

## UMPIRING CHEAT SHEET –Colorado Tennis Cricket League-T16

### **Timing and Inspection:**

Please be at the ground on time, preferably 15 mins before scheduled game start time.

#### Once at the ground,

- 1) Inspect the ground conditions, pitch conditions and boundaries marked at 60 yards
- 2) Talk to both captains about rules you are going to follow, specially about wide's on leg side, bowlers actions, discipline, break time etc. and be consistent during the entire match.
- 3) **Toss should be done 10 minutes before start of play by any player of the team.  
Please do not wait for captain for the toss.**

### **Late Start Penalty**

Game can start on time, if there are at least 7 players.

- Both teams need to have at least 7 players to start a game.
- If both teams have 7 players, game needs to start immediately.
- 0 to 15 minutes late: No action taken/grace time.
- 15 to 30 minutes: 2 overs will be cut for the team arriving late during their batting innings.
- if both teams arrive between 15 and 30 minutes, 2 overs are cut for both teams.
- 30 minutes and over: Walkover given to the other team, If both teams arrive late, match stands cancelled with no rescheduling and 0 points for both teams.

### **Weather delay**

- In case match is delayed due to weather conditions and if the match starts after **30 minutes of grace time**, the umpires will reduce the overs using the guideline of 4 minutes per over and both the teams will play the same number of overs
- If the game is delayed during the second inning the revised target will be based on the average of the team batting first and the overs allocated to the team batting second. The Umpires will notify the Captains, Scorers and all others concerned of such decisions.
- A Minimum of 10 overs must be bowled to each team to constitute a match.
- Umpires may decide against the over reduction if it does not affect the next game.
- **Average Method example to decide winner:**
  - If team batting first scores 80 runs in 16 overs – the average is  $80/16 = 5$  runs/over.
  - If while the team is batting second:
    - The game is stopped before 5 overs are completed and cannot be continued, the match stand abandoned with No Result
    - The game is stopped at 7 overs with the score on 42 – the average is  $42/7 = 6$  runs/over. Then the team batting 2<sup>nd</sup> is declared winner if the match cannot be completed further.
    - The game is stopped at 7 overs with the score on 28 – the average is  $28/7 = 4$  runs/over. Then the team batting 1<sup>st</sup> is declared winner if the match cannot be completed further.

- In case the number of overs completed is not a whole number, for eg: 7.5 overs, the average is  $28/7.5 = 3.73$  runs/over. In these cases, always calculate to 2 decimal places.
- In case the average ends up the same, the match ends in a tie.

### Break

5 minute drink interval can be taken at the completion of the 8<sup>th</sup> over in each innings and there will be 10 minutes interval between the innings.

### Power play overs

First 4 overs of every innings will be the mandatory powerplay. During power play overs only 2 fielders should be permitted outside the 30 yard circle.

### Power play overs in shortened matches

Total Number of Overs in Innings(for reduced innings)	No. of overs for which power play applies
10 overs	2
11 to 15 overs	4

### Field Restrictions

- No more than 5 fielders on the leg side, no more than two fielders other than the wicketkeeper shall be behind the popping crease on the leg side at any given point of time.
- For the first 4 overs (power-play), only 2 fieldsmen are permitted to be outside the inner circle.
- For the remaining overs maximum five fieldsmen are permitted outside the inner circle.

**Do not give LBW - If the batsman deliberately avoids getting bowled by using his body to block the ball from hitting the stumps, then umpire should give him a warning.**

**Wide Ball / Dead Ball:** Follow the lines marked on both sides.

### When ball is pitched on the edge or outside the pitch -

- If the ball is pitched outside/ on edge of the pitch and comes back in within the lines marked for wide, declare that ball a dead ball.
- If the ball is pitched outside / on edge the pitch and remains outside the lines marked for wide, declare that ball a wide ball.
- If the ball pitched outside / on edge of the pitch and did not cross the wickets, declare that dead ball

## NO BALLS

- Above Waist full toss
- Beamer:
  - 1<sup>st</sup> beamer will be called no-ball and 1<sup>st</sup> warning given to bowler.
  - 2<sup>nd</sup> beamer will be called no-ball and 2<sup>nd</sup> warning given to bowler
  - 3<sup>rd</sup> beamer will be called no-ball and bowler will be removed from the attack and will not be allowed to bowl again in the innings.
- Any ball that bounces, or would have bounced, over the shoulder of the batsman.
- Fielding placements: Umpire can call no ball if:
  - More than 5 fielders on the leg side
  - More than 2 outside the inner circle in power play overs
  - More 5 than outside the inner circle in the non-power play overs.
  - More than 2 players (other than the wicketkeeper), behind the popping crease on the leg side.
- Overstepping the front line.

**Free Hit after a Foot Fault No Ball:** The free hit option will not apply.

### Byes and Leg Byes

Byes and Leg Byes will be allowed during all the game. No runs should be allowed if the batsman does not offer a shot.

**Bowler Chucking:** Batsman needs to inform the umpire. The leg umpire will check the bowler and call a no-ball if he feels the bowler is chucking. Later, report the bowler to EC.

**Batsman retired hurt** – The batsman can return after his team has at least lost 5 wickets. If he left during his team's fielding....he has to sit out for some period of time before he can come to bat. Simply, if he did not field for last 5 overs he cannot come and bat before 5 overs of his team's batting innings unless his team lost 5 wickets before that.

**Batsman playing with a runner** – Runner is allowed only if the batsman was injured during batting or fielding. If he was injured while fielding he cannot bat for the same number of overs he did not field. Umpire and the captain of the opposite team should agree to it.

**Super sub** – Each team can use 12 players, but only 11 players can bat, bowl or field at a given point of time. Super sub (12<sup>th</sup> player) needs to be declared during the toss. He can either bat or bowl.

**13th man rule** - When a 13th man is used to rest the regular bowler/batsman, the bowler/batsman taking rest cannot bowl/bat for the equal number of overs he sat out. For example if a bowler is tired and decided to sit out after 6th over of the innings for 4 overs, then although he is back in the 11th over, he cannot bowl till 15th over.

### Finality of Decision

-Umpire's decision is final.

-Always consult the other umpire in case of any ambiguity before making the final decision

-A batsman once given out, as per ICC rules can be recalled to the crease by main umpire.

### Scorecard and Reports

Verify after each innings, sign at the end of the match and hand it to winning captain.

Umpire's report should be sent to [ctcl-ec@yahoo.com](mailto:ctcl-ec@yahoo.com) by 10PM MST of the following Wednesday.