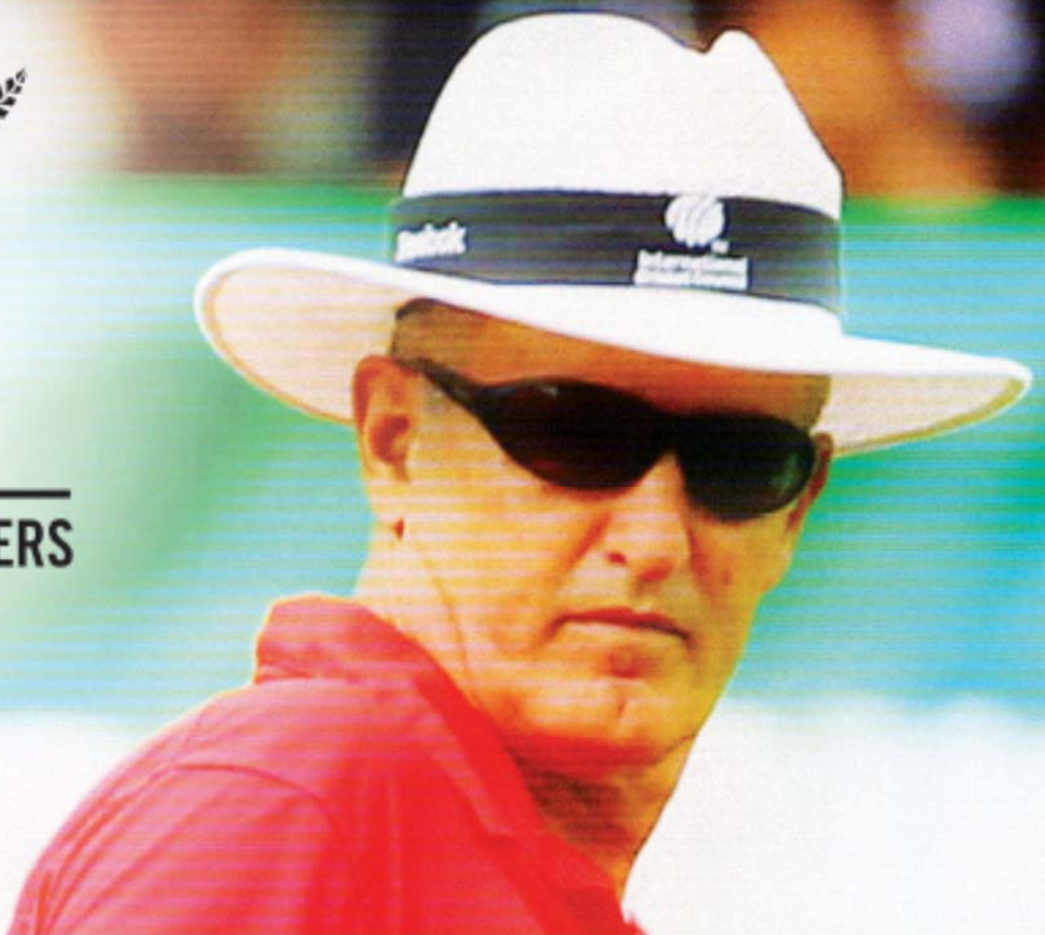




NEW ZEALAND
CRICKET

UMPIRES & SCORERS
ASSOCIATION



Cricket Umpiring Getting started

INCORPORATING THE MCC LAWS OF CRICKET

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5TH EDITION 2013



Cricket Umpiring – Getting started

ADVISORY PREFACE

Readers of this publication are reminded that the **MCC** holds the world-wide copyright to the Laws of Cricket.

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Hard copies of this book are available only to umpires and scorers affiliated to the NZCUSA.

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Cricket Umpiring

Getting started

Published by



in association with the



**UMPIRES & SCORERS
ASSOCIATION**

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Incorporating the 2013 - 5th edition amendments to the MCC 2000 code of Cricket Laws

Published by **New Zealand Cricket (Inc)** and the
New Zealand Cricket Umpires & Scorers Association.

The books available include:

An introduction to umpiring
Cricket Umpiring – Getting started
The Player Umpires Companion
The Umpires Companion
Cricket Scoring – Getting started
The Scorers Companion
The Turf Managers Companion
The Laws of Cricket 2000 code – 5th edition 2013

These items are available from NZCUSA Regional Training Officers

Some of the above, and other items may be downloaded from the **NZC** web-site
www.blackcaps.co.nz/content/grassroots/umpires-and-scorers/default.aspx

The *New Zealand Cricket Umpires & Scorers Association* is dedicated to the training of and assisting both umpires and scorers to become the best they can be.

As we study and practice to reach our full potential and by taking the time to learn the Laws, our pleasures help create the history of the game that benefits players, coaches and spectators alike.

The type of people we seek as members, are compassionate, dedicated and level-headed, willing to put in that effort.

Only through dedication to one's vocation, can anyone expect to achieve the recognition they deserve. If our publications provide that, then your time spent in reading them cannot be considered wasted.

New Zealand Cricket and the Board of the *New Zealand Cricket Umpires & Scorers Association*, acknowledges and thanks Graeme Lowrie of Timaru for his dedication over many years producing the training resources that have made New Zealand a world leader in the field.

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Foreword

When youngsters first start playing cricket, they discover there is so much to learn. As we get older, and wiser, we too discover that our learning never stops.

In the world of cricket, the Marylebone Cricket Club (MCC) in England, hold the world-wide copyright to the Laws.

Over the centuries, The Laws of Cricket have been subject to numerous amendments; this edition incorporates the 2013 - 5th edition amendments to the 2000 code.

There are many countries and regions affiliated to the International Cricket Council (**ICC**), each member of the **ICC** is the custodian of the Laws within its own borders & territories and all are permitted to vary the Laws by way of Regulations or Playing Conditions to suit their own competitions. This means that most matches, including Test matches, are played under Playing conditions that vary the Laws.

All cricket played in New Zealand is administered by local cricket associations under the guidance of **New Zealand Cricket**. This ensures a consistency of Law interpretations.

Many local matches are played under agreements made between captains, before the toss. The scorers must ensure they are made aware of these agreements, as they can often affect their duties.

In all cases, if the match Playing conditions are silent on any matter, Cricket Law prevails.

This booklet, **Cricket Umpiring – Getting started**, has been produced to assist young players, their parents and their coaches gain an insight into the Laws of Cricket. It may also be used towards study towards the **Level 1** umpire Certificate examinations.

Having assimilated the contents, readers may seek more information, perhaps towards becoming a qualified umpire. The *New Zealand Cricket Umpires & Scorers Association* has published several training manuals designed to assist umpires and scorers, who like all players, wish to become just the best they can. All the while developing the knowledge necessary should they seek to attempt the examinations.

For those who seek to do so, there is available **The Player Umpires Companion** that leads to the **Level 2** examination and **The Umpires Companion** that leads to the **Level 3** and **Level 4** examinations.

There are many people, who are unable to take their place on the field as a player or as an umpire. If you the reader, has an interest in umpiring or scoring, what better way of being involved in the game could there be, being part of the third team in a match.

Throughout the world there are skilled training officers attached to their local umpires and scorers association, all willing to help explain those situations that inevitably happen.

GWL

Readers are reminded that this booklet is a precis of the Laws as applicable for Junior players etc.

The Blue book published by the MCC contains the 5th edition 2013 amendments to the 2000 code is available from Cricket Associations and from NZCUSA Regional Training Officers.

Be ready for every ball of the match

Never be watching without seeing

Never be listening without hearing

Never be concentrating without taking it all in

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Level 1 Umpire syllabus

Required study

Cricket Umpiring – Getting started

Competency

At **Level 1**, umpires are expected to be competent to officiate in Junior grade club cricket as an umpire in which they may be playing.

Module 1.1

(56 slides)

Introduction	Spirit of cricket; Terminology; Field-of-play; Square; Pitch; Creases; Wickets
Pre-match duties	Arrival; Inspect boundary, creases & wickets, Nomination of players; Protecting young bodies; Conference with captains, hours of play including intervals
Pre play duties	Practice on the field; Mode of delivery; Taking guard; Which side to move
Umpire signals	Start of Play, DEAD BALL, No ball, Wide, Short runs, Byes & Leg byes; Boundaries, Revoke, Out
Batsman's ground	Which; The wicket is down; How to break the wicket
Start of play	Umpires' duties prior to the call of PLAY
Cessation of play	Call of TIME; When; Who makes the call; Lifting of bails
DEAD BALL	When does the ball come into play; When does the ball become dead automatically; When must an umpire call & signal DEAD BALL
Code of Conduct	Guidelines
Obtaining a result	Declaring a result; Runs, Wickets, Tie, Draw

Module 1.2

(42 slides)

Extras	No ball foot faults; Defining a Wide
Dismissals	Bowled, Caught, LBW, Run out, Stumped, Which umpire has jurisdiction; Possible off a No ball or Wide; Brief summary of other methods
Fair & unfair play	Protected area; Illegal fielding; Ball contacting helmet on the ground; Dangerous & unfair bowling, Beamers & Bouncers
Scorers' duties	Umpires responsible; Accept; Obey; Record runs, wicket & overs bowled
Examination	A written or oral examination; 80% pass mark required

Players expect umpires to start perfect and improve.

They want umpires to get their decisions right most of the time, hence the high pass mark required.

The 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 within 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.

1. There are two Laws, which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captain

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.

Players' conduct

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

2. **Fair and Unfair play**

According to the Laws 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.

3. **The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous and unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. **The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its 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 sharp practice, for instance:
 - (a) Appeal knowing that the batsman is not-out.
 - (b) Advance towards the umpire in an aggressive manner when appealing.
 - (c) Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary 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.

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.



The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

Before play starts

A few things often overlooked are listed here:

Are you ready for a day's cricket?

Your kit, not just your bat, gloves, pads etc. but your own person clothing.

Are you whites clean?

Ensure this is done the evening before the match

A clean, tidy player often has a clean tidy mind, uncluttered, ready for the day ahead

Take the time to read the Spirit of Cricket, on the preceding page. It will help ensure you have a good day on the field

Who is going to score the match?

If it is likely to be yourself, make sure you have fine tip pens or pencils and of course, the score-book

Arrive early having had a good breakfast

If you have to rush, you are bound to forget something and this may be on your mind instead of the cricket ahead

If you have no official umpires, captains have some extra duties

Before checking the pitch and pitch markings, take the time to check the boundary markings - do they conform?

Before the toss, give your opposing captain a list of your team members

The toss (30 – 15 minutes before the agreed start time) must be made, **on the field of play**; that is inside the boundary, not necessarily on the pitch itself

The winner must inform his opponent of his decision to bat or field, **immediately after the toss**

Remember that cricket is a sport played first and foremost for pleasure

Do all you can to make it an enjoyable if competitive day for all

Before checking the pitch and pitch markings, take the time to check the boundary markings and that they conform to the Laws

If you have umpires, remember your courtesies

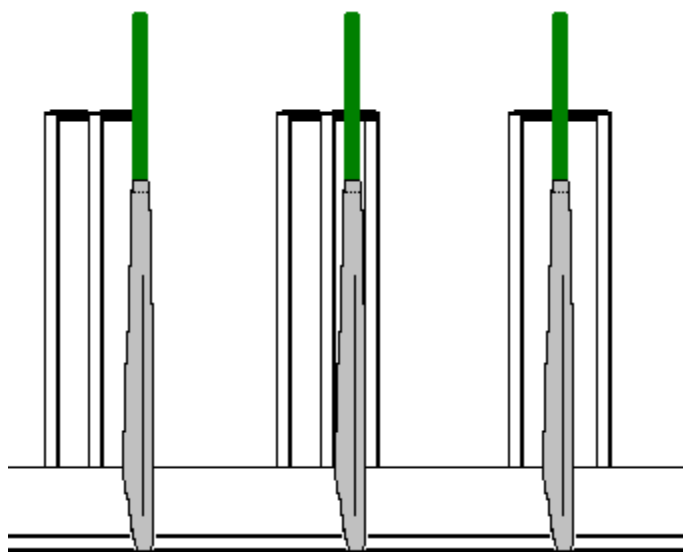
Each captain must ensure his side accepts all umpire decisions even when they go against them

The umpires are responsible for ensuring the game is played according to the Laws

Remember that cricket is a sport played first and foremost for pleasure. Do all you can to make it an enjoyable, if competitive day for all.

If you are the host team, be good hosts.

Taking guard



Leg-stump

Two legs, or
middle & leg

Middle stump

These are three normal guard positions for a right-handed striker.
These are reversed for a left-handed striker.

These guard positions apply to a right-handed striker and should be reversed for a left-handed batsman.

When looking at the stumps from the bowlers end, they are named as follows:

Left stump	Off stump
Middle stump	Middle stump
Right stump	Leg stump

The position between stumps are:

Off and middle stump	Middle and Off
Leg and middle stump	Two legs

On occasions a striker will hold the bat flat across the stumps.

The three most commonly used guard positions shown above are:

Middle stump.

Two legs or Middle & leg.

Leg stump or One leg.

Players should politely ask the bowler's end umpire for Guard.

Use the toe of the bat as the mark point on the popping crease; then confirm the mark.

Do not do so again unless the mark is obliterated.

Repetition is time wasting and irritating to all participants.

Umpire's signals



Umpires must signal events in the order they occurred

Penalty run are not normally applicable at this level

CAPITALISED signals are made first with a **CALL** for the players' benefit, then when the ball is dead, with the exception of **Out** the bowler's end umpire must re-signal to the scorers

The bowler's end umpire must wait until **the scorers acknowledge each separate signal** before permitting play to proceed

If on appeal, a batsman is Not out the umpire shall call **NOT OUT**

The shaking of the head to signify Not out, is **not** a requirement of Law

The players

No more than 11 players may field at any one time however, by mutual agreement, more or less may play.

Players must be nominated in writing to the Official umpires (if none, then to the opposing captain) before the toss for innings.

A nominated player cannot be changed after the toss.

This card, meets the requirements of Law.

If a player becomes ill or injured after his nomination and before play actually starts, he may be replaced, but only with the opposing captain's consent. The new player then becomes part of the nominated team.

One of the nominated players shall be the captain. If a captain is not available before the toss, a deputy must act for him.

When on the field batting, the batsmen act for their captain. If the fielding captain is not available a nominated deputy must act for him.

The captain is responsible for the conduct of his team.

Substitutes

A Substitute is permitted (without the opposing captain's consent) for a fielder who has become ill or injured **after** the toss.

A Substitute may only field. He **may not** bat, bowl, keep-wicket, be a Runner, or act as captain on the field.

Player leaving the field

A player wishing to leave the field may do so **provided he informs the umpire the reasons for doing so**. Players are not permitted to change items of clothing on the field, nor can they have a substitute while doing so.

Runners

A batsman is permitted a Runner if he **becomes injured or ill after the toss**. The Runner must be one of the nominated team, if possible one who has **already batted in the innings**. The Runner must carry a bat and wear similar **external** protective gear as the injured batsman.

Having delegated his running to his runner, an injured batsman cannot decide to run. Should he do so, no runs are scored. The runner must be stationed where directed by the umpires.

When not 'on-strike' the injured batsman must stand where directed by the umpires.

If he brings himself into the game he becomes subject to the Laws which could cause his dismissal.

Batsman retiring

A batsman may retire at any time provided the ball is dead. He must give his reason to the bowler's end umpire. He may return to continue his innings on another retirement or on the fall of another wicket, provided:

If the reason was for sickness or injury - no consent is necessary.

If for any other reason; the opposing captain must consent.

Fielder returning without permission

If a fielder returns to the field without consent and comes in contact with the ball in-play, the ball becomes automatically dead, the runs completed are scored including a NO BALL or WIDE (if applicable) and 5 Penalty runs must be awarded to the batting side.

Team List		
Competition	Round	Date
Team		Age group
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
Manager		
Coach		
Captain *		Wicket-keeper †

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The umpires

The Laws require **two** umpires to be appointed to a match and act completely impartially.

Often at Junior level, players or parents act as umpires. When doing so, they must be completely impartial.

Pre-match discussions

Before the toss, the umpires are required to discuss with the captains any matter relating to the conduct of the match. This could be the hours of play, intervals for Drinks, Lunch etc.

Umpires' responsibilities and duties

The umpires must inspect the match balls, the external visible requirements of all bats, and the stumps.

At least one of the umpires must supervise the toss.

The umpires are the sole judges of Fair & Unfair play and make all final decisions relating to Ground, Weather & Light. They may suspend play only if conditions are **dangerous or unreasonable**.

Conditions should not be regarded as dangerous or unreasonable merely because they are not ideal. Players cannot appeal against the conditions.

With the exception of the signal, Out; the bowler's end umpire must repeat all signals to the scorers when the ball is dead.

All signals are to be made by the bowler's end umpire except that for **Short run**, which may be signalled by the striker's end umpire. However, the bowler's end umpire must assume responsibility both for the final signal of Short run to the scorers followed by a signal informing them as to the **number of runs to be recorded**.

Example: The batsmen ran 3, one run was short. Signal = 2 runs to be scored.

The umpires are the **final arbiters** of the correctness of the score, and if necessary can call the players back on the field if a mistake is found after stumps (and before TIME).



Terminology

It is imperative that youngsters learn the correct terms in cricket.

The area inside the boundary is called ...

The prepared area where the pitches are prepared is called ...

That part of the Square where the ball is bowled is called ...

The three stumps with bails placed on the Bowling crease are called ...

The Field of play

The Square

The Pitch

The Wickets

These terms are used in this booklet.

The bat and ball

Bats are required to be graded, Type A, B & C. Type A may be used at any levels; Type B & C bats may be used only as determined by the Governing body for their particular competition.

Governing bodies may exempt the use of ungraded bats until the end of their natural life.

Cloth tape used to repair/protect the blade is only permitted on Type C bats.

The hand or glove of the batsman is considered part of the bat provided it is contact with the bat.

The Laws specify the dimensions etc of the ball; this is principally for the benefit of manufacturers and are normally specified in the competition Playing conditions .

Balls must be approved by the umpires (captains if there are none) before play starts.

The balls remain in the umpires' possession during each interval and at the fall of each wicket.

The pitch

The selection of the pitch (and outfield) vests with the Ground authority.

The umpires are the final arbiters of the fitness of the pitch for play (if no official umpires, the captains must assume and share this responsibility) – they must agree. If they cannot, if play is in progress it shall continue, if not, play will not start.

After the match has actually started, the pitch can be changed provided the umpires consider it unsuitable or dangerous for play, but only with the consent of both captains.

A changed pitch must be within the pre-agreed boundaries.

The wickets

The Laws specify the dimensions etc of the wickets; this is principally for the benefit of manufacturers. The wickets and bails must be made of wood. When pitched a ball must not be able to pass between the stumps.

The wickets with bails fitted must be exactly $28\frac{1}{2}$ (72.4 cm) inches high

In adverse weather conditions the umpires can agree to dispense with the bails (at both ends) however they must replace them as soon as conditions permit.

The middle stump must be centred on an imaginary centre-line through the pitch

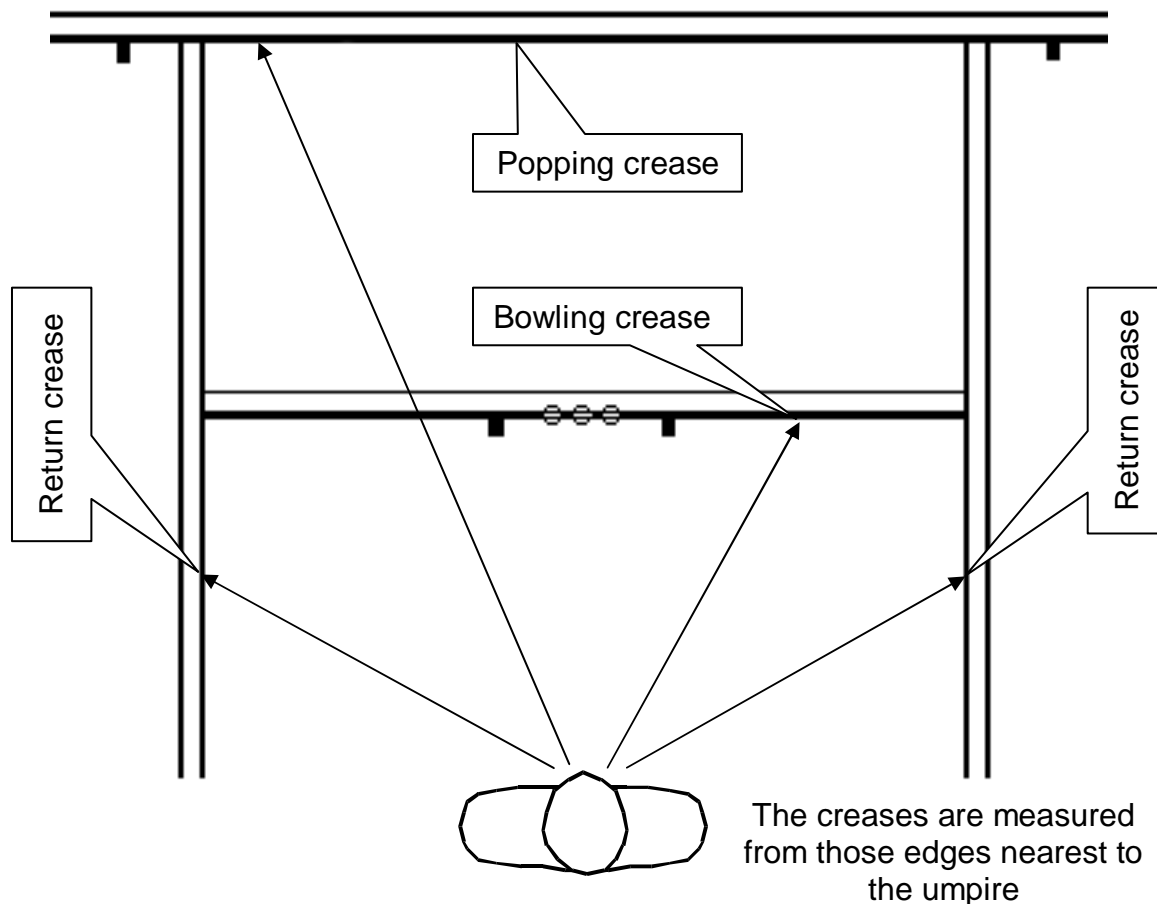
All stumps must be pitched centred on the back edge of the Bowling crease

Not on the middle of the line



The creases

It is imperative that the correct terms be used.



Just as the Boundary line is the inner edge of the boundary line closest to the umpire, the actual line of each crease is **the edge of that line closest to the umpire.**

The Popping crease is often incorrectly called the Batting crease. A batsman can be dismissed if he does not have some part of **his bat in hand** (or person) **grounded behind** the Popping crease. That is **the edge of the line closest to the umpire.**

The Bowling crease is now redundant and is used solely to position the stumps. Note that the stumps are placed on the **back edge** of the crease closest to the umpire.

The Return creases relate solely to bowling. See page 22

Start of play – Cessation of play

Play starts when the bowler's end umpire calls **PLAY** – the match clock starts.

If the umpire is into position at the bowler's end before Time, that next over must start.

If a wicket falls, or a batsman retires within two minutes of Time, then **TIME** shall be called **immediately except at the conclusion of the match**, in which case **the over shall be completed**.

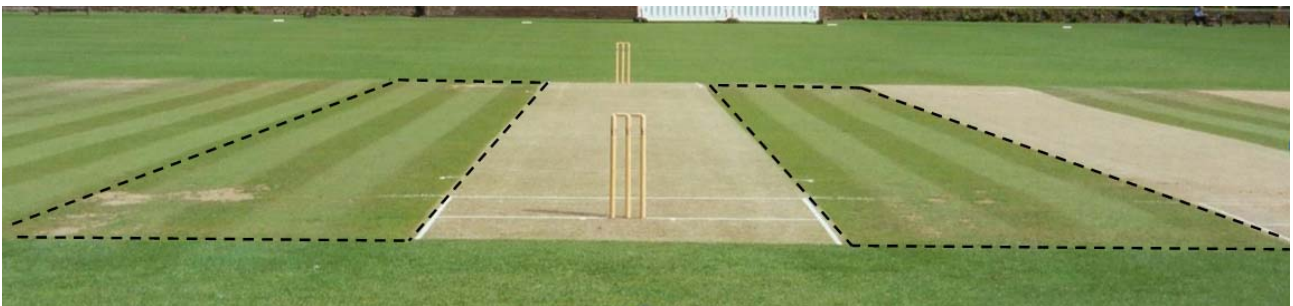
Play stops for that session when the bowler's end umpire calls **TIME** – the bails must be removed – the clock stops and no appeals can be considered after that call.

Practice on the field

No practice is permitted on the pitch to be used or on the adjoining strips on either side (batting, fielding or bowling) at anytime on any day of the match.

This ban extends to the area 10 feet (3.1 metres) on each side of the pitch in use,
i.e. the areas within the dotted-lines.

Practice is permitted on the fall of a wicket but must cease when the incoming batsman reaches the square.



Practice is not permitted on the **Pitch** or on any part of the **strips** on either side of it

All forms of practice are permitted on the outfield before the start of play or after the close of play on any day or during the lunch and tea intervals or between innings providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

Only **nominated players** may practice on the field-of-play within the times; 30 minutes before the first call of **PLAY** for the day and only after the final call of **TIME**.

During intervals and breaks in play, practice must cease 5 minutes before the call of **PLAY** to resume play.

If a fielder breaches these provisions, he shall not be allowed to bowl until at least one hour has elapsed or there has been at least 30 minutes of playing time since the contravention, whichever is sooner.

If the contravention is by the bowler during an over, he shall not be allowed to complete that over. The over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.

The bowler is prohibited from having a trial run-up after the call of **PLAY**, if the umpire considers it Time wasting.

Scoring & Extras

Runs are scored when:

Both batsmen cross and make good their ground from end to end, or
A boundary is scored, or

Penalties or extras are awarded for:

Bowling extras (NO BALLs & WIDEs), and
Fielding extras (Byes & Leg byes), and

The umpires are required to disallow runs scored for:

Illegal Leg byes.
Unfair play.

If the batsmen have crossed while running they shall stay at that end **unless**:

A boundary is scored, or
Runs are disallowed.
Unfair play.

Runs are scored if the runs **are completed before** a batsman is dismissed:

Run-out.
Handled the ball.
Obstructing the field (not a catch).

No runs are scored and the non-striker must return to the wicket he has left if the striker is dismissed:

Caught.
Handled the ball.
Hit the ball twice.
Hit wicket (his own).
LBW.
Obstructing a catch being taken (even if the non-striker is the offender).



When running for a second (or subsequent run) if either batsman fails to ground either himself or his bat behind that Popping crease it becomes a **SHORT RUN** and that run is not scored.

The following run, even though started short, if completed, is scored.

The bowler's end umpire must re-signal the **SHORT RUN** to the scorers and when that signal has been confirmed, signal the number of runs TO be scored.

Boundaries & Sightscreens

Before the toss the boundary must be agreed. It can be:

A white line painted on the ground, or

A rope (or flexible equivalent) laid on the ground, or

A fence, building or board (where the structure meets the ground), or

Flags or posts in the ground **positioned on the outer edge** of the boundary line, or any combination of the above.

An obstacle or person within the boundary is not a boundary, unless decided otherwise before the toss.



Boundary 4 is scored when the ball reaches or crosses the boundary irrespective if it has made contact with a fielder or umpire.

Boundary 6 is scored (only off the bat or hand holding the bat) if the ball crosses the boundary without touching the ground or a fielder or umpire, within the boundary, or if it hits the boundary rope or fence on the full.

If the first contact with the ball is by a fielder either with some part of his person grounded a ball may be caught, or fielded after it has crossed the boundary, provided that the first contact with the ball is by a fielder either with some part of his person grounded within the boundary, or whose final contact with the ground before touching the ball was within the boundary.

Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond, the boundary at any time during the act of making the catch or of fielding the ball.

The act of making the catch, or of fielding the ball, shall start from the time when the ball first comes into contact with some part of a fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.



The boundary allowance can be added to a bowling or fielding extra.

The Result

A Result can be achieved by:

One team scoring a total of more runs than their opponents.

A Forfeited innings, or a Declared innings is a complete innings.

A single innings match cannot be extended for a further result.

Upon a Result being achieved or the conclusion of the allocated overs the bowler's end umpire will call TIME and the bails must be lifted.

The umpires can **Award** the match to the non-offending team if:

Both batsmen leave the field without the agreement of the umpires (other than for a Declaration), or

One team refuses to play, or

A team conceded defeat, or

A team fails to return to the field after an interruption or interval.

In special circumstances the umpires can Abandon Play and / or call the match off.

A Result is defined by:

Wickets: if the team batting second achieves its win without having to complete its innings.

Runs: if the team batting first dismisses their opponents before they have scored enough runs to win.

A win can also be by an innings and runs.

A Tie: if the scores are equal at the end of the match, provided the team batting last are All-out; even if more balls can be delivered.

A Draw: if none of the above apply.

If 1 run is required for victory then:

When the batsmen have completed 1 run, the match is over and only 1 run is scored.

If the striker hits a boundary, the boundary allowance shall be scored. However, if the batsmen complete the winning run before the ball reaches the boundary, the run completed is scored and the boundary is not.

If the winning run comes from bowling or fielding extras, Penalties or a Boundary they shall be scored.

If upon leaving the field, a mistake has been found in the scoring, and time permits the match to resume, play shall restart until the result has been achieved as above.

If Time has passed, or the prescribed number of overs have been bowled, or if the side batting last is All-out, the umpires shall after consultation with both captains amend the scorebooks and the Result. The final Result shall stand.

When the umpires have agreed on the Result being achieved, and informed the captains, the result cannot be overturned. The captains have no voice on this matter.

The Over

An Over consists of six (6) **fair** deliveries; each over shall be bowled from alternative ends.

An Over starts when the bowler starts his run-up or bowling action, and concludes on the call of OVER.

If an umpire miscounts the balls of an over, the count stands.

A ball is either counted as a ball of the over or it is not

Those balls that **are counted** are deliveries where the striker has a legitimate opportunity to play at the ball and to score runs. A ball, to be counted as one of the 6 balls of the over, must be:

Delivered, and

Reach the striker, and

Be a fair delivery – not a No ball or Wide.

Balls that are not counted

Any ball that does not meet the criteria above of being counted is not counted. These are

Bowling extras - No balls & Wides.

When the umpire calls & signals DEAD BALL **before** the striker has had the opportunity to face and play at the delivery.

When an umpire calls & signals NO BALL then DEAD BALL because the ball has **come to rest in front of the striker**.

That ball must be re-bowled.

Unless the innings has concluded, those that are not counted must be re-bowled.

For clarity of thought, this should not be interpreted as an additional ball of the over – the offending ball is re-bowled - to state otherwise would breach the provisions of law.

Bowler changing ends

A bowler may change ends as often as required **but may not bowl in consecutive overs**.

Except at the conclusion of an innings, before TIME has been called, the original bowler shall complete the over in progress when play resumes, unless he:

is ill or injured, or

has been ordered-off for Unfair play.

In such circumstances, another bowler shall complete the unfinished over.

DEAD BALL

At any time after the call of PLAY, the ball comes into play, when the bowler starts his run-up or his bowling action.

The ball becomes automatically dead when:

A batsman is out.

A boundary is scored.

It is **finally settled** in the hands of the bowler or wicket-keeper, (when this happens is for the umpire alone to decide).

When the players cease to regard it in play (the exact moment in time when this happens is for the umpire alone to decide).

It becomes **trapped** between the striker's bat & person.

It **lodges** in the clothing or equipment of a batsman or umpire.

It **lodges** in the helmet worn by a fielder.

It **touches** a helmet placed on the field or a **discarded** item of fielder's equipment.

It **makes contact** with an item thrown by a fielder.

An absent fielder returns and fields the ball.

An umpire calls **OVER** or **TIME**.

On a fielder's call of "**Lost ball.**" A rare event in the modern game.

The ball is not dead on the call of NO BALL or WIDE.

An umpire must call & signal **DEAD BALL** when:

As often as required above.

He intervenes in the case of Unfair play.

He leaves his normal position to talk to his colleague or player.

He is satisfied that the striker is **not ready to receive a delivery**.

The striker is **distracted** while receiving a delivery.

A fielder makes a **significant movement** while the striker is facing a delivery.

The bowler accidentally **drops the ball** before delivery.

The **ball is not delivered**.

A **player or umpire is injured**.

To disallow **illegal Leg byes**.

A **bail drops** from the striker's wicket **before receiving a delivery**.



If either umpire calls & signals DEAD BALL before the striker receives a delivery, it is not counted as a ball of the over; it must be re-bowled.

NO BALL

A No ball is Bowling extra that is debited to the bowler that either umpire considers to be Unfair while the ball is being delivered - e.g.

A bowler fails to inform the umpire of his **Mode of delivery** or **change of Mode** before he delivers the ball.

A bowler **throwing the ball** as opposed to bowling the ball.

A bowler's **foot faults** See page 22

A bowler breaks the stumps in his delivery stride and delivers the ball.

DEAD BALL if the ball is not delivered.

A bowler delivers a **fast short pitched ball** above **head height** of the striker when standing upright at the crease.

The bowler delivers a **full tossed ball** above **waist-height** of the striker standing upright at the crease.

The bowler delivers a **deliberate high full-pitched ball** above **waist height** of the striker standing upright at the crease.

The ball bounces **more than twice** before reaching the striker.

The ball **comes to rest in front** of the striker's **wicket without making contact** with him - DEAD BALL – a free hit is not permitted.

The wicket keeper **encroaches** in front of his wicket.

More than **2 fielders stationed behind square-leg**.

A fielder **encroaches onto the pitch**.

The fielder's shadow is not considered part of his person. The fielder (and his shadow) must not move while the striker is receiving the delivery.



The penalty for a No ball is:

One run scored in **addition** to any runs scored or completed otherwise.

That ball must be re-bowled.

No ball negates a call of WIDE.

A batsman cannot be dismissed off a No ball:

Bowled

Timed out

Caught

Hit wicket

LBW

Stumped

See Table of Dismissals; page 38

Bowler foot faults

During the delivery stride the umpire must be **entirely satisfied** that the bowler's back foot must not land on, or be outside the Return crease. Some part of the front foot, grounded or raised, must land behind the Popping crease and be inside the imaginary centre-line between the two middle stumps.



Fair

Both feet are inside the creases

Fair

Both feet are inside the creases



Fair

Part of the front foot is behind the Popping crease

Fair

Part of the front foot is behind the Popping crease



Fair

The front foot is behind the Popping crease

Fair

Part of the front foot is behind the Popping crease



Fair

Part of the front foot is behind the Popping crease

Fair

The front foot landed behind the Popping crease before sliding over



NO BALL

The front foot is landed over the imaginary centre-line. If landed on, or raised over that line – **Fair**

NO BALL

The front foot is in front of the Popping crease



NO BALL

The back foot is landed on the Return crease

NO BALL

No part of the front foot is behind the Popping crease



NO BALL

The back foot is landed outside the Return crease

NO BALL

The back foot is landed on the Return crease



WIDE ball

A WIDE is Bowling extra that is debited to the bowler that the bowler's end umpire considers to be Unfair because the ball was too wide of the striker to play a normal stroke at it.

That is, while the striker is standing in **a normal guard position**.

What is the difference between a WIDE and a Bye?

The black balls (right) are out of the striker's reach.

The red balls are within his reach.

If the ball passes the striker outside his reach ...

when the ball becomes dead, the umpire must call & signal WIDE.

Any additional runs resulting from that delivery are also scored as WIDEs.

The penalty for bowling a WIDE ball is:

One run scored in **addition** to any runs scored or completed otherwise.

The ball must be re-bowled.

The stature of the striker must be considered

Not all batsmen are the same height; therefore they all have a different reach (right)

A tall batsman can reach further than a shorter batsman.

An identical delivery could be deemed a Wide to a shorter batsman but not to a taller batsman.

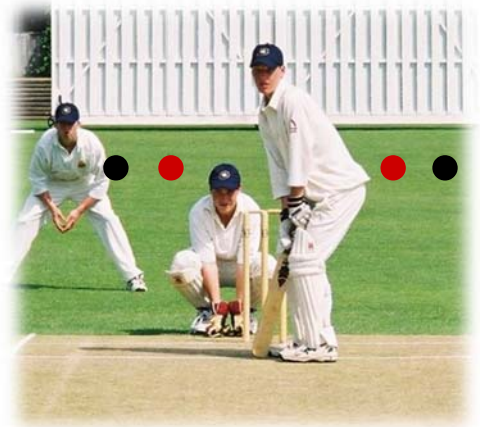
Moving to create a wide

If the striker has moved back away from **a normal guard position** (right) and in doing so, permits the ball to pass outside his reach, he negates a wide call.

Bringing the ball within his reach

If the striker moves to bring the ball within his reach (right) and by doing so he is able to play **a normal stroke** at the ball; he negates a wide call.

This provision may not apply where Wide lines are painted on the pitch.



A high WIDE

If the ball is so high (right) to make it impossible for the striker to hit it, NZC requires this ball to be called & signalled WIDE.

This applies even if the ball was bowled accidentally.



Byes & Leg byes

Byes & Leg byes are deliveries from which runs are scored – they are Fielding extras and are not debited against the bowler.

The striker cannot gain credit for a Fielding extra.

There is no additional penalty for a Fielding extra.

Byes

A delivery that passes the striker **without making contact** with him or his bat and runs are scored

Provided that does not meet the criteria of a Wide.



Leg byes

A delivery that makes **contact with the striker** (unintentionally) and one or more runs are scored **provided the striker:**

Attempted to hit the ball with his bat, and / or

Moved to avoid injury.

Upper right – Playing a stroke

Right – Playing a stroke? (The umpire's opinion)



Illegal Leg byes

If the striker pads the ball away or, in the umpire's opinion, fails to make a genuine attempt to play the ball, the umpire will wait until either the batsmen have completed one run, or the ball reaches the boundary, (to enable a possible run out) before he calls & signals DEAD BALL.

The batsmen must then resume their original ends; no runs are scored.

Lower right – Not playing a stroke



Appeals

A batsman cannot be dismissed without an **Appeal**.

A batsman may leave his wicket being dismissed without an appeal.

If the batsman leaves under the impression that he has been properly dismissed:

If the dismissal is valid, it stands.

If the dismissal is not valid, the umpire must recall the batsman to resume his innings. The umpire must call & signal DEAD BALL and recall the batsman **before he leaves the field of play**.

An appeal must be made before:

The bowler starts his run-up or bowling action for the next delivery, or

The call of TIME.

The correct words for an appeal are “How’s-that” and covers all ways of dismissal. The appeal does not need to be directed at a particular umpire.

The bowler’s end umpire answers appeals for:

Bowled

Timed out (after consultation with his colleague)

Caught

Handled the ball

Hit the ball twice

L B W

Obstructing the field

Run out at his end

Retired out

The striker’s end umpire answers appeals for:

Hit wicket

Stumped

Run out at his end

An umpire is required to consult with his colleague on any decision within his jurisdiction, when he may be in a better position to see. If any doubt remains, the batsman is NOT OUT.

A captain may withdraw his appeal and the umpire shall revoke his decision, provided:

The umpire consents, and

The dismissed batsman has not left the field.

An umpire may reconsider his decision to dismiss, provided the batsman has not crossed the boundary; this apart, the umpire’s decision is final.

The wicket is down

The **wicket is down** if a bail is removed from the top of the stumps or a stump is removed from the ground by:

The ball, or

A fielder's hand/s or arm, provided the ball is in that hand, or

The striker's person or equipment provided he is receiving a delivery.

A minor disturbance of a bail **does not constitute complete removal** if it remains in the stump groves.

If one bail is already removed, **it is sufficient** to remove the remaining bail - as described above.

If a bail is not in place, **it is permissible** for a fielder to **replace it** before **subsequent removal** - as described above.



If no bails are in place a fielder must **strike and completely remove** a standing wicket from the ground - as described above.

If all of the stumps at that end are out of the ground, **it is permissible** for a fielder to **replace one in a vacant wicket hole** to effect the striking from the ground - as described above.

In adverse weather conditions, the umpires may dispense with the bails without consent, **at both ends of the pitch**. If the bails have been removed:

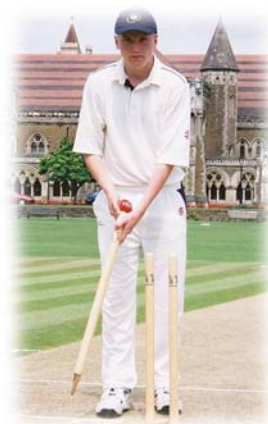
It is for the **umpire alone** to decide if the bails; (had they been in place) have properly been removed and the wicket properly put down.

The bails must be replaced as soon as conditions permit.



If the wicket is not properly put down, a batsman cannot be dismissed.

The umpire does not re-make the wicket until the ball is dead, however any fielder may do so.



Batsman out of his ground

A batsman is considered **out of his ground** if he does not have part of his person or bat in hand **grounded behind** the Popping crease **at that end**.

A batsman may leave his ground for the sole purpose of avoiding injury and cannot be dismissed.

The umpire must ensure the wicket is correctly broken **before** ascertaining that the batsman is in or out of his ground.

If a batsman is **out of his ground** when his wicket is put down, on **Appeal** he must be dismissed.

Whose ground is it?

As only one batsman can occupy a ground, **whose ground is it?**

If a batsman **has left his ground**, it belongs to the batsman **nearest to it**. When they cross (between Popping creases at each end of the pitch) while running they change grounds (ends).

If **they are level**, then the ground belongs to the batsman that left it. **The batsmen have to actually cross** – if they are level, they have not crossed.

These batsmen (right) have not crossed.

If one batsman leaves his ground and reaches the other's ground without crossing, **it remains the original occupier's ground and the empty ground belongs to the traveller**.

If a batsman leaves his ground momentarily then returns and the batsmen **do not cross** and he is then joined by the other batsman, it **belongs to the non-travelling batsman**.



Runners

If there is a runner for an injured batsman, the same rules above apply. A runner and his injured colleague are considered to be two parts of the same person.

If an injured batsman leaves his safe ground, he becomes subject to these rules and to dismissal. He cannot decide to dispense with his runner having received permission to have one. Having left his ground and a wicket is put down - no runs are scored.

It can be seen that **the actual act of crossing is crucial**. If the batsmen have actually crossed, **they change ends** and take ownership of the other's ground.

This is particularly important if a batsman is dismissed:

Caught

Handled the ball

Hit the ball twice

Obstructing the field

Run out

Position of the non-striker

When the ball is being delivered, the non-striker **should occupy that side of the crease opposite the bowler**, unless the umpire requests otherwise.

Dismissals

Each umpire may dismiss a batsman only **on appeal** for those decisions **within his own jurisdiction**.

The Laws require him to seek clarification from his colleague if any doubt exists. If a doubt remains, the batsman must have the benefit of that doubt and the umpire must call NOT-OUT.

The bowler **gains credit** for:

30 Bowled	No runs are scored. The non-striker retains his original end
32 Caught	No runs are scored. The not-out batsman goes to the end he is closest to
34 Hit wicket	No runs are scored. The non-striker retains his original end
36 L B W	No runs are scored. The non-striker retains his original end
39 Stumped	No runs are scored. The non-striker retains his original end

The bowler **is not credited** for:

31 Timed-out	No runs are scored. The non-striker retains his original end
33 Handled the ball	Runs completed before the act are scored
37 Obstructing the field	No runs are scored if the act prevents a catch
2.9 Retired out	No runs are scored. The non-striker retains his original end

The wicket keeper **gains credit** for:

39 Stumped	No runs are scored. The non-striker retains his original end
------------	--

The striker cannot be dismissed off a No ball:

30 Bowled
32 Caught
35 Hit wicket
39 Stumped

It is **impossible** for a striker to be dismissed off a Wide:

30 Bowled
32 Caught
34 Hit the ball twice
36 L B W

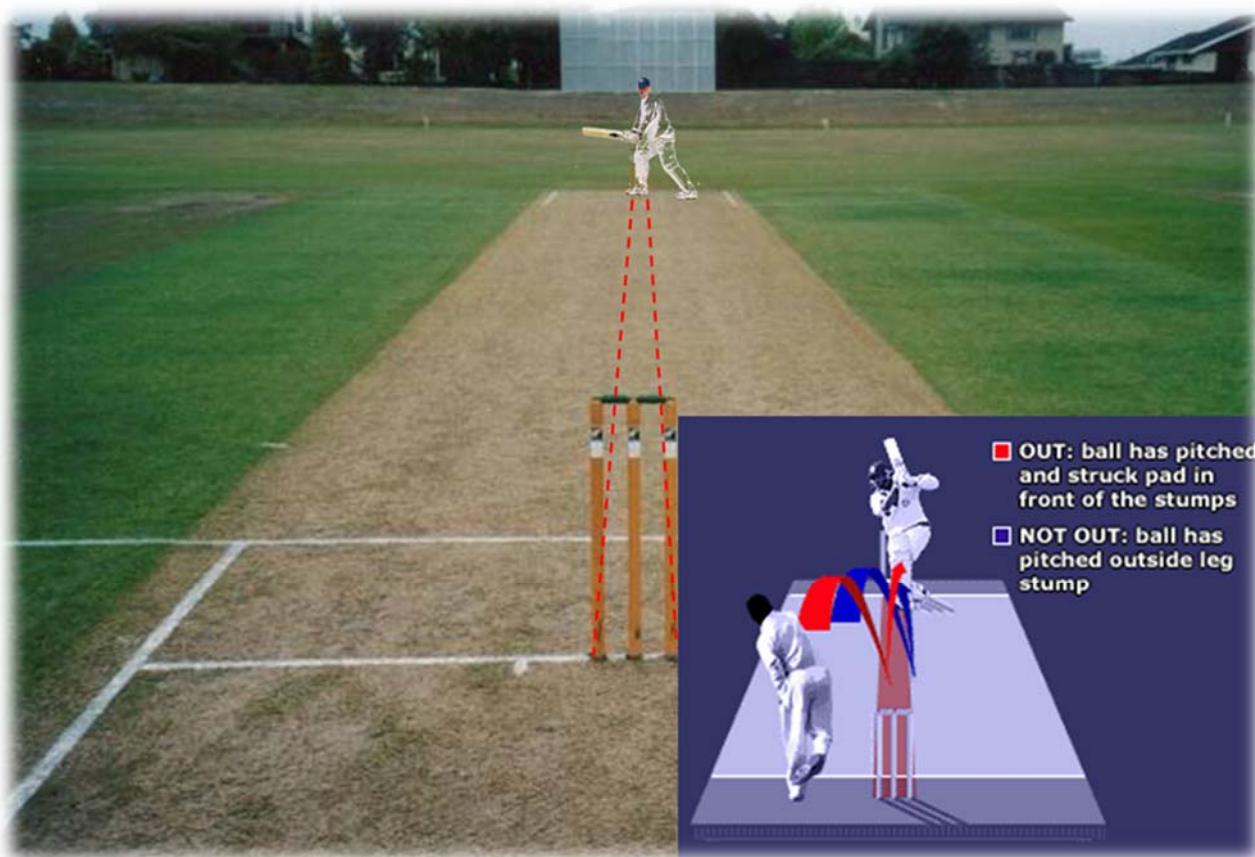
The Laws **do not give a fielder any credit** for a batsman being dismissed:

32 Caught	
38 Run out	However the convention is to record the name of the fielder throwing the ball leading to the dismissal

Further details are listed in the tables on pages 38 & 39.

Leg Before Wicket

Shown here for a Right handed striker - Mirror for a Left handed striker



4 questions the umpire must answer YES ...

1. Did the ball pitch between wicket & wicket (in the zone) or on the off side? YES
2. Was the first point of interception the striker person or equipment and not his bat? ... YES
3. Was the first point of interception between wicket & wicket (in the zone)? YES
4. But for that interception, (in the umpire's opinion) would the ball have hit the wicket? . YES

Out L B W

An intercepted full-toss ...

1. The umpire must accept that the ball would follow that trajectory and would not deviate

The striker not playing a legitimate stroke ... (in the umpire's opinion)

3. The first point of interception can be on the off side

Run out

Either batsman can be Run out while the ball is in play.

The batsman closest to the broken wicket is dismissed.

If they have **not crossed** the batsman running **from the wicket** is dismissed.

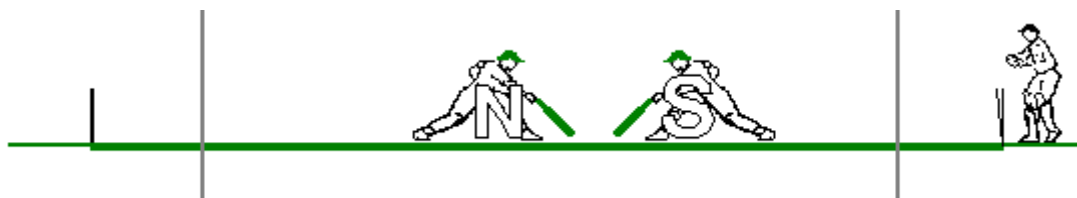
This batsman has one foot behind his popping crease – he is **in his ground** – **NOT OUT**



This batsman has one foot **on** his popping crease marking – not behind it – he is **out of his ground** – on appeal – **Out**



This batsman does not have a foot on or behind his popping crease marking – he is **out of his ground** – on appeal – **Out**



If they have **crossed**, the batsman running **to the broken wicket** is dismissed.

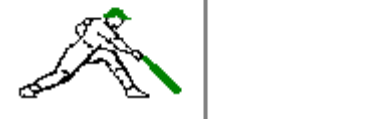
This batsman has his bat grounded behind his popping crease – he is **in his ground** – **NOT OUT**



This batsman has his bat on his popping crease marking – not behind it – he is **out of his ground** – on appeal – **Out**



This batsman does not have his bat grounded on or behind his popping crease marking – he is **out of his ground** – on appeal – **Out**



The umpire must ensure the wicket is correctly broken **before** ascertaining that the batsman is in or out of his ground.

If a batsman is **out of his ground** when his wicket is put down, on appeal he must be dismissed.

The wicket keeper

The wicket keeper is the only fielder permitted to wear gloves & external pads.

Gloves must not have any webbing between the fingers. Any webbing between thumb & index finger **must not form a pouch**; however a single piece of non-stretch fabric for support may be used (to prevent the thumb being dislocated.)

The wicket keeper must remain wholly behind the stumps until the ball has either:

Passed the striker's wicket, or

Touches the person or equipment of the striker, or

The striker attempts a run.

If the wicket keeper interferes by **word or deed** with the striker attempting to play the ball or to guard his wicket, the umpire must call & signal DEAD BALL. The striker cannot be dismissed.

If the striker is making a **legitimate attempt** to guard his wicket and the wicket keeper interferes with the wicket keeper – NOT OUT

If that act prevents a catch being made, on appeal, the striker must be dismissed - Obstructing the field.



Wicket keeper in front of his stumps **NO BALL**
 More than 2 fielder's behind Square-leg **NO BALL**

The fielders

A fielder may not wear external protective gear. Minor taping to protect damaged fingers etc is permitted, but only if the umpires consent.

A fielder **may not make any significant movement** while the bowler is delivering the ball - either umpire must call & signal DEAD BALL

A fielder may only field the ball with his person, if he fields it otherwise:

The ball becomes automatically dead & 5 Penalty runs will be awarded to the Batting team.

A fielder's helmet when not worn shall be placed on the ground behind the wicket keeper.

If the ball in play touches the helmet, the ball becomes automatically dead & 5 Penalty runs are awarded to the batting team. **Penalty procedures are not invoked.**

If the delivery would normally be called & signalled DEAD BALL because the umpires disallowed illegal Leg byes; Penalty runs are **not** awarded.

Fair & Unfair play

The responsibility of captains

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

The responsibility of umpires

The umpires shall be the sole judges of fair and unfair play.

If either umpire considers an action, not covered by the Laws, to be unfair he shall intervene without appeal and, if the ball is in play, call & signal DEAD BALL and implement the procedure as set out in Law 42.18.

Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by the Laws.

These two clauses, quoted in full, are considered by many to be the most important of all Laws and require no further explanation.

If players follow the Spirit of Cricket they have nothing to fear from the Laws and they have everything to gain, thus ensuring everyone has a good day game of cricket.

Breaches of this Law are at times punitive and are taken against the offender and/or his team.

In some instances the final sanction can be the suspension of a player, and/or the Reporting of the offender, his captain and/or his team and the awarding of 5 Penalty runs to the non-offending team.

Some of these offences are detailed below.

The match ball - changing its condition

A fielder may polish a ball using any body natural substances provided it does not waste time. He may dry a wet ball on a cloth.

A fielder may remove mud from a ball provided it is done in-front of an umpire.

A fielder may not rub the ball on the ground, or lift a seam or interfere with its surface in any way - except as detailed above.

The umpires are required to make frequent and irregular inspections of the ball.

If a fielder changes the conditions of the ball, the umpires must act and change the ball with one of comparative use.

Deliberate attempt to distract the striker

A fielder **may not make any deliberate attempt** to distract the striker **by word or deed** while preparing and receiving a delivery.

Deliberate distraction or obstruction of a batsman

A fielder **may not** make any DELIBERATE attempt to distract or obstruct a batsman **by word or deed** after he has received a delivery.

Dangerous & Unfair bowling

Any **fast short pitched** deliveries is Unfair if its line, length and height, **might** (but not necessarily) cause physical injury to the striker, that after pitching, passes or would have passed, over **shoulder height** of the striker when standing upright at the crease. NO BALL.

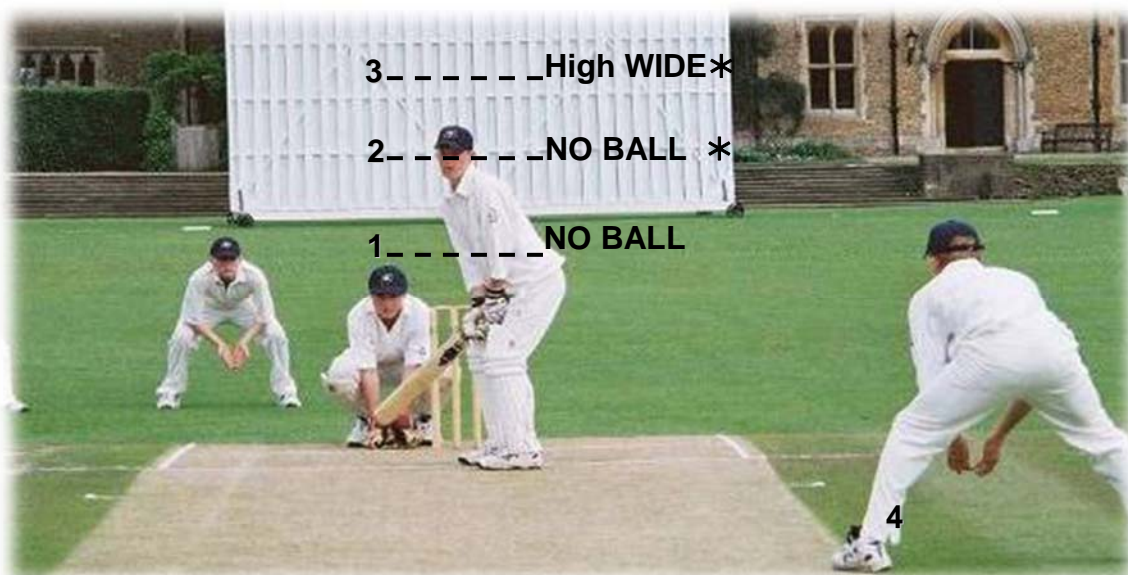
Any **full tossed** deliveries is Unfair if its line, length and height, **might** (but not necessarily) cause physical injury to the striker, that passes or would have passed, over **waist height** of the striker when standing upright at the crease. NO BALL.

Deliberate bowling of High Full-pitched deliveries

The bowler's end umpire has the responsibility of calling & signalling all unfair deliveries.

If the umpire believes a **deliberate Fast Full** tossed delivery, that passes or would have passed above **waist height** of the striker standing upright at the crease, the umpire must call & signal NO BALL.

Then when the ball is dead direct the fielding captain to take the bowler off forthwith.



The striker must be standing upright at the crease ...

1. Full tossed delivery above **waist height** (fast or slow) NO BALL
 2. Fast short pitched ball above **shoulder height** NO BALL *
 3. Any delivery clearly above **head height** (fast or slow) High WIDE *
If the striker makes any contact with this ball NO BALL
 4. Fielder standing on or over the pitch NO BALL
- * NZC permits 2 balls per over above **shoulder height** before NO BALL is called & signalled.

These are EXEMPT No balls. If a high EXEMPT No ball is out of the striker's reach, it becomes a High WIDE.

Time wasting

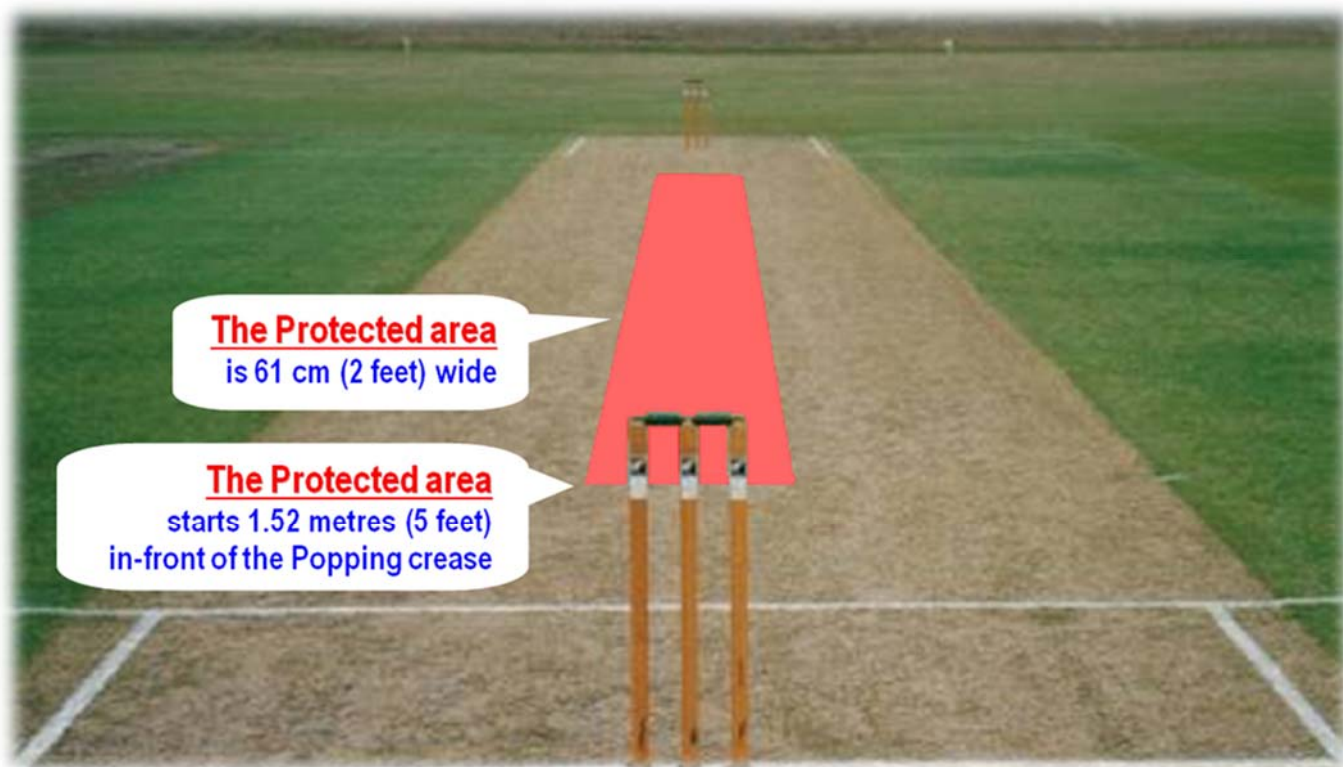
Time wasting by either side is Unfair. Official umpires have power to impose severe restrictions to those who do so.

Damaging the pitch – The Protected area

The Protected area on the pitch is where damage must be avoided.

The whole Pitch including the **Protected area** must be protected at all times.

This applies to both turf & artificial pitches.



A bowler is not permitted to follow through onto the pink area while delivering the ball even if he causes no damage.

Batsmen and Fielders are not permitted to cause any **avoidable** damage to the **Protected area**.

Apparent damage is not a prerequisite for action under this Law. If there is an infringement, the umpires have the power to ...

- | | |
|------------------|--|
| Fielders: | to award Penalty runs |
| Bowlers: | to instruct the captain to take the bowler off for the rest of the innings |
| Batsmen: | to forfeit the runs scored off that delivery and to award Penalty runs. |

Running out the non-striker before delivery

The bowler is permitted to run out the non-striker, but only before he has entered his delivery stride.

Once he has entered his delivery stride (right), if he attempts to run out the non-striker, or fails to deliver the ball, the umpire must call & signal DEAD BALL.

If he is successful, on appeal, the non-striker must be dismissed.

Successful or not, that ball is not counted as a ball of the over and must be re-bowled.



Should the bowler break the stumps when delivering the ball, the umpire must call & signal NO BALL. If he then fails to deliver the ball – DEAD BALL

Batsmen stealing a run

During the bowler's run up, it is Unfair for the batsmen to attempt to steal a run. Unless the bowler attempts to run-out a batsman (bowler throwing the ball towards the striker's wicket) the umpire shall:

Call & signal DEAD BALL as soon as the batsmen have crossed.

Return the batsmen to their original ends – no runs are scored.

Special note

Because of procedural complexities relating to the awarding of Penalty runs, many Governing Bodies restrict player/umpires and unqualified umpires from awarding them except, when the ball in play, makes contact with a fielder's helmet placed on the ground. In such cases:

The ball becomes automatically dead.

All runs completed before the incident are scored, including the run in progress – provided the batsmen have crossed.

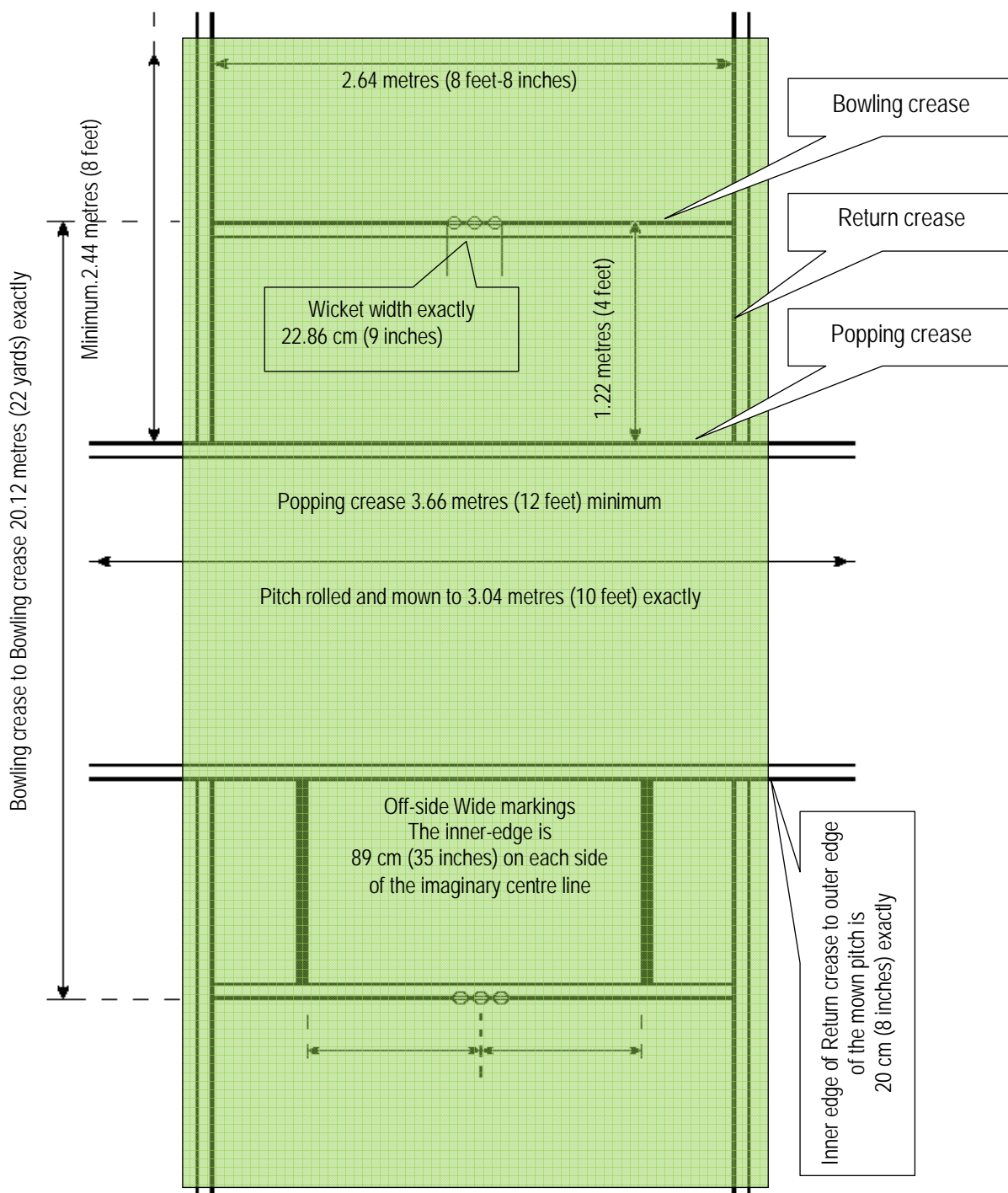
The runs scored are credited to either the striker (if off the bat) and/or to appropriate extras.

5 Penalty runs are awarded **to** the batting team.

They are entered in the Penalty runs line of Fielding extras.

No further action is required.

Turf pitch dimensions



Off-side wide markings

The off-side wide markings, if used are shown at the bottom half of this picture; applicable in **Limited over matches**.

The inside edge of each of each line must be 43.2 cm (17 inches) inside each Return crease marking – or 89 cm (35 inches) from an imaginary centre-line.

Artificial pitches

Artificial pitches come in two basic forms.

Roll-up removable (below left) and **In-ground permanent** (below right). Most such pitches are made longer than the Laws require, but are much narrower. In such cases, special provisions must apply.



The pitching of wickets

Some pitches have permanent holes which permit the fitting of conventional wickets, while others require purpose built models with bases. If these models are used, and if the Playing conditions are silent, the captains & umpires must agree, before the toss, on how the provisions of Law 28 – The wicket is down, should apply.

Should the base be considered part of the stumps?

If the wicket is broken because the base is disturbed, has the wicket been properly broken?



There is no Return crease

Often, no Return crease has been painted, and this requires special provisions to apply. Most playing conditions have a clause included such as:

When bowling, the bowler must have at least one foot on the pitch in his delivery stride, or

When bowling, the bowler must have his front foot on the pitch, in his delivery stride.

In the absence of any playing conditions, the captains & umpires must agree, before the toss, on one of these provisions.

The delivered ball pitches on the edge of the pitch

Yes, it can happen. Clearly such a delivery should be considered to be a WIDE. But what happens if the ball is deflected towards the striker? Can it still be called WIDE?

Most playing conditions have a clause included such as:

If the ball pitches on the edge of the pitch, the bowler's end umpire shall call & signal NO BALL.

This eliminates any potential problems, and provided both captains are aware of the Playing conditions, it is fair to both sides.

In the absence of any local playing conditions, the captains & umpires must agree on this provision **before the toss** is taken.

Table of Dismissals

Table of Dismissals



UMPIRES & SCORERS
ASSOCIATION

How – Batsman	Which umpire?	Credit to		Possible off a		Notes
		Bowler	Fielder	No ball	Wide	
Bowled – Law 30						
Striker	Bowler's end	Yes	No	No	No	The non-striker retains the bowler's end. Bowled takes precedence over all other dismissals. No runs are scored.
Timed out – Law 31						
Incoming	Bowler's end	No	No	No	No	The non-striker retains his original end. An incoming batsman must be in position ready to play within 3 minutes of the previous batsman's dismissal. A delivery is not required.
Caught – Law 32						
Striker	Bowler's end	Yes	Yes	No	No	The Not out batsman takes the end he is closest to when the batsman was dismissed. Caught takes precedence over all deliveries except Bowled. No runs are scored. Recorded as Caught Sub if caught by a Substitute.
Handled the ball – Law 33						
Striker	Bowler's end	No	No	Yes	No	The Not out batsman takes the end he is closest to when the batsman was dismissed. The penalty for a NO BALL if applicable is scored. Runs completed before the second ball contact are scored.
Hit the ball twice – Law 34						
Striker	Bowler's end	No	No	Yes	No	The Not out batsman takes the end he is closest to when the batsman was dismissed. The penalty for a NO BALL if applicable is scored. Runs completed before the second bat strike are scored.
Hit wicket – Law 35						
Striker	Bowler's end	Yes	No	No	Yes	The non-striker retains the bowler's end. No runs are scored except the Wide if applicable. The striker must break his stumps with his bat, person or equipment upon receiving the delivery or immediately after when setting out on his first run.
Leg Before Wicket – Law 36						
Striker	Bowler's end	Yes	No	No	No	The non-striker retains the bowler's end. The striker is out Bowled if the ball touches the striker or his bat and then breaks his stumps
Obstructing the field – Law 37						
Either	Bowler's end	No	No	Yes	Yes	The Not out batsman takes the end he is closest to when the offence occurred. If the obstruction prevents a catch, the striker is out and no runs are scored. Either batsman can be dismissed otherwise. Runs completed before the offence are scored.
Run out – Law 38						
Either	Respective end	No	Yes	Yes	Yes	The Not out batsman takes the end he is closest to when the batsman was dismissed. Either batsman can be dismissed. Runs completed before the dismissal are scored, the run in progress is not scored. If an injured striker is himself Run out, no runs are scored.
Stumped – Law 39						
Striker	Striker's end	Yes	Keeper	No	Yes	The non-striker retains the bowler's end. Only the wicket-keeper can effect this dismissal. No runs are scored except the Wide if applicable. The striker is Run-out if any other fielder is involved.
Retired-out – Law 2.9						
Either	Bowler's end	No	No	Yes	No	Record first in pencil. If the batsman resumes his innings – delete the pencil entry. If he does not resume his innings, when the innings has concluded, record in ink either, Recorded as Retired Not Out (if sick or injured) or as Retired Out otherwise.

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Score-book entries



Score-book entries

Event	Symbol	Cross-off Tally	Notes
Captain	*		Entered wherever the captain's name is recorded.
Wicket-keeper	†		Entered wherever the wicket-keeper's name is recorded.
Wicket - Bowler's credit - as bowler	W	None	The bowler gains credit – no runs are scored, debited or credited.
The batsmen do not run	• Dot	None	No runs are scored, debited or credited.
No signal - The batsmen complete runs	1 2 3 etc	The run/s	All runs scored off the bat are debited against the bowler & credited to the striker.
No ball signalled – The batsmen do not run	○	1 for the No ball	The extra is debited against the bowler & credited to the batting side as a No ball.
No ball signalled - The batsmen complete runs	① ② ③ ④ or ⑥	1 for the No ball plus the run/s	The extra is debited against the bowler & credited to the batting side as a No ball. All runs scored are debited against the bowler & credited to the striker
No ball / Bye signalled - The batsmen complete runs	☺ ☺ ☺ or ☺	1 for the No ball plus the run/s	The extra and all runs are debited against the bowler & credited to the batting side as No balls
Wide signalled - The batsmen do not run	+	1 for the Wide	The extra is debited against the bowler & credited to the batting side as a Wide.
Wide signalled - The batsmen complete runs	† † ‡ or ‡	1 for the Wide plus the run/s	The extra and all runs scored are debited against the bowler & credited to the batting side as Wides.
Wide signalled – Striker dismissed - Stumped or Hit-wicket	† _w	1 for the Wide	The extra debited against the bowler & credited to the batting side as a Wide.
Bye signalled - The batsmen complete runs	△	The run/s	All runs scored are debited against the wicket-keeper & credited to the batting side as Byes - Do not add numerals to this symbol.
Leg bye signalled – The batsmen complete runs	▽	The run/s	All runs scored are debited against the wicket-keeper & credited to the batting side as Leg-byes - Do not add numerals to this symbol.
Did not bat			At the conclusion of an innings, any team members who did not bat, enter Did not bat .
Unable to bat			At the conclusion of an innings, any team member unable to bat because of absence, injury or illness, enter Absent
Maiden over or Wicket Maiden	M or W		A completed over in which the bowler concedes no runs - Byes & Leg byes are not runs conceded
An acceptable alternative is to record in the Striker's line only the runs scored to his credit - Byes, Leg-byes & No balls are balls faced: Wides are not			

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Some scorers use other symbols

Notes

A series of horizontal dotted lines for writing notes, spanning the width of the page.

Umpire's Pre-match check-list

Umpire's check-list						
Road maps to match venues						
Phone list of colleagues / officials etc						
Copy of the Laws of Cricket						
Copy of any experimental Laws						
Copy of the Regulations / Playing Conditions						
Watch / Time-piece – set to the official piece						
Calculator / Diary / Notebook / Pens						
Report forms						
Clothing suitable for the match						
Measuring tape with metric & imperial measure						
Wicket template and Ball gauge						
Bowler's markers						
Spare balls						
Spare balls of various ages / usage						
Ball / Over counter						
Chalk for marking on artificial pitches						
Comfort items						
Change of clothing						
Protection from wind and rain; hat, coat etc						
Sun lotion; Tissues etc						
Refreshments; sweets, drinks etc						
First aid kit						
Personal medications						
Personal items						
Toilet paper						
Soap and towel						
Hand wipes and/or Hand sanitizer						
Security						
Car and keys, wallet etc						
Mobile phone; leave with the scorers during play						

