



# CRICKET UMPIRING

*PCA Umpiring committee*



# CONTENTS

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- ❖ The Spirit of Cricket
- ❖ Cricket Pitch
- ❖ PCA rules
- ❖ Umpire Signals
- ❖ LBW
- ❖ Bowler foot-faults
- ❖ Extras
- ❖ Dead ball
- ❖ Bowled
- ❖ Caught
- ❖ Handled the ball
- ❖ Hit the ball Twice
- ❖ Hit Wicket
- ❖ Unfair deliveries

# THE SPIRIT OF CRICKET

❖ Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. **The Spirit of the Game involves RESPECT for:** Your opponents, Your own captain and team, The role of the umpires & The game's traditional values.

The major responsibility for ensuring the spirit of fair play rests with the captains..

## 1. Responsibility of captain

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

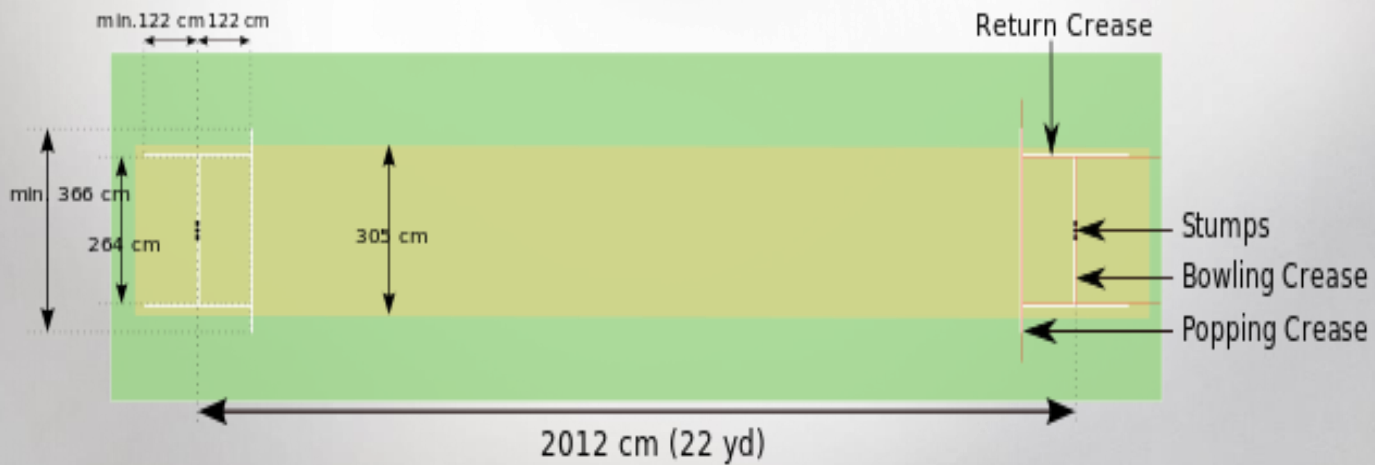
## 2 . Players' conduct

In the event of any player failing to comply with the instructions of an umpire, criticizing his decisions by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, requesting the latter to take action.



# CRICKET PITCH

The size of the field on which the game is played varies from ground to ground but the pitch is always a **rectangular area of 22 yards (20.12m) in length and 10ft (3.05m) in width.** The popping (batting) crease is marked 1.22m in front of the stumps at either end, with the stumps set along the bowling crease.



# PCA RULES (1 OF 5)

SOURCE – PCA RULES VERSION 2.0 (10/25/2016)

**\*\*FOR DETAILED RULES PLEASE REFER TO THE RULE BOOK**

## 1. General

- ❖ The competition shall be known as the Pittsburgh Cricket Association league [herein after referred to as the PCA].
- ❖ No games will be rescheduled due to weather related circumstances.

## 2. Matches & Playing times

- ❖ All matches will be 25 overs per club unless the overs are deducted by the umpires.
- ❖ Expected Match 1 times are 8.15 am to 1:15 pm and Match 2 times are 1.30 pm to 6:30 pm.

## 3. Start of the match

- ❖ Once the toss is spun, the winning club must immediately inform the opposing club of its decision and give 11 player list in writing.
- ❖ At least four members of a club must be at the ground prior to the start of a match, properly dressed in team uniform
- ❖ If one club is late for the match, the number of overs faced by that club only may be reduced by one over for each five minutes at the umpires discretion in case they don't agree to start with the minimum of 4 players that are present.
- ❖ The team responsible for the delayed start will be given one warning and if it repeats again then monetary late fee of \$100 and 2 points penalty will be executed for each subsequent offense.
- ❖ If a club is more than 30 minutes late, the match will be automatically awarded to the other club.

# PCA RULES (2 OF 5)

SOURCE – PCA RULES *VERSION 2.0 (10/25/2016)*

## 4. Bowling Restrictions

- ❖ Maximum overs a bowler can bowl in a 25 over game is five.
- ❖ If the number of overs is reduced before the start of innings, maximum overs per bowler = total reduced overs/5 rounded to next highest number

## 5. Power Play & Fielding Restrictions

- ❖ There can be no more than five fielders on the leg side at any time.
- ❖ There can be no more than two fielders behind the batsman on the leg side at any time.
- ❖ The umpire will call a no-ball on any infraction of Rules 10.1 - 10.2.
- ❖ Power Play rules:
  - Mandatory power play (1–5 overs): In an uninterrupted match (i.e. 25 overs), the first 5 overs of an innings will be mandatory power play. During the mandatory power play only three fielders are allowed outside the 30-yard circle.
  - Batting power play for three overs can be opted after 14 overs however, batting power play for three overs will be enforced at 18th over. During the batting power play only three fielders are allowed outside the 30-yard circle.
  - In the event of curtailed match power play overs will be adjusted based on pro rata basis



# PCA RULES (3 OF 5)

SOURCE – PCA RULES *VERSION 2.0 (10/25/2016)*

## 6. Results

- ❖ A minimum of 15 overs must have been completed in both innings to decide a winner. Unless a club has been bowled out prior to the 15 overs have been completed.
  - A total of five points for each game awarded as follows –
  - 4 Points to winning club,
  - 1 bonus points for reaching target in 20 overs,
  - In case of rain affected games, 1 bonus point for reaching target - in 80% of the overs of the team batting first. 1 point for holding opposition to 80% of team batting first score.
  - Bonus point will be avoided if second batting team scored greater than 80% of the target runs not equal to 80% and same goes to fielding team to get bonus point only if they restrict the opposition from scoring equal to less than 80%.
- ❖ In the event of scores being tied at the end of both innings, the following will apply.
  - For a regular season game, the points will be shared (2 points each).
  - For a playoff or finals abandoned matches will be rescheduled. However, if the match is tied the rules will be applied in the order listed below:
    1. The winner in head to head competition between the two clubs during the regular season.
    2. The club losing fewer wickets in the game will be declared the winner.
    3. The club with the higher overall scoring rate (runs per ball) in the game will be declared the winner.
    4. Coin toss

# PCA RULES (4 OF 5)

SOURCE – PCA RULES VERSION 2.0 (10/25/2016)

## 7. Code of Conduct

- ❖ The team captains should try to immediately diffuse any situation before it escalates to a punishable offense. Umpires have to file report jointly , If the umpire's report includes the following offenses, the action shall be taken as indicated:
- ❖ Verbal obscenities – Using foul language or gestures against another player or umpire on the field or the pavilion / ground area – **Umpire has to report it to the captain and give 1 warning; if it continues, umpire has the authority to suspend the player/s from the game.**
- ❖ Physical contact Level 1 – Shoving or pushing, insulting (race religion etc), spitting at, biting, bullying, threatening, inappropriate physical conduct that causes discomfort, etc, to another player or umpire on the field or the pavilion / ground area – **suspended from game in progress followed by next 1 game suspension plus \$100 fine to play further in the season. Assessed suspension / unpaid fines will carry forward into the next season.**
- ❖ Physical contact Level 2 - Throwing punches, kicking another player or umpire, on the field or the pavilion / ground area – **suspended from game in progress followed by next 3 games suspension plus \$250 fine to play further in the season. Assessed suspension / unpaid fines will carry forward into the next season.**
- ❖ Physical contact Level 3 – Hitting another player or umpire using a bat, stumps or any other object that can inflict severe injury – **suspended from game in progress followed by lifetime suspension from the PCA league.**



# PCA RULES (5 OF 5)

SOURCE – PCA RULES *VERSION 2.0 (10/25/2016)*

## 7. Code of Conduct (contd.)

- ❖ All clubs must participate in all matches that they are scheduled to play. If a club fails to turn up for two or more matches in a season, that club will be expelled from the League for the following season.
- ❖ All membership and registration dues are non-refundable as the PCA is a non-profit organization and the funds may already have been earmarked for spending.
- ❖ **Social Media Outburst** – Public posts that directly or indirectly tarnish the image of Pittsburgh Cricket League (PCA) by members will be subjected to violation of the code of conduct. At the committee's discretion the responsible party will be levied fine or suspension of the match(es). The fine and suspension will be subjected to the level of the offense which can vary from single match to life time ban.
- ❖ **PCA Annual representation** – It is mandatory requirement that at least TWO members from each team need to be involved in PCA Annual event failure to comply will be subjected to \$500 penalty towards following season 's registration fee. OFFICIALLY boycotting the annual event will result in to \$1000 penalty for the responsible team (team cannot play under same or part of the team name).

# UMPIRE SIGNALS



out



leg-bye



no-ball



dead ball



bye



boundary 6



boundary 4



wide



short run



disregard  
last signal

# LEG BEFORE WICKET – PLAYING A STROKE

On appeal, the umpire must answer 4 questions

❖ Having confirmed it was a fair ball – not a NO-BALL

*1 If the ball pitched, was that between wicket & wicket or on the Off-side & **NOT ON THE LEGSIDE?***

*2 Was the first point of interception the striker's person or equipment and not his bat?*

*3 Was the first point of interception between wicket & wicket?*

*4 Had the ball had not been intercepted, would it have hit the wicket?*

*If you have any doubt or answer NO to any question The striker must be given **NOT-OUT***



# LBW – AN INTERCEPTED FULL TOSS

If the ball was an intercepted full-toss the point of interception is critical

❖ Question 3 becomes important

*2 Was the first point of interception the striker's person, or equipment and not his bat?*

*Unchanged*

*3 It must be between wicket & wicket, NOT on the Off-side?*

*4 Had the ball had not been intercepted, would it have hit the wicket? Unchanged*

The umpire must accept that the ball was going to follow the same trajectory had it not been intercepted

*If you have any doubt or answer NO to any question The striker must be given NOT-OUT*

# LEG BEFORE – NO STROKE PLAYED

On appeal, the umpire must answer 4 questions

❖ Having confirmed it was a fair ball – not a NO-BALL

*1 If the ball pitched, was that between wicket & wicket, or on the Off-side & NOT ON THE LEGSIDE?*

*2 Was the first point of interception the striker's person, or equipment and not his bat?*

*3 Was the first point of interception between wicket & wicket, or on the Off-side?*

*4 Had the ball had not been intercepted ... would it have hit the wicket?*

*If you have any doubt or answer NO to any question The striker must be given NOT-OUT*

*\*The underlined part of question 3 applies only if the striker was not playing a stroke.*

QUESTION 1- DID THE BALL PITCH IN A LINE BETWEEN  
WICKET & WICKET, OR ON THE OFFSIDE?



If the ball pitched in line with  
the stumps or on the off-side  
The answer is YES  
go to Question 2

If the ball pitched  
anywhere outside the line  
of leg-stump  
Call NOT OUT



QUESTION 2- WAS THE FIRST POINT OF IMPACT  
THE STRIKER'S PERSON, DRESS OR EQUIPMENT  
AND NOT HIS BAT ?



**If YES  
go to the Question 3**

**If the ball struck the bat  
first  
call NOT-OUT**

QUESTION 3- WAS HE PLAYING A SHOT OR NOT? (A) IF HE WAS PLAYING A SHOT WAS THE FIRST POINT OF IMPACT BETWEEN WICKET & WICKET?



if YES  
go to the Question 4

if NO  
call NOT-OUT

If he was NOT playing a shot go to the Part (b)

**B) IF HE WAS NOT PLAYING A SHOT - WAS THE FIRST  
IMPACT BETWEEN WICKET & WICKET OR ON THE OFF-SIDE?**

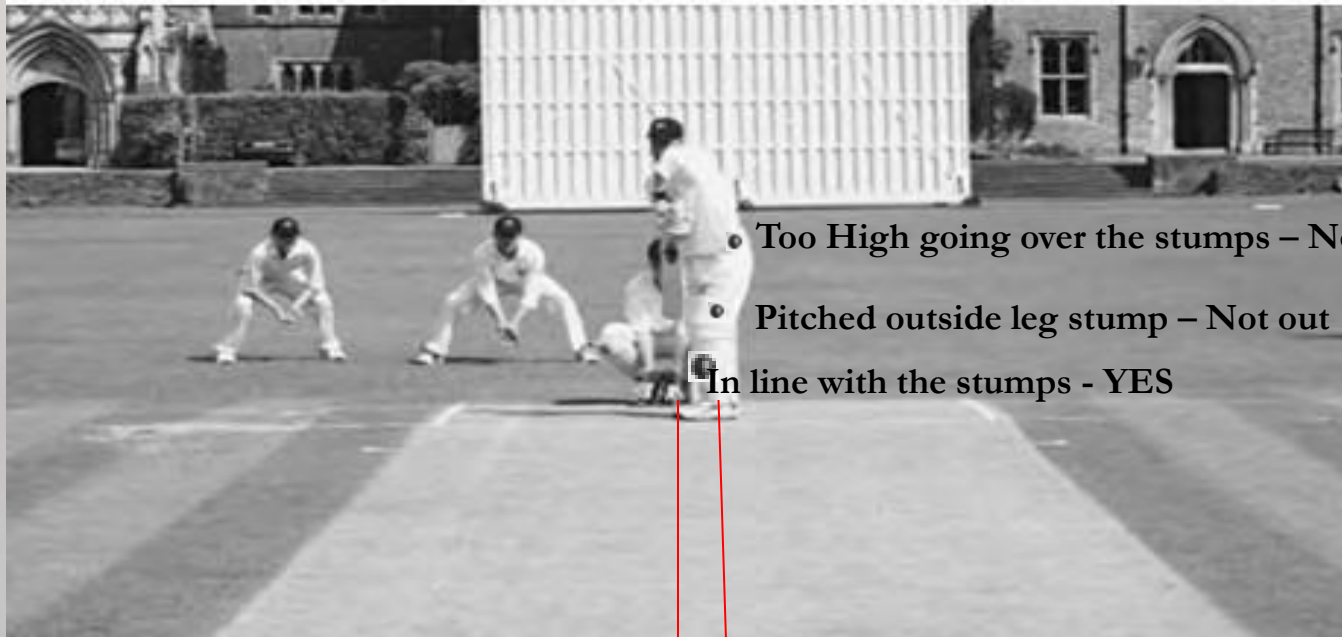


**if YES  
go to the Question 4**

**if NO  
Call NOT OUT**



QUESTION 4- HAD THE BALL NOT BEEN INTERCEPTED  
IN YOUR OPINION  
WOULD THE BALL HAVE HIT THE WICKET ?



Too High going over the stumps – Not out

Pitched outside leg stump – Not out

In line with the stumps - YES

# OUT – LEG BEFORE WICKET

Have you made your decision? **OUT** or **NOT OUT**



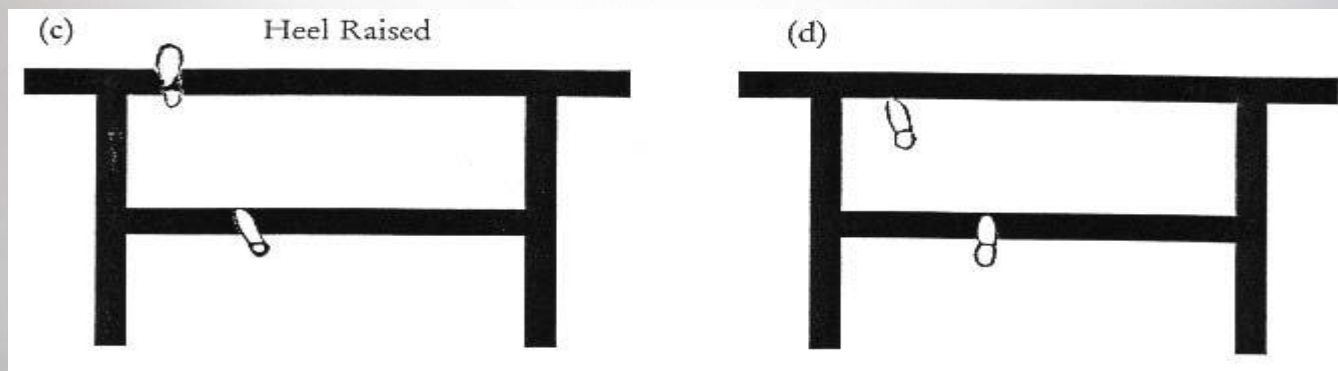
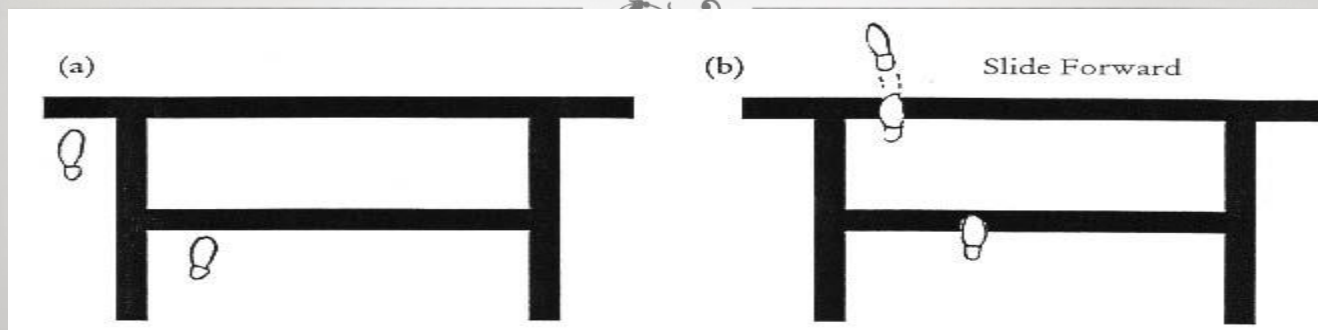
If you have a slightest doubt of any point -  
you must call – **NOT OUT**

# BOWLER FOOT-FAULTS

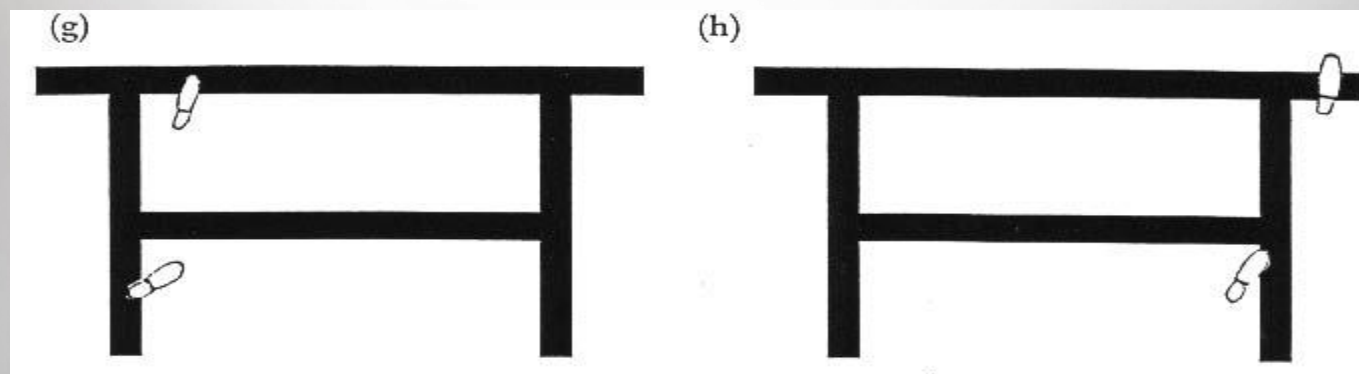
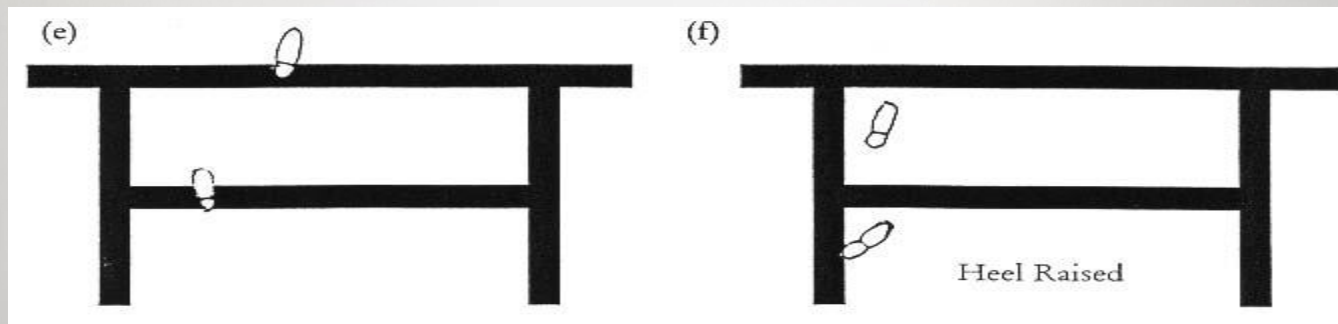
- ❖ During the delivery stride the bowler's **front foot** must have some part **grounded or raised** behind the Popping crease
  - It is acceptable for part of the foot to land behind the crease and then slide over it
  - It is acceptable for part of the front foot to be raised over the crease without touching it even if it is outside the line of the Return crease
- ❖ During the delivery stride the bowler's back foot must **land within and not touch** the Return crease
  - Part of the back foot may be over the Return crease, but that part must be raised so it is **not actually touching the line**
- ❖ If the bowler's end umpire **not entirely satisfied** that these provisions have been met, he will **call & signal NO-BALL at the instant of infringement. Fair / NO-BALL Back foot Front foot**
  - (a) **Fair delivery** Inside Return creases Behind Popping crease
  - (b) **Fair delivery** Inside Return creases Landed behind Popping crease
  - (c) **Fair delivery** Inside Return creases Raised foot behind Popping crease
  - (d) **Fair delivery** Inside Return creases Behind Popping crease
  - (e) **NO-BALL** Inside Return creases In front of Popping crease
  - (f) **Fair delivery** Raised over Return crease Behind Popping crease
  - (g) **NO-BALL** On Return crease Behind Popping crease
  - (h) **NO-BALL** On Return crease Behind Popping crease
  - (i) **NO-BALL** Inside Return creases In front of Popping crease
  - (j) **NO-BALL** Inside Return creases In front of Popping crease



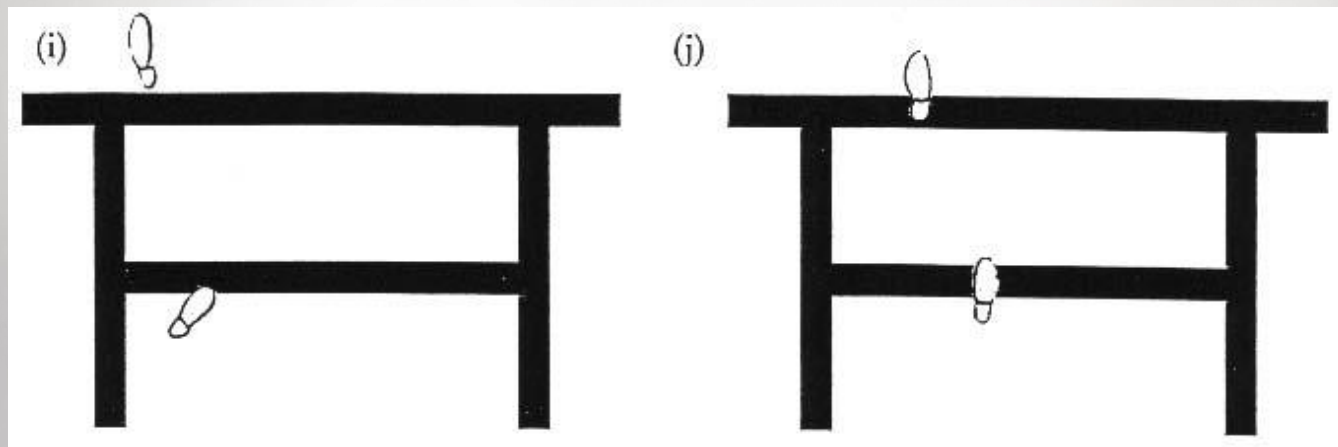
# BOWLER FOOT-FAULTS



# BOWLER FOOT-FAULTS



# BOWLER FOOT-FAULTS





# BOWLED

**Only the striker batsman can be dismissed Bowled**

- ❖ If the ball breaks the striker's wicket having already touched the striker or his bat, the dismissal is **Bowled**
- ❖ Bowled is not permitted off a **NO-BALL** and it is impossible off a **WIDE**
- ❖ *No runs are scored*

# CAUGHT

**Only the striker batsman can be dismissed Caught**

- ❖ The catch must be taken within the field-of-play
- ❖ More than one fielder can be involved provided the ball never touches the ground inside the boundary before the catch is taken
- ❖ If a fielder having contacted the ball - throws it up then leaves the field-of-play without the ball in hand then returns to complete the catch that is a valid catch
- ❖ Caught takes precedence over all other dismissals except Bowled
- ❖ Caught is not permitted off a NO-BALL and it is impossible off a WIDE
- ❖ *No runs are scored, even if the batsmen have completed a run before the catch is made*

# HANDLED THE BALL

❖ **Either batsman can be dismissed Handled the ball**

*A batsman is not permitted to touch the ball with his hand/s without a fielder's consent.*

❖ **This is a rare form of dismissal**

*e.g. to deflect a ball coming at his face .This is an instinctive reaction as opposed to a deliberate act*

**Handled the ball example – no use of hands to deflect the ball from falling onto his stumps**



# HIT THE BALL TWICE

❖ The striker is permitted to hit the ball more than once

*\*provided it is for the sole purpose of guarding his wicket*

❖ But if when doing so he prevents a catch being taken

on Appeal the bowler's end umpire must dismiss him Hit the ball twice

*\*The difficulty of the catch must not be considered*

❖ This is a rare form of dismissal

# HIT WICKET

❖ Only the striker can be dismissed Hit-wicket

if his wicket is broken by his person, clothing or equipment while he is receiving or preparing to receive a delivery even if the ball hit his bat or person first

❖ From the time the bowler enters his delivery stride the striker is vulnerable to being dismissed while he is facing or receiving the ball, or when setting off for his first run immediately after playing the ball

# EXTRAS (1 OF 3)

**No-balls** - A No-ball is a bowling extra debited against the bowler. NO-BALL must be called & signaled for these reasons:

- The ball **must be bowled**, not thrown
- \*A bowler's foot fault results in a no ball **FREE HIT**
- \*A bowler delivering a fast short-pitched delivery above **head-height and touch the bat** (of the striker standing upright at the crease) **FREE HIT**
- \*A bowler delivering a **full-tossed delivery** above **waist-height** (of the striker standing upright at the crease) **FREE HIT**
- The wicket-keeper **encroached in front** of his wicket while the ball is being delivered
- More than 2 fielders stationed behind square-leg

**The penalty for a No-ball is:**

- One run scored in addition to any runs scored or completed otherwise; if the striker hits
- That ball is not counted as a ball of the over – it must be re-bowled
- There will be a **FREE HIT** next ball on the scenarios\* listed above.



# EXTRAS (2 OF 3)

**Wides** - A Wide is a bowling extra debited against the bowler

❖ A bowler delivering a ball that the bowler's end umpire considers too wide of the striker for him to play a legitimate stroke. Also, ball passing over the head and not hit by the batsman is a WIDE.

❖ **The penalty for a Wide is:**

- One run scored in addition to any runs scored or completed otherwise, the striker cannot gain credit for any runs scored off a Wide
- That ball is not counted as a ball of the over – it must be re-bowled

**Byes** - A Bye is a Fielding extra

❖ It is an otherwise fair delivery, that passes the striker without making contact with him or his bat and one or more runs are scored; that would not be considered as being a Wide

- The runs scored are not debited against the bowler but against the wicket keeper
- The striker cannot gain credit for a Bye
- There is no additional penalty for a Bye

# EXTRAS (3 OF 3)

## **Leg-byes - A Leg-bye is a Fielding extra**

❖ It is an otherwise fair delivery, that makes contact with the striker (unintentional) and one or more runs are scored provided the striker

- Attempted to hit the ball with his bat
- Moved to avoid injury
- The striker cannot gain credit for a Leg-bye

**Dead-ball - After the call of PLAY, the ball comes into play when the bowler starts his run-up or bowling action.** The ball becomes automatically Dead when:

- A batsman is dismissed, A boundary is scored
  - The ball has finally settled in the hands of the bowler or wicket-keeper
  - The ball becomes trapped in the helmet of a batsman
  - An umpire calls OVER or TIME
- ❖ An umpire must call & signal DEAD-BALL when:
- He intervenes in the case of unfair play
  - A player or umpire is injured
  - To disallow Leg-byes; (the batsmen return to their original ends and no runs are scored)
  - A bail drops from the striker's wicket before receiving a delivery

# UNFAIR DELIVERIES

❖ If the umpire believes a **deliberate Fast** Full tossed delivery, that passes or would have passed above **waist-height (B below)** of the striker standing upright at the crease, the umpire must call & signal NO-BALL, and

- when the ball is dead direct the fielding captain to take the bowler off forthwith.

## **Striker standing upright at the crease**

**A** Full-tossed delivery above **shoulder-height** ..... fast or slow \*

**B** A Fast-full-tossed delivery above **waist-height** ..... must be fast \*

If any such delivery is bowled, the bowler's end umpire must call & signal NO-BALL

❖ \* **PCA** has decreed that **2** Full tossed delivery (**A** or **B** above) above waist-height shall be deemed dangerous and shall be called and signaled NO BALL And **BOWLER can't bowl for rest of the match.**