



CHECKLIST for BCMCL Umpires 2011

(VCU&SA Umpires must also follow Code & guidelines per training)

DRESS CODE:

1. Elite & Premier/White Ball – Use Red VCU&SA Shirt (If none use Red Sleeved shirt, Dark long Dress Pants & Closed Shoes. Any jackets for cold or rainy weather must be Dark coloured.
2. Div 1 & Lower/Red Ball – Use White VCU&SA Shirt (If none use White Sleeved shirt. Dark long Dress Pants & Closed Shoes. Any jackets for cold or rainy weather must be White or very light coloured.
(Show respect for the game and you'll be more likely to get respect from the players).

EQUIPMENT: (Essentials)

3. Any Counting device(not fingers),
4. Pen & pencil,
5. Watch, (Start & End times are important – write them down).
6. Bowler's Marker,
7. Chalk
8. Notebook for Bowler's Name & list of overs he bowled = 1, 3, 5, 24, 26, 28. (You now have a record of the exact total of overs bowled & the number of overs bowled by each bowler). Max. = 10 for 50 over & 4 for 20 over matches. Or 1/5th of overs – if shortened match.
9. Copy of BCMCL Playing Rules
10. Drying cloth, if needed.

YOUR ARRIVAL TIME:

11. VCU&SA Umpires - 45 minutes before scheduled start time. Club Umpires must be there for the toss. (The toss may be done 30 to 15 minutes before start time on the field and you must be there). (See TOSS – below – if you are late the captains can nominate a sub to witness toss, start match & report you.)

FIELD & PITCH MARKINGS: (Elite, Premier & Div 1)

12. 50 Overs - 2 – 15 yard circles – centre is mid-point of batting crease.
13. 30 yd circle – from centre stump.
14. 20 Overs (T20 matches) – 30 yard circle only.
15. Boundary Line markers – mark any special things ex – if tree is at edge, use boundary marks so it is outside.
16. Sight Screens?
17. Check Stumps – 9" wide & 28" above surface.
18. (New 2011 – protected area marks 5 feet from batting crease at edge of mat).

MEET CAPTAIN OR DEPUTY, COLLEAGUE, SCORER(Who is doing it?)

19. Get Match ball from both captains. Mark package of each ball with team name &



- keep safe for start of play.
20. Tell captains that all players must wear approved clothes per BCMCL rules or they must be sent off the field by the captain. (Be friendly, but firm).
 21. Check for proper Scorebook.
 22. Stat Sheet?
 23. First-Aid Kit?.
 24. Tell club scorer to acknowledge each signal separately.

TEAM LIST - (Both Captains or deputies):

26. Get Team List **Before toss** – 11 first & last names, ID Numbers. (If 12 names, who is 12th man?). Ask 2 questions:
27. Has any player not yet arrived? Note names & ensure arrival before start of play. Late fielders - 8 mins. + in Elite, Premier & Div1 (more than 15 mins. in Divs 2 & Lower) cannot bowl for an equal amount of time. Note time of arrival etc.
28. Is any player under 19 yrs old? (Birthday after start of scheduled season) Juniors must wear helmets when batting or fielding close or keeping up to the stumps.
29. Show the list to the other captain. (This makes it official – Any captain can challenge ID as unregistered or unfair player). Once the team list has been shown to the other captain by you, **replacements** may be obtained only with the permission of the opposing captain. This must happen before the match starts. (BCMCL rule).
30. Note: Don't confuse these players with substitutes. **Substitutes** may be allowed by you for players who cannot play since they have been injured, cramps, ill or other valid reason, at any time after the lists have been seen by the captains.

THE TOSS:

31. Between 30 – 15 mins. before scheduled or rescheduled start (If raining or one team does not have 8 players in front of you etc). The captain who wins the toss must decide immediately whether batting or fielding.
32. You must witness Toss & Decision to bat or field. (See Arrival time above)
33. Tell Fielding Captain of expected START time & END time. Elite, Premier & Div 1 = 3 hours 30 minutes from start, Div 2 & Lower = 3 hours 10 minutes from start. Injuries, lost ball, & any time you & partner decide is added to end time.

THE START OF PLAY:

34. Walk out with partner 5 mins before scheduled start.
35. Give batsman a 'Guard' location if required.
36. Check if 'Scorer' is ready. Check if 'leg umpire' is ready.
37. When batsmen & fielding captain are ready, call 'PLAY' if it is the start time or later.



BCMCL – UMPIRE’S ON-FIELD GUIDE

CALLS & SIGNALS:

1. You must know when the ball is ‘dead’.
2. Make all your calls loud enough for the other umpire to hear them. Especially ‘Over’ and ‘Time’ when play is over for any break. This makes the ball ‘DEAD’ & no further action can happen.
Errors are frequently made when your partner and players can’t hear you.
3. Know the correct signals: for OUT, Boundary 4, Boundary 6, Bye, Leg Bye, Change a call just made. (For Elite, Premier & Div 1 – Power-play - fielding & Batting, Foot Fault Free Hit
Know calls & signals for Dead ball, No ball, Wide, Short run.
4. Calls & signals must be made twice. 1) to players 2) signal to scorer – scorer must wave back.
5. **Don’t turn & signal to the scorer till you are sure the ball is dead** - Byes, Leg byes, No ball, Wide, Short run. You may miss a run-out or illegal play.

OTHER HINTS:

6. Bowler’s end Umpire must walk quickly to the batting crease at his end after a ball has been hit into the field. You must see the running batsman or runner complete his run properly behind crease. If ball is hit directly to your end – don’t move, just watch ball & non-striker. (Don’t be caught behind the wicket when ball is returned from outfield to your end.)
7. Know the LBW rule thoroughly. Know what is a ‘foot fault’ & other forms of No ball. Many decisions are judgment calls. Just do your best!
8. **Before you go to umpire - Read BCMCL Pre – Match Rules, Playing Rules & before season read Governing Rules that apply to a game.** You cannot predict what can happen in a match. Take published BCMCL handbook to game on paper or electronic form.
9. **MAKE YOUR DECISIONS CONFIDENTLY. THE BENEFIT OF ANY DOUBT MUST GO IN FAVOUR OF THE BATSMAN.** YOU MAY ASK YOUR PARTNER ABOUT ANYTHING YOU DID NOT SEE/HEAR, BEFORE YOU GIVE YOUR DECISION. ONCE DONE, DON’T TRY EXPLAINING OR GET DRAWN INTO ARGUMENTS. Read BCMCL Code of conduct for umpires.

LIMITED OVER CRICKET HAS STRICT TIME CONTROL

10. Know: Time Innings started, 1st Hour - # of overs, 2nd Hour - # of overs, 3rd Hour -



of overs. Keep game moving! **In a firm but friendly manner, warn captain if behind over rate at any time.**

DRINKS:

11. Try your best to have captains get drinks to the field or edge of field, so that the players don't wander off. 5 min breaks tend to become 10 minutes. At 4 minutes request fielding captain to get players back. (The umpire must never be the cause of any extended break. If emergency – add time & inform all.)

AT THE INNINGS BREAK:

12. Tell both Captains when 2nd Inning is scheduled to start.
13. Make sure you get 1st innings score & enter it in your booklet. If captain of the team to bat has any problems with score, they must be worked out before you & partner go out again. It's your job! (Add time, if needed).
14. Note time when you & partner walk out. Inform Fielding Captain. Warn re time as before, if slow over rate. Award penalty runs as soon as time has run out. (read playing rules).

THE END OF PLAY: (Note the time)

15. Don't leave until you are certain that the result of the match is not in doubt.
16. If 2 Score books, make sure that they agree and the result is written there. Then write your first & Last name in the scorebook.
17. If there are no complaints from the Fielding Captain, enter the 2nd Innings score & result in your booklet.
18. Have winning captain enter both team scores, & Match Result onto the Official 2011 STAT Sheet & have him get other Captain to sign it.
19. Only then do you & your partner sign it.
20. Make sure your name & League or Club name is clearly readable in the official 'STAT SHEET' and in the scorebooks.
21. ENJOY YOUR UMPIRING! Keep a friendly yet business-like environment during the game. **Read Umpire's Code in BCMCL Handbook.**