

CRICKET UMPIRING

By Noel Pullen

To fully comprehend the laws of the game I strongly recommend that you purchase a copy of The Laws of Cricket – (2000 Code 2nd Edition 2003)

There have also been some additional changes to be introduced on 1 October 2013 but I will not cover them here as the SECA has not yet decided when they will be adopted.

Below are the Laws that are the most important ones likely to affect a match.

Law 2 – Substitutes & Runners etc – If the umpires are satisfied that a player has become ill or injured after the nomination of teams – the team will be entitled to a substitute who can field and have a runner when batting. The opposition has no right to refuse a substitute, who can field anywhere other than be wicket keeper or act as captain. If a substitute acts as a runner he must wear the same **external** protective equipment as the injured batsman.

Law 18 – Scoring runs – the batsman have crossed and made good their ground or hit a boundary (four or six)

Law 19 – Boundaries - a boundary is scored and signalled by the umpire at the bowlers end (when the ball becomes dead) when a ball touches the boundary (four) or is hit over the boundary on the full (six). A six is also scored if the ball hits the fence on the full. If a fieldsman leans or touches a fence in the process of taking a catch it is also a six.

Law 22 The Over – there are six legitimate balls in an over and the over has started when the bowler begins his run up.

Law 23 – Dead Ball – The ball becomes dead when – (a) it finally settles in the hands of the wicket keeper or bowler (b) a boundary is scored (c) a batsman is dismissed (d) whether played or not, it gets trapped in a batsman cloths, equipment or umpire's clothing (e) lodges in a fieldsman's helmet, (f) the umpire calls over or time.

Law 24 – No Ball – (a) the bowler cannot throw the ball (i.e. a bent arm) (b) throwing the ball towards the strikers end batsman before entering his delivery stride (c) front foot must have at least part of it behind the popping crease (front line), (d) more than two fieldsmen behind square leg (e) ball bounces more than twice or rolls along the ground at delivery.

(f) A fast ball above waste height and (g) a slow ball above shoulder height

Note – the ball does not count in the over and it is not dead on the call of the no ball

Law 25 – Wide Ball – A wide ball is deemed to be out of the reach of the batsman in his normal guard position as it passes him. Note – if the ball is over the head of a batsman it is a **no ball**.

In both Law 24 & 25 batsman can be dismissed and the easiest way to remember is this.

Law 24 - H2 "O" (Water) R which is Handled the ball (Law 33), Hit the Ball Twice (Law 33), Obstructing the Field (Law 37), Run Out (Law 38)

Law 25 H2 "O" (Water) RS – which is Handled the Ball, Hit Wicket (Law 35), Obstructing the Field, Run Out and Stumped (Law 39)

There is virtually no chance that you would ever have to invoke Laws 33, 34 or 37.

Law 26 – Bye and Leg Byes – If a ball not being a No ball or a Wide passes the striker without touching his bat or body the runs made are recorded as byes in the score book. If however it touches his body while attempting a shot or avoiding the ball it is recorded as a leg bye.

Law 30 – Bowled – this law is obvious, but if the batsman plays the ball on to his wicket he is also out bowled.

Law 32 – Caught – A fielder catches a ball before it hits the ground, even if it hits the other batsman another fielder or an umpire but if it touches any fielder's helmet it is not out. (Refer also **Law 19 – boundaries**)

Law 35 – Hit Wicket – Out if the batsman strikes his wicket with his bat or person after the bowler has entered his delivery stride, or if he breaks the wicket in setting off for his first run immediately after playing at the ball.

Law 36 – Leg before wicket – (this is not a difficult law) – just remember these simple points.

- (a) The ball, not being a No Ball, pitches in line wicket to wicket or outside the off stump and strikes the batsman in line with wicket to wicket and would have hit the stumps (remember swing and height where it hits). If it is a full toss you must consider that it would carry on the full to the stumps.
- (b) If it pitches outside the leg stump it cannot be out even if the ball would have hit the stumps and also if the batsman did not offer a shot.
- (c) If the batsman does not offer a shot and is struck outside the line of the stumps and you consider that the ball would have hit the stumps the batsman is out. (Word of caution here bowlers always reckon it is out if they don't offer a shot and on most occasions it is not)

Law 38 – Run Out – either batsman is run out if at any time when the ball is in play he is out of his ground. If however after completing a run he steps out of his ground to avoid being struck by a ball he is not out.

Law 39 – Stumped – the striker is out stumped if he is out of his ground when receiving a ball and not attempting a run.

Law 42 – Fair and Unfair play – Dangerous and unfair bowling – The bowling of fast short pitched balls is dangerous and unfair. The skill of the batsman must be taken into account. If the umpire after calling No Ball, considers there is a repetition of this he will again call No Ball, and caution the bowler which will remain throughout the innings. If it occurs again by the same bowler he will carry out the same above, remove the bowler forthwith (another bowler will complete the over) and the player will be reported and not allowed to bowl again in that innings.

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