

# CCA - Umpires Cheat Sheet, 2023 Season



Item	Description														
<b>Ground Setup</b>	Home team is responsible for- <ul style="list-style-type: none"> <li>• Matting, Stumps/Bails &amp; Crease lines</li> <li>• Boundary/30-yard circle markings should have been completed 15 minutes before scheduled start time</li> <li>• Boundary Ropes/Cones</li> </ul>														
<b>Playing 11</b>	<ul style="list-style-type: none"> <li>• Both teams should select the playing 11 (registered) CCA players before the TOSS and verify photo IDs, if required</li> <li>• Umpires should not allow any non CCA registered players for the game.</li> <li>• Umpires should not allow players to play the game without clear profile pic.</li> </ul>														
<b>Player Eligibility for Play-offs</b>	<ul style="list-style-type: none"> <li>• Players who are not registered with CCA league should not be allowed to play the game. Umpires have the right to STOP the player and disqualify the team if confirmed.</li> <li>• Players should have played a minimum of 40% of the regular season league matches (4 matches) for their current team (refer to the player eligibility list emailed to team reps and posted on the CarolinaCricket WhatsApp group.)</li> <li>• It is the duty of both the Captains to check/verify name and profile pictures of the opposite players before the start of the match. Once the match starts and concludes, then no complaints will be accepted.</li> </ul>														
<b>Substitute Player rule</b>	<ul style="list-style-type: none"> <li>• Any player who is a part of the roster (registered under CCA), can be allowed to substitute for a fielder who leaves the field for obvious reasons like (1) Injured during game (2) Family emergency. Fielding captain should inform about his player leaving the field to both the umpires with the reason and inform about the substitute replacement for that player. The umpire should inform about the substitute to the batsmen in the middle and/or to the opposite captain. No need to verify the family emergency criteria.</li> <li>• Any player can substitute (on the team roster under CCA) irrespective of that player played less than 4 games.</li> </ul>														
<b>Match Balls</b>	<ul style="list-style-type: none"> <li>• Captains to carry a few spare balls (semi new / used) to make sure the game is not delayed searching for balls in the bushes and/or replacing a bad ball during the game.</li> </ul>														
<b>Point of Contact during games</b>	<ul style="list-style-type: none"> <li>• Read this umpiring cheat sheet and the appropriate Bylaws section for any concerns / questions before calling the EC and / or AC members.</li> <li>• The EC and AC members name and number will be posted on Friday in the CarolinaCricket group for that weekend's matches who will be your POC (point of contact)</li> </ul>														
<b>Team Picture</b>	<ul style="list-style-type: none"> <li>• One of the umpires should take picture of both the teams (one picture of each team) and post on the CarolinaCricket Whatsapp group the day of match.</li> </ul>														
<b>Umpire Dress Code</b>	Umpires should wear Color clothing (No whites allowed) and covered footwear for all the games														
<b>Players Dress &amp; Equipment Code</b>	<ul style="list-style-type: none"> <li>• Both the teams should wear color clothing as per CCA specifications, <b>NO WHITE Allowed.</b></li> <li>• <b>Batsmen are NOT allowed to wear white leg pads/guards, Leg pads/guards should always be covered with color sleeves</b></li> <li>• White Helmets/Gloves and other cricket equipment's are allowed</li> </ul>														
<b>Umpire Decisions</b>	<ul style="list-style-type: none"> <li>• Umpires On-filed decisions are FINAL, Both the team should respect the decisions and continue with the game.</li> <li>• If Straight umpire is not clear on any fielding actions (e.g., Caught behind or if it is a clean catch), CCA recommends umpires to consult the Leg umpire (or vice versa) before providing the final verdict.</li> <li>• <b>CAPTAINS or PLAYERS DO NOT HAVE ANY RIGHT TO INFLUENCE UMPIRE DECISION</b></li> </ul>														
<b>Toss</b>	<ul style="list-style-type: none"> <li>• <b>Toss time is 15 minutes before scheduled start time. Visitors call the toss.</b> Teams not having 8 players (in cricket attire) on the field by <b>toss time</b> will automatically forfeit the toss.</li> <li>• <b>If any captain is not available at the toss time, a delegate shall act in his place</b></li> <li>• <b>Winner of the TOSS should confirm their team's decision (To bat or bowl) right after the toss, NO additional time is given for the winning captain to consult the team.</b></li> <li>• <b>CCA NEW balls &amp; backup balls (2-3) should be handed over to the Umpires during the toss</b></li> </ul>														
<b>Smoking Restrictions</b>	CCA do not encourage players to smoke inside the Ground (inside boundary limits), Umpires can warn the players and escalate it to the captain. Umpires can submit a report after the game, CCA EC/AC will review and penalize the default team/players accordingly.														
<b>Game Time</b>	<table border="1"> <tbody> <tr> <td rowspan="3"><b>For 40 over game:</b></td> <td>March to April 30th</td> <td>Toss Time – 9:45AM - Game Start time – 10:00AM</td> </tr> <tr> <td>May 1st to Aug 31st</td> <td>Toss Time – 8:45AM - Game Start time – 9:00AM</td> </tr> <tr> <td>Sept 1st to Oct 31<sup>st</sup></td> <td>Toss Time – 9:45AM - Game Start time – 10:00AM</td> </tr> <tr> <td rowspan="3"><b>For 20 over game:</b></td> <td>March to April 30th</td> <td>1st Game Toss Time – 9:45AM - Game Start time – 10:00AM 2nd Game Toss time – 1:45PM - Game Start time – 2:00PM</td> </tr> <tr> <td>May 1st to Aug 31st</td> <td>1st Game Toss Time – 8:45AM - Game Start time – 9:00AM 2nd Game Toss time – 1:15PM - Game Start time – 1:30PM</td> </tr> <tr> <td>Sept 1st to Oct 31<sup>st</sup></td> <td>1st Game Toss Time – 9:45AM - Game Start time – 10:00AM 2nd Game Toss time – 1:45PM - Game Start time – 2:00PM</td> </tr> </tbody> </table>	<b>For 40 over game:</b>	March to April 30th	Toss Time – 9:45AM - Game Start time – 10:00AM	May 1st to Aug 31st	Toss Time – 8:45AM - Game Start time – 9:00AM	Sept 1st to Oct 31 <sup>st</sup>	Toss Time – 9:45AM - Game Start time – 10:00AM	<b>For 20 over game:</b>	March to April 30th	1st Game Toss Time – 9:45AM - Game Start time – 10:00AM 2nd Game Toss time – 1:45PM - Game Start time – 2:00PM	May 1st to Aug 31st	1st Game Toss Time – 8:45AM - Game Start time – 9:00AM 2nd Game Toss time – 1:15PM - Game Start time – 1:30PM	Sept 1st to Oct 31 <sup>st</sup>	1st Game Toss Time – 9:45AM - Game Start time – 10:00AM 2nd Game Toss time – 1:45PM - Game Start time – 2:00PM
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<b>Total Play time</b>	4.75 Minutes Per Over. For 40 overs game, 200 Minutes per innings, with 2 breaks of 5 minutes each												
<b>Extra Time</b>	<b>10 Minutes Extra Time, if an innings cannot be completed in 200 minutes.</b>												
<b>Slow Over Rate</b>	Inform teams about their over rates every hour/during break.												
<b>Drinks Break</b>	Two 5 minutes break each innings. Break taken after 15 overs or One Hour, whichever is early. Umpires have the right to limit or control the number of drinks breaks between the games.												
<b>Boundaries</b>	Boundary is a straight line between two adjacent cones. Confirm with both teams about runs/boundaries if there are any goal posts / trees in the ground.												
<b>Max Overs Per Bowler</b>	For T40 – MAX 8 overs/Bowler For T20 – MAX 4 overs/Bowler												
<b>Overs Per Bowler</b>	Maximum overs per bowler = Total Overs Played / 5												
<b>Balls</b>	<b>Both teams will provide balls for their innings.</b> Please make sure both balls are same. Only one new ball can be used per innings. If balls are lost during the game, use similar old balls.  T40: 2 New Balls will be used T20: 1 New ball ONLY  CCA recommends umpires to make sure there are 3-4 backup balls with the teams before start of the game.												
<b>Field Restrictions &amp; Power Play</b>	<p><b>T40 game – Uninterrupted game including if any teams have less than 11 players (8 players minimum required to play)</b> Power Play Overs consists of three (3) parts:  <b>PowerPlay1:</b> Overs 1-8, Only two (2) fielders shall be permitted outside the 30-yard circle.  <b>PowerPlay2:</b> Overs 9-32, four (4) fielders shall be permitted outside the 30-yard circle.  <b>PowerPlay3:</b> Overs 33-40, five (5) fielders shall be permitted outside the 30-yard circle.</p> <p><b>T20 game – Uninterrupted game including if any teams have less than 11 players (8 players minimum required to play)</b> Power Play Overs consists of two (2) parts:  <b>PowerPlay1:</b> Overs 1-6, Only two (2) fielders shall be permitted outside the 30-yard circle.  <b>PowerPlay2:</b> Overs 7-20, five (5) fielders shall be permitted outside the 30-yard circle.</p> <p><b>Interrupted game including if any teams have less than 11 players (8 players minimum required)</b> If the number of overs is reduced, the number of Power Play Overs will also be reduced as shown in the table below.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2" style="background-color: #0056b3; color: white; text-align: center;">20 Overs</th> </tr> <tr> <th style="background-color: #0056b3; color: white; text-align: center;">Innings Duration</th> <th style="background-color: #0056b3; color: white; text-align: center;">PowerPlay</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">10-11</td> <td style="text-align: center;">3</td> </tr> <tr> <td style="text-align: center;">12-14</td> <td style="text-align: center;">4</td> </tr> <tr> <td style="text-align: center;">15-18</td> <td style="text-align: center;">5</td> </tr> <tr> <td style="text-align: center;">19-20</td> <td style="text-align: center;">6</td> </tr> </tbody> </table>	20 Overs		Innings Duration	PowerPlay	10-11	3	12-14	4	15-18	5	19-20	6
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	40 Overs		PowerPlay		
	Innings Duration	# 1	# 2	# 3	
	20	4	12	4	
	21	4	13	4	
	22	5	13	4	
	23	5	14	4	
	24	5	14	5	
	25	5	15	5	
	26	5	16	5	
	27	6	16	5	
	28	6	17	5	
	29	6	17	6	
	30	6	18	6	
	31	6	19	6	
	32	7	19	6	
	33	7	20	6	
	34	7	20	7	
	35	7	21	7	
	36	7	22	7	
	37	8	22	7	
	38	8	23	7	
	39	8	23	8	
	40	8	24	8	
<b>LBW</b>	As per ICC Rules. Also, If the ball pitches outside the leg-stump line & hits the batsman in front of the stumps, it is NOT-OUT.				
<b>No Ball/Free Hit</b>	As per ICC Rules. Also refer to pics on next page. Main umpire can overrule leg umpire's (batting team) No Ball call for an over waist full toss. No Ball shall be called when more than 5 fielders are on the leg side. <b>Free hit</b> shall be called for <b>foot fault</b> No Balls and all other types of No-balls.				
<b>Wide Ball</b>	As per ICC Rules. Any delivery outside leg side is considered wide.				
<b>No Ball</b>	As per ICC Rules. Two (2) or more pitches before reaching batting crease. Make distinction between low kept ball and balls pitched twice or more. In addition, if the ball pitches outside the mat, it will be called a no-ball with a free-hit.				
<b>Obstructing View</b>	First offence - Unofficial warning, Second offence - Official warning. Third offence – Bowler cannot continue for the remainder of the game.				
<b>Bouncers</b>	<p><b>T40 game:</b> 2 bouncers over shoulder but below head allowed; 3<sup>rd</sup> bouncer &amp; subsequent bouncer over the shoulder or the head in the same over is a no-ball</p> <p><b>T20 game:</b> 1 bouncer over shoulder but below head allowed; 2<sup>nd</sup> bouncer &amp; subsequent bouncer over the shoulder or the head in the same over is a no-ball</p> <ul style="list-style-type: none"> <li>T40: 1<sup>st</sup> and 2<sup>nd</sup> bouncer "over the head" will be called a wide ball</li> <li>T20: 1<sup>st</sup> bouncer "over the head" will be called a wide ball</li> <li>If the batsman touches the "over the head" bouncer ball, then the ball is in play, and it is not a wide anymore</li> </ul>				
<b>Declaration</b>	Not allowed in CCA.				
<b>Forfeiture</b>	Team does not show up for the game. Team has less than 8 players after 45 minutes in the game.				
<b>Drawn Game</b>	Less than 20 overs per innings.				
<b>Super Over</b>	<p>T40: League Games – NO SUPER OVER; and for Playoffs – There will be Super Over</p> <p>T20: Applicable for all T20 League &amp; Playoff games</p> <ul style="list-style-type: none"> <li>If super over is tied, then teams should continue to play super over until there is a result.</li> </ul>				
<b>Rain Rule</b>	<p>General Rules</p> <ul style="list-style-type: none"> <li>Play should be stopped after it has been raining steadily for 45 mins unless both captains are willing to continue.</li> <li>Play should be stopped when there is standing water on the bowler's run-up or Batting stands and/or significant areas of the infield.</li> <li>Refer to Section 8.01 for other Rain rules</li> </ul>				
<b>Duckworth Lewis</b>	<p>For a T40 game - Minimum is 20 overs play.</p> <p>For a T20 game - Minimum is 10 overs play.</p> <p><b>DL calculation – Use the link here for any reduced overs match requiring DL method</b></p> <p><a href="http://www.boltoncricket.co.uk/DLcalc.html">http://www.boltoncricket.co.uk/DLcalc.html</a></p>				

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<b>Scoresheet</b>	Verify after each innings, Finalize in CricClubs at the end of the match. Make sure wides, no-balls etc. are specified.
<b>Miscellaneous</b>	Umpires at no circumstances shall award the match to any of the teams, because of any player's bad behavior. Umpires can reconsider their decisions if teams provide documentary evidence of CCA rules or ICC rules.
<b>Additional Rules</b>	Check CCA Bylaws / Rule Book
<b>Documents</b>	Teams will have copies of CCA Rules, & MCC rules.

## No-ball Reference guide:

<p><b>Front Foot No Ball</b></p> <p>Legitimate Delivery Zone</p> <p>Popping crease</p> <p>Return crease</p> <p>LEGITIMATE BALL</p> <p>NO BALL</p> <p><i>It's Only Cricket</i></p>	<p><b>No Ball for Bowler Touching the Return Crease</b></p> <p>FRONT FOOT</p> <p>BACK FOOT</p> <p>Popping crease</p> <p>Return crease</p> <p>LEGITIMATE BALL</p> <p>NO BALL</p> <p><i>It's Only Cricket</i></p>	<p><b>No Ball Called Based on Height (Full Toss)</b></p> <p>NO BALL ZONE</p> <p>WAIST HEIGHT</p> <p><i>It's Only Cricket</i></p>
<p><b>Back Foot No Ball</b></p> <p>Legitimate Delivery Zone</p> <p>Popping crease</p> <p>Return crease</p> <p>LEGITIMATE BALL</p> <p>NO BALL</p> <p><i>It's Only Cricket</i></p>	<p><b>No Ball for the Ball Bouncing Multiple Times</b></p> <p><i>It's Only Cricket</i></p>	<p><b>No Ball if Bowler Breaks the Wicket in Delivery</b></p> <p><i>It's Only Cricket</i></p>
<p><b>No Ball for Dangerous Bowling</b></p> <p>NO BALL ZONE</p> <p>SHOULDER HEIGHT</p> <p><i>It's Only Cricket</i></p>	<p><b>Leg Side No Ball</b></p> <p>BATSMAN</p> <p>BOWLER</p> <p>LEG SIDE MORE THAN 2 FIELDERS</p> <p><i>It's Only Cricket</i></p>	<p><b>No Ball if Ball Stops Before Striker's Wicket</b></p> <p><i>It's Only Cricket</i></p>