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HOMES

NZC CRICKET UMPIRING

GETTING STARTED

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A GUIDE FOR: ASSOCIATE UMPIRES, VOLUNTEERS & PLAYER UMPIRES

First of all, thank you for putting your hand up to help out this great game. Without volunteers like you, young cricketers wouldn't have the opportunity to enjoy the game of cricket.

The game played at junior level often differs greatly from the game watched by millions on TV. This guide will help you keep the game moving, ensure fair play and be enjoyable for everyone.

BEFORE THE GAME STARTS

Have a chat with the coaches and/or team captains about the playing conditions for this competition. These are rules that differ from the MCC Laws of Cricket.

This could mean:

- **No LBWs** or restrictions on LBWs?
- Possibly **6-ball overs?** (No matter how many wides or no balls are bowled)
- **Fewer players?** Limits on the batting time or overs bowled for each player
- Or perhaps a **shorter game** with reduced overs

You could also agree on the position of the boundary on the field and how you might call wides - perhaps even use chalk to mark lines which the delivered ball must be inside. Once everyone is happy with the rules for play, the captains will toss a coin before starting the match.

YOU WALK OUT AS THE UMPIRE'S TEAM

One umpire goes to the end where the first over will be bowled (the bowler's umpire), the other goes to square leg standing no more than 20m back from the facing batter.

Both umpires must ensure that the game is played fairly and in good spirit and both should work together to count the right numbers of balls per over. The umpires should also signal clearly to the scorers and check that each signal is acknowledged to ensure a correct record of the game is kept.

The strikers-end (square leg) umpire should only answer appeals for 'stumped', 'hit wicket' and 'run outs' at the strikers-end.

They should also help by indicating to their umpire partner when full tosses are above the waist or short balls bounce over the shoulder of the striker, ultimately these are still bowlers-end decisions.

The bowlers-end umpire will answer all other appeals.

If you have any doubt, then say 'not out'. The benefit should always go to the batter. If you do have to give a batter out, that signal is shown on page 5.

BASIC LAWS



Some other basic laws to keep the game fair for all.

No ball

- is called and signalled when the bowler's front foot is over the front crease line, or if the delivery is over waist height on the full

Wide ball

- is called and signalled when the ball is out of normal reach of the batter
- Umpires should agree with the coaches before the game on the pitch markings to help decide which balls to call wide

LBW

- Causes more arguments than any other law because it relies on the umpire's judgement. In some junior grades there are no LBWs
- Make sure you check the Playing Conditions for the competition

COMMON WAYS OF GETTING OUT



Catches are much easier if you watch and listen carefully

- Faint nicks off the edge of the bat creates catches for the wicket keeper and slips - listen for the sounds
- Watch carefully if the ball comes off the batter's gloves as this is also out

Run Outs and Stumpings requires you to move quickly into the right position

- Look along the batting/front crease line
- Move quickly and safely out of the way, but always watch the ball
- Never turn your back on the fielders' throws. You can be hit!
- Expect batters to try running after every ball, then you will always be in position early

HOW TO APPLY LBW

Local umpires must decide on these 4 questions in order to determine if a batter is out.

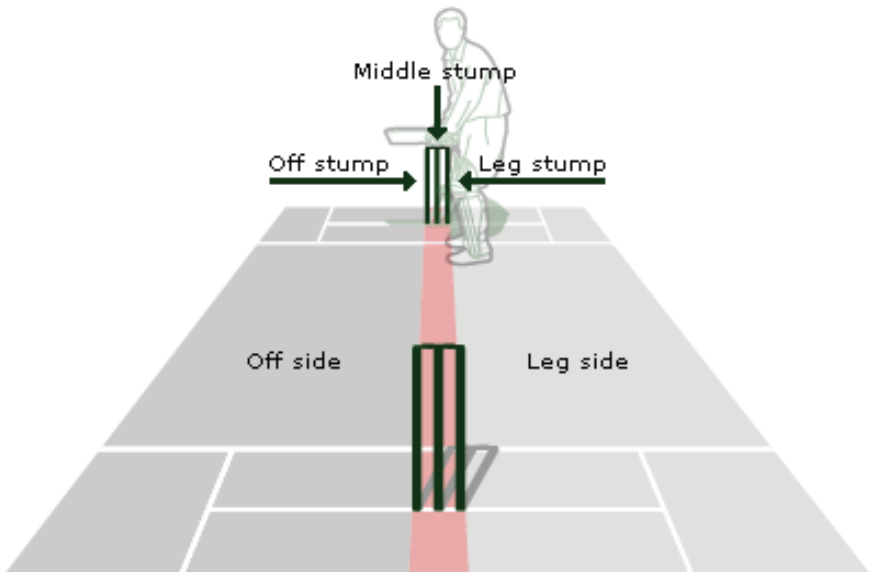
Q1 LEG
If the ball lands outside the leg stump, it must be NOT-OUT.

Q2 BAT
If the ball touches the bat before the pads, it must be NOT-OUT.

Q3 ZONE
Unless the ball hits the batter inline with the wickets, it must be NOT-OUT.

Q4 WICKETS
Umpires must now be sure the ball would have hit the wickets, or it must be NOT-OUT.

! A good tip is to never consider question 4 first. Only consider question 4 after confirming the first three questions.



SIGNALS AND MEANINGS



NO BALL

When the bowler has overstepped, or other bowling or fielding laws are broken.



WIDE BALL

The ball is well outside the reach of the batter & they can't score.



BYES

The ball has not been touched by the batter or bat & runs are scored.



BOUNDARY 4

When the ball has bounced to the boundary.



BOUNDARY 6

When the ball has cleared the boundary on the full.



LEG BYES

Runs when the ball has come off the pads or body while playing, or avoiding being hit.



OUT

Only when you are absolutely sure do umpires give someone out.

THESE SIGNALS ARE LESS COMMON BUT STILL IMPORTANT



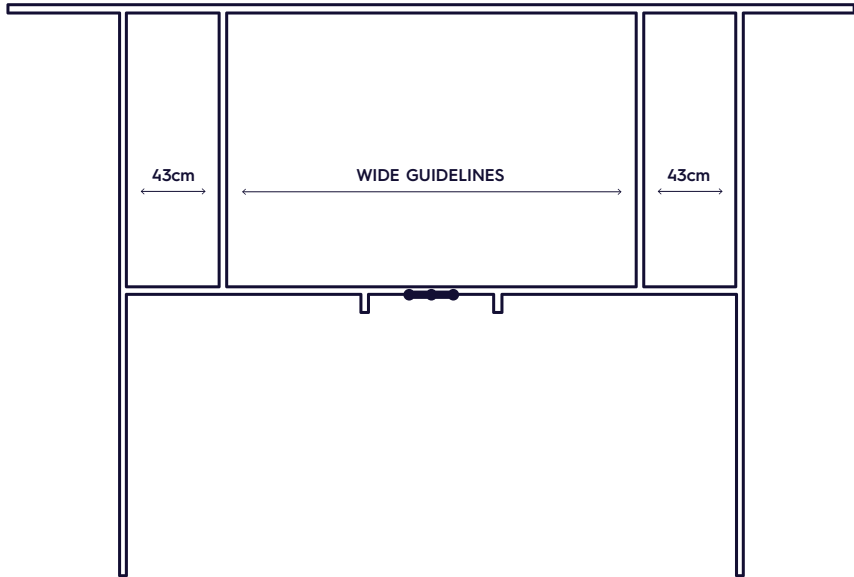
CHANGE MY LAST SIGNAL

Some extra information changes the umpire's previous call.



DEAD BALL

When umpires need to stop the game & no more runs or wickets can happen.



Above is a diagram of a typical crease, including the dimensions for the wide guidelines. You can use this as a guide to setup the crease area if there are no existing lines. You can try using chalk to draw them in. For consistency, if the ball pitches and goes outside the wide guidelines, then you should be signalling a wide.

WANT TO LEARN MORE ABOUT UMPIRING?



- www.lords.org/mcc/the-laws-of-cricket
- www.nzc.nz/community/umpiring-and-scoring
- Contact your local Cricket Association for more information, including training.

THANK YOU

This booklet should help start your role as an umpire. Thank you for volunteering. Remember that juniors are out there to have fun playing cricket, please keep this in mind when on the field.



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