



## PCA Umpiring GuideLines 2014

- Reach the ground 15 mins prior to start of the game.
- Umpiring late show – (15 minutes before match scheduled time) will lose umpiring fees.
- Umpiring no Show – 2 points deducted from team points.
- Balls provided by the PCA shall be used for all the matches. NO cricket balls other than PCA supplied are allowed. PCA provided practice balls can be used if balls are lost or damaged due to weather conditions.
- Game can be started if at least 4 members are present on each side.
- NO team player is allowed to play in SHORTS.
- Make sure both the teams are using the new scorecards for both batting and bowling.
- Morning games start at 08:15 AM and ends at 01:15 PM. Afternoon games start at 01:30 PM and ends at 06:30 PM.
- Below are considered genuine reasons for a delayed start game.
  1. If anybody is involved in emergency situation with respect to health or involved in an accident
  2. "Road Closed" situations. Respective captains and umpires need to introspect the situation and record the incident.
  3. Gates not opened at Linbrook or any other delay caused by park authorities.In all the above cases overs need NOT be curtailed if umpires feel 25 overs a side can be completed. Otherwise need to deduct 1 over for every 5 minutes delay.
- If play is delayed because of non-availability of a team, the team is given warning for the first time. If it is repeated the team will have to pay \$100 and 2 points penalty will be executed for every subsequent occurrence. The fine will not be levied if the delay happens because of genuine reasons mentioned above.
- Captains should ensure that their scorer puts the total score at the end of every over because par score is used to decide the target score for the team batting second.
- If a team is late by more than 30 minutes the opposite will be declared as winner.
- Game can start without umpires.
- Get team list from captains before start of game.
- If someone is not on the field they have to wait till they can bowl for the duration of overs they were off the field.
- Innings break – 10 minutes. Drinks break – 5 minutes.
- Limit innings break if over rate is slow. Drinks break is optional if any teams want it.
- Drinks break is at end of 13th over unless wicket falls in 12th over or after in which case it will be taken immediately.
- Playable condition determined by umpires ONLY. Match should be played unless it is pouring rain. Also you have to wait at least 30 minutes for rain to stop before calling off unless both teams agree to match being called off.
- Rain delay - reduce overs at 5 mins per over if batting first. If delay comes during team batting 2nd, use par score at the end of over for over reduction for new target. Team has to score more than target to win. Wickets lost don't count. If par score is not available use average run rate.
- Minimum 15 overs have to be bowled in the 2nd innings to decide winning team. (unless the team batting second are all out or the target runs are surpassed)
- Please have teams mark the boundary with sponsor flags Sat morning and have teams remove them on Sunday evening after game. Put up any sponsor banners and remove them using same protocol. If game gets rained out, make sure you do this irrespective of when the game is played. If rain is expected on Sunday, these have to be removed Saturday evening itself.
- Sign off on the scorecards and notify reasons on it for a delayed start, if any.
- Keep wickets in the storage.
- No drinking policy on county premises.
- In coordination with captains of both the teams make sure the pavilions are clean and sign off on the relevant section of the scorecards. Record on the scorecard if there is any non-compliance.
- The poles (Edgebrook) & trees (Linbrook) which are inside the boundary will be treated as 4 along the ground or 6 if hit on the full. If the ball touches any of the branches of the trees, then it will be declared 6.



- Batting cage in Linbrook – Unless the ball touches any part of the cage the ball is considered to be in play. It will be declared a 4 if it touches any part of the cage after bouncing or on the full it will be declared a 6.

### **No Ball**

- Above waist full toss. Not a no ball if batsman is coming down the wicket.
- Ball bouncing above the head of the batsman in his normal stance.
- Over the shoulder – give 1 warning, 2nd time in the same over, call a no ball.
- Overstepping front line or stepping on side line. All part of the foot has to be ahead of the front crease.
- If a bowler throws rather than bowls.
- If a bowler breaks the wicket during the delivery stride

### **Wide ball**

- Anything down the leg side
- Ball pitching outside the mat.
- Any ball clearly outside the off stump at such a distance to make it virtually impossible for the batsman to play a normal stroke from where he would normally be standing

### **Dead ball**

- Ball pitching twice or more before reaching the stumps
- Rolls along the ground before reaching the batsman.

### **LBW**

- Batsman can be given out obstructing the ball with part of the body in front of the stumps.
- Not out if pitched outside the leg stump even if it is going to hit the stumps.
- Consider height of the ball after pitching if it will take it above the stumps
- Consider batsman playing forward.
- If you feel there is an inside edge, refer to leg umpire for this if in doubt.

### **Field Restrictions**

- Not more than 5 fielders on the leg side.
- Not more than 2 behind the wicket on leg side not counting WK.
- Call a **NO Ball** in case of the above 2 violations.

### **Code of conduct**

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.**