

**MADISON CRICKET ASSOCIATION
(MCA)**

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UMPIRING GUIDELINES

2012

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REVISION SUMMARY

Date	Created/ Revised By	Team Name	Change Description
08/12/2011	Rahul Sunny	Madison Jets	Initial Draft and updated Stumping section
04/23/2012	Shravan Cheeti	Strikers	Added points to No Ball rules. Included Powerplay and Tree rule.
05/03/2012	Naga Sivaraj	Chargers	Reviewed and Updated multiple sections
05/24/2012	Ravindar Dasari	Strikers	Updated No Ball Section and added Umpire rotation section

SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also with the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself.

The major responsibility for ensuring the spirit of fair play rests with the Captains / Vice-Captains.

1. Responsibility of captains

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

2. Player's conduct

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

3. Fair and unfair play

The umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- Role of umpires
- Game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- Indulge in cheating or any sharp practice, for instance:
 - a. To appeal knowing that the batsman is not out
 - b. To advance towards an umpire in an aggressive manner when appealing
 - c. To seek to distract an opponent either verbally or by harassment with persistent clapping or un necessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play, any Violence in field will lead to Tournament cancellation since the field is a rented space from City of Madison and we are being watched by neighbors and peoples every time. So enjoy your game.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

UMPIRING GENERAL GUIDELINES

Never rush a decision! Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself at least 3 and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don't let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are **100% certain**, ONLY then make the decision.

Don't feel you need to be part of the game. Your role as umpire is just to keep things fair and neutral, and move the game along -- not to have any effect on the game itself. The less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don't let your ego dictate that you need to have an impact.

If asked, it is okay to explain to the Bowler why it was not out. Bowlers feel much better about getting an unfavorable decision if they know **WHY** you made it. You don't have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.

If the fielding team is appealing frequently don't let it affect you. Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don't get the message, simply ignore their appeals.

Be consistent with your calls. Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me the fielding side will catch on pretty quickly.

If in doubt, consult. The umpire at the striker's end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.

Just do your best As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey if nothing else, you get to enjoy having a great position to watch a good game of cricket and evaluate your opponents for next year!!

Neutral Umpires

There will be two neutral umpires from the umpiring pool for all matches. Captains need to confirm their availability with the respective neutral umpires well before the scheduled date/time.

Balaji G, Sankar R from **Killer Hawks** is responsible for communicating with team captains regarding neutral umpire availability, issues or concerns. Neutral umpires contact info is shared with all team captain/VC and coordinators. If one of the neutral umpires is not available, batting team should do the Leg Umpiring.

Match Timings

League round robin matches will be on regular weekends, 3 matches on Saturday and 3 matches on Sunday.

- 1st session – 8.30 AM – 11.30 AM
- 2nd session – 11.30 AM – 2.30 PM
- 3rd Session – 2.30 PM– 5.50 PM

All matches need to start at scheduled time. A team is allowed a grace period of 15 minutes from the scheduled time, After 15 minutes from the scheduled start time of the If one of the teams does not have at least **8 players** in the ground (and other team has) , a walk-over can be given by the umpires to the team that has 7 or more players in ground.

After 30 minutes of scheduled match time, if both the teams do not have **at-least 7 players**, then teams will have to split the points.

Teams could start a game with 7 players and players arriving late can be allowed to play as long as they arrive before the first 10 Overs are bowled in the 1st innings of the match.

Captains need to report the late arrival of their players to umpire/other captain to avoid any disputes on the timing of the arrival. **No players are allowed to join the team after the first 10 Overs** are bowled in the Match.

First ball should be bowled by sharp 8.45 AM, 11.45 AM & 2.45 PM for the matches scheduled at 8.30 AM and 11.30 AM & 2.30 PM respectively.

Score Sheet

League teams need to use scoresheets provided & approved **MCA (Madison Cricket Association)**.

Before The Game

The umpires must ideally arrive no later than 15 minutes before the scheduled start time. This will give them time to:

1. Introduce themselves to the respective captains.
2. Verify if the ground is playable. Keep in mind the possibility of injury to the players. We do not want anybody to be injured. Sometimes, the players and/or captains might be ready to play even under bad/worst conditions.

So umpires have to use their discretion to decide if the playing conditions are safe. They should not get pressurized by players or captains. If the conditions are unplayable due to rain OR if the game is interrupted by any un-foreseen circumstance, Umpires can make the call to call-off the game, and let the teams share points equally.

The umpires could re-schedule the match to be played at a later time either on the same day or an alternate day. Discuss the venue with captains if it is workable from a condition and time perspective. **Any decisions taken by the umpires in this regard will be FINAL.**

3. Make sure that the boundaries are marked and ascertain how any obstacles in the field of play will be dealt with. If the obstacles cannot be moved, e.g. a post or a fence etc, the umpires must be sure that the captains agree as to whether or not such obstacles are to be regarded as part of the field of play and how runs/outs will be scored if the ball strikes or goes over those obstacles.
4. Make sure that the pitch length is at 22 yards; that the stumps (bails) are properly positioned, and the creases correctly and visibly marked.
5. Agree and discuss with the captains any special rules and/or conditions which apply to the match.
6. Umpires must check whether each player is registered in the site. He can do so by requesting for a list of registered players from the captains, and verifying each players name against a photo ID. Alternately, the umpires can carry a list of registered players of both teams, by themselves.
7. Check that toss for the innings has been made no later than 15 minutes before the start of play. The umpires do not have to supervise the toss but simply check that it has been made.
8. Collect the ball from the home team captain and ensure that it is the tournament approved ball.
9. Five minutes before play is due, umpires should tell both captains the time and take the field.
10. Umpires should strictly impose the rules for START time, according to the RULES Book.
11. In case of any disputes/controversies the umpires should try to make an objective decision. Under a rare situation, where the dispute/controversy cannot be resolved, the umpires should send an email report to MCA/League Committee before end of the day regarding the incident/match.

Altering Decisions

We are human. We make mistakes. Law makes it quite clear that an umpire may change his decision. This would happen only in very unusual circumstances and the Law does say that alterations must be made promptly.

Indeed, it should rarely be necessary to change a decision if, as stated earlier, the umpire has not been hasty in answering the appeal.

The umpire should not be influenced by the reactions of players to his decision. The changing of a decision should only result from the umpire's realization 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 for it to be changed.

The captain of the fielding side has the right to seek permission of the umpire to withdraw an appeal, provided the outgoing batsman has not left the playing area. Umpire can cancel his decision and recall the batsman.

Jurisdiction of Calls or Who Calls What

The Leg umpire has only three decisions on which he has absolute ruling powers on: run out at his end, stumped and hit wicket. All other decisions can be over-ruled by the umpire at the bowler's end.

The Leg umpire can call No ball, if he finds the bowler throwing/chucking for height based cases, but the Main umpire has the absolute ruling power in these cases, and he can over-rule the leg-umpires decision if he needs to.

The bowler's end umpire can always consult with his colleague (to the extent he deems it necessary) before making the calls he is responsible for.

In case of controversy, Main umpire can overrule the leg umpire. The main umpire's decision is final and cannot be challenged.

**** NOTE ****

- If Main Umpire is not sure of the decision, "**BENEFIT OF DOUBT**" needs to be given to the batsman.
- In case of a conflict on field, there should be no arguing with the umpires or with players of the opposing team. Only both captains should talk or captains should talk to the main umpire.
Neutral umpire has to make this clear during team introduction. Captains should take the ownership for team members' actions on the Field.
- If any umpire complains about any team/player, MCA will take necessary action and may impose ban on the team/player(s) for future games.
- Umpires arriving after 1 hour from the scheduled match time, is considered as a no Show-up, In case of no Show-ups , The teams still have to play the match with their own umpires (with no neutral Umpire) in the best interest of the League / Tournament

Giving Guard

Ideally bowler must announce his guard to the umpire at the start of a new spell and whenever he changes his arm or changes the side of the stumps from which he is bowling. If bowler forgets giving the guard there is no harm in umpiring asking for the guard.

The bowler does not need to say '**continue**' when bowling a continuing over in a spell, but when the bowler comes back after the previous spell, he does need to say '**continue or give guard again**'.

LBW

This one is easy! We do not consider LBW's in our games. So, a batsman should not be ruled out on account of LBW.

No-Balls

- There will be runs for NO balls (**Over-stepping/Side stepping no balls**) and a FREE HIT of the next ball. Neutral umpire can overrule the decision made by leg umpire.
- No Ball will be called only if the bowler oversteps his foot COMPLETELY over the front part of the popping crease or if bowler's BOTH foot lands COMPLETELY outside the side of the popping crease. **Exception to the side stepping in BILL KETTLE – It is a NO-BALL only if bowler's BOTH foot Lands outside the MATT area.**
It will not be considered a No Ball if the bowler bowls from behind the back part of the popping crease.

- Bouncer above shoulder high is considered a No Ball. **First bouncer in an over is considered as No Ball. No Exceptions.**
- Full-toss balls that are waist high or more of the batsman's normal batting stance will be considered No Balls.
- If fielders talk/claps while the bowler is running to bowl, the umpire can call it a no-ball since this can cause distraction to the batsmen and fuel controversy.

Free Hit After a Foot-Fault NO Ball

The delivery following foot fault No Ball will be a free hit for the batsman facing it. If the free hit delivery is still not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will also become a free hit for the batsman facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball. During a free hit, a batsman can be given OUT only by **RUNOUT**, hitting the ball twice, handling the ball OR obstructing the field.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

A free hit ball is counted towards the number of balls of an over. If 6th ball becomes a foot fault - No Ball, 7th ball is a free hit ball and as long as the free hit ball is not a wide or a no-ball, then over ends.

Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

DEAD Ball

- Balls that bounce more than once in front of the batting crease after leaving the bowler's hand will be considered as **DEAD ball**.
- The ball passes the batsman, is gathered by the wicket-keeper, and the batsmen obviously decline to attempt to take runs.
- The ball is finally settled in the hands of the wicket-keeper or the bowler, and the batsmen obviously decline to attempt to take any more runs.

Wides

- Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump)
- A ball is a wide if it passes so high or wide that it is beyond the reach of the striker
- The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side.
- For wides outside the off stump only if the ball pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes over the cone/flag as a wide ball, then be consistent to call it as WIDE throughout the game.
- The umpire shall not call WIDE if the batsmen moves to a position so that the ball is beyond his reach or moves to a position so that the ball is within his reach.
- 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 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 batsman body or dress a wide would not be called.
- A batsman is allowed to change his stance either during the bowlers run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to the bowlers run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance.
 - On the other hand, if the batsman changes his stance during the bowlers run up, the wide will be Judged based on the stance that he took before the bowlers run up.
 - This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.
- Underarm bowling shall not be permitted, and it will be called as NO BALL

Byes/Leg-Byes

Byes are allowed. Leg-byes are NOT allowed in our League/Tournament matches. Ball is immediately dead when it is a leg-bye. Team cannot claim run-outs on a leg bye.

Stumping

Run out on NO Ball is OUT but Stumping on a No Ball is NOT OUT and it applies to both foot fault NO Ball and height based No-Ball.

Limited Overs

20 over's limited for all league matches which includes Quarter Finals, Semi Finals and Finals.

Maximum Overs per bowler

- 4 Overs in a ideal 20 Overs game
- In 16 Overs game, 4 bowlers can bowl 4 Overs each or 4 bowlers can bowl 3 over each and 1 bowler can bowl 4 overs
- In 12 Overs game, 4 bowlers can bowl 3 Overs each.

Boundary

Boundary will be marked by flags/rope and it must be consistent for all teams.

Drinks Break

Max 10 minute drinks/refreshment breaks after 10 over's for 20 over matches.

Innings Interval

Max 15 minute drinks/refreshment breaks after completion of the First inning.

Points

For every win, 2 points will be awarded to the winning team. A loss will result in zero points. If a match is tied on runs, then each team will be awarded one point. For tied matches, we will not consider wickets or run rate.

NRR

In case a team gets all out, then the full 20 Overs will be used for calculating Net Run Rate. NRR up to 2 decimal points will be used to find the team rankings.

Ground

Tournament will be played as Double Wicket format with three stumps on batting and bowling end. Both captains should figure out the alternate grounds if assigned ground is not available to play.

Rained-off matches

- Irrespective of the stage of the game (number of Overs bowled etc), A game can be called-off due to Rain interruptions. Decision to call off a match will be taken by the Main umpire.
- In case of abandoned games due to rain/thunder storms, Teams will SPLIT their points.
- If umpiring committee is not able to provide alternate umpires then both the Team Captains need to resolve and figure this out before seeking Board's help.

Rescheduling (Pre-Pone only) Matches

- Captains of both teams can agree to reschedule (pre-pone) their match, without affecting the rest of the league schedule. A match that is being rescheduled will need to be worked with MCA & League committee to find whether the schedule can be altered to conduct the match..
- If one team is not willing to play its match on the re-scheduled day, then each team will be awarded 1 point.
- If both teams are not available to play their match on the scheduled day, then both teams will be awarded 1 point.

Power Play Restriction

There will be 2 Power play in an innings one is Bowling Power play and other one is Batting Power Play.

Bowling Power Play:

- First 3 overs of the innings and it is MANDATORY
- Maximum of 2 fielders outside the inner circle

Batting Power Play:

- This is OPTIONAL for batting teams to choose and it is 3 overs
- Fielding team can have a maximum of **3 Fielders** outside the inner circle

- Batting power play overs need to be continuous without any break in between and batting team can take batting PP either in first 10 overs or last 10 overs depending on batting team captain/batsman call.
- It will not be enforced so batting team can deny taking the batting PP also.

Field Restriction

At any point of time in the match, fielding team cannot have more than **5 fielders** (excluding Bowler and Keeper) in the Leg side. There is no restriction for the off-side field.

Rules for Tied Matches

In case of a tie in the group match, points will be split, but in case of Tie during knockout match, to have a result.

Intentional Walk-Over

The Walk Over team will lose the match and the other team will be declared as winner with 2 points.

Playing-XI

- Teams do not need to announce playing 11 day before the match. However they need to announce their playing 11 before the TOSS, and it should not change during the match.
- Both Captains have to share their playing 11 by writing down their player names in the template provided by MCA and share it with neutral umpires.
- If necessary, umpires need to verify team roster before the game or during break OR immediately after the game. It is the umpire's duty to notify MCA / league committee of any inconsistencies.

Batsman RETIRED / RETIRED HURT / INJURED

- Batsman is allowed to retire at any time of the match and he will be eligible to bat right after the fall of next wicket or another batsman retiring hurt / Injured.

Substitute

- Teams can use their substitute player (if available) for fielding. Inform umpire while using substitute.
- Teams can use their substitute player as by-runner for Injured / Tired batsman, only if the opposition Captain agrees
- Teams can have by-runner only at one end of batting NOT on both the ends

Run-Out (MANKAD a BATSMAN)

- Bowler after talking to the umpire will warn the runner twice and Umpire will note the warnings. Third time bowler can remove the bails or shatter the bowling end stumps and runner will be declared as **RUN-OUT**.

Torn/Bust/Lost Ball Rule

- If ball is less than 10 Overs old - Replace with a new ball.
- If ball is more than 10 Overs old and is lost during team batting first - Replace with old ball.

- If ball is more than 10 Overs old and is lost during team batting second - Replace with old ball from other team's innings.
- Old Ball can be any used ball that is acceptable to captains and umpire. If old ball cannot be found or if the Old ball is not acceptable to the captains/umpire, then replace with a new ball.

Powerplay Rules

This rule is to enforce fielding restrictions for the bowling side to have only 2 fielders in bowling PP session and 3 fielders in batting powerplay session outside the inner circle.

- For MCA league there will be 6 powerplay overs divided into 2 categories. 1st PP (**Bowling PP**) should be taken in first **3 overs** of the innings and it is **MANDATORY**. Batting team can take **2nd PP any time** in the **first ten overs** which includes continuing PP overs - 4,5,6 immediately after **Bowling PP** or in the second ten overs but the PP overs should be continuous without a break in between.
- In rain-reduced matches, duration of the powerplay is reduced in proportion to the overall reduction in overs. For example: If overs are reduced to 16, there should be 4 pp overs- 1st pp in first 2 overs and 2nd can be taken anytime by batting team.
- If there are more than 2 or 3 fielders during the respective PP over, umpire can declare it as NO BALL.
- The umpire will signal Powerplay by moving his arm in a circular motion.
- **Most important, Batting Team Captain or the batsman's in the crease need to inform the BATTING PP to fielding team captain AND Umpires before the bowler completes his current over. Batting teams cannot ask for batting PP after bowler takes his stride.**

Tree rule

- When batsman hits the ball to ANY part of the tree in the offside field, 2 runs will be declared. Though the ball passes the boundary line after hitting /touching the branches, only 2 runs will be declared for the team/batsman.

Umpire Rotation

- Both the neutral umpires should rotate between themselves to act as Main and Leg Umpire for every other over.