**GREEN BAY CRICKET ASSOCIATION**

**(GBCA)**

**UMPIRING GUIDELINES**

**2012**

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# REVISION SUMMARY

| **Date** | **Created/ Revised By** | **Team Name** | **Change Description** |
| --- | --- | --- | --- |
| 04/25/12 | Azad/Sidharth | GBSK | GBCA\_Rules\_V2 – Scoring requires the balls faced by each batsman, Rain/Weather delay for matches and Make-up matches requirements, Substitute fielding requirement, Quarry Park Offside boundary rules |
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# SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only

within its Laws, but also with the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself.

The major responsibility for ensuring the spirit of fair play rests with the Captains / Vice-Captains.

**1. Responsibility of captains**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of

the Game as well as within the Laws.

**2. Player’s conduct**

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the concerned umpire in the first place shall report the matter to other umpire and to the player’s captain and instruct the later to take action.

**3. Fair and unfair play**

The umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

**4. The Spirit of the Game involves RESPECT for:**

* Your opponents
* Your own captain and team
* Role of umpires
* Game’s traditional values

**5. It is against the Spirit of the Game:**

* To dispute an umpire’s decision by word, action or gesture
* To direct abusive language towards an opponent or umpire
* Any individual should not be targeted at any point of time during the game.
* Captains will ensure that audience is not making any individual comments.
* Indulge in cheating or any sharp practice, for instance:

a. To appeal knowing that the batsman is not out

b. To advance towards an umpire in an aggressive manner when appealing

c. To seek to distract an opponent either verbally or by harassment with persistent clapping or

 unnecessary noise under the guise of enthusiasm and motivation of one’s own side

**6. Violence**

There is no place for any act of violence on the field of play, any Violence in field will lead to League cancellation since the field is a rented space from City of Green Bay and we are being watched by neighbors and peoples every time. So enjoy your game.

**7. Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

# UMPIRING GENERAL GUIDELINES

**Never rush a decision!** Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself at least 3 and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don t let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are **100% certain**, ONLY then make the decision.

**Don t feel you need to be part of the game.** Your role as umpire is just to keep things fair and neutral, and move the game along -- not to have any effect on the game itself. The less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don t let your ego dictate that you need to have an impact.

**If asked, it is okay to explain to the Bowler why it was not out.** Bowlers feel much better about getting an unfavorable decision if they know **WHY** you made it. You don t have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.

**If the fielding team is appealing frequently don t let it affect you**. Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don t get the message, simply ignore their appeals.

**Be consistent with your calls**. Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me the fielding side will catch on pretty quickly.

**If in doubt, consult**. The umpire at the striker s end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.

**Just do your best** As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey if nothing else, you get to enjoy having a great position to watch a good game of cricket and evaluate your opponents for next year!!

# Neutral Umpires

* There will be two neutral umpires for all matches. Captains need to confirm with neutral umpires couple of days before the match scheduled date.
* If it’s an intercity match, then organizers will check on availability of umpires from non playing teams from each city. if not available then organizers will decide on who to request for being umpires.
* GBCA will be communicating with playing team captains and provide
* Neutral umpires contact info for all Warm-up and League matches. If one of the neutral umpires is not available for any reason, batting team should do the Leg Umpiring.

# Match Timings

Because of the availability of ground and tight schedules of tournaments captains need to make sure that the matches are completed within give time.

* 1st session - 10**:00 AM to 1:30 PM**
* 2nd session - **2:00 PM to 6:00 PM**

All matches have to start at the pre-announced scheduled time. A team is allowed a grace period of

30 minutes from the scheduled time, After 30 mins from the scheduled start time of the game , the two captains and umpires may decide on path forward.

Captains need to report the arrival of a player to the umpire/other captain to avoid any disputes on the timing of the arrival.

First ball should be bowled by sharp 10.30am and 2.00pm for the matches scheduled at 10 am and 2:00 pm respectively.

# Score Sheet

* All League teams will use the score book provided by GBCA (Green Bay Cricket Association).
* **Scorers must enter the balls faced by each batsman (including dot balls) along with the Runs, Wickets, etc. clearly.**
* It is the Team captain’s responsibility to enter the scores on www.cricclubs.com right after the match with in next day

# Before The Game

The umpires must ideally arrive at the ground no later than 15 minutes before the scheduled time to start. This will give them time to:

1. Introduce themselves to the respective captains.
2. Verify if the ground is playable. Keep in mind the possibility of injury to the players. We do not want anybody to be injured. Sometimes, the players and/or captains might be ready to play even under bad conditions.

The umpires have to use their discretion to decide if the playing conditions are safe. They should

not get pressurized by players or captains. If the conditions are unplayable due to rain OR if the game

is interrupted by any un-foreseen circumstance, the Umpires can make the call to call-off the game,

and let the teams share points equally.

 The umpires could re-schedule the match to be played at a later time either on the same

day or an alternate day. Discuss the venue with captains if it is workable from a condition and time

perspective. **Any decisions taken by the umpires in this regard will be final.**

1. Make sure that the boundaries are marked and ascertain how any obstacles in the field of play will be dealt with. If the obstacles cannot be moved, e.g. a post or a fence etc, the umpires must be sure that the captains agree as to whether or not such obstacles are to be regarded as part of the field of play and how runs/outs will be scored if the ball strikes or goes over those obstacles.

**Refer Appendix I for Quarry Park**

**Refer Appendix II for Appleton**

1. Make sure that the pitch length is at 22 yards; that the stumps (bails) are properly positioned, and the creases correctly and visibly marked. If the bails did not fall for any reason even though the stumps were dismantled, the batsman will be considered “Not-Out”.
2. Agree and discuss with the captains any special rules and/or conditions which apply to the match.
3. Umpires must check whether each player is registered in the site. He can do so by requesting for a list of registered players from the captains, and verifying each players name against a photo ID. Alternately, the umpires can carry a list of registered players of both teams, by themselves.
4. Check that a toss for innings has been made no later than 15 minutes before the start of play. The umpires do not have to supervise the toss but simply check that it has been made.
5. Collect the ball from the home team captain and ensure that it is the league approved ball. The approved ball is Nivea Green.
6. Five minutes before play is due to start the umpires should tell both captains the time and take the field.
7. Umpires should strictly impose the rules for START time, according to the RULES Book.
8. In case of any disputes/controversies the umpires should try to make an objective decision. Under a rare situation, where the dispute/controversy cannot be resolved, the umpires should send an email report to GBCA/League Committee of GBCA before the end of the day on the incident/match.

# Altering Decisions

We are human. We make mistakes. The Laws makes it quite clear that an umpire may change his decision. This would happen only in very unusual circumstances and the Law does say that alterations must be made promptly.

 Indeed, it should rarely be necessary to change a decision if, as stated earlier, the umpire has not been hasty in answering the appeal.

The umpire should not be influenced by the reactions of players to his decision. The changing of a decision should only result from the umpire’s realization that, from the events as he saw them, he has made an error. It is a strong umpire who can do this, but it is stressed that if an umpire deliberates a little before giving his decision there should rarely be any need for it to be changed.

The captain of the fielding side has the right to seek permission of the umpire to withdraw an

appeal, provided the outgoing batsman has not left the playing area. Umpire can cancel his decision and

recall the batsman.

# Jurisdiction of Calls or Who Calls What

The Leg umpire has only three decisions on which he has absolute ruling powers on: run out at his end, stumped and hit wicket. All other decisions can be over-ruled by the umpire at the bowler’s end.

The Leg umpire can call No ball, if he finds the bowler throwing/chucking for height based cases, but the Main umpire has the absolute ruling power in these cases, and he can over-rule the leg-umpires decision if he needs to.

The bowler’s end umpire can always consult with his colleague (to the extent he deems it necessary) before making the calls he is responsible for.

**In case of controversy, Main umpire can overrule the leg umpire. The main umpire’s decision is final and cannot be challenged.**

**\*\* NOTE \*\***

* If Main Umpire is not sure of the decision, “**benefit of doubt**” needs to be given to the batsman.
* In case of a conflict on field, there should be no arguing with the umpires or with players of the opposing team. Only both captains should talk or captains should talk to the main umpire.

Neutral umpire has to make this clear during team introduction. Captains should take the ownership for team members’ actions on the Field.

* If any umpire complains about any team/player, GBCA will take necessary action and may impose ban on the team/player(s) for future games.
* Umpires arriving after 1 hour from the scheduled match time, is considered as a no Show-up, In case of no Show-ups , The teams still have to play the match with their own umpires (with no neutral Umpire) in the best interest of the League / Tournament

# Giving Guard

Ideally bowler must announce his guard to the umpire at the start of a new spell and whenever he changes his arm or changes the side of the stumps from which he is bowling. If bowler forgets giving the guard there is no harm in umpiring asking for the guard.

 The bowler does not need to say **'continue'** when bowling a continuing over in a spell, but when the

bowler comes back after the previous spell, he does need to say **'continue or give guard again'**.

# LBW

This one is easy! We do not consider LBW’s in our games. So, a batsman should not be ruled out on account of LBW.

# No-Balls

* There will **not** be any extra runs for NO ball. Main umpire can overrule the decision made by leg umpire.
* No Ball will be called only if the bowler oversteps his foot COMPLETELY over the front part of the popping crease or if bowler’s foot lands COMPLETELY outside the side of the popping crease. A **FREE HIT** will be awarded on the next ball.
* It will be considered a No Ball if the bowler bowls from behind the back part of the popping crease.
* Bouncer above shoulder high is considered a No Ball. **First bouncer in an over is considered as No Ball**. No Exceptions.
* Full-toss balls that are waist high or more of the batsman’s normal batting stance will be considered No Balls.
* If fielders talk while the bowler is running in to bowl, the umpire can call it a no-ball since this can cause distraction to the batsmen and fuel controversy.

# Free Hit After a Foot-Fault NO Ball

The delivery following foot fault No Ball shall be a free hit for the batsman facing it. If the free hit delivery is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will also become a free hit for the batsman facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a

No ball, even if the delivery for the free hit is called wide ball. During a free hit, a batsman can be given OUT only by **RUNOUT**, hitting the ball twice, handling the ball OR obstructing the field.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

A free hit ball is counted towards the number of balls of an over. If 6th ball becomes a

foot fault - No Ball, 7th ball is a free hit ball and as long as the free hit ball is not a wide or a no-ball, then

it is end of over.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

# DEAD Ball

* Balls that bounce more than once in front of the batting crease after leaving the bowler’s hand will be considered as **DEAD ball**.

# Wides

* Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump)
* A ball is a wide if it passes so high or wide that it is beyond the reach of the striker
* The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side.
* For wides outside the off stump only if the ball pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes over the cone/flag as a wide ball, then be consistent to call it as WIDE throughout the game.
* The umpire shall not call WIDE if the batsmen moves to a position so that the ball is beyond his reach

or moves to a position so that the ball is within his reach.

* A wide does not count in an over.
* The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.
* The umpire should call and signal wide as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. Obviously if the ball touches the striker s person a wide would not be called.
* A batsman is allowed to change his stance either during the bowlers run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to the bowlers run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance.
* On the other hand, if the batsman changes his stance during the bowlers run up, the wide will be

Judged based on the stance that he took before the bowlers run up. This change in stance during the

run up will be considered as the equivalent to a reverse sweep scenario.

* Underarm bowling shall not be permitted, and it will be called as NO BALL

# Byes/Leg-Byes

Byes are NOT allowed. Leg-byes are NOT allowed in our League/Tournament matches.

# Stumping

Run out on NO Ball is OUT but Stumping on a No Ball is NOT OUT

# Limited Overs

 **16** over’s limited for league matches as well as Quarter Finals, 20 overs for Semi Finals and Finals.

# Maximum Overs per bowler

* 5 Overs in a 20 overs game
* 4 Overs in a 16 overs game
* 3 Overs in 12 Over game

# Boundary

Boundary will be marked by flags/cones and it must be consistent for all teams.

# Drinks Break

Max 10 minute drinks/refreshment breaks after 10 over’s for 20 over matches.

# Innings Interval

Max 15 minute drinks/refreshment breaks after completion of the First inning.

# Points

For every win, 2 points will be awarded to the winning team. A loss will result in zero points. If a match is tied on runs, then each team will be awarded one point. For tied matches, we will not consider wickets or run rate.

# NRR

In case a team gets all out, then the full 16 overs for league and 20 overs for Final will be used for calculating their Run Rate. NRR up to 2 decimal points will be used to find the team rankings.

# Ground

All matches will be played at GBCA approved locations.

# Rained-off matches

* Irrespective of the stage of the game (number of overs bowled etc), A game can be called-off due to Rain interruptions. Decision to call off a match will be taken by the Main umpire.
* In case of abandoned games due to rain, Teams will have a chance to complete their match before the end of next Friday and Result should be declared by **Friday 10pm**. For long weekend extend reschedule by another week is allowed.
* In case of unavoidable reasons if the schedule matches are not able to play the re-match, GBCA will be making the decision (such as Bowl out, Playing 5 overs match, splitting the points, etc.) on case by case basis.
* The umpiring team unable to provide a Neutral umpire then the both Team Captains need to resolve and figure this out before seeking Board's help.

# Rescheduling (Pre-Pone only) Matches

* Captains of both teams can agree to reschedule (pre-pone) their match, without affecting the rest of the tournament schedule. A match that is being rescheduled will need to be started at a minimum of 4 hours prior to the start of any scheduled match on that ground so as not to impact the scheduled match.
* If rescheduled matches are not completed within the weekend scheduled then both teams will be awarded 1 point.
* If one team is not willing to play its match on the scheduled day, then the each team will be awarded 1 point.
* If both teams are not willing to play their match on the scheduled day, then both teams will be awarded 1 point.
* Weekday Game should be minimum 12 overs limited game and first ball should be delivered by 5:45 PM. There will be 3 overs max per bowler.
* Umpire has all the authority to make the final decision on a weekday game.
* Captains should request for the Umpire for all the Weekday games.

# Field Restriction

There is no restriction.

# Rules for Tied Matches

In case of a tie in the group match the points super 2 or 3 overs will be bowled. If the match still ties,

then points will be split to each team.

# Intentional Walk-Over

The Walk Over team will lose the match and the other team will be declared as winner with 2 points.

# Playing-XI

* Teams do not need to announce playing 11 day before the match. Teams need to announce playing 11 at the start of the match, and it should not change during the match.
* Both Captains has to write down their playing XI on a separate sheet and hand it over to Main umpire. This should not be the scorecard as that is taken by the winning captain. The umpire needs to verify roster during the game (break) OR immediately after the game. It is the umpire's duty to notify GBCA or League committee of any inconsistency found during this process.

# Batsman RETIRED / RETIRED HURT / INJURED

* Batsman is allowed to retire at any time of the match and he will be eligible to bat right after the fall of next wicket or another batsman retiring hurt / Injured.
* Batsman can opt for a runner at anytime in the game
* Both side batsmen cannot have runners at the same time.

# Substitute

* Teams can use their substitute player (if available) for fielding. Inform umpire while using substitute.
* Teams can use their substitute player as by-runner for Injured / Tired batsman, only if the opposition Captain agrees
* Teams can have by-runner only at one end of batting NOT on both the ends
* Teams cannot have the players from other teams which are participating in the league with the exception of emergency situation such as a serious injury to a player who cannot field.
* Substitute are allowed only for fielding and not for batting or bowling

# Run-Out (MANKAD a BATSMAN)

* **NA.**

# Torn/Bust/Lost Ball Rule

* If ball is less than 10 overs old - Replace with a new ball.
* If ball is more than 10 overs old and is lost during team batting first - Replace with old ball.
* If ball is more than 10 overs old and is lost during team batting second - Replace with old ball

from other team's innings.

* Old Ball can be any used ball that is acceptable to captains and umpire. If old ball cannot be found or if the

old ball is not acceptable to the captains/umpire, replace with new ball.

**APPENDIX I**

**Quarry Park Rules**

1. Boundaries will be marked by cones
2. **Runs behind the Wicket will be declared. Depending on whether between the declaration marker cones.**
	1. **If the ball crosses inside of the 2 declaring marker cones, then only 1 run is granted.**
	2. **If the ball crosses outside of the 2 declaring marker cones, then only 2 runs are granted**
	3. If the ball touches the curbs
	4. If the ball rolls and crosses over the biking trail.
	5. You can place the field where ever you want, however, 2 runs will be granted if the ball rolls over biking trail, although a batsman will be out if a fielder caught the ball.
3. Off side boundary will be curb on other side of the street.
4. The ball will be called DEAD BALL if any vehicle obstructs the fielder, unless the fielder tries to catch the ball and drops it.

**Appleton ground Rules**

1. if batsman hit the ball which is in the air and hits any of the tree branches that should not consider as a catch & same goes for the pole next to the balling end & Fences (sometime the school have other sports equipment on the ground like push pull sled or nets I believe we should treat them the same)
2. No runs will be declared on Appleton ground
3. Batting team need to seat out of the boundary
4. If the scorer would like to seat on the bench next to the tree of the bowling end that would be allowed if both teams captain agree(try to avoid any scoring issue)