

# *WEST INDIES CRICKET UMPIRES ASSOCIATION*



## *Match Officials TRAINING & INFORMATION MANUAL*

**2023**



## *WICUA Match Officials Training & Information Manual*

### TABLE OF CONTENTS

<b>No</b>	<b>Subject</b>
<b>1</b>	Objectives of the Training Manual
<b>2</b>	How to use the Manual
<b>3</b>	Guidelines for Trainers
<b>4</b>	Laws of Cricket Modules and Playing Conditions
<b>5</b>	Conducting National/Zonal Training Sessions
<b>6</b>	Practical training classes and nets practice sessions
<b>7</b>	Answering and questions techniques
<b>8</b>	Revision
<b>9</b>	Preparation for Preliminary, Final Written and Oral and Practical Examination
<b>10</b>	Duties- on field, 3 <sup>rd</sup> standby, TV, Referee.
<b>11</b>	Other types of training
<b>12</b>	Workshops; syllabus, detailed syllabus and timetable
<b>13</b>	Train the trainers courses
<b>14</b>	Recruitment
<b>15</b>	Match preparation
<b>16</b>	Match day routines
<b>17</b>	Match management
<b>18</b>	Decision making
<b>19</b>	Post-match
<b>20</b>	PCT Code, Teamwork and Consultation
<b>21</b>	Planning
<b>22</b>	Goal setting
<b>23</b>	Self-assessments
<b>24</b>	Umpiring techniques
<b>25</b>	Umpires assessment
<b>26</b>	Positioning and stance at bowler's and striker's ends
<b>27</b>	Safety issues
<b>28</b>	On field communication signals
<b>29</b>	Dress, deportment, and equipment
<b>30</b>	Coaching and mentoring
<b>31</b>	Umpires Accreditation
<b>32</b>	Sources of information
<b>33</b>	References
<b>34</b>	Notes

## *WICUA Match Officials Training & Information Manual*

### **Forward**

One of the biggest challenges facing umpires throughout the region is the ability of our training officers from every country to have a training system that allows for consistency in every umpire in every cricket match wherever it is being played.

But coupled with that, it has been demonstrated many times over the years that our officials must constantly update themselves with new techniques on how to handle some of the on and off-field issues that arise from time-to-time.

This manual will attempt to bring trainers together and allows for many other aspects of match officiating which are sometimes not considered in the national training programs to be now considered in a more meaningful manner.

President of WICUA Comments:

## *WICUA Match Officials Training & Information Manual*

### **1. Objectives of the Training Manual**

- a. To assist trainers with their training and umpires with their development of the fundamentals of umpiring.
- b. To be a learning and training resource for all umpires and trainers
- c. To be a source of information for all umpires and trainers

### **2. How to use the Manual**

- a. Each section clarifies aspects of umpiring which are considered as important, trainers and umpires are to study each section carefully.
- b. This manual can be used as a quick reference when attending matches for guidance on certain issues.
- c. Used in conjunction with the Laws of Cricket, Playing Conditions and umpiring skills and experience it can be useful in producing competent umpires who can fulfill their true potential.

### **3. Guidelines for Trainers**

The following is a guide to trainers which it is hoped will assist generally in the conducting of training sessions.

- a. Go through each section of the law and its attached notes.
- b. Use multimedia projector where applicable so the class follows closely, and you have their attention.
- c. Make notes and explain as you go along.
- d. Encourage the class to make as much notes as possible and entertain questions from everyone at every stage.
- e. If a question arises which cannot be immediately answered advise that the answer will be sought for the next class or sent via internet. Do not “bluff” by giving answers which are wrong.
- f. Use the latest “Learning Manual’ and Tom Smith where applicable to assist in the explanation and guide to the interpretation of the laws.
- g. Use experiences, and videos to elaborate on points, if possible, invite a leading Cricketer or Umpire so that he may relate live experiences.
- h. At all times, be helpful. After an Examination an evaluation and assessment should be done, and candidates advised on areas of concern.
- i. Participants should be encouraged to study as much cricket materials as possible (Books, Newspapers, Internet). They should be encouraged to keep up to date with what is happening in the game globally.
- j. Encourage participants to attend practice sessions in the nets of the nearest club. This is good practice and will allow them to get acquainted with the cricket environment and build rapport with players whilst getting some good



## *WICUA Match Officials Training & Information Manual*

practice themselves. Having the necessary equipment is necessary, counter, clothing etc.

- k. Clubs should be persuaded/invited to attend training sessions as a means of developing better understanding and support between umpires and players.
- l. Umpires should be encouraged to visit clubs preferably at least two at a time to lecture/practice to/with players.
- m. Trainers should develop practical scenarios to walk and talk through during practical sessions.
- n. Role play should also be used as a training tool.
- o. Assessment and evaluation of trainers must be a continuing activity with each one assessing the other and giving tips and guidance along the way. Teamwork, support, communication, synchronization and trainers group study must be the norms.

## *WICUA Match Officials Training & Information Manual*

### **4. Laws of Cricket Modules**

#### **The Preamble – The Spirit of Cricket**

The preamble sets the tone for the laws of the game. It highlights the manner in which the game should be played by players and what is expected. Trainers must highlight this important aspect of the laws when introducing the laws to new umpires and it is also useful when clubs and players are part of the training session.

#### **THE PREAMBLE – THE SPRIT OF CRICKET**

1. Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
2. The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.
3. Respect is central to the Spirit of Cricket.
4. Respect your captain, team-mates, opponents and the authority of the umpires.
5. Play hard and play fair.
6. Accept the umpire's decision.
7. Create a positive atmosphere by your own conduct, and encourage others to do likewise.
8. Show self-discipline, even when things go against you.
9. Congratulate the opposition on their successes, and enjoy those of your own team.
10. Thank the officials and your opposition at the end of the match, whatever the result.
11. Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket

#### **Law 1 – The players**

1. Request for the nomination in duplicate.
2. Ensure that the players are nominated from 1 to 11 and not ticked at random.
3. Ensure that the nomination is signed.
4. Nomination can be made by either the Captain or any one associated with the team – Deputy, Manager, Coach or the Secretary etc.
5. Batters at the wicket will deputise for their Captain between call of "Play" and "Time".

## *WICUA Match Officials Training & Information Manual*

6. Only a nominated player can go for toss.
7. A nominated player can be replaced with the consent of the opposing Captain at any time during the match. The consent could be either Yes or No. Umpires cannot suggest or decline.
8. The player coming in as replacement can bat; bowl and field at any place and act as deputy also. (Full-fledged player) with the exception that if the player for whom he has come in as replacement has already batted in that innings the replaced player cannot bat. Likewise, in limited over matches the quota of overs applies for both together.
9. Trainers will need to specifically explain to the class the importance of knowing how much players are allowed on the field, how many can bat, and how nominations should be done, that is in writing to one of the umpires preferably full name and surname.
10. Additionally noted is the procedure for changing a player on the nominated list after the nomination is completed.
11. Note: the nomination is completed when the list is handed to the umpire and not at the toss of the coin.

### **Law 2 – The umpires**

1. It is advisable to travel to the ground / venue together, if not possible reach the ground simultaneously. 2.
2. Always speak to Authorities, Captains and Curators together. 3.
3. Curator is your best friend, philosopher and guide regarding GWL conditions. He knows the conditions better than anyone else. Be guided by his advice. 4.
4. Be in the know from where and how the drinks (trolley) will be brought on to the ground. Know where the rollers will be placed, and grounds men will sit so that in case of need for replacement of stumps / bails or requirement of saw dust you know where to look for. 5.
5. Be in continuous communication with your partner during the game. Non-verbal method is desirable. 6.
6. Do not hesitate to consult in case of need at any time. 7.
7. At bowler's end, accommodate the request of the bowler to move back till you are comfortable. Do not hesitate to decline the request after certain point if you are being inconvenienced. 8.
8. Always work as a team. Conduct all inspections and decide together, this is paramount.
9. The objective is for the umpires to maximize play. The intention is to stay out longer than teams may have been used to in the past. Whilst match officials have dealt with GWL more firmly in recent times, it is necessary that appropriate positive and assertive management is continued.
10. The term "unfair" is not a valid reason for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous or "unsuitable"'. 8.

## *WICUA Match Officials Training & Information Manual*

11. The umpires must err on the side of caution and must prioritize the safety of those within the ground over and above the maximization of play, irrespective of the state of the Match.
12. If an umpire feels that the ground, weather and light situation is unsafe due to the threat of lightning, play should be suspended immediately.
13. With the current emphasis on Teamwork, it is undoubtedly agreed that the best position in which a striker's end umpire can assist his colleague on catches down the leg side, passing close to the body (which at times is most difficult to call) is when standing on the leg side. Whilst not a mandatory requirement, it must always be considered as good field technique as well, given the lesser chances of getting in the way of a fielder
14. When in doubt about the number of balls bowled in an over, do not hesitate to consult the scorer.
15. This law spells out much of what is required of the umpires, it must be studied by each umpire in detail and must be explained with as much practical experiences as possible.
16. This law must be studied inconjunction with the duties of the umpires as available at the front of the Tom Smith and updated accordingly.
17. Clear and concise signalling to the scorers are very important for the outcome desired outcome and match success. See Clause 11 below.

### **Law 3 – The scorers**

1. Confirm with scorers at every interval the following particulars;
2. Duration of session/ innings.
3. Batter not to take strike.
4. Bowler not to bowl.
5. Remaining balls in an over if any.
6. Duration of interruption, if, any.
7. Inform the cores about the allowances to be allowed
8. Scorers are an important part of the success of any cricket match, umpires must be taught to always be cooperative with scorers and view them as a part of the team to bring about the desired result.
9. Confirm that scorers are acquainted with MCC Law Changes 2017 (2022) Code Guidance for Scorers
10. In addition to the normal duties of any scorer as described in the Laws, the following responsibilities will additionally apply
11. To alert on field umpires if it is believed an over has been miscounted.
12. To liaise with the scoreboard operators, in particular to notify them promptly if the scoreboard diverges from the official scorers' figures
13. To provide the match officials, if requested, with any other statistical information concerning the match in progress
14. To check or verify, if requested, any calculations resulting from an interruption in play.

## *WICUA Match Officials Training & Information Manual*

### **Law 4 – The ball**

1. The ball is the most important piece of equipment is the ball, knowing the dimensions, understanding the shape, the seam, the overs and how it should be treated by players are important.
2. Possession is another aspect which is important this allows for spotting ball tampering and other irregularities.
3. Ensure that sufficient old balls are available for replacement during the game preferably of the same make as the match balls.
4. Generally kept with the scorer.
5. Note down exact number of overs when a new ball is taken. E.g. after 84.3 or 80.2 or 80. 3.
6. Do not write the number of overs or the runs scored on old balls.
7. Make a mental note of wear of the old balls available for easy replacement.
8. While deciding the shapes do not search for dents.
9. The law does not specify that the ball should be round always.
10. Use gauges on old balls to silence players and others if, necessary.
11. Keep an eye on the match ball throughout the game.
12. Make regular inspection of the ball but at irregular intervals.
13. You can replace the ball, if, it becomes too soggy or wet even though not out of shape.
14. Make a noticeable cross (X) on balls found unfit for play.
15. Umpires may change the ball if it is too soggy or unfit for play on their own.
16. Be in possession of the second or subsequent new ball before it is due.
17. When umpires are considering to replace a wet and soggy ball, they should wait to be prompted by the bowler i.e. they should only consider changing the ball when the bowler feels that the ball is too wet to bowl with.
18. If so prompted, both on field umpires should consider the condition of the ball. If the umpires feel it requires their attention, before they make a decision as to whether to change the ball or not, the ball should be dried vigorously with a towel, with particular emphasis on the seam.
19. If, after drying, the ball is still too slippery and wet to hold and grip, the ball should be changed.
20. Note that the condition of the seam is paramount. If it is dry, even though the leather itself might still be wet, the ball should not be considered as being too wet as the bowler should still be able to hold and grip the ball.

### **Law 5 – The bat**

1. Consideration must be given to various aspects of the bat, the length, the width, the edge, the ratio of handle to blade, and what constitutes contact with the bat. This law must be studied in detail by the umpires for clarity.



## *WICUA Match Officials Training & Information Manual*

2. The skin, the arm guard or the sweat band does not form part of the glove if they are not attached to the glove permanently. In other words, if one removes the glove whatever comes out with it is part of the glove.
3. There are three types of bats A, B and C grade. This can be identified by seeing the label at the top of the handle. Refer Appendix "B" for full details.
4. A, B or C type is ascertained from the alphabet printed on the top of the handle.
5. The weight of the bat is not specified. It can be of any weight.
6. Hand without a glove worn is up to the wrist bones.
7. Produced herewith is the relevant section of the MCC guideline: It was agreed that the interpretation should remain that only the glove itself should be considered to be the glove, but that this will be looked at again if there is an indication that players are attempting to circumvent the Law.

### **Law 6 – The pitch**

1. The pitch and its dimensions are part of the laws that umpires must know, the length, the width and how it is to be measured.
2. When you start as an umpire during training to become familiar always measure the pitch to get your eyes and mind accustomed to the proper length.
3. Thereafter your eyes can pick up an odd length or width.
4. One way of measuring is pacing, measure out a proper pitch length and walk its length in natural paces, apply this at matches to determine the length of pitches in the future.
5. Ground authority may take any measures to bring back the outfield conditions but any work on the match pitch to be done under the supervision of the umpires.
6. Umpires can use any method to dry the pitch including absorbent rollers on the cover and heating the pitch area.
7. In rain affected conditions keep the time between first inspection longer and subsequent inspections at shorter duration.
8. Remember that you cannot provide ideal conditions in rain affected ground conditions. Your motto should be to have as much game as possible.
9. Pitch is playable, if, it can take any of the rollers made available for the match.
10. Note if any special playing conditions that cover the use of spiked foot wear specially on non-turf pitches.
11. Non-turf pitches mean, Matting or Artificial turf laid on the pitch. The base may be cemented also.
12. If it is a clay pitch on which matting is used, then at the end of each day the same amount of water must be sprinkled.
13. Visualization by batter before the commencement of play or during intervals must only be carried out in the area behind the wickets on both sides of the pitch and not in the area between the popping crease and the wickets. Umpires should ensure strict compliance.



## *WICUA Match Officials Training & Information Manual*

### **Law 7 – The creases**

1. A practical training session or two outdoors should be conducted with the class being taken through the steps of actually drawing the creases themselves but under supervision. That is from a middle stump position only with no other markings whatsoever available.
2. There is difference between the crease and the crease marking. The back or inner (nearer to you) edges of all crease markings are the actual creases in relation to your position at the Bowler's end. These markings have to be checked as a routine as part of pre-match duties. (Refer Law 2)
3. Ensure that all the crease markings are marked in white. The width is not specified hence, may vary from ground to ground. Generally, it is 1 ½ inches to 2 inches in thickness.
4. These can be re marked at any time but ensure that there is no waste of playing time. Generally, these are remarked during all intervals and interruptions.
5. Ensure the two-bowling crease are parallel to each other at a distance of 66 feet by measuring the diagonals from the junction of bowling crease and return creases from one end to the other. These should measure 66 feet 7 inches.
6. For limited overs, white ball cricket, the marking of the guidelines for the 'Wide creases' could be in a color other than white if it helps make it more visible under bright sunshine or lights.
7. The extended popping crease marking is for the benefit of the Umpire when called upon to adjudicate on a line decision, run out, with the batter running wide of the pitch.
8. It is also acceptable practice for the umpires to request an extended or an additional popping crease where runners are allowed in a match or tournament.
9. An additional marking through the center stumps at both end to allow for consistent feet placement when at bowlers end.

### **Law 8 – The wickets**

1. The wickets should not be confused with the pitch as is generally the case in layman language especially during TV Commentary matches.
2. Measuring the wicket before the match starts is mandatory during training years, a measuring tape in your equipment will allow this to happen.
3. Alignment behind the stumps is important hence umpires must ensure they are properly pitched at all times.
4. If play is continuing in strong winds umpires can agree to dispense with bails.
5. The umpires can as an alternative use heavy bails, if there are available.
6. This decision is for the umpires alone to decide and if bails are to be dispensed with, it should be at both ends, as stated in the Laws.
7. Always check the stumps to ensure that they conform to the stipulated dimensions and ensure that the ball does not pass through the stumps without bails being removed when in place.
8. Check the alignment of the stumps every time they are put down.

## *WICUA Match Officials Training & Information Manual*

9. Ensure that the bail grooves are proper. Bails should neither fall easily or get stuck in the groove.
10. The procedure to put down the wicket when bails are dispensed with are different (refer law 28.)
11. Ensure that the stump holes are watered at every interval to avoid breaking up soil or becoming too hard that the stumps are too firm. If the stumps are too tightly held they may break or the bails may not come off when the ball strikes.
12. Ensure that two spare stumps and a pair of bails are kept handy during the match.
13. If bail is used to remark creases or batter's guard, clean it before placing it on the stumps.
14. Batters may also use a bail to mark their guard position.

### **Law 9 – Preparation and maintenance of the playing area**

1. This responsibility is that of the ground authority usually known as the "Curator" who will prepare and maintain any and all part of the playing area at different times. Building rapport with the Curator is vital to the success of the match and the cooperation for the desired outcome.
2. The umpires are to supervise all maintenance after the toss and are empowered before the toss to take certain action especially under "Special Regulations". Important to note the timings, lengths and who additionally a watch or stopwatch is an important piece of equipment for this aspect of the laws of cricket.
3. Points to note would be to ensure that supervision of rolling is done properly especially timing; not more than 7 minutes and that the whole of the pitch is rolled when it is done.
4. In order to be consistent in the way a pitch is cleared of debris (which includes "sweeping") at the appropriate intervals, the pitch should be swept from the bowling crease up to the 5ft marking at both ends.
5. The pitch should be cleared of debris with consideration to the prevailing conditions under the supervision of the umpire.
6. This may take the form of sweeping or hand removal of debris – whichever is deemed appropriate by the curator and match umpires – it does not necessarily mean the whole pitch will be swept.
7. Umpires must be aware of their responsibilities with regard to removal of debris, especially in the sub-continent with dry, brittle pitches.
8. Reserve umpire must be instructed accordingly on whether entire pitch will be swept/brushed/cleared by hand of debris during intervals in play.
9. Before the start of the match the umpires can liaise with the curator as to which broom would be used to clear the debris from the pitch.
10. It is advised to use a soft broom and to maintain consistency the same broom can be used for the entire duration of the match.
11. All mowing (the pitch) must be carried out under the supervision of the umpires before 30 minutes of the scheduled/re-scheduled start of play on that day had the toss taken place the previous day.

## *WICUA Match Officials Training & Information Manual*

12. The umpires will be responsible to ensure that the preparation and maintenance of the pitch is dealt with strictly according to the Law.
13. Whenever drying of the pitch is necessary following rain, the umpires should oversee this to ensure that everything possible is being done to facilitate play as soon as possible.
14. Ascertain the number of rollers made available for the match from the Curator. There may be more than two rollers but only one or two rollers may be made available for the match.
15. Captain to choose any one.
16. Pitch to be rolled lengthwise only from bowling crease to bowling crease. Generally, it is done from popping crease to popping crease so that the wet crease marking does not come on to the pitch area. Don't be fussy about this.
17. Pitch cannot be rolled sideways during the match.
18. Before the "toss" there is no restriction on:
  - The amount of time for rolling.
  - The type of roller
    - light, medium and heavy
    - any one or all or in any combination.Umpires not to worry until ground is handed over.  
(After the toss).
  - What portion of the pitch, this must always be the whole pitch.
  - how much time, maximum 7 minutes
  - how the rolling is done, speed, direction.
19. The rolling of the pitch to take place under Umpires supervision after toss.
20. Umpires are entitled to rest and replenishment, hydration during intervals but keep an eye on rolling and its time.
21. Even if, there is late declaration or forfeiture during an interval, full 7 minutes rolling is allowed.
22. The interval between innings 10 minutes starts from declaration/forfeiture.
23. Note umpires before the start of the match must approve any "watering plan" or protective covering of the adjacent pitches, if any, and advise Captains. All such maintenance work must be carried out under the supervision of the Umpires.
24. Examples of weight of rollers; Light 250 kg Medium 500 -750 kg Heavy 1.0 ton

### **Law 10 – Covering the pitch**

1. The pitch must be protected from weather throughout the match, "calling the covers" is an integral aspect of umpiring that must be developed, this is a judgement decision but will need to be consistent for a multiple days match especially deciding when to call.

## *WICUA Match Officials Training & Information Manual*

2. Knowledge of local conditions, the direction the rain comes from, how long it takes to cover, how many grounds men or players to bring covers on are all vital information.
3. Ensure that proper covers and required manpower are available. 2.
4. Ensure the removal of cover at the same time-weather permitting- in a multi day game on each day. 3.
5. Ascertain the time required for removal and covering the pitch.
6. Note: covers including hessian or scrim for protection from sun/dew must be removed also if no rain.

### **Law 11 – Intervals**

1. Lunch and tea times are generally fixed to 40 & 20 may be 30 minutes respectively in domestic matches but be guided by the playing conditions for that match.
2. In extreme conditions additional drinks interval could be given otherwise limited to one per session.
3. No other drinks shall be taken on to the field without Umpires permission.
4. A player taking drinks on to the field shall be attired in proper Cricketing attire and team bib preferably.
5. Before agreeing to pre-pone Lunch interval, ensure that, Lunch is or will be ready at the agreed time.
6. Remove bails on Call of “Time”. Not done after calling of “time” for Drinks interval.
7. A Batter retiring is not to be treated as fall of wicket for postponing tea interval (9 wickets down).
8. Note or pre-decide the timings of Lunch, Tea and drinks intervals. Inform all.
9. Ensure that the drinks come on time to adhere to the timings maximum 4/5 minutes.
10. If there is any change in the drinks interval due to any reason inform the concerned;
  - Curator,
  - Authorities and
  - the Scorers.
11. Inform and agree with the scorers the closing time for each session. 11.
12. At the commencement of an interval or interruption note the following
  - ✓ Batter on strike and
  - ✓ the bowler not to bowl or remaining deliveries in that over to be bowled if any.
  - ✓ The end from which the game to restart –
  - ✓ normal practice is that the match ball should be in the custody of the umpire from whose end the game is to start/ resume.
13. A study of the various types of intervals in the game will be desired, knowing when to take each one especially during interruptions or at the end of the innings is important:
  - a. For example:
    - 1) If an innings ends at 11.50 am with lunch from 12.00 noon to 12.40 pm,



## *WICUA Match Officials Training & Information Manual*

- Lunch will start at 11.50 am and end at 12.30 pm.
- 2) If the innings ends at 11.55 am,
  - Game will start after lunch at 12.35 pm.
- 3) In the same way if, the last over ends at say 12.03 pm,
  - The game after lunch shall start at 12.43 pm.
- 4) If an innings ends at 4.20 pm with scheduled close of play at 4.30 pm,
  - Stumps shall be drawn and the game resumes at 9.30 am scheduled start time on the next day.
- 5) If the tea is scheduled from 2.40 pm to 3.00 pm and if an innings comes to an end between 2.10 pm to 2.40 pm,
  - The tea interval will start immediately and end after 20 minutes.
- 6) If an innings ends at 2.22 pm
  - The game will start after tea interval at 2.42 pm.
- 7) If the captain of the batting side declared his innings at 12.35 during lunch or 2.55 during tea what time the new innings start?
  - 12.45 and 3.05 respectively.
- 8) If 9 wickets are down at 11.57 and the over in progress ends at 12.01. At what time lunch is taken?
  - Lunch is taken at 12.30 or after the over is in progress at 12.30 ends unless the players have occasion to leave the field or the innings is completed earlier.
  - Same analogy for tea time also.

### **Law 12 – Start of play; cessation of play**

1. Toss bails to decide which end to stand and walk accordingly.
2. Umpires should not cross in the field to take ends.
3. Inform the captains the time before walking in 5 minutes earlier with match ball.
4. Convention for the start of an innings There have been recent examples at the start of an innings where the fielding captain wishes to decide on which bowler to bowl the first over depending on which batter is facing and the batters wish to decide which batter shall face depending on which bowler is bowling the first over, resulting in a stalemate. The umpires should ensure compliance with the following:
  - The umpires take to the field first, and choose the end from which they each will officiate.
  - The fielding side takes to the field next and informs the umpires from which end they will be bowling the first over and who that bowler will be.
  - The batters take to the field last and with the above information decide who is going to face the first ball.
5. Enquire the mode of delivery (right or left arm, over or round the wicket) from the bowler and advise the Striker accordingly. Give guard and ensure that all are ready and time has reached before calling “PLAY” loudly so that all can hear.
6. Work as a team to decide the last over before an interval by nonverbal communication.
7. Inform the scorers of the time of cessation of play before an interval or interruption.
8. In all calculation of overs remember the thumb rules;
  - a. When calculating overs to be bowled – fraction rounded up – higher numeral.

## *WICUA Match Officials Training & Information Manual*

- 22 minutes remaining  $22/3 = 7.33 = 8$  overs to be bowled.
- b. When calculating overs lost – ignore fraction round down – lower numeral.
  - 22 minutes lost  $22 / 3 = 7.33 = 7$  overs to be reduces.

All calculation for matches

- a. Last hour a minimum of 20 overs to be bowled.
- b. Overs to be bowled one over for full 3 minutes or part there of
- c. Overs lost one over for full 3 minutes.
- d. Change of innings 2 overs to be reduced.

Whenever calculations are to be made, calculate individually and then cross check, rather than depending on any one. While calculating use paper and pen or formats, do not do it mentally.

Best practice is to ask the scorers to tally scores often and have running number of runs scored when 15 or less runs remain for victory.

Example Stoppage from 3.30 pm to 3.44 pm. And again from 4.12 pm to 4.22 pm. Last hour starts at 3.30 pm.

1. Time lost in 1st interruption 3.44 pm - 3.30 pm = 14 minutes. Overs lost  $14 / 3 = 4.67 = 4$  So overs in the last hour  $20 - 4 = 16$ .
2. Time lost in 2nd interruption 4.22 pm – 4.12 pm = 10 minutes. Overs lost  $10 / 3 = 3.33 = 3$  So overs in the last hour  $16 - 3 = 13$ .

Last hour interruptions calculations

1. Example: 1. An Innings ends at 3.25, with last hour start from 3.30 pm. Interval between innings will be from 3.25 to 3.35. Hence time lost in the last hour is  $3.35 - 3.30 = 5$  minutes. Overs lost  $5 / 3 = 1.67 = 1$  over. Hence  $20 - 1 = 19$  overs to be bowled.
2. An innings ends at 3.51 after 2.4 overs are bowled in the last hour. Last hour from 3.30 pm. a. Time remaining  $4.30 - 4.01 = 29$  minutes. (3.51 to 4.01 interval between innings) Overs to be bowled  $29 / 3 = 9.67 = 10$  overs. b. Overs remaining in the last hour  $20 - 2.4 = 17.2 = 18$  overs. So, overs remaining to be bowled  $18 - 3$  (interval between innings) = 15. c. Hence overs to be bowled in the new innings higher of a & b that is 15 overs.

### **3. Note under special playing conditions 4 minutes are used per over:**

Last hour of match – number of overs The bowler's end umpire shall indicate the commencement of this 15 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration. During an uninterrupted last hour, play will continue until the end of the over in progress when 60 minutes have been played, or until 15 overs have been bowled, whichever is later.

## **Law 13 – Innings**



## *WICUA Match Officials Training & Information Manual*

1. Discuss any special playing condition applicable to the match such as timings, limitation on overs, overs per bowler or allowable short pitched deliveries etc before toss. (Part of prematch duties).
2. Be proactive and obtain the signed list of nomination of players preferably in duplicate.
3. Pre-decide who will go for toss, preferably both. Note to inform colleague and the scorer who has won the toss and what he has decided – Batting or fielding.
4. As soon as a team is all out ask the batting captain which roller he intends to have the pitch rolled and how long. Max 7 minutes.
5. Ascertain from the fielding side whether they are enforcing follow-on if applicable.
6. Always note down the timings of start and cessation of any innings, interval and interruptions.
7. Be aware of the playing conditions as how to arrive at the result in non-normal matches.

### **Law 14 – The follow-on**

1. Enforcing the follow-on is the choice of the batting side Captain. It is not automatic.
2. While calculating the runs required to save the follow-on, subtract the team batting first's score with the required runs for follow-on depending on the number of day's match.
3. When follow-on is enforced the team retains its right to bat after the opponent's innings is completed.
4. The interval between innings (10 minutes) will count from the moment the captain of the batting side informs his intention to enforce follow-on.
5. Allow 2-3 minutes for captain to make up his mind on enforcing the follow-on or batting again.
6. 5 days match – 200 runs
7. 3 and 4 days match – 150 runs
8. 2 days match – 100 runs
9. 1 day match – 75 runs

### **Law 15 – Declaration and forfeiture**

1. An innings can be declared after exercising the option of rolling, they need not bat. The new batting side captain is eligible to have the pitch rolled in accordance with the laws.
2. Do not anticipate or be concerned about declaration when in the field. Focus and concentrate on the ongoing activities.
3. Whenever there is declaration or forfeiture, note to inform the opposing captain and the scorers – your team members and others involved.
4. As soon as there is a declaration at the wicket, ascertain from the captain of the fielding side (who is to bat next), which rollers he intends to have and inform the Curator accordingly. Do not wait for him to come to you. Be proactive.

## *WICUA Match Officials Training & Information Manual*

5. The interval between innings (10 minutes) will count from the moment the captain of the batting side declares his innings closed or informs his intention to forfeit his innings.
6. 2 to 3 minutes could be given to the Captain to notify both the umpires and the opposing Captain of his decision. Once notified it cannot be changed.

### **Law 16 – The result**

1. With one run to win when the last wicket is batting and the striker is likely to be out hit-wicket of a wide ball, then only the wide stands. Hit-wicket is not considered and the team wins by one wicket.
2. It is of paramount importance for the umpires to ensure that the signals are clear and acknowledged by the scorers so that no mistake in scoring occurs.
3. Request the scorers to tally the score at regular intervals and umpires should satisfy themselves at each interval except drinks interval.
4. To play safe request the scorers to display running score when 15 or so runs remain to achieve a result and tally the score till then.

### **Law 17 – The over**

1. Umpire must call “over” loud and clear after the ball becomes dead.
2. Team work is essential in counting the balls. Striker’s end umpire must count the balls as a backup or assistance. Have a quite signal when three, two, one balls remain in an over.
3. Check the balls remaining in an over after each call of no-ball or wide ball or whenever the delivery is not to be counted with your partner.
4. In case of disagreement ascertain from the scorer. If it is not possible, it is better to have a five ball over than a seven ball over.
5. At every interval or interruption note the batter not to face or face, the bowler not to bowl or the number of deliveries remaining, if any, and the end from which game is to resume.

### **Law 18 – Scoring runs**

1. Whenever there are short runs, bowler’s end umpire has to inform the scorers the runs scored and also note down the ball number and runs scored for cross checking during interval.
2. Whenever there are short runs at both ends or more than one short, umpires should consult to verify which run is short and the bowler’s end umpire to convey to the scorer the runs scored.
3. In case of observing the short run as well as boundary, umpire should stand side on and toggle the gaze. It is advisable to observe boundary or a catch close to boundary line than short run as these are more important than short run.
4. Whenever the non-striker leaves his ground it is to be assumed that he is attempting a run unlike the Striker.

## *WICUA Match Officials Training & Information Manual*

5. Greater team work is needed in deciding whether the batters have crossed or not in cases of Catch being taken, over throws and deliberate short runs.

6. Whenever 5 or more runs are scored (cases of over throws, award of penalty runs etc.) umpires to inform the scorer by sign or verbal communication and should note the ball number and runs for cross verification.

Deliberate short run. Deliberate short runs are always decided by the distance the batters travel.

7. Whenever a boundary is scored, even though the batters do not complete the run, it should not be treated as deliberate short run.

8. Always note to start and finish the boundary signal across the chest so as not to confuse with No-ball signal.

9. Over throw does not mean crossing the wicket, Wicket Keeper, Bowler. It is from the moment the fielder releases the ball after fielding.

10. Umpire should note the difference in misfielding and over throw.

11. Note the difference between disallowance of runs and runs not allowed to be scored in appendix A11.1 and A11.2.

12. Batter returning to original end on dismissal.

Dismissal and conduct of a batter and his/her runner), Bowled, Stumped, Hit the ball twice, LBW, Hit wicket, Caught, Obstructing the field, where the obstruction or distraction prevents the striker being out Caught.

### **Law 19 – Boundaries**

1. Inspect the ground prior to the start of the match (one of the pre-match duties) and decide all boundaries and agree or inform the captains about the allowances.

2. If the boundary is not marked by a continuous line or rope but by solid posts or flags at intervals, then the imaginary straight line joining the posts or flags is the boundary.

3. If cones are used in addition to the line, ensure that the cones are placed outside the line.

4. Ensure that the sight screens are fully outside the boundary line. If they are fully or partially inside and cannot be moved out, shorten the boundary in that particular area so that the screens are fully outside.

5. If it is difficult to decide whether the ball has reached the boundary or not, consult your partner. If still in doubt ask the player concerned. You can arrange for a quite signal from the scorer also if he is in a better position to guide.

6. Now a fielder in contact with the ball inside the boundary, who is off balance and is about to cross over the boundary can throw the ball in the air, go out, jump from outside, push the ball “in” while airborne and or come inside to field or take the catch.

7. If a fielder in judging a catch goes over the boundary, jumps from outside and pushes the ball in or jumps from outside and catches while airborne, the ball is considered beyond the boundary and six runs shall be awarded.

8. Umpire should be careful in deciding a misfield and an overthrow. Over throw is from the moment the ball leaves the fielders hand and not after crossing the wicket or wicket keeper or bowler.

## *WICUA Match Officials Training & Information Manual*

9. Team work is most essential while deciding crossing in running and whenever overthrow takes place.

10. If the fielder has full control over the ball before releasing, then it is over throw else it is misfielding.

11. Any deliberate/ willful act (like kicking) is to be considered as over throw.

### **Law 20 – Dead ball**

1. Always watch the ball till it becomes dead or called dead. Don't be in a hurry to regard that the ball has finally settled. It should be regarded only when there is no opportunity of any batter being out or scoring runs.

2. All signals to the scorer and colleague be made after the ball is dead or called dead.

3. If an umpire has to leave his position for consultation or for any reason always call and signal dead ball and collect the ball before leaving his position.

4. When a Batter or a Player or an Umpire is seriously injured or there is a possibility of serious injury, Call and signal dead ball immediately. Do not bother about batter getting out or runs being scored.

### **Law 21 – No ball**

1. The call and signal of No ball should be at the instant of delivery, failing, before the ball is played by the batter. If you call early the bowler may not deliver the ball (especially when it is back foot no ball).

2. On the call of "No ball", the ball does not become dead so the umpire after calling and signaling no-ball at the instant of delivery should continue to observe the proceedings till it becomes dead.

3. Repeat the signal of no ball to the scorer only after the ball is dead. Wait for his acknowledgement and then ensure that your partner has observed this and check the balls remaining in that over.

4. The umpire at the bowler's end should position himself in such a way that he is able to observe the landing of back foot and then the front foot with very minimal movement of his head and maximum movement of the eye balls. Nil movement of head is ideal.

5. For front foot no balls umpires can be guided by the position of the back foot!!

6. First contact of the foot with the ground only to be considered for foot fault no-ball and any further movement of the foot is irrelevant.

7. Prevention is better than cure. Nothing wrong in informing the bowler who comes close to bowling foot fault no-ball. But do this for both the sides.

8. Striker's end umpire to watch for bowler's action. Watch the elbow and not the wrist movement.

9. Umpires be guided by any special regulations or playing conditions, if any.

10. One run penalty for No-ball accrues at the instant of delivery.

11. Always be guided by your partner for deliveries passing or would have passed overhead and non-pitching balls above waist height.



## *WICUA Match Officials Training & Information Manual*

12. For balls pitching off the pitch, it may be prudent to consult with colleague at striker's end to determine if it pitched within the bowling crease at that end.
13. Signal for No-ball is extending one the arm horizontally.
- 14.

### **Law 22 – Wide ball**

1. Do not be in a hurry to call and signal Wide ball. It has to be done only when it passes the strikers wicket.
2. Umpires should not be in an embarrassing situation of revoking the call of Wide, because the striker hits it.
3. Ball does not become dead on the call of Wide-ball. So, watch the ball till it is dead and then repeat the signal to the scorer and ensure that your partner has taken note of it.
4. Not necessarily all the balls passing outside return crease are Wide. Consider the height (reach) and position of the striker prior to deciding Wide-ball.
5. Pitching of the ball is not relevant, but, where it passes the Striker with reference to his present position and the stance position is most important.
6. Wide is decided at the time the ball passes the striker's bat and called after it passes his wicket and not where the Wicket Keeper collects.
7. No-ball takes precedence over Wide ball. Hence, a delivery having been called no ball going wide will not be called Wide-ball.
8. Umpires are also to be guided by any special regulation or playing conditions if any.
9. Always be guided by your partner by a pre-arranged signal for above shoulder deliveries.
10. The signal for Wide ball is extending both the arms horizontally.

### **Law 23 – Bye and Leg bye**

1. Always signal leg bye to the scorer standing side on and away from the wicket for a clear view.
2. Don't be in a hurry, signal only after the ball is dead.
3. Be judicious while deciding whether the Striker has attempted to play at the ball or not. If decided to disallow runs, opportunity has to be given to the fielding side to make the batter run-out. Wait till the batters complete one run or the ball reaches the boundary before calling and signaling dead ball.
4. When runs are disallowed the batters return to their original end.
5. If any batter is run-out in the first run off a deliberately padded ball, treat it as a normal run out. The new batter will come to the end at which the original batter was out.
6. Be aware that all the runs including 5 penalty runs that accrue to the batting side are disallowed except one run penalty for no ball, if applicable, off a deliberately padded ball.
7. The position of the Striker's bat may help in deciding, if there was a genuine attempt to play at the ball.
8. In the unusual situation of a no ball bowling the striker and the ball rebounding onto the bat, the run(s) completed by the batters will be run(s) to the stiker along with the no ball.
9. Signal for bye: Raising open hand above head.

**Law 24 – Fielder’s absence; substitutes**

1. Umpires are not Doctors. Be guided by the Spirit of the game while allowing or disallowing a Substitute.
2. Do not be carried away by reputation of the player, go by the facts before you.
3. This is the most used and abused law.
4. Who can act as substitute?
5. How long a substitute cannot bowl if he is out for 150 minutes?
6. What action do you take if a fielder who has left the field comes in without your permission and handles the ball in play?
7. When is the penalty time not incurred?
8. A player is off the field serving suspension for level 3 offence, can he bowl on his return?
9. A fielder is off the field for 43 minutes, then comes back. After 13 minutes. He/she is suspended for a level 3 offence. After his/her suspension in a multi-day game, when can he/she bowl (i) if he/she returns immediately after suspension? (ii). He/she comes after 20 / 60 minutes after suspension period?

**Law 25 – Batter’s innings; runners**

1. Injured Batter with runner does not exist at Bowler’s end.
2. When injured Batter with runner is the Striker, always stand on the off side (Point region) while at striker’s end. Not at your usual square leg position. By this you will have a clear view of the Striker, his runner, popping crease and WK for adjudicating Stumping and Run-outs.
3. Standing at Bowler’s end while injured Batter with runner is the striker always go to off side (side of your partner) for Run-out positioning so that the runner will never run behind you.
4. When not the Striker, ask the Injured Batter with runner to stand near the Striker’s end umpire near square leg.
5. When injured Batter with runner is himself run-out disallow all the runs except penalty and cross check with scorers.
6. Keep a watch on commencement of a Batter’s innings when a wicket falls just before an interval.
7. Once the incoming batter have stepped onto the field of play, unless time is call, his innings must be continued, the umpires cannot exercise discretion in this situation and allow a change.

**Law 26 – Practice on the field**

1. Prevention is better than cure. Since many players may not be aware of this law, it is better to have a word or two with Captains and Managers in the pre-match meeting.
2. Umpires should be more vigilant at the start of each day’s play.
3. Normally when there is a change in bowler, the new bowler checks his run up. If there is no obvious time wasting, this practice may be allowed.



## *WICUA Match Officials Training & Information Manual*

4. A delivery straight into the hands of a fielder square of the wicket may be allowed, if it does not amount to waste of time.
5. No bowling practice parallel to the pitch.
6. The bottom line is that there should not be any obvious waste of time or attempt to alter the conditions of the ball by hitting it hard into the ground under the guise of loosening arm by the bowler.

### **Law 27 – The wicket-keeper**

1. A match can go on without a Wicket Keeper. Wicket Keeper can wear only gloves or pads or neither of them.
2. If he is not wearing the gloves or the pads, the umpires have to be more vigilant. Wicket Keeper has to be recognised by his position and actions.
3. Umpire has to be strict and consistent with Wicket Keeper's standing with their fingers (Glove) or collecting the ball in front of the wicket.
4. Umpire to call and signal dead ball if Wicket Keeper makes a significant movement.
5. Wicket keeper can move a couple of steps forward to slower deliveries but cannot come so close to the stumps that he can make stumping.
6. Watch for a wicket keeper coming on protected area in the guise of collecting a throw-in.
7. When the wicket keeper is close to the stumps the striker's end umpire should be fully focused on the wicket keeper, his gloves position, the wicket, the striker, his foot and bat, the popping and bowling crease markings and the arriving ball more so when a stumping or hit wicket is possible.

### **Law 28 – The fielder**

1. A fielder can wear a shin guard but inside the trouser.
  2. For fielders or Wicket Keeper encroachment, call and signal no ball only after the delivery of the ball.
  3. If a fielder while taking a catch removes the cap which falls on the field of play and the ball comes in contact with the cap on the field, though 5 penalty runs are awarded However, no reporting to be done.
  4. Keep watch on fielder crossing over after an over coming on protected area.
  5. A fielder discard a piece of clothing, equipment or any other object which then makes contact with the ball – Illegal fielding. Wicket-keeping gloves and Fielder's helmets will always be regarded as discarded, for the purpose of implementing this clause.
- Furthermore a wicket-keeper tucking his gloves into his waistband or a fielder tucking his cap or hat into his trouser could be subject to the award of penalty runs should the ball in play make contact with these items when so placed.
- Any item of clothing or equipment if not worn in its usual place would be considered as discarded if carried on the person.
- However, towels would not be considered discarded if tucked into the trouser pocket or waistband.

**Law 29 – The wicket is broken**

1. A fielder cannot break the wicket by holding the ball in one hand and breaking the wicket with other.
2. Umpires have to be doubly careful about how the bail /s come off - With the ball in hand or without, in close calls. It is prudent to watch the popping crease and look at the wickets with peripheral vision and rely on sight and sound for breaking wicket.
3. Match cannot go on with bails on only at one end. They have to be removed from both the ends, look for the option of using heavy bails before deciding to dispense with.
4. Umpires have to be extra careful when the bails have been dispensed with. Note that it is not necessary to uproot the stumps when bails have been dispensed with.
5. Check the alignment of stumps every time they are disturbed from behind the stumps and not from any other position. If Bowler's end wicket is disturbed during an over, wait after the over for your partner to come to his position behind the stumps and then request for checking the alignment.
6. After a direct hit, if the stumps are slanted, they need not be straightened to put the wicket down again. It is sufficient that a stump be uprooted. If bails are dispensed mere touch of the ball to the slanted stump is sufficient.
7. Ball does not become dead on an unsuccessful appeal (example- direct hit) unless a batter is out. Further runs can be scored, or a batter may be out as a consequence of further actions.

**Law 30 – Batter out of his/her ground**

1. Bat or any part of the person on the crease marking is regarded as outside the ground. The inner edge of the marking is the crease.
2. A batter leaning on the bat with his feet grounded outside is considered as out of his ground as he is not holding the bat.
3. A batsman in running makes good the ground by grounding his bat but in his forward movement loses touch with the ground (is in the air) but inside the popping crease is regarded as not made good the ground.
4. Example: The batter dives towards his crease, touches down with his bat. The sliding bat then bounces up, when ball hits the wicket. At this point, no part of the person or the bat is grounded behind the popping crease. Not out!
5. The striker steps out; swings at a ball going down leg side, misses, and his feet are stationary outside the crease. He continues to swing the bat around and bangs it down into the crease behind him. The bat bounces up and the wicket is put down. Out! Since there was no running diving towards the crease or beyond it.
6. Appendix 12 The person 12.1 Person; A player's person is his physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batter, his bat. A hand, whether gloved or not, that is not holding the bat is part of the batter's person. No item of clothing or equipment is part of the player's person unless it is attached to him.

Note: For a batter, a glove being held but not worn is part of his person.

## *WICUA Match Officials Training & Information Manual*

### **Law 31 – Appeals**

1. Don't be in a hurry to give a decision. Gather all the facts / evidences before arriving at the decision.
2. Consultation should be on a fact of point and that too, if the partner is in a better position to see the incident.
  - a. Such as catch taken cleanly or not?
  - b. Bump catch.
  - c. Obstructing the field.
  - d. Never consult for a catch taken cleanly or to ascertain off the bat or not.
3. Consultation is welcome but should not be done to shift responsibility.
4. A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field. This is whether he have left the field of play or not once the ball have not come into play he/she can be recalled.
5. Concentrate on the process of answering the appeals and the correctness of decisions will fall into place, timing, composure, body language, eye contact.

### **Law 32 – Bowled**

1. When the Striker is bowled off the pads, even though all the conditions for a LBW decision are satisfied, he is out BOWLED and NOT LBW.
2. The striker's end umpire has to be vigilant as he may have to assist his partner on point of facts. Instances like the bail may have come off the wicket Keeper's glove or wind etc.
3. If the Striker in trying to regain his ground kicks the ball on to his wicket, he is not out Bowled. However, in trying to guard his wicket he pushes the ball on to the stumps he is out Bowled.
4. The Striker in trying to play at the ball misses it but dislodges both the bails with his bat during the back lift. The ball goes on to hit the stumps. In this case he is out Bowled if, any of the stumps is uprooted otherwise hit wicket.
5. Remember, there is no time limit for the dismissal, once the ball is in play and the conditions are met the striker will always be out, bowled.
6. Precedence only applies to the dismissals of bowled and caught.

### **Law 33 – Caught**

1. It is a fair catch, if, any fielder handles the ball inside the boundary, throws it in the air, then goes out of the boundary, pushes the ball in while in the air, comes back inside and completes the catch or some other fielder who is inside the boundary catches the ball.
2. It is a fair catch, if, the ball is rebounded of the helmet of either Batters.
3. It is not a fair catch, if, the ball makes contact with the strikers' bat then ground and again with the bat and subsequently it is held by a fielder.
4. While deciding a close catch near the boundary line, if in doubt, it is always better to consult your partner, if he is in a better position, if not, the fielder concerned.



## *WICUA Match Officials Training & Information Manual*

5. If at the instance of catch the Batters have crossed, though no runs are scored they do not return to their original ends. Here the run is not counted and not disallowed.
6. Precedence only applies to the dismissals of bowled and caught.
7. Produced herewith is the relevant section of the MCC guideline: It was agreed that the interpretation should remain that only the glove itself should be considered to be the glove, but that this will be looked at again if there is an indication that players are attempting to circumvent the Law.
8. The wording has been clarified to emphasize that, when fielding or catching a ball after it has crossed the boundary in the air, that any fielder to touch the ball must not only have some part of his/her person in contact with the ground within the boundary, but must have no part grounded on or beyond the boundary.
9. A second fielder making contact with the ball after a teammate has already touched it may not however, jump up from a position beyond the boundary, unless he/she too had first handled the ball within the field of play

### **Law 34 – Hit the ball twice**

1. Careful judgment is needed to decide whether the second strike was to guard the wicket or otherwise. This may need consultation.
2. The second strike has to be willful and not accidental.
3. If an appeal is made, before giving the decision ask the fielding side captain whether they are serious about the appeal, if yes, then follow the law. The appeal may be involuntary or on the spur of the moment.
4. Team work is essential to decide the crossing of the batters at the instant of throw.
5. Example – The striker plays at a ball which hits him/her on the glove on the hand holding the bat and lobs towards the stumps. The striker instinctively pushed the ball away with his/her bat. The wicket-keeper is standing up and about to gather the ball. On appeal the striker would be out – Obstructing the field as even though he/she is permitted to hit the ball twice in defense of his/her wicket he/she cannot do so if it is a catch.
6. Example: Striker plays at a ball which pitches outside his/her off stump and swings back to hit him/her high on his/her person above his/her pads and bounces towards his/her stumps. The striker pushes the ball away, which goes to fine leg. The striker runs, the non-striker responds. The striker is run out at the bowler's end. The non-striker is returned back to his/her original end (bowler's end) and the new batter faces the next ball if there were balls remaining in the over.

### **Law 35 – Hit wicket**

1. This dismissal falls in the jurisdiction of the Striker's end umpire. He should stand in such a position that he has a clear view. Umpire has to be extra careful when Striker is standing within the popping crease and plays back foot.
2. Striker's end umpire should not follow the ball as a routine but watch the completion of the stroke and setting off for the run more so, if, the batter has played a back foot stroke.
3. When the Wicket Keeper is standing up, if the Striker plays forward look for stumping and if he plays back foot look for hit wicket.

## *WICUA Match Officials Training & Information Manual*

4. The bowler gets credit for this dismissal.
5. -Example 1: The bowler whilst running in notices the striker moving around in his crease in which he dislodges a bail. The bowler now enters his delivery stride releases the ball and appeals. The striker's end umpire would call dead ball, answer the appeal Not out, reset the bails and play would continue. Reason: Bowler not entered his delivery stride when bails put down..
6. -Example 2: The slow left arm spinner after having entered his delivery stride sees the striker dislodge a bail whilst moving around in the crease preparing to receive the ball. He stops turns to the umpire and appeals without releasing the ball. The striker's end umpire would answer the appeal Not out, put the bails back and play would continue. Reason: bowler did not release the ball. Had he released the ball and then appealed he would have got the decision in his favor.
7. Example 3: The striker hooks at a ball and subsequently steps onto his/her wicket, there is an appeal for hit wicket and the ball is also caught, how is he/she dismissed, doubt, the ball is dead when a batter is dismissed, the batter is dismissed when given out or leaves his or her wicket, solution; if the striker's end umpire gives it out before the ball is caught then the ball is dead thus out hit wicket, if the ball is caught before the striker's end umpire gives it out then caught takes precedence.

### **Law 36 – Leg before wicket**

1. Umpires should cultivate a routine. Before the play begins on each day, they should follow visualisatoin method for a few minutes. Visualisatoin method: Stand behind the stumps as at Bowler's end. Imagine 9-inch mat from wicket to wicket. Imprint this in your mind. While drawing the imaginary lines from outside stumps at one end to the other, look for points or characteristics (Mower marks, cracks, dark patches or spike marks) in line with leg and off stumps.
2. Make a mental note of the stance of the striker. Stance on the crease, behind the crease or well outside the crease. Team work is essential here. A quite signal from Striker's end umpire should help.
3. Once the umpire is sure that the delivery is fair, make a mental note from which angle the ball is being delivered. Immediately shift the focus to the grid. Grid is the area from the Striker's gloves down ward and about two feet on either side of the wicket. Allow the ball to come in your sight. Watch its actual pitching and do not assume where it could pitch. Watch its course – shoots up, keeps low, skids. Consider the turn or deviation after pitching before impact.
4. Follow the ball further to watch the impact. Do not take into account further impacts. Focus on the bat. If the interception is not of the bat, it sure has to be of the person. Rely on sight and sound. When you hear two sounds, eliminate bat hitting pad or ground.
5. The wicket Keeper and the slip fielders cannot see the point of impact. They appeal on assumption. Bowler's body language will certainly give you a clue. The bowler generally assumes that the ball would hit the pad and goes in to appeal mode, joined by others. But since he is the nearest, sees and hears the nick and suddenly the ferocity of the appeal dips.
6. This is the most important phase. At this juncture, the umpire has to decide whether the ball would have hit the stumps but for the interception assuming that all earlier criteria have

## *WICUA Match Officials Training & Information Manual*

been met. Wicket Keepers movement will give you an indication of balls movement. Mentally replay the entire delivery with events (PIPS) once or twice, take into account the following and then decide;

- a. The lateral and vertical movement of the Striker.
  - b. Height and angle from which the ball is delivered.
  - c. The pitching of the ball.
  - d. Movement of the ball both lateral and vertical.
  - e. The first impact
  - f. The distance it has travelled before the impact and distance to travel after
7. On-field umpire must be satisfied that the ball has been intercepted by the pad/person first, otherwise Not out. (Benefit of doubt to the batter)
8. Most of the decisions made by any umpire during a match will be LBW, this is usually 65-85% of the decisions. Umpires are judged by this on most occasions, strive for a high degree of consistency.

### **Law 37 – Obstructing the field**

1. Team work is very essential to decide obstruction was willful or otherwise. No harm in consulting before answering any serious appeal.
2. Umpires should note to advise the scorers, the runs scored whenever a batter is out.
3. If the non-striker obstructs a catch being made of a No ball, he is out Obstructing the field.
4. On appeal from the fielding team, if the umpire feels that a batter, whilst running between the wickets, has significantly changed his direction without probable cause thereby obstructing a fielder's attempt to run him/her out, the batter should be given out obstructing the field. Umpires should note that:
  - It shall not be relevant whether a run out would have been affected or not.
  - In the absence of any other "probable cause" for the change in running direction, the umpires are entitled to assume that such significant change in direction is indicative of the intent to obstruct the field.
  - Following any consultation, the bowler's end umpire shall make and give the final decision.
5. Example 1. – Striker gets a top edge and ball goes high into the air above the pitch. Batter complete the first run. Non-striker completes the first run and starts off for the second. He now deliberately runs into the fielder about to hold the catch. Ball drops to the ground. On appeal umpires consult they are convinced it was willful. Bowler's end umpire gives striker out (If either batter obstructs a catch the striker is always out).
6. Example 2. – Same scenario as above only this time the bowler's end umpire called and signalled no ball for a front foot infringement, a catch is not possible off a no ball thus the nonstriker is given out obstructing the field.

### **Law 38 – Run out**

1. Umpire at the Bowler's end has to move into correct position for run outs. It is advisable that the umpire moves to the side on which the ball is played except when the ball is played in the "V" and the fielder is close.



## *WICUA Match Officials Training & Information Manual*

2. Moving to the same side has more advantages than moving to the opposite. Important advantage is that the breaking of the wicket is clearly visible so also the way of fielding and batter running with minimal efforts.
3. Umpire at the bowler's end has to keep in mind that the fielder has two options of throwing the ball, one at the Wicket Keeper's end and the other at Bowler's end. While taking position he should not come in the way of both.
4. While giving a decision do not be on the move. Even if you are not able to come to right position of inline with the popping crease, be stationary wherever you are.
5. Watch the batter's position while relying on sight and sound to see when and how the wicket is put down.
6. Consultation may be necessary to decide whether batters have crossed or not.
7. In the case where appeals are made for run out after a collision between a fielder and a batters it may be necessary that the on field umpire clarifies the appeal with the fielding captain before making a decision.
8. Note: A batter can now be out Run out off a ball that has come directly off the striker's bat or person on to a fielder's helmet and then back again directly on to the stumps with the striker out of his ground.
9. Note: A batter cannot be out Run Out by the wicket-keeper acting alone off a No ball unless he is attempting to run.
10. Non-striker leaving his/her ground early; note the point up to which the bowler is allowed to occasion the dismissal.

### **Law 39 – Stumped**

1. Do not be in a hurry to give decision.
2. Be fully satisfied with the evidence.
3. Do not unnecessarily get pressurized by the wicket keeper.
4. Striker's bat or any part of the person grounded on the crease marking is considered as out of ground.
5. When injured striker is inside his ground and his runner out of his ground it is run out.
6. Always stand on the off side when a runner is used.
7. Note a Stumping off a rebound off the wicket keeper's helmet is now Out!
8. When the wicket keeper is close to the stumps the striker's end umpire should be fully focused, head still, eyes on the wicket keeper, his gloves position, the wicket, the striker, his foot and bat, the popping and bowling crease markings and the arriving ball more so when a stumping is possible.
9. Stand with either one foot on the popping crease and the other on the inside or with one foot on either side of the popping crease.
10. Bowler gets credit for this dismissal.

### **Law 40 – Timed out**

1. Don't be in a hurry to declare out, a batter who has not come in.
2. You do not know whom you are giving out!

## *WICUA Match Officials Training & Information Manual*

3. Umpire should note down the time of the fall of a wicket or a batter retiring.
4. This law does not apply to the new incoming batter after an interval or interruption, since “time” would have been called. If there is a delay in such circumstances, umpires have to ascertain the cause of delay and examine under law 21.3 refusals to continue play.
5. For the purposes of timed out the start of the action shall be taken at the expiry of the 3 minutes.

### **Law 41 – Unfair play**

1. Umpires have to be discreet while handling conflict situations. The conflict could be between;
  - a. Player and Player
  - b. Player and umpire
  - c. Player and Officials/Public.
2. Each situation can be unique and compelling. You should keep your COOL.
3. Do not be carried away by the situation or by the stature and reputation of the player involved. Be firm but maintain a high standard of consistency.
4. Try to control by a quite word or two with the concerned player. If it has no effect talk to the Captains and allow them to resolve the issue. Have courage to take action and or report when necessary.
5. Do not step in too quickly or too late, when there is conflict between player and player. Let the initial burst come out. Then quickly step in to resolve.
6. Watch the ball till it reaches the bowler. You have plenty of occasions to watch – fall of wicket or at any stoppage or interval. Still in addition umpires must have a look at the ball regularly but at irregular intervals.
7. Always check the ball whenever it is hit out of the field for its shape and to ensure the same ball has come back. If not checked for the damage if any should not be attributed to feeding side.
8. **GUIDELINES** It is the responsibility of the players at all times, to manage the match ball appropriately and to play within the spirit of the game.
  - a. Throwing and Scuffing of the Ball Throwing the ball on the bounce inside the circle, or in close proximity to the circle is NOT allowed, unless there is a genuine attempt of a dismissal.
  - b. The deliberate throwing of the ball into the ground on the square or immediate surrounding area when not reasonably required, is NOT allowed.
  - c. Players returning the ball must NOT bounce the ball on the match pitch or on any area of the square that may be considered to be abrasive Players returning the ball on the bounce must endeavour to ensure that the ball bounces a maximum of once.
  - d. It is the Wicketkeeper’s responsibility to intercept a return on the full and NOT on the half-volley.

## *WICUA Match Officials Training & Information Manual*

- e. As a guide, it is for the umpires to decide on the context of the action and the ground conditions.
  - f. The abrasiveness of the square and/or outfield, or conditions relating to sun position, dew, weather or lights, etc., must be considered when dealing with each scenario.
  - g. Use of saliva: no artificial substance is used, that the only natural substance used is sweat, and that such polishing wastes no time.
11. Umpires must develop a high standard of consistency in judging fast short pitched balls and high full pitched balls. Team work is very essential here.
  12. Umpire at the striker's end can easily assist by non-verbal communication.
  13. Use reference object for consistency.
  14. High full pitched balls are rare and come as a shock, no harm in calling late than never.
  15. Be watchful for batters and bowlers coming on the protected area. Batter's initial three steps or so are important. Watch them while you take off for coming to take position for run outs.
  16. Chances on coming on protected area are more when a Bowler's bowls close to the stumps.
  17. Do not concentrate more on bowler's foot during follow through (protected Area), they come in your vision. Concentrate on other decisions, they are also important. Bowler's foot marks can easily be seen and checked, while walking into position. Do not be too elaborate.
  18. No harm in drawing the attention of the Bowler if he is coming close to delivering a no ball or Protected area. So also, the batters. Prevention is better than cure. You can concentrate more on other important matters. Be consistent with both the teams.
  19. Umpire to note the difference between a bowler trying to make the Striker and Non-striker run out during his run up.
  20. Be firm and clear in all your actions.
  21. Any reporting has to be precise and specific. Nothing general.
  22. All reporting should be jointly done.

### **Law 42 – Players' conduct**

1. Remember umpires are there to facilitate the smooth conduct of the game.
2. It is a player's game. You are not the center of attraction.
3. Be judicious in applying these provisions. One should not be too lenient or too strict.
4. Don't be carried away by the reputation of a player. Apply the provisions equally without bias. Do not favor or fear.
5. In cases of physical contacts ensure that they are deliberate before applying the provisions of this law.
6. If the captain is involved it is the vice captain who will be summoned, one must be appointed either before or at that time.
7. Be judicious in judging dissent and disappointment.

## *WICUA Match Officials Training & Information Manual*

### Offences at a glance

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
willfully mistreating any part of the cricket ground, equipment or implements used in the match	showing serious dissent at an umpire's decision by word or action	intimidating an umpire by language or gesture	threatening to assault an umpire
showing dissent at an umpire's decision by word or action and or advancing towards an umpire in an aggressive manner when appealing	making inappropriate and deliberate physical contact with another player	threatening to assault a player or any other person except an umpire. See 42.5.1.	making inappropriate and deliberate physical contact with an umpire
using language that, in the circumstances, is obscene, offensive or insulting	throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner		physically assaulting a player or any other person
making an obscene gesture and or appealing excessively	using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature		committing any other act of violence.
Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.	Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.		



## *WICUA Match Officials Training & Information Manual*

### Action at a glance

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
The following are common to all 4 levels of offences			
The umpire shall call Time.			
Consult with colleague			
summon and inform the offending player's captain that an offence at Level 1 has occurred.			
award 5 Penalty runs to the opposing team. For level 1 offence first time -first and final warning			
Inform the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.			
As soon as practicable the Umpire shall call Play.			
Follow reporting procedure			
In addition, following actions for level 3 and 4 offences only.			
Level 3		Level 4	
<p>Direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:</p> <p>i. Day match (unlimited overs)- suspended from the field of play for 10 overs.</p> <p>ii. Limited overs match –</p> <p>a. suspended for one fifth of the number of overs allocated to the current innings at its commencement.</p> <p>b. Part-over to be considered as a whole over.</p> <p>c. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.</p> <p>iii. Offending player is a Fielder / Bowler,</p> <p>a. No substitute shall be allowed for him/her.</p> <p>b. May bowl immediately after return.</p> <p>c. If necessary completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.</p>		<p>Direct the captain to remove the offending player immediately from the field of play for the remainder of the match in addition:</p> <p>i. Offending player is a fielder,</p> <p>a. no substitute shall be allowed for him/her.</p> <p>b. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.</p> <p>ii. A bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.</p> <p>iii. Offending player is a batter,</p> <p>a. he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side.</p>	

## *WICUA Match Officials Training & Information Manual*

<p>iv. Offending player is a batter,</p> <p>a. he/she shall be replaced by another member of his/her team.</p> <p>b. The offending player may return to bat after having served the suspension only at the fall of a wicket.</p> <p>c. If no batter is available to bat during a batter's suspension, the innings is completed.</p> <p>d. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.</p> <p>v. Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.</p>	<p>b. If no further batter is available to bat, the innings is completed.</p>
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### **Further notes from ICC Code of Conduct**

#### **1. Excessive appealing:**

"Excessive' may include

- (a) repeated appealing of the same decision;
- (b) repeated appealing of different decisions when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure;
- (c) charging or advancing towards the Umpire in an aggressive manner when appealing; or
- (d) celebrating a dismissal without appealing to the Umpire when a decision is required. It is not intended to prevent loud or enthusiastic appealing.

#### **2. Abuse of fitting or ground:**

Includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) which deliberately (i.e. intentionally), recklessly or negligently (in either case even if accidental) results in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings. For example, this offence may be committed, without limitation, when a Player swings his/her bat vigorously in frustration and causes damage to an advertising board.

#### **3. Use of audible obscenity during a match:**

The use of words commonly known and understood to be offensive, obscene and/or profane (in any language) and which can be heard by the spectators and/or the viewing public whether by way of the stump-microphone or otherwise. This conduct may include, for example, swearing in frustration at one's own play or fortune.

**4. Disobeying an umpire's instructions:**

Includes any repeated failure to comply with the instructions or directive of an umpire during a match.

**5. Using language, actions or gestures which disparage or could provoke an aggressive reaction:**

Any language, action or gesture used by a Player and directed towards a batter upon his/her dismissal which has the potential to provoke an aggressive reaction from the dismissed batter, whether or not any reaction results, or which could be considered to disparage or demean the dismissed batter, regardless of whether the batter him/herself feels disparaged or demeaned (in other words, a 'send-off'). Without limitation, includes:

- (a) excessive celebration directed at and in close proximity to the dismissed batter;
- (b) verbally abusing the dismissed batter; and
- (c) pointing or gesturing towards the pavilion. Nothing is, however, intended to stop Players celebrating, in an appropriate fashion, the dismissal of the opposing team's batter.

**6. Using a gesture that is obscene, offensive or insulting during a match:**

Includes, without limitation, obscene gestures which are not directed at another person. When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account:

- (i) the context of the particular situation; and
- (ii) whether the gesture is likely to:
  - (a) be regarded as obscene;
  - (b) give offence; or
  - (c) insult another person.

**7. Showing dissent includes:**

- (a) excessive, obvious disappointment with an Umpire's decision;
- (b) an obvious delay in resuming play or leaving the wicket;
- (c) shaking the head;
- (d) pointing or looking at the inside edge when given out lbw;
- (e) pointing to the pad or rubbing the shoulder when caught behind;
- (f) snatching the cap from the Umpire;
- (g) requesting a referral by making the "T" sign.
- (h) arguing or entering into a prolonged discussion with the Umpire about his/her decision.

This offence is not intended to punish a batter showing his/her instinctive disappointment at his/her dismissal.

**Seriousness**

## *WICUA Match Officials Training & Information Manual*

When assessing the seriousness of the breach, the following factors (without limitation) should be considered:

- (i) whether the conduct contains an element of anger or abuse which is directed at the Umpire or the Umpire's decision;
- (ii) whether there is excessive delay in resuming play or leaving the wicket; or
- (iii) whether there is persistent re-reference to the incident over time.

It shall not be a defence to any charge brought to show that the Umpire might have, or in fact did, get any decision wrong.

### **7. Public criticism of, or inappropriate comment in relation to an incident occurring in a Match:**

Without limitation, Players and Player Support Personnel will breach this if they publicly criticise the Match Officials or denigrate a Player or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, without limitation, the context within which the comments have been made and the gravity of the offending comments must be taken into account.

For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Facebook, Instagram, Twitter, YouTube and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently, a Player or Player Support Personnel may breach where they criticise or make an inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match Official or team participating in any Match in any posting they make on a social media platform.

### **8. Throwing the ball at or near a player:**

This offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion, or from throwing the ball at the stumps or to a teammate when attempting a run out. When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account:

- (i) the context of the particular situation, including, without limitation, whether the action was deliberate, reckless, negligent, and/or avoidable;
- (ii) whether the ball/object struck the other person;
- (iii) the speed at which the ball/object was thrown; and
- (iv) the distance from which the ball/object was thrown.

### **9. Inappropriate physical contact:**

Any form of inappropriate physical contact is prohibited in cricket. Without limitation, Players will breach this regulation if they deliberately, recklessly and/or negligently walk or run into or shoulder another Player or Umpire. When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the contact was deliberate (i.e. intentional), reckless, negligent, and/or avoidable; (ii) the force of the



## *WICUA Match Officials Training & Information Manual*

contact; (iii) any resulting injury to the person with whom contact was made; and (iv) the person with whom contact was made.

### **10. Intimidation of an Umpire it includes, without limitation:**

- (a) any form of continual verbal or physical harassment;
- (b) any form of intentional behavior that would cause the person at whom it is directed to fear injury or harm; and
- (c) attempts to impede or block movement.

### **23. Threatening language:**

If they do or say anything which would cause the Player, or Umpire, or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, threatening to hit the relevant individual while at the same time raising a fist, or threatening to physically harm another Player's family.

### **24. Use of violence:**

Without limitation, Players will breach this law if they intentionally or recklessly cause the Player, or Umpire or the other person bodily harm or injury. Additionally if they hit, kick or punch or fight another Player or Umpire, or any other person.

### **25. Personal abuse of a Player, Player Support Personnel, Umpire or Match Referee during an International Match:**

Is intended to cover a Player or Player Support Personnel directing language of a personal, insulting, obscene and/or offensive nature at any Player, Player Support Personnel, Umpire or Match Referee during a Match. It is also intended to cover language of a personal, insulting, obscene and/or offensive nature relating to a family member of the Player, Player Support Personnel, Umpire or Match Referee at whom it is directed. When considering the seriousness of the breach, the following factors (without limitation) shall be considered:

- (i) whether such language was excessive and/or orchestrated; and
- (ii) the person at whom the language was directed, i.e. whether they were a Player, Player Support Personnel, Umpire, Match Referee or other person.

This offence is not intended to cover any use of language that is likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under the Anti-Racism Code.

### **26. Changing the condition of the ball**

Any action(s) likely to alter the condition of the ball which are not specifically permitted under clause 41.3.2 may be regarded as 'unfair'.

The following actions shall, therefore, not be permitted (this list of actions is not exhaustive but included for illustrative purposes):

- (a) deliberately throwing the ball into the ground for the purpose of roughening it up;

(b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball;

(c) lifting or otherwise interfering with any of the seams of the ball; and

(d) scratching the surface of the ball with finger or thumb nails or any implement.

(e) Loading the ball, that is, applying sweat but not at the same time shining the ball

The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.

**27. Attempting to gain an unfair advantage during an International Match:**

Is intended to cover any attempts to cheat or gain an unfair advantage during a Match It includes, without limitation:

(a) deliberate attempts to deceive an Umpire (for example by claiming a catch when the Player concerned knew that he/she had not caught the ball cleanly);

(b) any attempts by a Player on the field of play to seek assistance from any person off the field of play in order to decide whether to request a referral to the TV Umpire; or

(c) taking a foreign object onto the field whose most likely reason for being there is to change the condition of the ball.

When assessing the seriousness of the breach, consideration should be given to whether the conduct was deliberate, reckless and/or negligent on the part of the relevant Player or Player Support Personnel

**28. Conduct that is contrary to the spirit of the game:**

Is intended to cover all types of conduct that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct. By way of example, (depending upon the seriousness and context of the breach) prohibit, without limitation, the following:

(a) the use of an illegal bat or illegal wicket-keeping gloves; and

(b) failure to comply with the provisions of clause 6.3 of the Playing Conditions, specific to:

Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).

No spiked footwear shall be permitted.

No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

Access shall not interfere with pitch preparation.

When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence).

**29. Conduct that brings the game into disrepute:**

Is intended to cover all types of conduct that bring the game into disrepute and which is not specifically and adequately covered. By way of example, (depending upon the seriousness and context of the breach) prohibit, without limitation, the following:

- (a) public acts of misconduct;
- (b) unruly public behaviour; and
- (c) inappropriate comments which are detrimental to the interests of the game.

When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence).

**Appendices to the Laws of Cricket**

Attention must be paid to appendices wherever mentioned in law while studying, they offer clarity on many issues or interpretation as applicable: for example;

A.12.1 Person; For a batter, a glove being held but not worn is part of his/her person.

This is an example of an explanation that is important but not specifically outlined in the laws.

**5. Playing conditions**

Playing conditions or regulations are rules made by the ICC, Home Board, Local Cricket Association or Zonal Association as applicable that would usually amend the laws of cricket or modify it or add to it or have sections of it not apply at all. It is usually made for a specific tournament, series or match.

All cricket matches will be played under special regulations or playing conditions except in very unique cases where it will be played specifically and only under the laws of cricket.

**Types of playing conditions**

Test matches

One Day International

T20 International

Domestic First Class matches

Domestic 50 overs (List A matches)

Domestic T20 Tournament

Local multiple day matches

Local 50/40/30 overs

Local T20 matches

These are all played under special playing conditions with multiple amendments and additional clauses to the laws of cricket.

**Amendments usually made to include:**

## *WICUA Match Officials Training & Information Manual*

1. Match Referee
2. Nomination of teams and number of substitutes
3. Concussion replacement player
4. Appointment of umpires
5. LED wickets
6. Fitness of play and decision to go off
7. Lightning protocols
8. Use of light meters
9. Free hit
10. Power play
11. Two balls to be used per innings one from each end
12. Restrictions on access to the pitch
13. Changing the pitch
14. Additional crease marking (wide guide line)
15. Specific time to remove covers
16. Length of all intervals
17. Hours of play
18. Minimum overs in a day
19. Maximum overs in an innings
20. Overs constitutes a match
21. Extra time
22. Specific number of overs per bowler
23. DLS, Achieving a result
24. Referee awarding match
25. Super over
26. Penalty time difference in different lengths of matches
27. Length of time before penalty time takes effect
28. Practice on the square on day of the match
29. Field restrictions overs
30. Power play signal
31. Free hit signal
32. 30 yards circle
33. Time out minutes
34. Procedure to be followed for changing the condition of the ball
35. Specific Number of short pitched balls allowed
36. Bouncers over the head is wide ball
37. Time wasting penalties
38. Over rate calculations
39. Calculations for reduced matches
40. Third and fourth umpires
41. COVID-19 Saliva use restrictions
42. Allow only level 4 to be auctioned by umpires on the field.
43. Decision review system
44. Player review
45. Umpire review
46. TV Umpire protocol



## *WICUA Match Officials Training & Information Manual*

47. Soft signal
48. 15 degrees illegal bowling action
49. No ball check
50. Calculations forms
51. Allowing 3.75, 3.8, 4, 4.2, 4.25, minutes per over
52. Reserve day to start, continue or complete matches.

### **5. Conducting National/Zonal Training Sessions**

It is important that the Opening Session be given the necessary recognition that it deserves. An important cricketing personality should be invited to deliver the feature address and to declare the Training Sessions opened. This session, like other sessions, should last not more than 120 minutes at a relaxed and convenient time of the day. At this assembly it will be important to have an added attraction since you may be left with at least one hour after the formal opening. This can be utilised by showing film of having general questions asked to a well-prepared panel.

Since it has been customary to hold the WICUA Level 2 Final Written Examination in early August it is advisable that this date be used as a guide in the commencement of training programmes. Should this date change at any time, the training programme should be adapted to suit. It is advisable that each unit territory have its own Examination prior to the Final Written Examination. A simple pass mark of 60% could be used so that candidates could evaluate themselves and territories and work with those in need of greater attention. However, this Examination has formed part of this programme and will be handled under a separate heading

Taking the date of the Final Examination (written) into consideration it would be wise to begin the Training Programme at such a time so as to have enough time for revision. A programme of at least thirteen working sessions is recommended. This is apart from the opening session. They should be held once a week and be carried on in consecutive weeks so that interest will be maintained.

These sessions should be divided into the following:

- a. Laws
- b. Revision with the former taking about 11 sessions and revision the other two weeks leading into a locally set and marked/corrected Level 1 Preliminary Examination.

Training sessions dealing with Laws are usually handled by experienced personnel. The latest edition of 'Tom Smith's Cricket Umpiring and Scoring' is recommended for general use. Each Law and its notes are read and explained in detail. For convenience some Laws can be grouped, yet others need the care and attention of the most experienced. For example, Law 41 (Fair and Unfair Play) is so long and informative that it needs special attention, while Law 36 (L.B.W) though not a difficult Law to administer usually generates so many opinions that it could occupy a whole session. It would be wise to have the necessary apparatus on hand example marker, chalk, whiteboard, blackboard and possible multimedia projector, PowerPoint slides and videos.

### **6. Practical training classes and nets practice sessions**

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Practical training classes training classes utilizes more of the senses of participants they may include demonstrations, discussions, practice doing and teaching others to do, why is practical training so important:

- a. Umpiring is a practical profession.
- b. It requires the use of the senses.
- c. It requires quick thinking.
- d. It requires movements.
- e. It requires the use of all body parts
- f. Flexibility
- g. Agility
- h. Walking
- i. Running
- j. Turning
- k. Twisting
- l. Standing
- m. Jumping
- n. Hopping
- o. Skill Development
- p. Concentration
- q. Counting
- r. Seeing
- s. Hearing
- t. Touching
- u. Smelling
- v. Feeling

Practical training should be outdoors in an environment as close to an actual match situation utilizing cricket equipment, players, umpires, wickets, balls, bat, crease markings, bowling machines and other necessary equipment and structures.

Umpires should be carried through the paces in an organized manner with scenarios developed, role play, discussions, review and critique, these sessions where available should be videotaped for other training references.

Practical training should also include physical training, running, walking, stretching, testing and evaluation this should always be after clearance from a medical doctor.

### **Net Practice**

Net practice should be an integral and important component of your match preparation and continuous improvement program. Players go to practice so that they can work on or develop their skills. Players work on improving their weaknesses and consolidating their strengths. The better players also use this forum to try new things or practice something that may be unconventional or new to them. Umpires should be no different in this area. The purpose of this paper is to open your mind to the area of skill development and continuous improvement processes that can be performed at net practice.

### **Before You Get to Practice**

## *WICUA Match Officials Training & Information Manual*

Some important things to be aware of before you go to practice include:-

Be aware or plan what you want to do at practice – what part of your game are you going to work on? If you are going to give up a couple of hours to go to training then plan your session in order to achieve something for yourself. Don't attend just because you "have to" – aim to get something out of it. Be aware of your strengths and weaknesses and identify if net practice may be of some use to you to improve these areas. Don't try and improve or practice everything at once. Plan to work on one specific part of your game at the one time, that way you can focus entirely on that area. For example, if you want to work on "the ball pitching in line with leg stump", then forget about no balls and where the ball may have gone after pitching and concentrate solely on where the ball pitches until you have improved that area. Then put the sequence of watching and judging back into practice. If you plan to work on an activity or skill that requires feedback (for example, head movement at the bowler's end for picking up no balls), then organize another Umpire or the Coach to work with you while you practice this skill. Don't be afraid to involve other Umpires and the Coach in your skill development exercises – the feedback can be then discussed and training method refined if necessary.

### **What Can Be Done at Net Practice?**

Net practice is the place for skill development and for trying new things. Don't be afraid to experiment and look at things from a new perspective. For example, instead of always positioning yourself at the bowler's end at practice, you could try...

- Standing behind the batter (at the back of the net)
- Standing next to the batter (off side or leg side)
- Standing in line with the popping crease at the bowler's end.

The above positions could be used to work on a number of judgement skills including, but not limited to, no balls, LBW, bat pads and catches at the wicket.

Here is a list of possible skill areas that could be worked on or addressed at net practice:

- No balls (Front foot and above head height)
- Wides (Laws of Cricket and one day playing conditions)
- Balls pitching in line with the stumps
- Picking up the flight / line of the ball
- Concentration and focus routine
- Communication / rapport with Captain, Coach and players
- LBW decisions (could be broken down further into the 4 questions)
- Caught behind decisions
- Ball counting routine
- Head movement (eye movement)
- Player traits (seeing players for the first time and being able to deal with their "playing style")
- Cardiovascular fitness / Core strength / Flexibility
- Run out decisions (if there is a centre wicket practice as well)
- Bowler's follow through – danger area

## *WICUA Match Officials Training & Information Manual*

- Playing conditions interpretations and knowledge (Group session)
- Laws of cricket knowledge (Group session)

It is important to make use of ALL the facilities available at State/Zone Squad practice. You could use the following tools if they are made available in your state/zone...

- Outdoor nets
- Indoor nets
- Bowling machines
- Video or net cameras
- TV and VCR's
- Indoor nets with the "mat" marked on them
- Red or white balls
- Gym

Examples of Skill Development Activities at Net Practice

1. Front foot no balls Here are a few suggestions as to how this skill can be developed or improved at net practice.

Firstly, you can establish how accurate your judgement is. Stand at the bowler's end (back as far as you would in a match) and have a partner stand on the popping crease. Call the no balls as you judge them with the net bowlers and then ask your training partner for feedback after each call. You could also discuss distance behind or over the popping crease in order to achieve the same objective.

Secondly, you could stand in line with the bowler's popping crease if there are bowlers in your net that are hard to judge. You can gain your own perception of what the bowlers are doing with their front foot

Thirdly, you could experiment with moving closer or further away from the stumps to get a 'better look' at where the front foot is landing – particularly if the bowler obscures the view of his front foot with his other leg. When undertaking this activity, just concentrate on the placement of the front foot. Do not concern yourself with the other elements of the delivery (although be careful that the batter does not hit the ball back at you!). Once you feel that you have achieved your desired outcome here; then put this skill to work in line with the processes of judging a full delivery sequence.

2. Ball pitching in line or outside off stump Here are a few suggestions as to how this skill can be developed or improved at net practice.

Firstly, you should pick a net or organize a net with either a left hand batter with right arm bowlers or a right hand batter with left arm bowlers. Focus on picking up where the ball pitches only and tell yourself or your partner (who may be standing directly behind you) where the ball pitched.

Secondly, you could use a bowling machine for the same purpose. The balls will land in a similar area but they will not all be the same. The players are often using these bowling machines in the nets – you can arrange to stand behind one while they are practicing an appropriate shot. Focus on where the ball pitches and call out loud what line the ball pitched on (e.g. outside leg, middle and leg etc). This could be done with



## *WICUA Match Officials Training & Information Manual*

a training partner who stands behind you and providing you are both standing on the same line, you could compare judgments.

Alternatively, you could investigate the use of using the net camera and the then viewing a recording of your judgments after you have catalogued the deliveries.

Thirdly, you could prepare an indoor net by using tape on the pitch to mark a leg stump line and use a bowling machine as described above. The judgement calls should be relatively easy with the taped line, but once you have got this mastered, you could try removing the tape and testing you judgement as described above.

### **Summary**

- Net practice is for your benefit – use your time wisely
- Plan your practice sessions
- Don't get distracted
- Work on one skill at a time
- Try new things – experiment
- Use all the facilities available to help you
- Work with a partner if appropriate
- Review and evaluate your progress with your partner or Coach
- Enjoy and fully participate in the session

### **7. Questions and Answering techniques**

One of the best methods of sustaining participant interest and involvement is through the use of questions.

Open- Questions that require an explanation not necessarily a definition.

Close- Questions which are answered by one word.

Sequence of Question technique

- Question
- Pause
- Nominate
- This allows the whole class to study the question and be prepared to answer.
- **Advice to candidates:** Keep the method of answering the questions, as short as possible, to the point and relevant to the question only, avoid repeating the question in the answers.
- Questions should be used to:
  - Test
  - Teach
  - Achieve maximum activity

### **8. Revision**

It is advisable that revision sessions be held at the end of the working sessions dealing with the Laws. At least two are recommended with candidates being asked to answer verbally questions put to them by the session leaders. It is advisable that guidance be given in answering the questions, if possible since the idea is to

## *WICUA Match Officials Training & Information Manual*

encourage candidates generally. Candidates should be encouraged to be short and as precise as possible making every effort to quote Law.

### **9. Preparation for Preliminary, Final Written and Oral and Practical Examination**

- Candidates should attempt to attend as many training sessions/seminars as possible to learn from qualified umpires the interpretation of the 42 Laws of Cricket.
- Candidates should have in their possession a copy of the latest MCC Laws of Cricket (2017 Code 3rd Edition- 2022).
- It is advised but not mandatory that candidates obtain the latest copy of 'Tom Smith's Cricket Umpiring and Scoring.
- Candidates should study the all of the Laws of cricket diligently and be prepared to ask questions and answer questions during the training session/seminars.
- Candidates should attend all revision sessions.
- For on the field practical examinations candidates should ensure they have all of their gear in place at least a day before the actual match (see sections on preparing for matches and umpiring techniques).
- Candidates should ensure that they eat a meal and arrive at the examination venue at least 45 minutes before the starting time of the examination.

#### **Preliminary Examination**

Each unit territory or Association should set its own Examination, preferably at the end of May, so as to evaluate work done and lend practice to candidates in writing and answering questions. Questions should be set in such a way as to have the Examination resemble a full dress rehearsal for the Final Written Examination of the W.I.C.U.A., whereas the W.I.C.U.A. requires at least 70% as a pass mark; the preliminary examination must be 60% pass mark. Candidates who do not pass should not be entered for the W.I.C.U.A. Examination.

#### **Preparation for Level 2 Final Written Examination**

It will be important for the paper of the Preliminary Examination to be marked/corrected quickly for lecturers to observe the weakness of candidates so that work can be done to alleviate these weaknesses for the W.I.C.U.A. Examination. About three weeks prior to the Examination last minute revision should be done with the candidates so that all may be fighting fit. It should be impressed upon them however that the examiner needs facts not lengthy wordy answers. Candidates should be encouraged to quote the relevant Laws as much as possible.

#### **Final Written Examination**

## *WICUA Match Officials Training & Information Manual*

Candidates have now reached their first fully recognized Examination and all should be those who are fairly well conversant with the Laws and should give a good account of himself/herself, having had the experience of the Preliminary Examination.

### **Preparation for the Level 3 Oral and Practical Examination**

Perhaps the easiest and yet most difficult to pass is the Oral Examination. The Examination is usually held at the end of November or early December and requires at least two but not more than three training sessions prior to the Examination. It should be impressed upon Candidates that this Examination is much different from the Final Written Examination since no writing will take place and discussion is with a panel of examiners. It is advised that only those candidates who have passed the Final Written Examination and have at least one year practical experience be allowed to sit the Oral Examination.

### **Oral and Practical Examination**

This Examination though relatively easy to the practicing umpire can be the most difficult to pass. Most candidates become too nervous when they appear in front of the Examination Panel with the result that all is forgotten and emotion and panic sets in.

The Examination is really set to test the candidates' knowledge, his/her reaction to live situations, Character, Personality and Practical work. It's a normal setting to which situations the candidates, if already practicing will be accustomed.

The test can comprise of written verbal questions, diagrams, photographs, videos, scenarios.

## **10. Duties of the umpires- on field, 3<sup>rd</sup> standby, TV.**

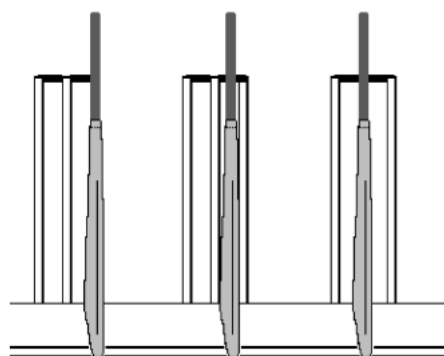
- **Duties of the umpires**
- Report to the ground at least 45 minutes before the start of each day's play
- Inspect the ground, pitch, creases, wickets, boundary, sightscreens
- Consider the availability of roller and sizes, covers, saw dust, water hog, mower, how much men on duty, how long ground usually takes to dry, direction wet weather comes from.
- Collect team nominated list in writing
- Agree with captains which clock or watch will be the official time piece.
- Synchronize watch with colleague
- Agree on any special condition affecting the match
- Collect match balls, with spares and bails
- Agree with both captains on any local customs boundary, obstacles etc
- Agree with captains the hours of play, meal intervals, drinks intervals

## *WICUA Match Officials Training & Information Manual*

- Ensure toss is taken within time given (not earlier than not later than)
- Clear field of players obstacles and spectators
- Inform both teams your are going out
- Walk out five (5) minutes before play starts
- Fit bails in place and check wickets alignment

### **BOWLER'S END UMPIRE BEFORE THE MATCH**

- When the players arrives Bowler's End Umpire
- Give bowler a marker
- Collect bowler's equipment if applicable
- Give ball to team as soon as they enter field
- Enquire of bowler's action
- Inform striker of bowler's action
- Give guard to striker
- Assist with adjustment to sightscreen if applicable
- Count the number of fielders on the field of play (not more than 11)
- Enquire that scorers are in position and ready
- Ensure that fielders and batters are ready
- Ensure colleague is ready
- Confirm with colleague that the agreed time to start have been reach
- Call "play" in a loud and clear voice



Leg-stump      Two legs, or  
middle & leg      Middle stump

These are three normal guard positions for a right-handed striker.  
These are reversed for a left-handed striker.

### **BOWLER'S END UMPIRE DURING THE MATCH**

- Call "play" at the start of the match and after all intervals or interruptions
- Call "time" at the end of the match and at the beginning of all intervals or interruptions
- Count balls in the over
- Watch for encroachment on pitch by players
- Watches bowlers feet and arms for fairness of delivery
- Calls and signals dead ball for any act of unfair play and takes appropriate action
- Calls and signals all wides
- Signals all boundaries, leg byes, byes, penalty runs, to scorers
- Give the batters out for all decisions except stumped, runout at striker's end, and hit wicket



## *WICUA Match Officials Training & Information Manual*

- Watches for short run by batters at his end
- Cooperates with colleague at all times
- Repeat all signals made by colleague to scorers except short run

### **STRIKER'S END UMPIRE DURING THE MATCH**

- Count the balls in the over
- Cooperates with colleague at all time
- Watches for short run at his end
- Calls and signals dead ball when necessary
- Takes action for unfair play when applicable
- Calls and signals no ball within his jurisdiction
- Watches for excess fielders behind the popping crease on leg-side
- Watches wicketkeeper for encroachment
- Gives out for stumped, hit wicket, and runout at striker's end
- Watches bowler's arm for fairness of delivery

### **BOTH UMPIRES DURING AN INTERVAL**

- Note the batters at the wicket and end on resumption
- Note Time of ending and resumption
- Note Bowler of last and previous over where necessary
- Note End completed at (north or south etc)
- Confirm correctness of score with scorers
- Inform captains of time of resumption
- Remove bails except for drinks interval
- Supervise any sweeping or rolling
- Inform batting captain of any action taken for unfair play etc.

### **4<sup>TH</sup> OFFICIAL DUTIES AND PROTOCOL**

- Equipment needed: Umbrella, radio, new and used balls, all umpiring equipment
- Carry out equipment check on teams before match start and report findings to match referee
- Be properly dressed as soon as arrive at ground
- Attend all pre and post match meeting
- Pitch and ground management (clear outfield 15 minutes before play start or at appropriate time agree at pre-match meeting)
- At start of match and at intervals remain in the area of the square until 5 minutes to start when colleagues come out at boundary.
- On arrival at venue have ground authority rope off square as early as possible
- Room control (key, visitors restriction imposed, accredited passes only where applicable)
- Collect or enquire about towels
- Ensure radios are available to communicate among all officials and spare batteries are also available for change if needed.
- Ensure fridge is packed with adequate drinks (water, Gatorade etc)

## *WICUA Match Officials Training & Information Manual*

- Enquire about meals and preferences (fish, chicken, vegetables etc)
- Enquire of preferred drinks for on-field colleagues at drinks interval if applicable
- Check toilets for all necessary amenities (toilet paper, soap etc)
- Report any deficiencies in the accommodation to the match referee
- Two teams to select their ball at the same time after the toss (separately) fielding team to get first choice but always from six (6) balls (T20 and 50 overs only)
- Supervise rolling, crease marking etc at appropriate intervals except drinks
- Have used/new balls, bails and stumps on standby and be ready to provide for change or replacement.
- Always acknowledge any information received by radio from any colleague or official.
- In case of rain supervise complete covering of square and bowler's run up.
- Count balls in over as back up to on field colleagues and 3<sup>rd</sup> official where available.
- Be proactive at every event in the match use initiative to get things done.
- Support colleagues in all areas of disciplinary proceedings or events (research incidents, write reports, sign report, attend hearings).
- Collect and fill out all relevant match report forms for on field colleagues.
- Ensure boundary edge is clear of all bottles and team equipment etc.
- Confirm that boundary rope is properly in place
- Do not communicate with anyone by radio while the ball is in play
- Where coloured clothes is used always enquire about white bails as the contrast assist the 3<sup>rd</sup> official when a decision is referred especially run out, stumped or hit wicket.
- Contact info for all match officials, ground authority,
- Supervise crease marking, sweeping, etc at lunch, tea, intervals (have meal thereafter)
- Info match referee, colleagues where you are at all times
- Collect D/L sheets for distribution to teams and officials
- Enquire of D/L version (current) being used (ask for trial run)
- Check player who is off the field (every 8 minutes or less) and give up date to on-field colleagues
- Impose 10 minutes curfew 10 minutes before and after drinks intervals
- Carry out equipment check on both teams
- Take notes, count balls to assist colleagues where possible
- Where lights are to be used enquire about time to be switched on and be proactive in getting them on.
- **3<sup>RD</sup> TV OFFICIAL PROTOCOL**
- Keep tabs on players leaving the field and returning and reason and indicate whether can bowl or bat immediately or not
- Note all stoppages in writing from start to finish and who caused it fielders or batters

## *WICUA Match Officials Training & Information Manual*

- When batters cause stoppage allocate time to fielding team allotted time (every second counts)
- When the fielding team causes stoppages that is their own penalty except injury time
- Mandatory count balls in over to assist on field colleagues
- Note bowlers allocation and amount bowled by each one in writing
- In case picture is lost on the monitor inform the engineer, director, on field umpires, match referee and 4<sup>th</sup> official.
- Inform engineer, director, on field umpires, match referee and 4<sup>th</sup> official when picture resumes.
- Look for suspect bowling action of bowlers and inform on field colleagues
- After every 5 overs (T20) give on field colleagues an update on overate (par, plus or minus).
- After 15, 25, 35 and 45 overs (50 overs) give on field colleagues an update on overate (par, plus or behind) (par-par) (plus-par) (behind-behind by how many)
- For run out, stumped, hit wicket, obstructing the field, fair catch and bump ball decision is given on screen so inform director of your decision.
- For boundary 4 or 6, and batters running to same end **communicate by two-way radios.**
- Initiate action where a boundary is scored but not signalled or vice versa call on colleagues to **wait** and initiate action with director.
- PROTOCOL FOR DESK SWITCHBOARD:
  - TO HEAR COMMENTARY – PRESS PROGRAM (**TURN OFF FOR REFERRAL**)
  - FOR STUMP VOLUME- PRESS STUMP VOLUME
  - TO HEAR REPLAY- PRESS REPLAY VOLUME
  - TO SPEAK TO DIRECTOR- PRESS DIRECTOR
  - TO SPEAK TO ENGINEER- PRESS ENGINEER
- Cell phones and other communication devices are not allowed in 3<sup>rd</sup> umpires' room
- Whenever noticed call on on-field colleagues to have players remove any item of clothing or equipment they are not suppose to wear
- Calculate time remaining after rain
- Do not communicate with anyone by radio while the ball is in play.
- To use radios: press switch, speak and release and speak slightly slower than normal.
- When a boundary is decided relay by radio "boundary 4 or 6" accordingly.
- When contacted for a boundary 4 or 6 and neither occurred just say "runs"
- At the beginning of an interval immediately inform the director of the restart time always confirm this with on-field colleagues
- If there is a delay or interruption immediately inform the director
- Immediately a decision is made to resume play after a delay start, or interruption inform director.

## *WICUA Match Officials Training & Information Manual*

- Take note of the time that the captain is informed of overate and who informed him
- A referral for a boundary decision can be initiated by either on-field umpire
- Take note of all on field incidents disciplinary etc and note the time, over number, balls bowled in over, who action was taken against, which umpire initiated the action, which end the ball was bowled from, reason for action and section or laws breached.
- Inform director which end one over eliminator is to bowl from (T20 matches only)
- Immediately you notice any action that warrants attention call on colleagues to “wait” even if they did not initiate action.
- Inform director when on-field umpires are going out 5 minutes before play starts
- Protocol for replay:
  - ASK DIRECTOR FOR REPLAY
  - INDICATE OUT OR NOT OUT TO DIRECTOR BY SAYING, “THANK YOU DIRECTOR I AM READY TO MAKE MY DECISION; MY DECISION IS “OUT” OR “NOT OUT”
  - IF THIS DECISION NEEDS TO BE RELAYED TO ON FIELD ONLY DO NOT PRESS DIRECTOR SWITCH OR COMMUNICATE WITH HIM
- Protocol “to show live footage of the play at the ground especially when it involves an umpire’s decision. Immediate replays are allowed. Third umpire to inform director of this protocol if it is broken.
- When a replay is called for by the on field umpires it may not always be needed to call to the director if “decision pending” comes up it means that the director is already giving you the footage. This usually occurs when the TV box is drawn by the umpire.
- Ask for as many replays as needed and as many angles as are available
- Ask for frame by frame if available
- Inform colleagues of boundary or runs when clearly seen on monitor without contact from them.
- Enquire about “fruit machine” and availability for match
- Visit television room and have rapport with director, producer,
- Enquire from director timing of radio, equipment check
- Check no-ball foot fault when referred by on-field umpire and indicate whether runs are scored or not to scorers

### TV Umpire Replay viewing sequence

#### REPLAY VIEWING SEQUENCE/PROTOCOLS FOR TV UMPIRE

#### REMAIN CALM DO NOT PANIC

RUN OUT	STUMPING/ HIT WICKET	FAIR CATCH	BUMP BALL	RUN OUT N/ S
SIDE ANGLE REVERSE ANGLE FOLLOW CAMERA	FAIRNESS OF DELIVERY (ALL)	TV BOX SOFT SIGNAL	TV BOX SOFT SIGNAL	FAIRNESS OF DELIVERY (SWING)



*WICUA Match Officials Training & Information Manual*

ROCK AND ROLL FREEZE AS BAIL IS REMOVED/LIGHT FAIRNESS OF COLLECTING BALL BREAKING WICKET	ILLEGAL DELIVERED BALL FOOT FAULT FULL TOSS <b>COLLECTING BALL IN FRONT OF STUMPS</b> BREAKING STUMPS	FAIRNESS OF DELIVERY (ALL) ILLEGAL DELIVERED BALL FOOT FAULT BREAKING STUMPS	FAIRNESS OF DELIVERY (ALL) ILLEGAL DELIVERED BALL FOOT FAULT BREAKING STUMPS FULL TOSS	BREAKING STUMPS HAS NOT COMPLETED USUAL DELIVERY SWING
SLOW MOTION	SIDE ANGLE/FOLLOW	SLOW MOTION	SLOW MOTION	SLOW MOTION
ROCK AND ROLL	SLOW MOTION	ROCK AND ROLL	ROCK AND ROLL	ROCK AND ROLL
ZOOM (FRAME BY FRAME)	ROCK AND ROLL	ZOOM	ZOOM	ZOOM
FREEZE	ZOOM (FRAME X	FREEZE	FREEZE	FREEZE
ASK IF ANYTHING ELSE	FREEZE	ASK ANYTHING ELSE	ASK ANYTHING ELSE	ASK ANYTHING ELSE
<b>PRESS THE BUTTON</b>	ASK IF ANYTHING ELSE <b>PRESS THE BUTTON</b>	<b>PRESS THE BUTTON</b>	<b>PRESS THE BUTTON</b>	<b>PRESS THE BUTTON</b>
<b>BIG SCREEN</b>	<b>BIG SCREEN</b>	<b>BIG SCREEN</b>	<b>BIG SCREEN</b>	<b>BIG SCREEN</b>

<b>BOWLED</b>	<b>OBSTRUCTING THE FIELD</b>	<b>HIGH FULL PITCHED</b>	<b>NO BALL</b>
FAIRNESS OF DELIVERY <b>BREAKING STUMPS</b> ILLEGAL DELIVERED BALL	<b>TV BOX SOFT SIGNAL</b> ALL ANGLES	<b>(ASK FOR FOOT FAULT)</b> FAIRNESS OF DELIVERY	FOOT FAULT & BREAKING WICKET
<b>FOOT FAULT</b>	SLOW MOTION	SLOW MOTION	SLOW MOTION
SLOW MOTION	ROCK AND ROLL	ROCK AND ROLL	ROCK AND ROLL
ROCK AND ROLL	ZOOM (FRAME BY FRAME)	ZOOM (FRAME BY FRAME)	ZOOM (FRAME BY FRAME)
ZOOM (FRAME BY FRAME)	FREEZE	FREEZE (FIRST LAND)	FREEZE (FIRST LAND)

## *WICUA Match Officials Training & Information Manual*

FREEZE (DEDUCE)	CHANGE DIRECTION/RUN ON PITCH	ASK IF ANYTHING ELSE	ASK IF ANYTHING ELSE
ASK IF ANYTHING ELSE	ASK IF ANYTHING ELSE		
<b>BIG SCREEN</b>	<b>BIG SCREEN</b>	<b>RELAY BY RADIO</b>	<b>RELAY BY RADIO</b>
<b>BOUNDARY 4</b>	<b>FAIR CATCH/BOUNDARY 6</b>	<b>RUNNING TO SAME END</b>	<b>BATTERS CROSSING</b>
ALL ANGLES	SOFT SIGNAL (OUT)	3 <sup>RD</sup> UMPIRE TO DIRECTOR	3 <sup>RD</sup> UMPIRE TO DIRECTOR
SLOW MOTION	FIRST & SUBSEQUENT CONTACT		
ROCK AND ROLL	SLOW MOTION	DIRECTOR TO CONFIRM	DIRECTOR TO CONFIRM
ZOOM (FRAME BY FRAME)	ROCK AND ROLL		
RETURN AFTER CROSSING BOUNDARY BALL BEYOOND BOUNDARY	ZOOM (FRAME BY FRAME)	IF SPLIT SCREEN IS AVAILABLE 3 <sup>RD</sup> UMPIRE TO CHECK	IF SPLIT SCREEN IS AVAILABLE 3 <sup>RD</sup> UMPIRE TO CHECK
ASK IF ANYTHING ELSE	ASK IF ANYTHING ELSE		
<b>RELAY BY RADIO</b>	<b>BIG SCREEN/RADIO</b>	<b>RADIO</b>	<b>RADIO</b>

### **Duties of the match referee**

#### **Role**

To ensure the game is conducted according to the laws and standard playing conditions, to uphold the spirit of the game and to accept overall responsibility for the playing control team.

Be responsible for the compiling of a comprehensive list of match contact details

Become fully familiar with, the relevant Code of Conduct for Players and Player Support Personnel and in particular those section pertaining to the disciplinary process.

Facilitate a pre-match/series meeting, which, ideally, should take place the evening before the first day of scheduled play and be attended by the Team Captains, Team Managers and Match Umpires.

## *WICUA Match Officials Training & Information Manual*

Report to the ground at least two hours before the scheduled commencement of play and, thereafter, be present at the ground, or in the vicinity of the ground, throughout the match.

Assist with any on-site duties that will assist in the successful staging of the match

Ensure that all watches/clocks are synchronized and that all relevant parties are informed.

Attend meetings between the team captains and the 2 standing umpires.

The Match Referee should have printed copies of all relevant match forms ready for use

At the close of play, the Match Referee will forward all documentation generated in relation to breaches under the ICC Code of Conduct for Players and Player Support Personnel to the Match Authorities

### **Principal Accountabilities**

- Act as a Remote Referee for those matches where there is not a match referee present.
- Act as a Tournament Referee at divisional, women and development tournaments.
- Act as a Match Referee at ODIs and T20Is played between Associate member countries.
- Receive Code of Conduct (COC) reports of breaches and to conduct COC hearings.
- Receive reports from the umpires, regarding suspect bowling actions.
- Be the independent and authoritative representative of the ICC at all matches to which appointed.

### **Knowledge, Skills, Attitude and Experience**

#### **The base skills set**

- Must have very good computer literacy
- Must be able to converse and conceptualize in English
- Must have very good report writing abilities and skills

#### **Other key requirements**

- A former First-Class player or umpire will be very favourably considered, not essential though.
- Unquestionable high integrity
- The candidate needs to be very current with their involvement in cricket. i.e. "In touch"
- Good leadership and communication skills.
- A worldly approach as the role requires maturity and common sense

## 11. Other types of training

## **12. Workshops; syllabus, detailed syllabus**

Aim and objectives

- A. Aim- To facilitate the umpires with the required opportunity to gain skills and knowledge.
- B. Objectives- To produce better prepared umpires. To improve management skills. To enable them to be the best they can be.
- C. At the end participant should be:
  - a. Able to perform 3<sup>rd</sup>/TV umpire duties
  - b. Improved in teamwork
  - c. Better at communication
  - d. Develop better routines
  - e. Understand the ICC Accreditation process

### **Syllabus and detailed syllabus**

#### **1. Introductions prayers, remarks**

Name, country, about self, successes

#### **2. Group culture**

Three things you know about the person next to you

Three things about you that others do not know

Three things you can do to build this group

Three things to start doing immediately

Three things to not do as a group

Group dynamics

#### **3. Attributes of an umpire**

Physical, Mental, Intellectual, Expectations, To be

##### **Key Performance Attributes**

The order; Attitude, Teamwork, Preparation, Match management, Decision making, Technique, Self-management, Personal development- includes planning

#### **4. Duties of the umpires**

Roles, Responsibilities, Knowledge base, To do, know,

#### **5. Setting umpiring goals**

Annual, Tournament, Match

#### **6. Achieving consistency**

How consistent are you, How do you achieve, What are the elements

#### **7. Dealing with errors**

AUDI, Confidence, Body language, Learning from, Part of the process, Shared experiences, Trend error log, Discussion

#### **8. Confidence**

Catalyst of umpiring, Program availability, To be attribute of an umpire, Routines, Exercises

#### **9. Concentration**

Important to consistency, Important to success, Best practice, Routines, Field of play strategy, Exercises

#### **10. Preparation**

Seasonal, Tournament, Match, Pre-match. Time management

#### **11. Teamwork**



## *WICUA Match Officials Training & Information Manual*

Off field and team building, Trust, Camaraderie, PCT Code, Expectations

### **12. Match & player management**

Building rapport, Dealing with players behavior, Sledging and intimidation, Report and hearing, Pace of play, Dress, deportment, appearance, Role play

### **13. Continuous improvement cycle**

Importance to development, Patience, Own responsibility, Commitment and dedication

### **14. Decision making**

Process not outcome, Body language, Selling the decision, Post decision routines

### **15. Laws of Cricket and Playing Conditions**

Interpretation, Application, Intentions, To know, To do

### **16. On field umpiring and routines**

Videos, Practical Field training, Over at bowler's and striker's ends, Routines and when to, Up and down not on and off, End of over, Making notes, Movements, Positioning, Technique and field craft, Giving guard, Mode of delivery, Scenarios, Role play

### **17. ICC Umpires Accreditation process**

Internet access, The program, Who is involved, Why the need to know, Where are you now, [www.iccaccrreditation.com](http://www.iccaccrreditation.com)

### **18. 4<sup>th</sup> & TV Umpire duties**

30 minutes of "live" cricket, Running sheets completed, Over rate sheets completed, Umpire review; no ball, run out, stumping, fair catch, boundary etc., GWL calculations (Appendix A & B) (no laptops or excel system)

### **19. Open discussion**

Questions on umpiring, Comments on umpiring, Shared umpiring experiences  
Thoughts on umpiring, Any issues with umpiring

## **13. Train the trainers courses**

Train the Trainer courses and workshop

To organize developmental training for the members of the various Education Officers throughout the region, such training may be formal or informal.

Program

Module One: Understanding the Principles of Learning

- Icebreakers & Handling Anxiety
- Adult Learning Styles
- Adult Learning Principles
- Trainer Structure Models

Module Two: Planning the Training Programme

- Developing Learning / Training Objectives
- Planning the lesson and evaluation

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- Fundamentals of Micro-teaching/ training session

### Module Three: Developing the Training Programme

- Selecting Training methods
- Developing and Using Instructional materials
- Incorporating basic facilitation skills
- Syllabus and time table development

### Module Four: Delivering the Lesson

- Organizing your presentation
- Handling problem situations
- Giving Feedback to Learners
- Public Speaking skills and qualities
- Participants' Presentations and Feedback

## **14. Recruitment**

Many ideas are usually brought forward where recruitment of prospective umpires are concerned yet few are workable. The most popular form of possible recruitment given is by approaching clubs and past players to give back to a game some of which they got through enjoyment or otherwise. This method though acceptable in theory has not been successful.

Club member would rather support their team if they are not playing while past players rarely find any time to devote to anything else by possibly playing the odd 'fete' match. However, this method of recruitment though bright in theory has its flaws since impartiality is one of the most important ingredients in umpiring. It is recommended that all interested parties be invited through the news media, letters or any other form of advertisement to be present at the Opening Session at a convenient and appropriate venue. Possibly the response may be encouraging; in this case it will be important to screen the candidates since umpiring is not only character building but exemplifies honesty to the fullest. Perhaps the response might not have been encouraging in this case; possibly verbal contacts and added publicity can be incorporated through the use on the new social media (e.g. [www.facebook.com](http://www.facebook.com) and [www.twitter.com](http://www.twitter.com) )

## **15. Match preparation**

Helps to prepare mentally, physically and emotionally

It helps develop a rhythm for the match

Your body and mind are better able to adapt to conditions

Overall feelings are better

Mental preparation involves;

Reading laws, regulations, special codes that apply e.g. code of conduct

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Reviewing pass matches (positive)

Self-assessment

Review video if available

Physical preparation involves;

Walking

Running

Gym work

Swimming

Diet especially hydration

Rest and recuperation routine

Stretching and other exercises

Prepare kit and equipment (at least 24hrs before)

Venue visit

Your physical preparation depends on your preference or routines but it is very important to have some physical preparation before a match

Emotional preparation involves;

Reviewing pass match problems

Remove any match doubts you may have

Review and remove any previous interactions(negative) with the players in this match.

Develop confident thoughts about match

Discussion with colleagues (PCT)

### **16. Match day routines**

Communication with colleague(s)

Dress

Arrival time

Discussions with colleague(s)

Unpacking kit

Relaxation

Hydration

Inspection of pitch, wickets, creases, sight screen, boundary markings, adjoining pitches and square, protected area, circle markings, center line for umpires,

Discussions with curator/groundsman

Bail toss for ends

Marking of position at bowler's and striker's ends

Testing and adjusting positions

Orientation

Visualization

Net practice

Discussions with captains

Teams toss attendance and supervision

### **PREPARATION FOR MATCHES**

## *WICUA Match Officials Training & Information Manual*

An umpire should ensure that he/she has properly prepared himself/herself for the duration of a match. To ensure that this is done the following check list has been suggested.

- Ensure that you have all your clothing in place, slacks, shirt, shoes, hat and belt.
- Ensure that you have your glasses if you wear one, as well as your shades.
- Ensure that you have your emergency pouch which should contain a pair of scissors, pocket knife, plaster, chalk and a bowler's marker.
- Ensure that you pack your counter if you have one, or what other instruments that you use to keep count of deliveries in an over.
- Ensure that you have a pocket note book and pen.
- Ensure that you have a piece of cloth for wiping the ball.
- Ensure that you have your measuring tape for measuring the height of the wicket and crease markings.
- Ensure that you have two (2) extra bails in the event that the on-field bails are broken.
- Ensure that you have a sufficient supply of drinking water or sports drink in the event that these things are not provided by the home team.
- Ensure that you know exactly where the ground for the match is located; a map of the area can be very useful here.
- Ensure that you arrive at the ground at least 45 minutes before the start of play on each day.

### **17. Match management**

#### ***KEY ELEMENTS OF MATCH MANAGEMENT***

##### **INTRODUCTION**

The presentation will be discussed using the following headings:

- Umpires Appearance & Presentation.
- Teamwork.
- Communication.
- Handling Pressure.
- Conflict Resolution.

The effective management of a cricket game by the umpires (and the respect it brings) is essential to ensure a good and enjoyable game.

It is very rewarding to hear the players from both sides discussing the match in terms of obvious mutual enjoyment.

Umpires that achieve this goal also find that the occasional error of judgment, occurring at times even in the best games, will be forgiven.

The following presentation provides information to assist umpires to better manage their games and thus gain additional respect from players.

#### **1. Umpire Appearance & Presentation**

The way umpires present themselves to the players and scorers sets the tone for the days play. First impressions are very important as there are no second chances.

Key components for appearance include:

- Pressed clean shirt and trousers.



## *WICUA Match Officials Training & Information Manual*

- Clean, pressed, non faded tie and tie bar.
- Clean boots/shoes and white socks.
- Clean hat & hat band (white).

### **2. Teamwork**

Effective match management needs constant attention by both umpires to work as a team. Teamwork often requires umpires to present together.

Good communication both before and during the match with the scorers is essential for the smooth running of the game. Umpires and scorers together are the third team.

Remember that

Situations where the umpires should always "present themselves together":

1. Meeting the captains or scorers.
2. Ground inspections.
3. At the toss.
4. When consultation between umpires is required.
5. At instances of unfair play or conflict.

Regardless of personal feelings, both umpires must always work as a team.

This will result in the umpires earning and maintaining respect while achieving a high standard of professionalism.

***DO NOT undermine a colleague at any time.***

During conflict situations watch how your partner is handling the problem and give him support as needed.

Lack of support results in loss of respect from both the players and your partner, remember that you will be judged as a team, so perform as a team.

### **3. Communication**

Effective communication with your team-mate, scorers and the players is essential for a well managed cricket match.

Meet scorers before the match and establish basis for working together throughout the game including where the scorers should sit.

Discuss signals you will each use when communicating before the match –e.g. signal~ for catch carried, ball above head height, etc

Interact with Players only on request and respond to queries only when asked.

Develop a set of standard responses to use which will cover as many situations as possible. ..

Captains and players love to hear the sound of their name. Endeavour to seek out the captains and scorers names. Ask the bowler his name in case you need to speak to him during the game.

Talk to the players, not at them.

Be careful of what you say - a well intentioned comment may backfire on yourself and/or your colleague.

Strive for a presence - a way of dealing with people that demonstrates confidence without arrogance, amiability **without being too friendly.** It is important that your body language suggests a cool head amongst turmoil.

#### **4. Handling Pressure**

Pressure manifests itself in many ways and affects logical thinking and performance. Pressure breaks attention span and leads to a lapse in concentration.

##### **PRESSURE causes:**

1. Lack of control over a situation.
2. Tightness of muscles and breathing.
3. Loss of feeling for the game and its values.

##### **What Creates Pressure:**

1. Appeals.
2. First few overs - high pressure and intensity then pressure drops off.
3. Last over before a break - pressure increases.
4. Increased pressure after resumption from break and at fall of a wicket.
5. Type of match - self creating pressure.

##### **RESULTS of Handling Pressure Well**

- Actions are positive, confident and flowing with the game.
- Feelings are calm and in control with a sense of enjoyment and anticipation without effort.
- Positive player perceptions.

##### **RESULTS of Badly Handled Pressure:**

1. Negative thoughts; easily distracted; information overload.
2. Tense; heavy; tired; lack of motivation.
3. Increased heart rate, Lump in Throat, upset stomach, reluctance to talk to players.
4. Focus on looking ahead at the score in anticipation of conclusion; look back" on possible mistakes;
5. Think of captain's report on performance.

##### **THIS RESULTS IN:**

Loss of basic technique and discipline. - Complete breakdown in skills

Suggestions:

Stand with feet apart, knees slightly bent.

Relax neck & shoulder muscles.

Direct thoughts inward and realise how tense the rest of your body may be.

Try to breathe normally - feel the heaviness.

Take deep, slow breaths - feel tension leave.

Continue with a few deep breaths - clear mind.

Continuous movement to stop feeling stiff.

#### **5. Conflict Resolution**

Conflict stems from pressure.

The handling of conflict situations requires special personnel management skills.

Poor handling of these conflict situations creates the basis for a difficult game and will place undue pressure on the umpires.

Animosity arises from two main sources

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1. ***Player versus Player'***
2. ***Player versus Umpire***

### **Player versus Player:**

- Don't intervene too quickly. - Allow players to have their say.
- After a short time defuse the situation with a suitable comment.
- Some umpires have a dislike for getting involved whilst others step in too quickly.
- Either of these paths can cause the loss of respect of the players.
- Approach captains and ask them to take suitable action to control players.

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### **Player versus Umpire:**

- Stand by decision & reject guilt feelings. Understand and recognise that you will not please everyone - at all times. Be consistent.
- Never even up an error subsequently
- Show control and dispassionately explain your decision if asked.
- Due to the nature of their decision-making role, umpires must expect that dissent may occur from time to time. Each event, which may lead to dissent should be assessed on its merits and dealt with appropriately (be consistent).

### **Player Conduct reports:**

- First of all work with Captains to control players in accordance with the spirit of cricket.
- Drop a few hints to help maintain control.
- Never speak to a player in an aggressive manner. Never lose your cool or you will lose respect from everyone.
- Never walk towards a player in an aggressive manner or point a finger (body language).
- Any necessary reports must involve your colleague, and the captains informed.

### **Tact & Attitude toward Players**

- An umpire should be pleasant towards players but always firm and exercise control in an unassuming manner
- An umpire should never ask a batter if he hit the ball or not. This attracts disrespect and a perception of lack of confidence.
- An umpire must not talk too much - nothing irritates the players more.
- Chattering affects concentration significantly (mainly the umpires.)
- Never call a player to you for discussion. Stand your ground, allow player to approach.
- If you need to speak to a player, wait until he comes near you.
- Knowing players and captains can influence attitude to be taken.

### **FINALLY**

**LET THE PLAYERS PLAY THE GAME.**

## *WICUA Match Officials Training & Information Manual*

### **Apply the laws with commonsense.**

- Don't constantly look for minor technical violations to show off law knowledge. . Use laws as a deterrent - not a solution.
- Know how to integrate laws.
- Try to anticipate problems and solve them before they occur (read the game).
- Be Complimentary. For example:
- If keeper replaces bails say thank you.
- If you speak to a captain about player's behaviour, finish request with a "please". - After he speaks to a player say "thank you".
- Apply these basic courtesies with the scorers throughout the match.

### **18. Decision making**

#### **Decision making**

All decision making must be unhurried. The impression must be given to the players that your decision has been objectively considered on the facts known to the umpire.

It is important to note that decision-making occurs on every ball, not just when an appeal is made. Consistent decision-making is essential for the effective conduct of the game. Consistent judgement of Wides, No-balls, Leg byes etc will have a bearing on how well your performance is rated by the captains.

**LBW:** Always have the basics in mind. In judging the height it is a good idea to have doubts about any ball (except a full toss) that hits batter above the roll on the pad. When a left hand batter is on strike to a right arm over the wicket bowler, you would like a short of a length ball to straighten either in the air or off the pitch to give earnest consideration for an out decision. The same principles apply for a right hand batter facing a left arm over the wicket bowler. Always take into account how far the ball has to travel after impact before it would reach the stumps. Always try to pay attention as to whether the batter is making a genuine effort to play at the ball with the bat. Take your time to weigh up all the possibilities and give your decision confidently.

**Caught behind, bat/pad catches:** Consider your decision from where you are standing. Do not move away from the stumps before or after giving your decision. This gives the impression that you are unsure or have not given the decision due thought.

Wait a moment or two for the appeal to finish and make eye contact with the batter if you give him out. If he turns his back, make sure you hold your hand up until he looks at you.

Similarly, unless there is a need to follow the ball further, make eye contact with the bowler when giving a not out decision. Always be confident and certain when giving decisions.

**Wides:** Adopt a consistent approach throughout the match. Ideally you should discuss your views with your colleague before the match. In limited overs matches it is preferable to keep the game moving and not be too harsh on the offside. Set the standard early bearing in mind if you do not call the borderline offside wide, the batters will not let balls go expecting the call. Subsequently the game will flow quickly.



**Front Foot No Balls:** Keep your head still and only move your eyes from the foot to pick up the ball in flight. Establish a consistent approach to each consideration for no balls. For example if the bowler has been OK with his foot placement and he then lands right on the edge of the line, rather than trying to judge a no ball by a millimetre, ask the bowler to come back. If the foot lands clearly over the line, even if it is the first time, no ball must be called.

**Runs or Leg Byes:** Invoke established signals with your partner but remember, at all times take responsibility for your own decision. If you receive a signal that is in conflict with your opinion, always go with your own view. When judging whether to allow leg byes, consider the position of the bat in relation to the pad. If the bat is well behind the pad, leg byes should be disallowed. Remember the batter should not be allowed to just “show” the bat. Look for the bat either beside or in front of the pad.

**Short Run or Boundary:** Stand side on to watch both the ball and the running batters with quick glances either way. If the ball is close to the boundary and a batter is about to touch down for a run, watching for the boundary takes precedence, as does a catch.

#### **19. Post-match debrief**

POST MATCH DISCUSSION / DEBRIEF...

- Should there be one? YES!
- What do you discuss? Keep, Stop, Start. (what was done well, what could be done better and what was learned)
- Who decides when and where? The Umpires
- How should it be run? By the umpires for the umpires.
- What are the “rules” for this discussion? Professional, issues based and constructive.

#### **SOME DEBRIEF PHILOSOPHIES**

- Umpiring is hard – keep it professional, not personal
- Match officials are the 3rd Team (PCT – including the Referee)
- Praise in public, criticize in private
- We all need support and are learning as we go – Referees are part of that.

The purpose of the post match debrief is to identify and draw out what the PCT did well and has learned from the match. It is not a session to find fault or to justify decisions. Some umpires will want to use it to get closer on an aspect of their game and may ask a question regarding one of their decisions in the open forum.

Discussion on possible individual umpiring errors is best done with that umpire in private. The debrief is best done in the umpire’s room after the match with only the umpires and Referee present (with the exception of an Umpire Coach). No one else should be present.

1. Introduction: be positive, encouraging + supportive. - Set the scene (easy / difficult match?) - BE REAL (stick to facts) - Moderate your mood and body language throughout the discussion. Try not to be emotional towards any topic or individual.

## *WICUA Match Officials Training & Information Manual*

2. Ask “how do you think it went?” (Don’t offer the views of the Referee first – ask them for input and their feelings on the team performance). Ensure all umpires have an opportunity to speak and contribute – ask them individually if necessary.
3. Your response to that should be positive in the beginning and then realistic about them as a unit if required.
4. Give honest feedback
5. Have a 5-10 min one on one meeting afterwards with each umpire – give them the chance to ask about decisions and any concerns. They want to know what you really thought of their decisions and performance.
6. Conclusion and then write the report (The conclusion should end on the positives of the team performance and any actions / sharing of knowledge that may come out of the meeting). THE AGREED RULE: The referee report on the umpires must always cover what the referee has discussed with the umpire. The report must not cover observations not discussed.

### **20. Consultation PCT Code, Teamwork**

#### **Consultation**

Law 31.6 clearly states:

“If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he shall consult the latter on this point of fact...”

This has created discussion and some views are that there is now a carte blanche for umpires to consult on just about everything. No doubt there is mounting pressure on umpires to arrive at the correct decision so there is some merit in trying to get things right.

The laws as written certainly seem to support the view of consulting on anything. It was never intended by the lawmakers to go that far. The main points about consultation are:

It should not be because of a reluctance to give a decision

It should only be if the other umpire was in a better position to see the facts

It should only be if the umpire initiating the consultation had his view of the action obscured

It should only be to establish a very clear and certain point of fact.

There are instances where the Laws require the umpires to consult, Law 42 Level 1 to 4, 41.3, 31.6, 2.7, 2.11, 4.5,

There are several instances where the Law requires umpires to 'together agree', that is on their own, not with any one else – (see the definitions), and other instances when the umpires 'together' have to administer cautions, inform and report. There are occasions when umpires have to agree matters with others, not necessarily together, in the Law, but obviously in practice, or have to be satisfied that certain conditions exist, e.g. substitutes and runners etc.

There are no references in the Laws where it is necessary for the umpires to consult to confirm an opinion or endorse a decision.

## *WICUA Match Officials Training & Information Manual*

Law 31.6 has conditions that have to apply before consultation - there has to be an appeal for the dismissal of a batter and the umpire who has jurisdiction has to have **doubt on a point of fact**, nothing about making a joint decision.

Law 41, The Match Ball – Changing it's Condition, states that when an umpire discovers the condition of the ball has been unlawfully changed, he has to consult his colleague before they change the ball. It is a *matter of fact* that before they consulted the umpire had already decided the ball had been unfairly tampered with. There is no mention that the other umpire has to confirm or agree with that decision.

In order to settle a **dispute** it may be necessary to consult. It is often possible to settle the matter without involving the other umpire, but a dispute cannot be considered to be an appeal for a dismissal. Under the Law that is a matter solely for the umpire under whose jurisdiction the answer falls, and he should only consult on the grounds the Law directs. Appeals are not made to a particular umpire, even though it may seem to be so in practice. Whichever umpire has jurisdiction over the appeal is the only one able to answer it and he can only ask for assistance in the circumstances permitted in Law.

The new Laws do not give carte blanc for the umpires to ask each other about all sorts of things before giving decisions, in fact, the Law restricts the occasions when consultation and discussion should take place. We all know the value of team work.

We have always recommended that umpires set themselves up with a system of discreet signals in order to help each other. This is good technique and it can even go as far as confirming height when a ball passes the batter (bouncers and high full pitch), helping with leg byes but it should all be a private matter, not public consultation, and the **decision** should be that of the relative umpire.

Information sought for official consultations is limited to what the other umpire has seen on points of fact when there is a doubt in the first umpires mind **regarding that particular fact**, and then only within the parameters of the Law. Anything that results in correct decisions is welcome, but continual public consultation and discussion, particularly regarding appeals for dismissals, will very quickly result in the players losing all confidence and respect for the officials.

We therefore must consult "officially" (and we already do) on things like catches carrying, correct breaking of the wickets, batters crossing when catches or overthrows are possible, boundary decisions and balls remaining in the over. This consultation need only be by a quick glance and unobtrusive signals and rarely will require holding up play to consult in person. The laws require us to consult in cases like ground, weather and light, unfair play etc. and on these occasions it will be necessary to come together to do so.

The two major points of recent discussion are LBW and bat/pad catches. Attempting to advise our colleagues on such things as height or whether the batter may have hit the ball is fraught with danger.

On some occasions the strikers end umpire will get a clear view of a ball coming off the edge or gloves but how often is this the case? We have all stood at square leg and heard

## *WICUA Match Officials Training & Information Manual*

or seen nothing but our colleague has quite correctly given the batter out caught. With regards to LBW appeals – if the bowlers end umpire is in enough doubt to refer the height at impact to his colleague, it would be a brave umpire to confirm that the ball would have continued on its path low enough to possibly hitting the stumps.

Frequent consultations of this nature would result in the umpires losing the confidence of the players which is something that the game does not need.

### THE PCT CODE

#### LEADERSHIP

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
√ Accountability – be on time for all events	x Being late
√ Pride - dress according to clothing standards	x Ignore group standards
√ Be able to support and justify decisions based on logic	x Force your opinion on others
√ Don't raise a problem without offering a solution	x Whinging
√ Promote umpiring without being asked (conduct sessions with local boards)	x Not adding value to local boards on assignment
√ During weather or light delay, each umpire does calculations without waiting for someone to direct them to do so	x Letting others do all the work – waiting for someone else to take the lead
√ Put team first	x Do your own thing-be selfish
√ Offer motivation, vision and guidance appropriately	x Put self interest ahead of the team

#### ACCOUNTABILITY

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
√ Own up for your mistakes	x Blame others for something going wrong that you are responsible for e.g. umpiring performance
√ Self assess	x Do not do self assessment reports
√ Being at an agreed PCT meeting at the agreed time, and then participating fully	x Arriving late for meeting, not contributing to discussion
√ Accept responsibility for one's actions	x Make excuses

#### PRIDE

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
√ Positively promote the ICC and other umpires/referees in interviews	x Criticize publicly the ICC or group or sponsors



## *WICUA Match Officials Training & Information Manual*

✓ Wear clean, presentable ICC branded clothing	x Wear dirty or incomplete uniform (look scruffy or use <b>old</b> kit)
✓ Wear the ICC uniform proudly – always look like a team	x Sloppy dressing, different clothing to rest of team, looking unprofessional
✓ Value team considerations	x Disregard the importance of team spirit

### ENJOYMENT

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
✓ Being available to enjoy the company of the rest of the team	x Having fun at the expense of others (insensitive)
✓ PCT meal at night	x Not spend time away from game with colleagues
✓ Celebrate success of good performances <ul style="list-style-type: none"> <li>- Dinners</li> <li>- Events</li> <li>- Day trips</li> </ul>	x Always stay in your room
✓ Visit local places of interest and encourage others to go with you	x Always stay in your room or go out alone
✓ Project a positive attitude and demeanor throughout the day	x Sulking, being moody, complaining etc.
✓ Encourage your colleagues by highlighting their positive contributions	x Highlight your colleagues failures

### RESPECT

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
✓ Accept invitations	x Decline invites/opportunities to represent or attend functions
✓ Listening to another's point of view	x <b>Not</b> listening or considering the views of others
✓ Learning some local language and customs	x Publicly criticizing decisions or performance of colleagues
✓ Embrace other cultures	x Reject other points of view, beliefs and culture out of hand
✓ Recognizing the various cultures of each team member and those around us	x Not respecting values of individual members of PCT, forcing our own ways on others
✓ Celebrate your colleagues success and positive performances	X Criticize decisions and performances of your colleagues publically
✓ Support individuals and the group positively	X Undermine team values-corridor talk

### TRUST

## *WICUA Match Officials Training & Information Manual*

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
√ Honor pre match agreements during match – colleague judgment from square leg	x Ignore colleagues call from square leg
√ Carry out case at C.O.C hearing to support colleagues	x Lie at C.O.C hearing <u>or</u> not support colleague
√ <b>Do not</b> take things from umpires' room that do not belong to you	x Stealing from umpires' room
√ Having faith in each member of PCT (e.g. DRS – accepting 3 <sup>rd</sup> umps advice as given)	x Not accepting at face value help or advice offered by colleagues
✓ Display faith in colleagues' judgment	X Willfully mislead your colleagues

### INTEGRITY (HONESTY)

<u>Desirable Behavior</u>	<u>Unacceptable Behavior</u>
√ Do not accept bribes	x Accept gifts for favors
√ Admitting to an umpiring error/failure	x Making an excuse for an umpiring error
√ Referee/umpire being truthful in reports or self assessments	x Not being truthful in reports to managers at ICC
√ Keep calm under pressure	x Lose control/patience with colleagues
√ Say same things face-to-face with colleagues as you do when they are not there	x Denigrating colleague behind his back-also corridor talk
√ Demonstrate principled behavior	x Contravene team principles

When the code is not being followed, address the issue openly, face to face with the colleague involved without anger or harsh judgment. Include another colleague if required-very helpful. Discuss the issue and not the character. Resolve it positively with an agreed course of action. Handle within the PCT if at all possible.

### **21. Match management**

#### Key elements of match management

##### Tact & Attitude toward Players

An umpire should be pleasant towards players. but always firm and exercise control in an unassuming manner

An umpire should never ask a batter if he hit the ball or not. Attracts disrespect and a perception of lack of confidence.

An umpire must not talk too much - nothing irritates the players more.

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Chattering affects concentration significantly. (Mainly the umpire's.)

Never call a player to you for discussion. Stand your ground, allow player to approach.

If you need to speak to a player, wait until he comes near you.

Knowing players and captains can influence attitude to be taken.

The presentation will be discussed using the following headings:

- ❖ Umpires
- ❖ Appearance & Presentation.
- ❖ Teamwork.
- ❖ Communication.
- ❖ Handling Pressure.
- ❖ Conflict Resolution.
- ❖ Tact & Attitude to Players.

The effective management of a cricket game by the umpires (and the respect it brings) is essential to ensure a good and enjoyable game.

It is very rewarding to hear the players from both sides discussing the match in terms of obvious mutual enjoyment.

Umpires that achieve this goal also find that the occasional error of judgment, occurring at times even in the best games, will be forgiven.

The following presentation provides information to assist umpires to better manage their games and thus gain additional respect from players.

### **Umpire Appearance & Presentation**

The way umpires present themselves to the players and scorers sets the tone for the days play. First impressions are very important as there are no second chances.

Key components for appearance include:

- ❖ Pressed clean shirt and trousers.
- ❖ Clean, pressed, non-faded tie and tie bar.
- ❖ Clean boots/shoes and white socks.
- ❖ Clean hat & hat band (white).

### **Teamwork**

Effective match management needs constant attention by both umpires to work as a team.

Teamwork often requires umpires to present together.

Good communication both before and during the match with the scorers is essential for the smooth running of the game. Umpires and scorers together are the third team.

Remember that:

Situations where the umpires should always "present themselves together":

- ❖ Meeting the captains or scorers.
- ❖ Ground inspections.
- ❖ At the toss.
- ❖ When consultation between umpires is required.
- ❖ At instances of unfair play or conflict.

Regardless of personal feelings, both umpires must always work as a team.

This will result in the umpires earning and maintaining respect while achieving a high standard of professionalism.

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*DO NOT undermine a colleague at any time.*

During conflict situations watch how your partner is handling the problem and give him support as needed.

Lack of support results in loss of respect from both the players and your partner, remember that you will be judged as a team, so perform as a team.

### **Communication**

Effective communication with your team-mate, scorers and the players is essential for a well managed cricket match.

Meet scorers before the match and establish basis for working together throughout the game including where the scorers should sit.

Discuss signals you will each use when communicating before the match -e.g. signal~ for catch carried, ball above head height, etc.

Interact with Players only on request and respond to queries only when asked. Develop a set of standard responses to use which will cover as many situations as possible.

Captains and players love to hear the sound of their name. Endeavour to seek out the captains and scorers names. Ask the bowler his name in case you need to speak to him during the game.

Talk to the players, not at them.

Be careful of what you say - a well intentioned comment may backfire on yourself and/or your colleague.

Strive for a presence - a way of dealing with people that demonstrates confidence without arrogance, amiability Without being too friendly. It is important that your body language suggests a cool head amongst turmoil.

### **Handling Pressure**

Pressure manifests itself in many ways and affects logical thinking and performance. pressure breaks attention span and leads to a lapse in concentration.

PRESSURE causes:

- ❖ Lack of control over a situation.
- ❖ Tightness of muscles and breathing.
- ❖ Loss of feeling for the game and its values.

What Creates Pressure:

- ❖ Appeals.
- ❖ First few overs - high pressure and intensity then pressure drops off.
- ❖ Last over before a break - pressure increases.
- ❖ Increased pressure after resumption from break and at fall of a wicket.
- ❖ Type of match - self creating pressure.
- ❖ RESULTS of Handling Pressure Well.
- ❖ Actions are positive, confident and flowing with the game.
- ❖ Feelings are calm and in control with a sense of enjoyment and anticipation without effort. - Positive player perceptions.

Results of Badly Handled Pressure:

- ❖ Negative thoughts; easily distracted; information overload.



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- ❖ Tense; heavy; tired; lack of motivation.
- ❖ Increased heart rate, Lump in Throat, upset stomach, reluctance to talk to players.
- ❖ Focus on looking ahead at the score in anticipation of conclusion; look back" on possible mistakes;
- ❖ Think of captain's report on performance.

### This results in:

Loss of basic technique and discipline. - Complete breakdown in skills

### Suggestions:

- ❖ Stand with feet apart, knees slightly bent.
- ❖ Relax neck & shoulder muscles.
- ❖ Direct thoughts inward and realise how tense the rest of your body may be.
- ❖ Try to breathe normally - feel the heaviness.
- ❖ Take deep, slow breaths - feel tension leave.
- ❖ Continue with a few deep breaths - clear mind.
- ❖ Continuous movement to stop feeling stiff.

### **Conflict Resolution**

Conflict stems from pressure.

The handling of conflict situations requires special personnel management skills.

Poor handling of these conflict situations creates the basis for a difficult game and will place undue pressure on the umpires.

Animosity arises from two main sources

#### ***Player versus Player'***

#### ***Player versus Umpire***

**Player versus Player:** - Don't intervene too quickly. - Allow players to have their say.

After a short time defuse the situation with a suitable comment.

Some umpires have a dislike for getting involved whilst others step in too quickly. Either of these paths can cause the loss of respect of the players.

Approach captains and ask them to take suitable action to control players.

#### **Player versus Umpire:**

Stand by decision & reject guilt feelings. Understand and recognise that you will not please everyone - at all times. Be consistent.

Never even up an error subsequently

Show control and dispassionately explain your decision if asked.

Due to the nature of their decision-making role, umpires must expect that dissent may occur from time to time. Each event, which may lead to dissent should be assessed on its merits and dealt with appropriately (be consistent).

#### **Player Conduct reports:**

- ❖ First of all work with Captains to control players in accordance with the spirit of cricket.
- ❖ Drop a few hints to help maintain control.
- ❖ Never speak to a player in an aggressive manner. Never lose your cool or

## *WICUA Match Officials Training & Information Manual*

you will lose respect from everyone.

- ❖ Never walk towards a player in an aggressive manner or point a finger (body language).
- ❖ Any necessary reports must involve your colleague, and the captains informed.

### **22. Planning**

1. When planning, some of the main things to think through and plan for includes your strengths and weaknesses. Important to note that at many levels, it's the individual umpire that know more about themselves than anyone else.
2. Plan for the conditions under which you might have to umpire, whether it be the pitch, the weather conditions, the players, the crowd. And more importantly, focus your plans primarily on umpiring to your own strengths.
3. STRENGTHS- write them down
4. WEAKNESSES- write them down
5. Where do I want to get to?
6. What do I need to do. I need to set:
7. Goals Short Term and Long Term
8. How will I get there? Through:
9. Planning and Professionalism work ethics
10. Goals in your chosen plan; example Commitment, Motivation, Planning and Preparation.
11. Umpiring Skills- your plan for improvement.
12. Physical Skills- fitness- your plan- more hours training.
13. Mental Skills- concentration- your plan- more mental exercises
14. Personal Skills- computers skills- your plan- invest in a course/computer.

### **23. Goal setting**

What are the key elements to successful Goal Setting?

Goals need to be....

- A. Specific
- B. Measurable
- C. Achievable
- D. Realistic
- E. Time coded

1. What you want?
2. How to get it?
3. When do you want it by?
4. What price are you prepared to pay?

Recommend concentrating on SHORT TERM goals as they will give you more Confidence, Feedback and Pride in accomplishment.

Goals need to be visible – written down and displayed. They are constant reminders of what you want to achieve.

Where could your goals be displayed?

- Fridge
- Study
- Back of toilet door

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Display goals wherever you frequently go or see.

Who will I need to help me achieve my goals?

Coach

Colleagues

Family

Partner

Boss

Very important to discuss your goals with the people who you need to support you.

Goals are your stepping stones to success – they should provide a clear pathway.

Goals once recorded and reviewed, provide the brain with a “blueprint” for action.

Reward yourself when you achieve each goal – it’s VERY important.

How do we know when we achieve our goals?

1. Feedback

2. Self Assessment

The two are important on their own but are more powerful when used together.

Some tips...

Look at the source...is it credible?

What is the message...does it make sense?

- Is it applicable to you?

What was the motivation in providing feedback to you? Is the person really trying to help you?

How do I use “good” feedback?

Can I get more information to better understand the comment or what it means? (eg. Video, other people).

What contributed to this happening?

How could I fix the problem?

- Write some thoughts / action plan / goal.

Test your response of feedback with Coach or trusted person for their opinion.

Make a commitment to doing something positive.

### **24. Umpires assessment**

#### **Pre-match behaviour**

##### **Personal Presentation**

- Arrives mentally and physically fit to umpire; early, looking fresh for the game after a good night’s sleep, he/she is hydrated
- Smart and looking the part, with his/her kit in order
- Aware he/she is an ambassador for his/her board, country, and for umpiring, has a positive outlook and projects him/herself as an advocate for umpiring

##### **Commitment**

- He/she has prioritised the game; does not bring any ‘clutter’ to his/her preparation

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- Has attended relevant Personal and professional Development workshops, he/she is informed of relevant updates
- Supports his/her colleague through humour and focused discussions.

### **Preparation**

- Has a comprehensive knowledge of the Laws and relevant Playing Conditions
- Has agreed with colleague/s on signals and procedures to follow
- Has discussed possible scenarios in relation to Ground, Weather and Light, overs calculations
- Has contacted colleague before the game to discuss any relevant issues

### **Contribution to Umpiring and to Cricket**

- He/she is self-critical about his/her own game and supports and encourages his/her colleague/s
- He/she does not criticize colleagues and demonstrates common sense on sensitive issues
- He/she sets high standards for him/herself and expects the same in others

### **Self-awareness**

- He/she has set targets for this game and actively seeks feedback on areas he/she has identified
- Knows when to listen – and when to make a positive contribution
- He/she demonstrates that he/she is confident and that he/she has high self-esteem

### **Effective Communication**

- He/she makes a positive first impression with a firm handshake; he/she is an active listener
- He/she establishes a professional, respectful rapport with all concerned in the game
- He/she stands up for him/herself and his colleagues; he/she is an assertive team member
- He/she articulates any concerns or challenges that he/she thinks the game may generate

### **Match behaviour**

#### **Personal Presentation**

- He/she 'stays in the moment' and looks prepared and confident throughout play
- He/she sells his/her decisions with positive body language and minimal facial expression
- He/she maintains a comfortable posture when moving and when in position
- He/she has a positive stance, head position still, with an appropriate pre-delivery routine
- He/she has a relaxation routine – triggered when the ball is dead
- His/her signalling is clear, committed, and precise, without ambiguity

#### **Commitment**

- He/she demonstrates strength of character when he commits to a decision; he/she doesn't 'dodge the bullet'; he/she knows what the game expects of him/her



## *WICUA Match Officials Training & Information Manual*

- He/she enjoys pressure because he/she retains control over his/her emotions; he/she remains focused throughout the match
- He/she demonstrates support of his/her colleague whenever the need arises.
- His/her routines and movements are well rehearsed and secure – he/she is not 'caught out' of position

### **Preparation**

- He/she applies his/her knowledge of the Laws and relevant Playing Conditions with confidence and certainty with all in the game
- He/she shows evidence of prepared strategies for dealing with the unexpected, and for helping himself maintain focus throughout the game; he/she can recover from set-backs
- He/she knows the players and captains and has anticipated challenges that arise
- His/her fitness and hydration levels remain high throughout the match

### **Contribution to Umpiring and to Cricket**

- He/she is happy and confident in setting high standards of behaviour and skill execution
- He/she shows respect for all throughout the game
- He/she enjoys the game, and retains his/her sense of humour throughout

### **Self-awareness**

- His movements and routines are consistently confident throughout the match
- He/she uses common sense and discretion throughout the match
- He/she looks confident, and personifies confidence throughout the game

### **Effective Communication**

- Communication routines are securely executed throughout the match with all concerned; he/she demonstrates a supportive team ethic
- His rapport with all is professional and confident throughout the match
- He/she is decisive, clear, and precise in all his/her communications, with no ambiguity
- He/she demonstrates the effective use of talk, and listening, appropriately to all throughout the game.

### **Post-match behaviour**

#### **Personal Presentation**

- He/she 'stays in the moment' and looks calm and confident during discussions
- He/she has a routine for 'winding down' post-match
- He/she maintains a comfortable posture when discussing the match

#### **Commitment**

- He/she demonstrates that he/she is prepared to actively listen to a critique of his/her game
- He/she respects and welcomes ideas and suggestions to improve his/her game
- He/she demonstrates support of his/her colleague after the match

### **Preparation**

## *WICUA Match Officials Training & Information Manual*

- He/she is prepared for a positive dialogue with captains and colleagues
- He/she shows respect for all involved in post-match discussions
- He/she accepts that the perceptions of others can help him/her to improve his/her game
- He/she remains focused on relevant issues throughout post-match discussions
- He/she avoids 'getting him/herself into jail' with inappropriate remarks

### **Contribution to Umpiring and to Cricket**

- He/she demonstrates discretion in discussions by avoiding negative comments
- He/she shows respect for all involved in discussions
- He/she retains his/her sense of humour throughout discussions

### **Self-awareness**

- He/she demonstrates awareness, in discussions, that he/she is an ambassador for umpiring`
- He/she uses common sense and discretion in discussions
- He/she looks confident, and personifies confidence throughout discussions

### **Effective Communication**

- His rapport with all is professional and focused after the match
- He/she is decisive, clear, and precise in all his/her reports, both verbal and in writing, with no ambiguity
- He/she demonstrates the effective use of talk, and listening, appropriately to all after the game
- He/she avoids being defensive because he/she knows it inhibits open discussion

## **WEST INDIES CRICKET UMPIRES ASSOCIATION PRACTICAL EXAMINATION FORM 2019 Version**

<b>NAME OF CANDIDATE</b>			
<b>TERRITORY</b>			
<b>MATCH &amp; TYPE (T20/50/2,3,4 days)</b>		<b>vs</b>	
<b>DATE(S) OF MATCH</b>			

AREAS OF ASSESSMENT	TOTAL MARKS	MARKS				ASSESSOR'S COMMENTS (Please comment on each area of assessment)
		DAY 1	DAY 2	DAY 3	AVERAGE	
<b>A. PHYSICAL QUALIFICATIONS</b>						
(a) Fitness (b) Positioning	2					
	2					
	4					
<b>B. PERSONAL QUALIFICATIONS</b>						

## *WICUA Match Officials Training & Information Manual*

(a) Concentration and confidence	5					
(b) Coping with Pressure	3					
(c) COC & Player management	5					
(d) GWL and Calculations	5					
(e) Match day Preparation	2					
(f) Attitude	3					
	23					
<b>c. TECHNICAL QUALIFICATIONS</b>						
(a) Application of Laws and PCs	6					
(b) Decision Making	4					
(c) Calls and Signals	4					
(d) Match management	5					
(e) Teamwork and cooperation	4					
	23					
<b>D. GENERAL QUALIFICATIONS</b>						
(a) Punctuality	2					
(b) Dress and deportment	2					
(c) Equipment	3					
(d) Interest/Willingness to Learn	3					
	10					
<b>TOTAL</b>	60					

**General comments on the umpire's performance and recommendations**


<b>Candidate's Signature</b>	
<b>Date</b>	
<b>Assessor's Name</b>	
<b>Assessor's signature</b>	

Performance discussed with candidate    **(Yes)**    **(No)**

## *WICUA Match Officials Training & Information Manual*

**Notes:** GWL- Ground, Weather & Light, PCs- Playing Conditions, COC- Code of Conduct

### **WEST INDIES CRICKET UMPIRES ASSOCIATION PRACTICAL EXAMINATION FORM (LEVEL 3) NOTES FOR PRACTICAL EXAMINERS**

1. The form can also be filled in electronically, but it **MUST** be printed and signed.
2. Use **BLOCK LETTERS** for candidates full name(s) and are spelt correctly.  
Fill in the territory and sub-territory if applicable for example Leeward Islands [Antigua].  
Correctly and fully put in the name of the league or competition and type [T20, 1/ 2/3 days].  
The names of the teams and the date[s] of the match[es].  
All areas of the form must be filled in.
3. **PHYSICAL QUALIFICATIONS:**  
**Fitness:** The level of fitness displayed by the candidate in his/her movement, speed, agility, flexibility, alertness, stamina and concentration.  
**Positioning:** Carries through the routine of marking positions at bowler's and striker's ends. Positions allows for candidate to see all that is necessary.  
Is getting into the correct position at bowler's end, square of the crease, is not out of position for run outs, decisive in getting into position.  
Is not going to the same side as the ball when it is played in the "V", safety first.  
Is moving diagonally to get into position
4. **PERSONAL QUALIFICATIONS**  
**Concentration:** Ball counting, acknowledging signals from colleague, going to correct side, awareness of match situations, collecting ball, removing bails,  
**Confidence:** Good body language, good posture, keep head up when dealing with players, not withdrawn after decision, hold finger up on giving out, walks with even strides, vocal is clear and not broken,  
**Coping with Pressure:** Copes with players, appeals, enquiries, questions, comments, and displays his/her composure consistently, ability to recover after error.  
**COC & Player management:** capable of determining when a COC report is necessary and writing of report, treats both teams equally, shows visibility and presence when dealing with on field players situation, does not ignore responsibilities of maintaining the spirit of the game, shows empathy.  
**GWL and Calculations:** Is part of the decision-making process, when rain falls going off and on, ability to calculate new match parameters, judges fitness of the playing area, willingness to keep the game going, pushes to play in less than ideal, is confident and self-assured.  
**Match day Preparation:** Arrival time, clothing and equipment, inspections, net practice, relaxation, interaction with players, playing conditions and laws discussion, special conditions affecting match, any areas of doubt.



## *WICUA Match Officials Training & Information Manual*

**Attitude:** Positive in outlook, ways and means to restart play, positive look forward, handshake, greetings, sense of humor, confidence in general, self-management, ambassador.

### **5. TECHNICAL QUALIFICATIONS**

**Application of Laws and PCs:** Applying, interpretation and implementation, common sense approach, displays knowledge of Laws and PCs,

**Decision Making:** Confidence in process, strong body language, decisive but not hurried, sells the decision, answering appeals; out or [not out verbalizing], maintaining position [LBW, Caught],

**Calls and Signals:** Clear and precise, conforming to laws, position to do so, to scorers, to colleague,

**Match management:** Assist with keeping the game moving, pace of play, shows visibility managing players, is not intrusive,

**Teamwork and cooperation:** communicates with colleague, supports in decision making [catch, boundary, bowled, batters crossing], is confident in signaling to colleague, works with colleague at all times [inspections],

### **6. GENERAL QUALIFICATIONS**

**Punctuality:** Arrival time as per Laws/PCs, ready to start/restart on time, inspections, toss, rolling,

**Dress and deportment:** Conforming to minimum standards; colour, trousers, shirt, shoes, belt, hat/cap, eye protection, watch,

**Equipment:** all equipment; counters, markers, spare bail, knife/scissors, book, pens, hat clips, law book, PCs, calculator.

**Interest/Willingness to Learn:** Questions on matters of doubt, openness to suggestions, comments, feedback, body language/facial expression, manner of response, taking notes or not, attention to dialogue, improvements made, commitment to improve.

7. **General comments on the umpire's performance and recommendations:** Comments on the overall performance of the umpire, attitude and potential, areas for improvement with suggested training, what could have been done better/different, skills and knowledge, general comments.

8. **Signature block:** Discuss performance with candidate, highlight strengths and weaknesses, tick yes/no for discussion, have candidate sign form after checking name is spelt correctly [signature is only for attendance not marks], print own name and signature, affix date,

9. **Comments on each area:** Comment on each area of assessment and correlate with general comments at bottom of form.

10. **Please note:** WICUA Practical Examiners must be on the field with candidates, off field boundary assessment will **NOT** be accepted.

**11. The examination:** The examination is 3 x 2 days or 2 x 3 days, or 6 x 1 day or 9 x T20.

## **25. Self-assessments**

What are the critical elements to Self Assessment?

1. Honesty
2. Completeness of “brain dump”
3. Relevance to your goals
4. Timeliness
5. Comparison with feedback
6. Comparison / update with goals
7. Reference point for the future

Practice self assessment routine after every match – will assist with match “closure”.

- Do honest self assessment each day/match
- Focus on both internal and external issues
- Coping with pressure
- Focus on all aspects not just correct or incorrect decisions
- Review each day’s play for:
  - Key moments
  - Appeals and decisions
  - Match management
  - Unusual events
  - We are our own toughest critic...
  - Self assess how YOU handled the various situations
- Timing of self assessment ◊ ideally: late on the evening of a day’s play or perhaps a day or two later (when the emotion of the event has been taken away)
- Keep notes and periodically reflect on these to identify areas of improvement
- After a month or two, note any emerging patterns and discuss them with Umpiring Coach, Training personnel, Mentor.

## **26. Umpiring techniques**

On the field of play, an umpire must be ready both to seek assistance from and give assistance to the other umpire. This will largely be on matters of observed fact, and on such things as checking the number of balls already bowled in an over but could include judgment as to whether action by a player was accidental or a deliberate unfair act. The two umpires in a match should always work as closely together as possible. Specific points are given under appropriate Laws. There is a further need to liaise closely with the scorers.

There are many aspects which go towards attaining good technique including:

- Preparation
- Working as a team
- Focus and concentration
- Dealing with captains and players
- Self-assessment

## *WICUA Match Officials Training & Information Manual*

- Coping with pressure
- Earning respect
- Self-management
- Routines
- Decision making process
- Confidence
- Body language
- Coping skills
- Movements and positioning
- Managing distractions

### **27. Positioning and stance at bowler's and striker's ends**

Training Objective (What we want to achieve)

1. To assess and improve the umpire's positioning skills at both the bowler's end and square leg dealing with both theory and practical issues involved. To improve speed getting into position and correct any technique faults that may cause umpires not to see all aspects in a run out decision. Training Tools

/ Time Required (What we need)

- One centre pitch with all markings at both ends
- Two assistants (participants can help here)
- 4 Batters (participants can assist here)
- 4 cricket bats
- 12 cricket balls
- Participant umpires to wear long trousers and umpiring shoes and their umpiring hats
- Video recording equipment for later review – operator to work device.

Introduction Why is positioning important? Positioning is important for a number of reasons:-

1. To be in the best possible position to make a decision
2. To avoid being in the way of the fielding side (line of sight and not obstruct the path of the ball)
3. To see all that you need to see – best position
4. To give the perception and confidence to the players that the decision made is the correct one. It is an indicator of alertness, concentration, ability to read the game, fitness and stamina.

Summary of Activities

1. Positioning / Stance at the bowler's end
2. Getting into side on position at the bowler's end (normal)
3. Getting into side on position at the bowler's end ("V")
4. Positioning / stance at square leg
5. Positioning at square leg with injured striker (4 examples).

Bowlers' end umpire positioning technique

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Activity – demonstrate (show) the participants where they should be standing behind the stumps at the bowler’s end.

Demonstrate giving guard from over the top of the stumps and moving back into position. Also cover the positioning of the feet (slightly apart and well balanced), not to have all your weight on your heels and hands either behind your side or out in front – hands behind your back should be discouraged as this will take the umpire longer to move initially to get into position.

(4-6 minutes) – Stand in line with middle stump so that you have a clear view of the popping crease. After the first over from the other end, you may be able to use the middle stump mark made by the batters to line up your position behind the stumps – line up the mark with the middle stump every time you get back behind the stumps at the bowler’s end.

Work with the bowler on where to stand if he requests further back or closer than you normally feel comfortable. When standing back, if you have to look through the stumps at the crease, adjust your position slightly so that you see the bowler’s front foot heel between the stumps. –

If you are not familiar with the bowler’s delivery action, it may be best to stand a little further back to ensure there is no infringement with the back foot. Once you are comfortable that this is not an issue for consideration, it may be more comfortable to move a pace closer to the stumps.

Watch the bowler return to his mark and as he turns (after an over or so, it may not be necessary to do this), face the striker and switch on to full concentration. Take up your preferred position and do not leave it until the ball has been delivered and played into the field. Stress to the participants that they should not move away from that position behind the stumps when answering an appeal – give the decision first and then move.

Positioning depth may be different for fast and slow bowlers. It is becoming more common for fast bowlers to tell you exactly where they want you to stand – accommodate these requests where possible, but don’t stand too far back if it makes you feel uncomfortable. Standing too far back has its disadvantages with judgement of the front foot and the extra time it takes to get to the popping crease.

For slower bowlers, it helps to stand closer (1 metre) to assist with decision making. Stand where you feel most comfortable – to be able to make better judgements and get into position in time – if you are out of these comfort zones then you need to develop strategies to compensate. – Be ready and willing to work with the bowler if he wishes to know where his front foot is landing.



## *WICUA Match Officials Training & Information Manual*

Establish a consistent approach to advising bowlers in this way. Be proactive if he is gradually creeping on the line. Rapport with the bowlers is a vital ingredient in an umpire's ability to effectively handle a match. → Give guard from over the top of the stumps at the bowler's end with further checks being done from where you would normally stand for a delivery.

Know the terminology, one leg (leg stump), two legs (middle and leg - halfway between middle and leg). If the batter shows you the full face of the bat and asks for "two please" he wants "two legs" and the bat should cover both the middle and leg stump. Always repeat to the batter what he said to you – i.e. If he asked for middle stump then in reply say "That's middle stump there".

Activity – demonstrate the various positions for slow and fast bowlers. Identify the challenges with viewing front foot placement when standing way back or a slow bowler making you stand right up. (3 minutes) → Differentiate the difference between where you may stand for a fast bowler compared with a slow bowler. The key remains to keep your head still and move the eyes only – speed and practice is important in training focus. Activity – Ask each of the participants to take up their preferred position behind the stumps and check their methodology – 1minute per person.

Correct and reinstruct any participants who may not have developed the whole skill – this may take around 1 minute for each participant as some will challenge what they are being shown compared to their current habit. 2. Activity – Demonstrate getting into side on position at the bowler's end (normal) after the ball is struck. To do this more realistically, set up two sets of stumps and have a person stand at the striker's end and roll balls into the field. Have two assistants – one at cover and one at mid wicket collect the ball and throw at the bowler's end stumps.

Demonstrate and then practise movement / getting into position with the ball going to mid wicket or cover. The objective is to get the participant to move quickly, to get in line with the popping crease and then move backwards – stopping and having the head still to make the judgement. (See diagram).

Reinforce that it does not matter which side you go to – comfort is the key but outline the advantages and disadvantages of same side versus opposite side (the instructed preferred side is the same side as the ball when it goes square of the wicket). If the umpire cannot make it into position in time, then the best alternative is to stop, be still, have eyes level and make the judgement from a stationary position, rather than be on the move.

Demonstrate / practise an alternative situation where the ball goes into the "V" – to mid on or mid off. Here the participant must go to the opposite side to the ball. The objective is to get the participant to move quickly, comfortably and get in line with the popping crease asap and then move backwards – to

## *WICUA Match Officials Training & Information Manual*

stop and have head still when making the judgement. (See diagram). Must go opposite side in this case – pay particular attention to speed, running backwards (not turning back on ball) and getting into line. If the umpire cannot make it into position in time, then the best alternative is to stop, be still, have their eyes level and make the judgement from a stationary incorrect position, rather than be on the move in an incorrect position. – After the ball is struck into the field, it is current practice for most umpires to move to the same side as the ball. A clear view of the stumps being broken is the major factor here.

This technique is a personal thing and you should always feel comfortable where you place yourself. Always be aware however of the fielders in “the arc” between extra cover and mid wicket. If you place yourself between the ball and the stumps, you may obstruct or impede a fielder in his attempt to field the ball or have a clear throw at the wicket. On these occasions, when the ball is hit into the “V” you must move to the opposite side to that which the ball is hit. Anticipation is the key as is the constant noting of where the fielders in the arc are placing themselves. Should there be a problem seeing if the wicket was fairly broken you can and should consult with your colleague in the normal way. 4.

Activity – Positioning / Stance for the umpire at striker’s end – Stand no more than 20 metres deep (the length of a pitch), a couple of paces closer for a slow bowler or when no fielders are located near you if you feel comfortable. Move further back if asked by a fielder but try never to be more than 25 to 30 metres away.

Stand in line with the popping crease splitting your stance. – When the keeper is standing back, watch the bowler run in and deliver the ball. Always watch for hit wicket before following the ball into the outfield.

Keep your head still. – When the keeper is standing up at the stumps, do not watch the bowler deliver the ball, keep your head still and watch the batter’s back foot in relation to the popping crease – listen for the breaking of the stumps on a stumping appeal. – Once the ball is hit - watch for catches carrying and batters crossing.

Signal to partner if required. – Cross to off side if the sun or glare, or fielders in your line make the seeing conditions unsatisfactory. When crossing for left/right handed batters, anticipate the need to If the ball is hit into the field move quickly to the end of the popping crease marking as shown, then, keeping the ball in view, back away for about 10 to 15 metres.

Try to be in position, head and eyes still and focused on the crease as the ball approaches the wicket. If the return is particularly quick be still in the best position you can manage. change and begin walking in while the ball is still in play. This will allow you to be in position without having to run by the time the

## *WICUA Match Officials Training & Information Manual*

bowler begins his run up. → Be watchful of fieldsmen behind you and always check for possible behind square leg infringements – especially important in limited overs matches with left and right hand batters fields.

If there is a deep field very square behind you, move over to point. → Stand side on to the stumps to watch both the ball and the running batters making their ground. Only turn back to face the wicket when the ball has been returned past you. This will eradicate any chance of being hit by the ball when it is being thrown towards the wickets.

### **28. Safety issues**

The ICC Playing Conditions states: 2.8.8 The safety of all persons within the ground is of paramount importance to the ICC. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the ICC Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the ICC Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.

Safety in the game is all encompassing and affects everyone, weather conditions such as lightning is one major concern, global incident, fatal and other wise have occurred, everyone needs to be aware.

On the field of play for the umpires picking up objects or kicking them can be risky especially when in bags, black or brown, crowd invasions have caused injury to players and umpires.

Serious physical threats from players and spectators must always be treated as very serious and the appropriate safety measures taken, that is call time, call the police, take precautionary measures.

### **29. On field communication signals**

#### **Introduction**

Effective on field communication through the use of agreed signalling is a vital component of effective teamwork and good umpiring. As part of an umpire's pre match duties, he should discuss an agreed set of signals with his on field partner so as to increase his ability to get more decisions correct and support the flow of the game.

The guidelines contained in this section are suggestions for ICC umpires to follow – they are not “Gospel” and should two umpires wish to vary to a different agreed signal to achieve the same outcome, then that is acceptable. However, it is strongly recommended to use them as the more umpires that use the same agreed set of signals, the easier it will be for better and easier teamwork in the future.

## *WICUA Match Officials Training & Information Manual*

Once established, signals to your partner must be continued for the duration of the match. Ensure clear understanding on what is required. Point of fact, Did the ball carry? Did the Batters cross? Was the wicket broken correctly?

The signalling suggestions and guidelines that follow are for use by the two on field umpires only. It is intended that the signals between the two umpires be as discrete as possible so as not to alert the players as to what you are communicating on. It should also be reinforced that a signal from the square leg umpire under this system is a “guide only – an opinion” and the bowler’s end umpire has the option to ignore the square leg opinion and rule otherwise.

### **Six to go**

Clenched fist towards colleague

### **Five to go**

Show all five fingers spread on one hand

### **Four to go**

Show four fingers on one hand

### **Three to go**

Place lower arm across waist, swinging back ward and forward or held still until colleague acknowledges.

### **Two to go**

When 4 legitimate balls have been bowled in an over and the ball is dead, both umpires should focus on each other and put out two fingers to signal “two to go” in the over. Both umpires are to acknowledge the signal of each other and to ensure that they both agree that there are two balls to go in the over.

If there is a discrepancy at “two to go” then there are two options.

If there is a 3<sup>rd</sup> umpire or scorers request clarification on how many balls are left in the over.

### **One to go**

Hold one finger out this is a reminder and not necessarily a signal to colleague, this signal is made when the ball becomes dead until the bowler starts his run up for next delivery.

### **Leg Byes**

The umpire at square leg should tap his leg (closest to the umpire at the bowler’s end) with his hand repeatedly. It should be tapped long enough for the umpire at the bowler’s end to see but is not necessary for the bowler’s end umpire to acknowledge the signal as he will be looking for it in the first place.



## *WICUA Match Officials Training & Information Manual*

### **Runs of the Bat**

The square leg umpire should put his hands out in front of him and tap the back of one hand with the other. It should be tapped long enough for the umpire at the bowler's end to see but is not necessary for the bowler's end umpire to acknowledge the signal as he will be looking for it in the first place.

### **Byes**

The square leg umpire should fold his arms across the front of his chest. This is to indicate the ball hit nothing.

### **One More Over (before the interval)**

Having already synchronised watches before the game started, the umpire at square leg should point to his stumps and then raise his index finger so indicate bowling one more over before the agreed time for the interval.

### **Last Over (before the interval)**

At the appropriate time in the over, preferably after the "two to go" signal – either or both umpires should use both hands, with the index and middle fingers extended, and then raise and lower both hands – to indicate the lifting of the bails at the end of that over.

### **One Bouncer / Two Bouncers**

This should be a more "obvious" signal from the square leg umpire. He should use his index finger and tap his shoulder closest to the bowler's end umpire and then raise that index finger off the shoulder to indicate that that is one bouncer for the over. He may even decide to repeat the signal for the sake of clarity.

Following that, if there is a second bouncer (as defined in the playing conditions) bowled, then he shall use two fingers, index and middle, in the same manner as described above.

### **Fast Ball Above Waist Height**

The square leg umpire has the best view of this type of delivery and is the best place to judge the height. It is recommended that the bowler's end umpire accepts the opinion and call of the square leg umpire without question.

Upon seeing the height of the ball, the square leg umpire should raise one arm as he would for signalling a no ball (he should not call it but simply signal it to the bowler's end umpire). The square leg umpire should turn and face the bowler's end umpire and once the bowler's end umpire accepts the signal and raises his own arm and signals "no ball", the square leg umpire should drop his arm. It is the responsibility and jurisdiction of the bowler's end umpire to signal and receive acknowledgement from the scorers.

**Wide Ball Above Head Height**

The square leg umpire has the best view of this type of delivery and is the best place to judge the height. It is recommended that the bowler's end umpire accepts the opinion and call of the square leg umpire without question.

Upon seeing the height of the ball, the square leg umpire should raise both arms as he would for signaling a wide (he should not call it but simply signal it to the bowler's end umpire). The square leg umpire should turn and face the bowler's end umpire and once the bowler's end umpire accepts the signal and raises his own arms and signal "wide ball", the square leg umpire should drop his arms. It is the responsibility and jurisdiction of the bowler's end umpire to signal and receive acknowledgement from the scorers.

**Let's Talk**

With the limitation of the two way radio communication system, there are times when the on field umpires will want to talk to each other at the end of the over.

The best signal for this is to raise one hand close to your face and mimic the movement of your mouth with your hand through opening and closing your fingers.

**Striker out of his Ground – Batting Stance**

The square leg umpire can assist the bowler's end umpire by letting him know how far the striker is taking his stance beyond the popping crease – this may assist the bowler's end umpire with LBW judgements.

To signal this, the square leg umpire should extend both of his arms in front of his chest to the approximately distance that the striker is standing out of his ground.

**Ball Carrying – Catch**

When a low catch is claimed by the fielding side, there may be some doubt from the bowler's end umpire as to whether the ball carried. The square leg umpire can quickly signal to the bowler's end umpire that the ball did carry by raising both hands, with palms pointing to sky and repeating the motion – yes the ball stayed up.

**Don't Know**

There will be occasions when the square leg umpire does not know what happened – in the case of runs, leg byes, byes etc. and does not want to offer an opinion because he is not sure – he does not want to mislead the bowler's end umpire.

## *WICUA Match Officials Training & Information Manual*

In these situations where the bowler's end umpire is looking for an opinion, rather than the square leg umpire ignoring him, the square leg umpire should give the "don't know" signal by holding out both hands just in front of his person with palms pointing towards his partner.

### **Confirmation of balls bowled after no ball, wide, dead ball**

Confirmation of balls bowled in the over after no ball, wide ball, dead ball, fall of wicket assist with umpires and miscounting generally this occurs after an event such as this happens in an over

### **Field restriction violation**

Make a circular motion around your body with your hands to alert colleague to check the circle,

### **Conclusion**

These signals are the suggested ones for effective on field communication between umpires. It is fine to vary these to suit particular individual styles and preferences, however, what is extremely important is that BOTH umpires discuss and AGREE on them BEFORE the match commences to ensure that there is no confusion.

## **30. Dress, deportment, and equipment**

### **1. Dress**

The way umpires present themselves to the players and scorers sets the tone for the days play. First impressions are very important as there are no second chances. Umpires are to always wear their shirt inside their trousers regardless of the level of the match or players.

Key components for appearance include:

Pressed clean shirt and trousers.

Clean, pressed, non faded tie and tie bar.

Clean boots/shoes and white socks.

Clean hat & hat band (white).

### **Deportment**

The way an umpire stands and walks, particularly, is directly concerned with good deportment", an umpire's personal, behaviour or manners, gait, posture, carriage, comportment, bearing, all depicts the etiquette of the umpire. **Deportment** also has to do with how the umpire behave and present him/herself, being polite, well-dressed, and well-spoken shows excellent deportment.

It is said you should not be judge by appearances, but how you present yourself as an umpire, your deportment, matters, thus how you dress, speak, look and carry yourself is all part of deportment or demeanor.

An umpire should always have a positive deportment while on the field of play that is, smiling, enjoying, communicating, negative should be withheld and hidden using internal self-control and management.

## *WICUA Match Officials Training & Information Manual*

An umpire appearance, presence, look, attendance must always represent umpiring in a professional and dignified manner, this enhances both the personal image of the umpire and the profession. Appearance is a key element of deportment and match management.

### **Equipment**

Calculator, Knife/scissors (folding), Ball and over counters, Pocket size notebook & pen/pencil, A watch, Measuring tape, Bowler's markers x 2 (minimum), Spare bails, Pocket size law book, White and black shoes, White/grey socks, Dark trousers preferably black, Long & short sleeved/shirt jersey 1 each, White & coloured jersey 1 each, Hat & Cap white & black 1 each, Sun block, Sunglasses, Hat/cap clip, Bowler record cards, Match parameter cards, Check list, Tom Smith Playing conditions (printed), Match report, Code of conduct form, Calculation of GWL forms, Spikes key (for players shoes), Ball gauge, Bat gauge, Phone number of secretary, Phone number of nearest police station, Medication; headache, diarrhea, etc., Venue inspection form.

### **31. Coaching and mentoring**

Coaching is the development of mental and physical skills in a person.

Coaches use 'Effective Questions' that raise awareness in the individual and give responsibility for learning to the individual and not the coach. The individual must take 'ownership' of their actions to improve their performance.

The GROW Model

**Goal:** What does the individual want from the session?

What do they want to be able to achieve by the end?

What is their eventual goal?

**Reality:** What is the current situation? What level are they at now?

**Options:** What is achievable given the time available and current knowledge?

**Wrap-Up:** What will you do as the coach/mentor to help the individual achieve their goal for the session?

The Performance Cycle is based on our perception of ourselves and is key to increasing performance

Effective coaching relies on raising an individual's self-image, in turn they will have strong beliefs about what they can achieve

The negative effects of a Low Self-Image are that the individual's beliefs will be weak, and they will think they cannot achieve much.

Mentoring is a process in which the mentor oversees the career development of a person within the organization.

A mentor will have the necessary experience to act as a guide.



## *WICUA Match Officials Training & Information Manual*

Advisors – they are people with career experience who are willing to share their knowledge.

Supporters – they will give you emotional and moral encouragement.

Sponsors – they are sources of information about (and help in) obtaining knowledge and opportunities.

Manage the relationship of mentor and individual - time for meetings, locations, and frequency.

Encourage the individual (instill confidence and motivate) let them talk about what they want and how they might achieve it.

Nurture/develop the individual by mentoring them.

Teach the individual what they need to know to help themselves achieve what they want.

Offer respect, trust and confidentiality.

Respond to the individual when they have a problem they cannot solve and need guidance.

### **32. Umpires Accreditation**

- a. Consist of seven (7) modules

#### **Module 1 - Technique (1.1 to 1.9) 9 competencies areas**

Positioning and Movements; Bowler's End, Striker's end, On field communication, Signaling, Man and player management, Use of 3<sup>rd</sup> umpire, Coping with pressure, Concentration, Body Language

#### **Module 2 - Preparation (2.1 to 2.6) 6 competencies areas**

Preparation, Planning and Goal Setting, Knowledge and Understanding, Fitness and Diet, Practice Skills, Self-Assessment and Self-Evaluation, Audiometric and Optical Testing

#### **Module 3 - Attitude and Teamwork (3.1 to 3.4) 4 competencies areas**

Positive Attitude, Living the ICC Match Officials Pillars of Culture: An elite group serving the game ensuring fair play for all, Partnering Skills, Mental Toughness

#### **Module 4 - Decision Making (4.1 to 4.3) 3 competencies areas**

Judgement from square, Judgement at bowler's end, Judgement of Suspect Bowling Action

#### **Module 5 - Match Management (5.1 to 5.6) 6 competencies areas**

Management resolving Conflict, Communication, Ground Weather and Light, Pre-Series Meeting, Over Rates, Substitutes

#### **Module 6 - Self-Management and Personal Development (6.1 to 6.7) 7 competencies areas**

## *WICUA Match Officials Training & Information Manual*

Goal Setting, Information Technology, Emotional Intelligence, Performance Tracking, Time Management, Leadership, Handling the Media

### **Module 7 - Third Umpire (7.1 to 7.2) 2 competencies areas**

The Role of the TV Umpire, 3<sup>rd</sup> Umpire protocol and Processes

#### **33. Sources of information**

<https://www.icc-cricket.com>

[www.cricketwestindies.org](http://www.cricketwestindies.org)

[www.cricketaustralia.com.au](http://www.cricketaustralia.com.au)

<https://laws.lords.org>

[www.ecbaco.uk.com](http://www.ecbaco.uk.com)

[www.wicua.com](http://www.wicua.com)

[www.windiescricket.com](http://www.windiescricket.com)

<https://nswcusa.cricketnsw.com.au>

#### **34. References**

MCC Laws of Cricket

MCC Tom Smith

Sri. Vinayak N Kulkarni Umpire Training Guide- Level 1 Umpires Training Module

ICC Umpires Accreditation Program

ICC Playing Conditions and Almanacs

MCC Open Learning Manual

MCC Umpiring Technique Manual

Internet websites research

NSWCUSA

#### **35. Notes**

This manual is intended to assist and bring further awareness of match officiating to all aspects of the game, it is not the only place to get information, but it will help to open the eyes to the windows of the world and seek further knowledge about or on any particular topic.

It must be noted that data is updated on a regular basis thus relying on some material may not bring the desired up to date information but it will usually be minor changes.