

CRICKET UMPIRING TRAINING OFFICERS MANUAL

**Incorporating changes made in the 4th edition of the
2000 Code of the Laws of Cricket (2010)**



The Laws of Cricket (2000 Code 4th Edition- 2010)

The players and officials involved in the game

(Laws 1-4)

- Law 1 - The players
- Law 2 - Substitutes and runners; batsman or fielder leaving the field; batsman retiring; batsman commencing innings
- Law 3 - The umpires
- Law 4 - The scorers

Implement of the game (Laws 5-11)

- Law 5 - The ball
- Law 6 - The bat
- Law 7 - The pitch
- Law 8 - The wickets
- Law 9 - The bowling, popping and return creases
- Law 10 - Preparation and maintenance of the playing area
- Law 11 - Covering the pitch

Structure of the game how it starts and ends (Laws 12-17)

- Law 12 - Innings
- Law 13 - The follow-on
- Law 14 - Declaration and forfeiture
- Law 15 - Intervals
- Law 16 - Start of play; cessation of play
- Law 17 - Practice on the field

Scoring of runs, bowling of overs and the results of a match (Laws 18-26)

- Law 18 - Scoring runs
- Law 19 - Boundaries

Law 20 - Lost ball

Law 21 - The result

Law 22 - The over

Law 23 - Dead ball

Law 24 - No ball

Law 25 - Wide ball

Law 26 - Bye and Leg bye

Out and Not Out (Laws 27-39)

Law 27 - Appeals

Law 28 - The wicket is down

Law 29 - Batsman out of his ground

Law 30 - Bowled

Law 31 - Timed out

Law 32 - Caught

Law 33 - Handled the ball

Law 34 - Hit the ball twice

Law 35 - Hit wicket

Law 36 - Leg before wicket

Law 37 - Obstructing the field

Law 38 - Run out

Law 39 - Stumped

Wicket-keeper (Law 40)

Law 40 - The wicket-keeper

Fielders and Fielding (Law 41)

Law 41 - The fielder

Fair and Unfair Play (Law 42)

Law 42 - Fair and unfair play

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OBJECTIVES OF THIS TRAINING MANUAL

This manual is to be used in conjunction with the Laws of Cricket (2000 Code 4th Edition-2010).

Instructions on the laws of cricket can be used by instructors to the benefit of aspiring umpires.

Outlined here are major points requiring important discussion beginning from laws:

In following this format the laws will be easily understood and better applied. The highlighted points are the abbreviated laws, and the bold heavy print and darkened laws are plain and applied interpretation.

In presenting the laws, and to create interest always make your presentation user friendly as far as possible. At times your presentation will be to a wide variety of personalities. Hence keep things as simple as possible, but interesting. Explain the purpose and intention of the laws to not get carried away in too much over burdening technical details.

Let there be an inter change of laws, when conducting sessions requiring knowledge of measurements, implements of the game dedicate time with some of the laws that are integrated with the game.

Discussion, of certain laws require more time when delivering lectures. Prepare a reasonable time frame of not more than two (2) hours per session on evenings. It is highly recommended that group discussions and a review session should be conducted after each lecture. In this manual there are no references to any playing conditions or experimental laws that from time to time may be used by different territories.

It is recommended that use be made visual presentations using programs such as Microsoft PowerPoint to enliven the presentation and bring out the jewels of knowledge and pearls of wisdom.

We do hope that this manual shall benefit all concerned.

HOW TO USE THIS MANUAL

This training manual is to be used in conjunction with the Laws of Cricket (2000 Code 4th Edition- 2010).

All the 42 Laws of cricket can be comfortably covered in eleven (11) working sessions/seminars.

Instructors are to ensure that they are thoroughly knowledgeable about all the laws of cricket included the latest changes to said laws.

The instructor's personal and professional experience as a player and or umpire can be brought to bear on proceedings during the working sessions/seminars to enliven a topic or point.

The note for instructors at the end of this manual gives further instructions for Instructors.

The working sessions/seminars can be conducted as follows:

Session 1 - Laws 1 - 4

Session 7 - Laws 24 - 27

Session 2- Laws 5 - 9

Session 8 - Laws 28 - 31

Session 3- Laws 10 - 13

Session 9 - Laws 32 - 35

Session 4 - Laws 14 - 17

Session 10 - Laws 36 - 39

Session 5 - Laws 18 - 21

Session 11 - Laws 40 - 42

Session 6 - Laws 21 - 23

Instructors have the discretion to cover the laws in a format that is different to the one laid out above as long as they ensure that they cover the entire syllabus before the examinations that candidates are preparing for.

TRAINING AND EXAMINATIONS

Our programme is divided into twelve parts in an effort to be as informative as possible yet simple and easy to administer.

They are:

1. Recruitment
2. Opening Session
3. Working Sessions or Seminars
4. Revision
5. Preliminary Examination
6. Preparation for final written Examination
7. Final written Examination
8. Preparation for Oral and Practical Examination
9. Net sessions to observe batsmen practicing; and put in practice what we have learnt, especially for Law 36
10. Oral and Practical Examination
11. Guest Speakers
12. PowerPoint presentations and where possible videos

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 and www.twitter.com).

Opening Session

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 (not more than fifteen minutes) 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, possibly between 5:00 P.M. and 7:00 P.M. At this session 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.

Working sessions or seminars

Since it has been customary to hold the Final Written Examination of the W.I.C.U.A at the end of July 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 50% Or 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 Preliminary Examination.

Working 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 42 (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 e.g. marker/chalk, whiteboard/blackboard and possible PowerPoint slides or video.

All things taken into consideration it is recommended that working sessions should commence at the beginning of January for the latest.

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 encourage candidates generally.

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

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 could have a 50% or 60% pass mark. Candidates who perform very poorly (possibly those who do not pass should not be entered for the W.I.C.U.A. Examination)

Preparation for 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

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 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.

Net sessions to observe batsmen practicing; and put in practice what we have learnt, especially for Law 36

These net sessions can be an invaluable aid in making clear to candidates all that needs to be taken into consideration for a batsman to be give out Leg Before Wicket (Law 36).

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.

Guest Speakers

It may be necessary to incorporate guest speakers during the working sessions to add variety in these instances it may be wise to deal with topics not specifically handled in the Laws but are very important to umpiring, e.g. player/umpire relationship.

PowerPoint presentations and where possible videos

Teaching aids are always welcome. PowerPoint presentations and videos can be added techniques in assisting with the Laws during the working sessions if used to the fullest; they can be of immense value.

THE LAWS OF CRICKET

SECTION 1: THE PLAYERS AND OFFICIALS

LAWS 1-4

LAW 1: THE PLAYERS

MAIN POINTS

1. Number of players more or less than 11
2. Captain nominating players changing a player
3. Deputy to act for captain especially for toss and nomination who can be deputy
4. Captain responsible for ensuring fair play

1. Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement a match may be played between sides of fewer than, or more than, eleven players, but not more than eleven players may field at any time.

2. Nomination of players

Each captain shall nominate his players in writing to one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.

3. Captain

If at any time the captain is not available, a deputy shall act for him.

(a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss. See 2 above and Law 12.4 (The toss).

(b) At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws.

4. Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws. See The Preamble – The Spirit of Cricket and Law 42.1 (Fair and unfair play – responsibility of captains).

LAW 2: SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN RETIRING; BATSMAN COMMENCING INNINGS

MAIN POINTS

- ❖ Entitlement to substitute or runner injury or illness during match
- ❖ Substitute or runner at umpires' discretion
- ❖ Opposing captain has no power to object to
 - who acts as substitute
 - where substitute fields
- ❖ What substitute is allowed/not allowed to do
- ❖ Player who has had a substitute can bat and bowl
- ❖ Fielder absent from or leaving field
 - permission to return
 - penalty after return without permission
 - timing of absence
 - unscheduled interruption during absence
 - interval during absence
 - bowling after return
- ❖ Runner
 - who can be runner
 - dress and equipment
 - where runner to stand
- ❖ Batsman with runner
 - where to stand when not striker
 - penalties/dismissal as striker
 - penalties/dismissal when not striker

- ❖ Batsman retiring
 - when
 - reason for retiring
 - conditions for resuming innings
 - entry in score book
- ❖ Commencement of batsman's innings

Batsman Retiring

Reason for retiring	Return	Does not return because	Entry in scorebook
Illness or injury or unavoidable cause during the match	BY RIGHT**	Still unfit No wicket fall or retirement Any other reason	Retired- NOT OUT
Any other reason	Needs consent of other captain**	Other captain refuses consent No wicket fall or retirement Any other reason	Retired- OUT
**Return can be only at the fall of a wicket or the retirement of another batsman			

LAW 3: THE UMPIRES

MAIN POINTS

- ❖ Umpires
 - two to be appointed
 - to control game as required by the Laws
 - with absolute impartiality
 - conditions for changing an umpire
- ❖ Umpires' duties before toss
 - when to arrive
 - what to agree with captains

- what to decide and tell captains
- informing scorers
- ❖ Umpires' duties before toss and during match
 - wickets and creases
 - boundary
 - implements and equipment
 - conduct of the game
- ❖ Sole judges of fair and unfair play
- ❖ Fair and unfair play
- ❖ Ground weather and light
 - umpires are final judges of fitness
 - procedure if conditions unsuitable
 - procedure if conditions unreasonable or dangerous
 - procedure if play is suspended
 - resumption of play after an interval
 - exceptional circumstances
- ❖ Positioning of umpires
- ❖ Umpires changing ends
- ❖ Consultation between umpires
- ❖ Signals to scorers
 - when made, by which umpire
 - separately acknowledged
- ❖ Umpires' responsibility with regard to scores
 - to satisfy themselves of correctness
 - what they must check with scorers
 - and when

Fair and unfair play

The umpires are the **final** judges of the **fitness of conditions of ground, weather and light**. In exercising this responsibility, umpires must accept that they have a duty of care for

the safety of players and for each other, and must remember also that 'ground' includes the pitch.

They have to recognise three levels of fitness.

Level 1: Suitable – perfectly acceptable.

Level 2: Unsuitable – not ideal for play, but not actually dangerous. Play may or may not take place, depending upon agreement by captains.

Level 3: Unreasonable or dangerous – any reasonable person could foresee the likelihood of injury to those on the field of play. Umpires will not allow play to take place. **Captains have no say.**

Signals

These are the code of signals that shall be used by umpires.

Signals made while the ball is in play	
Signal	Action
Dead ball	By crossing and re-crossing the wrists below the waist.
No ball	By extending one arm horizontally.
Out	By raising an index finger above the head. (If not out, the umpire shall call Not out.)
Wide	By extending both arms horizontally.
*When the ball is dead, the bowler's end umpire shall repeat the signals above, with the exception of the signal for Out, to the scorers.	

Signals made to the scorers only when the ball is dead.	
Signal	Action
Boundary 4	By waving an arm from side to side finishing with the arm across the chest.
Boundary 6	By raising both arms above the head.
Bye	By raising an open hand above the head.
Commencement of last hour	By pointing to a raised wrist with the other hand.
Five penalty runs awarded to the batting side	By repeated tapping of one shoulder with the opposite hand.
Five penalty runs awarded to the fielding side	By placing one hand on the opposite shoulder.
Leg bye	By touching a raised knee with the hand.
New ball	By holding the ball above the head.
Revoke last signal	By touching both shoulders, each with the opposite hand.
Short run	By bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
*The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.	

LAW 4: THE SCORERS

MAIN POINTS

- ❖ Scorers (why they are appointed) **[section 1]**
 - two to be appointed
 - what they must record
- ❖ Scorers checking **[section 2]**
 - with each other
 - with umpires – what and when
- ❖ Acknowledging signals

SECTION 2: THE FIELD OF PLAY, PLAYING SURFACE AND IMPLEMENTS OF THE GAME

Laws 5-11

LAW 5: THE BALL

MAIN POINTS

- ❖ Specifications of ball (weight and size when new **[section 1]**)
 - for men's cricket
 - for women's cricket
 - for junior cricket
- ❖ Balls to be approved
- ❖ Balls to be under control of umpires
 - when umpires to take possession of ball in use
- ❖ New ball **[section 3]**
 - each innings
 - when new ball may be taken during an innings
- ❖ Procedure if ball lost or unfit **[section 5]**

Go through sections clearly defining the umpire's role.

LAW 6: THE BAT

MAIN POINTS

- ❖ Specifications of bat
- ❖ Material allowed for covering the blade
- ❖ The bat
 - held by batsman
 - hand or glove to count as part of bat

The bat consist mainly two (2) parts a handle and a blade **[section 1]**. Define its various components as in:

- ✓ Measurement **[section 2]**
- ✓ Handle **[section 3]**
- ✓ The blade **[section 4]**
- ✓ Covering the blade **[section 5]** as in Type (A), Type (B) and Type (C)
- ✓ Protection and repair **[section 6]** wherein clearly emphasizing subsections (a), (b), (c) and (d)
- ✓ There is need to show in **[section 7]** (damage to the ball) if not properly understood how damage to the ball can come about quite easily as related to in subsections (a), (b) and (c)
- ✓ Section 8 deals with contact with ball reference to the bat what it implies must be highlighted in **[section 8]** subsections (a), (b) and (c)

It is necessary for clarity on the bat to have a bat at hand when going through this law so that all can fully understand its impact.

LAW 7: THE PITCH

MAIN POINTS

- ❖ Definition of pitch
 - dimensions of standard pitch
 - dimensions of non-turf pitch
- ❖ Responsibility for pitch
 - selection and preparation
 - use and maintenance
- ❖ Fitness of pitch for play
- ❖ Changing the pitch

LAW 8: THE WICKETS

MAIN POINTS

- ❖ Definition of wicket
- ❖ Dimensions of
 - one wicket
 - wickets in relation to each other
 - stumps
 - bails
 - wickets for junior cricket
- ❖ Bails as part of wicket
- ❖ Dispensing with bails

LAW 9: THE BOWLING, POPPING AND RETURN CREASES

MAIN POINTS

- ❖ What creases to be marked
- ❖ Where creases to be marked
 - bowling crease

- popping crease
- return creases
- ❖ Which edge of marking is the crease

LAW 10: PREPARATION AND MAINTENANCE OF THE PLAYING AREA

MAIN POINTS

- ❖ Rolling the pitch
 - who decides
 - when rolling may be done
 - how long rolling can last
 - choice of roller
 - after a delayed start
- ❖ Time limits for rolling
- ❖ If there is insufficient time for permitted rolling to be carried out
- ❖ When sweeping is to be done
 - circumstances when sweeping is not to be done.
- ❖ Debris to be removed
 - on what occasions
 - at what times
- ❖ Mowing the pitch and outfield
 - on what occasions
 - at what times
 - whose responsibility
- ❖ Arrangements if mowing not possible
- ❖ Pitch not to be watered
- ❖ Other items of pitch maintenance
 - re-marking creases
 - footholes made by bowlers and batsmen
 - securing footholds

- ❖ Non-turf pitches

LAW 11: COVERING THE PITCH

MAIN POINTS

- ❖ Covering the whole pitch
 - until the toss
 - for the rest of the match
- ❖ Bowlers' run ups to be covered
 - in what circumstances
 - what area may be covered
- ❖ When covers to be taken off
 - at the start of the day
 - during the day

SECTION 3: THE STRUCTURE OF THE GAME

Laws 12 to 17

LAW 12: INNINGS

MAIN POINTS

- ❖ Agreement before match
 - one innings each side or two
 - innings to be a certain number of overs
 - innings to last a specified time
- ❖ Situations when innings not alternate
- ❖ The five situations in which the innings is complete
- ❖ The toss for choice of innings
 - who makes it
 - where it is to be made

- when it is to be made
- ❖ Decision to bat or bowl
 - when to be notified
 - not to be changed

LAW 13: THE FOLLOW-ON

MAIN POINTS

- ❖ What 'follow their innings' means
- ❖ Conditions for follow-on to be possible
- ❖ Effect of loss of one or more days' play
 - what constitutes 'play taking place'
 - what counts as a day's play
- ❖ Notification of decision
 - effect on time for rolling

LAW 14: DECLARATION AND FORFEITURE

MAIN POINTS

- ❖ Significance of
 - declaration
 - forfeiture
 - follow-on
- ❖ Conditions required for
 - declaration
 - forfeiture
- ❖ Notification of decision to declare or forfeit
 - effect on time for rolling

LAW 15: INTERVALS

MAIN POINTS

- ❖ Definition of intervals
- ❖ Agreeing intervals
 - when to be agreed
 - what is to be agreed
 - particular conditions affecting agreement about drinks intervals
- ❖ How the length of an interval is measured
- ❖ Changing what has been agreed about intervals
 - for lunch
 - for tea
 - for drinks
 - between innings
- ❖ Agreement to forgo an interval
- ❖ Scorers to be informed

LAW 16: START OF PLAY; CESSATION OF PLAY

MAIN POINTS

- ❖ Calling Play and Time
 - when these calls are to be made
- ❖ Significance of calling Time
- ❖ When an interval is almost due
 - an over ends
 - a wicket falls
- ❖ An interval becomes due during an over
- ❖ Calling Time when there is an interruption
- ❖ Last hour of match

- definition
- minimum number of overs to be bowled
- ❖ Reducing minimum number of overs to be bowled
 - if time is lost for an interruption
 - if time is lost for an interval between innings
 - calculations based on overs remaining
 - calculations based on time remaining
- ❖ How a match is concluded
 - finishing the over in reference to the last hour of play referral is also at law 22.8 (bowler incapacitated or suspended)

Last hour of match- intervals between innings [section 8]

LAW 17: PRACTICE ON THE FIELD

MAIN POINTS

1. Times when practice is not allowed
 - a. on the pitch
 - b. on the rest of the square
 - c. on the general area of the field of play with particular reference to all types of practice on the outfield, when it is allowed [section 3 (a)]. All forms of practice permitted on the outfield before, during, or between innings, umpires must pay particular attention to this section. Practice on the outfield [section 3 (b)] between the call of play and the call of time no one may practice on the field of play with some form of exceptions. Section 3 (b) (2) highlights particular attention being paid by umpires regarding bowling or batting practice on the outfield and bowling of a ball with the use of arm action only. Section 3(b)(3) when other practice shall be permitted. Section 3(c) practice at the fall of a wicket, practice during legitimate gaps in play. If these time restrictions are not observed, what procedures the umpire should apply (refer to Law 42.9).
 - d. a bowler having a trial run up

2. Penalties if players do not abide by regulations, [sections 1, 2, 3(b)(1), or 3(b)(2) herein lies the penalties that must be applied.

SECTION 4: SCORING RUNS; THE RESULT OF A MATCH

Laws 18 to 21 and Law 26

LAW 18: SCORING RUNS

MAIN POINTS

- ❖ How runs can be scored [section 1(a-d)]
 - by running
 - by other means – relevant Laws listed
- ❖ Categories of run
 - Batsmen's runs
 - Allowances
 - Penalties
- ❖ Disallowing runs over-rides scoring of runs
- ❖ What constitutes a short run
 - what runs to count
 - procedure if batsman runs short unintentionally
- ❖ Procedure if batsman runs short deliberately
- ❖ Runs scored when batsman dismissed
- ❖ Runs scored when ball becomes dead
- ❖ Who is to face the following delivery

LAW 19: BOUNDARIES

MAIN POINTS

- ❖ Agreeing the boundary
 - sight-screens to be outside
 - obstacles
- ❖ Marking the boundary
- ❖ The boundary edge
 - lines
 - ropes
 - fences
 - other objects
 - no physical marker
- ❖ Conditions for a boundary to be scored
- ❖ Runs allowed for boundaries
 - agreeing
 - boundary allowance in addition to penalties
- ❖ Runs credited when boundary is scored
 - less than allowance
 - more than allowance
 - in addition to allowance

LAW 20: LOST BALL

MAIN POINTS

- ❖ What counts as Lost ball
- ❖ Fielder to call Lost ball
- ❖ Replacing ball
- ❖ Runs scored
 - what type of runs
- ❖ Who faces next ball

LAW 21: THE RESULT

MAIN POINTS

- ❖ How a result is achieved when match played out to a conclusion
 - Win- (two innings match & one innings match)
 - Tie
- ❖ Match Awarded or Match Conceded
 - Procedures- one should carefully point out the areas that would concern all sections in this law
- ❖ A Draw
- ❖ Runs scored on the final delivery of a match
- ❖ How each form of result is to be stated
- ❖ Umpires' responsibility with regard to scores
 - to agree scores with scorers
 - to make decisions as to correctness
 - procedure if mistake is subsequently discovered
- ❖ Result not to be changed
- ❖ Discrepancies in scores
 - techniques for avoiding

LAW 26: BYE AND LEG BYE

MAIN POINTS

- ❖ Definition of Bye and Leg bye
- ❖ When leg byes are allowed [section (a), (b) and (c)]
- ❖ When batsmen are not allowed to score Leg byes [section 3]
 - if no run is attempted actions to be taken by umpire
 - procedure if they run when Leg byes not allowed [section 3(b)(1) and (2)]
- ❖ Effect of calling No ball or Wide ball

SECTION 5: THE BOWLER DELIVERING THE BALL

Laws 22 to 25

LAW 22: THE OVER

MAIN POINTS

- ❖ Balls in an over
- ❖ Start of an over
- ❖ Validity of balls
 - what does not count as a ball in the over [sections (a) b(i, ii, iii, iv, v) and (c)]
- ❖ When to call Over
 - bowler changing ends
 - umpire miscounting
- ❖ Bowler's run up and delivery
 - when the over starts
- ❖ Finishing an over
 - bowler incapacitated or suspended during an over
 - interruption or interval during an over

LAW 23: DEAD BALL

MAIN POINTS

- ❖ Significance of Dead ball
 - when ball comes into play
 - when it becomes dead [section 1 (a)(i-ix)] and [section b] when it is considered to be dead
- ❖ Ball finally settled
- ❖ Ball becoming dead automatically
- ❖ Ball to be called dead- with the call of over or time [section 3]
- ❖ Umpire calling and signaling dead ball, when either should do so. Section 4(a) points out the when bowler's end umpire may call and signal dead ball. Section 4(b)(i-x)

points out when either umpire may call and signal dead ball. It also advises when the ball shall not count as one of the over

- ❖ Whether or not a delivery counts in the over if ball becomes dead
- ❖ The ball ceases to be dead
- ❖ Dead ball; ball counting as one of the over. The importance of clarity in pointing out wherein sections 1 and 2 shows it does not count as one of the over with its adjoining laws 41.2, 42.4, 42.5 and law 2.6. In 4(b)(v) points out wherein the ball will not count in the over if certain conditions are not met

LAW 24: NO BALL

MAIN POINTS

- a. Offences meriting call of No ball in this Law – see points c, d, e, f
 - changing mode of delivery
 - unfair mode of delivery – throwing
 - incorrect foot placement in delivery stride
 - ball rolling along the ground, bouncing more than twice or coming to a halt
- b. Summary of offences meriting call of No ball in other Laws
- c. Changing mode of delivery
 - underarm bowling
 - notification of mode of bowling
 - changing mode
- d. Unfair mode of delivery – throwing
 - what is throwing
 - procedure if bowler throws during delivery
 - procedure if bowler throws before entering delivery stride
- e. Incorrect foot placement in delivery stride
 - requirement for back foot
 - requirement for front foot
 - procedure if requirements not met
- f. Unacceptable motion of the ball after delivery
 - it bounces more than twice

- it rolls along the ground
- it comes to rest in front of the striker's wicket
- g. Calling and signalling No ball
 - revoking call of No ball
 - takes precedence over Wide
- h. Consequences of a call of No ball
 - penalty resulting from No ball
 - batsman dismissed when No ball called
 - delivery not to count in the over
- i. Runs scored when No ball is called
 - type of runs

LAW 25: WIDE BALL

MAIN POINTS

- ❖ Definition of Wide in relation to judging a wide ball
 - deliveries not to be judged Wide
- ❖ Calling and signalling Wide ball
 - revoking call of Wide ball
 - No ball to over-ride Wide
- ❖ Consequences of a call of Wide ball
 - penalty resulting from a Wide
 - batsman dismissed when Wide ball called
 - delivery not to count in the over
- ❖ Runs scored when Wide ball called
 - type of runs
- ❖ Out from a wide ball, these laws must be pointed out.

SECTION 6: CONDITIONS AFFECTING DISMISSALS

Laws 27 to 29

LAW 27: APPEALS

MAIN POINTS

- ❖ Umpires not to give batsman out without an appeal
- ❖ Batsman dismissed
 - batsman out
 - batsman given out
- ❖ Necessity for an appeal
 - form of appeal
- ❖ Batsman leaving without appeal
 - if he is out
 - if he is not out
- ❖ Time when appeals are valid
- ❖ Umpires answering appeals
 - consultation
 - captain withdrawing appeal
- ❖ Umpire's decision is final
 - umpire can change decision

LAW 28: THE WICKET IS DOWN

MAIN POINTS

- ❖ How a wicket can be put down – by
 - ball
 - batsman
 - fielder
- ❖ What has to be achieved for wicket to be down, sections (a)(i-v)

- a wicket already down can be put down
- ❖ Remaking wicket
 - by umpire
 - by fielder
- ❖ Conditions for wicket to be put down after decision to play without bails

LAW 29: BATSMAN OUT OF HIS GROUND

MAIN POINTS

- ❖ When is he out of his ground [section (1)(a) and (b)]
- ❖ Definition of a batsman's ground (refer to Appendix D)
- ❖ Which ground belongs to which batsman
 - examples in normal situation [sections (a), (b) and (c)]
 - examples in situation of batsman with runner, [section (2)(d) and (e)]
- ❖ Whether a batsman is in his ground or not
- ❖ Where **non-striker** should stand

Preliminary Comment for Sections 7 and 8

These two sections cover Laws 30 to 39 dealing with the 10 ways in which a batsman may be dismissed.

Before beginning detailed study of these Laws the student should remember the principle stated in Law 27. Although he may be out under one of the Laws, **a batsman is not to be given out by an umpire unless there is an appeal from the fielding side.**

This fact will not be stated separately for each method of dismissal but must be remembered. It is fundamental to the whole structure of dismissals. Additionally, it should be noted that **the credit for a dismissal is not always given to the bowler.**

A chart is set out here of which methods of dismissal are and which ones are not. Again this will not be stated individually Law by Law.

Law	Dismissal	Credit to bowler?
30	Bowled	Yes
31	Timed out	No
32	Caught	Yes
33	Handled the ball	No
34	Hit the ball twice	No
35	Hit wicket	Yes
36	Leg before wicket	Yes
37	Obstructing the field	No
38	Run out	No
39	Stumped	Yes

The striker cannot be dismissed off a No-ball:

- ✓ Bowled
- ✓ Caught
- ✓ Stumped

It is impossible for a striker to be dismissed off a Wide:

- ✓ Bowled
- ✓ Caught
- ✓ LBW

SECTION 7: DISMISSALS I

LAWS 30 to 35

LAW 30: BOWLED

MAIN POINTS

- ❖ Out Bowled
 - not a No ball
 - no contact except with the striker, [sections (1)(a) and (b)]
- ❖ Bowled to take precedence [section 2]

LAW 31: TIMED OUT

MAIN POINTS

- ❖ Timing requirements for batsman coming in after fall of wicket
- ❖ Procedure if incoming batsman does not meet requirements
- ❖ Procedure if no batsman comes in

LAW 32: CAUGHT

MAIN POINTS

- a. Elements of a catch, where does it start and where does it end [section (3)(a)(i and ii)] – along with points b, c and e below
 - not a No ball [section 1]
 - contact with striker's bat
 - no contact with ground or boundary
 - held by fielder
- b. Contact with striker's bat
- c. No contact with

- ground
- boundary, or object agreed as boundary
- d. Other contacts
 - batsman's helmet
 - helmet worn by fielder
 - fielder's helmet not being worn
 - players and umpires
- e. Held by fielder
 - does not have to be held in fielder's hand
 - control over ball
 - control over his own movement
 - within the field of play
- f. Fielder
 - touching boundary
 - grounded beyond boundary
 - carrying ball over boundary
 - going over boundary and returning
 - catching ball after it has crossed the boundary in the air
- g. No runs to be scored
- h. Caught to take precedence
- i. Which batsman faces next ball

LAW 33: HANDLED THE BALL

MAIN POINTS

- ❖ Conditions for either batsman to be out under this Law [section (1)(a) and (b)]
- ❖ When conditions do not apply [section 2]
- ❖ Runs allowed if batsman dismissed [section 3]
- ❖ The bowler does not get credit [section 4]

LAW 34: HIT THE BALL TWICE

MAIN POINTS

- ❖ Definition of 'strike' for this Law [section 1(b)]
- ❖ When making second stroke is legitimate
- ❖ When striker will not be out under this Law [sections 2(i) and 2(ii)]
- ❖ Conditions for runs to be allowed after legitimate second strike [section 3]
 - first strike with the bat [section 4(a)(i-iii)]
 - first strike on the striker's person
- ❖ Runs allowed if overthrow after batsmen have started running
 - boundary overthrows
- ❖ Procedure if conditions for runs not met
- ❖ No runs to be scored [section 5]
- ❖ Bowler does not get credit

LAW 35: HIT WICKET

MAIN POINTS

- ❖ How the wicket is put down [section 1(a)(i,ii,iii,iv)]
 - bat
 - person
 - detached items which are no longer part of person
- ❖ When the wicket is put down
 - before bowler enters delivery stride
 - while 'dealing' with delivery
 - setting off for run
- ❖ Situations in which striker puts down his wicket but is not out is thereby clarified in section [(2),(a),(b),(c),(d),(e) and (f)]

SECTION 8: DISMISSALS II

LAWS 36 to 39

LAW 36: LEG BEFORE WICKET

MAIN POINTS

- ❖ Not a No ball
- ❖ Where ball pitches
- ❖ In line between wicket and wicket
- ❖ Where ball hits striker
 - striker attempting to play the ball
 - striker not attempting to play the ball
- ❖ Where ball would have gone if not interrupted by impact on striker
 - assume path at impact continues
- ❖ Only first impact to be considered
- ❖ Off side of the striker's wicket, determines by the striker's stance at the moment the ball comes into play from that delivery (see appendix D)

LAW 37: OBSTRUCTING THE FIELD

MAIN POINTS

- ❖ Either batsman is out obstructing the field if he willfully obstructs or distracts
 - by word or action
 - in other ways
- ❖ Accidental obstruction, describe how either umpire will decide [section 2]
- ❖ If obstruction prevents a catch [section 3]
- ❖ How either batsman can be out returning the ball to a fielder
- ❖ Runs scored
 - What runs can be credited to batsman if he is dismissed obstructing the field
- ❖ The bowler does not get credit

LAW 38: RUN OUT

MAIN POINTS

- ❖ Conditions for batsman to be Run out [section (l) (a) and (b)]
- ❖ When conditions do not apply [section 2(a),(b),(c),(d) and (e)]
- ❖ Which batsman is out [section 3]
- ❖ Runs scored (refer to Laws 18.6, 18.9, and Law 2)

LAW 39: STUMPED

MAIN POINTS

- ❖ Out stumped [section (l)(a)(i,ii,iii and iv)]
- ❖ Ball rebounding from wicket-keeper's person [section 2(a)(i)and(ii) and 2(b)]
- ❖ What counts as 'wicket put down by wicket-keeper'
 - no stumping if ball rebounds from helmet
- ❖ When conditions for stumping do not apply [section (3)(a) and (b)]
 - whether striker could nevertheless be Run out

SECTION 9: FIELDERS AND FIELDING

LAWS 40 to 41

LAW 40: THE WICKET-KEEPER

MAIN POINTS

- ❖ What gives a fielder the right to be recognised as the wicket-keeper
 - action and positioning
- ❖ Concessions allowed only to the recognised wicket-keeper
 - protective equipment
 - gloves
 - fielding position

- fielding
- catching
- stumping
- ❖ Restrictions on wicket-keeper's gloves [see appendix C]
- ❖ Limitations on wicket-keeper [sections (3-5)]
 - where he can be within the field of play
 - what movement he can make during delivery of the ball
 - right of striker to play the ball [section 6]

LAW 41: THE FIELDER

MAIN POINTS

- ❖ What external protection a fielder can wear
 - by right
 - with permission
- ❖ How he is allowed to field the ball
 - penalty if he fields the ball in way that is not allowed [section 2(a)]
 - when this penalty will not apply
- ❖ Protective helmets belonging to the fielding side [section (3)]
- ❖ Penalty runs not to be awarded [section 4(i and ii)]
- ❖ Limitations on position of fielders during delivery [sections (5) and (6)]
 - behind the popping crease on the on-side
 - on the pitch
 - penalties for contravention
- ❖ Limitations on movement of fielders during delivery [section (7)]
 - close fielders
 - deep fielders
 - penalties for contravention
- ❖ Definition of significant movement [section (8)(a)(b) and (c)]

SECTION 10: FAIR AND UNFAIR PLAY

LAW 42

LAW 42: FAIR AND UNFAIR PLAY

MAIN POINTS

- a. Captains to ensure play is conducted [section 1]
 - within the spirit and traditions of the game
 - within the Laws
- b. Umpires to intervene if play not so conducted
 - in specified instances
 - in any other way
 - procedures – see also point 1
- c. Changing the condition of the ball
 - what is allowed [section 3(a)(i-iii)]
 - what is not allowed [section 3(b)]
 - describe in all its stages the role of the umpires (see [section (C) and (D)(i-vi)])
 - further instance of unfairly changing the conditions of the ball in that innings [sections E(i) will be applied by the bowler's end umpire, additionally [section (E)(ii-iv)]
- d. Deliberate attempt to distract striker in course of preparing to receive or receiving delivery, action to be taken as in [section (4)(a)(i and ii)].
 - Neither batsman shall be dismissed from that delivery
 - Ball not to count as one of the over
- e. Deliberate distracting/obstructing batsmen
 - striker while receiving the ball
 - umpires taking action [section (5)(a)(b) and (c)]
 - either batsman after that
 - when should the umpire impose sanctions?
 - additionally what actions must the bowler's end umpire take [section (5) (d)(i)and(ii), (e),(f),(g) and (h)]
- f. Dangerous and unfair bowling
 - fast short pitched balls [section (6)(a)(i) and (ii)]

- high full pitched balls [section 6(b)(i) and (ii)]
 - give clear instructions of what constitutes fast short pitched bowling and high full pitched balls [sections 6(a)(i)(ii) and 6(b)(i)(ii)]
 - actions by bowler's end umpire [section 7(a) and (b)]
 - warning to apply throughout the innings
 - any further repetition by that same bowler in that innings further action by bowler's end umpire [section 7(c)(i-iii)]
- g. Deliberate bowling of high full pitched balls
- Procedure to be taken by umpires [section 8(a)(i-iii), (b) and (c)]
- h. Time wasting by fielding side
- It is unfair for any fielder to waste time
 - First and final warning
 - Sanctions to be applied [section 9(a)(i and ii)]
 - Further sanctions by bowler's end umpire [section (b)(i) and (ii)]
 - Any fielder wasting time in that innings actions to be taken as in section 9(C)(i) and (ii)]
 - Action to be taken by bowler's end umpire
 - i. if waste of time not during an over or
 - ii. waste of time during the course of an over
 - inform and report [section 9(C)(iii-v)]
- i. Batsman wasting time
- It is unfair for a batsman to waste time
 - First and final warning
 - Procedure by umpire for batsman wasting time [section 10(a)(i)(ii) and (iii)]
 - Further waste of time in that innings by any batsman [section 10(b)(i-iv)] to be applied
- j. Damaging the pitch [section 11(a) and (b)]
- area to be protected described
 - bowler running through
 - other damage by fielding side
 - batsmen
- k. Bowler running on protected area after delivering the ball
- how a bowler will contravene this Law [section 12(a)]

- Procedure to follow [section (12)(b)(i) and (ii)]
 - What procedure is repeated [section 12(C)] and final warning
 - Contravention by this Law by the same bowler in that innings, action to be taken by umpire as in [section (12)(d)(i-iv)]
- l. Fielder damaging the pitch
- Any fielder causing avoidable damage to the pitch, at the first instance inform the other umpire
 - The bowler's end umpire shall apply the following procedures as in [section 13(a)(i) and (ii)]
 - Any fielder in that innings causing further avoidable damage to the pitch, the bowler's end umpire shall apply [section (13)(b)(i-iv)]
- m. Batsman damaging the pitch
- Either batsman causing avoidable damage to the pitch
 - At the first instance [section (14)(a)]
 - Procedure to be followed by bowler's end umpire [section 14(a)(i) and (ii)]
 - Any further instance of avoidable damage by any batsman in that innings, procedure to be applied by bowler's end umpire as in [section (b)(i-iv) and (c)]
- n. Bowler attempting to run out non-striker before delivery
- How bowler is permitted
 - Whether the attempt is successful or not
 - Ball not to count as one of the over
 - If bowler fails in attempt to run out non-striker, umpire to call and signal dead ball as soon as possible
- o. Batsmen attempting to gain advantage during bowler's run-up
- It is unfair for a batsman to steal a run during the bowler's run up
 - Only allowed if bowler attempts to run out either batsman
 - Procedure to be followed by bowler's end umpire as in [section (16)(i-vi)]
- p. Penalty runs
- general points
 - when not awarded
 - when they are awarded as in [section (17)(a),(b),(c) and (d)]
 - the end of the match

- careful attention should be taken when disseminating sections of this Law
- q. Players' behaviour
- If there is any breach of the Spirit of the game
 - Failing to comply with the instructions of umpires
 - Criticizing the decision of an umpire
 - Behaving in a manner which will bring the game into disrepute
 - Showing dissent
 - Procedures to be followed as in [section 18]
- r. Recording penalty runs
- to the batting side
 - to the fielding side
- s. Procedures for specific penalties summarised

The tables below summarize the procedures to be followed regarding infractions under Law 42; the final two tables are summaries with respect to Laws other than Law 42. They are summaries and as such should be used only as a guide; the full details pertaining to any one of them would be gleaned from the study of the relevant Law(s).

LAW	NO WARNING
42.3- Changing condition of ball- <i>umpires consult before joint action on each occasion</i>	1 st time: Change ball- Award 5 penalty runs to batting side- Inform- Report 2 nd (or further) time: Change ball- Award 5 penalty runs to batting side- Bowler off- Inform- Report Suspended bowler shall not be allowed to bowl again in that innings [it is to the bowler who delivered the immediately preceding ball, to cover the case where the change to the ball is discovered when no over is in progress]
42.5- Deliberately trying to distract batsman- <i>Either umpire</i>	Call and signal Dead ball- Tell other umpire- Run in progress counts as completed even if not crossed- 5 penalty runs batting side- No dismissal- Ball not to count- Batsmen choose which of them faces next ball- Inform- Report
42.8- Deliberate	Call and signal No ball- bowler off- Inform- Report

LAW	NO WARNING
beamers- <i>Bowler's end</i> <i>umpire</i>	Suspended bowler shall not be allowed to bowl again in that innings
42.16- Batsmen stealing a run- <i>Bowler's end</i> <i>umpire</i>	Call and signal Dead ball as soon as batsmen cross- Return to ends- Inform other umpire- 5 penalty runs to fielding side- report

LAW	ONE WARNING
42.4- Deliberately trying to distract striker while preparing to receive, or receiving ball (including wicket-keeper hindering striker; Law 40.5)	1 st time: Call and signal Dead ball- Tell other umpire- warn captain (first and final warning)- no dismissal- ball not to count even if striker played at it- Inform. 2 nd (or further) time by any fielder: Call and signal Dead ball- Tell other umpire- No dismissal- Award 5 penalty runs to batting side- Ball not to count even if striker played at it- Inform- Report
42.9- Fielding side wasting time (not necessarily be any particular fielder)	1 st time: Dead ball if necessary- Tell other umpire- Warn captain- Inform 2 nd (or further) time by any fielder: Dead ball if necessary- Tell other umpire- Award 5 penalty runs to batting side OR (if over in progress) bowler off- Inform- Report
42.10- Batmen wasting time	1 st time: Bowler's end umpire. NB note timing [42.10a]-Warn batsmen- Tell other umpire- Inform all later batsmen- Inform 2 nd (or further) time by any batsman: Award 5 penalty runs to fielding side- Tell other umpire- Inform- Report
42.13- Fielder damaging the pitch	1 st time: Warn captain 2 nd (or further) time by any fielder: Award 5 penalty runs to batting side- report
42.14- Batsman causing avoidable damage to	1st time: Tell other umpire- Warn both batsmen (indicate that this is the first and final warning), tell all later batsmen, inform

LAW	ONE WARNING
the pitch	2nd (or further) time by any batsman in that innings: Tell other umpire- No runs scored from that delivery (except for a No ball or Wide if applicable) - Returned to ends- Award 5 penalty runs to fielding side- Inform captains- Report,

LAW	TWO WARNING
42.7- Dangerous and unfair bowling (N.B. 42.8 above) <i>Bowler's end umpire</i>	<p>1st time: Call and signal No ball- Warn bowler- Tell other umpire- Tell captain- Inform</p> <p>2nd time by same bowler: Call and signal No ball- Warn bowler (final warning)- Tell other umpire- Tell captain- Inform [Warning to apply throughout innings]</p> <p>3rd time by same bowler: Call and signal No ball- Bowler off- Tell other umpire- Inform- Report [Suspended bowler shall not be allowed to bowl again in that innings]</p>
42.12- Bowler running on protected area in follow through- <i>Bowler's end umpire</i>	<p>1st time: Warn bowler- Inform other umpire- Tell captain, [Warning to apply throughout innings]</p> <p>2nd time by same bowler: Warn bowler (indicate that this is the final warning), tell captain. [Warning to apply throughout innings]</p> <p>3rd time by same bowler: Bowler off- Report [Suspended bowler shall not be allowed to bowl again in that innings]</p>

Penalty runs in other Laws

LAW	NO WARNING
2.6- Fielder touches the ball after return without permission- <i>Bowler's end umpire</i>	Ball not to count- Ball becomes automatically Dead- Award 5 penalty runs plus runs completed or crossed on to batting side- Report
41.2- Illegal fielding including deliberate use of helmet- <i>Bowler's end umpire</i>	Ball not to count- Ball becomes automatically Dead- Award 5 penalty runs plus runs completed or crossed on to batting side- Report
41.3- Hitting helmet accidentally- - <i>Bowler's end umpire</i>	Ball <u>WILL</u> count- Ball becomes automatically Dead- Award 5 penalty runs plus runs completed or crossed on to batting side (in addition to the penalty for a No ball or Wide, if applicable)- No report

LAW	ONE WARNING
18.5- Deliberate short runs- <i>The umpire concerned</i>	<p>1st time: Inform other umpire- Warn batsmen (indicate that this is the first and final warning)- inform each later batsmen- Disallow all runs to the batting side from that delivery other than for penalty runs- Return batsmen- inform captains- inform scorers of number of runs to be recorded</p> <p>2nd (or further) time by any batsman: Follow procedure above- Award 5 penalty runs to the fielding side- Inform- Report</p>

LAW	TWO WARNING
24.2- Bowler throwing- <i>Either umpire</i>	1st time: No ball- Warn bowler- Inform other umpire 2nd time by same bowler: No ball- Warn bowler (final warning)- Inform 3 rd time by same bowler: No ball- Bowler off- Inform- Report

Note: Any warning applies throughout the innings but only in the same innings in which it was issued.

Awards of no ball or wide balls has been made and not revoked and not revoked it will stand no matter what else happens

Offences for which two warnings are issued relate only to the bowler as bowler, the penalties in law 42.7; 42.12 and 24.2 shall be the suspension of the bowler for the rest of the innings. The umpire directs the captain to do this.

GUIDELINES FOR INSTRUCTORS

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

- 1) Read aloud each law and its attached notes.
- 2) Read aloud each law and attached notes slowly, explaining as you go along.
- 3) Entertain on questions as you go along at this stage.
- 4) Use the latest MCC's 'Open Learning Manual' to assist in the explanation and guide to the interpretation of the laws.
- 5) Use true experiences to elaborate on points, if possible, especially if the experience is in the highest grade of cricket, e.g. at each session if possible, invite a leading test Cricketer or Regional Umpire so that he may relate live experiences.
- 6) After reading the laws, and explaining, revise the law using, if possible, your own words as a means of simplification.
- 7) When completed, invite questions on the particular law. Be careful not to deviate yet be considerate since some laws intervene with each other.
- 8) At all times be helpful. Especially after the Preliminary Examination which should be used as an evaluation assessment at the point and candidates advised and corrected on mistakes.
- 9) Captains and players should be persuaded to attend working sessions as a means of developing better understanding and support between umpires and players.

- 10) Participants should be encouraged to read as much cricket materials as possible (Books, Newspapers, Periodicals, etc). They should be encouraged to keep en courant with what is happening in the game.
- 11) Encourage participants to attend practice sessions in the nets of the nearest club. This is good practice and will allow them to grow accustomed to the cricket scene and intermingle with players whilst getting some good practice themselves.

PREPARATION FOR EXAMINATIONS

- ❖ 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 (2000 Code 4th Edition- 2010).
- ❖ 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.

PREPARATION FOR MATCHES

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.

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.

PRACTICE QUESTIONS FROM THE OPEN LEARNING MANUAL¹

These are some pointed questions which instructors can use as part of training and examination preparations for candidates. They can be supplemented by other questions that apply to the particular level candidates are being examined for.

1. The captain of the visiting side is late arriving. The team coach offers to make the toss. How should the umpires respond to this offer?
2. If a substitute is required for a fielder who has been injured what, as a member of the fielding side, is the substitute not permitted to do under the Laws?
3. The umpire at the striker's end may sometimes wish to stand on the off side of the pitch. What should he do before moving to the off side?
4. One of the umpires is suddenly taken ill and has to be escorted from the field. The Chairman of the home club advises that one of the spectators would be prepared to umpire for the remainder of the game.
5. Who decides if the bails should be dispensed with when they are continually falling off during play?
6. When may the pitch be watered during a match?
7. The captain of the visiting side wins the toss and decides to bat first. He tells you that he considers the pitch has not been properly prepared and asks for it to be rolled before play begins. What is stated in the Law about this situation?
8. When should the creases be re-marked?

¹ These questions and corresponding answers were taken from the Open Learning Manual – Laws of Cricket (2000 Code 4th Edition- 2010)

9. When must the captain of the side winning the toss notify the opposing captain of his decision to bat or field?

10. When should the toss for the choice of innings be made?

11. It has been agreed that drinks will be taken at 4-00 p.m. There have been no interruptions or intervals in this session. In what situation will drinks be taken before 4-00 p.m.?

12. a) Players are forbidden to practise on the pitch or neighbouring strips at any time. A time limit is set on them practising on the rest of the square before the start of a day's play. What is this time limit?

b) In what circumstances should the umpires refuse to allow practice on the square, even within the time limit?

13. How many runs are scored if the batsmen -

a) have run 4 and crossed on the 5th (but not completed it) before the ball crosses the boundary?

b) have run 2 and crossed on the 3rd when a fielder throws the ball, which misses the wicket and subsequently goes to the boundary?

14. A fielder picks up the ball. In the act of throwing it to the wicket-keeper, he steps on the boundary rope while still holding the ball. The batsmen have completed three runs. What action should you now take?

15. The batsmen apparently complete three runs but, when the ball is dead, both umpires call and signal Short run. Why must the umpires now consult to ascertain which run each is calling short?

16. The striker hits the ball into the outfield. It bounces some distance in front of a fielder, standing close to but not touching the boundary which is marked by a line. The fielder bends backwards, without moving his feet, to field the ball after it has passed over the boundary. He returns the ball to the wicket keeper. In these circumstances would you (a) take no action or (b) signal a boundary four. Explain why you think that answer which you have chosen is the correct course of action?

17. In the circumstances of question 16, the fielder, instead of catching the ball off the bounce, jumps up and pushes the ball with his hand, back into the field of play. Has a boundary been scored?

(i) if he jumped from where he was standing?

(ii) he stepped over the boundary line before jumping up?

18. Give the relevant foot positions for a delivery to be fair in respect of the feet.

19. You call and signal Wide ball. The wicket-keeper fails to stop the ball and the batsmen attempt two runs. The non-striker is run out at your end before completing the second run. How many runs are scored?

20. In which of the following situations is an umpire required to call and signal Dead ball?

a) The batsmen deliberately run short.

b) The ball comes to rest before reaching the striker.

c) The bowler drops the ball accidentally before delivery.

d) The ball lodges in the clothing of an umpire.

e) Attempted Leg byes are to be disallowed.

f) Lost ball is called.

21. You are at the striker's end. The scores are level. Your colleague at the bowler's end calls and signals Wide ball as the wicket-keeper correctly puts down the wicket with the striker

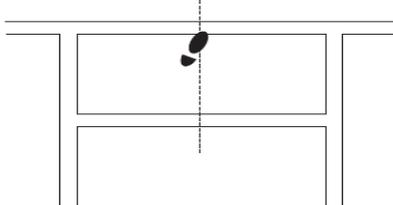
some inches in front of the popping crease. How do you answer the fielding side's appeal? State the reason for your answer.

22. Each of the ten diagrams shows, without a description in words, where the front foot lands in relation to the creases. For each diagram, does the position of the foot comply with Law 24? Answer 'Yes' or 'No'

Heel grounded Heel raised

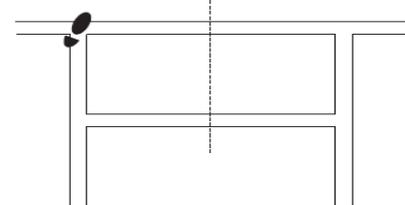
Right arm over

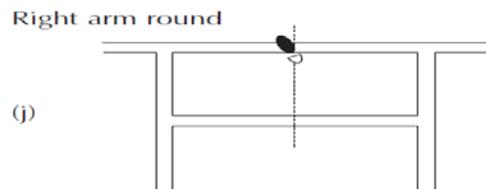
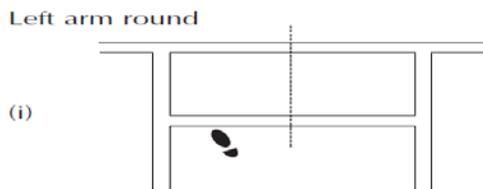
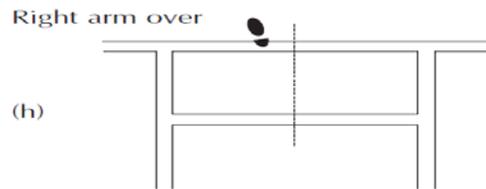
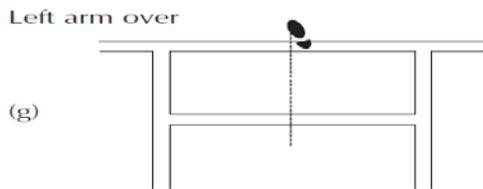
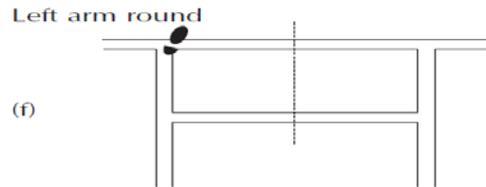
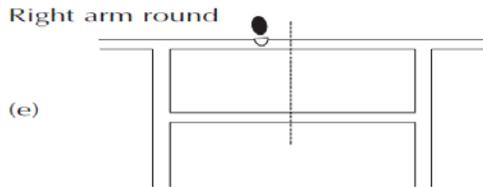
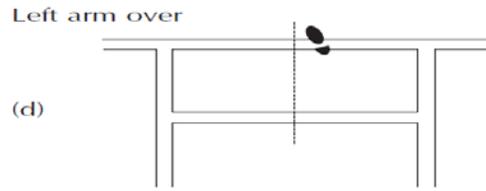
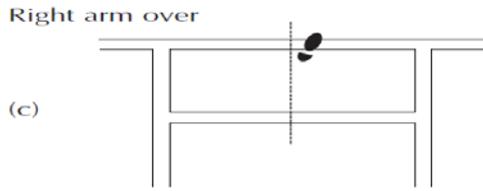
(a)



Right arm over

(b)





23. A ball which is not a No ball hits the striker's pad, without having first touched his bat. You are sure that all the conditions for him to be out LBW have been fulfilled and there is no other cause for him to be out. What else is necessary in order that you can give him out?

24. Can an umpire answer an appeal made

- a) after the fourth ball of an over has become dead?
- b) after Over has been called?
- c) after the players have left the field?

25. A fielder uses his elbow to completely dislodge a bail. What is necessary for this to mean that the wicket has been fairly put down?

26. You and your colleague have agreed to play without bails. Which of these events would mean that, in these circumstances, the wicket has been put down?

- a) A ball strikes one of the stumps but does not disturb it.
- b) The striker knocks the wicket with his bat in making his back lift. A stump is pushed askew but not removed from the ground.
- c) One stump is already askew from a previous attempt. A fielder holding the ball in his hand uses that hand to knock this particular stump further out of the vertical.

27. While attempting to play a ball delivered by the bowler, the striker deliberately takes one hand off the bat and pushes the ball away with this hand. In what circumstances is he allowed to do this without being out Handled the ball?

28. When is it legitimate for the striker to hit the ball a second time?

29. The striker is hit on the pad in circumstances which satisfy you that he is out LBW. The bowler appeals as the ball ricochets off the striker's pad, hits his glove and is caught by second slip. You give the striker out. How is he out?

30. The ball loops up in the air after hitting the shoulder of the striker's bat. It appears to be falling towards the wicket. He takes one hand off his bat and pushes the ball away with his hand but the ball is caught, before touching the ground, by a close fielder. He is certainly out in two ways.

- a) What are these two ways?
- b) If there is an appeal and you give him out, what will the method of dismissal be?
- c) Why is it that one?

31. A delivery hits the striker's front pad which is just outside the line of the off stump. You are quite certain that the ball would have gone on to hit the wicket. Give reasons why, nevertheless, you might consider that the striker was not out LBW.

32. A right arm over the wicket bowler pitches the ball outside the off stump. The ball hits the striker's pad. What are the points of which the umpire must be certain in order to be able to give the striker out LBW on appeal?

33. On the second ball of an over, the batsmen have completed one run and crossed on the second when the striker obstructs a fielder and is given out, on appeal.

a) Are the batting side allowed to score either or both of the runs?

b) Who faces the next delivery?

34. You are at the striker's end. The umpire at the bowler's end calls and signals No ball. The striker plays the ball to a close fielder who immediately throws the wicket down at your end. The striker is standing out of his ground. How do you answer the appeal? State the reason for your answer.

35. The batsmen attempt a run but there is a mix-up and the wicket is put down at your end with both batsmen standing in mid-pitch. How do you decide which of them is out?

36. Which umpire has the responsibility for checking that any close fielder, other than the wicket-keeper, does not encroach on the pitch?

37. As the fielding side walk on to the field at the start of an innings, you notice that one of the players has two fingers strapped together with surgical tape. Is this permitted? Give details.

38. A fielder dives to try to field the ball. As he does so his cap falls off and the ball touches it. Is the fielder guilty of illegal fielding? Why, or why not, as the case may be?

39. You are at the striker's end. There are already two fielders behind the popping crease on the leg side (fine leg and backward short leg). The captain moves another fielder round to a square leg position some good way further from the wicket than you are. What should you do?

40. You are at the striker's end. The wicket-keeper is standing close to the wicket. A delivery passes the striker without any contact with him. The wicket-keeper moves his hands to take the ball after it has passed the wicket. As it nears the wicket-keeper's gloves, the striker makes a very late shot and hits the ball away from the wicket-keeper's hands. There is an appeal. Do you give the striker out Obstructing the field? Why, or why not, as the case may be?

41. As the bowler is running up to deliver the ball, you become aware that forward short leg is swinging his arms about quite vigorously. You are certain that this is a deliberate attempt to distract the striker. This is the first instance of this kind of behaviour. What should you do?

42. The following offences lead eventually to the bowler being suspended. In each case state how many warnings are to be issued before this stage is reached.

- a) Dangerous and unfair bowling, other than deliberate high full pitches.
- b) Time wasting by the fielding side during an over.
- c) Bowler running on the protected area after delivering the ball.
- d) Deliberate bowling of high full pitches.

43. The bowler stops in his run up, just before entering his delivery stride, and throws the ball at the non-striker's wicket. The non-striker is out of his ground but the ball misses the stumps. What actions are you required to take?

44. You and your colleague agree that the condition of the ball has been changed unfairly. What does the law specify about replacing the ball?

45. In question 44 what action, other than replacing the ball, are the umpires required to take if this was

a) the first time

b) the second time the condition of the ball had been unfairly changed?

46. The striker, in front of the stumps, hits the ball and the batsmen take a single. The striker runs diagonally up the pitch, from where he played the ball and grounds his bat behind the popping crease and inside the return crease at the other end. Should you take action? If so what? If not, why not?

ANSWERS

1. Tell him that one of the nominated players must do this.
2. The substitute may not bowl (or bat) or keep wicket, nor deputise for the captain at any time after the nomination of the players.
3. He must inform the captain of the fielding side, the striker and the other umpire.
4. a) The other umpire.
b) Whether he can take a full part as an umpire.
c) He will stand at the striker's end only.
5. The umpires.
6. Never.
7. The pitch may not be rolled after the toss, before the first innings of a match, unless the start is delayed – and then not if, in the opinion of both umpires, the delay has had no significant effect upon the pitch.
8. Whenever an umpire considers it necessary.
9. As soon as the toss is completed.
10. Not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
11. If a wicket falls or a batsman retires within 5 minutes of the agreed time, i.e. after 3-55 p.m.

12. a) It must finish at least 30 minutes before the scheduled start of play.
b) If they consider it might damage the surface of the square.

13. a) 5 runs. b) 7 runs.

14. Signal Boundary 4 and obtain acknowledgement from the scorers.
Instruct batsmen to return to their original ends.

15. If they both called the same run short, only that run is not scored. If they called different runs short, neither of those two runs will be scored, leaving 1 run to be recorded.

16. Take no action and allow play to continue. As the fielder is grounded within the boundary, and providing he does not touch anything grounded boundary the boundary, he is allowed to field the ball in the air after it has passed over the boundary line, without a boundary being scored.

17. a) No. b) Yes.

18. In the delivery stride, the bowler's back foot must land within, and not touching, the return crease. When the front foot lands, some part of it, whether grounded or raised must be on the same side of the imaginary line joining the two middle stumps as the return crease relevant to his mode of delivery, and behind the popping crease.

19. 2 runs. The 1 run penalty for the Wide stands (despite the dismissal). The one completed run before the dismissal also stands.

20. b), c), e).

21. Not out. The penalty of one run is added to the score on the call of Wide ball. The delivery is considered to be a Wide as soon as it was delivered. The batting side has won the match and any action thereafter is ignored.

22.

Some part, grounded or raised			
		On correct side of middle line	Behind popping crease
a	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
b	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
c	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
d	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
e	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
f	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
g	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
h	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
i	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
j	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

23. The fielding side must appeal.

24. a) Yes, provided the bowler has not started his run up (or action) for the fifth ball and provided Time has not been called.

b) Yes, provided the bowler has not started his run up (or action) for the first ball of the next over and provided Time has not been called.

c) No. Time will have been called before the players left the field.

25. He must have had the ball in the hand of that arm at the time.

26. All of them. See Law 28.4.

27. If he is trying to avoid being injured by the ball.

28. When it is in defence of his wicket.

29. Caught. His glove counts as part of his bat and Caught takes precedence.

30. a) Handled the ball and Caught.

b) Caught.

c) Because Caught takes precedence over every method of dismissal except Bowled.

31. The delivery was a No ball. The striker made an attempt to play the ball with his bat. The ball touched the striker's bat or hand holding the bat before hitting the pad.

32. It was not a No ball.

The first interception was on the striker's pad, not the bat or hand holding the bat.

The point of impact was either in line between wicket and wicket or was outside the line of the off stump and the striker made no genuine attempt to play the ball with his bat.

That he had seen sufficient of the ball's travel after pitching to be sure of the path it was on.

That this path meant that the ball would have hit the wicket but for the interception.

33. a) The first completed run is scored unless the obstruction prevented a catch.

b) The new batsman.

34. Out. The No ball means that he cannot be Stumped, but because a fielder other than the wicketkeeper has touched the ball, he can be out Run out.

35. The one that is nearer to the wicket at your end, when the wicket was put down, is out. If they are level, it is the batsman who was nearer before they drew level.

36. Bowler's end.

37. He is allowed to wear protection for his hand or fingers only if the umpires give their consent. This would not be given without good reason, but it is not to be withheld unreasonably.

38. No. The removal of the cap was not wilful.

39. Move to the off side, informing the captain of the fielding side, the striker and the other umpire that I am doing so.

40. No. The striker has the right to play the ball even if it interferes with the wicket-keeper in doing so, providing he is not making a second strike which would prevent a catch.

41. Call and signal Dead ball.

Warn the captain of the fielding side that the action was unfair.

Indicate that this is a first and final warning.

Inform the other umpire and the batsmen.

42. a) 2 warnings.

b) 1 warning.

c) 2 warnings.

d) No warning.

43. Call and signal Dead ball. Remember not to include the ball as one of the over.

44. The umpires choose a replacement which has had wear comparable to the other before it was damaged. Inform the batsmen that the ball has been changed.

45. a) award 5 penalty runs to the batting side inform the fielding captain inform the batting captain as soon as practicable with other umpire, after the match report to Executive of team and Governing Body for match.

b) action as in 45a) but also direct fielding captain to suspend bowler forthwith, not to bowl again in that innings. Ensure that bowler who finishes the over has not bowled any of previous over and that he does not bowl any of next over.

46. Yes. The striker has caused avoidable damage to the pitch by running across it unnecessarily. Tell other umpire. Issue first and final warning to both batsmen. Subsequently tell each incoming batsman. Inform captain of fielding side and, as soon as practicable, captain of batting side.

NOTES

A series of horizontal dashed lines for writing notes.