

Umpires

The relationship between the umpires and scorers is important for the smooth running of the game. It is often said that the umpires and scorers are the 'third team'. Introduce yourself to the umpires before the game.

There are a few items you should clarify with the umpires before the game starts:

- You should tell the umpires where you will be scoring and if you are likely to move (e.g. if the sun moves, where you will move to. This is especially important if the umpires are new to the field).
- Check with the umpires if there are any regulations for the game or the competition you need to be aware of. This could be:
 - free hit for no balls
 - number of players (e.g. 12 players, with 11 batting and only 11 on the field at any one time)
 - player substitution or 'slashed players' (see page 75). This is especially important for batters retiring not out.
- If scoring a limited overs match, what power plays (see page 73) and bowling and fielding restrictions are in force?
- What clock will be used for start of the match and breaks? If the umpires watches are to be used, you need to synchronise your clock with the umpires.

Signals

When on the field, umpires communicate to the scorers, players and each other using a series of signals. These signals are a part of the laws of cricket and are defined in Law 3.14. Scorers need to know these signals so they can correctly record events communicated to them by the umpires.

Umpires communicate with each other using a less formal series of signals. Scorers do not need to know these signals, but it is to your advantage if you do, as you will be better able to follow what is happening on the field and anticipate formal calls the umpires may make.

Law 4.3 states the scorers shall accept all instructions and signals given to them by the umpires and immediately acknowledge *each separate signal*.

This means if an umpire must signal two or more events on a ball, then the scorer will reply to both. For example, if a ball goes for 4 leg byes, the umpire will signal the leg bye first, you will signal back, then the umpire will signal the boundary 4, and you will again signal back.

Your return signal does not need to be elaborate. You do not need to mirror the umpire's signal. If you have access to a light, you can simply click the light on and off. Otherwise, just raise your hand in response, similar to an umpire's 'bye' signal (see next page).

When an umpire gives a signal, make sure your scoring partner has also seen the signal. If you signal back to the umpire, you should say clearly what the signal was, in case your scoring partner did not see the signal (e.g. 'leg byes'). This is especially important when using a light, as this is less obvious to your partner than raising your arm.

The umpires are in charge of the game, and the scorers work with the umpire to record their decisions. Don't question the umpire if you think they have made an incorrect call, for example:

- If you think they have made an error in the number of balls delivered in an over, don't worry about it — maybe YOU miscounted.
- If you thought the umpire should have signalled a leg bye, assume the runs came off the bat and allocate the runs to the batter.
- If the ball has obviously hit the fence and the umpire has not signalled 4, make a note and seek clarification at a break in play.

You should, however, advise the umpires if a bowler has bowled the maximum number of overs allowed in a limited overs match, or in a spell for underage bowlers. Official umpires keep a record of these things, but if they have made an error, attempt to catch their attention and inform them. If you cannot discreetly catch their attention, do not yell out or run onto the field. It is not very professional to broadcast to players and spectators that umpires have made a mistake, although in matches with 'unofficial' umpires — players or parents of junior cricketers — it is acceptable to be a bit more forthright in alerting the umpires.

Signals to scorers

Start of play



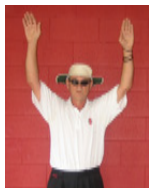
Raising hand straight in the air.

Boundary 4



Waving the arm from side to side across the body, finishing with the arm across the chest.

Boundary 6



Raising both hands above the head.

Bye



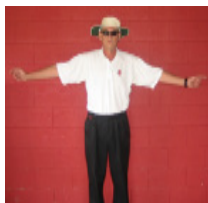
Raising one hand straight in the air, as for start of play.

Leg bye



Touching raised knee, facing side on to scorers.

Wide



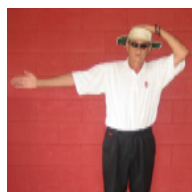
Extending both arms horizontally, first as the ball passes the batter, then again for the scorers.

No ball



Extending one arm horizontally, first as infringement occurs, then again for the scorers.

Differential no ball



Standard no ball signal, plus patting the top of the head with the other hand. Shows the no ball was for more than allowed bouncers in an over.

Out



Extending index finger above head. You don't need to reply to this signal.

New ball



Holding ball aloft.

Revoking a call



Crossing arms across chest, touching both shoulders.

Short run



Bending arm upwards to touch nearest shoulder with tips of the fingers.

Free hit



Raising arm above the head and making a circular (lasso) motion.

Dead ball



Crossing and re-crossing both arms at the wrist below the waist.

Penalty runs (bowling)



Placing one hand on the opposite shoulder and holding – ‘holding for bowling’.

Penalty runs (batting)



Repeated patting of opposite shoulder with one hand in an exaggerated action – ‘patting for batting’.

Power play



Making a large circular motion with one arm. If the signal relates to a power **surge** (e.g. in BBL, see page 74), the circular signal will then be repeated with the other arm.

TV replay



Using both hands to draw a rectangular box in front of the chest.

Send off

Under the current laws of cricket, umpires have the ability to send players off for a certain number of overs, or for the match. This will be covered further on page 107, but this section deals with the umpire signals for send-offs.

We do not currently have any images available for these new signals — when they become available, they will be loaded to the Resources page of the QCSA website.

The best we can do for now is to describe these new signals as they are given in the new laws.

Send off for a number of overs

The umpire will first put one arm out to the side of the body and raise it up and down repeatedly. The umpire will then raise both hands, all fingers spread, to shoulder height, palms facing towards the scorers (think ‘jazz hands’).

Send off for the remainder of the match

The umpire will first put one arm out to the side of the body and raise it up and down repeatedly. The umpire will then raise an index finger, held at shoulder height to the side of the body (similar to an ‘out’ signal’).

Penalty runs

Be aware that penalty runs will also be awarded to the opposing team in both instances, so watch for that signal to follow the relevant send-off signal, and make sure that you acknowledge all three components — send-off, type of send-off and penalty runs.

Handy hint

Watch for the unexpected calls — short run, revoked or changed call — as they can catch you unawares if you have already started filling in your scorebook. Make sure you wait until all action on a play has stopped, check both umpires, then record what happened (e.g. runs, sundries).

Umpire to umpire signals

Although the two umpires officiate at different ends of the wicket, they work as a team, and communicate regularly throughout the match. While there are some calls that are made directly by the square leg umpire (e.g. stumpings, run outs), the square leg umpire is also often in a better position to judge what has happened on a particular ball, and advise his partner at the non-striker's end by a series of umpire-to-umpire signals.

For example, the square leg umpire is sometimes in the best position to judge:

- the height of the ball as it passes the batter
- whether a ball has hit the ground before bouncing up and being caught (bump ball)
- whether a batter has hit a ball or merely padded it away.

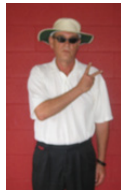
You don't need to respond to these signals, but it is to your advantage if you know them, as you will be better able to follow what is happening on the field and anticipate formal calls the umpires may make.

1st bouncer in over



Tapping opposite shoulder with one finger.

2nd bouncer in over



Tapping opposite shoulder with two fingers.

No ball (bouncer)



Extending half of one arm horizontally, keeping elbow in at waist.

Off the bat



Tapping back of one hand with the other.

Leg bye



Patting leg with one hand (leg not raised).

Byes



Folding arms across chest.

Wide (height)



Extending both arms half out horizontally, keeping elbows in at waist.

Catch carried



Holding both hands palm upwards at waist level and lifting slightly.

Bump ball



Holding both hands palm down at waist level and pushing down slightly.

Two balls to go



Holding two fingers pointing down beside the leg (indicates two balls to go in over).

Discussion



Crossing two fingers in front (when umpires wish to discuss something).

Handy hint

If you are aware of this non-verbal 'dialogue' between umpires, it can help you check that your count of balls in an over agrees with theirs, and anticipate leg bye, no ball and wide calls that you might not have otherwise been expecting.

Umpire to player signals

The umpire will sometimes make signals to players during the course of the match that you should be aware of, as they may assist you. For example, the umpire will indicate a change of bowler to the striker by signalling which arm is to be bowled with, and whether the bowler is bowling over or around the wicket. This can help you catch changes in bowler as well.

1st bouncer in over



Tapping opposite shoulder with one finger and raising one finger (signalled to bowler and then to striker).

2nd bouncer in over



Tapping opposite shoulder with two fingers and raising two fingers (signalled to bowler and then to striker).

Bowling change (right arm)



Raising right arm and standing adjacent to the stumps – to the left of the stumps = right arm over the wicket, to the right of the stumps = right arm around the wicket.

Bowling change (left arm)



Raising left arm and standing adjacent to the stumps – to the left of the stumps = left arm around the wicket, to the right of the stumps = left arm over the wicket.

Handy hint

Given the similarity between the signals for start of play, byes, change of bowler and new ball, ensure you view this signal in context – check where the umpire is standing and whether he is directing the signal to you.