

NCCA Umpires' On-Field Assessment Form

Candidate's name:	Match type:	Date:
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Assessor's name:	Teams:	Match #:
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Mark the candidate using the following legend:

1 – Never; 2 – Rarely; 3 – Frequently; 4 – Always

Please use “N/A” for sections that didn't apply or situations that didn't occur due to which the candidate didn't have opportunity to display his/her skill.

SKILL	MARKS
➤ Core umpiring skills:	
• <i>Accuracy in decision making:</i>	
1. Judged all conditions while answering appeals for dismissals (<i>other than LBW</i>)	
2. Judged all conditions while answering appeals for LBW	
3. Judged No Ball (<i>bowler's feet and arm, ball height, field restrictions etc.</i>)	
4. Judged Wide Ball (<i>pitching/movement of ball, striker's position/reach etc.</i>)	
5. Judged edges off the striker's bat and/or person (<i>sound, deviation etc.</i>)	
6. Judged whether wickets fairly put down (<i>run-out/stumping/hit-wicket etc.</i>)	
7. Judged whether catch fairly taken	
8. Judged whether ball fairly fielded	
9. Judged when the ball is dead	
• <i>Accuracy in calling and signaling:</i>	
1. Made correct signals each time they were required	
2. Made all required signals in correct order	
3. Made all required calls correctly each time they were required (<i>loud and clear</i>)	
4. Made accompanying calls for signals requiring calls (<i>both simultaneously</i>)	
5. Didn't let play to proceed until calls and signals were acknowledged by scorers	
6. Ensured scorers acknowledge each call separately	
7. Repeated calls made by striker's end umpire	
8. Informed/cautioned/warned/penalized (<i>fair/unfair play</i>)	
• <i>Match awareness:</i>	
1. Noted names and times for players leaving/re-entering field of play	
2. Calculated penance time & accordingly allowed/disallowed player to bat/bowl	
3. Judged conditions to decide whether to allow/disallow substitutes	

4. Noted times for interruptions and intervals	
5. Noted times for batsmen's dismissals	
6. Noted other match proceedings (<i>counting overs in innings, bowler's overs etc.</i>)	
7. Was watchful of short runs	
8. Observed for transgression by wicketkeeper	
9. Inspected match ball frequently and at irregular intervals	
10. Informed batsmen, fielding captain, colleague about start/end of Powerplays	
11. Informed fielding captain about over rate	
12. Judged fair/unfair play (<i>all possible scenarios</i>)	
13. Informed new batsman balls left in over, gave guard	
14. Informed batsmen about change in bowler/bowler's mode of delivery	
15. Communicated with other umpire (<i>assisted in decision making, teamwork</i>)	
➤ Match management skills	
• <i>Control over the game:</i>	
1. Communicated all decisions/actions effectively	
2. Had assertive and positive language and communication	
3. Kept players engaged and involved in the game	
4. Prevented players from engaging in actions that were against the spirit of the game	
5. Prevented unnecessary time wastage (<i>unscheduled drinks breaks etc.</i>)	
6. Checked and tallied scores periodically	
7. Judged GWL (ground, weather and light) conditions	
• <i>Other duties:</i>	
1. Arrived atleast 30 mins. prior to scheduled start of the match	
2. Inspected ground and pitch	
3. Did pre-match agreements with captains (<i>boundaries, intervals etc.</i>)	
4. Took custody of match balls	
5. Got list of nominated players	
6. Ensured players' attire were as per regulations	
7. Conducted the toss	
8. Calculated reduction in overs, target scores, net run rates for interruptions	
9. Carried useful equipment (<i>counter, match card, pen, bails, scissors, chalk etc.</i>)	

Other notes: