

Parramatta District Cricket Association
GUIDE FOR PLAYER UMPIRES, CAPTAINS and
COACHES/MANAGERS

Where "Captains" are named below, it refers to Junior Coaches/Managers as well.
Where "Umpires" are named it refers to anyone acting as the Umpire.

The Captains (or Junior Managers & Coaches) are responsible at all times for ensuring that play is conducted within the Spirit & Laws of the game. They can and will be held accountable if it is not. The Umpire will instruct the Captain to take action regarding player behaviour.

BEFORE THE GAME

Be Present 15 minutes before play for the toss and exchange of Team Sheets. Umpires should wear enclosed shoes, and are asked to wear dark coloured pants and a white or light coloured shirt.

Team Sheets will list a maximum of 12 players, named the same as they are in MyCricket & nominating the age of all players under 19. Captains are responsible for knowing & following the "Limitation of overs for pace bowlers" policy. **Any** 11 on the sheet may bat or bowl/keep wicket in **any** innings.

Drinks breaks are scheduled with the Captains - usually every hour, but can be more or less often depending on conditions that day. One Day senior games - drinks at 20 overs, or after 13 & 26 overs if very hot. Junior One Day games – drinks at 15 overs if very hot.

Boundaries should be 60 metres from the pitch where possible unless restricted by a permanent barrier (fence, wall, path etc.), if so use the barrier as the boundary, with a marker at each end. All other markers should be 10m apart.

Be on the field ready to play at 1.30pm (8.30am for Juniors).

DURING THE GAME

Conditions are entirely the Umpire's decision. Only if conditions (ground, light, weather) are "dangerous or unreasonable" should the Umpire suspend play (until they improve). They may ask the Captain's opinion, but doesn't have to. Conditions do not have to be the same for both teams (only reasonable for play).

Appeals will be loud & concerted, usually to convince you to **give** the batsman out - not that he **is** out. The Umpire decides if he absolutely certain that the batsman is out. Waiting for the appeal to finish before answering makes this easier.

Wides are deliveries that the batsman cannot reach, not ones that he elects to leave (be consistent). A ball that bounces off the side of the synthetic surface is a No Ball.

No Ball decisions regarding height are made by the bowlers end Umpire (they may ask the square leg Umpire's opinion, but don't have to). The height of a delivery is judged as it crosses the crease, against the height of the striker standing upright (whether he or she is on the crease or not). Any full toss over waist height is a No Ball. "Above the waist" is effectively chest high - using the batsman's elbow height (as they stand) as a guide can help. That high or higher is a No Ball. Any delivery which bounces over the batsman's head, is a No Ball.

Only if the Umpire considers the full toss dangerous, do they issue a warning or suspension.

L.B.W. decisions are so difficult that the best professional Umpires in the world are often wrong.

"Not out" is the only call unless you are absolutely certain that:

- The ball pitched in front or on the off side. If the ball pitched outside the line of leg stump, the striker ***cannot be out L.B.W.***
- The batsman was hit right in front of the stumps (or outside off, if they didn't play a shot).
- The ball did not touch the bat, before hitting the pad.
- The ball would have ***certainly*** have hit the stumps.

These conditions are possible if the batsman plays back. With a batsman playing forward (especially from out of the crease), the ball must have moved in the air or off the pitch to make L.B.W. look possible. It is this same movement which makes L.B.W. unlikely; can you be certainly ***sure*** of its path in the metres after impact, if it is swinging?

A ball delivered from the leg side (around the wicket, or over it by bowler opposite handed to the striker), hitting the striker forward of the crease, is ***extremely unlikely*** to satisfy these conditions.

Extra time (up to 30 minutes only) is only available on the second day (or on a one day game) to complete the scheduled first innings overs. Otherwise play finishes at the end of the over in progress at 6.15pm (5.45pm non daylight saving) for seniors, 12.00 midday (12.15pm One Day game) for Jnrs.

Early finish is allowed after 4 pm (11.00am for juniors) on the second day only if both Captains agree, and if a first innings result has been achieved.

In Seniors: if the first inning of the team batting first finishes (by wickets or overs) after 5.45pm (5.15 non daylight saving) on day one, play may end. If "all out" and the fielding side elect not to start batting until day 2, they do not receive the extra "unused overs".

Bouncer restrictions (a limit of 1 or 2 per over) do not apply in the P.D.C.A. competition; however, the Umpire will intervene if the bowling becomes "dangerous & unfair".

The striker should always be ready to take strike when the bowler is ready to start their run up, in normal circumstances.

A runner is allowed for a batsman injured any time after the toss, if the Umpire allows.

Maximum 8 overs per bowler in a senior one day game (7 for non daylight saving).

Scorers must sit together. Fielding Captains ensure that the scorers know who is bowling.

Bowlers suspected of throwing are not to be "No Balled" by Player Umpires during a game, a suspect action is to be reported to P.D.C.A. immediately after the game.

Home team is responsible for the pitch conditions (boundaries, crease markings, grass encroachment, stump boxes etc.) and ensuring amenities are available. Conditions so poor as to affect the conduct of the game should be reported to P.D.C.A.

All Laws & Rules, except over restrictions, are the same for one and two day games. This includes No Ball & Wide decisions.

*All queries can be answered by referring to the "Laws of Cricket" or the P.D.C.A. Rules (on the website).

*Player Umpire reports if required are made through their Club Secretary.