

Ark-Tenn Cricket League

Umpiring Guidelines

There are 2 sections to this document, one for Neutral Umpires and one for Leg Umpires. There is also a section for some important rules to pay attention to. Please make sure your team reads this and understands the rules and responsibilities of umpiring in a game.

Neutral Umpires:

We will have 1 neutral umpire per game in the round-robin phase of the league. It is the responsibility of the team that has been assigned on the schedule to send someone to be the neutral umpire for a game. There will be point penalties enforced if a team fails to provide a neutral umpire. The committee will work with teams in case of excruciating circumstances, but teams have to let the committee know well in advance (not on the day of the game).

Here are a few suggested guidelines for neutral umpires:

1. The Neutral Umpire will be the main umpire for the entire game. **He has the right to override a leg umpires decision if he is sure that the leg umpire has made an erroneous decision.**
2. Umpire must carry pen and paper to document incident on field.
3. Umpire must be dressed in a collared white t-shirt along with full dark colored pants. If umpires are not dressed appropriately it is up to the two captains to notify the committee about the same via the committee email address.
4. Umpires are responsible to file an Umpire Report after each game they have umpired for. If an Umpire fails to file Umpire Report will result in a half point deduction for his respective team. The half point rule deduction will be enforced until the report has been filed or up to 2 full points. **See Section 7.12 in Rule & Regulation**
5. Please show up at the ground at least 30 minutes before the scheduled start of the game. If the start time is 10:00 A.M, please show up by 9:30am. If the teams want to start early, they will contact you to let you know of the start time change.
6. Toss has to be completed at least 15 minutes before the start of the game. Please ask captains to be ready with a decision immediately. There should be no “will let you know in a few minutes”. The first ball has to be bowled at scheduled start time.
7. Umpire must understand the 8 player rules in ATCL Rules & Regulation section 7.3 of Time, Scoring and Umpiring.

8. Inspect the playing field to make sure:
 - a. There are no obstacles or foreign objects on the field.
 - b. The outfield is fairly even and there are no puddles. If there are puddles, let both captains know and come to an agreement about what to do if ball reaches/rolls over the puddle.
 - c. The home team has marked the boundary (per ATCL rules) with lines/flags so they are visible from the pitch.
 - d. The home team has marked the inner circle with lines/low-profile cones.
 - e. The home team has marked clearly visible creases on both ends including batting creases, wide lines, and if applicable, return crease. Note that many of our pitches are not wide enough to have return crease.
 - f. The pitch looks clear of any debris and there are no obstacles to running on the pitch. Also, make sure both captains know of any tears or defects in the carpet.
 - g. If the carpet is wet due to rain or any other source such as sprinkler, make sure both captains know of this and are in agreement of its state. Ultimately it is the neutral umpire who decides if a pitch/ground is playable or not.
 - h. Make sure both captains understand that they are batting both sides (standard practice). If the ground/pitch is not conducive to use both sides, discuss with both captains and decide on one side batting. Usually the home team will suggest if there cannot be batting on both sides and so make sure visiting captain is in agreement with this. If there is no agreement between the 2 captains, the neutral umpire will decide this or fall back to playing both sides whichever he deems right in that situation.
9. If there has been rain in the area before the game, make sure you understand the rules for rain-affected games in the rules document. Ultimately, it is the neutral umpire who decides if the conditions allow for a game to be played. Consult both captains and come to an agreement on waiting time, over reduction, etc. A neutral umpire can call off a game if he feels confident that the conditions do not permit playing.
10. Make sure both teams have exchanged names to score on their respective devices. Scoring on both team's devices is mandatory. If one team can't then umpire needs to make note and notify the committee in his report. See section 7.7 Rules & Regulation
11. Try to carry a stopwatch or some timing device with you. Please refer to the ATCL rules document for time allowed for each innings and also the breaks in between. The neutral umpire is responsible to enforce this. He has the rights to enforce any penalties as specified in the rules document.
12. Understand the power-play rules as mentioned in the rules document Section 5.9.
13. Take a note of any delays that may occur during an innings such as train passing by, injury to players, foreign objects on the field, ball lost, etc. and deduct that from the innings time. Also, keep track of batsmen delaying the game. Neutral Umpire can warn batsmen if he feels they are delaying on purpose.

14. We cannot control the comments, noise made by the spectators who come to watch the game but take a note of the behavior of the playing XI from both teams. We play a gentleman's game and so everyone is expected to conduct themselves with honor and respect to every other player. Friendly banter is fine as long as nothing personal or hurtful/insulting is said. If such a situation arises, please talk to the 2 captains about this. If a captain cannot bring his team's player(s) under control, neutral umpire can eject said player(s) from the game.

15. **Neutral Umpire Penalties:** Teams not sending an umpire will be penalized 1 point. If an umpire is running late and he fails to inform the home team captain, then the particular umpire will be penalized 50 percent of his umpiring fees. Home teams not confirming game changes with the neutral umpire will be issued warnings for 2 separate incidents. If it occurs a 3rd time where the home team fails to notify the neutral umpire of any changes the home team will be penalized .5 point.

Leg Umpires:

Opposing team captains will pick four players who can perform leg-umpiring duties. It is the responsibility of team captains to know who will be leg umpires from the team they are playing in a game, their team and the other team as well.

1. The Leg umpire will work with the neutral umpire to officiate the game. Please talk to the neutral umpire to understand if he needs you to do anything other than standard leg umpire duties (keep track of balls in an over, substitute fielders, etc.).
2. In our league, it has become standard practice for the leg umpire to carry water/drinks to provide to the batsmen and/or fielders. Please be reasonable in this and do not carry more than you can handle to do your job, which is to be an umpire.
3. Please read the rules associated with height no balls in the rules document.
4. It is standard practice for the leg umpire to stand on the leg side of the batsman, a safe distance away (usually near the 30-yard line) so he does not interfere with fielders, throws, shots, etc. However, in our league, sometimes leg umpires do stand only on one side with the consent of the fielding team and the neutral umpire.
5. Although the batsmen are from your team, there will be no encouraging them or guiding them when you are umpiring. You are expected to perform your duties as a leg umpire with no emotion or favoritism.

Important rules to pay attention to:

In addition to all the ATCL and ICC ODI rules, the following are a few rules that umpires in our league have questions about:

1. **Free Hit No Ball** - Free Hit after a foot-fault no ball... the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply). The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upward and moving it in a circular motion.
2. **Ball bouncing more than twice or rolling along the ground:** The umpire shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease. ICC Law 24.6 (No Ball).
3. **LBW:** The most important decisions you will have to make as a neutral umpire have to do with Leg-Before decisions. Please review the rules as described in the following locations:
<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-36-leg-before-wicket,62,ar.html>
http://news.bbc.co.uk/sport2/hi/cricket/rules_and_equipment/6125026.stm