



KERALA CRICKET LEAGUE

Umpire Cheat Sheet

Item	Description
Ground Setup	Matting, Boundary/30-yard circle markings should have been completed 15 minutes before scheduled start time
Playing 11	Collect names of playing 11 from both teams before start of play and verify photo IDs, if required
Toss	Toss time is 15 minutes before scheduled start time. Visitors call the toss. Teams not having 7 players (in colored jersey) on the field by scheduled toss time will automatically forfeit the toss.
Total Play time	4.8 Minutes Per Over. 120 Minutes per innings for a full 25 over game.
Drinks Break	5 minutes drinks break at the end of 13 th /12 th over.
Innings Break	15 minutes break at the end of first innings
Boundaries	Boundary is a straight line between two adjacent cones. Confirm with both teams about runs/boundaries, if there Are any goal posts/trees in the ground.
Overs Per Bowler	Maximum overs per bowler = Total overs Played/5. In a full 25 overs game, one bowler can bowl a max of 5 overs.
Balls	Fielding teams will provide balls for their innings. Please make the ball has KCL USA stamp. Only one new ball can be used per innings. If balls are lost during the game, use similar old balls.
Field Restrictions & Power Play	Minimum 4 players should be inside 30-yard circle at all times. Maximum 5 players on the leg side and 2 players behind square leg (excluding wicket Keeper). Mandatory PP: First 7 overs: minimum 9 players should be inside 30-yard circle. There will no batting or bowling PP. Check KCL Rules for shortened games.
Runners	Runners for batsman will only be allowed with the consent of fielding captain.
LBW	As per ICC Rules.
No Ball/Free Hit	If a short pitched delivery regardless of its pace passes or would have past above the shoulder height of the striker standing upright at his crease after the limit of one bouncer allowed in an over, the umpire at the bowler's end shall call and signal the "no ball." Umpire shall adjudge a delivery a no-ball for all the deliveries which passes head height after the limit of one bouncer in an over. Main umpire can overrule leg umpire's (batting team) No Ball call for above waist full toss. No Ball Shall be called for any violation of fielding restrictions. Free hit shall be called for all No Balls. Also, if the ball pitches outside/edge of the MAT it's called a no ball with no free-hit
Wide Ball	If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position or would have passed above head height of the batsman.
Dead Ball	As per ICC Rules. 2 or more pitches before reaching batting crease. Make distinction between low kept ball and balls pitched twice or more.
Forfeiture	Team doesn't show up for the game. Team has less than 7 players after 45 minutes in the game.
Drawn Game	Less than 12 overs per innings.
Duckworth Lewis	Minimum is 12 overs.
Score sheet	Verify after each innings, sign at the end of the match. Make sure wides, no balls etc are specified.
Delayed Start	KCL games are scheduled to start at 09:00 AM and 2:30PM. If some reason the game is delayed due to ground availability, rain delay, umpire availability or other external factors the cutoff time to cut the overs are as follows. Morning game: 10:45 AM, Afternoon Game: 3:10 AM. After the cutover time, you can deduct one over per 10 minute Eg: 3:20 Start is 24 over game, 3:30 start is 23 over game and so on.
KCL Rule Book	Please have a copy of KCL rule book for reference.