

Eesti Kriketi Liit



Meeste Siseliiga
Competition Rules

2024/25

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1. PLAYING CONDITIONS; REGULATIONS

1.1. Playing Conditions

EKL Meeste siseliiga 2024/25 (MSL) competition matches shall be played in accordance with rules of the EKL Meeste siseliiga 2024/25 Playing Conditions (“Playing Conditions”).

1.2. Regulations

All players, by their nomination, shall be 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 ICC Anti-Racism Code for Players and Player Support Personnel, the ICC Anti-Doping Code and the Anti-Corruption Code.

1.3. Captain

1.3.1. Each team shall nominate a captain at the point of nominating their squad .

1.3.2. If the team captain is not participating in a match, then a replacement will be appointed as his replacement and will be deemed to carry all of the responsibilities of captain.

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1.4. Responsibility of captains

1.4.1. The team captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within the Playing Conditions (see 'Preamble – Spirit of Cricket' and Rule 19.6 on 'Unfair Play' in the Playing Conditions).

1.4.2. The team captains are responsible for the conduct of their team at all times, including ensuring that his players are at the court and ready to start play at the scheduled start of play.

1.4.3. Team captains shall ensure their team arrives on time, ready to play and with their team's team sheet.

2. PLAYER ELIGIBILITY

2.1. Squads & Teams

2.1.1. Each team entering the league shall nominate a squad of at least 10 players to be able to enter the league, one of whom shall be nominated as the 'Captain' (see 'Captain' in clause 1.3 above).

2.1.2. Team captains may only nominate players from their registered Squad when comprising a team. The team must be nominated in writing with a team sheet ("**Team sheet**") by the captain prior to the toss (see 'The Toss' in clause 4.2 below).

2.1.3. Member clubs may nominate more than one team. In the case of clubs having teams in both divisions, a minimum of 10 players must be nominated as division 1 players. No players nominated as division 1 players may play in division 2. Any players nominated for division 2 may play in division 1.

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2.1.4. Clubs may add players to a team's squad during the league by registering a new player, however, new additions will have to be added prior to 18:00 on the Thursday prior for the player to be eligible to play that weekend.

2.2. Number of team players

2.2.1. Teams will consist of a maximum of six (6) players and no fewer than five (5)

2.2.2. Substitute or guest players are not permitted.

3. FIXTURES

3.1. Match Schedule

3.1.1. The match schedule ("Schedule") for the MSL competition shall be published on the EKL app and distributed to all participating clubs as part of the MSL 2024/25 Information pack.

3.1.2. The match schedule shall ensure each team plays each other team, once per round and that there will be multiple rounds completed in the season ("League Matches").

3.1.3. The EKL reserves the right to change the Schedule during the MSL 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.

3.2.2. The number of League Points awarded shall be two (2) points for a win, one (1) point to each team for a tie or abandoned game. In the event of a team forfeiting the other team will receive Two (2) points.

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3.2.3. Teams shall be ranked from highest to lowest by League Points in the MSL competition league table ("League Table"). Should two teams have the same number of League Points, the teams shall be ranked from highest to lowest first by head to head and then 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

3.3.1. There will not be any finals.

3.4. The Winner

3.4.1. The team that finishes with the most points after all rounds are complete will be declared the winner of the league.

4. MATCH PROCEDURES

4.1. Scheduled start of play

4.1.1. The match start time listed in the Schedule is the scheduled start of play. This shall be the time the first ball is delivered to commence the match.

4.2. The Toss

4.2.1. The captains, in the presence of the umpire, shall toss a coin for choice of innings not earlier than 15 minutes, nor later than 5 minutes before the scheduled start of play.

4.2.2. Prior to the toss, captains shall submit their Team Sheets to the scorer/umpire once satisfied all players are properly nominated (see Rule 4.2 in the Playing Conditions).

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4.2.3. The home team will toss the coin. The away team will call.

4.3. Player arrival

4.3.1. Players should arrive at the arena listed in the Schedule no later than 15 minutes before the scheduled start of play.

4.3.2. Nominated players who are not present at the start of play will be allowed to join the game at the end of an over.

4.4. Setting up and packing away

4.4.1. The setting up of the hall shall be the responsibility of the 'Home' side of the first game of the day. The home side is the side listed first for the match in the Schedule.

4.4.2. The setup must be completed by the time of the toss.

4.4.3. If the Equipment is not required for a subsequent game on the same day, the home side shall be responsible for packing up and returning the hall to the way it was found.

4.4.4. Team captains are responsible for ensuring that the setting up and packing away of the Equipment is done with care to the hall and the equipment. Any damage resulting from neglect in carrying out these duties may result in the team being suspended from the competition and require the clubs to remedy the damage before being allowed to rejoin the competition.

4.5. Match-day timeline

On match day, MSL competition matches shall, subject to delays and interruptions, follow the schedule in the table below. Please note that time T0 is the scheduled start of play as indicated in the Match Schedule.

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Arena setup T-15m – Home side arrives at the arena to set up the ground.

Players arrive T-15m – Players arrive at the hall to prepare for the game.

The Toss T-5m – Captains submit their team sheets to the umpires.

- Captains toss a coin to choose innings.
- Players prepare to start play.

Start of Play T0 – First ball the game is delivered. End 1st innings T+40m – Start of the interval.

Interval 5 minutes

Start 2nd innings T+45m – First ball of the second innings is delivered.

End 2nd innings T+1h25 – End of the match.

End deadline T+1h30 Game shall finish

5. MATCH OFFICIALS

Match officials will be assigned according to the schedule. All teams will be assigned an equal number of match official roles per league.

5.1. Umpires

5.1.1. There will be one (1) umpire assigned to each match. The umpire will be situated inline with the crease at the batters end.

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5.2. Scorers

5.2.1. The umpire and the Line Adjudicator will both score the match (see 'Line Adjudicators' in clause 5.3 below).

5.2.2. The Umpire will assume the role of striker's end popping crease line adjudicator (see 'Line Adjudicators' in clause 5.3 below).

5.2.3. The Scorer(umpire) shall receive the teamsheets from the team captains after the toss and use them to enter the players' names onto the scoresheet.

5.2.4. The Scorer(Umpire) shall, at the end of the game, have the scoresheets signed by both captains, and give the completed scoresheet and the team sheets to the team captain of the winning team. The winning team captain shall send copies of them to admin@estoniancricket.com before midnight on the day of the match (see 'League Points' in clause 3.2.5 above).

5.2.5. Scorers/umpires shall be proficient with good scorekeeping practices. Training materials and instructions may be provided by the EKL to Member Boards upon request.

5.2.6. Scorers/umpires shall officiate matches with complete impartiality.

5.3. Line Adjudicators

5.3.1. The batting team shall appoint one person ("Line Adjudicator") to adjudicate and score from the bowler's end.

5.3.2. The Line Adjudicator shall be in-line with the running crease (see Rule 6.2 and Appendix A of Playing Conditions). The Line Adjudicator shall be located at or next to the court perimeter.

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5.4. Compliance

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

6. ATTIRE

6.1. Team Uniforms

6.1.1. Member Boards are expected to provide each player with a coloured uniform ("**Team Uniform**") for matches played in the MSL competition.

6.1.2. Team Uniforms must comply with the EKL Indoor Uniform Policy.

6.1.4. Players must also conform with the uniform requirements set out in Rule 3.2 of the Playing Conditions.

6.2. Footwear

6.2.1. All players must wear clean, rubber-soled sports shoes that have not been worn outside and will not mark the floor of the court when on the cricket arena.

6.2.2. Playing shoes shall be donned immediately prior to entering the indoor cricket court. Change rooms available for this purpose.

6.2.3. For safety reasons, shoes are mandatory. Playing in socks or barefoot is prohibited (see Rule 3.2 of the Playing Conditions).

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6.3. Compliance

6.3.1. A 5-run penalty shall apply for each unacceptable item of apparel (see Rule 3.3 of the Playing Conditions). The umpire is the sole judge of the correctness of a uniform (see Rule 3.3 of the Playing Conditions).

6.3.2. All players must wear Team Uniforms during the playing time of a match. Any player deemed by the umpire not to be wearing the Team Uniform, will incur a 5-run penalty.

7. WOMEN PLAYERS

7.1. Allowing women players

7.1.1. The MSL Indoor competition is a mixed sex competition and as such any female may participate as a regular player. No allowance shall be made for the differences between the sexes during the competition.

7.2. Terms and references

7.2.1. 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 of reference when applying to women players.

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Appendix A

Changes from 2023/24

2.1.3. Clarification on rules for clubs in both divisions

2.1.4. Clarification on rules for registering new players

4.2.1. Clarification of toss process

4.2.3. Clarification of toss process

4.4.2. Clarification of setup timeline

5. Reworded match officials assignment procedure

5.1.1. Changed to 1 umpire assigned

5.2.1. Clarification on scoring duties

5.2.4. Clarification on post match procedures

5.3.1. Changed to 1 line adjudicator

5.3.2. Clarification on position of line adjudicator

6.1.2. Changed to add new EKL Indoor Uniform Policy

6.3.1. Clarification of uniform penalties

6.3.2. Clarification of uniform penalties

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