

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 inline with CCL's code of conduct.

Post-match:

- Verify CricClubs scorecard is complete or not.
- Wrap up the match with a prompt announcement of the man of the match.
- Submit an Umpiring report 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.

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 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 yards circle in the PP between overs 1-8. Between overs 9-32, 4 fielders are allowed outside 30 yards circle and from 33-40, 5 fielders are allowed outside 30 yards circle.

No balls:

- CCL allows one above shoulder delivery per over. This is to be judged by striker's end umpire 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 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.
- 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 or if a short pitched ball passes above head of the batsman.
- 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.