



**CRICKET  
SCOTLAND**  
MATCH OFFICIALS ASSOCIATION

# A GUIDE TO UMPIRE FIELDCRAFT

## 2024 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 perform your duties.

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



### Credits:

*Photograph's courtesy of Ewan P. Davidson, David Potter & Ian Graham.*

## 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
Which timepiece is being used	With colleague/scorer
Discuss Playing Conditions, check that there is a copy available	With colleague
Local Rules	With home captain
- 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
Match ball - locate	With colleague/captains
Spare Balls - location	With colleague/scorer/captains
Bails	With colleague
Bowler's marker	With colleague
Left and Right handers – change?	With colleague
DLS 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

- Although mobile/smart phones are used increasingly for referencing playing conditions, team sheets etc., ensure if you carry on field, you only utilise for information prevalent to the game, and ensure its on 'silent'.
- Do a 'boundary walk' with your colleague and deal with any obstacles, i.e., boundary ropes around sightscreens etc.
- 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.
- Agree which end you will stand at
- Check the sightscreen position (and colours for non-red ball cricket) is ok at your end for the start of play.
- Check stump alignment from square on as well as front on
- Check stump logos, if appropriate, are all facing the same way.
- Check bails sit correctly in the grooves.
- Get your colleague to line you up and mark out your standing position – stand where you feel comfortable.
- Give the scorers a radio (if they do not have their own) and agree channel (see radio protocol).
- Take a coin and pen / pencil out with you.
- Check positioning & protocol for covers.
- Check sawdust position is well behind the wicket keeper.
- Receipt of electronic team sheets (if competition regulations permit)

#### *At the toss:*

- Get team sheets:
  - Does it conform to Regulations (check for electronic acceptance)?
- Identify any young players and discuss directives.
- Reaffirm 'Spirit of Cricket'
- Agree Competition and Rules
- Reaffirm 'Code of Conduct,' and application.
- Free hit reminder to captains (if applicable)
- Remind captains of over rates
- Advise the captains there may be random bat checks during the game.
- Confirm responsibilities for placing of covers.
- Any questions from the captains?
- 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
- Make a note of outcome.
- 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, you are in-play position.
- Count the players as they come on the field.

### Bowlers 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 is 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 is 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 (if time permits), 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.
- Do not 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.

### **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 – do not 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.



### **Strikers End:**

- Concentrate for catches and help your colleague if you have a better view.
- If consultation is required, ensure one of you calls 'dead ball', this tells the stakeholders you have paused the game to consult.
- Maintain your position when your colleague gives a decision. Remain vigilant during the process as this is when batters' indiscipline is likely.
- Remake the wicket if necessary.
- Then (if time permits), meet your colleague (see above)



## 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 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.

Always consider your interaction with others and ensure appropriate language is always used, both on and off field.

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 bowlers 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 three 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.
- Do not 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 incredibly 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 fielding infringements, it is the bowlers end umpire responsibility to signal the no ball 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 is 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'.
- Consider you positioning when runners are deployed. Always be the opposite side to the runner.
- Continue to be vigilant about batters crossing for which batter is out or awarding of runs if batters have crossed.

### 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 – **no signal**.
  - Batter makes contact with ball (runs) – **tap 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 grounds person.

### 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

*IRUP or IRUP DEV OFFICIALS ARE PERMITTED TO WEAR IRUP KIT IN DOMESTIC COMPETITIONS WHERE THEY ARE UMPIRING WITHIN ANOTHER IRUP/IRUP DEV OFFICIAL(S)*

Season 2024 will continue as a season of transition for cricket in Scotland due to the continued introduction of pink balls., therefore umpires can continue to used either red or pink ball attire in Domestic Competitions. Both umpires, however **MUST** wear the same colours. The only exceptions being the Premier Leagues and Scottish Cup, where coloured clothing **IS** to be worn as detailed in the above table



## 14. Radio Protocol

- CSMOA encourage the use of radios on field for communication and will provide a loan of CSMOA owned radio's to as many officials as is financially possible.
- When three radios are used, the on-field umpires have one each and one of the scorers has one.
- When two radios are used, one on-field umpire will have one and one of the scorers will have one.
- All radios should be on the same channel.
- The scorers should be in possession of their radio before the toss allowing the umpires to inform the scorers of the outcome of the toss by radio.
- The radios should be tested from the pitch before the call of 'play'.
- When communicating with each other, umpires should use existing verbal and non-verbal methods and use radios sparingly and to augment existing methods.
- 'Scratching' should be used as often as necessary to attract the attention of the other umpire.
- Either umpire can initiate contact with the scorers to check on any matter relevant to the smooth running of the match. Examples of relevant matters include balls bowled / left in the over, overs bowled by a bowler, bowling changes, powerplay starting in advance of the signal, updating the scoreboard, informing of runs scored from overthrows, clarification of method of dismissal. The other umpire should listen carefully to his colleague's message.
- Scorers should only initiate contact with umpires when there is a risk that the balls in the over will be incorrect (if it looks like over has been called after five balls or if it looks like over has not been called after six balls) or in other exceptional or emergency circumstances.
- Radios must only be used when the ball is dead.
- Volume must be kept to a reasonable level, preferably so that players a few yards away from an umpire are not aware of the radio being used.
- If interference interrupts the bowler after the ball has come into play, the bowler's end umpire may want to call and signal 'dead ball' and apologise to the bowler.
- If interference is persistent, the umpires should agree not to use radios, inform the scorers of this and switch both radios off. If the umpires try again, successfully, one umpire should signal to the scorers by waving the radio above his head, to draw attention, and then motioning to speak into the radio. The scorers should then switch on their radio.
- Wherever possible, all radios should be placed on charge at intervals.
- Note: Assessors/Observers/Advisors are permitted to use radios where they wish do so.
- Loaned radios should be used & maintained to appropriate standards.
- Radios should be returned at the request of CSMOA.

## 14. Suspect Illegal Bowling Action (SIBA)

- Whether a bowler bowls the ball, which is fair, or throws it, which is unfair, has been a matter of controversy for years. The difference is the last part of the delivery swing. Limits are set out from this 'last part of the delivery swing'. In simple terms a bowler's delivery action involves transferring his/her arm from behind the body to a point in front and then releasing the ball. This transfer is usually, though not necessarily, with the arm close to his/her head. The ball must be above the shoulder level before it is released, or the delivery, which is deemed unfair, as underarm bowling, which will be dealt with in the same way as throwing. The last part of the swing' that is crucial to the fairness of the deliver starts when the arm reaches shoulder level behind him/her, continues as he/she brings his/her arm over, and lasts until the ball is released. During that time, the bowler's elbow joint must not straighten or partially straighten. Many bowlers start this part of the swing with a straight elbow and keep it so. Such bowlers present no problem. For other bowlers, however, the arm maybe bent during this time. For the delivery to be fair, it must be judged that the arm does not straighten in the bowling swing. It will usually be strikers end umpire who is better placed to see this, but either umpire may make the judgement. Should either of them consider that, during the final part of the swing, the bowler's arm is bent at the elbow and, before release of the ball, it becomes straight, or even somewhat straighter, or if the ball is delivered underarm, the umpires are to confer and together take the appropriate actions.
- At the time of writing, neither CS and/or the Regions/Competitions have any reference to SIBA within Playing Conditions.
- CSMOA will adopt the following process for SIBA in all Scottish Domestic Competitions (Regional/National fixtures, not included).
- The calling of 'no ball' for a SIBA is an emotive topic, and sometimes difficult to decipher with the naked eye.
- CSMOA umpires will adopt the procedure of other Associations in that if umpires suspect a SIBA, we will report off field to the Governing Body, via the appropriate SIBA form. The SIBA form will be sent to the CSMOA Umpire Manager within 72 hours following the end of the match.
- If, however, the umpires are confident that the SIBA is obvious (and this could include knowledge of previous reports) and is a clear breach of law twenty-one, umpires will adopt the following procedure:
  - The umpires initially will not call 'no ball' for a SIBA.
  - Umpires will consult and agree the SIBA.
  - Umpires will then issue first and final warning to the bowlers' captain, applicable for the rest of the innings, at which point the umpires will also ask the captain to remove the bowler from bowling for the remainder of the innings (not included within the laws)
  - If the captain does not remove the bowler
  - For any further unfair delivery (SIBA) - Call and signal 'no ball'
  - Upon a second instance - Call and signal 'no ball'
  - After second 'no ball' direct captain to suspend the bowler
  - Both captains must be informed of any action/report taken/submitted for SIBA.



- Report to governing body (CS) for any action taken over SIBA. This is via SIBA Form, sent to The CSMOA Umpire Manager within 72 hours following the end of the game.
- The CSMOA Umpire Manager will then direct the form to the relevant Regional Authority and Cricket Scotland.
- It is critical that umpires work together and agree SIBA. Any forms submitted will be received on the basis that both umpires agree on the SIBA.
- Any forms that are submitted out with the above procedure will not be considered.

**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!**

