



MATCH:

DATE:

BOWLING TEAM NAME:

Over #	Bowler Name	Over Analysis	Runs this over	Wkts this over	Total Score /wkts	COMMON UMPIRING TIPS
1						<p>MAIN UMPIRE</p> <p>1. For each delivery watch the following</p> <p>a. Bowler's back-foot for side crease b. Bowler's front-foot for popping crease (front crease)</p> <p>2. Bowler should call his guard. If bowler does not call his guard umpire can ask. It is not a ball if both of them forget unless bowler changes guard in the middle of the over without informing the umpire</p> <p>3. Wide ball call is left to your judgment;</p> <p>a. Use proper judgment b. Be consistent</p> <p>4. While batsmen are running to score runs</p> <p>a. Move to a side, opposite of the ball loc. b. Keep an eye on the ball and crease</p> <p>i. Short-run ii. Where fielder stops/catches-boundary</p> <p>c. Keep clear from getting obstructed by fielders d. Keep clear view on run-out attempts</p> <p>5. Boundary between cones is a straight line</p> <p>a. Ball hitting the cone on the full is a 6. b. Ball caught on the straight line is a 6.</p> <p>LEG UMPIRE</p> <p>1. Update umpire score sheet after every delivery.</p> <p>a. Watch for no-balls during bowling stride</p> <p>2. While batsmen running to score runs</p> <p>a. Keep an eye on short-runs b. Keep eye on the ball's position c. Judge where the ball is stopped/caught on the boundary line.</p> <p>3. No-Ball is</p> <p>a. Bounce above the shoulder</p> <p>i. Umpires must calculate the height on the assumption that the batsman was at his normal guard position (irrespective of the charge or steps taken forward) and where the ball would have passed him</p> <p>b. Full toss above the waist high</p> <p>i. Umpires must calculate the height on the assumption that the batsman was at his normal guard position (irrespective of the charge or steps taken forward) and where the ball would have passed him.</p> <p>NOTE: Umpires must switch positions after every 2 overs.</p>
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Final Score						