



CRICKET DICTIONARY

*A comprehensive,
easy to read study
of the laws for
umpires and
enthusiasts.*

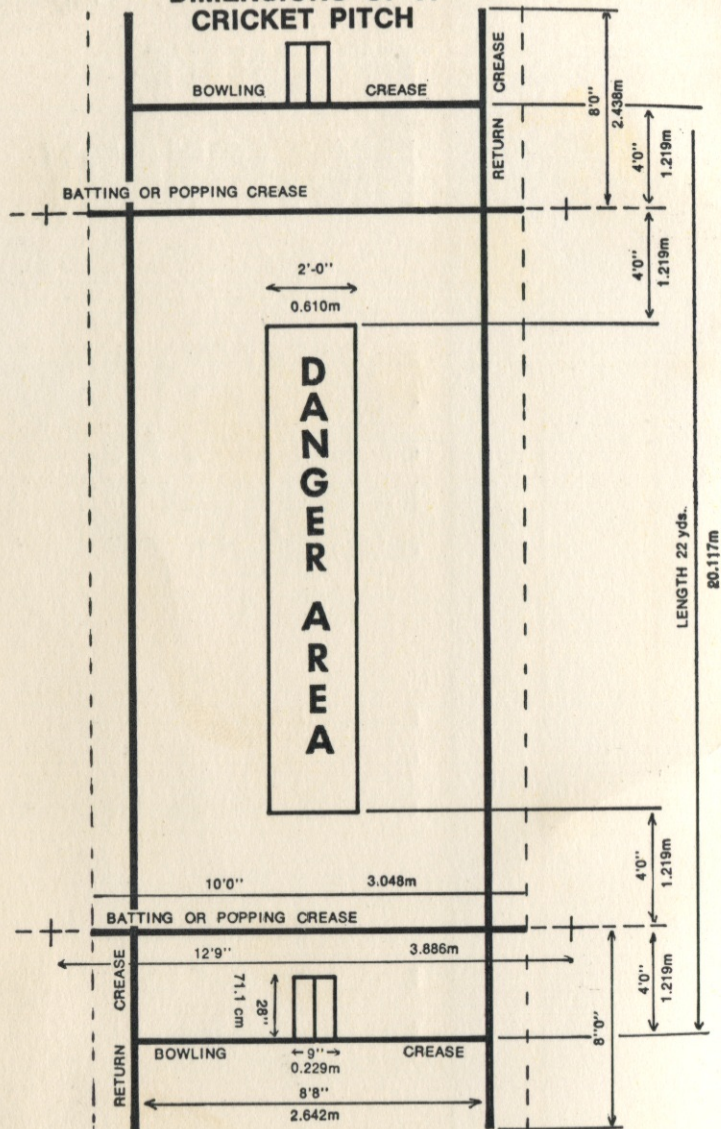
Compiled by:

THE WESTERN AUSTRALIAN
CRICKET UMPIRES ASSOCIATION

With a foreword by:

IAN BRAYSHAW

DIMENSIONS OF A CRICKET PITCH



FOREWORD

What do we cricketers look for in an umpire?

I have always thought the perfect umpire to be a man strong, yet not too strong, in full command of the situation, yet not overbearing, fully conversant with the letter of his laws, yet not finicky with them, able to make a decision (some umpires find this difficult) and perhaps above all, a colleague, rather than an adversary, of the players.

The man who can package all these qualities, along with the countless other attributes of good umpiring like patience, concentration, humility, tolerance and a sense of humour, will stand tall with the great dispensers of cricketing justice.

In my time and experience not many have approached these pinnacles . . . but then again, there haven't been too many Don Bradmans either!

However, there is nothing to stop any of us, umpires and players alike, aspiring to perfection.

And the umpires of Western Australia have, in presenting this well-thought-out and easy-to-understand publication, given us all the opportunity to move a few steps closer to that goal.

In going to such lengths to outline and explain the laws of the game they have paid considerably more than lip service to the fact that cricket is one constant learning process.

Through reading these information-packed pages I have found, somewhat to my amazement, just how much more there is to this part of cricket than I had originally thought.

I thank all concerned with this excellent publication for bringing that revelation to me at this stage in my career.

Also I congratulate them for their foresight in conceiving the idea of such a book and their dedication in getting the job done.

Finally, I thoroughly recommend the book itself to people from every walk of cricket life.

Ian Brayshaw
Ian Brayshaw.

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INTRODUCTION

Following disappointing examination results of the W.A.C.U.A.'s 1976 winter school for umpires, it became obvious that there was a need for a coaching manual to co-ordinate the work done by our tutors. The high failure rate was due, not to poor candidates, but rather to the lack of a suitable coaching manual. This handbook was conceived to aid the tutors of our winter schools; to decrease the possibility of them overlooking any important implications of the Official Laws.

However we believe that the results of our work will be of value not only to those tutors or umpires but to any person really interested in having at their fingertips a frank interpretation of The Laws of Cricket.

It is emphasised that, in no way can this work be regarded as a substitute for the umpires' copy of both the Official Laws and the late Colonel Rait-Kerr's excellent book "Cricket Umpiring and Scoring". Perhaps I can be vain enough to suggest that it could be regarded by some as a third part of essential reading for umpires and as a quick reference for enthusiastic spectators.

We are deeply indebted to the following people:

Mr. Jim D'Arcy-Evans for the articles on Stumped, Umpires' Equipment and Signals.

Mr. Don Hawks for the comments on Obstructing the Field, Time Wasting, Penalties, The Wicket is Down, and Ground, Weather and Light.

Mr. Peter McConnell for writing on Short Runs, Run-out, Hit Wicket, Boundaries, Declarations, Follow-on, Intervals and Dead Ball.

Mr. Bill Powell for the articles on Altering decisions, Appeals, Before the game, Bouncers, Bowled, Byes, Caught, Danger Area, Fall of Wicket, Handled the Ball, Hit the Ball Twice, Implements, Last Hour, Leg Before Wicket, Leg-byes, Lost Ball, No-ball, Over, Pitch, Result, Retiring, Scorers, Start of Play Stealing Runs, Substitutes, Time, Wide Ball.

Mr. Don Weser for his help and advice throughout.

We are further indebted to these five gentlemen for their assistance with the final proof-reading of the material.

Finally, on behalf of all members of the Western Australian Cricket Umpires' Association, I wish to express our deep gratitude to the Western Australian Cricket Association for their assistance in the production of this book. We all hope that it will provide cricket followers with a better understanding of the game.

President, W.A.C.U.A.

July, 1977.

CRICKET DICTIONARY

ALTERING DECISIONS (Law 47, Note 3)

This note makes it quite clear that an umpire may change his decision and it has been known, even at First Class level, for an umpire to follow a batsman into the change-rooms to tell him that he is not out. That, of course, would happen only in very unusual circumstances for the note does say that alterations must be made promptly. Indeed, it should rarely be necessary to change a decision especially if, as stated in this book under "Appeals", the umpire has not been hasty in answering the appeal.

The umpire should not be influenced by the reactions of players to his decision and he would hardly win their respect if he altered a decision because of a reaction of disappointment, or even disgust, from them. The changing of a decision should therefore only result from the umpire's realisation that, from the events as he saw them, he has made an error. It is a strong umpire who can do this, but it is stressed that if an umpire deliberates a little before giving his decision there should rarely be any need to change it.

APPEALS (Law 47)

As stated in note 1 to Law 47, the appeal "How's That?" covers all forms of dismissal within the jurisdiction of the umpire appealed to. But players rarely appeal to a particular umpire and so common sense needs to be applied here. The catch and stumping (or catch and hit wicket) off the one delivery is not that uncommon. Both umpires should answer the appeal in these cases. (In these instances the catch would take precedence.). A good principle for the umpire to follow is to answer all appeals unless a specific form of dismissal is stated e.g., "How's that for obstruction?". Sometimes players appeal to the wrong umpire. For example it is not uncommon for an appeal for hit wicket to be directed to the umpire at the bowler's end or for an appeal for obstruction to go to the square-leg umpire. In this event the umpire appealed to should offer no comment except to say, "It is not my decision". An umpire should never interfere in any way with a decision not under his jurisdiction unless asked by his colleague. And an umpire should never ask his colleague unless he is unsighted.

At square-leg the umpire has only three decisions: run-out at his end, stumped and hit wicket. All other decisions must be given by the umpire at the bowler's end.

The notes to this Law specify that an appeal can be made and upheld after the call of "over", but not after the bowler has commenced his run-up for the first delivery in the new over, or after "time" has been called to end a session.

Umpires should never be too hasty in answering appeals. It is not meant that umpires should be hesitant but players tend to appreciate the umpire who shows he has given thought for a second or two before giving his decision.

An umpire should not be carried away by the state of the game and should always answer appeals with complete impartiality. Bowlers will pressure him most. They will glare, point fingers under his nose, scream at him from two paces and demand a decision. Indeed, some players are very experienced at working on the umpire, but no matter how confident the appeal, or how batsmen react to the appeal, umpires should give what they see "without fear or favour". Players will soon learn to respect the umpire who does this and will stop the nonsense. But umpires should expect to be tried out. It's part of the game and can only do them good.

(See further the comments under "Altering Decisions").

BEFORE THE GAME

The duties of umpires before the game are implicit in the laws and have come to the attention of umpires through years of experience. To help umpires who are new to the job they are set out below:

The umpire must arrive at the ground no later than 30 minutes before the scheduled time to start. This gives them 25 minutes before walking onto the field of play to check on the following:

1. Check the fitness of the ground and pitch, (See experimental note 5 to Law 46) especially if the weather has been suspect. (See also the notes under "Ground, Weather and Light").
2. Ascertain that there are no obstacles inside the boundary, e.g. — a slips machine or a park bench or pipes etc; and ask for them to be moved. If the

obstacles cannot be moved, e.g. — a post from some practice nets, or a tree etc; then the umpires must be sure that the captains agree as to whether or not it is to be regarded as a boundary.

Make sure that the boundaries are marked. In lower grades they sometimes forget to put out the flags.

Umpires should also notice the position of the two sight-screens because if any part of a screen is inside the boundary and the ball hits the screen on the full only 4 runs are scored. However if the screen is completely outside the boundary 6 runs are scored.

3. Confirm that teams lists have been exchanged by the captains. These are usually handed to the scorers by the captains.
4. Synchronise watches with each other and with the scorers. If there is a clock on the ground the umpires should set their watches to it.
5. If there are any special rules which apply to the particular match which you are umpiring, i.e.—limited overs, intervals etc, the two umpires should be sure that they agree on these, and if there is any doubt they should check with the appropriate authority. It would be wiser to clear these up before the day of the match by telephoning your colleague some days earlier to remove any ambiguities that might exist. Important issues can often be overlooked when the rules for a specific competition or fixture are formulated.
6. Check that a toss for innings has been made no later than 15 minutes before the start of play. If either captain has not arrived then the vice-captain should toss. The umpires do not have to supervise the toss but simply check quietly that it has been made. Usually one doesn't even need to ask. If one can see the openers or the wicket-keeper padding up it is obvious a toss has been made.
7. Collect the ball from the fielding captain and check that it meets the required specifications and is one approved by the authority.
8. Check that you have all the gear you might need to take on to the ground. (See under "Equipment"). Make sure you have the right ball.

Five minutes before play is due to start the umpires should tell both captains the time and take the field. On arrival at the pitch they should check the measurements of the crease markings and of the wicket at their respective ends. If the wickets are not placed correctly there is time to readjust them, but all that can be done if crease markings are incorrect is to leave them as they are and report the discrepancy to the appropriate authority.

BOUNCERS (Law 46, Note 4 (vi))

Most new umpires will notice, when talking to players off the field, how the batsmen always emphasise the danger of bouncers. Bowlers on the other hand, will comment that bouncers aren't dangerous; that they're only a shock tactic to unnerve a batsman a bit so that he will miss the straight one next ball. They'll claim that bouncers are a stock part of a bowler's tactics and never designed to do physical harm. But to a degree they're both right. Bouncers are part of a fast bowler's stock-in-trade and yet they are frequently dangerous. The Laws recognise this by not banning bouncers altogether, but by restricting their use. It is up to the umpire to determine whether "the persistent bowling of short pitched deliveries" is intimidatory. Any umpire with an ounce of common-sense will know when this is on. A decision has gone against a bowler, a catch or two may have been dropped off his bowling. The batsman has edged a few and is staying at the crease more by luck than by skill or he is simply a good batsman and is untroubled by the bowling. Such is enough to rouse the fight in any self-respecting fast bowler and when the bouncers start flying it is the umpire who must act, for if he doesn't someone could be seriously hurt.

The comments on "Danger Area" emphasise that an umpire must act with unobtrusive discretion and the same applies here. The umpire must try to cool the bowler down with some well-chosen remark which will get through to his rationality without making him feel like a chastised schoolboy caught throwing stones at a cat. A quiet comment as he walks fuming back to his mark is usually sufficient. If the bowler has any respect for him he will be back below boiling point by the time he turns for the next delivery. But umpires should not be afraid to follow the steps laid down in the Law if their

polite advice is ignored. It is better to spoil a bowler's concentration and rhythm, or to put him out of the attack if necessary, than for an umpire to be partly responsible for a serious injury to a batsman. One rarely meets a "quickie" who is not a good sport at heart and who does not appreciate the difficulty of the umpire's job.

The notes to Law 46 give the following procedure:

1. Caution the bowler that he is bowling too many bouncers and inform the captain and the other umpire that you have done so. If this is ineffective . . .
2. . . caution him again. Tell his captain that the bowler has had his final warning and tell the other umpire. If this also has no effect . . .
3. . . call "Dead Ball" on the delivery of the next bouncer. Call "Over" *. Tell the captain that the bowler may not bowl again in that innings. — Do not forget to signal "Dead Ball" to the scorers.

* NOTE:—

If it is a limited over game, or incentive points apply, another bowler should complete the over and the ball which was called "Dead" does count in it.

These are strong measures. They rarely need to be applied. But they are there. Umpires should use them if they must.

BOUNDARIES (Law 20)

It is essential that captains and umpires agree on the boundaries, and the allowances to be made for them prior to the start of a match. In most cases the boundaries will be clearly marked, either with a real line, or flags outlining the boundary. In the case of a boundary marked only by flags, the imaginary line joining the flags shall be classed as the boundary.

The majority of grounds are void of all obstructions, e.g. overhanging trees, practice facilities, etc., but in some cases, these will be present. In deciding on the allowances to be made in the case of the ball being hindered by these obstacles, the prevailing custom of the ground will, in most cases, be adhered to. Items such as rollers,

pipes and other moveable objects should be removed where possible. It is important to have the same boundaries for both sides when they bat, especially if a game is played over two week-ends.

Any cricket enthusiast will know how difficult it is for an umpire to give a ruling on a boundary decision from his normal position at the bowler's end, especially if a fieldsman fields the ball close to the boundary. When it is close, the integrity of the fieldsman has to be relied upon. The umpire can discuss the matter with the fieldsman to determine whether or not the ball had touched the boundary line, or whether the fieldsman had touched or grounded any part of his person on or over the boundary line with the ball in his hand. If he had offended in either of these ways, a boundary four is scored. If a fence is the boundary the fieldsman may lean against or touch it in fielding the ball and this does not constitute a boundary. There is an Experimental Law in force in Australia at present, which rules that if there is a fence, with a gutter running around the ground in front of the fence, both shall be considered the boundary. Therefore if the ball rolls into the gutter or hits the fence, a boundary four is scored, but a fieldsman may prevent a boundary by leaning against the fence when he fields the ball, provided he does not step into the gutter. In the words of the Experimental Law, it is not thought possible to differentiate between "fending" or "crashing" in this respect.

Sight screens are sometimes placed inside the boundary. If a ball strikes the sight screen on the full or passes beneath any part of it, a boundary four is scored. If the sight screen is entirely outside the boundary, then six runs are scored if it is struck on the full.

It is usual for any *hits* that pitch over or clear of the boundary to allow 6 runs. If a ball which has been struck, hits a boundary fence, it would not be 6 runs because it must *clear* the boundary. It is quite irrelevant if a fieldsman attempting to catch a ball, touches it and the ball then bounces off him and *clears* the boundary. This is still 6 runs.

If an overthrow from a fieldsman crosses the boundary, the boundary four is added to the runs completed and the run in progress, provided the batsmen have crossed at the instant of the throw. For example: the striker hits the ball and the batsmen cross for one run before the fieldsman throws the ball. The throw misses the stumps and the ball crosses the boundary. Five runs would be added to the striker's score. If the batsmen have crossed for a second run before the throw is made 6 runs are scored. If the striker does not hit the ball and the batsmen attempt to run, the same ruling applies, except that the runs scored would be "Byes", "Wides", "No Balls" or "Leg-Byes" as the case may be (see Notes on "Leg-Byes" in the case of deliberate deflection).

It is important that the umpire makes sure the correct batsman faces the next delivery. In the case of the above example where the batsmen crossed for one run before the ball was thrown, the non-striker faces the next delivery. In the case of the batsmen having crossed for two runs before the throw it would be the striker who faces the next delivery.

The implications of fieldsmen taking catches on the boundary are explained in this booklet under "Caught".

BOWLED (Law 34)

There is rarely any doubt about a decision when a batsman is out bowled. All that is required is for one bail to be dislodged by the ball from the top of the stumps. It occasionally happens when a slow bowler is operating and the wicket-keeper is standing right up to the stumps that a ball can spin around the striker's legs and the umpire does not actually see the ball hit the wicket. Rarely does the striker stand his ground but if he does the umpire has to be certain that the bails were dislodged by the ball and not by the wicket-keeper. The umpire is quite justified in asking his colleague how the wicket was broken, for the umpire at square-leg should always know. He has to watch for stumpings and hit wicket decisions and should therefore always be able to confirm that the ball struck the wicket. The umpire at the bowler's end can sometimes be excused for being in doubt about a bowled decision but his colleague cannot.

Umpires should read note one to the Law carefully, as the words, "before the completion of his stroke" are im-

portant. If a ball comes from the bat or pad and stops somewhere around the popping crease and the striker, in turning to regain his ground, kicks the ball onto his stumps, he would not be out because he had surely completed his stroke. This rarely happens but it is best for umpires to be aware of it.

BYES (Law 30)

There is little difficulty in interpreting this Law, except perhaps to remember that byes cannot be scored off a "no ball". Of course, the umpire signals "byes" if they are taken from a "no ball" but scorers should record them as "no balls".

The frequently quoted question of the ball coming to rest in front of the striker (see notes on "Wide"), and the batsman completing a single without the ball being played is a red herring. Byes can only be scored if the ball passes the striker. In the incident described above the umpire should disallow any runs and ask the batsman if he wishes to play the ball.

CAUGHT (Law 35).

The Law for Caught is one of the most difficult for the umpire to adjudicate upon and yet one of the easiest to interpret. There are however one or two aspects of the Law which many people, including players, are not always sure about. For an appeal for Caught the umpire has two questions to ask himself:

1. Was the ball hit? A clear enough question, but there is one little problem. Where does the ball have to touch for an appeal to be upheld? Answer: The bat or the hand holding the bat BUT NOT THE WRIST. This is one part of the Law which is not generally known. "The hand but not the wrist", does not mean the glove, for how many batting gloves stop before the wrist? I have never seen any. "Off the glove" need not be out. And one more point: The umpire has to be certain, for a catch off the hand, that the striker did not let go of his bat with that hand a fraction of a second before the ball made contact.
2. Was the ball caught? Most people seem to know what this means. The important thing is to be sure that the ball is controlled by the fieldsman or wicket-keeper

taking the catch. If unsighted an umpire can ask his colleague if in doubt about the second question, but he should never seek his opinion if in doubt about the first question. If he is in doubt the batsman must get the benefit.

Catches near the boundary are often the cause of speculation. It is really quite simple: a fieldsman may catch a ball provided that neither foot touches nor is grounded behind the boundary. If one foot does touch the boundary or goes down into the boundary gutter then six runs are scored. (See notes on "Boundaries"). A fieldsman may lean against a fence to take a catch provided no part of his person is grounded outside the field of play when the catch is taken. If, after completing a catch, a fieldsman's momentum carries him across the boundary the catch stands, provided it was actually completed inside the boundary.

Regardless of the number of runs completed before a catch is taken **NO RUNS MAY BE SCORED OFF A CATCH.**

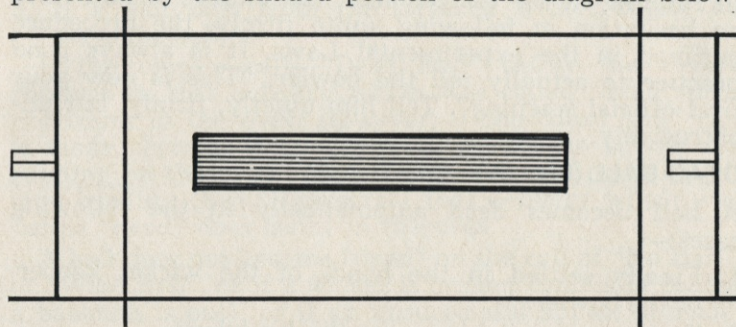
If an umpire considers a batsman is out L.B.W. but the ball then strikes his bat and is caught, the catch takes precedence and the striker is out caught. The point of fact takes precedence in this case.

If a batsman hits the ball and then his wicket before the ball is caught, the catch takes precedence and the striker is out caught. The umpire at square is often called upon to confirm that a catch was taken cleanly. However, he should never interfere with his colleague's decision, even if he thinks it is wrong, unless asked for an opinion by the other umpire. Besides, the umpire at square-leg has a few things to look out for when a catch is on:

1. Did the batsmen cross before the catch was taken?
If not the new batsman is on strike.
2. Did the batsman hit his wicket after hitting the ball?
The catch might be dropped.

DANGER AREA (Law 46, Note 4 (v))

At the time of writing, the danger area is defined in some experimental notes to the Law mentioned above. The measurements are given in those notes, but to remove any ambiguity the danger area (100 sq. ft.), is represented by the shaded portion of the diagram below:



The bowler, in following through, must avoid damaging the shaded area with his spikes, as a batsman could be injured when a ball bowled from the other end pitches in the roughened area.

The experimental notes give the procedure for the umpire to follow when the bowler continues to mark the pitch in the danger area. Actually the procedure is identical to that laid down for intimidatory bowling and may be found in this book under "BOUNCERS".

Most bowlers are aware of this Law and are prepared to co-operate with umpires who draw their attention to it. The umpire should apply this Law with diplomacy, preferably in private to the bowler concerned or his captain, and preferably at the end of an over or during some break in play, (i.e.—at the fall of a wicket or during drinks). Bowlers have a lot of concentrating to do and the good umpire will only draw attention to his follow through in the middle of an over if the matter must, in his opinion, be attended to immediately. This would only occur rarely, say on a soft, wet pitch. In any event the affair is only between the umpire, the bowler and his captain. There is no need for the batsman or the spectators to be aware that anything has been said. It would be agreed by most umpires that a quiet word is better than an immediate "first warning". Some umpires might

maintain that it is wrong not to apply the first warning immediately, but an umpire's prime duty is to bring out the best in players. He should therefore be prepared to use his powers with discretion to keep the game flowing with a minimum of incidents. Never-the-less, if after mentioning the matter a few times, the bowler persists in running in the danger area, the umpire should have no hesitation in following, quite firmly, the procedure outlined in the experimental Laws. It is always good practice to actually tell the bowler, "This is now your first official warning". Tell him quietly, firmly, but unobtrusively.

DEAD BALL (Law 25).

A ball becomes dead automatically in the following cases:—

1. Finally settled in the hands of the wicket keeper, or the bowler.
2. Reaching or pitching over the boundary.
3. Lodging in the dress of either a Batsman or an Umpire.
4. On the call of "Over" or "Time" by the Umpire.
5. Batsmen being given out.
6. A Penalty being awarded because of a lost ball.
7. A Penalty being awarded because of an unlawful action by a fieldsman. (See "PENALTIES").

An umpire does not have to call "dead ball" in any of the above cases, but it is most important to note that in the first mentioned case of a ball becoming "dead", it is a matter for the umpire to decide whether the ball is "finally settled".

In addition to the incidents mentioned above, the umpire must call "Dead Ball" in the following cases:—

1. If he wishes to intervene because of unfair play. (See comments on Bouncers, Danger Area and Wasting Time).
2. In the event of a serious injury to a player.
3. Should he require to suspend play prior to the striker receiving a delivery.
4. For wilful deflection. (See under Leg-Byes).
5. If batsmen attempt to steal a run during the bowler's run-up (see Stealing Runs for procedure).

On occasions he might also need to call "Dead Ball", in the following circumstances:—

1. If he considers the striker is not ready to receive the ball.
2. If the bowler accidentally drops the ball before delivery.
3. If a bail falls from the striker's wicket before he plays the ball.

If the umpire calls "Dead Ball" before the striker receives it, that delivery which was called "dead" does not count in the over. However, if the "dead ball" call is made because of an infringement by the bowler for running on the pitch, (See "Danger Area") or intimidatory bowling (See "Bouncers") that delivery which was called "dead" *does* count in the over.

A ball does not become "dead" on the call of "No Ball", or "Wide Ball", or if a wicket is broken (unless of course a batsman is out), or if an unsuccessful appeal is made.

In every case where a ball does become "dead", it becomes alive when the bowler commences his delivery run.

DECLARATIONS (Law 15)

This law is straight forward and allows the captain of the batting side to declare his innings closed at any time during the match.

If a side does not have sufficient lead to enforce the follow-on, this law allows a captain to forfeit his second innings, providing he notifies the captain of the opposing side and the umpires, in sufficient time to allow seven minutes for rolling of the pitch. (Whether the pitch is rolled would depend on local rules). The interval between innings shall be 10 minutes.

EQUIPMENT (UMPIRES')

Umpires' equipment is categorised as follows:—

(a) Necessary Equipment.

1. A ball counter which enables the umpire to accurately count the number of balls per over.
2. An over counter to count the number of completed overs. This counter is particularly necessary for limited over games and especially if the scoreboard has no provision for progressively indicating the number of completed overs.
3. A tape measure to check stump and crease dimensions.

4. An accurate watch, particularly if there is no clock on the ground.

(b) Ancillary Equipment.

The ancillary equipment forms a vital part of any umpire's equipment for it ensures that the game will progress with the minimum of interruption. Depending on the circumstances an umpire could be required to supply any of the following:

1. Spare bail.
2. Band aids plus roll of elastoplast.
3. Small pocket knife.
4. Scissors.
5. Spare white boot laces.
6. Sprig spanner.
7. Salt tablets.
8. Headache tablets.
9. Chewing gum.
10. Insect repellent.
11. Sunburn cream.
12. Safety pins.
13. Towel to dry the ball.
14. New ball if likely to fall due in the session.
15. On occasions he may need to carry a notebook and pencil.

FALL OF WICKET (Law 17)

This Law allows TWO minutes for a new batsman to come in after a wicket has fallen. When a batsman is given out the new batsman should arrive at the pitch within two minutes. Many people believe that if the batsman has not arrived in that time he can, on appeal, be given out. Under the Official Laws this is not so. If there is a delay the umpires should comment on it in their report so that the offending player or captain can be disciplined. Under this Law the umpires should only investigate the non-appearance of a batsman if an appeal is made. If their investigations confirm that the delay is due to a refusal by the batting side to continue, then the umpires award the match to the fielding side.

Cricket associations often write an overriding rule to this Law and they often stipulate that on appeal the late batsman is out. Umpires should be careful to consult the Laws of their local competition in regard to this particular matter.

FOLLOW-ON (Laws 14 and 16).

Umpires and Captains should endeavour to remember the required number of runs that a team has to lead by before the captain of the bowling side can enforce the follow-on. Although there are four different targets that are required, depending on the duration of a match, captains and umpires are usually confined to a competition whose games extend over the same duration. An example would be the W.A.C.A. Pennant Competition which plays its games over two afternoons, but in accordance with the rules of the Cricket Council, the games are deemed to be two-day fixtures, so a lead of 100 or more runs is required to enforce the follow-on. So in the main, Pennant Cricket umpires need to remember the requirement for a two-day match, whereas Sheffield Shield and Test umpires need to remember the targets of 200 (for a five-day Test) and 150 (for a four-day Sheffield Shield game).

Law 16 is clear in what it says. An example would be:—A three-day match that was unable to commence until the scheduled second day of play, because of bad weather, would then become a two-day match, and the lead required by the side batting first, to enforce the follow-on, would be reduced from 150 to 100 runs. But there is no change in the follow-on requirement if a four-day match is reduced to a three-day match by starting a day late.

GROUND AND WEATHER (Experimental Law 46,

Note 5 (a))

The Law states that all decisions concerning fitness of the pitch, ground and weather for play shall be in the hands of the umpires. This applies to the commencement of play and does not need the agreement of the captains. That is, if the umpires consider that the conditions are suitable for play to commence then it shall commence. If, on the other hand, the umpires consider the conditions are unfit, they must consult the captains and if they (the captains) both agree to play in the unfit conditions their wishes shall be met. Once play has begun in these unfit conditions, either side can appeal to stop play, but the umpires should only uphold the appeal if the conditions have deteriorated since the agreement to continue

or to commence was made. Before a match starts the umpires shall see that every effort is made by the groundsman to improve the playing area, including the pitch. Once play has commenced the groundsman is not permitted to improve the pitch forward of the popping creases unless special regulations so provide, but every endeavour should be made to improve the ground, particularly approaches to the wicket and footholes.

The conditions outlined above apply at the beginning of any session and after any suspension of play.

HANDLED THE BALL (Law 36).

There is little difficulty in interpreting this Law. If a batsman picks up a "live" ball and returns it to a fieldsmen without being requested to do so, the umpire must, on appeal, give him out. This decision rarely arises. Occasionally a batsman, after playing the ball, will prevent it from rolling onto his stumps by taking his hand from the bat and stopping the ball. He is, of course, out on appeal. It is important to realise that either batsman may be out under this Law.

HIT THE BALL TWICE (Law 37).

There are a number of points for umpires to be wary of in connection with this Law:

1. When a batsman plays the ball with his pad or person it is regarded as the first hit. If he then kicks or hits it away he has "hit the ball twice" and could be out under the Law.
2. It is the umpire who must decide if the second hit is made in defence of the wicket.
3. If a striker plays the ball with his **BAT OR PERSON** and it goes to ground before being hit the second time he cannot be out "caught". He may only be out "caught" off a second hit if the ball did not touch the ground after the first playing of the ball.
4. A striker is out "Hit the Ball Twice" if, when he *attempts* a second hit he baulks the wicket-keeper or a fieldsmen trying to make a catch. In this instance he might not necessarily actually hit the ball a second time. It is sufficient that he has attempted to do so if he baulks a catch.

On this issue we are at variance with Rait-Kerr who says that such an attempt constitutes an obstruction of the field. We disagree for two reasons: (a) The circumstances are described under Law 37, not Law 40 and the instance therefore infringes the former Law.

(b) An obstruction has to be wilful. The act described is not wilful obstruction of the field but a genuine attempt to protect his wicket.

5. For any reason other than to protect his wicket the striker may only hit the ball a second time if requested to do so by the fielding side.

HIT WICKET

At the time of writing this Booklet, Law 38 has been replaced by an Experimental Law, and so for the purpose of this exercise, the Experimental Law will be explained.

The first thing to bear in mind is that an appeal for Hit Wicket is to be answered by the umpire at square leg.

"Playing at the ball" is an interesting phrase, and needs clarification. As stated in Note (1) of the Experimental Law, "playing at the ball" also includes a legal second strike by the batsman to keep the ball out of his wicket. If a batsman, in receiving a fair delivery, offers no stroke, but in an endeavour to avoid being hit, his bat or any part of his body or clothing (cap included) breaks the wicket, the umpire shall rule him out. (Note 4.)

Perhaps the hardest part of interpreting this law is to decide when the batsman has completed his stroke. The law clearly states that a batsman shall not be out if he breaks his wicket in avoiding being run out or stumped. An umpire would have to be on guard in the case of a batsman who completes his stroke, and then realising there is a possibility of being stumped, attempts to regain his ground, and breaks the wicket. This is clearly "not out". The Law states that if he has, in the opinion of the umpire, finished playing his stroke, he shall not be out.

If the striker commences to run and slips onto his wicket, he is out under the Law. The word "immediately" is ambiguous, and umpires must use discretion based on the facts as they see them.

IMPLEMENTS (Laws 5, 6, 7, 8, 9)

The Laws above give all the dimensions of the implements of the game. For convenience they are summarised here:

BALL:

Weight—	Maximum— $5\frac{3}{4}$ ozs. (163g.)
	Minimum— $5\frac{1}{2}$ ozs. (155.9g.)
Circumference—	Maximum—9 ins. (22.9cm.)
	Minimum— $8\frac{13}{16}$ ins. (22.4cm.)

It is important for umpires to read notes 1 to 3 of Law 5.

BAT:

Length—	Maximum—38 ins. (96.5cm.)
Width—	Maximum— $4\frac{1}{4}$ ins. (10.8cm.)
Weight—	No restriction.

PITCH:

Length—	22 yards (20.12m.)
Width—	10 ft. (3.04m.)

The distance between the inside edges of the Return Creases is 8ft. 8ins. (2.64m).

WICKETS:

Height	28 ins. (71.1cm.)
Width	9 ins. (22.9cm.)

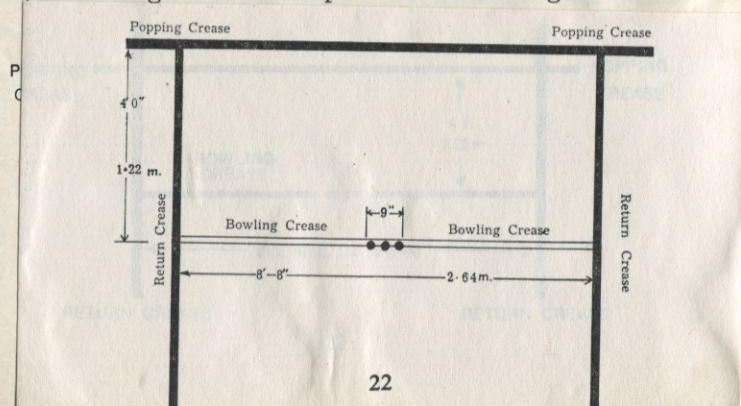
BAILS:

Length—	$4\frac{3}{8}$ ins. (11.1cm.)
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These should project no more than $\frac{1}{2}$ an inch (1.3cm.) above the top of the stumps.

CREASES:

It is important to note, on the diagram below which edges of the lines the measurements are made from and the positioning of the stumps on the Bowling Crease.



INTERVALS (Law 17)

One of the many duties of the umpires before the game, is to ascertain the hours of play and the time agreed upon for any intervals for meals etc. (See also discussion on TIME, Law 18) NOTE 3 states that the luncheon interval should not be more than 45 minutes, and if the last wicket falls within two minutes of the arranged interval no allowance will be made for the 10 minutes between innings, and the game will resume at the usual time. Although the Law mentions the tea interval, it does not specify any time that the break should be. The usual time for tea is about 15 to 20 minutes, but is always covered in local conditions.

NOTE 4 is specific in that it does not allow any bowling practice on the pitch during the game.

NOTE 5 gives the umpires power to allow the bowler to have a trial run up at the fall of a wicket, provided it would not cause time wasting. This does happen when a bowler is not happy with his run up and sometimes he remeasures it and has a trial run up while the new batsman is coming to the wicket. Also the new batsman may be a left hander, and the bowler may wish to change his method of bowling from over to around the wicket, and so wishes to measure his run on the opposite side of the wicket.

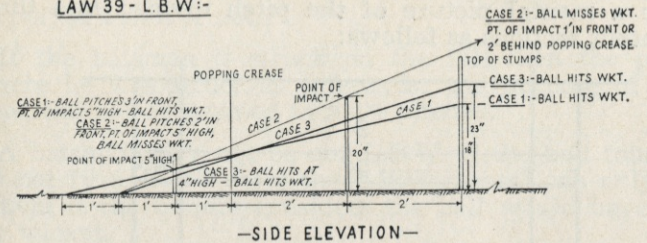
Under this Law the umpire must call "PLAY" at the start of each day's play, the start of each innings and on the recommencement of play after each interval. If either side refuses to play the umpire has the power to award the match to the opposition. But it is essential that the umpire does not award a match until he is absolutely satisfied that (1) the captains of both sides are aware of the consequences, and that play is due to start, (2) there has been an appeal made, and (3) he is satisfied that the offending side will not, or cannot, continue play. Any penalty under this Law must be a matter for joint decision by both umpires. See notes under "Fall of Wicket".

LAST HOUR (Law 18, Note 3)

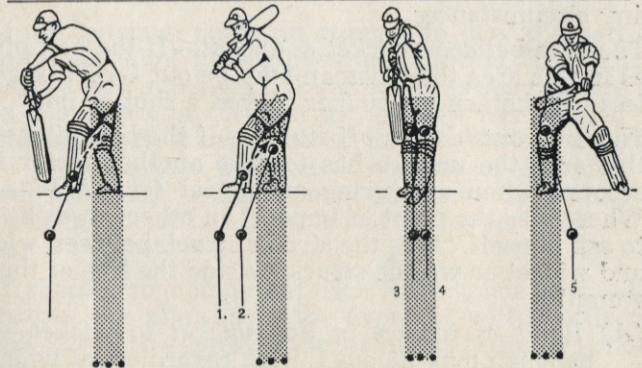
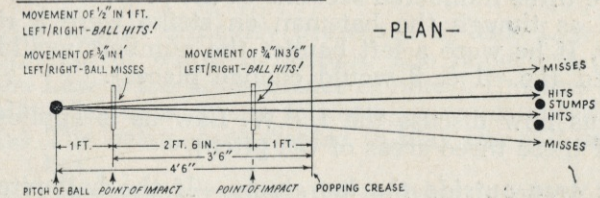
This note was added to prevent fielding sides from trying to avoid a result when in danger of defeat. It can be quite complex at times and a wrong interpretation by the umpires can seriously affect the result. The following points are listed to provide umpires with a clearer view of the Law:

1. When one hour remains, umpires signal, when applicable, indicating that 15 overs are to be bowled. This hour must include extra time claimed for time previously lost. (See notes under "TIME").
2. If there is an interruption during the bowling of these 15 overs, say due to rain or poor light, one over is deducted for every 4 minutes (or part of 4 minutes) lost. e.g.—Suppose 5 overs and 3 balls have been bowled and you leave the ground for 10 minutes because of rain. Ten minutes lost means three overs are lost. Add the five overs and three balls already bowled equals eight overs and three balls. So six overs and five balls are to be bowled on resumption.
3. If an innings closes during the bowling of the 15 overs, the number of overs bowled before the closure of innings is irrelevant. The umpires simply allow one over for every four minutes (or part of four mins.) remaining before stumps. e.g.—Stumps are due at 6.00 p.m. Innings closes 5.25 p.m. New innings resumes 5.35,—25 minutes play remaining; equals seven overs to be bowled regardless of the number bowled before the interval.
4. If the number of overs to be bowled are completed before "TIME" then play continues until "TIME".
5. If a bowler is unable to complete an over in this hour another bowler shall complete it for him from the same end.
6. If the final hour commences in the middle of an over, as it usually does, the over in progress does not count as one (or part of one) of the last 15 overs.

LAW 39 - L.B.W.:-



THE DIFFERENCE OF $\frac{1}{4}$ OF AN INCH EITHER SIDE!



NOT OUT
IMPACT OUTSIDE THE OFF-STUMP WITH THE BATSMAN MAKING A GENUINE STROKE TO PLAY THE BALL WITH HIS BAT (BALL ON LINE TO WICKET)

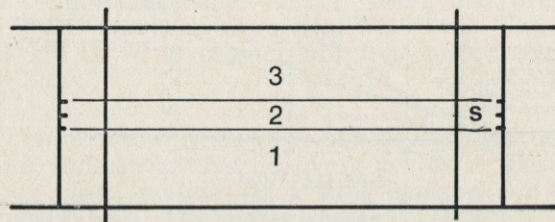
OUT
1. IMPACT OUTSIDE OFF-STUMP WITHOUT A GENUINE STROKE.
2. BATSMAN CAN BE OUT TO A BALL PITCHED OUTSIDE OFF-STUMP WITH OR WITHOUT A STROKE IF IMPACT IS BETWEEN WICKET & WICKET.

OUT
BALL PITCHED IN A STRAIGHT LINE BETWEEN WICKET AND WICKET

NOT OUT
BALL PITCHED OUTSIDE BATSMAN'S LEG-STUMP

LEG BEFORE WICKET (Law 39)

When considering L.B.W. appeals the umpire needs to have a mental picture of the pitch divided into three different sections as follows:



These three numbered sections of the pitch will be discussed as though the batsman on strike were a right hander. If he were a left hander the numbers would be reversed (i.e.—1 & 3 would change places).

Let us now discuss the L.B.W. Law as it applies to each of these three areas of the pitch;

1. *The area outside the leg stump.*—If the ball pitches in this area a batsman may not be out L.B.W. under any circumstances.
2. *The area between wicket & wicket.*—If the ball pitches in this area the batsman may be out L.B.W. regardless of whether the striker played a shot or not.
3. *The area outside the off stump.*—If the ball pitches in this area the umpire has to take another factor into account when answering an appeal for L.B.W.—viz. Where was the point of impact? In other words he has to ask himself, "Was the striker struck between wicket and wicket or was he struck outside the line of the off stump?"
 - (A) *Point of impact in line wicket to wicket*—The batsmen may be out L.B.W. regardless of whether the striker played a shot or not.
 - (B) *Point of impact outside line of off stump*—The batsmen may only be out L.B.W. if the umpire believes he made NO GENUINE ATTEMPT TO PLAY THE BALL WITH HIS BAT.

In other words, if a ball pitches outside the off stump and the point where the batsman was struck was also outside the off stump the batsman may only be out

L.B.W. if he PLAYED NO GENUINE STROKE at the ball. BUT . . . If the ball pitches outside the off stump and hits the batsman in line it does not matter whether he played a shot or not.

If the batsman is struck on the full then the place where he was struck is where, for the purpose of this Law, the ball is deemed to have pitched.

A batsman may not be out L.B.W. if the ball touches his bat first. *In all cases* the L.B.W. appeal can only be upheld if the umpire considers the ball would have hit the wicket.

LEG-BYES (Law 30)

1. The biggest difficulty presented by this Law is the problem of wilful deflection. The important part of the Law is the last sentence of note 1. Umpires should allow leg-byes in the following circumstances:
 - (a) The batsman attempted to play the ball with his bat.
 - (b) The batsman attempted to avoid being hit by the ball.
2. If the batsman made no attempt to play the ball and let it hit him, no leg-byes are allowed. The umpire should call and signal "Dead Ball" as soon as one run is completed or as soon as the ball has crossed the boundary. No run is scored and the batsmen return to their original positions. The idea of delaying the call until the completion of one run is so that the fielding side is not deprived of the opportunity to effect a run-out.
3. It should be noted that NO RUNS, not even overthrows, are allowed in the event of wilful deflection and if a throw goes to the boundary; umpires should ascertain that the scorers did not allow leg-byes. The "Dead Ball" signal should be sufficient.
4. It is also pointed out that a boundary "six" cannot be scored as leg-byes. (See note 5 to Law 20 where it is made clear that six can only be scored from "hits pitching over or clear of the boundary line or fences.")
5. "Leg-byes" signal is not given off a no ball. (See the concluding paragraphs under "No Ball" in this book.)

LIGHT (Experimental Law 46, Note 5 (b)).

The fitness of the light before the commencement of play in any session shall be entirely in the hands of the umpires.

If during play, an appeal is made by the batsman (the fielding side has no right to appeal against the light) the umpires shall decide the fitness of the light for play whilst the players are on the field. Only one appeal per batting side per session will be allowed.

Should the players leave the field during a session, and play restarts before the next scheduled adjournment, a further appeal will be allowed.

After an appeal against the light has been turned down by the umpires, then the decision regarding the fitness of the light is entirely with the umpires for the remainder of the session.

Both umpires should consult when an appeal against the light is made. The state of the match should not have any bearing on their decision. It is obvious that if the light is poor, then it is more dangerous for the batsmen if a fast bowler is bowling than a slow bowler. The umpires should consider this aspect. Generally a wise fielding captain will appreciate this fact and bowl his slow bowlers.

No matter what decision the umpires make, it will not please both sides; therefore the umpires should consult, and having made their decision should carry it out firmly and with authority. If, when an appeal against the light is made, the umpires cannot agree on its fitness, then play must continue and the umpires consult regularly until they both agree that the light is not suitable.

Similarly, play cannot resume after a suspension of play until both umpires agree that the light is suitable.

LOST BALL (Law 21)

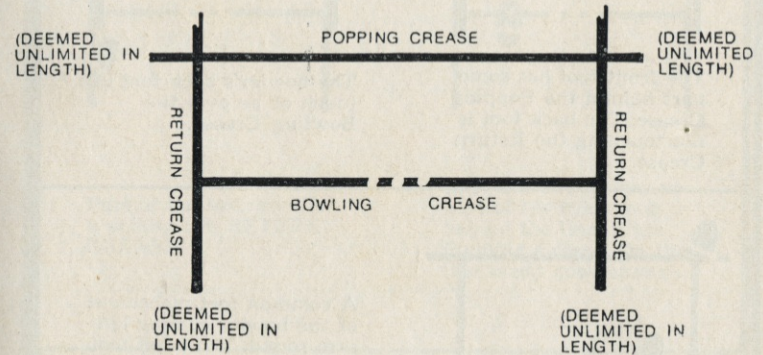
This Law is a survivor from the days when cricket grounds did not all have clear boundaries and there were shrubs and rabbit holes and such things on the field of play. It is rarely applied in modern times. The only place where it probably could apply is if a ball were to disappear down a drain which is inside the boundary.

If a ball crosses the boundary and is lost no penalty applies, the only score being the runs allowed for the boundary. Only when the ball is LOST ON THE FIELD OF PLAY (i.e. inside the boundary) shall six runs be

added to the score. The six runs are not added if more than six runs were completed before the call.

NO BALL (Law 26)

Taking present experimental Laws into account there are seven reasons the umpires might have for calling "No ball". However the most common one is when the bowler, in delivering the ball, does not place his feet correctly. Before explaining this aspect of the No Ball Law it is important that you understand the relevant markings:



The Popping Crease marks the beginning of the area known as the "Batsman's ground" for run out decisions and for stumping decisions. It is also the line which limits the bowler's front foot. When delivering the ball the bowler must have *some part* of his front foot behind this line. The part of the foot behind the line does not have to be grounded at any time so it is quite permissible for the bowler to ground only the ball of his foot as long as the raised heel has some part behind the Popping Crease.

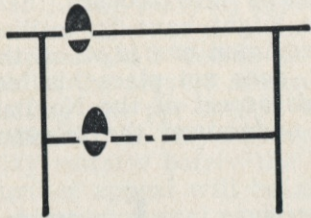
The Return Crease is the line which restricts the width from which a bowler may deliver the ball. No part of his *back* foot is allowed, in the delivery stride, to touch this line. The heel may be over it but not touching it.

The Bowling Crease lost any relevance to this Law when the front foot Law was introduced.

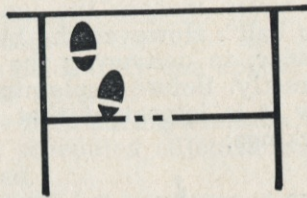
The umpire, therefore, must watch the placement of both feet in deciding on the fairness of a delivery.

Let us now look at some diagrams. All of the following are FAIR deliveries:

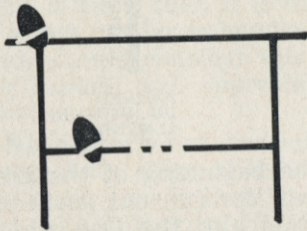
Let us now look at some diagrams.
All of the following are FAIR deliveries:



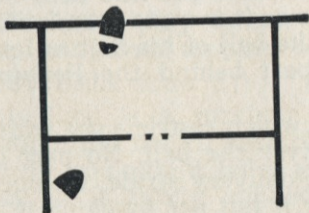
The front foot has some part behind the Popping Crease. The back foot is not touching the Return Crease.



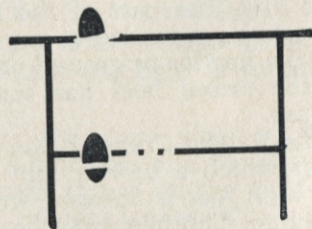
The bowler's back foot can touch or be over the Bowling Crease.



A common feet placement of the bowler coming left arm round. The **front** foot is allowed on or over the Return Crease.

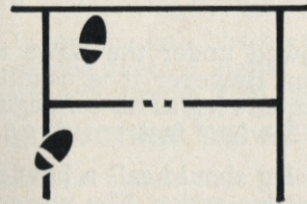


The heel of the back foot is not grounded. If it were it would be a no ball because it would be touching the Return Crease.

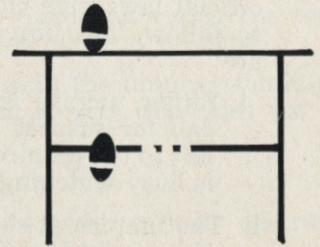


Here the bowler has not grounded the heel of his front foot. However it can be seen that the raised heel would be projecting back behind the line. This is a fair delivery.

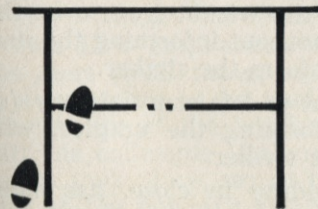
The following diagrams represent NO BALLS.
Can you see why?



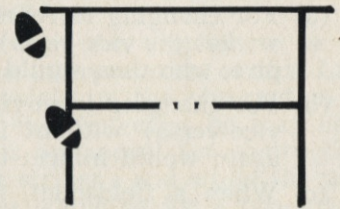
Part of the back foot is touching the RETURN CREASE.



Here the bowler has no part of his front foot behind the line of the Popping Crease. On the line is not good enough.



The whole of the back foot is over the Return Crease.



Part of the back foot is over or touching the Return Crease.

Other reasons umpires may call "No Ball" are as follows:

1. By the umpire at square leg—

(a) Easily the most controversial is the no ball for suspect bowling action; i.e.—the "Chucker". The official laws give clear guidelines for the umpire to follow. Two important points to be aware of are:

i. Either umpire is allowed under the Laws to call for suspect action. However it is usually left to the umpire at square leg as his colleague is busy watching the bowler's feet.

ii. The umpire at square leg should call a bowler if he *is in doubt about* his action. The umpire does not have to be convinced the action is illegal. He only has to suspect that it is.

(b) When there are more than two fieldsmen between the wicket keeper and square leg (i.e.—the line of the Popping Crease). At the time of writing this is an experimental Law applied in Australia only.

(c) When there are more than five fieldsmen on the on side. This too, is an experimental Law in Australia only at the time of writing.

2. By the umpire at the bowler's end:

(a) For changing to round the wicket from over the wicket (or vice-versa) without informing the umpire, who then would inform the striker.

(b) For changing from right to left arm delivery (or vice-versa) without informing the umpire, who again would inform the striker.

(c) When a fieldsmen, fielding in close, has some part of his person projecting on or over the cut portion of the pitch (i.e.—5 feet from the line of the middle stump) before the striker has played the ball.

A no-ball does not count in the over.

The striker may be out from a "No Ball" if he hits the ball twice and either batsman may be run out, or given out if he handles the ball or obstructs the field.

The umpire should call and signal at the instant of delivery but he should not look to the scorers until the ball has become dead because there could be byes. All runs, except those off the bat, are scored as "No-balls". Therefore an umpire should never signal leg-byes off a no-ball; only byes, to tell the scorers that the ball did not come from the bat or the hand holding it. The scorers would then record any runs made as no-balls.

When the ball has become dead the umpire should repeat the no-ball signal to the scorers and wait for an acknowledgment from them.

OBSTRUCTING THE FIELD (Law 40)

This law means that if either batsman wilfully obstructs the opposite side he may be given out.

The law also states that should either batsman wilfully prevent a ball from being caught it is the striker who is out.

This section of the law takes care of the situation where a good batsman hits a catch and the non striker, a poor batsman, deliberately obstructs the fielder so that he drops the catch. By doing this the poor batsman is prepared to sacrifice his wicket. Because of this law his sacrifice is in vain because it is the STRIKER who is out.

In applying this Law the umpire should be completely satisfied that the obstruction was wilful: that the batsman deliberately committed that act to prevent a dismissal or to gain some advantage.

This Law emphasises the need for umpires to be on the alert at all times, as the interpretation of this Law is a judgment to be made solely on the observation of the umpire at the bowler's end. However, he may consult his colleague if there is an appeal for obstruction which took place, say at the striker's end while the umpire at the bowler's end was watching for a run-out at his end or a short run or even a catch.

OVER (Laws 23 & 24)

Umpires should be careful to observe the following points regarding these Laws:

1. Both umpires should count the balls of an over and check constantly with each other. Signalling unobtrusively to each other when there are one or two

balls left is the normal practice. Never be afraid to check with the scorers if you are still not sure of the number of balls remaining.

2. If for *any reason* a bowler cannot finish the over the umpire calls "Over" and it stands in the count for a new ball. However if the last 15 overs of a match are being bowled, or if it is a limited over match, or if incentive points apply, say for the first 75 overs, then another bowler should complete the over from the same end immediately.
3. Umpires should not call "Over" until the ball is dead and it is obvious that no further runs will be attempted and that the fielding side has no chance of dismissing a batsman.
4. An appeal may be made and upheld after the call of "Over" provided the appeal is made before the bowler commences his run-up for the first delivery of a new over.

PENALTIES (Law 44)

Strictly speaking all "extras" are referred to as "penalties" (e.g. byes, leg-byes, no-balls, wides and runs added for lost ball). All of these are discussed in this book under separate headings. The penalties which we need to discuss are those added when a fieldsman illegally stops the ball.

Law 44 and its first two official notes indicate that if a fieldsman *wilfully* stops a "live" ball illegally 5 runs are added. Umpires should note that even though it is an odd number the batsmen do not change ends. If they have crossed for the first run before the offence takes place then six runs are scored, or seven if they have crossed for the second run and so on. But the striker does not return to the striker's end if he is at the non-striker's end when the penalty is incurred. It should be noted that the ball becomes dead once the offence has been committed and no run-outs or catches can be claimed.

Further, the 5 runs are added to the score of the striker if he has played the ball with his bat, or to byes, leg-byes, wides or no-balls as the case may be.

Finally, remember that the infringement has to be wilful.

PITCH (Law 7)

This Law provides the dimensions of the pitch and they may be found in this book under "Implements".

Umpires should note the final sentence of the Law where it is made clear that a pitch can only be changed during a match if it becomes unfit for play. This must be decided by the umpires who would then speak to the captains about the matter. Only if both captains agree may a different pitch be used to continue the match.

RESULT (Law 22)

This Law is quite explicit in its directions. Umpires need to be aware of note 1 which makes it clear that the determination of the result is the responsibility of the captains and scorers. (See comments under "Scorers").

There is nothing in the Laws to prevent the umpires from resuming a match if the scorers notify them of an error and indicate that a result was not in fact reached. If the light is still good the umpires would be quite justified in recognising that neither side was at fault and meeting the request of either captain to resume the match and make up for time lost.

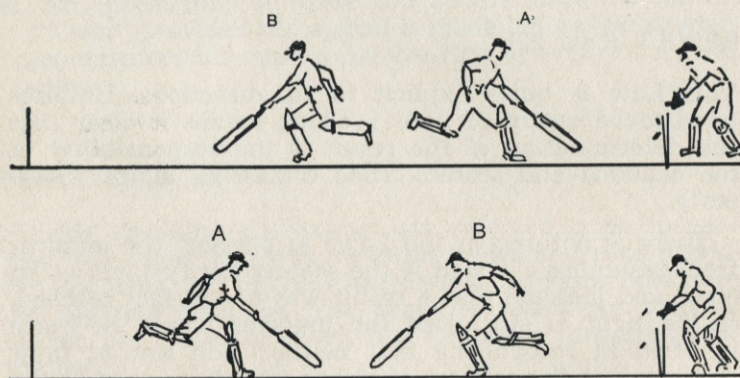
RETIRING (Law 33)

There is little one can add to Rait-Kerr's comments on retiring. The Law makes it quite clear that a batsman may retire at any time. He can only resume at the fall of a wicket. Whether or not the retirement is caused by injury a fielding captain can, if he wishes, refuse to allow a batsman to return to the crease. Umpires should never interfere when a retired batsman does resume his innings. No objection raised by the fielding side indicates their consent.

RUN OUT (Law 41)

It is quite common to see uncertainty between batsmen when they are running between wickets. Players can misjudge the quick single or returns from the outfield. It makes for exciting cricket when there is a misunderstanding between batsmen, especially when there is a close run-out decision. On the other hand, any experienced umpire will agree that one of the hardest decisions to give under the laws of cricket is a close run-out.

If while the ball is in play, either batsman is out of his ground when the fielding side puts down the wicket at either end, the umpire has to decide which batsman is out. The following diagram is helpful in enabling him to give the correct ruling.



Top: Batsman A—"Run Out". Bottom: Batsman B—"Run Out".

It can be seen in the first instance that the batsmen have crossed and the non-striker (figure A) is running towards the wicket which is put down. In this case, it is the non-striker who is out. In the second instance the wicket has been broken at the striker's end before the batsmen have crossed. The striker, therefore, (figure B) is out.

Sometimes, amid confusion, batsmen cross without realizing it and then return to the ends they left. This constitutes one "short-run" and the umpires must see

that a "short-run" signal is given. If the umpires consider that the batsmen did not deliberately run short, one run is scored in these circumstances. However, if one wicket is broken and the batsman returning to it is out of his ground he is out "run-out" and no run is scored; provided of course that, after the dismissal, the "short-run" signal is given.

The Official note is very clear and states that if a striker strikes the ball and it hits the opposite wicket neither batsman is liable to be "run-out" unless the ball has been touched by a fieldsman before it hit the wicket.

When there is a close run-out decision, with the batsman diving towards his crease and the wicket keeper or fieldsman attempting to break the wicket, it is very difficult for the umpire to focus his eyes on two separate incidents. The umpire must decide:

- (1) Whether the batsman has grounded some part of his bat or person behind the popping crease and
- (2) That the wicket is put down or broken in a legal manner (refer Law 31).

An umpire must be in a good position to be able to give a run-out decision. The umpire at the striker's end will either be at square leg or point, but if the wicket is broken at his end he must endeavour to always have a good view of the fieldsman breaking the wicket to see that it is done legally, and to be on the alert for a fieldsman backing up who could obscure his view of the batsman endeavouring to make his ground. The umpire at the bowler's end is less fortunate. He has to move quickly into position to be in line with the popping crease, and in so doing must not interfere with the fieldsman, or the ball as it is being returned to the wicket.

SCORERS

Under "Before The Game" mention is made of the need for umpires to communicate with scorers. During play the umpires should always ascertain that the scorers have received and understood their signals. If occasionally they are not sure it could be necessary for an umpire to leave the field or relay a message to them before allowing play to proceed. On other occasions there could be a need to make some point clear to the scorers during an interval. e.g.—"Bloggs was out caught, not hit wicket".

On resuming after an interval it is often wise to check with the scorers on certain matters. e.g.: "Who is on strike?" "Who bowled the last over?" "Are there eight overs left before the next new ball?" Or if play was interrupted in the middle of an over, "Do you agree on three balls to come in the over?"

A good understanding between umpires and scorers is essential. However, the umpires should not interfere with the scorers except to clear up some point about which they might be uncertain and wish to ask about; e.g. "Smith and Jones crossed and then tried to regain their ground. Jones was run-out. Was a run scored?" Such a misunderstanding between scorers should never happen if the umpires are alert. If it does occur it is the umpires who must instruct the scorers whether to record a run or not. The result of the game is determined by the scorers who check with each other constantly.

Rait-Kerr's book "Cricket Umpiring and Scoring" is an excellent handbook for scorers.

SHORT RUNS (Law 19)

A batsman is required to ground either his bat or some part of his person behind the popping crease in turning for further runs. If he fails to do this, the umpire at that end must signal "One Short" when the ball becomes dead. Notes 2 and 3 are quite clear in outlining the possibilities that can occur under this law. For instance, if both batsmen run short in the same run, only one run is deducted, and there can only be more than one "Short Run", if three or more runs are attempted. If both umpires signal a short run off the same delivery it is necessary to ascertain if it is the same run and to be sure of the correct number of runs scored. If there is more than one short run, the umpires must instruct the scorers as to the number of runs disallowed, and it is advisable to bear in mind that consultation between scorers and umpires is allowed at all times, to clear up doubtful points.

If a batsman takes guard in front of the popping crease he is entitled to run from that position without being penalised for one "Short Run".

If a run is called "Short" the subsequent run is not also short.

The occasion could arise where a recognised batsman is batting with a lower-order batsman, and to enable the good batsman to retain the strike they both run short deliberately. In this case the umpire is justified in calling "Dead Ball", and disallowing any runs. The call of "Dead Ball" should come when the umpire considers the fielding side have no chance of dismissing either batsman.

An umpire signals "One Short" by bending his arm upwards, and touching his shoulder with the tips of his fingers.

SIGNALS

The undermentioned signals are self-explanatory but liaison between umpire and scorers must be strictly maintained. It is of paramount importance that scorers clearly acknowledge umpires' signals, and equally important that umpires wait until signals have been acknowledged by scorers before allowing play to proceed. Any doubtful points should be cleared up whenever practical during play. If not practical, umpires and scorers should confer during the first available break in play. If the above procedure is adhered to, disagreement regarding scores and results of matches should not occur.

Following is the official code of signals between umpires and scorers:—

1. Boundary fours are signalled by waving an arm horizontally from side to side and a boundary six by raising both arms vertically.
2. Byes are signalled by raising an open hand above the head.
3. Leg byes are signalled by raising a leg and touching it with a hand.
4. Wides are called "Wide Ball" and signalled by extending both arms horizontally.
5. No-Balls are called "No Ball" and signalled by extending one arm horizontally.
6. The decision "Out" is signalled by raising an index finger above the head.
7. "Short" runs are signalled by bending an arm upwards to touch a shoulder with the finger tips.
8. Dead Ball is called "Dead Ball" and signalled by crossing the arms back and forth at knee level.

9. Besides visually signalling, in cases 1, 4, 5, 7 and 8 above, umpires must also call distinctly for the information of the players.
10. If an umpire has a reason to alter a signal or a decision he crosses his arms in front of his body with fingers on shoulders, waits for the scorers' acknowledgement and then gives the amended signal.

START OF PLAY (Law 17)

In the last few seconds before the time set down for play to commence the umpire at the bowler's end should:

1. Signal to the scorers to ascertain that they are ready.
2. Ask the batsman on strike and the fielding captain if they are ready for play to commence. (The striker may wish to check his guard or have the sight screen adjusted).

When all is ready and time is reached the umpire calls "Play". This procedure should be followed at the commencement of any session or resumption after intervals.

STEALING RUNS (Law 26, Note 2; Law 27, Note 2; Law 46, Note 4 (vii))

These Laws outline umpiring procedures in a number of very complex situations and the umpire has to be very alert on the extremely rare occasions when he has to call on his knowledge of these Laws. Various situations and what to do are listed below:

1. "*The Mankad*" i.e., the non-striker leaves his ground before the ball is delivered. The Laws say nothing about warning the non-striker for this, though it has become general practice to do so. The non-striker is out, "run out", if his wicket is broken in any legal manner and he is out of his ground at any time after the bowler has commenced his run up.

If a bowler, having commenced his run up observes the *non-striker* standing out of his ground and throws at his wicket the umpires do not call "no ball". But if the throw misses and overthrows are scored these are scored as "no balls" and the throw does not count in the over.

2. *The Striker taking guard outside the popping crease.* The striker is allowed to do this and if a bowler, thinking the striker is not allowed to do so, com-

mences his run up then throws, either to the striker's wicket or to the wicket-keeper, the umpire at square-leg should call and signal "no ball" and the batsman of course, would be not out for he is not attempting a run. If the umpire neglects to make the call and (a) the ball hits the wicket; the batsman is out "bowled" — or — (b) the 'keeper catches it and breaks the wicket with the striker still out of his ground, the striker is out "Stumped". Making the call then, is extremely important.

3. *The batsmen attempting a run during the bowler's run up.*

This is clearly not allowed by the Laws. The bowler who has commenced his run up and observes that the batsmen have started to run has a choice of four actions:

- (a) He may bowl in the normal manner and the striker is out "bowled" if the ball hits the wicket or "run out" if the 'keeper breaks the wicket cleanly. In this case the umpires should call "dead ball" as soon as the batsmen cross and no run is allowed. The delivery would count as one in the over.
- (b) Throw to the non-striker's wicket. If he does, "no ball" is *not* called (see *The "Mankad"* above). If the wicket is broken and the non-striker is out of his ground he is out "run out" and the normal "run out" Law regarding the batsmen crossing applies.
- (c) He may throw to the striker's end. The umpire must call "no ball" but if the wicket is hit, or broken fairly by the 'keeper, the batsman is "run out".

In either of these last two cases (b) or (c), overthrows or runs completed safely are allowed and it would probably be in the bowler's interest to take the fourth choice open to him:

- (d) He may stop in his run up, hang on to the ball and do nothing. The umpire would then call "dead ball" as soon as the batsmen crossed and no runs would be allowed. He would then instruct the batsmen to return to their places.

These procedures are complicated and umpires need to be completely conversant with them so that they may apply them without hesitation.

STUMPED (Law 42).

This method of dismissal is fairly straightforward. However, there are a few important points to remember:

1. The striker may be out stumped if, when the bails are removed by the wicket-keeper, no part of his person or bat in hand is grounded behind the popping crease. On the line is out.
2. The ball must be a legitimate delivery. A "No Ball" does *not* qualify for "Stumping", but a "Wide" does!
3. The striker, if out of his ground, is out "Stumped" only if *not* attempting a run. If attempting a run, he is out "Run Out" and the umpire must use his judgement and decide accordingly.
4. The striker can only be out "Stumped" if the wicket is put down by the wicket-keeper without the intervention of another fieldsmen. If intervention takes place prior to the wicket keeper putting the wicket down, the decision is "Run Out" on all occasions.
5. The wicket-keeper must not take the ball in front of the stumps. In fact he must remain wholly behind the wicket until either the ball has touched the bat or the striker's person, or until it has passed the stumps. If the striker attempts a run however, the keeper is entitled to take the ball in front of the wicket, but of course, the decision then becomes "Run Out". The Law governing the encroachment by the wicket-keeper has been modified in recent times to the extent that if such encroachment has not gained any advantage to the fielding side, nor has in any way interfered with the striker playing the ball with complete freedom, the umpire shall disregard the infringement. An example of this would be if the peak of the keeper's cap were in front of the wicket at the time of the infringement.
6. The decision of "Stumped" must always be given by the umpire standing at square leg or point.

SUBSTITUTES (Law 2)

In practice the use of substitutes rarely presents any problems, mainly because captains, through a sense of sportsmanship, generally agree to co-operate. The Law is very detailed and can present some very awkward situations for umpires. To assist readers the Law is divided into sections: substitute fieldsmen and substitute batsmen.

Fieldsmen: Law 1 makes it quite clear that a side consists of eleven players, not twelve. If one of the eleven players is injured *during play* the substitute permitted to field does not have to have been named. To prevent a side from using a higher grade player as a substitute, the Law empowers the opposing captain to reject a particular person. An umpire should not interfere when a substitute fieldsmen comes on for he (the umpire) can reasonably assume that no complaint from the batting side indicates that "consent as to the person to act as substitute in the field" has been given. However, he needs to be aware that a batting captain can, if he chooses, refuse a particular person permission to act as a substitute. Further, the batting captain is empowered to say where a substitute may *not* field and again the umpire does not interfere unless approached. The Law does not say whether or not a substitute is allowed to keep wickets, but as a general rule this is not done, and of course a substitute is not allowed to bat or bowl. If a substitute is required for a player who is not actually injured during play, the opposing captain is entitled to disallow the use of a substitute altogether.

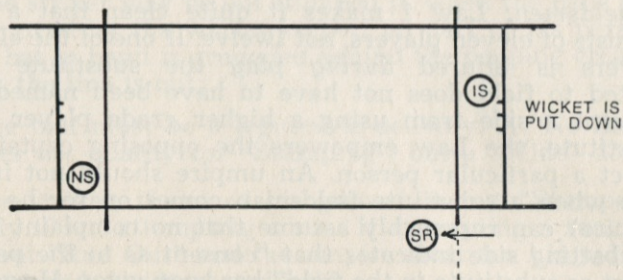
Batsmen: If a batsman is injured *during play* he is entitled to use a runner who, if possible, has already batted. Unless the runner needs to bat, or becomes injured himself, he should not be changed. Again, the umpires should not interfere in regard to the person acting as a runner unless asked. It is the players' responsibility to know the Laws and umpires should take it that no objection indicates consent.

When an injured batsman is on strike, the umpire at the bowler's end must be careful to move to the opposite side to the runner when making position for a run-out at his end. If he does not, he will find the substitute runner coming behind him.

The following incidents are important for umpires to know. (The injured striker is on strike in each case.):

"NS" = Non Striker : "IS" = Injured Striker
"SR" = Substitute Runner.

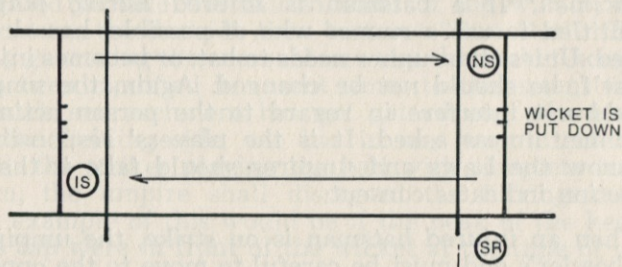
1. Injured striker plays and misses. 'Keeper takes the ball and breaks the wicket. Substitute runner is not behind the popping crease.



DECISION: Injured striker is out; run-out.

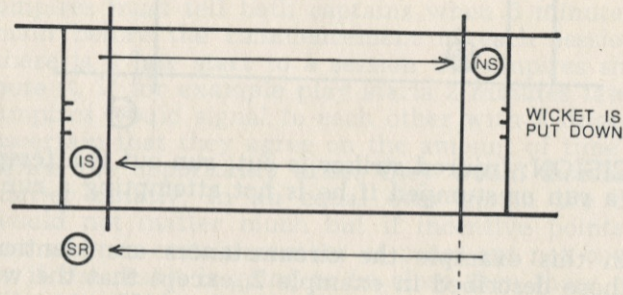
2. Injured striker plays the ball, forgets he has a runner and he and the non-striker complete runs. The substitute runner does not move. Decision: No runs are allowed for only the runner and non-striker may run.

If the ball is returned to the 'keeper and he breaks the wicket (even though one run has been completed safely) and the injured striker is not in his ground at the *striker's end*, the injured man is out, run-out.



DECISION: Injured striker is out; run-out.
 No run is allowed.

3. Injured striker plays the ball, forgets he has a runner and all three (injured striker, substitute runner and non-striker) complete a run. Decision: the run is scored but if the wicket at the striker's end is put down with the injured striker not in his ground at that end, he is out; run-out.

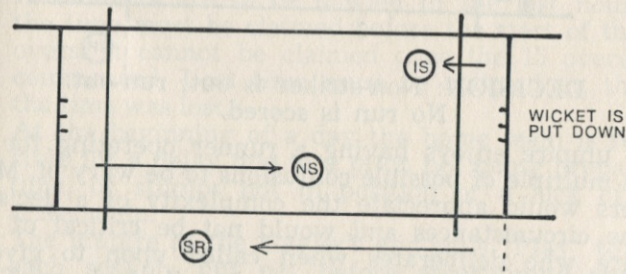


DECISION: Injured striker is out; run-out.

The run counts, provided it was completed by the substitute runner and non-striker before the wicket was broken.

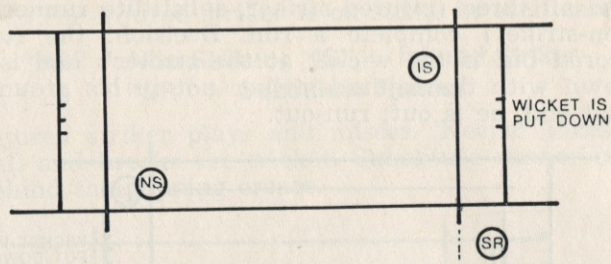
Non-striker returns to the bowler's end and the new batsman is on strike.

4. Injured striker plays the ball and the non-striker and runner attempt a run. If the wicket at the striker's end is put down with the injured man out of his ground he is out, regardless of whether the other two have crossed or not.



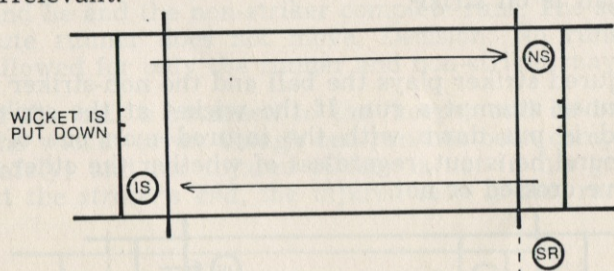
DECISION: Injured striker is out; run-out.
 Non-striker returns to bowler's end.

5. For this case the diagram is sufficient explanation:



DECISION: Injured striker is out; run-out if attempting a run or stumped if he is not attempting a run.

6. In this example the circumstances are identical to those described in example 2, except that the wicket at the non-striker's end is put down. Umpires should always remember that only the non-striker and the substitute can actually take runs. So in this case one man (the non-striker) has run to the other end and both are therefore stranded at the striker's end. The position of the injured striker is, in this case, quite irrelevant.



DECISION: Non-striker is out; run-out.
No run is scored.

No umpire enjoys having a runner operating for he has a multiple of possible confusions to be wary of. Most players would appreciate the complexity of a decision in the circumstances and would not be critical of the umpire who deliberates when called upon to give a decision in one of the instances described above. They occur very rarely but deliberation and common sense will usually result in the correct decision being given.

TIME (Law 18)

Calling and observing "Time" correctly is an extremely important part of an umpire's duties. For ease of understanding we will divide this Law into three areas:

1. *Starting Play:* As stated in "Before The Game" the umpires must tell both captains when 5 minutes remain before the commencement of each session. If there is a late start to a session the umpires should note it. If for example play starts 2 minutes late the umpires would signal to each other with 2 fingers to ascertain that they agree on the amount of time lost. When the opportunity arises they would discuss the matter quietly. In an equal over match the delay would not matter much but if incentive points are lost when a certain number of overs are not bowled, or if the result is going to be close then those extra minutes could mean an extra over — and that could make all the difference to the result of a match. Therefore, in the event of a late start, umpires should always note the extent of the delay and agree which side is responsible. If the batsmen take the field with the fielding side then the latter is responsible if there is a late start. Only if the batsmen come on after the fieldsmen can the batting side be responsible for time lost. But the team which caused the delay can never claim the time at the end of a day's play. The umpires should not raise the subject of a delay unless asked by the players, but they should mention any delay in their match report, noting the length of the delay and the side responsible.

If 15 overs are to be bowled in the last hour then the time must be claimed before the start of those 15 overs. It cannot be claimed once the 15 overs have commenced. Lost time must be claimed on the day the time was lost.

At the beginning of a day the home team is responsible for a delay due to a pitch not being prepared in time, or stumps not in position or a lack of sight screens etc.

The umpire at the bowler's end calls "Play" to begin each session, but not before ascertaining that the scorers and players are ready and that it is time to commence. An umpire can really be in hot water if he allows play to commence early.

2. *During Play*: Delays during play for which neither side is responsible (e.g.—an injured player, a lost ball, a broken stump etc.) should be noted by the umpires, for *either* side may claim this time at the end of the day. Time lost through poor weather cannot be claimed unless special regulations so provide.
3. *Close of Play*: By the end of the day the umpires will know when play is due to stop. It could be, for example 6.02 p.m. because one side has claimed lost time. So, if the umpire is in position at the bowler's end before time, say 6.01 and 30 seconds, then another over shall be bowled. If a wicket falls in that last over "Time" is called and the over is completed at the beginning of the next session. Only in the last over of a match may either captain insist that the final over be bowled. The umpires can usually safely assume that one captain will wish to have the final over of a match completed. Umpires should be checking their time regularly. Watches do not always agree at the end of a day.

After the umpire at the bowler's end has called "Time" to end a session, the umpires as they walk off should take particular note of which batsman will be on strike when play resumes, which bowler bowled the last over and, if the session ends in the middle of an over, how many balls remain in the over. To be sure that play recommences from the correct end it is usual for the umpire who will be at the bowler's end on resumption to take custody of the ball. It is particularly important for umpires to note these things if play is interrupted in the middle of a session. See comments under "Last Hour" regarding the 15 overs in the last hour, and under "Delays" for a discussion of the two minutes allowed between wickets.

TIME WASTING (Law 46, Note 4)

Umpires must be on guard against time wasting by either team.

Sometimes the time wasting is brought about by both teams unconsciously. On other occasions time wasting is a deliberate tactic to deprive the opposition of valuable batting or bowling time. Whichever case it may be, time wasting is unfair, and must be dealt with promptly.

The Law outlines the procedure for the umpire to follow, if he believes that a fielding side is taking too long to complete an over. It is important to be aware that it may not necessarily be a particular bowler who is responsible for the "go slow" tactics, but it is he who is penalised under the Law. So—a captain being deliberately slow in placing his field can cause the suspension of one of his bowlers if the over-rate is unduly slow. The procedure is as follows:—

1. Inform the bowler, the captain and the other umpire, that he (the bowler) is taking too long to complete his overs.
2. If the over-rate does not improve, the umpire, at the end of an over, informs the same three people, that the bowler may not bowl again in the innings.

Only one warning is given.

Umpires are advised to count the overs so that they may check constantly on the over-rate.

Again it is emphasised that umpires should only follow the letter of the Law as a last resort. Don't be over-authoritative in handling this situation, and remember—do it quietly. There is no need for the batsmen or spectators to know about it.

WICKET IS DOWN (Law 31, Notes 1 to 5)

The wicket is not "down" merely because a bail has been disturbed, but is "down" if a bail in falling from the wicket lodges between the stumps. This is to say the bail does not have to fall to the ground. Of course, the possibility of the bail lodging between the stumps is very unlikely, but it could happen.

"Disturbed" means, if the bail has come out of its groove, and is resting on the top of the stumps. The wicket is not down in this situation.

If one bail is off, it is sufficient to dislodge the other bail to effect a run-out or stumping.

If both bails are off the fieldsmen may

- (a) Replace one of them and remove it again with the ball or ball in hand,
- (b) Pull a stump from the ground with the ball in the hand or hands used,
- (c) Throw the ball and knock a stump completely out of the ground.

If all stumps are out of the ground the fieldsmen must replace one of them and then, with the ball in hand or hands used, pull it out again or knock it out with a throw.

It should be noted that a fieldsmen with the ball in hand may break the wicket with that hand or ARM.

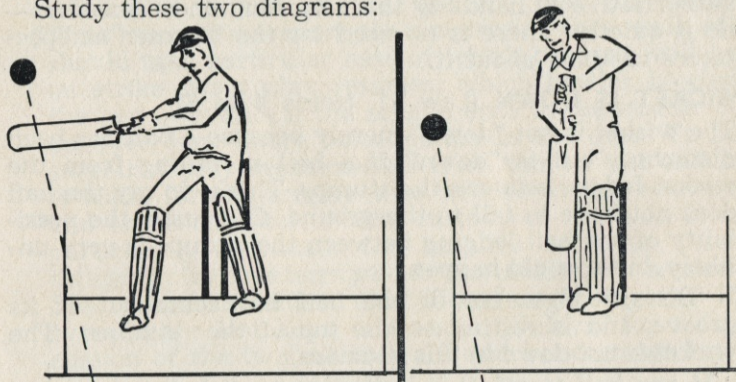
Umpires may remove the bails in a strong wind. (See note 3.)

Umpires are not required to remake the wicket while the ball is in play but a fieldsmen may do so.

WIDE BALL (Law 28)

A ball is a wide if it passes so high or wide that it is beyond the reach of the striker *at the time it passes him*. Where the ball has pitched is therefore quite irrelevant. There are no markings to define a wide. Some people are often under the mistaken impression that the Return Crease limits the allowable width of a delivery. The umpire has two things to take into account: 1. The position of the striker at the time the ball passes him. 2. The size (or reach) of the striker. But the overriding question is, "Was the ball within the striker's reach at the time it passed him?"

Study these two diagrams:



Here the ball has passed over the Return Crease. The striker has stepped across and the ball has passed over his bat. Clearly this is not a wide.

Here is the identical delivery. This could be a wide for the batsman has moved very little from his "taking guard" position. If the umpire thinks it passed beyond the reach of the striker he would call and signal "Wide".

This delivery would not be a wide to a fairly tall batsman but to a short man (or a boy playing junior cricket) it easily could be. Calling "Wide" for a ball too high is rare. Remember the average man can reach 9 feet in the air with a bat.

A batsman is not permitted by this Law to back away from a delivery in an attempt to make it a wide.

A wide does not count in an over.

The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.

The non-striker may be run-out or given out if he handles the ball or obstructs the field.

The umpire should call and signal "Wide" as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. Obviously if the ball touches the striker's person a wide would not be called, so there could never be runs to the striker or leg byes scored off a wide.

If a ball considered to have been delivered comes to rest, no matter how wide, *in front of* the stumps, the umpire does not call or signal "Wide" for the striker is entitled to play the ball. If he elects not to play it, the ball is retrieved and the delivery counts in the over. If he does elect to play it the fieldsmen must stand in their original positions (i.e.—where they were at the time of the delivery). If a fieldsmen picks the ball up or moves it, the umpire should put it back and allow the batsman to play it. As the ball is played off the ground the striker may neither be out caught nor score six runs.

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