

Pro40 Liiga

40 over Domestic

Competition Rules 2025



Published in March 2025 by
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Competition Rules

1. PLAYING CONDITIONS; REGULATIONS

1.1. *Playing Conditions*

Pro40 Liiga (Pro40) competition matches shall be played in accordance with rules of the EKL Pro40 Liiga Men's Pro40 League Playing Conditions 2025 ("**Playing Conditions**").

1.2. *Regulations*

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

1.3. *Responsibility of captains*

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

2. PLAYER REGISTRATIONS

2.1. Transfers between Clubs and Teams

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

2.2 Player Registration

Teams must register a minimum of 15 players by 5pm Friday 25th July, so as to participate in the league, any players not registered by this date may be registered during the season, but are not eligible to play until they are registered.

2.3. Ineligible Players

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

3. INTERNAL CLUB REPLACEMENTS

3.1 Not applicable for this league.

4. FIXTURES

4.1. *Match Schedule*

4.1.1. The match schedule ("**Schedule**") for the Pro40 Liiga competition shall be published in the Pro40 Liiga information Pack.

4.1.2. The match schedule shall ensure each team plays each other once per round and that one or more rounds are completed in the season ("**League Matches**").

4.1.3. The EKL reserves the right to change the Schedule during the Pro40 Liiga competition as it deems necessary.

4.2. League Points

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

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

If a team forfeits a match, their opposition will be awarded the win and as such 2 points. The team that forfeits will be charged the fee for all match officials scheduled to officiate in the match and a forfeiture fee of 100 Euros.

In the event of a second match forfeited within the same league, the team that forfeits will be charged the fee for all match officials scheduled to officiate in the match, a forfeiture fee of 100 Euros, and will lose 2 competition points..

4.2.3. Teams shall be ranked from highest to lowest by League Points in the EPL T20 competition league table ("**League Table**"). Should two teams have the same number of League Points, teams shall be ranked from highest to lowest by the team's Net Run Rate, as defined in the EKL App, for the competition.

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

4.3. Finals

4.3.1. The first placed team in Group A will play the second placed team in Group B in Semi Final 1.

4.3.2. The first placed team in Group B will play the second placed team in Group A in Semi Final 2.

4.3.3. The Winner of Semi Final 1 will play the Winner of Semi Final 2 in the Final..

4.4. The Winner

4.4.1. The team that wins the Final shall be the winner of the Pro40 Liiga competition for 2025.

5. MATCH PROCEDURES

5.1. Nomination of Teams and Officials

5.1.1. Teams must fill out their team player lists no later than 6pm on the Thursday preceding the match.

5.1.2. Teams must fill out their officials list no later than 6pm on the Thursday preceding the match.

5.2. Scheduled start of play

5.2.1. The match start time listed in the Schedule is the scheduled start of play. This shall be the time the umpire calls 'Play' to commence the match. The start time is 11:00 on Saturdays and Sundays. See Schedule in the EKL App for exact start time.

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

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

5.2.4. Captains are responsible for the conduct of their team at all times, including

ensuring that his/her players are on the field and ready to start play at the scheduled start of play.

5.3. *The Toss*

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

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

5.4. *Player arrival*

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

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

5.4.3 For every player less than 11, a team will be fined 25 Euros.

5.5. *Setting up and packing away*

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

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

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

5.6. *Match-day timeline*

5.6.1. On match day, Pro40 League matches shall, subject to delays and interruptions as detailed in Playing Conditions, follow the schedule in the table below. Please note that time T0 is the scheduled start of play as indicated in the Information booklet.

| Event | Time | Action |
|-------------------------------|-------|---|
| Ground setup (if required) | T-45m | Home side arrives at the ground to remove equipment from the storage shed and set up the ground. Umpires arrive to check boundaries, inner circles and stumps. |

| | | |
|---------------------|---------|---|
| Players arrive | T-30m | Players arrive at the ground to prepare for the game. Scorers arrive at the ground. |
| The Toss | T-15m | Captains hand teamsheets to umpires. Captains toss a coin to choose innings. Scorers enter teams into scorebooks. Players prepare to start play. |
| Start of Play | T0 | Umpire calls 'Play' and the first ball the game is delivered. |
| Drinks Break | T+1hr | Players may leave the field |
| Restart 1st innings | T+1hr5 | Umpire calls 'Play'. |
| Drinks Break | T+2hr5 | Players may leave the field |
| Restart 1st Innings | T+2hr10 | Umpire calls 'Play'. |
| End 1st innings | T+3h | Umpire calls 'Time' for the start of the interval. |
| Interval 20 minutes | | |
| Start 2nd innings | T+3h20 | Umpire calls 'Play' and the first ball of the second innings is delivered. |
| Drinks Break | T+4h20 | Players may leave the field |
| Restart 2nd innings | T+4h25 | Umpire calls 'Play'. |
| Drinks Break | T+5h25 | Players may leave the field |
| Restart 2nd Innings | T+5h30 | Umpire calls 'Play'. |
| End 2nd innings | T+6h20 | Umpire calls 'Time' for the end of the match. |

5.7. Delays or Interruptions

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

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

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

6. FORFEITS

6.1 Penalty for Forfeit

If a team forfeits a match, their opposition will be awarded the win and as such 2 points. The team that forfeits will be charged the fee for all match officials scheduled to officiate in the match and a forfeiture fee of 100 Euros.

In the event of a second match forfeited within the same league, the team that forfeits will be charged the fee for all match officials scheduled to officiate in the match, a forfeiture fee of 100 Euros, and will lose 2 competition points..

7. MATCH OFFICIALS

2 umpires and 1 scorer will be provided by the appointed club. The second scorer will be provided by the batting team.

Member clubs assigned a match official role must nominate the individual fulfilling the role by 6pm on the Thursday preceding the match.

7.1. *Umpires*

7.1.1. All umpires must have completed the ICC Umpiring Foundation Course prior to officiating in an EKL League Match.

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

7.1.3. Where a Member Board provides umpires of different experience, the senior umpire may officiate from the bowler's end for the duration of the match. See clause 2.10 (Umpires changing ends) in Playing Conditions. This must be communicated to both Captains prior to the commencement of the match.

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

7.1.5. Umpires shall officiate matches with complete impartiality.

7.2. *Scorers*

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

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

7.2.3. Scorers shall officiate matches with complete impartiality.

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

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

7.3. *Compliance*

7.3.1. Failure to comply with the provisions in this section will result in a 50 euro fine for each duty not fulfilled. At the discretion of the EKL it may also result in disciplinary procedures against the team, the club and/or the captain.

8. TEAM UNIFORMS

8.1 All players must wear uniforms that comply with the EKL Clothing and Equipment regulations 2025.

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

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

9. FEMALE PLAYERS

9.1. *Allowing female players*

9.1.1. Female players over the age of 15 are permitted to be registered for teams.

9.1.2. Female players shall in all respects be treated equally to their male counterparts. No allowances shall be made for women competing in the EPL Men's Domestic T20 competition. However, see clause 41.6 (Bowling of dangerous and unfair short pitched deliveries) and clause 41.7 (Bowling of dangerous and unfair non-pitching deliveries) in the Playing Conditions.

9.2. *Terms and references*

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

10. JUNIOR PLAYERS

10.1. *Allowing junior players*

10.1.1. Boys aged 13 and over are permitted to be registered for teams in the Men's EPL T20 Competition provided a signed Parental Permission Form has been submitted to the League Administrator - **program.manager@estoniancricket.com**, prior to the registration.

10.1.2 Boys under the age of 18 are required to comply with the Junior Playing Guidelines.

10.1.3 Both the Parental Permission form and the Junior Playing Guidelines can be downloaded from here:

<https://estoniancricket.com/mens-cricket/mens-rules-and-regulations/>