

Eesti Kriketi Liit



Meeste Siseliiga
Playing Conditions

2024/25

Meeste Siseliiga 2024/25

Contents

Spirit of Cricket	3
1. Fielding a Team	4
2. The Game	4
3. Uniforms	6
4. The Toss	6
5. Playing Equipment	6
6. The Umpire	7
7. Arrival/Late Players	8
8. Player Short/Injured Players	9
9. Field Placement	11
10. Play Ball/Live Ball/Dead Ball	12
11. Scoring	13
12. No Ball	15
13. Wide Balls	17
14. Changing Bowling Direction/Style	18
15. Ball Become Lodged or Trapped	18
16. Appeals for Dismissals	19
17. Dismissals	19
18. Interference	23
19. Misconduct	24
20. End of Game	24
Appendix A	25
Appendix B	26

Meeste Siseliiga 2024/25

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.

Meeste Siseliiga 2024/25

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

Meeste Siseliiga 2024/25

Playing Conditions

2.9. The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease, the batters must inform the scorer of their respective names for the game to start/resume.

2.10. Batters continue batting for the entire 5 overs, whether they are dismissed or not. When a batter is dismissed, 5 runs are deducted from their team's score and they cannot 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 batting partnership will be re-bowled at the batter's discretion. This is irrespective of whether runs are scored from the delivery or a dismissal occurs.

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 and receive a further 1 point deduction.

Meeste Siseliiga 2024/25

Playing Conditions

3. UNIFORMS

3.1. Players must be dressed according to the EKL Indoor Uniform Policy.

3.2. Players are not permitted to play in jeans, socks, leather-soled shoes or barefoot.

3.3. The Umpires will be the sole judge of the correctness of a uniform and must do so before the match begins.

3.4. A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel.

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.

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.

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

Meeste Siseliiga 2024/25

Playing Conditions

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: Each team will be given 4 balls which may be used at the team's discretion. The bowling team will supply the ball for that innings. 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.

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 be used and are attached to the stumps.

6. THE UMPIRE

6.1. 1 umpire will be appointed to adjudicate the rules of the game.

6.2. The umpire will sit in line with the crease at the batting end, the umpire will also score.

Meeste Siseliiga 2024/25

Playing Conditions

6.3. The batting side will provide 1 line adjudicator who will sit in line with the running crease (see Appendix A for diagram). The line adjudicator shall sit at the edge of the court.

6.4. The line adjudicator will judge all Run Outs at the bowler's end and bowler's feet No Ball decisions.

6.5. The wicket-keeper will adjudicate all Wide and Legside decisions and call these to the scorer when they occur.

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 board@estoniancricket.com. The player may face further disciplinary action.

Meeste Siseliiga 2024/25

Playing Conditions

8. PLAYER SHORT/INJURED PLAYERS

8.1. Player Short

8.1.1. If a team is 1 player short:

- When batting: the opposing captain will nominate which player will bat twice.

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.

Meeste Siseliiga 2024/25

Playing Conditions

8.3.1.6. Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game.

8.3.1.7. The injured player must receive a clearance from the opposing captain before rejoining the game.

8.3.1.8. A Blood Replacement Player cannot bat, bowl or wicket-keep.

8.3.2. Non-Blood Related Injuries

8.3.2.1. Players who suffer a non-blood related injury will be allowed a maximum of 2 minutes to attend to their injury.

8.3.2.2. After this time, if the player is not able to recommence play, the player shall leave the court to recover from their injuries provided the player can do so safely.

8.3.2.3. A player may return to the game after they have recovered from their injuries, provided they have not been Substituted when fielding.

8.3.2.4. Any player that leaves the court to attend to an injury must wait until the end of the over in progress before returning to the game.

8.3.2.5. Any substitute who replaces an injured player can not bat, bowl or wicket-keep.

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.

Meeste Siseliiga

2024/25

Playing Conditions

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.

9.3. Wicket-Keeper

9.3.1. A fielder is classified as a wicket-keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket-keeper.

9.3.2. The area designated for the wicket-keeper is behind the stumps and no more than 2 metres either side of the stumps.

9.3.3. If the wicket keeper wishes to take up a position wider than 2 metres of the stumps they must not use any wicket keeping gloves or pads.

Meeste Siseliiga 2024/25

Playing Conditions

9.3.4. The wicket-keeper cannot take a delivery either from in front of, or from the side of the wickets, unless the ball first strikes the batter's body or equipment. If this rule is contravened, the striker's end popping crease line adjudicator will call and signal "No Ball". Note: this rule does not apply to a wicket-keeper receiving the ball that has been returned towards the stumps by a fielder.

9.3.5. A wicket-keeper is optional.

10. PLAY BALL/LIVE BALL/DEAD BALL

10.1. Play Ball/Live Ball

10.1.1. The game commences once the players take up their positions and the 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

Meeste Siseliiga 2024/25

Playing Conditions

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.

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.

Meeste Siseliiga 2024/25

Playing Conditions

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.

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).

Meeste Siseliiga 2024/25

Playing Conditions

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.

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 wall 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

Meeste Siseliiga

2024/25

Playing Conditions

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 9.4.4 (Field Placement).
Note: this rule does not apply to wicket-keepers receiving the ball that has been returned towards the stumps from a fielder.

12.1.4. 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).

12.1.5. 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.

12.1.6. Any part of the ball, after being bowled, that initially lands off the pitch before reaching the batting crease.

12.1.7. Any delivery that bounces more than twice before being played at by a batter or reaches the batting crease.

12.1.8. 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).

Meeste Siseliiga 2024/25

Playing Conditions

12.1.9. 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).

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".

Meeste Siseliiga 2024/25

Playing Conditions

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.

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.

Meeste Siseliiga 2024/25

Playing Conditions

16. APPEALS FOR DISMISSALS

16.1. A batter will not be given “out” unless a fielder appeals. The exception to this rule is where a batter is automatically given out Third Ball 17.8.

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 and the bails are dislodged, 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.

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.

Meeste Siseliiga 2024/25

Playing Conditions

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.

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”.

Meeste Siseliiga 2024/25

Playing Conditions

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 and dislodges the bails, 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).

17.3.2.4. A batter will not be given “out” if the ball makes contact with the wicket and dislodges the bails 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 and dislodging the bails.

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”.

Meeste Siseliiga 2024/25

Playing Conditions

17.3.2.7. The base plate is part of the stumps.

17.3.2.8. The non-striker will be given out run out if they leave their crease prior to when the bowler would normally have been expected to release the ball and the bowler breaks the stumps with the hand holding the ball. Once the bowler passes this point it is no longer possible for the bowler to run out the non-striker. This does not count as part of an over.

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 and dislodges the bails 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. Interference: See Rule 18 (Interference).

A batter can be given out for interference:

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

17.6.2. 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.

17.6.3. 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.

Meeste Siseliiga 2024/25

Playing Conditions

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

17.7. Third Ball:

17.7.1. 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, the Third Ball count will restart from the commencement of the next 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.

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.

Meeste Siseliiga 2024/25

Playing Conditions

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. END OF GAME

20.1. The Umpire will end the match by calling "Game" after all the prescribed overs have been bowled.

Meeste Siseliiga 2024/25

Playing Conditions

Appendix A Scoring Zones



Meeste Siseliiga 2024/25

Playing Conditions

Appendix B

Changes from 2023/24

2.17. email address changed to development@estoniancricket.com.

2.18. clarification on regulations for scoresheets.

3.1. uniform policy replaces old regulations.

3.3. Umpire must confirm uniforms are correct before the match starts.

3. maximum penalty for incorrect uniforms removed.

5.5. balls section updated to reflect procedure for 2024

5.7. stump wording updated to include bails

5.8. bails will be used

6.1. changed from 2 umpires to 1

6.2. adjusted for 1 umpire

6.3. batting team to provide 1 line adjudicator

6.4. clarification of line adjudicator role

6.5. clarification of wide calling

7.3 changed reporting from operations manager to board

8. removed substitutes section, substitutes no longer allowed

11.1.3. clarification on balls being lodged in objects procedure

17.1. reworded to include bails

17.6. Mankad removed and new run out law added to Run Outs

20. Runners section removed. No runners are allowed.

Appendix B added

Meeste Siseliiga 2024/25

EESTI KRIKETI LIIT

