COMMUNITY CRICKET LEAGUE

A 501(c) 4 Non-Profit Organization

FEIN: 84-3413714

Contents

CCL Umpire Check list

1. Before Match Start:

1.1 Arrive at the ground at least 15 minutes before the scheduled match start time. For any reason, if you are delayed, please inform one of the CCL committee members.

1.2 Always download a copy of the CCL rule book on your mobile devices for any reference. If you are in a doubt on how to interpret a rule, call CCL coordinator for the day or one of the CCL committee members.

1.3 Grounds will be usually setup by the "Home team". Ensure the guide lines are followed for ground setup. Setup guidelines are available in the CCL rulebook section 3.5 and 3.6.

1.4 Request the list of playing 10 (which includes super sub) from both the teams before the toss and help click a picture of the teams with help of captains.

1.5 Double check with both captains if they have any questions on playing squad and ask the captains to share the team photos in CCL WhatsApp group.

1.6 Ensure both captains submit their match balls before the start of the game to umpires. These balls should be CCL provided balls. No exceptions.

1.7 If a team is late, please refer to the rulebook for guidance.

1.8 For any delayed game, there won't be any breaks after 8 overs. But allow water in between considering the weather conditons.

2. During the match:

2.1 Any player who is late, can enter the filed after the current over is complete after informing umpires. Applicable to fielding team. No restrictions apply if the team is batting first.

2.2 For late start due to delays from teams, please refer to section 3.2 of rule book.

2.3 Any player not able to make it before start of 9th over (immediately after break) in the first innings won't be allowed to bowl or bat but can field. Same rules applies both for batting and fielding teams. Captain's responsibility to notify the umpire about the attendance of players.

2.4 A minimum of four bowlers must be used in any game even if it is rescheduled or reduced overs game.

2.5 Leg Umpires only should take decision on "over the shoulder", "above waist no balls", "dead balls", "stump outs"," run outs/hit wicket" at the batting end. Main Umpire should not get excited and give any of these decisions or override Leg Umpire decisions. But if in doubt, they can always consult and make a final decision. Leg Umpire should make a final call not the Main umpire.

2.6 For Over the Shoulder and Above waist no balls, the Leg Umpire should consider the height assuming the batsman is standing upright. Please discuss with CCL Committee if there are any questions on Standing upright position.

2.7 Main Umpire can always consult Leg Umpire in case his view is blocked by either Batsman or Bowler. The final decision should be always given by main umpire. Please educate Leg

Umpire not to get excited and show any signs or signals to the team. He can only share his feedback to Main Umpire alone.

2.8 Please be extra cautions while making caught behinds (keeper catches) as there is lot of noises due to sand on the pitch or due to swing of bat on the sand. Sound heard does not mean the batsman nicked it. If in doubt consult Leg Umpire. Also, when you don't hear sound but see a deflection, consult leg umpire before making the call. Make sure Main Umpire makes the final decision. Benefit of doubt always goes to Batsman.

2.9 If Main Umpire is not clear about whether a catch is taken cleanly or not, he can always consult Leg umpire. Same is the case with Boundaries (Fours and Sixes).

2.10 Any point of the game, if more than 4 players fielding on either side of the ground, umpires can give a No ball.

2.11 If you are not aware of a rule, please call CCL Committee members before making a decision.

2.12 Please take time before making a decision, and take a firm decision.

2.13 Please ensure teams DO NOT WASTE TIME on the field as we have other matches after this match.

2.14 Once a batsman is declared out by the umpire, umpire can revoke the decision before batsman gets out of the field or the fielding captain can recall the batsman by informing it to umpire.

2.15 Do not argue with teams about rules, refer to rule book, consult other umpire or call CCL committee members. Also do NOT get involved in any kind of arguments with players. Always talk to captain only. If you are un happy about something, please make a note and inform CCL committee.

2.16 Call CCL committee members to report any issues on the ground or any unruly behavior of the playing squads.

3. End of the Match:

4.1 Please make sure both the score sheets are completely filled by both teams in the App. Only when the app doesn't work, the manual scoring sheet should be used. Umpire to ensure all the information is filled properly and signed by both captains and both umpires.

4.2 Please try multiple mobiles before allowing manual scoring. Only designated members will have access to scoring, not everyone. Captain should know this. For any questions, call CCL Committee.

4.3 Ensure team pictures are taken by both teams.

4.4 Take a picture of manual scoring sheets (if score manually)

4. Some Common Rules:

4.1 Wide Ball Rules:

4.1.1 Off side wide marker should be placed at 36 inches (3 ft.) from the middle stump.

4.1.2 Any ball over the wide marker is not considered a wide (assuming the wide cones are kept outside wide marker. This is CCL ground setup rule).

4.1.3 Anything legside is wide

4.1.4   Batsman moving rule won't apply in CCL

4.1.5   After first bounce if the ball is above the head of the batsman standing upright on the crease, then the umpire may call it a wide and a warning (Obviously ball should not touch any part of batsman otherwise it will be called as no-ball).

4.1.6   After the bounce if the ball is going above the shoulder height/head height but far away from the batsman (assuming batsman standing upright height on the crease) **should not be called as a No ball**. It should be a wide (Refer 4.3.6)

4.2 No Ball Rules:

4.2.1   All No balls are free hit.

4.2.2   Only the back leg should be considered for a no ball for return crease (side lines).

4.2.3   Over the waist no ball should be considering if it passes over the stump in the same height. If a batsman gets bowled, then it's out. **Leg umpire to make this call**

4.2.4   After first bounce if the ball is above the shoulder height of the batsman (assuming batsman standing upright position height on the crease), then the umpire will give one warning. The second one in the same over can be called No Ball. (**One warning rule). Leg umpire to make this call.**

4.2.5   If the ball is above shoulder (second in the over) and a wide, wide ball takes the precedence. Umpire should call it a wide and not a no ball.

4.2.6   Any point of the game, if **more than** 4 players fielding on either side of the ground, umpires can call it a No ball.

4.2.7   It is unfair if the wicket-keeper standing back makes a movement towards the wicket after the ball comes into play and before it reaches the striker. In such a scenario either of the umpires can signal a No ball.

4.2.8   Fielder should not move sidewards after the bowler starts his run-up. In this case, one of the umpires can call it a No ball. (moving forward is fine)

4.3 Dead Ball Rules

4.3.1   If a bowler bowls a ball that makes two bounces before the popping crease on the batting side, then the ball should be called a Dead ball by the umpire. (**Leg umpire to make this call)**

4.3.2   Once umpire calls a ball dead, everything else ceases.

4.4 Mankading Rules

4.4.1   If the non-striker is out of his ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be run out.

4.4.2   Mankading is allowed without a warning by the umpire to the bowler and/or the captain of the fielding team.

4.5 Sprint of the game

    4.5.1   5 Run warning rule:

        4.5.1.1 While Batting: After the start of the game, except captain, no other player from batting team is allowed to enter the ground to discuss with umpire. A warning will be given by umpire to captain for first time. If this repeats, umpire will give second warning and there will be penalty which is reduction of 5 runs from total if the team is batting first. If the team is batting second, the target will be increased by 5 runs. This will continue with each warning hence forth.

        4.5.1.2 While fielding: Similarly, the umpire will give a warning to fielding team captain if anyone other than captain, tries to argue with umpires for the first time. After the first warning, 5 runs penalty will be added to their target if fielding first or deduct 5 runs from opponents target if fielding second. This will continue for each waring hence forth.

        4.5.1.3 Teams should not add or deduct any score related to penalty. These updates will be done by the umpires with help of CCL coordinators at the end of every innings.

        4.5.1.4 Umpires to track the revised targets based on warnings.

5. Rules Reference

https://cricclubs.com/CommunityCricketLeague/document.doc?documentId=50&clubId=7208