



Umpiring Cheat Sheet

Leg Before Wicket

- The umpire will consider an LBW decision if he believes the ball would have hit the stumps had its path not been obstructed by the batsman's pads or body.
- If the ball lands outside the line of leg stump, the batsman cannot be given out even if the ball would have gone on to hit the stumps.
- A batsman cannot be given out if either umpire calls a no-ball.
- An umpire will turn down any appeal if he believes the ball has struck the batsman's pad outside the line of the off-stump even if the ball would have gone on to hit the stumps unless the batsman is not offering a shot.
- The umpire must also consider the following:
 - Whether the batsman edged the ball
 - The height of the ball's bounce
 - Swing and spin of the ball
 - Where the ball hit the pad
 - Whether the batsman is attempting to play a stroke
- If the batsman is struck on the pad a long way down the pitch, it is more difficult to assess if the ball would have gone on to hit the stumps.

No-Ball

- If the heel of the bowler's front foot lands on or in front of the popping crease. However, the front foot can be raised over the line as long as the heel does not go beyond the popping crease.
- The bowler's back foot is touching or outside the return crease (the side crease).
- A full toss from a seam bowler reaches the batsman at waist height, also known as a beamer. However, a waist-high full toss is permissible from a slower bowler if it's below the batsman's shoulder. The umpires shall warn the bowler after the first beamer and may bar the bowler from bowling after another beamer.
- If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.
- Every no-ball costs 1 run and the next delivery is designated a "free-hit". On a free-hit, a batsman can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

The field setting can be changed on a free-hit if the same batsman is not on strike.

Wide-Ball

- The ball passes wide of the striker where he is and which also would have passed wide of him standing in a normal guard position. This also applies to a bouncer above head height.
- The ball does not become dead on call of wide-ball.
- A batsman can still be out due to hit wicket, run out, obstructing the field, or stumping.

Bouncer

- A ball passing between shoulder and head height of the batsman, were he to be standing upright, is deemed to be a legitimate bouncer.
- Bowlers can bowl at most 1 bouncer in an over, irrespective of which batsman is facing. The umpire will call a no-ball for every subsequent bouncer in that same over. The umpires shall caution the bowler after the first such no-ball and warn the bowler after a second such no-ball. Subsequently, the umpires may bar the bowler from bowling for the rest of the innings.

Dead-Ball

- The umpire shall call a dead-ball if the ball bounces more than once, or rolls along the ground, before reaching the popping crease at the striker's end.
- The umpire shall call a dead-ball if the ball hits the edge of the Flick pitch.

Fielding Restrictions

- No more than five fielders can be on the leg side at any time.
- During the first six overs, a maximum of two fielders can be outside the 30-yard circle.
- After the first six overs, a minimum of four fielders must be inside the inner circle.
- Batting powerplay of 2 overs can be taken by the batting side at any time. During this time, only 2 players can be outside the inner circle.

Slow Overrate

- Teams have 100 minutes to bowl their quota of overs including a 5-minute mid-innings break.

- There will be a 10-minute break in-between innings.
- Teams unable to complete 20 overs in 100 minutes bowling first will be docked overs when they bat. One over should be reduced for every 5 minutes over the time limit. No overs should be docked if the last over commences within the allocated time.
- Teams unable to finish in 100 minutes bowling second will concede an additional 6 runs per over bowled after the expected finish time. No penalty should be applied if the last over commences within the allocated time.
- Umpires will use their judgment in deciding which delays are acceptable and should not count against the bowling team. Umpires must ensure that there are no excessive delays during the match and may caution either team in case of a deliberate delay.

Rain Rules

- If it rains the night before a game day then there is a chance that the Recreation Council will close the ground for the next day, even if it's not raining, and the games will have to be abandoned.
- Umpires will determine if the ground is dry enough to permit start of play, when to stop and resume the game, and when to call it off.
- If overs have to be reduced, 5 minutes have been allocated per over and an appropriate number of overs will be reduced, depending on the delay.
- A minimum of 5 overs per team shall constitute a match. If need be, the Duckworth-Lewis method will be applied in the second innings after 5 overs have been bowled.

Miscellaneous

- Note the arrival time and readiness of the ground by the home team prior to the start of the game.
- Check that players are wearing SDCA uniforms.
- For each innings, note the start time, break time, and end time and ensure a timely finish.
- Ensure that batsmen wear colored pads or use clads. White pads are strictly not allowed.
- Decide on the Man-of-the-match award.
- Conduct post-match interviews with both captains and present the man-of-the-match award. This must be captured on video and appropriate references must be made to SDCA sponsors.