



## UMPIRE ADVICE PACK

An Umpire should uphold the game's traditional values, and should put a stop to any cheating, sledging or intimidation from the players but especially from the spectators. His decisions **MUST BE ACCEPTED WITHOUT DISSENT**.

### BEFORE THE GAME

The Umpires must ensure that Team Sheets have been exchanged and checked prior to the match, and that the restrictions on bowling spells and field positions as regards to the ages of the players involved are known and adhered to.

### SCORING RUNS

A run is scored each time

- a) The batsmen cross and make their ground at the opposite end whilst the ball is in play
- b) A boundary is scored
- c) Extra runs are awarded (no ball, wide etc)

### OVER

An over consists of 6 fair deliveries. No balls, wides or dead balls do not count as part of the over of the six balls in the over **UNLESS SPECIAL RULES APPLY TO THE PARTICULAR COMPETITION YOU STAND IN** (e.g. certain aspects of 'pairs' cricket).

### DEAD BALL

Once the ball is dead nothing can subsequently occur until the next delivery. A ball becomes dead when:-

- a) When it is returned to the wicket-keeper or bowler, and the batsmen are no longer attempting to take a run, and it is clear that fielders and batsmen have ceased to regard it as in play.
- b) A boundary is scored
- c) A batsman is dismissed
- d) If the ball is trapped in clothing or equipment of a batsman or Umpire
- e) Lodges in a protective helmet worn by a batsman
- f) Lodges in a protective helmet worn by the fielder
- g) The ball is illegally fielded or strikes the fielder's helmet placed on the ground
- h) Penalty runs are awarded, lost ball is called or over/time is called

The umpire can also call dead ball if the striker is not ready to play the ball, if the bowler accidentally drops the ball before delivery or there is a serious injury.



## NO BALL

The main reason for calling no ball concerns the placement of the feet by the bowler for each delivery. The basic rules are that the bowler's back foot must be inside and not touching the inside edge of the return crease when it lands in the delivery stride. Some part of the front foot (grounded or raised) must be behind the back edge of the popping crease when it lands in the delivery stride.

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No Ball by the umpire at the bowler's end. It is useful if the square leg umpire gives the other umpire an idea of the height to assist in making the decision to call a No Ball, but the decision is made by the umpire at the bowler's end.

A batsman can be dismissed from a no ball by being run out, hitting the ball twice, obstructing the field or handling the ball. A ball is not dead because it has been called a no ball.

## WIDE BALL

An Umpire can call the delivery a wide if in his opinion the ball passes so wide of the striker that he is unable to hit it with a normal cricket stroke from his normal stance. A batsman cannot make the ball a wide by moving away from his normal stance. The most important consideration is to remain consistent with your judgment of a wide throughout the match, so that the same calls are being made in both innings. It is not a wide if the batsman hits the ball or if it touches any part of his equipment or clothing.

A batsman can still be dismissed stumped or run-out from a wide delivery.

If the wicket keeper fails to stop the ball signalled wide by the umpire, and the batsman then complete a run or runs, these runs scored are added to the penalty run for the original wide. The runs so scored are 'wides' and not 'byes' and count against the bowler

## EXTRAS

Apart from no balls and wides, extras can be scored from Byes or Leg Byes.

Byes are scored if runs are taken on deliveries where the ball passes the batsman without touching his bat or person.

Leg Byes are scored if runs are taken on deliveries after the ball hits the batsman or his pads (but not his bat or gloves) **WHILST HE IS ATTEMPTING TO PLAY A SHOT OR AVOIDING BEING HIT.** Should the run be taken or the ball reach the boundary when no shot has been played or avoidance of the ball attempted, the ball having been diverted by the batsman's body or pads, the umpire shall call and signal 'dead ball' and no run should be added to the team's score, the batsmen returning to the ends they stood at for the previous delivery.



## HOW OUT

There are several ways for a batsman to be out.

- 1) Batsman is out bowled if the bowler's delivery strikes the wicket and removes the bails.
- 2) Batsman is out caught if a fielder catches the ball hit by the batsman before it has hit the ground, as long as the fielder is within the field of play.
- 3) Batsman is out Hit Wicket if the wicket is broken either by his bat or person whilst playing a shot.
- 4) Batsman is out LBW (Leg before wicket) if a ball strikes him on the person (not just the leg) and the ball was not pitched outside leg stump, as long as the ball was not first touched by his bat, and that it has hit him wicket to wicket and the ball would continue on to hit the stumps. A batsman can also be dismissed LBW if he does not play a stroke to a ball pitching outside off-stump which then hits his pad or person and would continue on to hit the stumps.

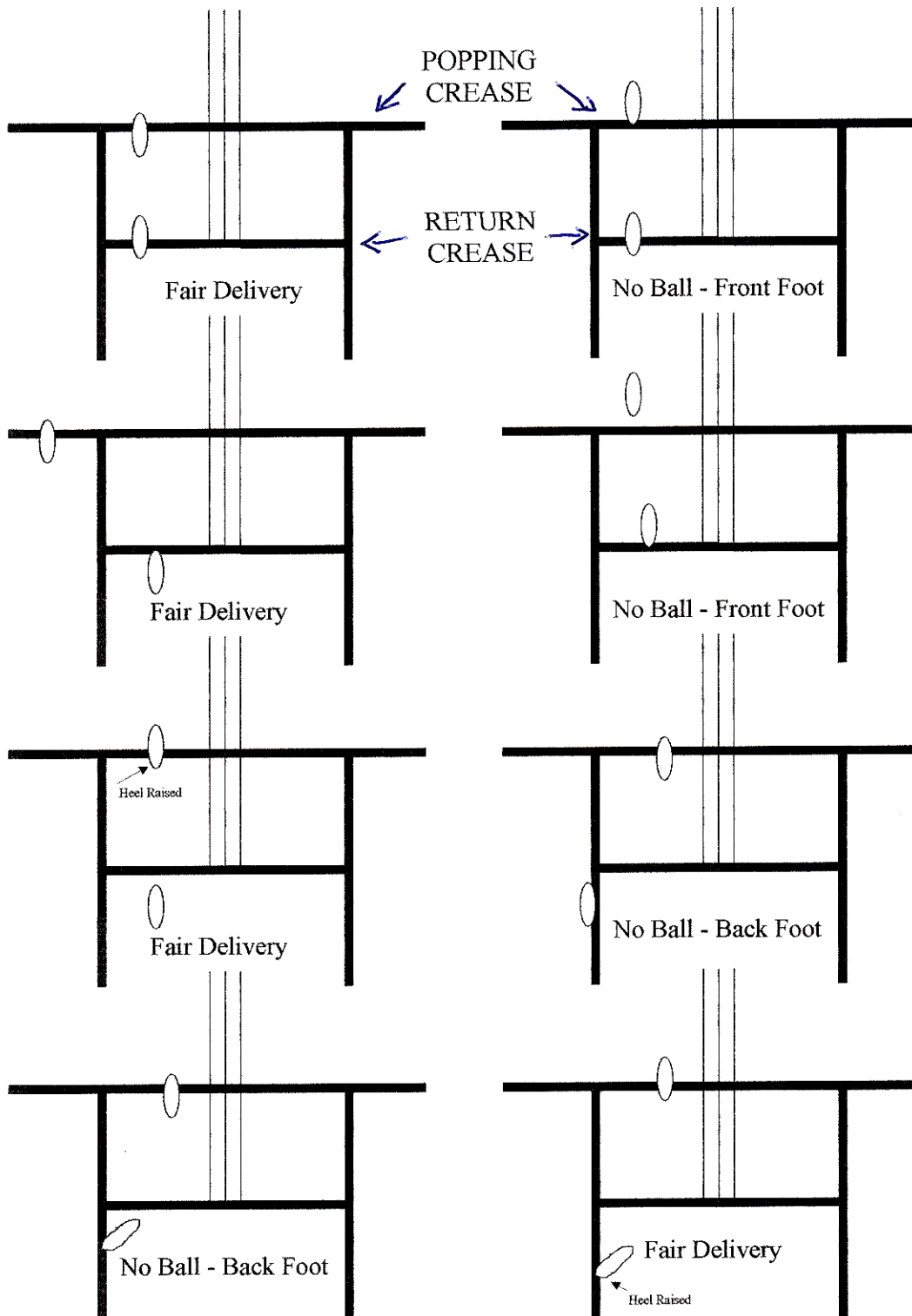
ONLY GIVE A BATSMAN OUT LBW IF YOU ARE CERTAIN THAT THE LAW IS SATISFIED IN FULL. The further forward the striker is when the ball hits him the less likely it is for an Umpire to be certain that the ball would continue on to hit the stumps. If a delivery is not going to hit the stumps after it has hit the batsman, IT CANNOT BE OUT.

- 5) Batsman is out Stumped if the wicket is put down by the wicket keeper whilst the batsman is playing a shot whilst out of his crease. Bear in mind the popping crease belongs to the wicket keeper and not the batsman. The batsman must have part of his bat or body grounded behind this line when the wicket is broken.

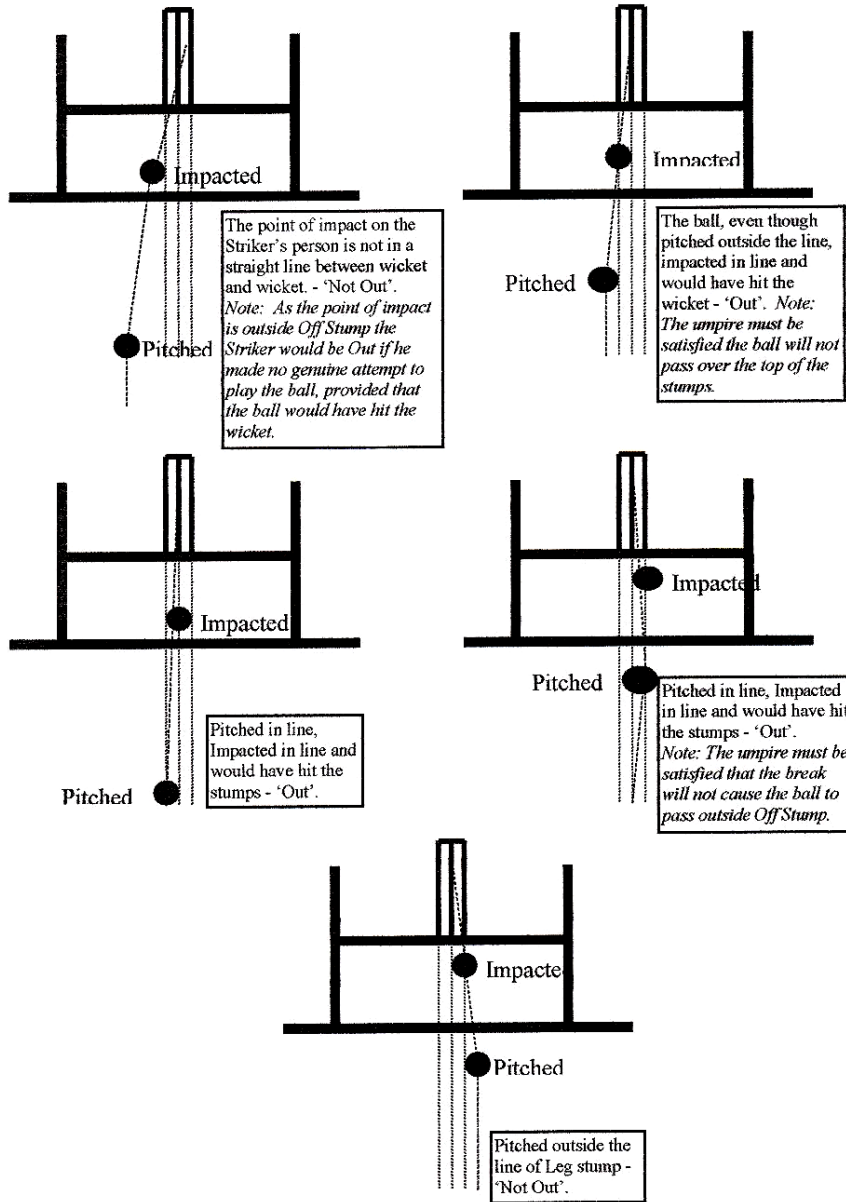
A batsman cannot be out bowled, caught, hit-wicket, stumped or LBW from a no-ball.

- 6) Run Out. Either batsman can be Run Out if out of his crease and the wicket is put down at his end. The batsman out will be the one closest to the wicket put down at the time it is broken. Runs scored prior to the dismissal will count. If for instance they are trying for a third run when the run-out happens, the first two runs will still count.
- 7) Bowlers can attempt to run out the non-striker if he/she is persistently attempting to steal extra yards, but only before they reach their delivery stride. To avoid ill feeling umpires should warn the batsman rather than giving him out in the first instance.

## Examples of No Balls - Placement of the Feet



## EXAMPLES OF LBW



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These Diagrams refer to a Right-Handed Batsman. The examples should be reversed for a Left-Hander.

**Examples of Signals**



*5 Penalty runs to the Batting Side*



*Boundary 4*



*Short Run*



*No Ball*



*New Ball*



*Revoke Previous Signal*



*Boundary 6*



*Wide*



*Leg Bye*



*Out*



*Bye*



*Dead Ball*