

# Cricket Umpiring getting started



To find the umpiring association nearest to you, contact:

Namibia Cricket Umpires association

Mail: NamUmps@gmail.com

Or

Cricket Namibia

WWW: <http://cricketnamibia.com/>

Address: Von-Auer Platz Street, Pionierspark Medical Centre Unit  
8, Windhoek, Namibia

Tel: +264 61 223818





## From the Level 1 Umpires syllabus

### Required study

#### Cricket Umpiring – Introduction

<b>Competency</b>	At <b>Level 1</b> , umpires are expected to be competent to officiate in Junior grade club cricket as an umpire in which they may be playing.
<b>Introduction</b>	Spirit of cricket; Terminology; Field-of-play; Square; Pitch; Creases; Wickets
<b>Pre-match duties</b>	Arrival; Inspect boundary, creases & wickets, Nomination of players; Protecting young bodies; Conference with captains, hours of play including intervals
<b>Pre play duties</b>	Practice on the field; Mode of delivery; Taking guard; Which side to move
<b>Umpire signals</b>	Start of Play, Dead-ball, No-ball, Wide, Short runs, Byes & Leg-byes; Boundaries, Revoke, Out
<b>Batsman's ground</b>	Which; The wicket is down; How to break the wicket
<b>Start of play</b>	Umpires' duties prior to the call of PLAY <b>Cessation of play</b> Call of TIME; When; Who makes the call; Lifting of bails
<b>Dead-ball</b>	When does the ball come into play; When does the ball become dead automatically; When must an umpire call & signal DEAD-BALL
<b>Code of Conduct</b>	Guidelines <b>Obtaining a result</b> Declaring a result; Runs, Wickets, Tie, Draw
<b>Extras</b>	No-ball foot faults; Defining a Wide
<b>Dismissals</b>	Bowled, Caught, LBW, Run-out, Stumped, Which umpire has jurisdiction; Possible off a No-ball or Wide; Brief summary of other methods
<b>Fair &amp; unfair play</b>	Protected area; Illegal fielding; Ball contacting helmet on the ground; Dangerous & unfair bowling, Beamers & Bouncers
<b>Scorers' duties</b>	Umpires responsible; Accept; Obey; Record runs, wicket & overs bowled
<b>Examination</b>	A written/oral examination; 70% pass mark required



## Contents

<u>From the Level 1 Umpires syllabus</u>	
The Spirit of Cricket .....	1
Before play .....	2
Umpires signals .....	3
Taking Guard .....	4
The creases .....	5
Scoring runs .....	6
The Over .....	6
Bowler foot-faults.....	7
Extras .....	9
Dead-ball .....	10
Turf pitch dimensions .....	11
The wickets .....	12
The Protected area .....	13
Unfair deliveries .....	14
Boundaries .....	14
Appeals .....	15
The wicket is down .....	15
Batsman out of his ground .....	16
Dismissals .....	17
Table of Dismissals .....	0
Table of Scoring entries .....	2
Statistics .....	28



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

### 1 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.

### 2 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.

### 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.

### The umpires are authorised to intervene in cases of:

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

### The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

### 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 practise, for instance:

Appeal knowing that the batsman is not out.

Advance towards the umpire in an aggressive manner when appealing.

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.

### Violence

There is no place for any act of violence on the field of play.

### 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.



# Cricket Umpiring getting started

As  
PUBLISHED BY



---

**UMPIRES & SCORERS  
ASSOCIATION**

## Table of Scoring entries

### Scoring entries

Event	Strikers credit?	Strikers line	Bowlers Analysis	Bowling extras No balls	Fielding extras Byes Leg byes	Cross-off the Tally
Fair delivery: No runs	No	•	•			None
Fair delivery: <b>Bat:</b> 1 2 3 runs etc	Yes	1 2 3 etc	1 2 3 etc			1 2 3 etc
Fair delivery: <b>Bat:</b> Boundary 4 or 6	Yes	4 or 6	4 or 6			4 or 6
No ball: No runs	No	○	○	1		1
No ball: <b>Bat:</b> 1 2 3 runs etc	Yes	① ② ③ etc	① ② ③ etc	1		2 3 4 etc
No ball: <b>Bat:</b> Boundary 4 or 6	No	④ or ⑥	④ or ⑥	1		5 or 7
No ball: Byes: 1 2 3 runs etc	No	⊙ ⊙ etc	⊙ ⊙ etc	2 3 4 etc		2 3 4 etc
No ball: Byes: Boundary 4	No	⊕	⊕	5		5
Wide: No runs	No	+	+	1		1
Wide: 1 2 3 runs etc	No	+ # # etc	+ # # etc	2 3 4 etc		2 3 4 etc
Wide: Boundary 4	No	#	#	5		5
Byes: 1 2 3 runs etc	No	△	△		1 2 3 etc	1 2 3 etc
Byes: Boundary 4	No	△	△		4	4
Leg byes: 1 2 3 runs etc	No	▽	▽		1 2 3 etc	1 2 3 etc
Leg byes: Boundary 4	No	▽	▽		4	4
Stumped or Hit wicket off a Wide	No	+ <sup>w</sup>	+ <sup>w</sup>	1		1
No ball with Leg byes or Wides	No	Signal is No ball - Byes. Record as No balls				
Overthrows	The striker gains credit for runs off the bat, if not, all runs are recorded as appropriate extras					
<b>Symbols:</b>	Captain:	* No balls:	○ Add numerals for each run off the bat. Byes signalled - add a dot for each run scored			
	Wicket-keeper:	+ Wides:	+ Add a dot for each run scored - not numerals			
		△ Leg byes:	△ As the bowler is not debited with runs scored - numerals are not added to this symbol			
		▽	▽ As the bowler is not debited with runs scored - numerals are not added to this symbol			

### A few things often overlooked are listed here:

Are you ready for a day's cricket?

Umpire's attire

**Umpires** will not **wear** any hat/cap. They always **wear** a hat that is same as the color of the sight screen, opposite to the color of the ball. So if it is red ball **cricket**, they sport a white cap - like sight screen and if it is white ball, they sport a black one.

A clean, tidy umpire 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

Check who is going to score the match

Make contact with the scorers

Arrive early

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 there is 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, both captains must provide a list of their team members (players list)

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, no later than 10 minutes before play is scheduled to start

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

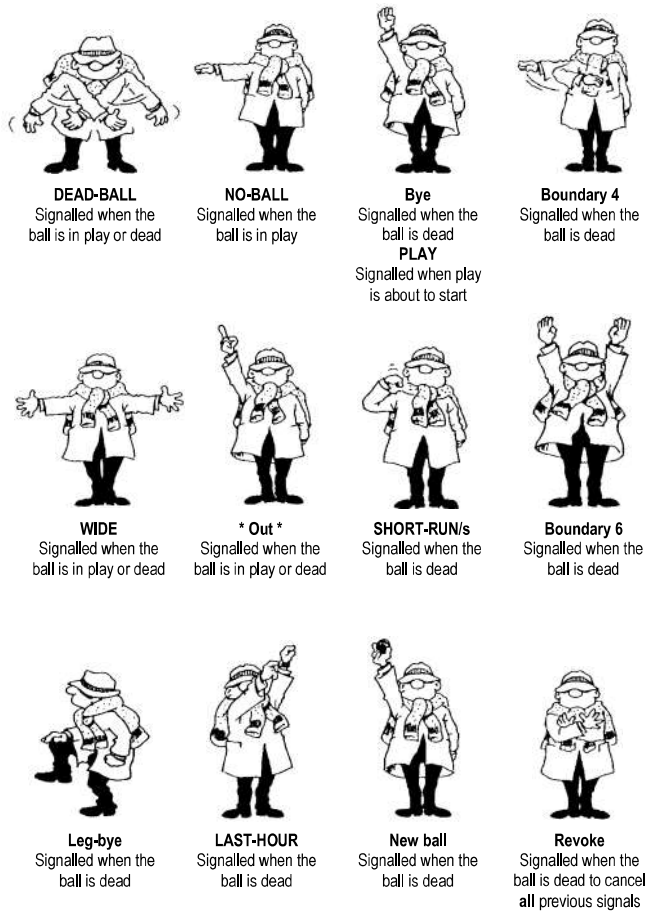
Do all you can to make it an enjoyable if competitive day for all

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

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

## Umpires signals



Umpires must signal events in the order they occurred

**CAPITALISED** signals are made first with a **CALL** for the players' benefit, then when the ball is dead the signal is repeated **to the scorers**

The umpires must wait until **the scorers acknowledge each separate signal** before permitting play to proceed

\* If on appeal, a batsman is Not-out the umpire must call **NOT-OUT**

## Table of Dismissals

Table of Dismissals

Method	Which umpire?	Credit to		Possible off a		Notes
		Bowler	Fielder	No-ball	Wide	
<b>Bowled</b>	Bowler's end	Yes	No	No	Impossible	If the ball breaks the wickets, after hitting striker or his bat, dismissed Bowled A rare form of dismissal
<b>Timed-out</b>	Bowler's end	No	No	No	No	The new batsman must be at his wicket ready to play within 3 minutes of the last wicket falling
<b>Caught</b>	Bowler's end	Yes	Yes	No	Impossible	Possible only off the bat or hand holding the bat. Impossible off a fielder's helmet. Catch must be completed inside the boundary
<b>Hit the ball twice</b>	Bowler's end	No	No	Yes	Impossible	A rare form of dismissal
<b>Hit-wicket</b>	Striker's end	Yes	No	No	Yes	Striker must break his stumps with his person or bat on receiving the delivery or immediately after when setting out for his first run
<b>Leg before wicket</b>	Bowler's end	Yes	No	No	Impossible	Bowled if the ball having touched the striker or his bat then breaks his stumps
<b>Obstructing the field</b>	Either end	No	No	Yes	Yes	A rare form of dismissal
<b>Run-out</b>	Respective end	No	No	Yes	Yes	Batsman must be out of his ground The batsman closest to the broken wicket is Dismissed
<b>Stumped</b>	Striker's end	Yes	Keeper	No	Yes	Only the wicket keeper can effect this dismissal

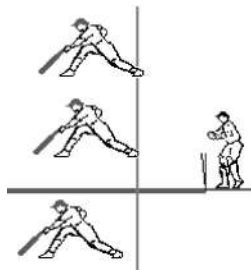
## Run-out

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

The batsman closest to the broken wicket is dismissed

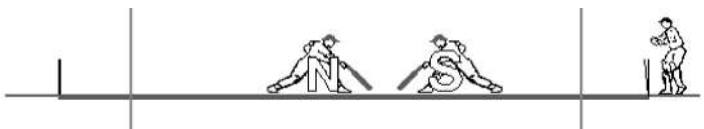
If they have **not crossed** the batsman running **from the wicket** is dismissed

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



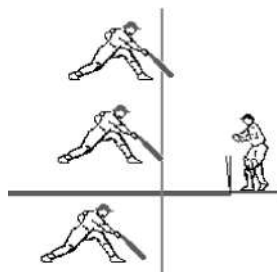
This batsman has one foot **on** his popping crease marking – not behind it - he is **out of his ground** – on appeal - Out

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



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

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



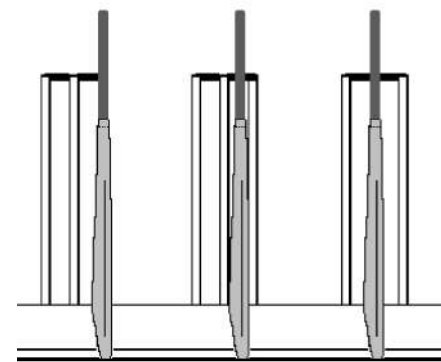
This batsman has his bat on his popping crease marking – not behind it - he is **out of his ground** – on appeal - Out

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



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

## 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 bowler's 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

Sometimes 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

Politely ask the bowler's end umpire for guard

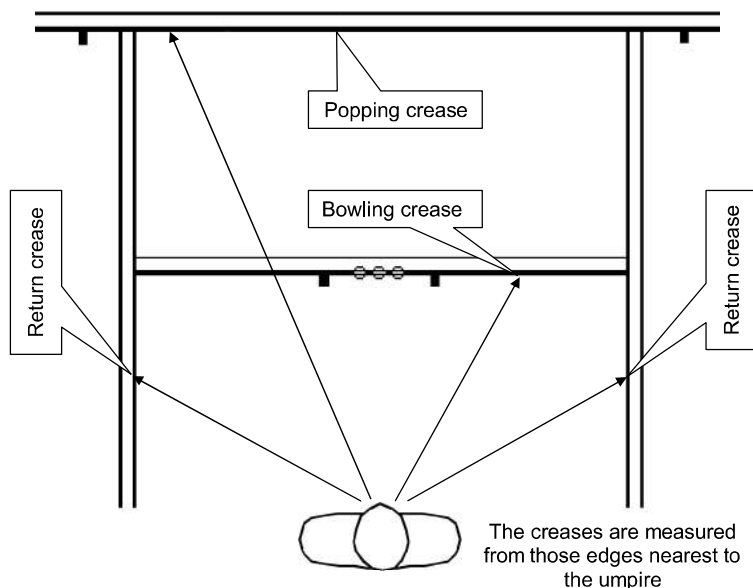
Use the toe of the bat as the mark point on the popping crease

Then confirm the mark

Do not do so again unless the mark is obliterated Repetition is time wasting and irritating to all participants



## The creases



### Notes

Creases lines shall be marked in white; lines 20–25 mm wide  
The actual measurements are the edges of the markings closest to where the umpire stands

- Bowling crease to Popping crease** = Exactly 1.22 metres (4 feet)
- Return crease to Return crease** = Exactly 2.64 metres (8 feet 8 inches)
- Return crease overall length** = Minimum of 2.44 metres (8 feet)  
3 - 4 metres is ideal

**Pitch length** measured from the back edge of the **Bowling crease** to the **Bowling crease** at the other end of the pitch exactly 20.12 metres (22 yards)

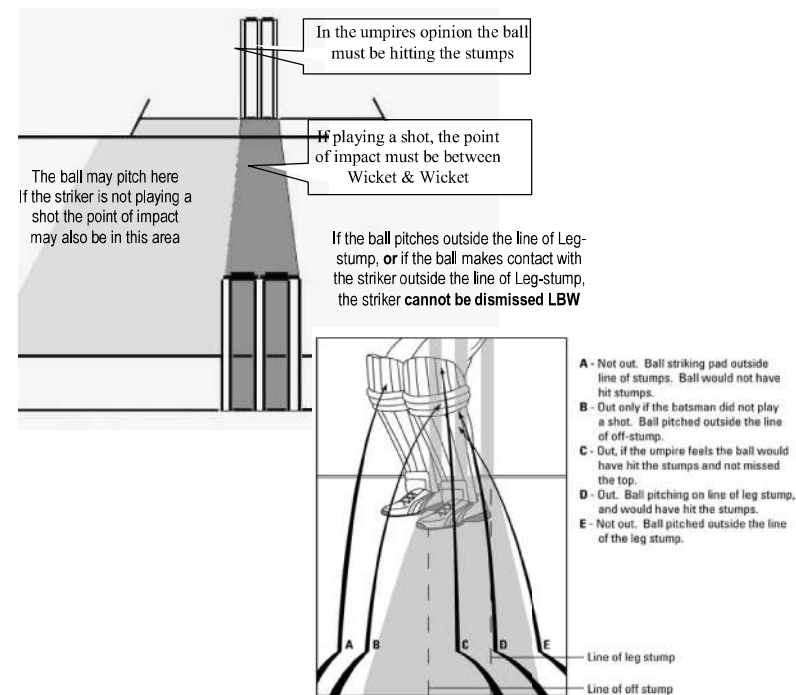
Just as the **Boundary line** is the inner edge of the boundary line closest to the umpire, the actual line of each crease is **the edge of that line closest to the umpire**

### The Popping crease

This 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 crease must measure 1.83 metres (6 feet) from each side of the imaginary centre line and is 1.22 metres (4 feet) in front of the Bowling crease

## Leg Before Wicket



### View for a right handed striker

#### Playing a shot

It must be a fair delivery (not a No-ball)

1. If the ball pitches it must do so between wicket & wicket, or on the off-side
2. The ball's first point of impact must be the striker's person or equipment (not his bat or a hand holding the bat)
3. The point of striker impact must be between wicket & wicket
4. In the umpire's opinion the ball must be hitting the stumps

#### An intercepted full-tossed delivery

2 above – That first point of impact with the striker must be between Wicket & Wicket

#### Not playing a shot

- 1, 2 & 4 above apply. The first point of impact can be either between wicket & wicket, or on the off-side

#### Key element

If the striker moves forward to play the ball, it is unwise for an inexperienced umpire to dismiss him as the slightest deviation of the ball may cause it to miss the stumps





## Dismissals

These Laws detail the 9 ways a batsman can be dismissed (in order of priority)

Here we deal with the 5 most common

An 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:

Bowled

Caught

LBW

Stumped

The wicket-keeper gains credit for:

Stumped

The striker cannot be dismissed off a No-ball:

Bowled

Caught

Stumped

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

Bowled Caught LBW

## Bowled

Only the bowler can effect this dismissal; the ball breaking the striker's stumps after it is delivered; 'Played-on' is not a form of dismissal – it is bowled

## Stumped

Only the wicket-keeper can effect this dismissal; he must break the stumps with the ball-in-hand or, it being deflected off the keeper or, thrown by the keeper with the striker out of his ground. If any other fielder makes contact with the ball after it has been bowled and before the stumps are broken, the dismissal is Run-out.

The Laws do not give a fielder any credit for a batsman being dismissed Caught, or Run-out, however a convention exists to permit the recording of the fielder's name

Further details are listed in the **Table of Dismissals** ► Page 26



## Scoring runs

Runs can be scored:

By the striker (the batsman on strike) hitting the ball **with his bat or hand holding the bat** and both batsmen completing a run from his Popping crease to the Popping crease at the other end

If the ball passes the striker, **without hitting him or his bat** and both batsmen complete one or more runs, these are Byes

If the ball hits the striker (not his bat or hand holding the bat) and both batsmen complete one or more runs; these are Leg-byes provided the striker:

Attempted to hit the ball, or

Moved to avoid injury

If a NO-BALL or a WIDE being delivered, then 1 run is scored **plus** any runs scored or completed otherwise

If the ball travels to or over the boundary

The striker gains credit for any runs **scored off his bat or hand holding the bat**, except the one run for a NO-BALL

The batting team gains credit for No-balls, Wides, Byes, Leg-byes. These are scored as Extras

The bowler is debited for all Bowling extras and runs scored off the bat

The Wicket-keeper is debited for any runs scored as Byes

The Fielding side is debited for all runs scored as Leg-byes

## The Over

A session of play starts when the bowler's end umpire calls PLAY

An over starts when the bowler starts his run-up for his first delivery – the ball comes 'into play'

When the ball becomes dead after 6 (fair) balls have been bowled the bowler's end umpire calls OVER and moves to his new position at Square-leg

An Over consists of six (6) fair deliveries

If an over comprises a NO-BALL or WIDE, as unfair deliveries, these are not counted as ball of the over and must be re-bowled

A bowler may not bowl two overs consecutively in an innings

If a bowler cannot complete an over, (because of sickness or injury) another bowler must complete the over; the consecutive over rule applies

## Bowler foot-faults

During the delivery stride the bowler's **front foot** must have some part **grounded or raised** behind the Popping crease

It is acceptable for part of the foot to land behind the crease and then slide over it

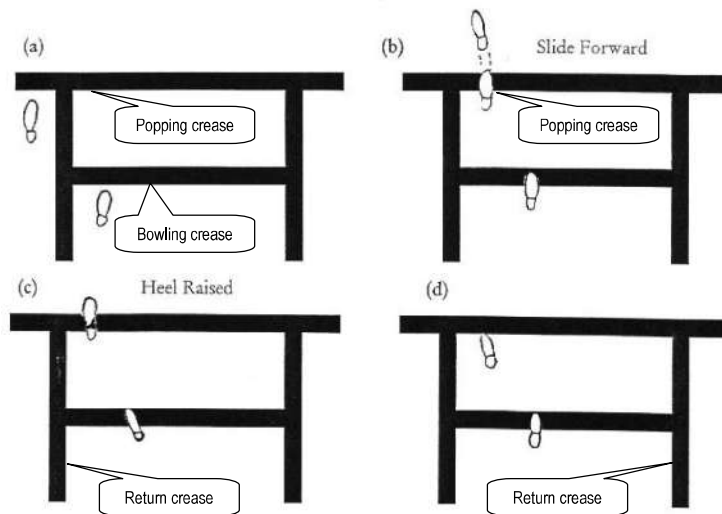
It is acceptable for part of the front foot to be raised over the crease without touching it even if it is outside the line of the Return crease

During the delivery stride the bowler's back foot must **land within and not touch** the Return crease

Part of the back foot may be over the Return crease, but that part must be raised so it is **not actually touching the line**

If the bowler's end umpire **not entirely satisfied** that these provisions have been met, he will call & signal NO-BALL at the instant of infringement

	Fair / NO-BALL	Back foot	Front foot
(a)	Fair delivery	Inside Return creases	Behind Popping crease
(b)	Fair delivery	Inside Return creases	Landed behind Popping crease
(c)	Fair delivery	Inside Return creases	Raised foot behind Popping crease
(d)	Fair delivery	Inside Return creases	Behind Popping crease



## 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

### 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**, (not be level)

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 is then joined by the other batsman, it **belongs to the non-travelling batsman**

### Runners

*Runners for injured batsmen are no longer allowed*

### 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 requested to do otherwise by the bowler's end umpire

## Appeals

A batsman cannot be dismissed without an “Appeal”

A batsman may leave his wicket being dismissed without an appeal, however if the batsman leaves under the impression that he has been properly dismissed, and he is Not-out, the batsman must be recalled to continue his innings

An appeal must be made **before**:

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

The call of TIME

The correct words for an appeal are “How’s-that” and they cover all forms of dismissal. Appeals are not required to be directed at either umpire

An umpire may reconsider his decision to dismiss; if he has any doubt, he must call NOT-OUT

## The wicket is down

The **wicket is down** if a bail is removed from the top of the stumps or a stump 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 while 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)

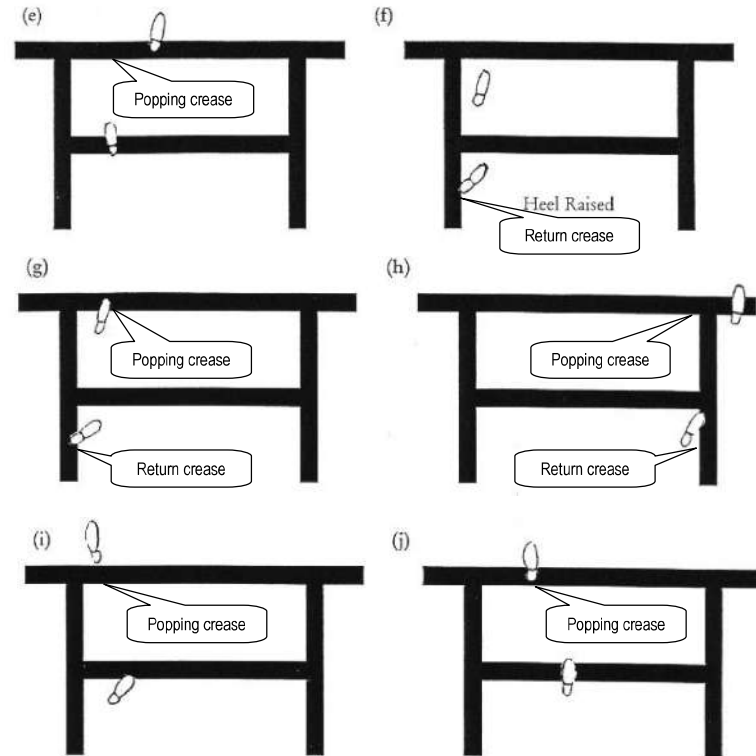
**If no bails are in place** a fielder must **strike** and **completely remove** a standing wicket from the ground (as described above)

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

**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

	Fair / NO-BALL	Back foot	Front foot
(e)	NO-BALL	Inside Return creases	In front of Popping crease
(f)	Fair delivery	Raised over Return crease	Behind Popping crease
(g)	NO-BALL	On Return crease	Behind Popping crease
(h)	NO-BALL	On Return crease	Behind Popping crease
(i)	NO-BALL	Inside Return creases	In front of Popping crease
(j)	NO-BALL	Inside Return creases	In front of Popping crease



## Extras

### No-balls

A No-ball is a bowling extra debited against the bowler

NO-BALL must be called & signalled for these reasons:

The bowler not telling the umpire his **mode of delivery** or if he wishes to change it

. This means:

- Right-hand over the wicket, or
- Right-hand around the wicket, or
- Left-hand over the wicket, or
- Left-hand around the wicket.

The ball **must be bowled**, not thrown

A bowler's foot faults - see previous section

A bowler delivering a fast short-pitched delivery above **head-height** (of the striker standing upright at the crease)

A bowler delivering a **full-tossed delivery** 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 (no free hit is permitted)

The wicket-keeper **encroached in front** of his wicket while the ball is being delivered

More than 2 fielders stationed behind square-leg

A fielder (not his shadow) standing on or over the pitch

The penalty for a No-ball is:

One run scored in addition to any runs scored or completed otherwise; if the striker hits the ball with his bat he gains credit for those runs

That ball is not counted as a ball of the over – it must be re-bowled

### Wides

A Wide is a bowling extra debited against the bowler

A bowler delivering a ball that the bowler's end umpire considers too wide of the striker for him to play a legitimate stroke

The penalty for a Wide is:

One run scored in addition to any runs scored or completed otherwise, the striker cannot gain credit for any runs scored off a Wide

That ball is not counted as a ball of the over – it must be re-bowled

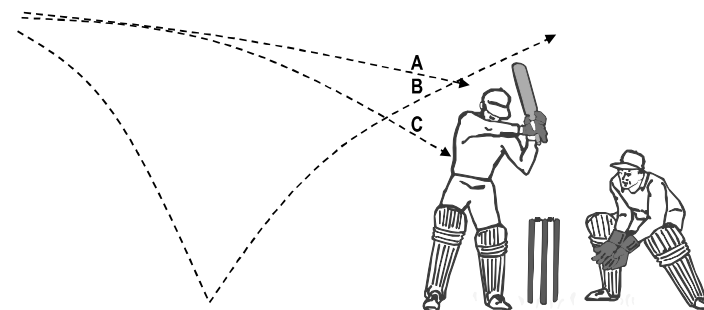
Example of Clickers



## Unfair deliveries

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

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



Striker standing upright at the crease

- A Any Full-tossed delivery above **shoulder-height** ..... \*
- B Any Short-pitched delivery above **head-height** . .. .. \*
- C Any full-tossed delivery above **waist-height** ..... \*

If any such delivery is bowled, the bowler's end umpire must call & signal NO-BALL

\* **Cricket Namibia** has decreed that **any** Full tossed delivery (**A** or **C** above) above waist-height shall be deemed dangerous and shall be called & signalled NO-BALL

## Boundaries

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

**Boundary 4** is scored when the ball reaches or crosses the boundary

A Boundary 4 can be scored:

- Off the bat .....To the striker's credit
- No-ball .....As Extras, however the striker gains credit for those runs scored off the bat
- Wides .....As Extras, the striker gains no credit
- Byes .....As Extras, the striker gains no credit
- Leg-byes .....As Extras, the striker gains no credit

**Boundary 6** is scored if the ball - having been hit by the bat or a hand holding the bat, then:

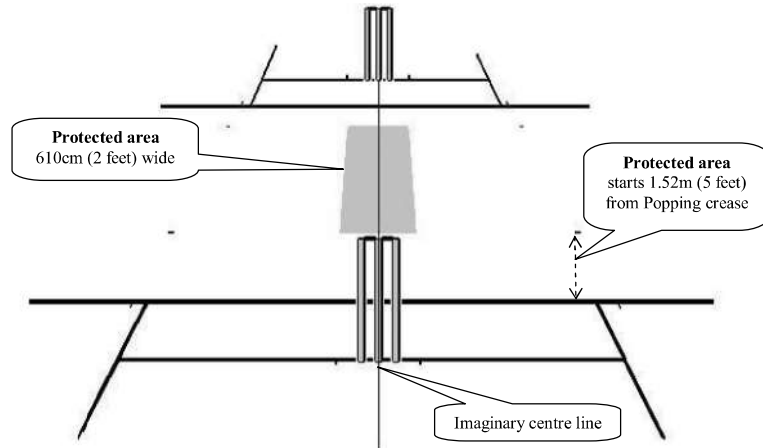
- Crosses the boundary without touching the ground within the boundary, or
- If the ball hits the boundary line, or rope, or flag, or fence, on the full

**Boundary 6** must be credited to the striker; it is impossible otherwise

## The Protected area

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

Umpires are required to take every step possible to prevent damage even if none is immediately apparent



A bowler is not permitted to follow through onto the shaded area (which starts 1.52 metres, or 5 feet in front of the Popping crease) 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**

If there is an infringement, the umpires have power to instruct the captain to take the bowler off for the rest of the innings

## Byes

A Bye is a Fielding extra

It is an otherwise fair delivery, that passes the striker without making contact with him or his bat and one or more runs are scored; that would not be considered as being a Wide

The runs scored are not debited against the bowler but against the wicket keeper

The striker cannot gain credit for a Bye

There is no additional penalty for a Bye

## Leg-byes

A Leg-bye is a Fielding extra

It is an otherwise fair delivery, that makes contact with the striker (unintentional) and one or more runs are scored provided the striker

Attempted to hit the ball with his bat

Moved to avoid injury

The striker cannot gain credit for a Leg-bye

There is no additional penalty for a Leg-bye

If the striker pads the ball away, the umpire must wait until the batsmen have completed one run (to permit the possibility of a batsman being run out) then call & signal DEAD-BALL.

The batsmen must then resume their original ends

No runs are scored

## Dead-ball

After the call of PLAY, the ball comes into play when the bowler starts his run-up or bowling action

The ball becomes automatically Dead when:

A batsman is dismissed

A boundary is scored

The ball has finally settled in the hands of the bowler or wicket-keeper

The ball becomes trapped in the helmet of a batsman

An umpire calls OVER or TIME

An umpire must call & signal DEAD-BALL when:

He intervenes in the case of unfair play

A player or umpire is injured

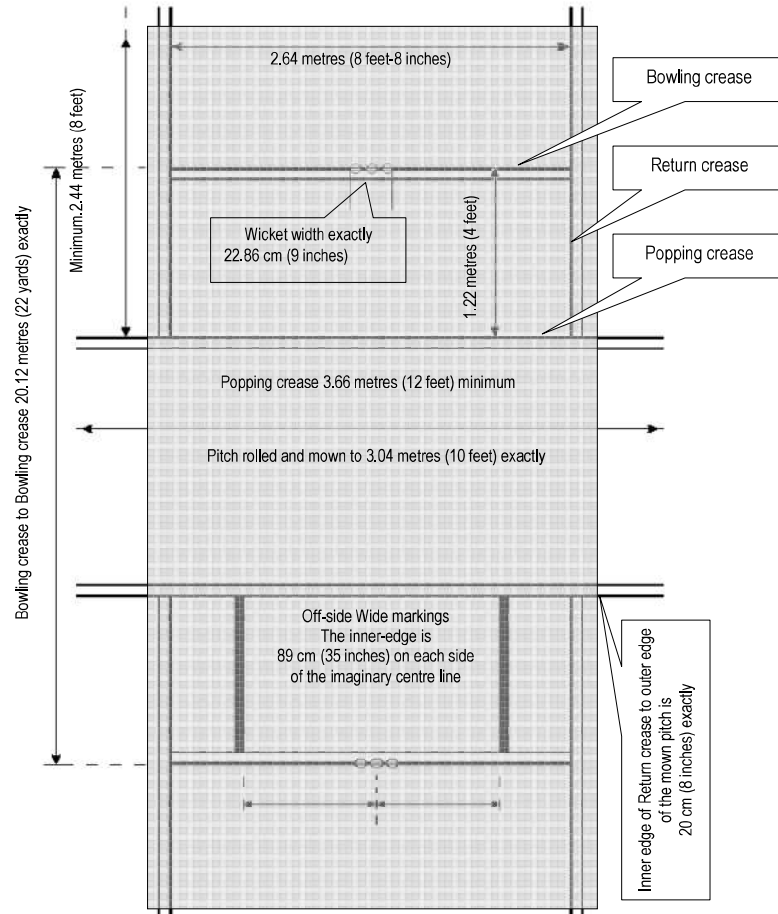
To disallow Leg-byes; (the batsmen return to their original ends and no runs are scored)

The bowler drops the ball before delivery

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

The umpires wish to consult

## Turf pitch dimensions



### Off-side wide markings

The off-side wide markings shown at the bottom half of this picture only applies to **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.

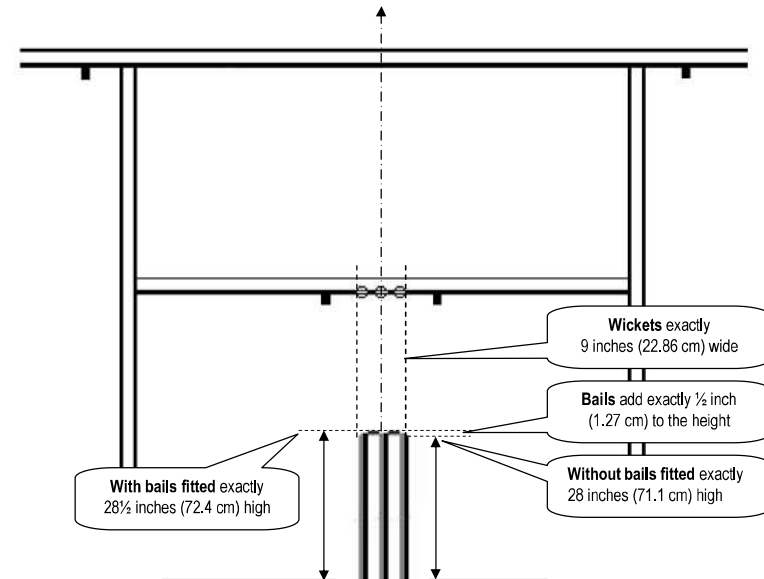
## The wickets

The Laws specify the dimensions etc of the wickets; this is principally for the benefit of manufacturers

The actual pitching of the wickets and their final measurements is critical (detailed below)

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

On occasions, groundsmen pitch the wickets, however most umpires (or teams) are required to do so themselves



When pitched ensure a ball cannot pass between the stumps

The wickets are pitched on the centre of the **back edge** of the Bowling crease; that is, where the edge of the painted marking is closest to the umpire