

UMPIRING CHEAT SHEET –Colorado Tennis Cricket League-T16

Timing and Inspection:

Please be at the ground on time, preferably 15 mins before scheduled game start time (you being late by 15 min and more will cost your team 0.25 / 0.5 points). Also, Team who do not send umpires will pay \$40 as fine.

Once at the ground,

- 1) Inspect the ground conditions and make sure it's playable for injury free game.
- 2) Make sure host team has the ground ready for play i.e. stumps in place and boundaries marked. Boundaries will be marked at 60 yards from the center of the pitch.
- 3) Talk to both captains about rules you are going to follow, specially about wide's on leg side, bowlers actions, discipline, break time etc. (remember you are responsible for controlling the game) and be consistent during the entire match.
- 4) Make sure to start the game on time.
- 5) Toss should be done 10 minutes before start of play.

Scoring

- Umpires DO NOT need to keep track of scores during the game but should verify during breaks.
- The batting teams scorers will be considered final
- Make sure the teams are using Chauka and their roster is complete.

Late Start Penalty

Game can start on time, if there are at least 7 players.

- Both teams need to have at least 7 players to start a game.
- If both teams have 7 players, game needs to start immediately.
- 0 to 15 minutes late: No action taken/ grace time.
- 15 to 30 minutes: 2 overs will be cut for the team arriving late during their batting innings.
- if both teams arrive between 15 and 30 minutes, 2 overs are cut for both teams.
- 30 minutes and over: Walkover given to the other team, If both teams arrive late, match stands cancelled with no rescheduling and 0 points for both teams.

Weather delay

- In case match is delayed due to weather conditions and if the match starts after **30 minutes of grace time**, the umpires will reduce the overs using the guideline of 4 minutes per over and both the teams will play the same number of overs
- If the game is delayed during the second inning the revised target will be based on the average of the team batting first and the overs allocated to the team batting second. The Umpires will notify the Captains, Scorers and all others concerned of such decisions.
- A Minimum of 10 overs must be bowled to each team to constitute a match.
- Umpires may decide against the over reduction if it does not affect the next game.
- **Average Method example to decide winner:**
 - If team batting first scores 80 runs in 20 overs – the average is $80/20 = 4$ runs/over.
 - If while the team is batting second:

- The game is stopped before 5 overs are completed and cannot be continued, the match stand abandoned with No Result
 - The game is stopped at 7 overs with the score on 42 – the average is $42/7 = 6$ runs/over. Then the team batting 2nd is declared winner if the match cannot be completed further.
 - The game is stopped at 7 overs with the score on 21 – the average is $21/7 = 3$ runs/over. Then the team batting 1st is declared winner if the match cannot be completed further.
 - In case the number of overs completed is not a whole number, for eg: 7.5 overs, the average is $28/7.5 = 3.73$ runs/over. In these cases, always calculate to 2 decimal places.
 - In case the average ends up the same, the match ends in a tie.
- **Over Reduction Example in case of weather delay:**
- Reduction in overs starts after 30 minutes of grace time at 4 mins/over.
 - So if the scheduled game start time is 9am and scheduled end time is 12pm and it could not be started till 10am due to bad weather:
 - After 9:30 start reducing the number of overs at 4 mins/over.
 - By 10am we lose 30 mins, which equates to 7.3 overs. In such a case we should calculate as 8 overs lost in the game and both teams lose 4 overs each. The match will be a 16 over/side game.

Break

5 minute drink interval can be taken at the completion of the 10th over in each innings and there will be 10 minutes interval between the innings.

Power play overs

- First 4 overs of every innings will be the mandatory powerplay. During power play overs only 2 fielders. should be permitted outside the 30 yard circle.
- There will be batting powerplay of 2 consecutive overs which the batting team can take anytime from the 5th to 20th over. If not taken, then 19th and 20th overs automatically become batting powerplay. Maximum 3 players are allowed outside the 30 yard circle during the batting powerplay.

Power play overs in shortened matches

Total Number of Overs in Innings(for reduced innings)	No. of overs for which regular powerplay applies	No. of overs for which the batting powerplay applies
5 to 8 overs	1	0
8 to 11 overs	2	0
12 to 15 overs	3	1
16 to 19 overs	4	2

Field Restrictions

- No more than 5 fielders on the leg side, no more than two fielders other than the wicketkeeper shall be behind the popping crease on the leg side at any given point of time.
- For the first 4 overs (power-play), only 2 fieldsmen are permitted to be outside the inner circle.
- Maximum 3 players are allowed outside the 30 yard circle during the batting powerplay.
- For the remaining overs maximum five fieldsmen are permitted outside the inner circle.

Do not give LBW - If the batsman deliberately avoids getting bowled by using his body to block the ball from hitting the stumps, then umpire should give him a warning.

Wide Ball / Dead Ball

Follow the lines marked on both sides.

When ball is pitched on the edge or outside the pitch -

- If the ball is pitched outside/ on edge of the pitch and comes back in within the lines marked for wide, declare that ball a dead ball.
- If the ball is pitched outside / on edge the pitch and remains outside the lines marked for wide, declare that ball a wide ball.
- If the ball pitched outside / on edge of the pitch and did not cross the wickets, declare that dead ball

NO BALLS (NO warnings)

- Above Waist full toss
- any ball that bounces, or would have bounced, over the shoulder of the batsman.
- In both cases above, if the batsman has walked out of his crease, then the umpire will judge the no-ball based on the normal standing position of the batsman at the popping crease.
- Fielding placements: Umpire can call no ball if:
 - More than 5 fielders on the leg side
 - More than 2 outside the inner circle in power play overs

- More 5 than outside the inner circle in the non-power play overs.
- More than 2 players (other than the wicketkeeper), behind the popping crease on the leg side.
- Overstepping the front line.

Free Hit after a Foot Fault No Ball

The free hit option will not apply.

Byes and Leg Byes

Byes and Leg Byes will be allowed during all the game. No runs should be allowed if the batsman does not offer a shot in case of legbyes.

Bowler Chucking

For a delivery to be fair in respect of the arm, the ball must not be thrown. Either umpire can call and signal No ball, if he considers that the ball has been thrown.

- One warning should be given to the bowler and captain of the fielding team
- In case of persistent occurrence, umpires shall direct the captain of the fielding side to take the bowler off forthwith and never allowed again in that innings. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowler the next over.

Overs per bowler if match is interrupted

Over/Innings	Bowler 1	Bowler 2	Bowler 3	Bowler 4
19	5	5	5	4
18	5	5	4	4
17	5	4	4	4
16	4	4	4	4
15	4	4	4	3
14	4	4	3	3
13	4	3	3	3
12	3	3	3	3
11	3	3	3	2
10	3	3	2	2

9	3	2	2	2
8	2	2	2	2
7	2	2	2	1
6	2	2	1	1
5	2	1	1	1

Batsman retired hurt – The batsman can return after his team has atleast lost 5 wickets. If he left during his teams fielding....he has to sit out for same period of time before he can come to bat. Simply, if he did not field for last 5 overs he cannot come and bat before 5 overs of his teams batting innings unless his team lost 5 wickets before that.

Batsman playing with a runner – Runner is allowed only if the batsman was injured during batting or fielding. If he was injured while fielding he cannot bat for the same number of overs he did not field. Umpire and the captain of the opposite team should agree to it.

Super sub –Each team can use 12 players, but only 11 players can bat, bowl or field at a given point of time. Super sub (12th player) needs to be declared during the toss. He can either bat or bowl.

13th man rule - When a 13th man is used to rest the regular bowler/batsman, the bowler/batsman taking rest cannot bowl/bat for the equal number of overs he sat out. For example if a bowler is tired and decided to sit out after 6th over of the innings for 4 overs, then although he is back in the 11th over, he cannot bowl till 15th over.

Finality of Decision

-Umpire's decision is final.

-Always consult the other umpire in case of any ambiguity before making the final decision

-A batsman once given out, as per ICC rules can be recalled to the crease by main umpire. .

Scorecard

Verify after each innings, sign at the end of the match and hand it to winning captain.

Umpire Report

-Umpire's report should be sent to EC by 10PM MST of the following Wednesday.