

Umpiring For Beginners

Notes Compiled by Peter Parker

THE LAWS OF CRICKET

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. **The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous and unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. **The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5. **It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. **Violence**

There is no place for any act of violence on the field of play

7. **Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

BASIC UMPIRING SKILLS

This paper is to provide some basic skills and knowledge required for a game of cricket to proceed.

It does not attempt to delve too deeply in to the intricacies of the Laws and deals with simple application only.

There are matters such as Duty of Care, Health and Safety and Racial & Religious Vilification that are common to most aspects of daily life. The ideals established under the laws of the land should generally transfer to the Cricket field.

RESPONSIBILITIES

Duty of care to all participants includes: -

- Health and safety principles
- Hydration
- Sun and eye protection
- Protective equipment (helmets, pads, gloves etc)
- Basic first aid
- Reasonable risk management policies and procedures in relation to the condition of the pitch and ground as well as weather and light conditions.

PLAYER/MATCH MANAGEMENT

- Fair go for all participants
- Make the game fun and encourage active participation
- Teach respect for each other and the umpire
- Instil etiquette and common good manners in players
- Do not accept any form of dissent, abuse or sledging
- Do not accept vilification in any form (racial or otherwise)

SOME BASIC LAWS

THE PREAMBLE

This sets the desired tone for acceptable behaviour and stresses that the Captain of the team is responsible for his players. Players are instructed to respect each other, the role of the Umpires and the game's traditional values.

There should be no unnecessary appealing, cheating or sharp practice, sledging or intimidation and **definitely no violence.**

The Umpire's decision should be accepted without dissent

Law 1. THE PLAYERS

Re affirms that the Captain is responsible for the conduct of his players.

Law 16. START OF PLAY: CESSATION OF PLAY

The Umpire at the bowler's end shall call play to start the match and on resumption after any interruption/interval.

The Umpire at the bowler's end shall call time on the cessation of play prior to any interval/interruption or at the conclusion of the match.

Law 18. SCORING RUNS

The score is reckoned by runs.

A run is scored:

- (a) each time the batsmen cross and make their ground at the opposite end while the ball is in play
- (b) when a boundary is scored
- (c) when penalty runs are awarded (no ball, wide etc)
- (d) when lost ball is called (lost on the field of play)

There are provisions to disallow runs throughout the Laws, the most used being disallowance of Leg Byes if no attempt to play the ball has been made.

Short runs occur when a batsman fails to make good his ground at the opposite end and then completes further runs. Only one of the runs is to be disallowed unless he runs short more than once in the same run sequence. Umpires should watch the batter grounding the bat on turning for a further run. This generally stops the batsman running short (because of being watched). It is not a common occurrence in most games.

When a batsman is dismissed any penalty runs are still scored (no balls, wides). In some cases runs scored are permitted (Run Out).

Law 19. BOUNDARIES

The boundary allowance is 4 runs for a ball reaching the boundary (not on the full) and 6 runs for a ball struck by the batter pitching over the boundary.

Boundaries can be marked in a variety of ways (fence, flags, line etc). The boundary is the bottom front edge of any line or fence.

Make sure that the boundary, however marked, is agreed prior to the start of the match.

If a fielder touches the boundary while in contact with the ball then a boundary is scored, 6 runs if on the full, 4 runs if not on the full.

Overthrows can happen. If the ball reaches the boundary from an overthrow, the boundary allowance is scored plus any runs completed together with the run in progress, providing the batsmen have crossed on that run at the instant of the throw.

Law 20. LOST BALL

This applies only to balls lost on the field of play (eg. lost in a drain etc). Runs allowed are the number actually run at the instant of the call or 6, whichever is the greater.

This does not happen very often.

Law 21. THE RESULT

The Umpires are responsible for the correctness of the score. This means that whenever you can ask the scorers to make sure that the scores add up and are correct. If you leave the field believing that a result has been reached and there has been a mistake in scoring,

- (a) if you have either time or overs left, resume play until the runs are scored or the game finishes otherwise, unless one side concedes defeat.
- (b) if time has been reached and no more overs/balls are available, make the necessary adjustment to the score and advise the captains of the amended result

Law 22. THE OVER

The over consists of 6 fair deliveries.

Overs are bowled from each end alternately.

No balls, wides, dead balls called prior to delivery do not count as a ball in the over.

If an Umpire miscounts the balls then the number as counted shall stand.

A bowler is not permitted to bowl 2 consecutive overs (or part overs) in the same innings.

An over must be finished by a replacement if he cannot finish the over due to injury or suspension.

Law 23. DEAD BALL

It is important to know when the ball is dead so that nothing untoward can subsequently occur. The following is a list of when the ball either is automatically dead or is to be called dead by the Umpire.

AUTOMATICALLY DEAD

- (a) finally settled with bowler or wicket keeper
- (b) a boundary is scored
- (c) a batsman is dismissed
- (d) becomes trapped between the bat and person of the striker or in items of his clothing
- (e) lodges in clothing or equipment of a batsman or Umpire
- (f) lodges in a protective helmet worn by a fielder
- (g) the ball is illegally fielded or strikes the fielder's helmet placed on the ground
- (h) penalty runs are awarded
- (i) lost ball is called
- (j) over or time is called

The ball is to be considered dead when it is clear to the Umpire at the bowler's end that the fielders and batsmen have ceased to regard it as in play.

TO BE CALLED DEAD BY EITHER UMPIRE

- (a) he intervenes in a case of unfair play
- (b) serious injury to player or umpire occurs
- (c) he leaves his normal position for consultation
- (d) one or both bails fall from the striker's wicket before he has the opportunity to play the ball
- (e) if for an adequate reason the striker is not ready and does not play at the ball
- (f) the striker is distracted by noise or movement while preparing to receive a delivery
- (g) the bowler accidentally drops the ball before delivery
- (h) the ball does not leave the bowler's hand for any reason
- (i) there is a requirement to do so under any of the laws

The ball is not counted as one of the over if it has not been delivered.

The ball ceases to be dead when the bowler start his run up, or if he has no run up, his bowling action for the next delivery.

LAW 24. NO BALL

There are several different reasons for a no ball being called. (Throwing the ball, illegal field placements, encroachment of fielders, dangerous bowling etc).

By far, the main area to focus on is the placement of the feet by the bowler for each delivery. This is the most common no ball call.

No Ball, the Feet:

Back foot: the foot must be inside and not touching the inside edge of the return crease when it lands in the delivery stride.

Front foot: some part of the foot (grounded or raised) must be behind the back edge of the popping crease when it lands in the delivery stride.

Mode of delivery: The bowler must indicate through the Umpire to the batsman his mode of delivery (ie-right arm over the wicket). If he then changes without notification to you (to notify the batsman), no ball is to be called.

Underarm bowling is not permitted unless match regulations allow or there is prior agreement.

The many other no ball calls require a thorough knowledge of the laws and are invoked only occasionally.

Out from a no ball:

There are only 4 ways of dismissal from a no ball (run out, obstructing the field, handled the ball, hit the ball twice). Of these run out is the most prevalent, the others rarely occur.

The penalty run for the no ball is scored regardless of what happens.

A no ball call overrides a call of wide.

The ball is not dead because no ball is called.

A no ball does not count in the over (ie it is to be bowled again)

Law 25. WIDE BALL

A wide is adjudged if in the Umpire's opinion the ball passes so wide of the striker that he is unable to hit it with a normal cricket stroke.

The batsman cannot create a wide by moving away from the ball making it appear to be too wide of him.

Remain consistent with your judgement throughout the match. Don't change your parameters once the game has started.

It is not a wide if the ball is hit by the striker or touches any part of his clothing or equipment.

Wait for the ball to pass the striker's wicket before calling wide.

Out from a wide ball:

There are only 5 ways of dismissal from a wide ball (stumped, run out, obstructing the field, handled the ball, hit wicket). The most common being stumped and run out, the others rarely occur).

The penalty run for the wide is scored regardless of what else happens.

The ball is not dead because wide is called.

A wide does not count in the over (ie. it is to be bowled again).

Law 26 Bye & Leg Bye

Byes If not a no ball or a wide and the ball passes the striker without it touching the bat or person then byes can be scored.

Leg Byes If the ball has NOT touched the bat then leg byes can be allowed, providing the batsman has attempted to play the ball or tried to avoid being hit by the ball. Runs scored are leg byes unless no ball has been called, then they are scored as no balls.
If the batsman has made no attempt to play the ball or avoid being hit then leg byes are not allowed.

Law 27 Appeals

No decision should be given without an appeal.

Either out, (finger raised) or say not out.

If the batsman decides to “walk” let him do so provided he is out under the laws.

Law 30 Bowled

The batsman is out bowled if a ball, not being a no ball, strikes the wicket and removes the bails.

Bowled takes precedence over any other form of dismissal.

Law 32 Caught

Striker is out caught if a ball, not being a no ball, is struck by the bat and caught fairly before touching the ground.

Caught takes precedence over any other form of dismissal other than bowled.

A fair catch is taken when the fielder has complete control over the ball and his own movement.

We recommend that the fielder should remain within the boundary to complete a catch. (ie. not touch the line, rope or fence whilst in contact with the ball).

Law 35 Hit Wicket

The striker can be out Hit Wicket if he puts his wicket down (by his bat or person) whilst playing at the ball or when immediately taking off for the first run whether he played at the ball or not.

Law 36 Leg Before Wicket

The striker can be out Leg Before Wicket if a ball, not being a no ball, strikes him on the person (not just the leg) and,

The ball was not pitched outside leg stump

The ball was not first touched the bat of the striker

The ball is definitely going on to hit the stumps

ONLY GIVE A BATSMAN OUT LBW IF YOU ARE CERTAIN THAT THE LAW IS SATISFIED IN FULL

It is much better to be hard on LBW rather than to give them easily.

Generally, the further forward a striker is when struck by the ball, the less likely the ball will go on to hit the stumps, therefore NOT OUT.

Law 38 Run Out

Either batsman can be Run Out if he is 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 put down. Any runs scored from that delivery, prior to the run out are allowed (no ball, wide or runs completed prior to the dismissal)

Law 39 Stumped

The batsman can be out stumped (providing the ball is not a no ball) if out of his crease and the wicket is put down by the wicket keeper without the intervention of another fielder. If the striker were attempting a run then the decision would be run out and not stumped. The wicket keeper must have the ball in his hand(s) to complete a stumping.

Law 40 The Wicket keeper

The wicket keeper is the only fielder permitted to wear protective pads (externally) and gloves.

The wicket keeper must remain behind the stumps until the striker has played or played at the ball unless the ball hits the striker or the striker attempts to run.

The wicket keeper is allowed to wear a protective helmet.

Law 41 The Fielder

Fielders are not permitted to wear gloves or external leg guards.

They are permitted to wear protective helmets.

Protective helmets are to be worn or placed on the ground behind the wicket keeper (fielders' only). Batsmen must wear or carry their helmets.

Law 42 Fair and Unfair Play

This Law is complex and covers numerous and specific matters of fair/unfair/dangerous play. The Umpire is the sole judge of what is fair/unfair/dangerous.

If you believe that something that occurs falls within your definition of what is unfair etc, then it is unfair etc.

The matters raised on the first page of this paper under The Preamble and the general preliminary comment form the basis of application of what is fair/unfair/dangerous.

Examples of Signals



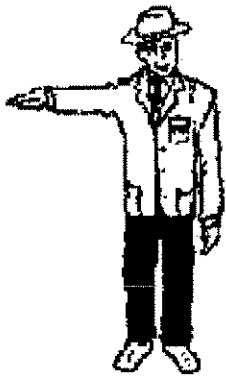
5 Penalty runs to the Batting Side



Boundary 4



Short Run



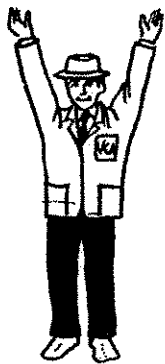
No Ball



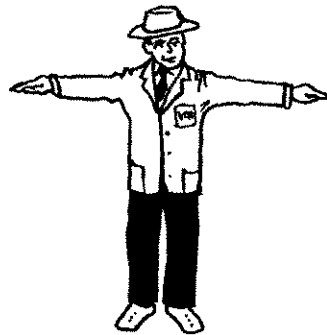
New Ball



Revoke Previous Signal



Boundary 6



Wide



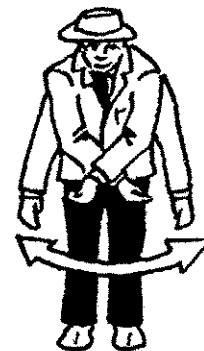
Leg Bye



Out

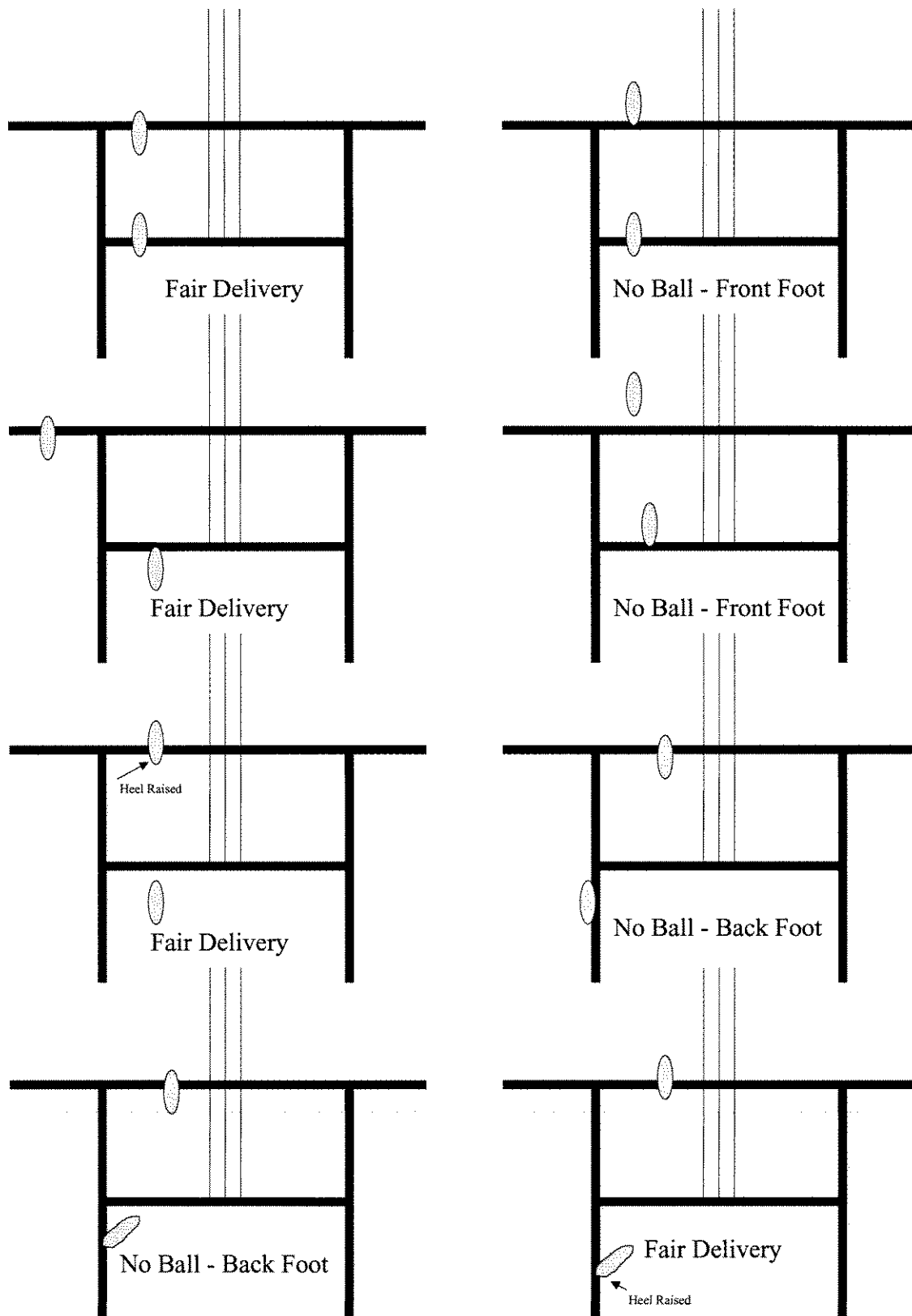


Bye



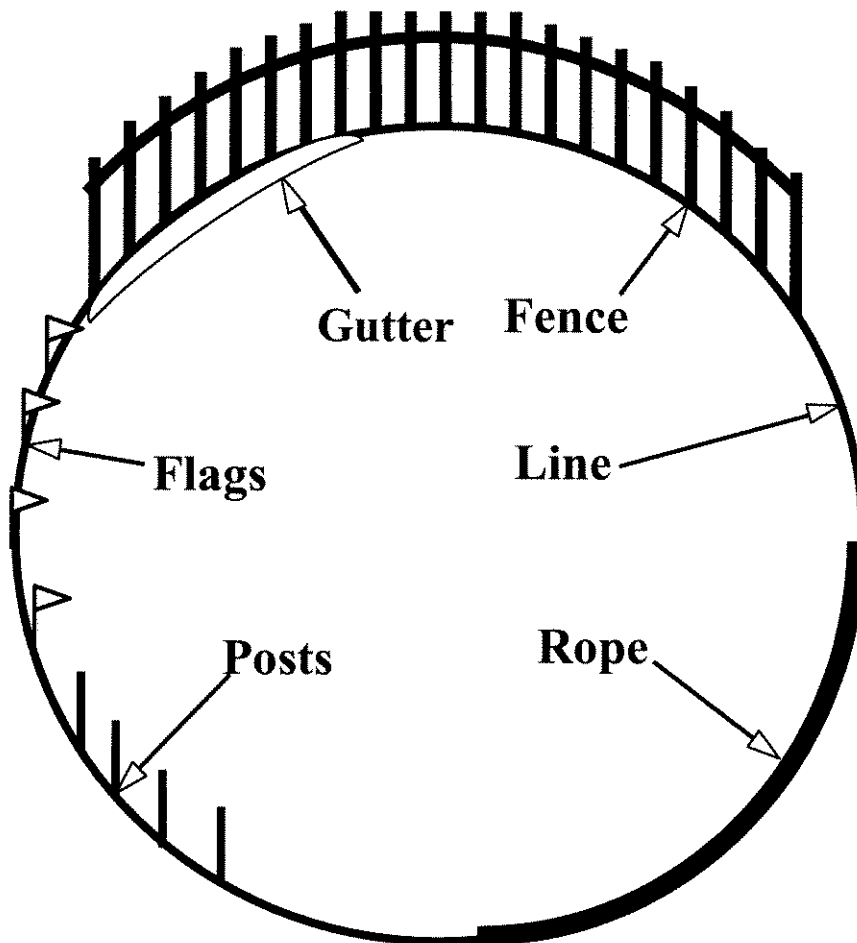
Dead Ball

Examples of No Balls - Placement of the Feet

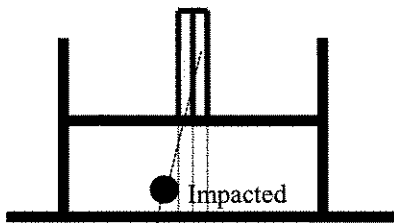


Examples of Boundary Construction

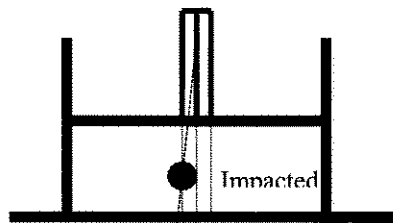
Diagram showing some of the various boundary markings, which may be found, on cricket grounds



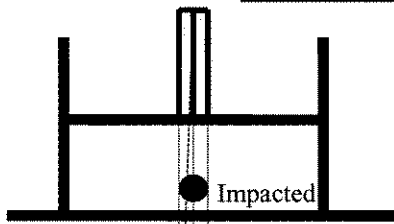
EXAMPLES OF LBW



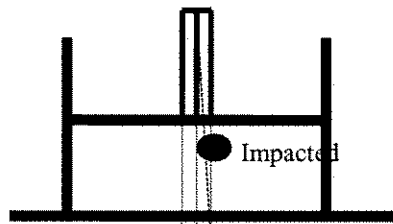
The point of impact on the Striker's person is not in a straight line between wicket and wicket. - 'Not Out'.
Note: As the point of impact is outside Off Stump the Striker would be Out if he made no genuine attempt to play the ball, provided that the ball would have hit the wicket.



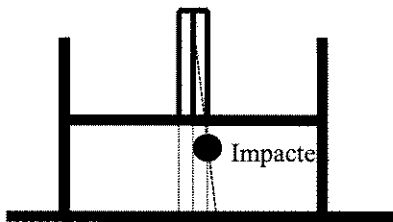
The ball, even though pitched outside the line, impacted in line and would have hit the wicket - 'Out'. *Note: The umpire must be satisfied the ball will not pass over the top of the stumps.*



Pitched in line, Impacted in line and would have hit the stumps - 'Out'.



Pitched in line, Impacted in line and would have hit the stumps - 'Out'.
Note: The umpire must be satisfied that the break will not cause the ball to pass outside Off Stump.



Pitched outside the line of Leg stump - 'Not Out'.

LBW APPEALS (Law 36)

LBW appeals will be approx 60percent of all your appeals in a game of cricket. When you are confident with your decision making on LBW appeals, and are able to adjudicate correctly you then be getting nearly 2/3rds of you decisions correct.

There are 4 questions you should ask yourself before answering the appeal and if you answer the questions correctly then you should be able to get the appeal correct on most occasions. Whilst it would be nice to get the decisions correct all of the time, we know that that will never happen. What we are trying to achieve is a minimum of incorrect decisions.

Below are some tips on what to ask you before making the decision.

Question 1:

DID THE BALL PITCH IN LINE, BETWEEN WICKET AND WICKET OR OUTSIDE OFF STUMP?

- Be aware of the position of the bowler when he delivers the ball.
(Stand where the bowler delivers the ball from when you adjust the sightscreen for the batsman).
- Watch the bowlers feet then go straight up and pick up the ball being released from the hand.
- Watch the ball closely until the ball pitches. Do not assume you know where the ball will pitch, you must see the ball pitch before making a decision.
- Should the ball pitch outside leg then the batsman CAN NOT BE OUT LBW.
(Try and find a mark on the pitch that is either on or just outside of Leg Stump, this will help when judging whether the ball pitched on or outside Leg Stump.

Question 2:

DID THE BALL HIT THE BAT OR HAND HOLDING THE BAT?

- Use your sight and sound senses when making this decision. Sometimes you will not see the deflection so you will be hearing 2 noises. Sight will help you make sure the bat was near the ball when you heard the 1st noise.
(The timing of the noise is important. You may have to decide if the noise was bat hitting pad, bat hitting foot, bat hitting ground or bat hitting ball).
- Where was the batsman's hand in relation to the ball? Was the batsman trying to sweep? Could the noise have been ball on glove and if so was the hand holding the bat?

- What was the position of the ball in relation to the bat when you heard the noise? Remember there is a possibility of bat making contact with something else.
- Sometimes the wicketkeeper and slips may not see/hear the edge, but the body language of the bowler may help confirm that batsman hitting the ball.
(The bowler ½ appealing or hesitating in making the appeal may also help confirm your opinion that the batsman has made contact with the ball).
- Give yourself time. Wait a couple of seconds before making your decision. This will allow your brain to register 1 or 2 noises. (Extra time will help stop the brain from being fooled).

Question 3:

WAS THE POINT OF IMPACT BETWEEN WICKET AND WICKET?

- Be aware of where the batsman takes guard and movements he makes prior to receiving the ball. When the batsman takes guard it is a good time to note where stands (in front or behind the crease). What guard does he take? Should the batsman bat out of his ground your partner should signal you how far out he is but you should also be aware that he is out of his ground.
- See the first point of impact in relation to the pad and stumps. (Some batsman will move there leg after impact, remember where the pad was at the point of impact).
- Use the stumps as a guide.
 1. Can I see Middle Stump?
 2. Can I see Middle and Leg Stumps?
 3. Can I see Off Stump?
 4. Can I see Off and Middle Stumps?

WAS THE BATSMAN PLAYING A SHOT?

- You must decide if the batsman made a genuine attempt to play the ball with his bat. (Batsman shouldering arms are obvious, but the bat tucked in behind the pad may not be).
- Having decided that the batsman has not played a shot (and all other criteria of the law has been met) was in your opinion going on to hit the stumps then you must give it out.

Question 4:

WOULD THE BALL HAVE HIT THE WICKET?

- Where was the ball delivered from?
 1. was it stump to stump?
 2. was it wide near the return crease?
 3. was it somewhere in between?

(Remember judge every ball on the merits of that ball only as the bowler often changes the point of delivery)

- What type of delivery was it?
 1. an off or leg cutter
 2. an in swinger or out swinger.
 3. an off spinner, arm ball, leggie, wrongun, toppie

(Remember judge ball on the merits. Assume every ball is different and don't get caught second guessing)

- How far did the ball have to travel after hitting the pads?
(gather evidence to help you arrive at the correct decision).

Correct decision: What line was the ball heading after pitching?

The further the ball has to travel, the more evidence you need to gather before making your decision.

-
- Was the ball climbing or dieing at the point of impact?

(You must consider height as part of "hitting" the stumps question. When the batsman takes guard look at the top of his pads in relation to the top of the stumps, the roll in particular. Note how high he was hit and whether climbing steeply or dieing – you may also gather an indication from things like...

1. what type of bowler is he, a skidder or bouncy bowler?
2. have you seen him bowl in the game already from square leg?
3. what is the pitch like, is it bouncy or keeping low?