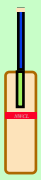




OCL Umpire's Material



Background

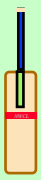
Aspect of Cricket Umpiring	Source	Plan
Knowledge of the MCC Laws	On-line and Books https://www.lords.org/mcc/the-laws-of-cricket	Independent Study; Clarification on specific points if needed;
Knowledge of Local League/Tournament Laws	Published Document, on-line	Covered Today ; but also requires reading of the OCL Playing Laws Document
Fieldcraft	Practical Experience during Matches, some study	Covered Today but requires experience by standing as umpire in matches
Judgement Calls	Practical Experience during matches	Stand as umpire in matches, discussions with senior, experienced umpires
Maintaining Order / Discipline during Match	Practical Experience	Stand as umpire in matches, discussions with senior, experienced umpires

➤ **Also Covered Today: LBW Law, Quiz at the end**



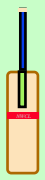
2022 Code of the MCC Laws of Cricket

- 8 changes / additions in 2022
- The laws were approved by the MCC Laws sub-committee.
- But.... These changes are effective in organized cricket from October 1, 2022.
- These changes will apply to OCL Matches starting from the 2023 season



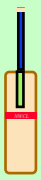
Umpire's Duties before the Toss of Play

1. Arrive at the Ground 45 minutes before the scheduled start of the match
2. Meet up with the Home Captain or his deputy (a member of the home team) if the captain is not yet present
3. Together with the Home Captain or his deputy, ensure that
 - The wickets are properly pitched
 - The creases are correctly marked
 - A boundary across the ground is identified either by a rope, a marked line, or by flags/cones/other objects visible from the pitch
4. Just before the toss, ensure the captains exchange team lists, agree on timings of the intervals, and other relevant items related to the match

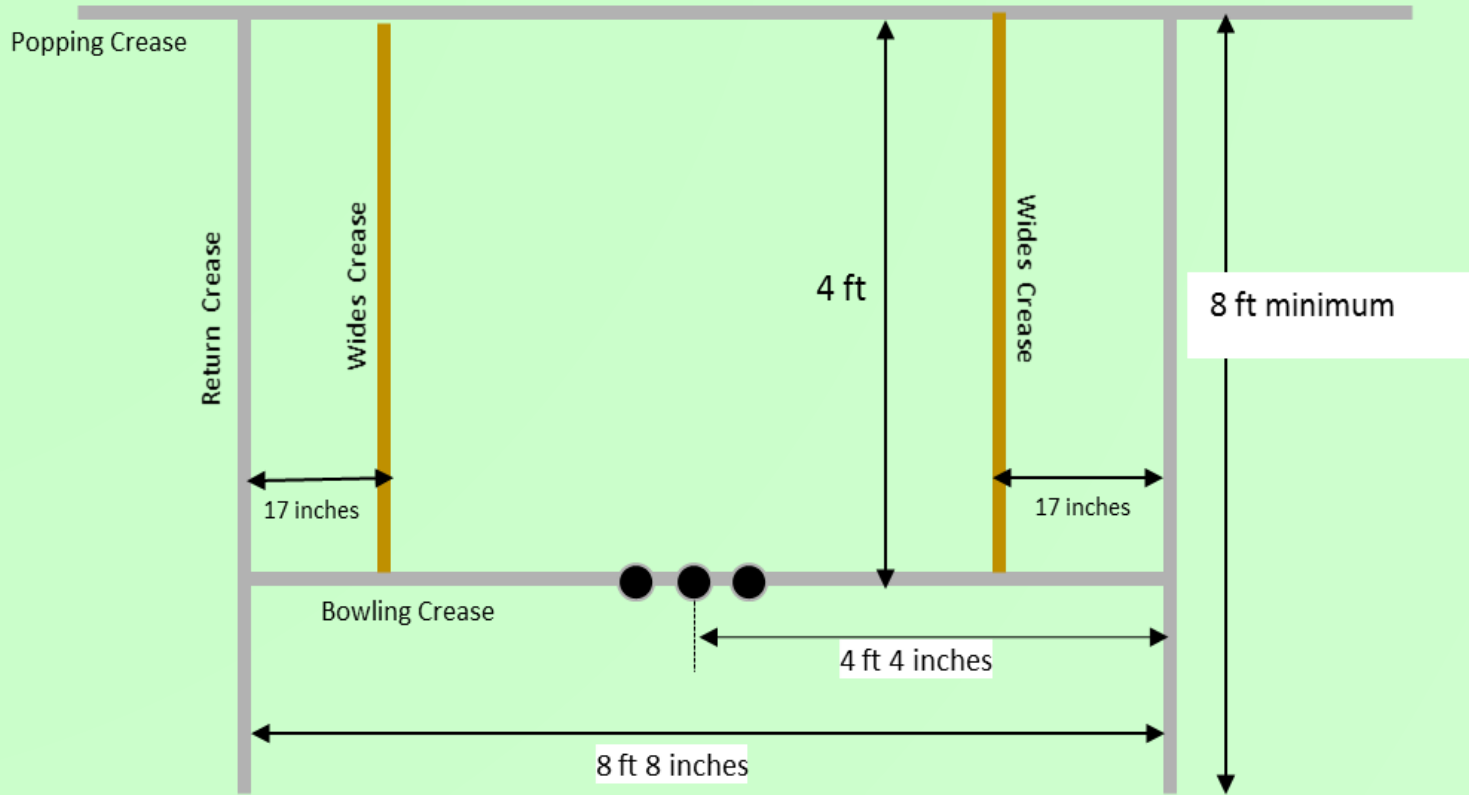


Umpire's Duties at and After the Toss

1. Ensure the toss is done by the Home captain flipping the coin and the visiting captain calling heads or tails
2. Ensure that the Captain winning the toss should inform the umpire and opposing captain of his decision right away
3. Inform the two captains on the start time when the first ball will be bowled.
4. Ask the fielding captain for the ball(s) to be used for the match
5. Ensure that the balls used are as required by the OCL Management



Crease Markings

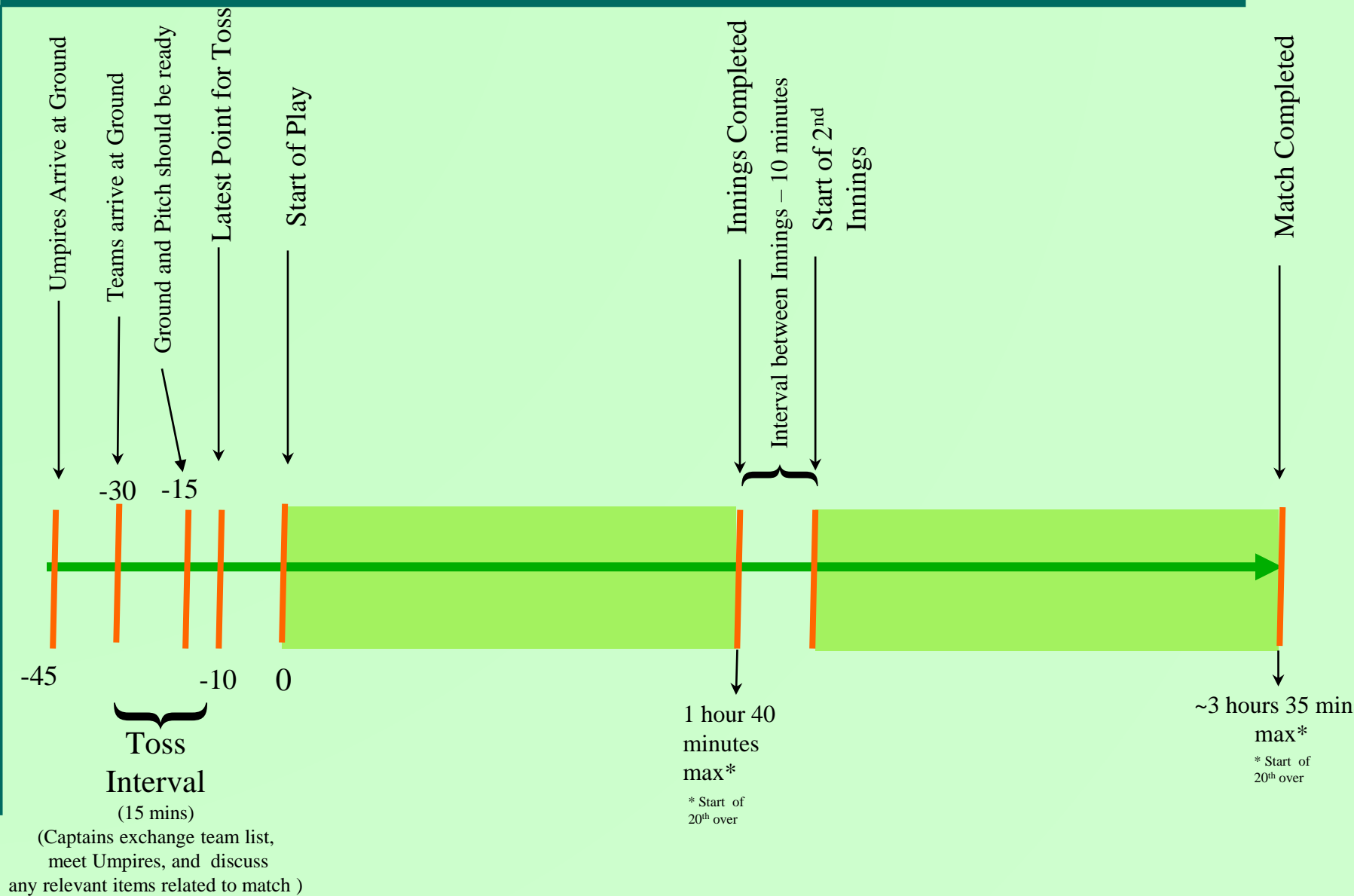


All dimensions are from inner edges of creases except for the bowling crease
 Stumps should be set up with the middle of their cross-sections on the outside edge of bowling crease

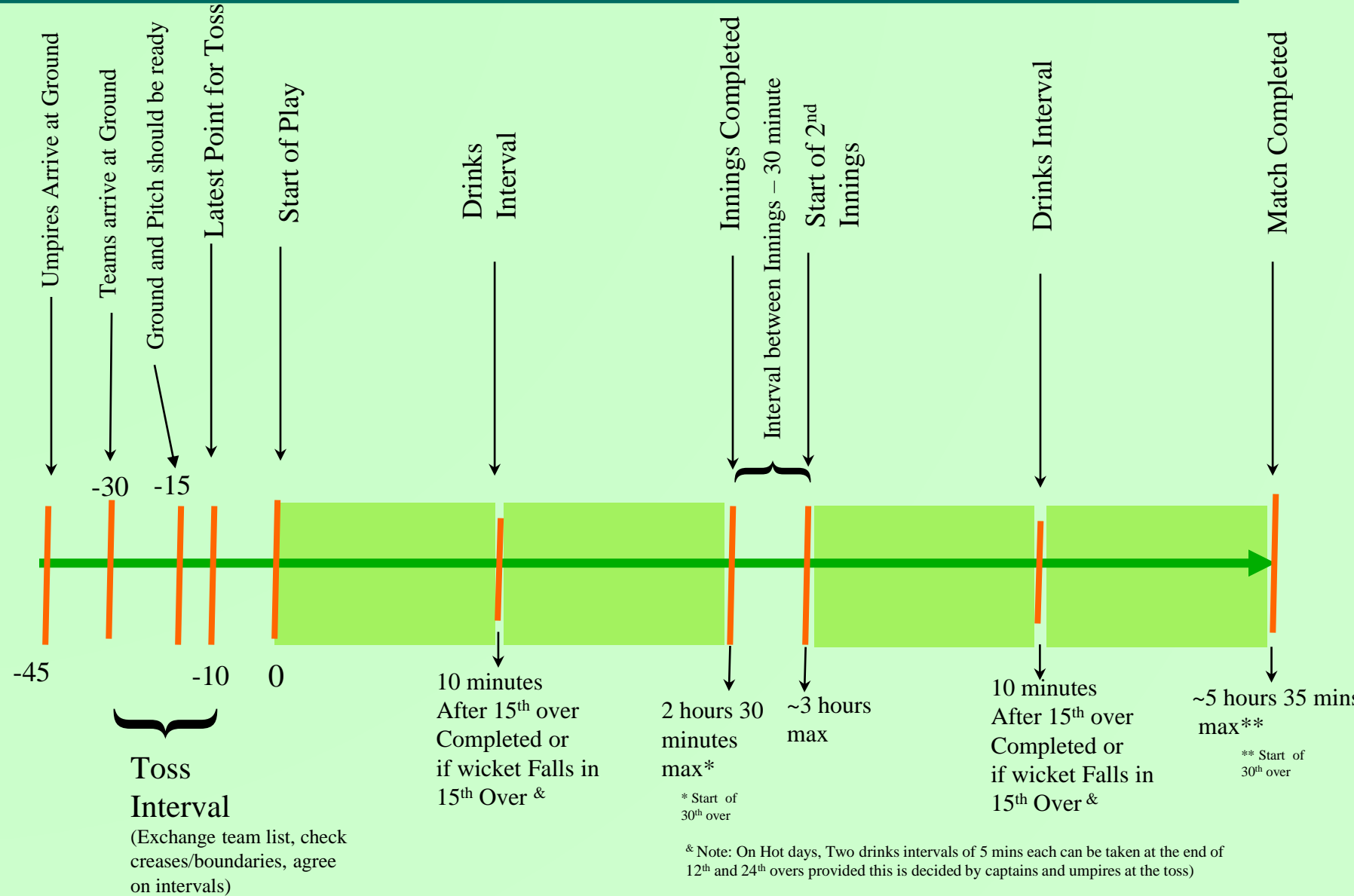


Time Sequence for OCL T20 Matches

OREGON CRICKET LEAGUE



Time Sequence of OCL 30-30 Matches



Player Late Arrival Penalties for Teams

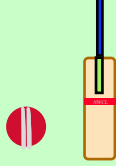
- At least 8 players from a team need to be present on the ground at least 10 minutes before the scheduled start time for play.
- If this requirement is not met then the following penalties are assessed as given below depending on how long the delay

Delay in 8 Players being present on the field	Penalty
Between 10 minutes before scheduled time and scheduled start time	Opponent Captain can claim the toss
Schedule start time to 10 mins	1 over lost
11 to 20 mins	2 overs lost
21 to 30 minutes	3 overs lost
>30 minutes after scheduled Time	Match is deemed to be conceded



Umpires Informing the Fielding Captain of Over Rates

- The umpires are responsible for monitoring the speed of play and for enforcing over rates.
- The Umpires shall inform the fielding team Captain on how much time is remaining for the last over of the innings (20th for T20, 30th for 30-30) to start to avoid over rate penalties
 - when taking the field for the first time
 - at the end of the 10th, 15th and 18th over for T20 matches
 - At the end of the at the end of the 15th, 25th, and 28th over for 30-30 matches
- The Umpires shall also inform the fielding Captain about the time remaining to bowl the overs when taking the field after every occasion the play is interrupted by the weather.
- Time allowances can be granted by the Umpires to the fielding side for wholly acceptable interruptions to the game such as injury, ball being lost and/or replaced, score validations, etc.
- The Umpire at the bowler's end will inform the fielding Captain, the batsmen at the crease and his fellow Umpire of any time allowances as and when they arise.



Time Allotted to Incoming Batsman at the Fall of a Wicket

- The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within
 - *2 minutes*of the fall of the previous wicket.
- The batsman next in, is expected to be waiting just outside the boundary, to be ready to make his way to the wicket immediately a wicket falls, and is expected to cross the outgoing batsman on the field of play.
- If the umpire determines that the incoming batsman has not met the time limit for taking guard he shall warn the batsman and this shall constitute a Time Wasting by Batting Side Warning.



Time Wasting by Batting Side

- If the Umpires consider the batsmen to be un-necessarily wasting time, one warning will be given in an innings.
- This warning will continue to apply for the rest of the innings with the umpires informing every new batsmen of this.
- The second time that the umpires deems a batsman is wasting time, and for every subsequent instance thereafter, 5 penalty runs shall be added to the total of the fielding side.



Imposing Penalties

- The neutral umpire has full authority to levy the following penalties
 - Late arrival of team
 - Ground and pitch not ready in time for scheduled start of the match
 - Spirit of the Game Infractions



Tied Matches

- If a T20 match is tied,
 - A Super Over will be played
 - Ties in Super Overs will result in another Super over until one side wins
- If a 30-30 Match is tied
 - No further play takes place
 - Teams share the 20 points (10 each) that are accrued to the winning side



No Ball Law with Free Hit

- Standard MCC Laws of Cricket No Ball Law applies
 - Ball is not counted as one for the over
 - Penalty is 1 run
- Free Hit
 - The delivery immediately following a ANY no ball infraction delivery will constitute a free hit.
 - Either batsmen cannot be dismissed, except by being Run Out.
 - The fielding captain is not allowed to change the location of fielders during the free hit except for the case where the batsmen have crossed during the no ball delivery.



OCL Wide Ball Law

- **Leg Side Wide Ball:** Irrespective of where the ball pitches in relation to the stumps, if that ball passes down the leg side of the striker without touching any part of the person or equipment of the striker, and wide of leg stump, the umpire shall call and signal a wide ball. (even if the striker makes an attempt to play the ball).
- **Off Side Wide Ball:** If a ball, not being a no ball, passes outside the "wide marker line" or crosses this line during its flight after having pitched outside the off stump, the umpire shall call and signal wide ball. Whether the batsman attempts to play the ball or brings it within reach is immaterial.



Footwear Spike Restrictions

- NO player can wear shoes which contain metal spikes while on the field of play
- Umpires need to check the footwear of fielders when they take the field and batsmen before they take guard at the start of their innings



Law 2.6 : Fair and Unfair Play

2.6. Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.



Spirit of the Game Infractions

- The various Spirit of the Game Infractions and their Levels are given in the next few slides
- Such Spirit of the Game Infractions should be pointed out by the umpires during the match and then reported in writing to the OCL management promptly after the match



Level 1 Offenses

● Level 1 Offense: Cumulative over one season for each individual player



- Wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- Showing dissent at an umpire’s decision by word or action
- Using language that, in the circumstances, is obscene, offensive or insulting
- Making an obscene gesture
- Appealing excessively
- Advancing towards an umpire in an aggressive manner when appealing
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence

First Instance	First Warning
Second Instance	Final Warning
Subsequent Instance	One Game Suspension



Level 2 Offenses

- **Level 2 Offense: Cumulative over one season for each individual player**

- Showing serious dissent at an umpire’s decision by word or action
- Making inappropriate and deliberate physical contact with another player
- Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

First Instance	First and Final Warning
Second Instance	One Game Suspension
Subsequent Instance	Doubles for each instance

Level 3 and Level 4 Offenses

- **Level 3 Offense: Cumulative over one season for each individual player**



<ul style="list-style-type: none">● Intimidating an umpire by language or gesture● Threatening to assault a player or any other person except an umpire.	
First Instance	One game Suspension
Second Instance	Two games Suspension
Subsequent Instance	Doubles for each instance



- **Level 4 Offense: Cumulative over the life of the individual player**

<ul style="list-style-type: none">● Threatening to assault an umpire
--

Law 2.7: Fitness of Play

2.7 Fitness for play

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.



Law 2.8 : Suspension of Play in Dangerous or Unreasonable Circumstances

- 2.8.1 All references to ground include the pitch.
- 2.8.2 The Umpires shall immediately suspend play, or not allow play to start or to recommence, if either umpire considers that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.
- 2.8.3 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- In OCL Matches, for unreasonable conditions, the status quo can be maintained if both captains agree, even if the umpires think otherwise



Law 2.9: Position of Umpires

2.9. Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration the umpire at the bowler's end shall stand where he does not interfere with either the bowler's run up or the striker's view.

The umpire at the striker's end may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire of his intention to do so.

Law 2.11: Disagreement and Dispute & Law 2.12: Umpire's Decision

2.11. Disagreement & Dispute: Where there is disagreement or dispute about any matter, the umpires together shall make the final decision.

2.12 Umpire's Decision: An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

Umpires Signals



Umpire's Signal Order and Correctness of Scores

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.

2.15 Correctness of scores

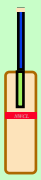
Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match.



Umpires' Duties During Play

Bowler's End Umpire

- Call Play at the Start of the Match and after resumption of Play after every interval or interruption
- Counts the number of balls in the over
- Watches bowler's feet movement during delivery
- Judges balls as fast short-pitches deliveries or high full pitches one
- Call and Signals no balls within his jurisdiction and all wides
- Watches for, calls and signals short runs at his end
- Signals all Penalty Runs to the scorers
- Reports all appropriate signals to the scorers including No ball called by his colleague
- Answers appeals for Bowled, Caught, Hit the Ball Twice, LBW, Obstructing the Field, Timed Out and when it is at his end, Run Out
- Calls and Signals Dead Ball, when applicable
- Calls Over at the stipulated time
- Observes position of batsmen with regards to when they cross on each run and particularly when action indicates possible run out may occur at the other end
- Watches close fielders for pitch encroachment



Umpires' Duties During Play...continued

Bowler's End Umpire

- Watches for all forms of unfair play and takes appropriate action
- Ascertains reasons for departure of fielder if not told, gives permission for a fielder to return
- Calculates time to elapse or overs to be bowled before returning fielder can bowl
- Checks the Correctness of the Scores as play proceeds
- Calls Time at the cessation of play before every interval or interruptions and at the end of the match



Umpires' Duties During Play...continued

Striker's End Umpire

- Counts the number of balls in the over as a check to support colleague
- Watches for, calls and signals short runs at his end
- Checks number of on side fielders in total and behind popping crease at the moment of delivery
- Checks the position of the wicketkeeper from the ball coming into play until it comes into contact with striker, or passes wicket or striker attempts a run
- Calls and signals No Ball within his jurisdiction. His colleague will repeat the signal to the scorer
- Observes position of batsmen with regards to when they cross on each run and particularly when action indicates possible run out may occur at the other end or when his colleague may have to adjudicate under another dismissal, such as Caught
- Watches for all forms of unfair play and takes appropriate action when required by the Laws
- Observes all the action of play to be ready at all times to assist his colleague



Positioning of the Umpires

Bowler's End Umpire

As the ball is being delivered, he must be able to see:

- Where the bowler's feet land in the delivery stride
- The line between wicket and wicket; ie he must be able to see both sets of wicket in line
- The flight of the ball after delivery without head movement, only swiveling of the eyes

He must not impede

- the bowler in his run up
- the striker's view of the bowler running up

He must stand far enough back of the Bowler's end wicket to:

- see the back foot land
- not to obscure his own view of the near wicket
- for a bowler coming round the wicket not to emerge from behind him at the last moment.

Positioning of the Umpires

Bowler's End Umpire....continued

- Seeing the ball in flight as soon as possible after the bowler's feet have landed is crucial.

The umpire must be watching the exact path of the ball:

- For a possible LBW appeal,
- for a possible touch on the bat,
- to see whether the ball rises too sharply after pitching
- to see whether it is a high full pitch ball
- to see whether it is within the wide marker on the off side when it passes the Striker's end stumps
- to see whether the batsman makes an attempt to play the ball or to avoid being hit by it

He must not let his attention dwell on the bowler's feet once they have landed, even if he has to call No ball for unfair foot placement.



Positioning of the Umpires

Bowler's End Umpire....continued

If the Ball goes into the field, he must be ready to move very quickly to a position side on to the creases to watch for :

- completion of each run,
- if the wicket is put down it is fairly put down
- What is happening to the ball in the field
- When the batsman cross
- To see all of this he should be far enough from the stumps to see the wicket and the popping crease at the same time.
- He will normally go to the same side as the ball, so that he is not unsighted by a fielder taking the throw in.
- He will break this rule if he is likely to get in the way of a fielder close to the wicket, or if there is a runner
- He must keep his head still when trying to judge run outs or any other line decisions
- he must be sure that his colleague is ready and in a position to observe events before allowing the bowler to commence his run-up or bowling action



Positioning of the Umpires

Striker's End Umpire

As the ball is being delivered, he must be able to see:

- the bowler's arm action in the delivery swing
- the wicket-keeper's position and actions in relation to the stumps
- that there are no more than two on side fielders behind the popping crease at the moment of delivery
- the striker's position in relation to the popping crease
- if the wicket is put down, by what agency and in what manner this was done
- He must not impede the fielders



Positioning of the Umpires

Striker's End Umpire

His position will be square on to the creases, normally at square leg

He will go to the off side for one of two reasons

- there is some impediment to his vision, such as a close square fielder, or low sun making it difficult to see the crease markings
- .to obtain a different view of the bowler, action if he feels it necessary

When he moves, he is to inform the captain of the fielding side, the striker and the other umpire



Positioning of the Umpires

Striker's End Umpire

If the Ball goes into the field, he must watch for :

- completion of each run,
- if the wicket is put down it is fairly put down
- What is happening to the ball in the field
- When the batsman cross

He will already be side on, so no movement is necessary unless a fielder obscures his view in some way



Law 36: Leg Before Wicket

-- Online training Module by the MCC --

OREGON CRICKET LEAGUE

The screenshot displays an interactive training module for Law 36. The top navigation bar includes the MCC logo, left and right arrows, and labels for 'LAW 35', 'LAW 36', and 'LAW 37'. Below this is a progress indicator with numbers 29 through 40. The central image shows a close-up of a batsman's leg in white pads and a red cricket ball in the air. A semi-transparent green box with white text is overlaid on the image, stating 'LAW 36 LEG BEFORE WICKET'. The background of the image shows a cricket field with ANZ stumps. At the bottom of the interface, there are three elements: a button labeled 'READ LAW 36', a progress indicator labeled 'LAW 36 PROGRESS', and left and right navigation arrows.



LAW 36: Leg Before Wicket

36.1 Out LBW

The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.

36.1.1 The bowler delivers a ball, not being a No ball

36.1.2 the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

36.1.3 the ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person



LAW 36: Leg Before Wicket

36.1 Out LBW (*continued*)

36.1.4 the point of impact, even if above the level of the bails,
either is between wicket and wicket

or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

36.1.5 but for the interception, the ball would have hit the wicket.



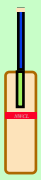
LAW 36: Leg Before Wicket

36.2 Interception of the ball

36.2.1 In assessing points in 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.

36.2.2 In assessing point 36.1.3, if the ball makes contact with the striker's person and bat simultaneously, this shall be considered as the ball having first touched the bat.

36.2.3 In assessing point 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.



LAW 36: Leg Before Wicket

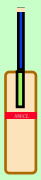
EXPLANATION

For the case of the Striker Attempting to Play the ball:

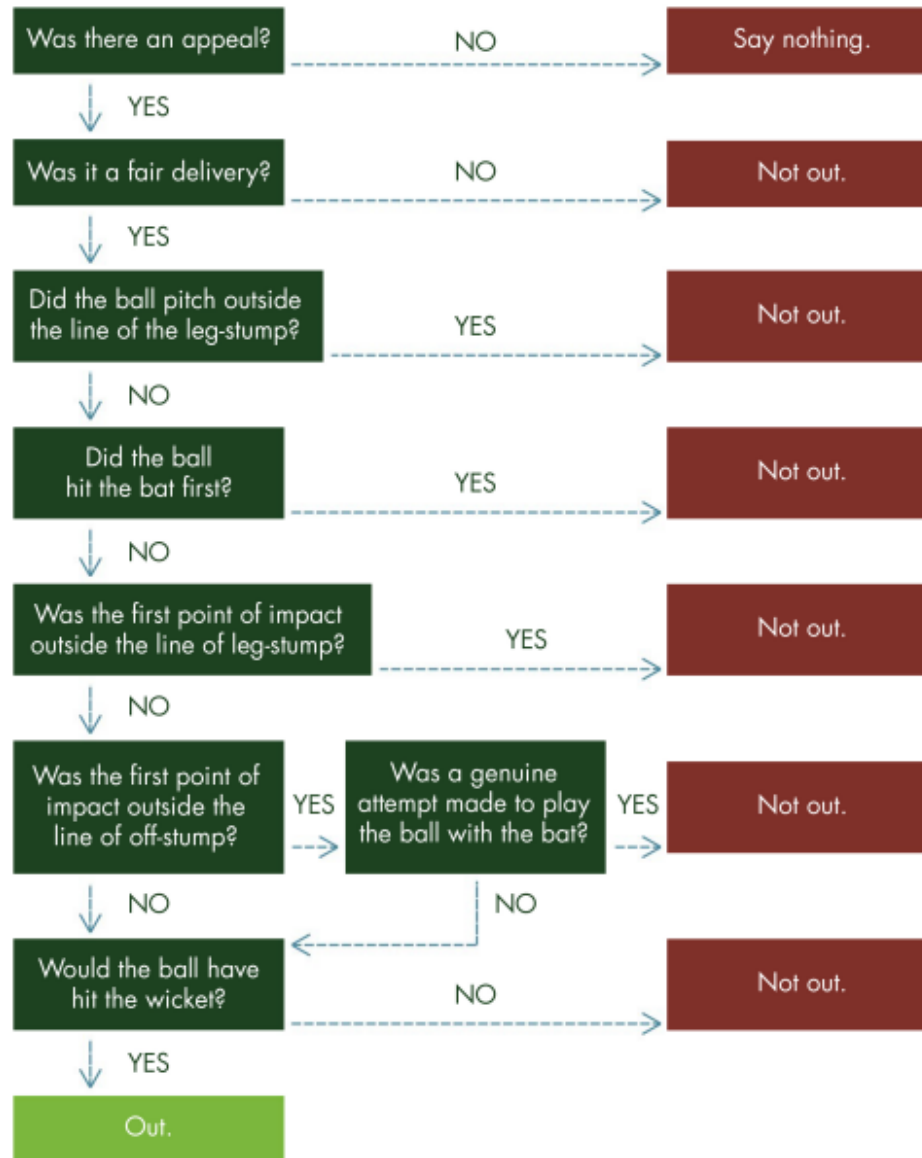
On appeal for a fair delivery, the umpire has to deliberate 4 questions before answering it:

- Did the ball pitch or was intercepted on the full between wicket and wicket or did the ball pitch on the off side?... ball pitching on the leg side is NOT OUT*
- Did the ball first intercept any part of his person dress or equipment?... intercepting bat or hand holding the bat is NOT OUT; consider only first contact, no subsequent contacts*
- Is this point of first intercept in a straight line between wicket and wicket?... If outside the line then it is not out... it can still be OUT if contact is above the wicket*
- Would the Ball have hit the wicket?.... this is the only question which requires an opinion and judgment!*

- For the case of the Striker NOT Attempting to Play the Ball:*
- Same questions as before for the case where the batsman does not attempt to play the ball but...*
- the batsman is still OUT in this case if point of first intercept is outside the off stump!*



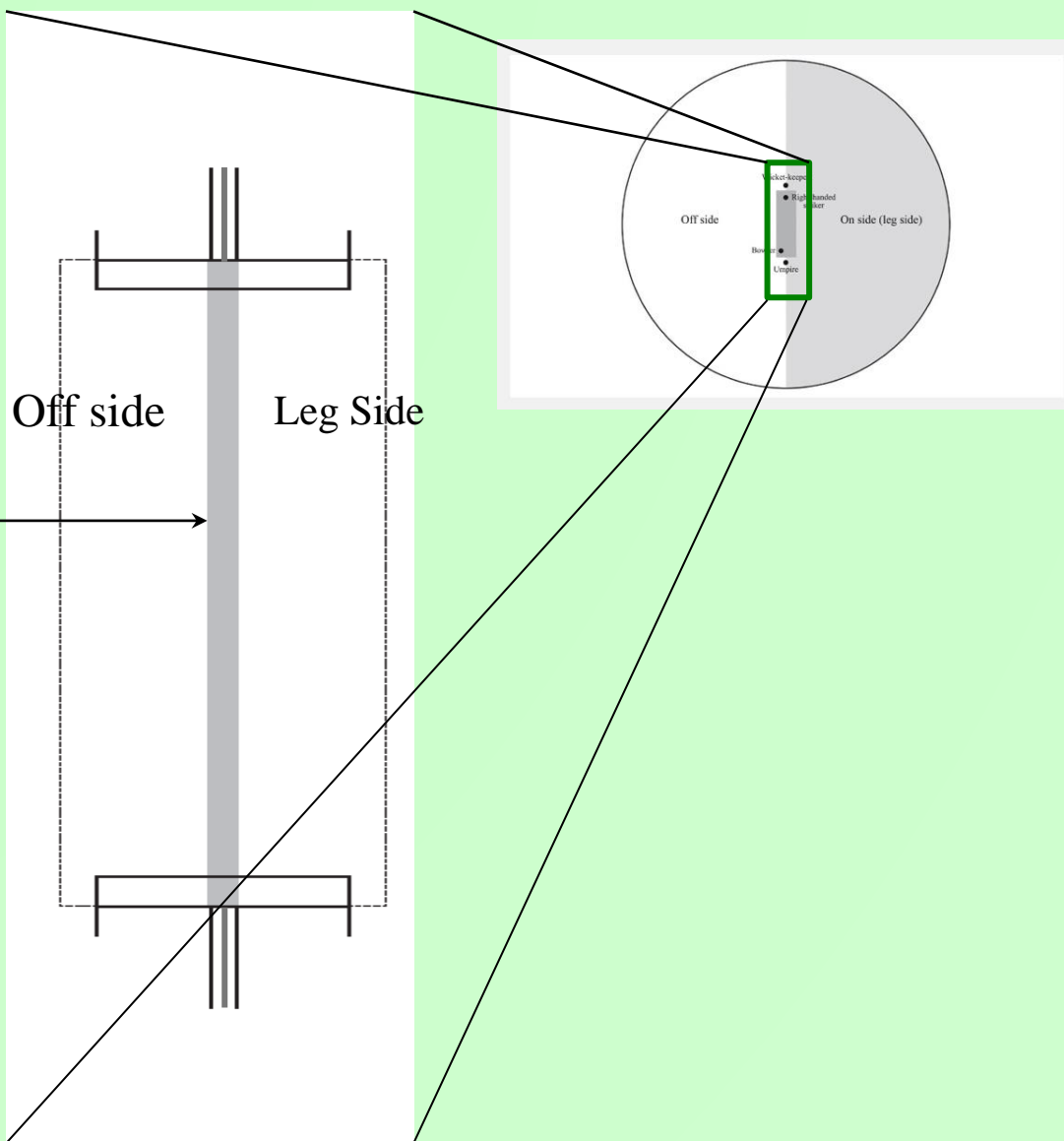
LBW Flow



Source: MCC Laws of Cricket

Description of In line between wicket and wicket

Shaded rectangle are defines the area that is in-line between wicket and wicket



Some Critical Points to Consider before giving a decision for an LBW

- When determining the line where a ball pitches, the point in contact with the ground when the ball pitches is to be considered
- Do not linger on watching the bowler's feet after landing – look for the ball pitching and follow the line of the delivery.
- When determining if the ball would have hit the wicket but for the interception, the following considerations must be deliberated
 - Where the ball was delivered from by the bowler in relation to the stumps...was it delivered from close to the wicket, from far out towards the return crease, or from an intermediate position
 - When the ball pitched, did it turn, and if so, which way and how sharply
 - To judge the travel direction and height after the ball pitches the greater the distance between the striker and the wicket, the greater the accuracy with which the new path of the ball will be known. The umpire must see enough of the ball's travel after pitching and before hitting the striker's person to be sure what the new path is.

More Points to Consider for LBW Decisions

- Look for movement through the air and off the pitch.
- Consider the height of the bounce of the ball after it has pitched and at impact and the hardness of the pitch.
- Was the ball still rising or was it dropping?
- Consider the point from where the ball was delivered.
- Consider the flight path of the ball.
- Consider the direction and strength of the wind.
- Consider the speed of the ball – the faster the delivery the longer the travelling distance you need to make a decision.
- Consider the position of the striker at the time of the impact - the further down the wicket the greater distance the ball still has to travel.

DON'T MAKE INSTANT DECISIONS

Consider all relevant points before making your decision

Difference Between a Batsman Being Out and Being Dismissed

- One of the fundamental concepts in cricket is that a batsman is not `OUT` until the fielding side has appealed to an umpire and that umpire has dismissed the batsman

		Is the Batsman Dismissed by the Umpire ?	
		Yes	No
Is the Batsman OUT per the Laws of Cricket?	Yes	Ideal Situation	Not Ideal, but still acceptable per the Laws, since batsmen gets benefit of doubt; fielding side needs to accept in Spirit of the Game
	No	Not Ideal, implies Umpire's judgmental error, but batsman needs to accept it per Spirit of the Game	Ideal Situation



Law 18 Scoring Runs Sub-sections

18.11 Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in 18.11.1.1 to 18.11.1.8, the not out batter shall return to his/her original end.

18.11.1.1 A dismissal in the circumstances of Law 25.6.4 or 25.6.5 (Dismissal and conduct of a batter and his/her runner).

18.11.1.2 Bowled.

18.11.1.3 Stumped.

18.11.1.4 Hit the ball twice.

18.11.1.5 LBW.

18.11.1.6 Hit wicket.

18.11.1.7 Caught

18.11.1.8 Obstructing the field, where the obstruction or distraction prevents the striker being out Caught

18.11.2 The batters shall return to their original ends when

18.11.2.1 a boundary is scored, unless as a result of an overthrow or wilful act of a fielder (see Law 19.8).

18.11.2.2 runs are disallowed for any reason.

18.11.2.3 the batters at the wicket decide to do so under Law 41.5 (Deliberate distraction, deception or obstruction of batter).

Law 18 Scoring Runs Sub-sections

(continued)

18.12 Batter returning to wicket he/she has left

- 18.12.1 When a batter is dismissed in any of the ways in 18.12.1.1 to 18.12.1.2, the not out batter shall return to the wicket he/she has left but only if the batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to his/her original end.
- 18.12.1.1 Obstructing the field, where the obstruction or distraction does not prevent the striker being out Caught.
- 18.12.1.2 Run out other than under Law 25.6.4 or 25.6.5 (Dismissal and conduct of a batter and his/her runner).
- 18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batter, the batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of 18.11.2.1 to 18.11.2.3 apply, the batters shall return to their original ends.

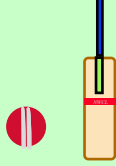
Law 38 Run Out Sub-section

Law 38.3 Non-striker leaving his/her ground early

- 38.3.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.
- 38.3.2 If the ball is not delivered,
 - if there is an appeal, the umpire shall make his/her decision on the Run out.
 - if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.
 - the ball shall not count as one in the over.
- 38.3.3 If the ball is delivered and there is an appeal,
 - the umpire shall make his/her decision on the Run out.
 - if the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball)* shall apply.
 - if the non-striker is dismissed, the ball shall not count as one in the over.

***Law 21.6 Bowler breaking wicket in delivering ball**

- *If the ball is delivered and if the non-striker is not dismissed under Law 38.3 (Non-striker leaving his/her ground early), either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket.*



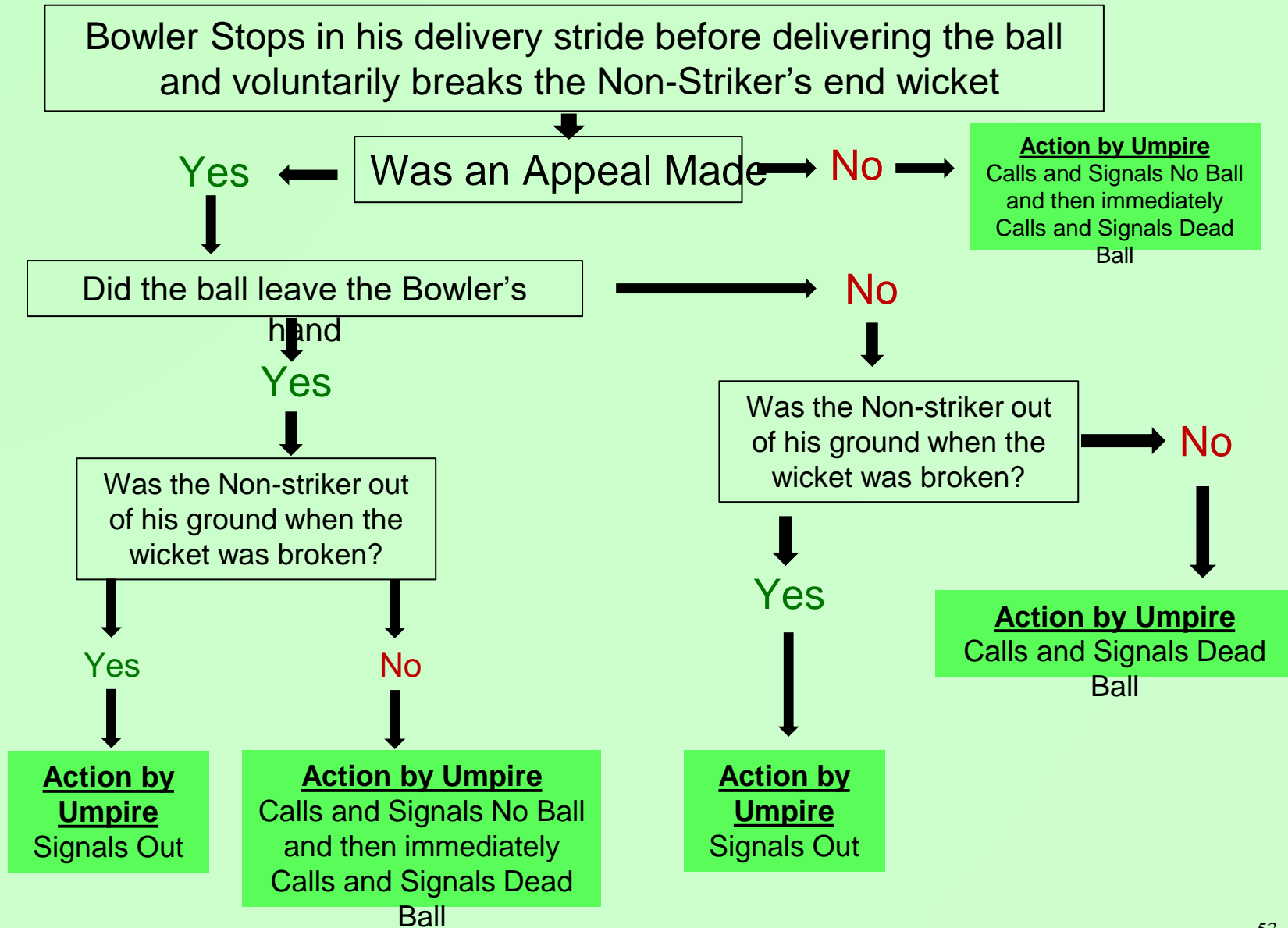
OCL Playing Laws: Law 13.5 Mankading

- A generally accepted un-written law in the Spirit of the Game is for the bowler to issue a warning to the batsman before he runs him out and appeals to the umpire. Hence to maintain the Spirit of the Game, the procedure for OCL with regards to the case of a non-striker leaving his ground early is as follows: Either the umpire or the bowler can warn the non-striker if he is found to be out of his ground as the bowler is completing his bowling action.
- One warning will apply for the entire innings in progress, i.e., it's not one warning per batsman, but the warning covers the batsman it is given to and any subsequent batsman at the non-striker's end during that innings. The umpire should inform both captains soon after this warning is given on the field.

Procedures to be Adopted by the Non-Striker's End Umpire for Mankading Instances in OCL Matches

- As is required for the Non-Striker's end generally, the Umpire should monitor the location of the non-striker with respect to the popping crease as the bowler is in his run up, to determine if the non-striker is out of his ground
- If the non-striker is out of his ground the umpire should call and signal dead ball. Then the Umpire should issue a warning to the batsman indicating he should be within his ground up to the time that the bowler releases the ball.
- The other batsman at the striker's end and the fielding captain should be informed by the umpire that this is the first and final warning to all batsman on the batting side. The batting team captain should be informed by the umpire at the end of the over so that no time is wasted by doing so when the warning is given to the batsman.
- Note: No attempt is required by the bowler in breaking the wicket nor is an appeal from the fielding side required for this warning
- For the rest of the same innings during which this warning is given, if there is an attempt by the bowler to run out the non-striker the following process flow applies (next slide)

Process Flow for Non-Striker's End Umpire when Attempt made to Runout Non-Striker by the Bowler





OCL Accepted New MCC-Laws

- Law 38.3 Non-striker leaving his/her ground early(Mankad)
- 18.11 Batter returning to the original end

Changes in MCC Laws 2022 Edition

- **Law 1 – Replacement players**
 - *Replacements are to be treated as if they were the player they replaced, inheriting any sanctions or dismissals that player has done in that match*

RARE
- **Law 18.11- Batter returning to original end**
 - *when a batter is out by the ways below, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over). Bowled, Stumped, Hit the ball twice, LBW, Hit wicket, **Caught**, Obstructing the field, where the obstruction or distraction prevents the striker being out Caught*

COMMON
- **Law 20.4.2.12 – Dead ball**
 - *several changes to the Dead ball Law*

COMMON
- **Law 21.4 – Bowler throwing towards striker’s end before delivery**
 - *Changed to a Dead Ball (from a No Ball, previously)*

RARE
- **Law 22.1 – Judging a Wide**
 - *a Wide will apply to where the batter is standing when ball crosses popping crease, where the striker has stood at any point since the bowler began their run up, not just whether it would have passed wide of the striker in a normal batting position.*
 - **NOT APPLIED TO OCL**
 - **FOR OCL MATCHES, THE WIDE MARKERS WILL BE THE SOLE DETERMINANT OF WIDE BALLS**

COMMON

Changes in MCC Laws 2022 Edition

- **Law 25.8 – striker’s right to play the ball** RARE
 - *If the ball should land away from the pitch, allows the striker to play the ball so long as some part of their bat or person remains within the pitch.*
- **Laws 27.4 and 28.6 – Unfair movement by the fielding side** RARE
 - *now the batting side awarded 5 Penalty runs, previously it was a Dead Ball*
- **Law 38.3 – Making Mankading a legal action** RARE
 - *Moved from Unfair Play law to Run out Law*
 - **FOR OCL MATCHES ONE WARNING IS GIVEN PER INNINGS BEFORE THIS LAW IS APPLIED**
- **Law 41.3 – No saliva to be applied to ball** RARE
 - *Carried over from Pandemic Times*
- **Law 21.10 - Ball bouncing over head height of striker is a No Ball** OCCASIONAL
 - *Previously was Wide Ball*
 - *Note: IPL and ICC T20I still following previous law but OCL will follow the new MCC law*



- Are you ready for Quiz Section?