# Umpires' Game Day Responsibilities

### Pre-match:

- Arrive at least 15-30 min 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).
- Ask Captains for list of nominated players.
- Conduct toss no earlier than 30 min before match start. Winning Captain must indicate decision immediately.

### **During match:**

- Note times for game start/stop, delays, and when players are absent from field.
- Note who bowls each over, but do not keep score!
  Concentrate on umpiring.
- Keep Captains informed about over rate & record any delay. CCL has a fine for slow over rate.
- Check periodically that score is accurate.
- Ensure the game is played in good spirits and in line with CCL's code of conduct.

#### Post-match:

- Verify & sign scorecard. Take a picture for report.
- Wrap up the match with a prompt announcement of the man of the match.
- Submit an Umpiring report & picture of scorecard to CACU by 9pm of Tuesday after the match.

# And, finally...

 Check with your colleague if unsure about how to apply the Laws and IF he has a better view (in his jurisdiction) to help make your decision.



**CCL Umpiring Tips** 

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Colorado Association of Cricket Umpires (CACU)

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# Common Game Rules & CCL Exceptions

Only one new ball per inning.

#### Field restrictions:

- All formats: If teams have less than 11 players, apply field restrictions outside 30 yd circle only.
- **T20:** First 6 overs max 2 fielders outside 30. All other times, max 5 outside 30.
- Premier: First 8 overs + 4 overs batting powerplay. Max 2 fielders outside 30 in first PP and 3 fielders in batting PP. All other times max 4 fielders outside 30. Must start batting PP by 29th over.

#### No balls:

- CCL does not allow one above shoulder delivery per over. This is to be judged <u>by striker's end</u> <u>umpire</u> based on batsman's **upright** standing position (not batting stance). Call no ball and issue a warning.
- Full toss above the waist (standing position) is a no ball <u>irrespective</u> of the type of bowler (fast or slow). Issue a warning.
- After two warnings for <u>any combination</u> of bouncers or high full tosses, direct the Captain to suspend the bowler immediately <u>on the third</u> <u>instance</u>.
- Free hits are awarded in both T20 & Premier for both front and back foot faults.

### Other:

- A wide is to be called if the ball passes on or outside the wide markers on the pitch.
- No runners allowed for any reason.
- Substitute fielders only allowed for injury, not fatigue. Subs must be on the nominated list.
- If discrepancies in scorecard: Pick the lowest of [batting + extras], [bowling + byes, leg byes, penalties], and [total score].