

## PRE-MATCH DUTIES

- Arrive at least 45 minutes before the start Law 2.1
- Meet colleague(s), scorers, groundsman & captains
- Check field of play, boundaries, crease markings, restricted area, white discs, stumps and bails + spares
- Check that sawdust is available
- Ask captains for three team lists. One for the scorers and one for each umpire. Also ask for BCF match ball and check for **six spare balls of different quality**
- Check that the players are downloaded into CricHQ
- Ensure that the toss is made 30-15 mins before scheduled starting time. Ask captain for his intentions
- Check personal kit
- Walk out with colleague
- Check for new obstructions on the field
- Put bails on and check the wicket is still straight
- Ascertain which end the first over will be bowled from
- Ascertain the bowlers action
- Give a bowlers marker to the bowler
- Check if the batsman wants a guard
- Inform batsman of the bowlers action
- Count the fielders
- Ensure both scorers are ready
- Ensure The fielding captain and batsman are ready
- Ensure your colleague is ready
- Check time is right
- Give ball to bowler
- Call "PLAY"

## UMPIRES PERSONAL KIT

- The Laws of Cricket 2011/7 Code 2<sup>nd</sup> Edition - 2019
- BCF League / Competition Regulations
- Pen & pencil plus spares
- Paper Booklet
- At least six ball counters
- Spare counters
- Bails and spare bails
- Sticky white tape for any quick repairs
- Two bowlers markers (fast & spin)
- Two Watch(es) one for a stop watch
- Cloth(s) or towel(s) (One or each innings)
- Spare Chalk
- Scissors or knife
- Tape measure (5 and 30 metres)
- Assorting length of string (30 metres)
- Stump mallet
- Sun cream and glasses
- Drinks
- First aid kit
- Camping chair
- Toilet Paper
- Smart Phone
- Spare pair of socks (for wet weather).
- A good book.

## Umpires Pre-Match Duties: With Colleague.

To make sure that you are both consistent during the game:

- Talk to colleague about:
  - ✓ Will you signal for the last ball or the last two balls. The latter is better.
  - ✓ Any signals that you might use during the game
  - ✓ High balls or low balls: above or below waist height: above or below shoulder height
  - ✓ Leg and Off side Wides
  - ✓ Byes and leg Byes
  - ✓ LBW's
  - ✓ Stopping the game and consulting with each other.
  - ✓ Is Duckworth - Lewis being used. Is there a D&L operator, a scoreboard and a printer
- Inspections: Ground Inspection
  - ✓ Walk around the ground, check how long the grass is, if there are any holes or litter.
  - ✓ Check the boundary markings. Flags should be approx nine metres apart.
- Inspections: Pitch and crease Inspection
  - ✓ Is the grass cut to the correct height
  - ✓ Is there any wear where the bowlers feet land
  - ✓ Is the mat ok: Look for holes on and around the mat or wear and tear
  - ✓ Are the paint markings: crease markings, outer circles (approx nine metres apart).
    - The correct width
    - The correct measurements
    - Are they worn
    - Do they require repainting
  - ✓ Are the markings ok: Can they be seen by the Square-leg umpire
  - ✓ Can they be seen by the bowlers end umpire late in the day; low sun!

## Umpires Duties During Play

### Bowler's end Umpire

1. Calls "Play"
3. Calls "Over"
5. Calls and signals most no-balls, all wide balls and short runs at his end
7. Answers appeals for bowled, caught, LBW, run out at his end, handled the ball, hit the ball twice, obstruction and timed out: **Do not answer the appeal until after it has finished.**
9. Inspects ball irregularly for tampering
11. Watches for fielders encroaching on pitch
13. Issues cautions under Law 41 & 42
15. Watches the dismissed batsmen off the field. (Equipment abuse).
2. Counts the balls. Signal two to go after four balls.
4. Watches the bowlers feet
6. Signals all boundaries, byes and leg-byes
8. Takes possession of the ball at the fall of a wicket and when the ball is dead.
10. Watches for unfair play
12. Calls and signals dead ball
14. Indicates when last hour starts (timed game)
16. Calls time

### Striker's end Umpires

- Counts the balls in the over. Signal two to go after four balls. **Do not wait for the other umpire; be confident in yourself!**
- Counts fielders behind popping crease on leg-side, if more than 2 behind popping crease at the instant of delivery, call and signal "No Ball"
- Counts fielders in and outside the powerplay circle. Call & signal "No Ball"
- Calls and signals short runs at his end
- Watches for batsmen crossing: when the batsman is out: caught
- ✓ If a catch is taken, the non-striker goes to batting end if batsmen had crossed, or back to bowler's end if they had not
- ✓ If the ball goes for 4 overthrows, the run in progress also counts if batsmen had crossed *at the instant of the throw*, but does not if they hadn't
- ✓ In a run-out situation, if both batsmen end up at the same end, and it's not obvious who is out. In case of doubt discuss with colleague
- Answer appeals for run out at the end, stumped and hit wicket:
- ✓ Do not answer the appeal until after it has finished. (Inform the captains at the toss)

- Calls and signals dead ball in the event of a serious injury to a player or umpire, or in the event of unfair play (e.g. fielder talking as batsman is receiving delivery)
- Gives assistance to other umpire when consulted
- Watches wicketkeeper for encroachment. Stand in line with the stumps. If any part of wicketkeeper's person goes in front of stumps before the ball passes the stumps, is hit or hits the batsman, call and signal "No-Ball"
- Watches fairness of bowler's action. In case of doubt, discuss with colleague
- Watches the dismissed batsman off the field. (Equipment abuse).

If the square-leg umpire fails to make a decision as above, the umpire at the bowlers end is authorised to intervene and make the decision. Also, if the square-leg umpire makes an incorrect decision on a point of law, the umpire at the bowler's end is authorised to intervene and correct it.

### When to stand on the off-side

Remember to inform your colleague, the fielding captain and the striker

- If the sun is in your eyes
- If a fielder (short square leg) is in the way
- To observe the position of a fieldsman fielding square on the leg-side when there are already two others behind square. This includes checking the fielders that close fielders. (Inner circle)
- When a striker has a runner (who should run from square-leg)

### Umpires Must Never

- Coach
- Offer Advice
- Comment
- Applaud
- Criticise
- Discuss tactics
- Otherwise behave as a member of the batting side
- He must never show bias

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### Intervals and unscheduled interval Duties

- One umpire takes possession of the match ball
  - ✓ Note down on paper:-
  - ✓ Number of balls left in the over
  - ✓ Who is bowling and from which end or if the over has just been completed, who bowls the next over and from which end

- ✓ Which batsman was at which end.
    - Did they cross.
    - Is there a new batsman due in.
  - ✓ The time that play ceased
  - ✓ Agree on time for the restart, inform captains of anything they need to know.
  - Inform the captain of the batting side if any of his players have been reported and why.
  - Check with the scorers:
    - ✓ The score.
    - ✓ The number of overs played.
    - ✓ The number of wickets that have fallen.
  - Before you go back onto the field; Check:
    - ✓ Check for the Duckworth & Lewis figures from the scorer. (If it is being used)
    - ✓ If required: Work out the run rate or calculate a new one.
    - ✓ If you lose more than 15 minutes, work out the reduction of overs if required:
      - Try to do any calculations away from the two teams and make sure that you double check your calculations with each other.
      - Always inform both captains of the situation at the same time.
    - ✓ Check if the bowling restrictions have changed.
    - ✓ Check if the fielding restrictions have changed.
    - ✓ Check you have the match ball.
    - ✓ Check that the scorers do not have any problems.
    - ✓ Go to the toilet. . . . .
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## THE TOSS

The toss gives the umpires a chance to meet the two players who will be your contacts for the two teams for the rest of the day and to inform them how you expect the teams to behave and how you expect the game to be played. The laws were updated in October 2018, and came into effect on the 1<sup>st</sup> of April 2019.

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### Changes to the Laws: October 2010

#### 4. The Toss:

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

#### 5. Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall notify the opposing captain and the umpires of his decision to bat or to field. Once notified, the decision cannot be reversed.

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Before the toss you must talk to the two captain and explain to them how you want the game to be played. This should include the following:

- Check that all the players have been entered into CricHQ.
- The Spirit of Cricket.
- The umpires decision is final. Dissent will be reported.
- Explain that you do not talk to the players you only go through the captains.
- Unless it is serious enough for you to include the player(s).
- Unless you are talking to one or both of the batsmen.

Also let them know that this works two ways. If the batsmen is being harassed in any way he talks to the umpire, before it gets out of hand. If the fielding side has any problems they talks to their captain who in turn will talk to the umpire.

- Explain the over rate and the penalties for a slow over rate. Six runs per over.
- How the side that fields second can still loose the game (T/20 only) even if they score more than the team batting first did. (6 runs per slow over)
- Explain what you will call a “Wide” and why.
- Explain what happens with “Beamers” and “Bouncers” why.

- Explain the procedures on appealing. Like you should not appeal if batsman is not out. Over appealing will be reported. How can a boundary fielder call for LBW!
- Explain foot faults and the penalty. A free hit.
- Explain the fielding restrictions. Possible No-ball.
- Check that they both have six spare balls.
- Check there is a scorer for both teams remind them that he must stay the whole game.
- Ask them if they think that drinks breaks at 17 and 34 are ok. Or if they find it too hot and would like an extra break. (11, 22 & 33)
- Check for any players young players.
  - They cannot field too close:
    - U13: = 11 Yards / 10 Metres
    - U15: = 8 Yards / 7.3 Metres
    - U17: = < 6 Yards / 5.5 Metres
  - They cannot field too close without the proper protective equipment.
  - They can only bowl a certain number of overs in a session:
    - U13: Maximum of 10 overs no more than 5 per session.
    - U15: Maximum of 12 overs no more than 6 overs per session.
    - U17: Maximum of 18 overs no more than 7 overs per session.
    - U19: Maximum of 18 overs no more than 7 overs per session.
  - They cannot bowl again until the same number of overs have been bowled.
- How you would like the score board to be run:
- The scorers should never attend the score board
- Scoreboard should be updated at least after every two or three overs.
- Near the end of the game (about the last 30 runs) the score board should be updated after every ball.
- Law 42: Players Conduct: Unacceptable Conduct:  
There are now four levels of reportable offences.
- Level one: Five penalty runs

- Level two: Five penalty runs
- Level three: Sent off for one fifth of the total of overs in the innings
  - Four overs for a T20 game
  - Nine overs for a 45 over game
  - Ten overs for a 50 over game.
- Level four: Sent off for the remainder of the game.

In certain circumstances for both level three and four: 5 penalty runs can also be awarded.

- If captains do not comply with Law 41 and remove their player, the game could be awarded to the opposition side!

Please make sure that you read and understand LAW 42 Players Conduct. You have to be compliant with this Law as you may have to back up your colleague.

## LBW POINTS TO BEAR IN MIND

- Point on crease from where the ball is delivered, and whether bowled over or around the wicket
- Pick up the flight of ball as early as possible, i.e. if it deviates, how much, and which way. Was it swinging? Was it lifting?
- Consider the distance between the pitch of the ball and the point of impact
- Consider how far down the pitch the point of impact is. The striker is often further down the pitch than is apparent from the bowlers end. A half-step forward for a tall batsman may be the equivalent to a full step for a short batsman
- If the ball hits the batsman on the full, assess the course the ball would have taken (straight or swinging), disregard any possibility of turn on pitching
- Note the height of the point of impact, and whether the ball was still rising
- Do not be unduly influenced by the behaviour of previous balls. Treat each ball on its merits. Expect the unexpected
- Take a second or two over your decision – but not too long. Be certain the ball would have hit the wicket. In case of any doubt: “Not Out”.

# UMPIRES DUTIES

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Some confusion and dissent arose the last few years as a result of batsmen thrusting their pad down the wicket and then being given out LBW on the front foot. Older and more experienced players will remember the days when in those circumstances umpires would never give LBW decisions in favour of the bowler on the grounds that the ball still had too far to travel for them to be able to make a valid judgement. The advent of modern technology (hawkeye, slo-mo, etc) has made modern professional umpires much more willing to give these decisions especially when batsmen are facing slow bowlers. Although the BLACU umpires do not benefit from technical assistance and caution is still required in these circumstances, batsmen should not totally rely on the old wisdom that thrusting their pads down the wicket gives them an automatic immunity from LBW. Umpires will make their own judgements and as the game changes and develops we cannot be immune in the BCF from such changes.

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# UMPIRES DUTIES

## Fieldcraft: How to Manage the Match

### What is fieldcraft?

Put simply, it's the manner in which the umpires conduct the game on the field of play. However well you know the Laws of the game and, naturally, it goes without saying that you should know them inside-out, upside-down and back to front, it is equally important how you conduct yourself on the field, both to gain the players respect and, with your partner, apply those Laws and local playing regulations with consistency and firmness but without being officious. It is important that umpires are approachable; so that players feel that they can ask a question, politely of course, and sometimes pass the odd joke. For me, the best place to watch a battle of wits between bat and ball is the bowler's end, and the higher the standard of play, the more interesting it is for both players and umpires alike.

### Fieldcraft & Teamwork between colleagues:

Before play starts the two umpires should discuss how best they can help each other. Both should count and at either the fourth or fifth ball, should signal to each other. Every umpire miscounts at some time and if you cannot agree, check with the scorers. If, for example, the bowler's end umpire is unsure whether an edge has carried to slip and asks for his partner's help, the striker's end umpire must always be willing to assist. The same applies to boundaries - if the striker's end umpire is better placed to judge whether it was four or six. Ask him.

In over 20 over games when a wicket falls or there is a break in play for instance, both umpires should meet and chat, even if it's only to say to your colleague 'keep up to good work'. There are times when one umpire has to answer most if not all the appeals - and can put that individual under tremendous pressure. At times like this it is reassuring to be able to look over to your partner for a sign of encouragement, like a thumbs-up.

### Do's and Don'ts

One thing that must be stressed is never hastily raise your finger, even when an LBW is plumb. Do not give the impression to players that you are trigger happy. Sometimes the ball is bowled, there is a noise and an appeal and the bowler's end umpire has no clue as to what the ball struck, be it bat, glove, thigh pad, sleeve or even the batsman's helmet. Because you don't know you cannot give it out, but when you say 'Not out', say it with total conviction, for if the players see your indecision, they will appeal more, trying to pressurise you. If you think the appealing is excessive and unfair, consult your partner, then call over the fielding captain and tell him so and that he and his team are likely to be reported to a higher authority. Umpires should not shake their heads when turning an appeal down. Wait until the appeal has ended, then firmly say 'Not out'. That sounds more authoritative.

## Moving after the ball has been hit

Positioning is vitally important. Always stand in a position where you can best see what you need to see. The bowler's end umpire stands with his head in line with the middle stump, in a relaxed manner. For fast bowling, he should be able to switch his eyes from the popping crease to the batsman's end without moving his head. Beware of the fact that some bowlers may ask you to stand quite far back but if you cannot properly tell if his front foot is landing legally, tell him so and move closer so you can see. Remember that you need to be fair to both teams. When the ball is played, it is best for bowler's end umpires to move to the side where the ball is played, most of the time. When the ball goes between mid off and mid on, always move so that it is in front of you, otherwise you run the risk not only of obstructing the fielding, but being hit yourself if the throw goes to the 'keeper' or, having your back to the action, if there is an attempt at a direct hit on the stumps at your end. Had you gone to the opposite side there would be no danger of being hit or obstructing the fielder and if the throw hits the stumps at your end, you are perfectly positioned to make a judgement.

## Striker's end umpire

The striker's end umpire stands on the line of the popping crease, roughly twenty four yards from the stumps. This way you are the same distance from the batsman as you are when you are at the bowling end. If the wicket keeper stands up to the wicket, the leg umpire moves so that he is in line with the stumps. This way he can see if the keeper is encroaching! At times the fielder at square leg may ask you to step back a little so you do not obstruct him in fielding the ball and you should comply. It may be better if you stood on the off side. This is the case when there are two fielders behind square leg side and another behind you in front of square. You must be sure that there are only two behind square when the ball is delivered, so stand on the off side. You do the same if a bowler has a suspect action. Move from one side to the other to get a different (better) view before deciding what action to take, if any. When the sun is low and in your eyes, making it difficult to see the popping crease, go to the other side as you should do if a fielder is standing in front of you.

You are no longer required to change your position for a left and right handed batsman. Stand in your normal position for the right hander and take between five and ten steps back for the left hander. This will help you be out of the way of the fielders. Just make sure you can still see the creases.

A runner for an injured batsman can be an umpire's nightmare. Place the runner or injured striker when off strike at square leg and stand on the off side, so the striker, non striker and runner are in front of you. The bowler's end umpire must then move onto the off side only when the ball is played. Should he move to leg, he will have the runner grounding behind him. A useful tip for both umpires to make a visible mark in line with the popping crease at both ends where the runner grounds.

## Should an umpire ever relax?

Yes, umpires should take time to relax. Relax when the ball becomes dead. It is simply not possible for anyone to concentrate to that level for six hours non stop and enjoy the tactical battle between the bowler, who, assisted by ten fielders is trying to set traps for the batsman and dismiss him; The batsman on the other hand, tries to counter the traps and score runs. That is the essence of cricket.

## AFTER-MATCH DUTIES

Keep the players and spectators away from the scorers. Their job is not yet finished, the most important part is still to come. They do not need the players asking about their scores, their averages or how many wickets they have taken.

Talk to your colleague: Then: -

Fill in any remarks you have on the scoresheet.

Compare notes about any reports that have to be made.

If you are reporting any player(s) write their name(s) on the scoresheet. Have you talked to the captain?

Check and sign the scoresheet. (*If possible before the captains then they cannot moan about what you have written in the remarks and say later, nobody informed me*).

Keep an eye on the players in case any on-field problems start to erupt.

Talk to your colleague: About the two of you:

Let him know of any problems that you had with him.

i.e. Not enough eye contact, taking decisions without a quick glance in your direction.

i.e. Not shouting no balls or wides loud enough. (this can confuse your ball count).

i.e. If you think he is doing something wrong inform him.

i.e. If you think that he made a bad decision(s) talk him through it. Maybe you are interpreting the laws incorrectly, not him.

Talk to the captains to see how they thought that the game went. Depending on how the game did go this can be fairly easy or do not bother.

A clubhouse and a drink does help and relax people but do not let any discussion with the players get out of hand. Remember any comments about you, your colleague and any decision that you have made in this or any other game can still be reported.

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## Necessary Documents

You should also bring the following documents with you to every game:

You never know when you will have to use them.

- The little blue book: MCC The Laws of Cricket (2017 Code 2nd Edition - 2019)
- Tom Smith's Cricket Umpiring and Scoring.
- Score Cards for 10, 20, 45 and 50 over games.
- BCF Team Sheets.
- If possible a list of registered players. (In case captains make a complaint about a player).
- BCF Competition Scoring Sheets.
- A List of BCF Contacts. Could be on your phone.
- A List of Club Contacts. Could be on your phone
- Umpire Self Assesment Sheets.
- BCF Ground Report Form.
- BCF Fielding, Bowling and Batting Directives 2012.
- BCF League 2013 - Unscheduled Intervals and Recalculation of Overs.
- BCF Rain Regulations:
  - ❖ Questions
  - ❖ Answers
- League Committee - BCF Administration of Justice.
- League Committee - BCF Eligibility Conditions.
- League Committee - BCF General Rules and Administration.
- League Committee - BCF Match Format and Playing Conditions.
- League Committee - BCF League Rules.
- League Committee - BCF T/20 Playing Conditions.
- League Committee - BCF T/20 Cup Rules.
- League Committee - BCF Code of Conduct.