

## BCC-2021 Umpiring Tips

### MAIN UMPIRE

1. An umpire will ensure that the match proceedings occur on time by working with the captains of the two teams playing.
  - a. Umpires should be on the ground at least 30 mins before the start to assess ground and setup.
  - b. Check boundary markings and pitch markings and ask teams to correct it if needed.
  - c. Toss should take place at least 15 mins before the start. Captain should be ready with their choice immediately.
  - d. Start time of the match must not be delayed by either team.
  - e. Strict implementation of break time limits and over rate.
  - f. Umpire must note all timestamps for the above events (Toss, Start, Breaks start and End) and end of match, either on a paper or on any device.
2. For each delivery watch the following
  - a. Bowler's back-foot should not touch the side crease.
  - b. Bowler's front-foot should have some part behind the popping crease(front crease).
3. Bowler should call his guard. If a bowler does not call his guard, the umpire can ask. It is not a no-ball if both of them forget unless the bowler changes guard in the middle of the over without informing the umpire.
4. Wide ball call is left to your judgment. Be consistent.
  - a. If the batsman's backfoot moves outside his off-stump, the wide line will get extended out equally.
  - b. A NO-ball ALWAYS overrides a Wide ball.
5. While batsmen are running to score runs:
  - a. Move to a side, opposite to that of the ball, so the ball is always in front of you.
  - b. Keep an eye on the ball and crease, look for
    - i. short-run
    - ii. where the fielder stops/catches the ball if close to the boundary
  - c. Keep clear from getting obstructed by fielders
  - d. Keep clear view on run-out attempts
6. Boundary between cones is a straight line
  - a. Ball hitting the cone on the full is a 6er.
  - b. Ball caught on the straight line between the cones is a 6er.

### LEG UMPIRE

1. While batsmen running to score runs
  - a. Keep an eye on short-runs
  - b. Keep an eye on the ball's position/height as it crosses the batsman (assumed to be at the crease)
  - c. Judge where the ball is stopped/caught on the boundary line.
2. No-Balls and Wide Balls
  - a. A 2<sup>nd</sup> Bouncer in an over above the shoulder is a NO-ball
  - b. A fast full toss above the waist high is a NO-ball. (See beamer section in the Handbook)
  - c. The 1st bouncer that bounces and crosses the batsman above his head is a WIDE ball.
  - d. Umpires must judge the height where the ball would have passed the batsman on the assumption that the batsman was at his normal guard position at the crease, irrespective of the charge or steps taken forward.
  - e. Benefit of doubt in these cases goes to the bowler, unless the ball hits the stumps, in which case, the benefit of doubt will go to the batsman.