



**CRICKET  
SCOTLAND**  
MATCH OFFICIALS ASSOCIATION

# A GUIDE TO UMPIRE FIELDCRAFT

## 2022 UPDATE



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## 1.Introduction

This booklet was prepared in conjunction with CSMOA Umpire Development team.

It is designed to help to develop you as an umpire. It will give you tips for proactive umpiring in fieldcraft.

It will help you to establish routines and your own style when you carry out your duties.

It **is not** designed to prevent individuality – all umpires should ‘be themselves’ and impose their own character on the match.

All references to batter mean male and female.



### Credits:

*Photograph's courtesy of Ewan P. Davidson and David Potter.*

## 2.Pre-match Checklist

PRE-MATCH CHECK LIST	AGREE
Before arriving at the Ground	Check your appointment on WTU; Check location; contact colleague (details on WTU appointment); timings; kit/clothing; rules and regulations; Code of Conduct forms
Meet and greet Club Representatives	Upon arrival
Meet and greet Captains and Scorers	Upon arrival
Striker's end signals for height:	With colleague
- Beamer	With colleague
- Bouncer	With colleague
Balls in over signals 3/4/5	With colleague
Re-signal after wide / no-ball / dead ball	With colleague
One / two for the over	With colleague
Verbal warnings	With colleague
Over before tea	With colleague/scorer
Drinks breaks	With colleague/scorer/captains
Discuss Playing Conditions, check that there is a copy available	With colleague
Match ball - locate	With colleague/captains
Spare Balls - location	With colleague/scorer/captains
Which timepiece is being used	With colleague/scorer
Local Rules	With home captain
Bails	With colleague
Bowler's marker	With colleague
Left and Right handers – change?	With colleague
D/L print out for second innings	With scorer/home captain
To home captain - What Rollers are available?	With home captain
Check for balls in over signal to scorers	With colleague/scorer
Check radio 'Protocol Guide' with scorers	With colleague/scorer
Check timings signals	With colleague
Bat check protocols	With colleague

### **3.On Field – pre- match and coin toss**

- Do a 'boundary walk' with your colleague and deal with any obstacles, i.e., boundary ropes around sightscreens etc
- Give the scorers a radio (if they don't have their own), and agree channel
- Take a coin and pen / pencil out with you
- Agree which end you will stand at
- Get your colleague to line you up and mark out your standing position – stand where you feel comfortable
- Check stump logos, if appropriate, are all facing the same way
- Check stump alignment from square on as well as front on
- Check the sightscreen position (and colours for non-red ball cricket) is ok at your end for the start of play
- Check bails sit correctly in the grooves
- Check the field of play and the 30-yard circles are correctly placed – i.e., in a straight line parallel to the Pitch
- Check the crease line markings are correct along with the 5-foot lines
- Check that the popping crease lines extend far enough
- Check positioning & protocol for covers
- Check sawdust position is well behind the wicket keeper

#### *At the toss:*

- Remind captains of over rates
- Confirm responsibilities for placing of covers
- Reaffirm 'Spirit of Cricket'
- Agree Competition and Rules
- Reaffirm 'Code of Conduct', and application
- Free hit reminder to captains
- Advise the captains of random bat checks during the game
- Get team sheets:
  - Is it signed?
  - Does it conform to Regulations?
  - Any questions from the captains?
- Identify any young players and discuss directives
- Remember, home captain tosses and away captain calls
- Umpire to repeat the captain's call when the coin is in the air
- Confirm outcome of the toss and decision
- Let the scorers know the outcome of the toss

#### 4. Interaction with Scorers

- Confirm the intended location of the scorers
- If practical, leave spare balls with scorers
- Confirm the match format, rules, and conditions
- Confirm the hours of play and intervals
- Confirm the master clock and back-up to use, where applicable
- Confirm the boundary and allowances
- Confirm the display of runs, wickets, and overs
- Agree and confirm your pre-signals
- Agree acknowledgement of signals
- Discuss and identify all young players
- Confirm runs, wickets, and overs between innings and at the end of the match.



## 5. On Field – pre call of play

- Shake the hand of your colleague and wish them all the best as you enter the field of play
- Confirm to yourself, your in-play position
- Count the players as they come on the field

### Bowler's End:

- Put bails on and check re-alignment of the wicket
- Establish the bowler's action and give them a marker
- Check the ball conforms to the regulations
- Give the batter their guard. There are two methods whilst giving a guard, either standing up at the stumps or maintaining the usual 'in play' position. This is totally a personal choice for each individual umpire
- Let the batter know the bowler's action by word and action



- Check with colleague, captain, and scorers
- When everyone's ready and you have checked your watch, 'switch up' – see Section 12
- Call 'Play' loudly

### Striker's End:

- Put bails on and check re-alignment of the wicket
- Acknowledge colleague's check signal to start play
- Check number of players in and outside the circle
- When everyone's ready and you have checked your watch, 'switch up' – see Section 12

## 6. When a wicket falls

### Bowler's End:

- Stay in your position when giving a decision – this sells the decision and lets you hear any dissent
- If the wicket is broken (striker's end), stay in position and wait for your colleague to re-make the wicket
- Get the ball

Then, meet your colleague:

- Remain vigilant
- With one facing the outgoing batter and one facing the pitch (pitch management)
- Check balls and overs bowled with your colleague
- Watch for **and listen for** any reportable offences
- Move closer where necessary to hear any dissent
- Don't cross the pitch at any time – use the crease if required to cross
- Do not mark your card until **after** the dismissed batter has left the field

### **Striker's End:**

- When a catch is being taken – watch the ball – Remember, it's striker's end umpire's job to determine if the batters have crossed

### **Giving 'out' or 'not out'**

- When giving out or not out – take time – usually 3 seconds or so
- If 'not out' – say not out
- Give outs and not-outs the same way – don't nod your head
- Try to ensure that the timing of responding to appeals is the same whether answering positively or not. i.e., not quicker for one than the other
- Give the batter full eye contact when you raise the finger and hold as they depart, keeping position until the batter has departed. Give the players full eye contact when giving not out. This gives them the impression of confidence
- Even if one player shouts 'howzat' – you need to answer the appeal

### **7.Possible Dissent looming (i.e., no offence has yet happened)**

- Move in closer at striker's end and bowlers end if there is any likelihood of player dissent
- Open hand gestures to players to explain what you have witnessed, you and your colleague's opinion and what is expected of the players – '*Spirit of Cricket*'
- Open hands used to 'calm' players / explosive situations down
- Make sure you inform your colleague, as and when appropriate
- Deal with individual issues via the captain

### **8.General Fieldcraft**

It is essential to work as a team, if in doubt consult with your colleague, it is better to get the decision correct, and at times your colleague maybe better positioned to reaffirm your thought process. Another vital necessity is to record as much detail as possible in your notebook for weather delays, or disciplinary issues etc., noting of times and overs and players names assists for any reports etc.

Move into your positions efficiently, ensuring no time is lost due to umpires positioning.

The ECB document 'GROUND, WEATHER AND LIGHT GUIDANCE FOR UMPIRES (IN THE RECREATIONAL GAME)' is a good reference guide whilst considering weather conditions



### **General bowler's end duties:**

- Check the ball at irregular intervals or naturally after several overs and make it obvious you have got it. Be consistent in this approach
- If the ball crosses the boundary and hits an object i.e., fence, wall, car, etc. and you have a concern that it may have damaged the ball, ensure you check the ball condition prior to the ball becoming live again.
- There are 3 speeds of movement when moving into position at the bowler's end:
  - Walking
  - Fast walking
  - Running
- Look as if you have plenty of time – if you run when you should be walking, the players will see this and wonder why
- Go to the side that will stop you from getting in the way of fielders or the ball – there is no 'correct' side
- At every ball of the over try to anticipate play and be ready to move. If the ball strikes the bat, be 'on your toes' and starting to move. Expect the unexpected and get yourself into the best possible position to adjudge run outs. If you cannot reach your preferred position, make sure you are stationary when giving decisions
- Check timings and inform captains accordingly – and agree with your colleague – two fingers pointing down indicates two overs behind time
- A couple of quiet informal words are usually requisite before any 'official' warnings
- Giving a 'warning' – again, move on to the pitch (to where the batters usually stand) and clearly signal to the player, captain, and batters – by putting up one finger to each
- Don't bring your counter up after the bowler has just bowled to check the balls bowled and if there is an appeal – it will look as if you are 'raising the finger'
- If a player cracks a joke – laugh with them
- If a player enquires why, you gave not out – give them a courteous answer
- If your colleague signals to you – give them a thumbs-up to acknowledge and say thanks
- Stay in your position at bowler's end at the end of the over until your colleague gets to their position – then move off to square leg. Do not mark your card until after the pitch has been handed over – pitch management is highly important
- At the end of the over, if there is a left / right hand combination, remind the fielders of a left or right hander to face – call 'left hander' or 'right hander' as appropriate. It also acts as a reminder for you as to which side to go to
- If the bowler is getting close to the front foot No ball line, you may want to tell them quietly or go out and pat down with your foot their markings – they will get the message
- Tell the players in a loud voice – when they reach the end of a powerplay – open the radio to ensure your colleague has heard too. Follow this up by signalling to the scorers
- Look at your colleague after EVERY ball
- Wide & No Balls – it is encouraged that umpires drop their arms having called and signalled on field when moving into position & or when not facing the

scorers. Umpires should not be moving into position & signalling at the same time

- Ensure the call is loud enough to be heard at the boundary edge
- Agree with your colleague following No-balls, Dead balls, or Wides how many balls are left in the over
- In an instance of a free hit being awarded after a No ball (see Competition Regulations) it is encouraged for the umpire to signal the free hit to the scorers immediately after the second No ball signal to the scorers
- In the first few overs, follow the ball from keeper to bowler and turn your body to do so. This shows the players you are watching the ball carefully
- If a young fast bowler has completed their spell – mark on your card the next possible over they can bowl. Remember a ‘spell’ is **any** number from 1 – 7 overs unless they bowl the next available over at the other end
- Giving a ‘one for the over’ signal – move on to the pitch (to where the batter usually stand) and clearly tap your shoulder.
- Tell the bowler as they pass you and tell the batter and captain, and your colleague
- Take the bails off every time you call ‘Time’



- Make your balls left in the over signals clearly visible to the players – it’s for them too
- Consider the need to speak with players – respect the player’s requirements
- A couple of overs before the drink’s interval, check that drinks are going to be ready
- If your colleague at striker’s end calls a no ball for any height issues for pitching or non-pitching, it is the bowlers end umpire responsibility to signal to the scorers when the ball becomes dead

#### **General striker’s end duties:**

- Back out to your position at striker’s end and stop where you are safe, comfortable and can see the whole play
- Take a few steps back at striker’s end if there are fielders behind you - so you can see everyone inside the 30-yard circle line

- When a new batter comes to the crease, line their shoulder up with something on the boundary (or outside the boundary). You may have to alter your positioning slightly to do this to watch for height infringements
- When the ball passes you at striker's end, turn your body sideways so you have less angle to check that the batters have 'touched down' at the end of each run. Always keep your eyes on the ball until it gets back to the 'keeper
- Balls left in the over signals to your colleague should only be done when the ball is dead and agreed pre-match. This may be 3, 2 & 1 or 2 & 1
- Giving a '*one for the over*' (height) signal so that your colleague sees you and clearly tap your shoulder once or twice. If it's a no-ball or wide, signal clearly – but **DON'T** call it. Make sure your colleague is aware of the signal and has signalled this back to the scorers
- For left and right handers – if you have agreed with your colleague before the game to swap sides – be ready to do so when the players run a one or a three – take a few steps towards the wicket during the throw in (remembering to stay completely still when the ball reaches the wicket). You then have less distance to travel
- Last ball of the over – if the ball goes to the outfield, it is perfectly acceptable to start moving in if you are at striker's end but remain vigilant. This saves time at the end of the over
- Re-signal to your colleague at No-balls, Dead balls or Wides for balls left in the over
- As the ball is thrown back from the outfield, turn to face the popping crease and stay still.
- Count the fielders at striker's end **EVERY** ball for offside **AND** leg side
- For run out decisions get into a crouched position. This displays concentration and will aid in selling the decision given
- Soft signal (no call) any No ball for any height issues for pitching or non-pitching. It is however the bowlers end umpire responsibility to call & signal to the scorers once the ball becomes 'dead'

### **9. Leg side indications to colleague**

- In addition to the ball check signals, at the striker's end it is good practise to offer your colleague 'indications' when the ball goes down the leg side as following examples:
  - Batter makes no contact with ball – **folded arms**
  - Batter makes contact with ball (runs) – **rotate clenched fist**
  - Batter makes contact with ball (leg byes) – **patting thigh which faces colleague**

### **10. Changing the ball**

- If you need to change the ball – lost / wet or damaged, use one of a similar wear and tear. **NEVER** change back to the original ball if it is found
- Do not confer with the players on the type of ball to use

## 11. Near the end of the first innings

- A few overs before the end of the first innings, establish from the captain of the fielding side what roller they want – and for how long. Advise the Groundsperson

## 12. Concentration

- Work out a routine for each ball – and stick to it
- Concentrate ‘switch up and down’ each ball



## 13. Clothing & Attire

- Expectations are that umpires are expected to wear CSMOA kit for all matches under its auspices. It is therefore expected that umpires are uniformly dressed
- Reference to Black/White shoes for red ball cricket, umpires are expected to be uniform, so it is vital shoe colour is agreed before the game
- It is not necessary for both umpires to be similarly dressed by:
- Both wearing / not wearing jackets / jumpers
- Both wearing / not wearing hats
- It is important that whilst on field that each umpire is comfortable
- Where an umpire chooses to wear a hat, it is expected that a wide brimmed hat is the default option
- In instances of excessive wind CSMOA baseball style caps (Navy) may be worn as a replacement for wide brimmed hats
- Umpires **should not** waste playing time by having their hats blow off & having to retrieve them

Domestic		IRUP
Red Ball	Pink & White Ball	Pink & White Ball
White Headwear White Jacket/Jumper/Shirt Black Trousers Black or White Shoes	Black/Navy Headwear Navy Jacket/Jumper/Shirt Black Trousers Black Shoes	Black Headwear Black Jacket/Jumper/Shirt Black Trousers Black Shoes

**THIS DOCUMENT WILL GIVE SOME GUIDANCE FOR YOUR UMPIRING,  
THIS DOCUMENT IS REFERENCED BY THE CSMOA ASSESSORS,  
OBSERVERS & ADVISORS**

**BUT.....ABOVE ALL - ENJOY THE GAME!**

