



Umpiring Info:

☐ Pre Match:

- ☐ Arrive at least 15-30 mins before game time.
- ☐ Assess ground and pitch: playing conditions, pitch markings, boundary and 30 yard circle.
- ☐ Set match start time (delay permitted only due to weather).
- ☐ Conduct a toss 15 minutes before the match starts.
- ☐ Winning Captain must indicate a decision immediately after toss
- ☐ All 11 players and substitute(s) must wear team uniforms. Teams will be fined \$25 for each noncompliant player. This rule will not be applied to new players during the 2021 season. The new players will need to wear similar colored uniforms though
- ☐ In the Premier League, each team must bat at least 15 overs to have an official game
- ☐ Umpires must wait until such time as, in their opinion, both teams cannot bat 15 overs, before deciding to call off a game
- ☐ For T20, each team must bat at least 5 overs to have an official game.
- ☐ In Twenty20 no bowler is allowed to bowl more than 4 overs in an inning. In a delayed or interrupted match no bowler may bowl more than $\frac{1}{2}$ of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- ☐ On game day, if the umpires agree that it is too cold to play, they can call off the game
- ☐ For called off games the points will be shared unless the game is replayed

☐ During Match:

- ☐ Home team has the responsibility to provide a scoreboard and it needs to be updated at the end of every over.
- ☐ In case of stoppage due to rain or other conditions, the end time is increased to 6 pm for a Premier P40 game or 2 pm for morning T20 game or 6:30 pm for an afternoon T20 game and then, the umpires are to revise the overs by accounting for the stoppage at the rate of 4.5 minutes per over
- ☐ If the stoppage is before lunch, the lunch break may be reduced to as much as 10 minutes, before reducing the overs.
- ☐ The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- ☐ In games where the number of overs is reduced due to weather or playing conditions, umpires must calculate revised targets according to the Duckworth-Lewis rules



- ☐ CACU recommends using Duckworth Lewis Standard app available on Apple App store.
- ☐ Keep Captains informed about over rate & record any delay. CCL has a fine for slow over rate.
- ☐ Note times for game start/stop, delays, and when players are absent from field
- ☐ If teams have less than 11 players, apply field restrictions outside the 30 yard circle only.
- ☐ T20: First 6 overs - max 2 fielders outside 30. All other times, max 5 outside 30.
- ☐ Premier: First 8 overs of mandatory power-play. Max 2 fielders outside 30 in the PP between overs 1-8. Between overs 9-32, 4 fielders are allowed outside the 30 yards circle and from 33-40, 5 fielders are allowed outside 30 yards.
- ☐ CCL allows one above shoulder delivery per over. This is to be judged by the striker's end umpire based on the batsman's upright standing position (not batting stance). On subsequent occurrence, call no ball and issue a warning.
- ☐ Full toss above the waist (standing position) is a no ball irrespective of the type of bowler (fast or slow). Issue a warning.
- ☐ After two warnings for any combination of bouncers or high full tosses, direct the Captain to suspend the bowler immediately on the third instance.
- ☐ Umpire should call no ball if bowler overstepped the popping crease
- ☐ If at the time of landing back foot touches the return crease then umpire should call it no ball.
- ☐ Incase of chucking or throwing by a bowler any umpire can make a no ball call.
- ☐ Free hits are awarded in both T20 & Premier for any no-balls.
- ☐ Wide is to be called if the ball passes on or outside the wide markers on the pitch or if a short pitched ball passes above head of the batsman.
- ☐ If the ball touches the bat or person of the striker, it is not a wide ball
- ☐ No runners allowed for any reason
- ☐ Substitute fielders only allowed for injury, illness or other wholly acceptable reasons. It should not include what is commonly referred to as a 'comfort break'. Subs must be on the nominated list.
- ☐ 40-over innings will run for 3 hours 20 minutes, of which 3 hours will be playing time, and the other 20 minutes will be for two drinks breaks. These breaks will be taken around the completion of each hour of play timed from the start of an innings. There will be a half an hour lunch break between innings. For 2021 season specifically due to home team not providing lunch to umpires and away team this break time is increased to 45 minutes. CACU will revisit it next year.
- ☐ At the fall of a wicket, the new batsman is expected to take guard or be at the wicket (as the case may be) within 2 minutes for the Premier game and Twenty20 game.
- ☐ 20-over innings will run for 1 hour and 40 minutes, of which 1 hour and 30 minutes will be playing time and one 10 minute drinks break at the end of 10 overs. There will be a break of 10 minutes between innings
- ☐ No fielders in catching position are needed during any time of the game
- ☐ In cases of any conflicts or contradictions, CCL exceptions mentioned in the CCL Game Rules document will take precedence over the Laws
- ☐ Umpire should be aware of all basic umpiring signals
- ☐ If the umpire miscounts an over, the over as counted by the umpire stands
- ☐ For boundaries, airborne fielders making their first contact with the ball will need to have taken off from inside the boundary, otherwise a boundary will be given. A boundary will also



be given if a fielder in contact with the ball makes contact with any object grounded beyond the boundary, including another fielder

- ☐ If the ball bounces more than once after being delivered by the bowler and before it reaches the popping crease of the batsman, it will be called a no-ball. Previously a ball was allowed to bounce twice.
- ☐ Umpire will signal wide ball and play will be dead as soon as the ball lands off the pitch and the batting team will be awarded one run for the wide ball. If the ball lands off the pitch and it is a no ball as per CCL's rules it will be called no ball and play will be called dead. Batting team will be awarded one run and free hit.
- ☐ Any byes or leg byes scored off a no-ball will now be scored separately. The bowler will have one no-ball put against his/her name, and the other extras will be scored as byes and leg byes. Previously, byes and leg byes scored off no-balls were scored as no-balls. (Need to check this in CricClubs app)
- ☐ If a batsman grounds his/her bat or part of his/her body behind the crease while regaining his/her ground before the stumps are broken, and then if he/she inadvertently loses contact with the bat, or if the grounded part of his/her body becomes airborne - while running or diving - when the stumps are broken, he/she shall not be run out or stumped
- ☐ An appeal can be withdrawn, or the umpires can recall a dismissed batsman, at any time before the ball comes into play for the next delivery. Previously, a batsman could not be recalled once he/she had left the field
- ☐ No Super Over in league matches for both Premier and Twenty20. Points will be shared between teams in case of tie in league matches. Super over will follow ICC rules to determine the winner in case of tie in the playoff stage.

☐ Post Match:

- ☐ Verify the scorecard in the CricClubs app.
- ☐ Wrap up the match with a prompt announcement of the man of the match.
- ☐ Any penalty that cannot be applied in the current season will be carried over to next season
- ☐ Make sure to request Home Team captain to add your names as umpires using the cricclubs website (Can be done from the phone also) at the end of the game. This will be required so that as an umpire you will get permission to submit an umpire match report on the CricClubs. This report is due by Tuesday Midnight.

☐ LBW:

- ☐ Batsman make a genuine attempt to hit the ball and all below four conditions are satisfied only then batsman should be given out LBW
 - ☐ Ball pitched in line between wicket and wicket and or on the off side
 - ☐ First point of interception the striker's person or equipment (not the bat)
 - ☐ Point of impact in line between wicket and wicket
 - ☐ In the umpire's opinion ball would have gone on to hit the wicket

If any one of the above conditions is not satisfied then the umpire should give the batsman not out for LBW appeal



- ☐ Batsman not make a genuine attempt to hit the ball and all below four conditions are satisfied only then batsman should be given out LBW
 - ☐ Ball pitched in line between wicket and wicket and or on the off side
 - ☐ First point of interception the striker's person or equipment (not the bat)
 - ☐ Point of impact in line between wicket and wicket or on the off side
 - ☐ In the umpire's opinion ball would have gone on to hit the wicket

If any one of the above conditions is not satisfied then the umpire should give the batsman not out for LBW appeal
- ☐ Batsmen cannot be out LBW if the ball pitches outside the line of leg stump.

☐ Penalties/Fines:

- ☐ Umpire shows up late:
 - ☐ \$25 fine for first 15 minutes
 - ☐ Additional \$25 for next 15 minutes
 - ☐ \$100 if the delay is more than 30 minutes
 - ☐ If the umpire does not show up for the game the team will be fined \$100.
- ☐ Non Certified umpire:
 - ☐ The team will be fined \$100 for sending a non certified umpire.
- ☐ Home team delays start:
 - ☐ 5 minutes grace period
 - ☐ \$25 fine for delay between 5 and 15 minutes
 - ☐ Additional \$25 for next 15 minutes delay
 - ☐ After 30 minutes the home team forfeits the game.
 - ☐ Wet ground conditions do not count in the calculation of the delay as long as the home team is working on fixing the ground. In such cases the umpire will reduce the overs.
- ☐ Away team delays start:
 - ☐ 5 minutes grace period
 - ☐ \$25 fine for delay between 5 and 15 minutes
 - ☐ Additional \$25 for next 15 minutes delay
 - ☐ After 30 minutes the home team forfeits the game.
- ☐ Batting side delays the game:
 - ☐ At the first instance the umpire will give a warning to the batsmen. This warning applies to the batting team.
 - ☐ If there is further time wasting, the umpire will award 5 penalty runs to the fielding team. These runs are added to the fielding teams total as penalty extras.
- ☐ Bowling side delays the game:
 - ☐ The penalty is calculated progressively by overs. For the first over that exceeds the time limit, the penalty is \$10. For the second \$20, for the third \$30 and so on.