoor

Umair Mughal

Taimoor Khan

Manish Gupta

Aaqib Ayoub

Asif Sattar

Hassan Farooq

Muhammad Nabeel

Anish Shrestha

Zafarullah

Ojus Tudavekar

Zohaib Ahmed

Ritesh Soni

Arslan Safdar

Farah Shafiq

Irfan Khan

Muhammad Sumran

Anish Shrestha

Sanu Maji

Luqman Sarfraz

Daniyal Gohar



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Tallinn United - Squad

Nand Lal

Murali Obili

Ayush Ummat

Ashish Rana

Jahanzeb Ahmed

Hamza Niazi

Ali Masood

Bilal Masud

Krish Riar

Mohammed Hamza

Muzammil Jaffery

Sahil Chauhan

Avi Kalra

Yash Padh

Maier Ahmed

Raj Rawat



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Tallinn Riders - Squad

Anand Chandrappa
Rony Zaman
Mofiz Uddin
Nazmul Basher
Kashif Mahmood
Syed Asghar Abbas
Hardik Prajapati
Alok Kumar
Vinod Kunwar
Abdul Raheem
Saif Rahman
Baseer Malik
Risham Khan
Vivek Ravi
Tajul Islam

Abdul Rehman
Akm Rashedul Islam
Rishikesh Ram Shankaran
Ehsanur Rahman
Chandru Manogaran
Mahabubl Hasan
Tanvir Ahmed
Nabil Noor
MD Moshur Rahman
Sadik Hossain



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Viking Stars - Squad

Agha Zain

Ali Anis

Arqum Shahid

Badrul Islam

Hadi Raja

Hammad Hasan

Itisam Javaid

Javed Gul

Khurram Abbas

Noman Faried

Noman Shabbir

Rana Rashid

Rupam Baruah

Salman Khan

Saqib Naveed

Saqlain Ali

Shahid Hussain

Shahnawaz

Siddique Akbar

Tauseef Akhtar

Toqeer Awan

Waqas Rashid



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Division Two Teams



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Saaremaa KK - Squad

Dave Robson

Ben Jones

Tom Hale

David Bullock

Eoin Feely

Aditya Savio

Saimoon Quazi

Romeo Tanna

Henri Pattenden

Kevin Pattenden

Marko Vaik

Rudesh Sekaran

Richard Parkin

Kalle Vislapuu

Liam Rautenbach

Mac Sedgwick

Oluwayeni Agboola

Priyanga

Dharmaratne

Stu Hook



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Rising Stars - Squad

Animul Islam

Maidul Islam

Mamunur Islam

Md Shoaib

Nazmul Haque

Partha Kar

Riaz Uddin

Serajul Mostakim

Shafi Jafri

Shebin Din

Maruf Sawardi

Udayan Patankar

Yousuf Arafat

Ibin Jacob

Jon Singh

Tanbir Sarif

Hasan Mahmud

Mursalin Hossain

Farai Chitsa



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Tallinna KK - Squad

Mart Tammoja
Christopher Carr
Päärn Volk
Paavo-Peeter Ainla
Gabriel Ainla
Remo Raud
Roger Pärss
Dominic Seeber
Jyotirmoy Patgiri (Moy)
Nilesh Mali
Robert Cross
Tim Cross

Muhammad
Shabraz
Egeri Sinimägi
Todd Campbell
Ats Kollom
Ivo Kivi
Sajith Jeewantha
Peteris Kolajevs
Vikram Singh
Eero Pruus
Darwin Tuty



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Tartu KK - Squad

Ayushmat Soni

Casey Collins

Deep Bhattacharya

Gul Shah

Ihtisham Ul Haq

Jeswin Sasindran

Kurt Strang

Rahul Bhola

Rahul Puniani

Robert Davis

Sarkal Jyakhwa

Vishal Tirkey

Waseem Arif

Paul Williams



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Eesti Tigers - Squad

Adithyavishnu Vaikkath
Muhammad Ripon
Swarup Saha
MD Nizam
Saumitra Bagchi
Mahendra Kothottil Mohan
Haider Rasel
Omar Masum
Gokul Raveendran
Bejon Sarker
Dulitha Wanniarachchi
Tamal Hafiz
Monir Moniruzzmaman



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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.

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Playing Conditions

1. FIELDING A TEAM

- 1.1. A game is played between two teams, each with a maximum of 6 players.
- 1.2. No team can play with less than 5 players.
- 1.3. Captains must nominate their players to the umpires before 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 15 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. No player may bowl more than 3 overs in an innings.
- 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.
- 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.

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2.8. The batting team bats in pairs with each pair batting for 5 overs. Upon arrival at the batting crease.

2.10. Batters continue batting for the entire 5 overs, whether they are dismissed or not. When a batter is dismissed they can not face the next delivery.

2.11. Batters must change ends at the completion of each over.

2.12. A team is not allowed to declare an innings closed.

2.13. The team compiling the higher number of runs will be the winner.

2.14. In the first 14 overs of an innings wides and no balls are NOT re-bowled.

2.15. All Wides and No Balls bowled in the final over of each Innings are re-bowled, even if a wicket occurs on the wide or no ball delivery.

2.16 The captain of each team must inform the umpires which players will bat in each of their pairs before the start of their innings.

2.17 The Captain of the winning team must send pictures of the scoresheets to development@estoniancricket.com on the day of the match.

2.18 Failure to send the pictures of the scoresheets on the match day will result in a 1 point deduction. If the score sheets are not sent after 3 days the club will be fined 50 Euros

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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 Umpires will be the sole judge of the correctness of a uniform.

4. THE TOSS

4.1. The captains will toss a coin to determine the order of the innings. The "away" team is to call.

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 Umpires 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.

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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 umpires 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. 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 EKL 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.

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5.7. Stumps: The Stumps will be supplied by EKL, they will be plastic. The base is part of the stumps.

5.8. Bails: Bails will not be used.

6. THE UMPIRE

6.1. 2 umpires will be appointed to adjudicate the rules of the game.

6.2. One umpire will stand at the bowler's end, while the second umpire will stand or sit in line with the crease at the batting end, each umpire will also score.

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.

A team that does not have 5 players present inside the hall ready to play will lose an over from their innings for every 3 minutes that their 5th player is late. If the player is still not in the hall ready to play after 30 minutes the match will be forfeited and the opposing team will be awarded the match and points,

7.2. A team that forfeits, for any reason or at any time will be liable for all costs associated with the match and fined 50 Euros.

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 umpires must remove any offending player from the game and report the incident to the Operations Manager. The player may face further disciplinary action.

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8. PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

8.1. Player Short

8.1.1. If a team is 1 player the opposing captain will nominate which player will bat twice.

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 umpires.

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.

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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 rejoining the game.

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.

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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.

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.

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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.

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.

9. FIELD PLACEMENT

9.1. There are no restrictions on the placement of fielders, other than the exclusion zone.

9.2. Exclusion Zone

The exclusion zone is an imaginary zone that is a rectangle with the four corners of the rectangle being 2 metres either side of the stumps. No fielder may stand in this zone and no fielder other than the bowler may enter it until after the ball has either been hit by the striker, made contact with the striker or has passed the striker.

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. A wicket-keeper is optional.

9.4.2. The area designated for the wicket-keeper is behind the stumps and no more than 2 metres either side of the stumps, if the person acting as wicket-keeper wishes to field wider than 2m of the stumps they must remove the gloves, helmet and pads.

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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 umpire calls “Play”.

10.1.2. The ball does not remain live at all times. Once the umpire is satisfied that neither batter is intending a run and the fielders are not attempting a run out, the ball will become dead and remain so until the bowler commences their run up for the next delivery.

10.1.3. The ball becomes Dead, at the fall of a wicket.

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 umpires 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.

10.2.2. 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 umpires.

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.

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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.

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 becomes lodged or unretrievable from an attempted run out by a fielder. The score (wall 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.

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.

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11.1.3. Bonus runs are scored when a batter hits the ball with the bat or the hand(s) holding the bat into the 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 wall runs will apply:

Zone A (Front wall) 1 run

Zone B (Side wall) 1 run

Zone C (Side wall) 2 runs

Zone D (Back wall) 4 runs on bounce

Zone D (Back wall) 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 re-bowled (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 throwing, slapping or kicking the ball in an attempt to strike the wicket and cause a run out.

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11.1.5. The batting team will be credited with a 2-run penalty for a “No Ball” or “Wide”.

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” will be added to the 2-run penalty.

11.2. Over throws

11.2.1. The only way batters can score overthrows is by physically running them. Any ball being hit by an overthrow does not count as a run.

12. NO BALL

12.1. “No Ball” will be called when:

12.1.1. The ball is clearly/blatantly thrown, not bowled. If the umpire 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.

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12.1.3. 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.

12.1.7. 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).

12.1.9. 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.

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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 re-bowled except if it is in the last over of a batting pair and may be re-bowled 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 in attempting a run, either batter is run out. See Rule 17.3.2.3 (Run Out).

12.2.2. If either batter deliberately interferes with the fielding team. See Rule 17.7.2 (Interference).

12.2.3. 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 the last batting pair where it is re-bowled. See Rule 2.15 (The Game).

12.3.2. Any “No Ball” bowled in the last over of the last batting pair is re-bowled. See Rule 2.15 (The Game).

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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 BALLS

13.1. A “Wide” will be called when: any part of the ball passes on the striker’s off-side, if it passes where the batter is standing so that it is significantly out of reach of the batter, or if it passes on the striker’s leg side of where the batter is standing and is wide of the stumps”.

13.2. Batters may be dismissed by all forms of dismissal when a “Wide” is bowled, bearing in mind that if a ball is struck by the striker’s body or equipment, it is no longer a “Wide”

13.3. The penalty for a “Wide” 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).

13.4. A batter dismissed off a “Wide” will be penalised 5 runs and the 2 run bonus for the “Wide” is negated by the dismissal.

13.5. A “Wide” counts as part of the over, except in the last over of the last batting pair where it is re-bowled. See Rule 2.15 (The Game).

13.6. All “Wides” bowled in the last over of the last batting pair are re-bowled. See Rule 2.15 (The Game).

14. CHANGING BOWLING DIRECTION/STYLE

14.1. A bowler must advise the umpire 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.

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14.2. If the bowler changes their style without informing the umpire, “No Ball” will be called at the point of delivery.

15. BALL BECOME LODGED OR TRAPPED

15.1. Any ball that becomes lodged or trapped in any part of the hall will immediately be called dead ball, the batting team will score a run if they were attempting a run BEFORE the ball became lodged or trapped and the score for the wall that the ball was hit into.

16. APPEALS

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

When a batter is dismissed they can not face the next delivery. 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. 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.

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17.2.1. A catch may be taken off a wall 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 wall (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.

17.3. 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 forearm 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.

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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.

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 ball makes contact, including if in the control of a fielder, with the stumps, 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 make contact with 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).

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17.3.2.4. A batter will not be given “out” if the ball makes contact with the wicket after coming directly from the perimeter. However, a batter will be “out” should the ball, having come from the perimeter, be touched by a member of the fielding side before making contact with the wicket.

17.3.2.5. If the stumps are lying off their base on the ground, a fielder must hold a stump in one hand while holding the ball to the stump with the other hand to attempt a run out.

17.3.2.6. On the line is “out”.

17.3.2.7. The base plate is part of the stumps.

17.4. Hit Roof: The striker will be out “Hit Roof” if, after striking the ball with the bat or hand(s) touching the bat, the ball directly hits the roof, or any beam or fixture attached thereto.

17.5. Hit Wicket: The striker will be out “Hit Wicket” if their body or equipment makes contact with 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 make contact with 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.

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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.

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).

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17.8. Third Ball:

17.8.1. Should the score remain unchanged after two deliveries, the umpire will call “Score must change”. 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.

17.8.2. In the event the scorer fails to call “Score Must Change”, it will be the responsibility of the fielding side to clarify the situation prior to the commencement of the next delivery. Should both the umpires 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 five 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 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.

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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. A non-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 may 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 Umpire does not call “Score Must Change” prior to the delivery.

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.

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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. The EKL Code of Conduct applies to all matches

20. RUNNERS

20.1. Runners are not permitted.

21. END OF GAME

21.1. The Umpire will end the match by calling “Game” after all the prescribed overs have been bowled.

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Appendix A Scoring Zones

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Playing Conditions

Appendix B - Match Timings

Match 1

13:15 - Start Innings 1
13:45 - End Innings 1
13:50 - Start Innings 2
14:20 - End Innings 2

Match 2

14:40 - Start Innings 1
15:10 - End Innings 1
15:15 - Start Innings 2
15:45 - End Innings 2

Match 3

16:05 - Start Innings 1
16:35 - End Innings 1
16:40 - Start Innings 2
17:10 - End Innings 2

Match 4

17:30 - Start Innings 1
18:00 - End Innings 1
18:05 - Start Innings 2
18:35 - End Innings 2

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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

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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.**

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