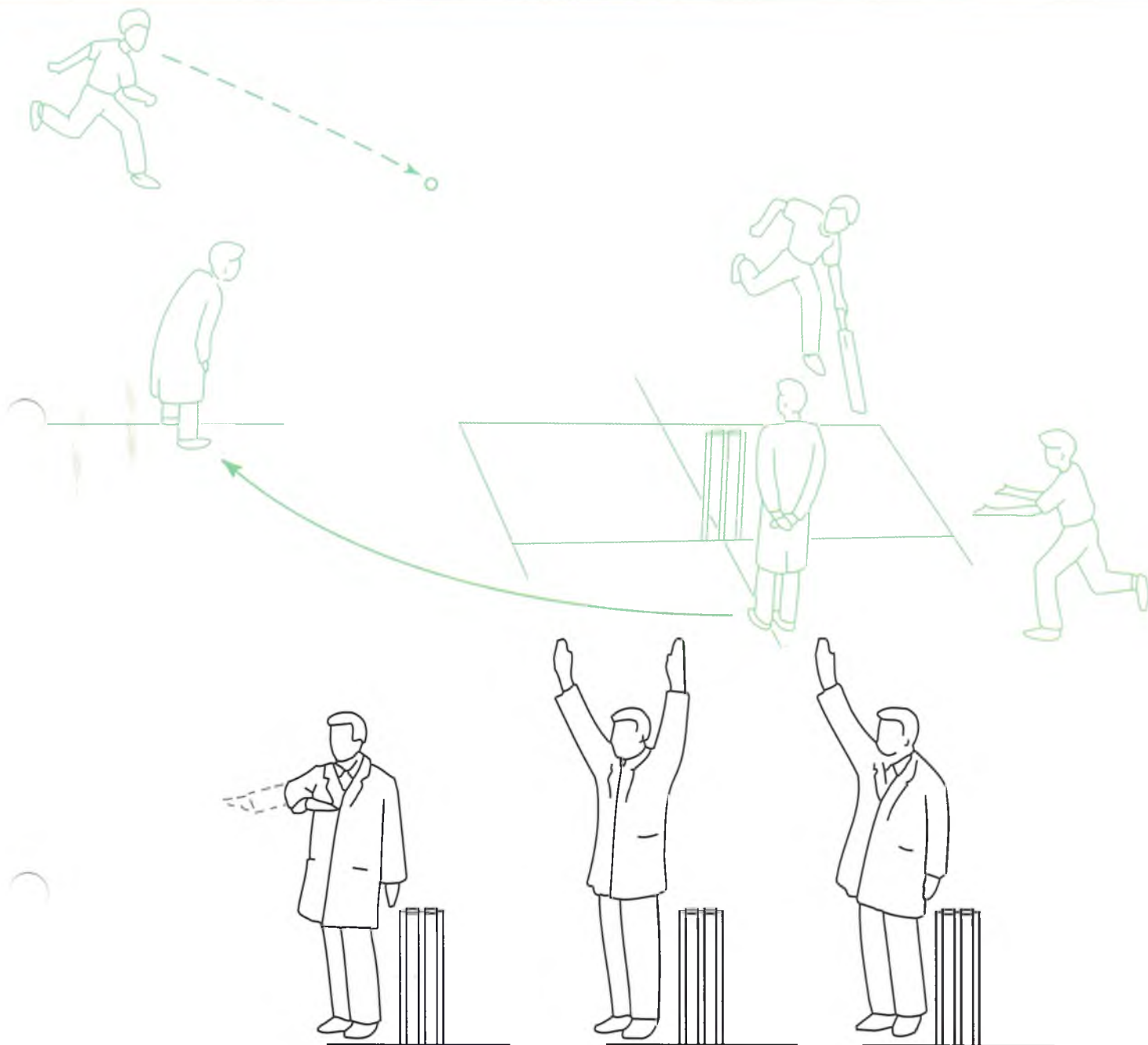


# UMPIRING



## **General Guidance**

### **Umpire's Positions and Roles** *page 5.2*

The Square Leg Umpire

The Bowling Umpire

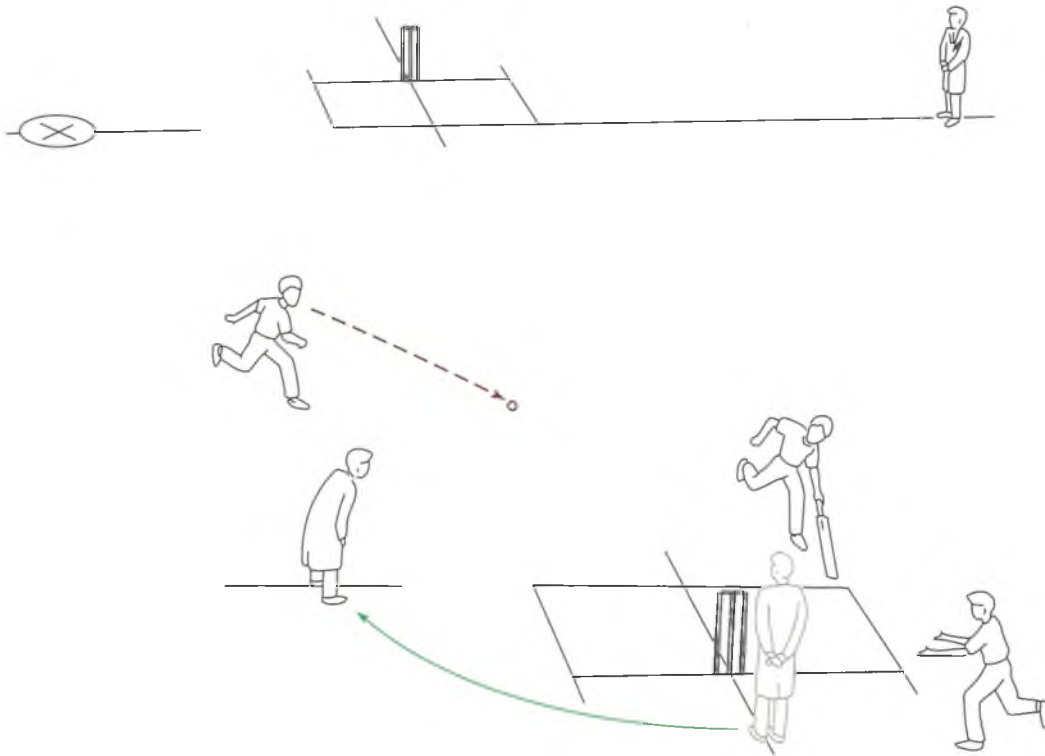
### **Umpire's Signals** *page 5.3*

(The Laws of Cricket, *see page 8.11*)

# UMPIRING - GENERAL GUIDANCE

The umpires are the sole judges of all matters concerning the game once the toss has been made. They decide whether it is fit or unfit to play, make all decisions regarding the laws and officially check the scores at the end of the game to confirm the result.

## UMPIRE'S POSITIONS AND ROLES



### THE SQUARE LEG UMPIRE

The umpire stands level with the popping crease at square leg but may stand at position x if the sun or a fielder interferes with vision. Principal role is to give decisions on stumpings and run outs at the striker's end.

### THE BOWLING UMPIRE

Stands in line with the stumps at the bowler's end. May move forwards or backwards providing a good view is had to make good decisions on the placement of the bowler's feet, lbw etc. When a run is taken the bowling umpire moves quickly to a position level with the popping crease, usually on the same side as the ball has been struck.

This umpire begins the game by calling 'play' and after six legitimate deliveries calls 'over' and moves to square leg. At the end of play calls 'time' and removes the bails.

# UMPIRING - GENERAL GUIDANCE

## UMPIRE'S SIGNALS

The umpires communicate their decisions to players, spectators and scorers using hand signals:



OUT



4 RUNS



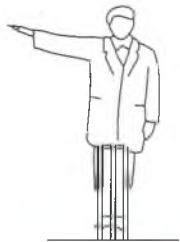
6 RUNS



BYE



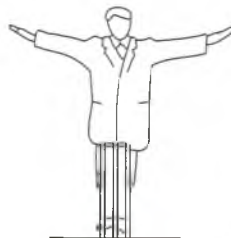
LEG-BYE



NO-BALL



DEAD BALL



WIDE



SHORT RUN