



## A STARTING GUIDE FOR:

- Associate Umpires
- Volunteers
- Player Umpires

First of all, thank you for putting your hand up to help out this great game! Without volunteers like you, our cricketers would find it hard to learn sports and keep healthy enjoying their participation.

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

## BEFORE THE GAME STARTS

Have a chat with the coaches of the teams about what are the “Playing Conditions” for this competition. These are rules that differ from the Laws of cricket. This could mean:

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



You could also agree on the type of ball, where the boundary will be on smaller fields and about how you might call wides - perhaps even use chalk to mark lines which the delivered ball must be inside. Once everyone is happy with the rules for play, the captains exchange team cards and toss.

## YOU WALK OUT AS THE UMPIRE'S TEAM

One umpire goes to the end where they will bowl the first over, the bowler's umpire; the other to square leg.

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



# CRICKET UMPIRING - GETTING STARTED



**The strikers-end (square-leg) umpire** should only answer appeals for Stumped, Hit Wicket and Run Outs at the strikers-end.

They should also help by indicating when full tosses are above the waist - or short balls are over the shoulder of the striker.



**The bowlers-end umpire** will answer all other appeals. That will include possible LBW decisions - when making up your mind remember that you must be certain of **all four questions** as well as deciding if the ball would have hit the wickets!

If you have any doubt, then say 'Not Out'! Benefit should always go to the batsman. If you do have to give a batsman out - that signal is shown on the next page.

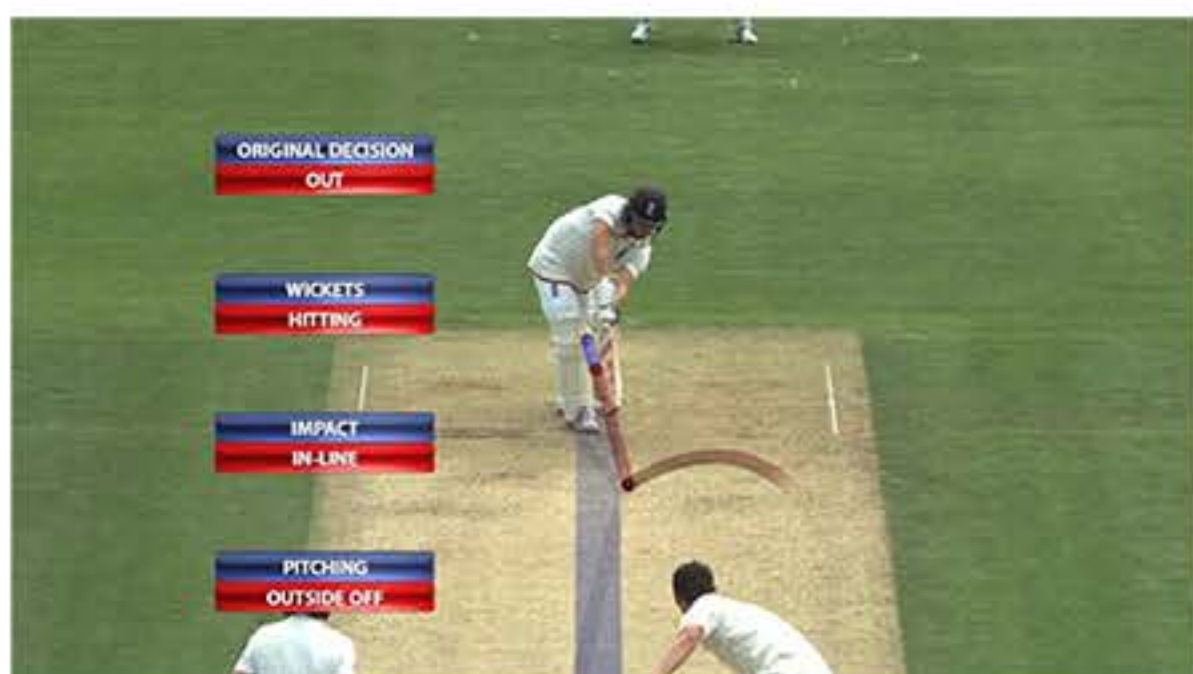
## SOME BASIC LAWS

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



**No Ball** is called and signalled when the bowler's front foot is over the front crease line, or there is illegal fielding or bowling. Double bounce or fielders distracting the batter with chatter or noise.

**Wide Ball** is called and signalled when the ball is out of normal reach of the batter. Umpires should agree with the coaches before the game on the marks to help decide which balls to call wide.



LBW causes more arguments than any other law because it relies on the umpire's judgement about the **last question**. Maybe in junior grades there are no LBWs? Check the Playing Conditions for the competition.



## MORE ON HOW TO APPLY **LBW**

With no DRS help, local umpires must decide on these questions in **this order**:  
Think of **L-B-Z-W**.

**Q1 Leg** - if the ball landed on the leg side of the wickets, it must be **NOT OUT**.

**Q2 Bat** - If the ball touched the bat **first**, it must be **NOT OUT**.

**Q3 Zone** - unless the ball hits the batsman in the narrow **zone** between the wickets, it must be **NOT OUT**.

**Q4 Wickets** - umpires must now be sure the ball would have hit the wickets, or it must be **NOT OUT**.

**A GOOD TIP IS NEVER THINK OF QUESTION FOUR FIRST! OR YOU'LL MAKE AN ERROR. THE FIRST THREE QUESTIONS CAN MEAN NOT OUT BEFORE THE HARDER FOURTH QUESTION.**

## OTHER MAIN WAYS OF GETTING OUT

Catches are much easier if you watch and listen carefully. Faint **snicks off the edge** of the bat make catches for the wicketkeeper and slips. Listen for the sounds. Also watch carefully if the ball comes off the **batter's glove** as this is also out.

**Run Outs** and **Stumpings** require you to move quickly in the right position - looking along the batting / front crease line. Move quickly and safely - out of the way - while keeping an eye on the ball. Never turn your back on the fielder's throw. You will be hit! Expect batters to run after every ball and you will always be in position early.

## IF YOU WANT TO LEARN MORE ABOUT UMPIRING GO TO:

- <http://www.lords.org/mcc/the-laws-of-cricket>
- the NZ Cricket website - [nzc.nz](http://nzc.nz)
- Contact your local Cricket Association for information on training.

## OTHER SUPPORT

This should help you start your role as an umpire. The main thing to remember is that juniors are there to enjoy their day and you should be thinking along those lines too. There is no point going out there if you can't have fun and help them enjoy their day too!

Again, thanks for helping out.



## UMPIRING SIGNALS

These are the main signals to tell scorers about runs and extras.



**WIDE BALL** - the ball is well outside the reach of the batter and they can't score.



**BYE** - the ball has not been touched by the batter or bat and runs are scored.



**LEG BYE** - the ball has come off the pads or body while playing, or avoiding being hit.



**BOUNDARY FOUR** - when the ball has bounced to the boundary.



**BOUNDARY SIX** - when the ball has cleared the boundary on the full.



**NO BALL** - when the bowler has overstepped or other bowling or fielding laws are broken.

## LESS COMMON, BUT STILL IMPORTANT



**OUT** - only when you are **absolutely** sure do umpires give someone out.



**CHANGE LAST SIGNAL** - some extra information changes the umpire's previous signal.



**DEAD BALL** - when umpires need to stop the game and no more runs or wickets can happen.