# **Eesti Kriketi Liit**



Naiste siseliiga Winter 2024

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### Introduction

The Eesti Kriketi Liit is proud to host the Estonian Women's Indoor League Winter 2024.

This is the third Women's Indoor League that has been held in Estonia, the winners of the previous competition were Saaremaa Meteoorid.

Contained inside this Information Pack, you will find the Fixtures, playing squads, rules, regulations and details on how the Estonian Women's Indoor League Winter 2024 will be conducted.

Please familiarise yourself with these rules as they are paramount to the success of the competition. In particular be aware that LBW will be used as a form of dismissal in this league, see page 23.

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

### **Fixtures**

### **Sunday Feb 18**

14:20 Saaremaa Ükssarvikud v Saaremaa Meteoorid

15:40 Saaremaa Meteoorid v Saaremaa Ükssarvikud

### **Sunday Mar 10**

14:20 Saaremaa Meteoorid v Saaremaa Ükssarvikud 15:40 Saaremaa Ükssarvikud v Saaremaa

Meteoorid

### **Sunday Mar 17**

14:20 Saaremaa Meteoorid v Saaremaa Ükssarvikud

15:40 Saaremaa Ükssarvikud v Saaremaa Meteoorid

### **Teams**





### Saaremaa Meteoorid - Squad

Medha Gooch
Mirjam Frey
Viktoria Frey
Egelin Ellermaa
Geethma Madanayake
Theekshani Jayasekara
Beenish Wani
Lisa Bowring
Sirli Pattenden



## Saaremaa Ükssarvikud - Squad

Annemari Vessik
Bianca Amorim
Maret Valner
Natalia Tykhonravova
Natallia Zholudz
Kateryna Zadoya
Milvi Pugi
Helena Kerge
Liina Sõrmus
Ragne Hallik



### **Competition Entry**

The Women's League is open to all Women and girls aged 13 and over who are registered with a club.

Parents of boys and girls aged under 13 may apply for special circumstances to participate by contacting the Operations manger operations@estoniancricket.com each application will be decided on an individual basis.

### **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 6 players.
- 1.2. No team can play with less than 5 players.
- 1.3. A scheduled game will proceed if a minimum of 5 players for each team are present.
- 1.4. 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.
- 1.5. Captains must nominate their players in writing on a team-sheet prior to 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 12 overs. For simplicity in these rules, all references will be to 6 ball overs.
- 2.3. For every wicket the batting team loses 5 runs, any 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

## **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.
- 2.7. A delivery commences from the moment a bowler (with the ball in their hand) starts their run up. The ball becomes dead when neither batter is attempting a run and the fielding team is not attempting to run one of the batters out. The ball is not always live.
- 2.8. The batting team bats in pairs with each pair batting for 4 overs. Before the start of the innings the captain must inform the scorers of the batting pairs.
- 2.9. Batters must change ends at the completion of each over.
- 2.10. Each player must bat in one of the pairs. If a team has only 5 players then the opposing captain will nominate which batter from Pair 1 or 2 will bat again with the 5th batter.
- 2.11. The team compiling the higher number of runs will be the winner.
- 2.12. Wides and No Balls bowled in the final over of each Innings will be rebowled. This is irrespective of whether runs are scored from the delivery or a dismissal occurs.
- 2.13. A team is not allowed to declare an innings closed.

## **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: long or short sports pants, or sports skirts.
- Footwear: Rubber soled sports shoes that will not mark the court surface. Please change into these to play at the venue.
- 3.2. Players are not permitted to play in jeans, socks, leather-soled shoes or barefoot. And will not be permitted to take part in these items.

#### 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 Umpires and scorers prior to the Toss.

## **Playing Conditions**

#### 5. PLAYING EQUIPMENT

- 5.1. Bats: Must be made of wood with dimensions that comply with the MCC Laws of Cricket.
- 5.2. Batting Gloves: Must be worn.
- 5.3. Wicket-Keeping Gloves: May be worn by the Wicket Keeper only.
- 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 umpires.
- 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 dealt with under as per the ECA Code of Conduct.
- 5.6. Stumps: Spring or plastic stumps shall be used. The base plate is part of the stumps.
- 5.7. Bails: Will not be used.
- 6. THE UMPIRE
- 6.1. The ECA Operations Manager shall appoint two umpires per match.

## **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 match.
- 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. Individual players arriving late may join the game, at the end of the next over with the approval of the Umpire.
- 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.

#### 8. PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

- 8.1. Player Short
- 8.1.1. If a team is 1 player short:
- When batting: The opposing Captain will choose which batter from Pair 1 or 2 will bat again with the 5th player.

## **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 umpires.
- 8.2.2. Substitutes may not be used under any other circumstance.

#### 9. FIELD PLACEMENT

#### 9.1. 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.

#### 9.2. Wicket-Keeper

9.2.1. A fielder is classified as a wicket-keeper if they take up position behind the stumps at the striker's end.

#### 10. SCORING

- 10.1. Runs may be scored in the following ways:
- 10.1.1. 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.

### **Playing Conditions**

10.1.2. Runs are also scored when a batter hits the ball with the bat or the hand(s) holding the bat into a wall. 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.

Back Wall (behind Striker) - 1 run
Side Wall Strikers side of the dividing Line (curtain) - 1 run
Side Wall Bowlers side of the dividing Line (curtain) - 2 runs
Back Wall on the bounce 4 runs
Back Wall on the full 6 runs

- 10.1.3. If the batter hits a "No Ball" into a wall, the runs from the wall be added to the 2-run penalty.
- 10.1.4. Any physical runs made from a "Wide" will be added to the 2-run penalty.
- 10.2. If a batter is given "out", the batting team will lose 5 runs. Any runs scored off that delivery up will not count.

#### **11. NO BALL**

- 11.1. "No Ball" will be called when:
- 11.1.1. The ball is clearly/deliberately thrown, not bowled.

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.

### **Playing Conditions**

- 11.1.2. Any part of the bowler's front foot is not grounded behind the popping crease at the moment of delivery.
- 11.1.3. The wicket Keeper takes a bowled ball in front of the stumps unless the ball first strikes the batter's body or equipment.
- 11.1.4. 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).
- 11.1.5. The ball, when bowled, passes the batter over or would have passed over the striker's shoulders 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.
- 11.1.6. Any delivery that bounces more than twice before the batting crease.
- 11.1.7. 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.
- 11.2. A "No Ball" is included as part of an over except in the last over of each batting pair where it will be re-bowled.
- 11.3. 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.

## **Playing Conditions**

#### 12. WIDE BALLS

- 12.1. A "Wide" will be called when the ball passes the stumps wide of the stumps on the offside, so far that the batter is unable to play a regulation cricket shot.
- 12.2. Any delivery that passes outside of the batter and the stumps on the leg side will be called a wide.
- 12.3. Batters may be dismissed by all forms of dismissal when a "Wide" is bowled.
- 12.4. The penalty for a "Wide" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored.
- 12.5. A batter dismissed off a "Wide" will be penalised 5 runs and the 2 run bonus for the "Wide" is negated by the dismissal.
- 12.6. A "Wide" counts as part of the over, except in the last over of each batting pair where it will be re-bowled.
- 12.7. All "Wides" bowled in the last over of a batting pair will be rebowled.

#### 13. BALL LEAVING THE PLAYING AREA

13.1. Any ball, that becomes lodged in any area of the hall will be called Dead Ball, runs from the wall will be scored as with any physically run ones that were in completed or in progress.

## **Playing Conditions**

#### 14. APPEALS FOR DISMISSALS

- 14.1. A batter will not be given "out" unless a fielder appeals.
- 14.2. An appeal must be made prior to the next ball being bowled.
- 14.3. An appeal will cover all methods of a dismissal.

#### 15. **DISMISSALS**

The batter who is dismissed will not face the next delivery. A batter can be given "out" for any of the following dismissals:

- 15.1. 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.
- 15.2. 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.
- 15.2.1. A catch may be taken off the back (behind Striker) and side walls or any ball deflected from a non striker or fielder's body directly onto the back or side walls. A batter can not be caught off the front (behind bowler) wall.
- 15.2.2. The striker will be out "caught" if a ball is hit into a side wall and then onto the front wall and is caught without touching the ground.

## **Playing Conditions**

- 15.2.3. The striker will be out "caught" should a ball hit the non-striker and then be caught before touching the ground.
- 15.3. Stumped & Run Out: The difference between "run out" and "stumped" is that in the case of a run out, a batter is attempting to make a run. Whilst in the case of a stumping, the batter has left their crease whilst playing a shot at a delivery.
- 15.3.1. Stumped
- 15.3.1.1. A batter is stumped when the wicket-keeper legally removes the bail(s) while the striker has no part of their body or bat, while held in their hand, inside the crease.
- 15.3.1.2. The wicket-keeper may use the hand(s) or the 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.
- 15.3.1.4. The striker cannot be stumped off a "No Ball".
- 15.3.1.6. On the line is "out".
- 15.3.1.7. Only a wicket-keeper can "Stump" a batter.
- 15.3.2. Run Out
- 15.3.2.1. A batter is run out when they are out of their crease, and the stumps are hit with the ball or the hand or arm holding the ball, when no part of the batters body or bat is grounded behind the crease.

### **Playing Conditions**

- 15.3.2.2. 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 hit the wickets.
- 15.3.2.3. Either batter can be run out from a "No Ball".
- 15.3.2.4. A batter will be given "out" if the ball, having bounced off a wall, should be touched by a member of the fielding side before breaking the wicket.
- 15.3.2.5 If the stumps are broken but neither batter is out and the ball remains live and the batters attempt any further runs, a fielder needs to hold any part (including the base) of the stumps and hold the ball against it to attempt a run out.
- 15.3.2.6 The non-striker will be given out "Run out" 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.
- 15.3.2.7. On the line is "out".
- 15.3.2.8. The base plate is part of the stumps.
- 15.4. 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 ceiling.
- 15.5. 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. A batter is not out should they break the stumps whilst trying to regain their crease or complete a run.

## **Playing Conditions**

#### 15.7. Interference:

A batter can be given out for interference:

- 15.7.1. If either batter deliberately interferes with the ball whilst it is in play.
- 15.7.2. If either batter deliberately obstructs or interferes with any member of the fielding team.
- 15.7.3. 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).

- 15.8. 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.
- 15.9. The fielder has right of way provided they are legitimately fielding the ball.
- 15.10. A player may not be guilty of obstruction if they do not move.

## **Playing Conditions**

- 15.11. 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.
- 15.12. 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.
- 15.13 LBW: The striker is out LBW if the bowler delivers a ball, not being a No ball, and it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket, and not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person, the point of impact, even if above the level of the bails, is either between wicket and wicket, or, if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump, and but for the interception, the ball would have hit the wicket.

#### 16. MISCONDUCT/UNFAIR PLAY

16.1. Any player who breaches the ECA Code of Conduct will be subjected to disciplinary action as set out in the ECA Code of Conduct.

#### 17. ILLEGAL COURT ENTRY/EXIT

- 17.1. Illegal Court Entry
- 17.1.1. No player, except the 2 batters and the maximum of 6 fielders on the court, may enter the court during a game without the permission of the umpires.

### **Playing Conditions**

- 17.1.2. Any player doing so will face disciplinary action under the ECA Code of Conduct and 5 Penalty
- 17.1.3. 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.
- 18. RUNNERS
- 18.1. Runners are not permitted.

#### **Appendix A - Match Timings**

#### Game 1

- 14:20 Start of Innings 1
- 14:50 End of Innings 1
- 14:55 Start of innings 2
- 15:25 End of innings 2

#### Game 2

- 15:40 Start of Innings 1
- 16:10 End of Innings 1
- 16:15 Start of innings 2
- 16:45 End of Innings 2

### **Captain Responsibilities**

Being a team captain is a role of responsibility.

Captains are responsible for submitting the team sheet to development@estoniancricket.com on the day of the match 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.

