

**BRISBANE**  
**WOMENS**  
*Cricket*

# UMPIRING GUIDE

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Thank you to Sunshine Coast Cricket Association for providing the template for this guide!



OUT



FOUR



SIX



BYE



LEG BYE



ONE SHORT



WIDE  
BALL



DEAD  
BALL



NO  
BALL



CANCEL  
CALL



NEW  
BALL



PENALTY  
RUNS

# Purpose of this guide

This Umpiring Guide is intended to provide a quick overview of the most common umpiring decisions applicable to BWC competitions.

Full details on umpiring issues are described in the BWC Cricket Competition Rules.

The BWC Cricket Competition Rules shall take precedence over this guide in all respects in the event of any inconsistency between the two.

BWC Cricket Competition rules are based on the Laws of Cricket as administered by the MCC. If the BWC Cricket Competition rules are silent on a particular issue, then the current Laws of Cricket apply.

The BWC Cricket Competition Rules must be applied without modification for all games in BWC competitions.

# Pre-Match Preparation

1. Meet the coaches (if they aren't the umpires) and other umpire
2. Check completed JLT form
3. Agree on wide and no ball interpretation with other umpire
4. Hold the toss with coaches and captains on the field not less than 15 minutes before the start of play
5. Inform the coaches and captains five minutes before the start of play
6. 2 minutes before the start of play walk out onto the field with the ball so you are ready to start on time

# Interaction with Scorers

- ▶ Signals and calls by the Umpire to the scorers must be clear, understood and acknowledged. (One signal at a time - wait for Scorers' response.)
- ▶ The game should not proceed until the Scorers have acknowledged each signal.

# Where to Stand at the Acting End

## For Delivery

When you are umpiring at the bowler's end, stand far enough back from the stumps that you can see the popping crease at the bowler's end and be able to see the batter and stumps at the other end of the pitch without having to tilt your head.

## For Run Outs

Stand in line with the crease so you have a side on view of the stumps and crease without having to move your eyeline.

# Where to stand at Square Leg

Stand on the leg side of the field at the position square leg (adjust for right and left handers) in line with the popping crease. Stand about 20m - 30m away from the stumps at the strikers end. If the sun is in your eyeline you can move to the exact same position except to the off side to point.

No Ball



# Front Foot No Ball

## Event

Bowler's front foot lands in front of the popping crease with nothing behind the line

## Ruling

If no part of the foot lands grounded or raised behind the popping crease, then it shall be signalled a no ball (all runs scored of the bat or byes are counted)

## Result

1 run + runs scored by batter (or byes)

# Double Bounce No Ball

- ▶ **Event**

- ▶ The ball bounces twice before reaching the popping crease

- ▶ **Ruling**

- ▶ No Ball is signalled runs scored off the bat or as byes are counted in addition to the no ball (batter can not be dismissed bowled or caught)

- ▶ **Result**

- ▶ 1 run for the no ball + any extra runs scored

# Full Toss No Ball

## Event

- ▶ Ball is bowled on the full above the waist of the batter in regular standing position

## Ruling

If the ball is bowled at medium or fast pace on the full above the batters waist in their regular standing position it is deemed a no ball. “Waist height” is the point at which the top of the batter’s trousers would conventionally be when they are standing upright at the popping crease. Additional runs can be scored off the bat or as byes. Two of these infringements by the same bowler in the same innings will result in the bowler being withdrawn.

## Result

1 run + any additional runs scored

### **NOTE:**

The no ball is to be signalled by the square leg umpire and then confirmed to the scorers by the umpire at the bowlers end.

# Bouncer No Ball

## Event

Ball is bowled and bounces above the shoulder of the batter in their regular standing position (a short pitched delivery).

## Ruling

Umpire advises the bowler and the batter on strike that a a short pitched delivery has been bowled.

If the bowler bowls more than two short pitched deliveries in an over, No Ball is signalled and a warning/reminder is given to the bowler to keep it down. If this occurs more than twice in an innings, the bowler shall be taken off immediately and must not bowl again in the innings.

(Note: Additional runs can be scored from a short pitched delivery, even if it is a no-ball.)

## Result

1 run + additional runs

### **NOTE:**

The no ball is to be signalled by the square leg umpire and then confirmed to the scorers by the umpire at the bowlers end.

# Stumps Broken - No Ball

## Event

Stumps broken (bails knocked off) in the delivery stride by the bowler

## Ruling

If the bowler breaks the wicket before completion of the stride after they bowled the ball (includes clothing and foot) it shall be signalled a no ball and additional runs are counted towards the batting team

(NOTE This rule only applies if the ball is released by the bowler)

## Result

- ▶ 1 run for the no ball + any extra runs scored

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the left and right sides of the frame, leaving a large white central area. The shapes are layered, creating a sense of depth and movement.

Wides

# Offside Wide

## Event

- ▶ Ball passes the striking batter outside the off stump more than 90cm

## Ruling

- ▶ Wide is signalled

## Result

1 run awarded + byes ran (if any)

# Leg Side Wide

## Event

- ▶ Ball passes the striking batter outside the leg stump more than 30cm

## Ruling

- ▶ Wide is signalled

## Result

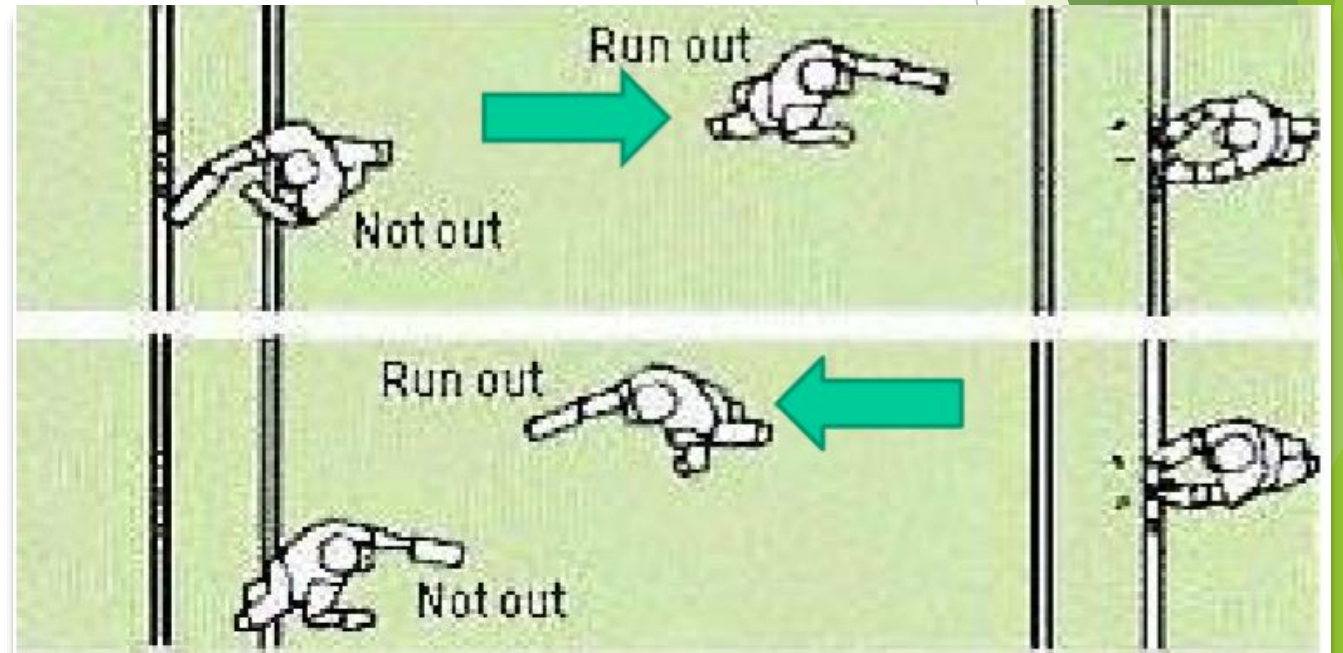
1 run awarded + byes run (if any)



# Run Outs

# Who is Out?

Whichever batter is closer to the wickets being broken is out in ALL CIRCUMSTANCES.





LBW

# LBW Criteria

LBWs in BWC competitions must be 'plumb'. This means that the ball must pitch in line with the stumps, strike the batter without first contacting the bat, strike the batter in line with the stumps and be going on to hit the stumps.

# JUDGING LBW





*The position of the Striker is critical – the further back when struck, the more likely it is to be Out – LBW*

**Bounce of the ball is crucial in judging if there would be contact with the stumps**

**Ball striking on the full**

**Contact**

**Pitches**

-  Pitched in the zone
-  Short pitched
-  Ball striking on full. (Must be hitting
-  Ball striking on full. (Must be hitting stumps)

*IF well forward – reduces likelihood*

