



QSDCA BRIDGING COMPETITION: UMPIRING GUIDE

VERSION: A DATE: 6 OCTOBER 2021

THANK YOU TO SUNSHINE COAST CRICKET ASSOCIATION FOR PROVIDING
THE TEMPLATE FOR THIS GUIDE!



OUT



FOUR



SIX



BYE



LEG BYE



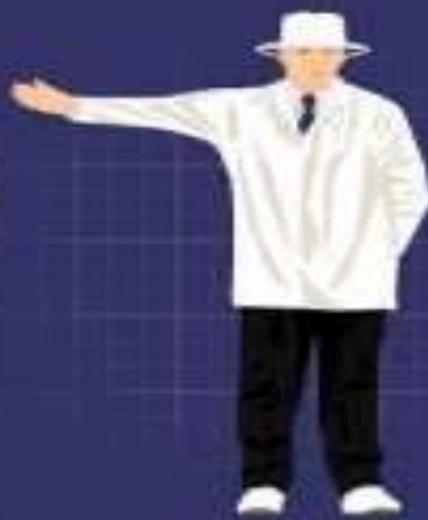
ONE SHORT



WIDE
BALL



DEAD
BALL



NO
BALL



CANCEL
CALL



NEW
BALL



PENALTY
RUNS

Pre-Match Preparation

1. Meet the coaches (if they aren't the umpires) and other umpire
2. Check if Clubs have completed JLT match day checklist (more information and link to app: <https://sport.marshadvantage.com.au/cricket/club>)
3. Agree on wide and no ball interpretation with other umpire
4. Hold the toss with coaches and captains on the field not less than 15 minutes before the start of play
5. Inform the coaches and captains five minutes before the start of play
6. 2 minutes before the start of play walk out onto the field with the ball so you are ready to start on time

Interaction with Scorers

- ▶ Signals and calls by the Umpire to the scorers must be clear, understood and acknowledged. (One signal at a time – wait for Scorers' response.)
- ▶ The game should not proceed until the Scorers have acknowledged each signal.

Where to Stand at the Acting End

For Delivery

When you are umpiring at the bowler's end, stand far enough back from the stumps that you can see the popping crease at the bowler's end and be able to see the batter and stumps at the other end of the pitch without having to tilt your head.

For Run Outs

Stand in line with the crease so you have a side on view of the stumps and crease without having to move you eyeline.

Where to stand at Square Leg

Stand on the leg side of the field at the position square leg (adjust for right and left handers) in line with the popping crease. Stand about 20m – 30m away from the stumps at the strikers end. If the sun is in your eyeline you can move to the exact same position except to the off side to point.

No Ball

REMEMBER:

On a no ball the batter cannot be out unless they are run out.

All no balls are followed by a 'free hit'

Front Foot No Ball

Event

Bowler's front foot lands in front of the popping crease with nothing behind the line

Ruling

If no part of the foot lands grounded or raised behind the popping crease, then it shall be signalled a no ball (all runs scored of the bat or byes are counted)

Result

1 run + runs scored by batter (or byes)

Double Bounce No Ball

- ▶ **Event**

- ▶ The ball bounces twice before reaching the popping crease

- ▶ **Ruling**

- ▶ No Ball is signalled runs scored off the bat or as byes are counted in addition to the no ball (batter can not be dismissed bowled or caught)

- ▶ **Result**

- ▶ 1 run for the no ball + any extra runs scored

Full Toss No Ball

Event

- ▶ Ball is bowled on the full above the waist of the batter in regular standing position

Ruling

If the ball is bowled on the full above the batters waist in their regular standing position it is deemed a no ball. Additional runs can be scored off the bat or as byes. 2 of these infringements by the same bowler in the same innings will result in the bowler being withdrawn.

Result

1 run + any additional runs scored

NOTE: The no ball is to be signalled by the square leg umpire and then confirmed to the scorers by the umpire at the bowlers end.

Bouncer No Ball

Event

Ball is bowled and bounces above the shoulder of the batter in their regular standing position.

Ruling

No ball is signalled and a reminder is given to the bowler to keep it down

(Additional runs can be scored)

Result

1 run + additional runs

NOTE: The no ball is to be signalled by the square leg umpire and then confirmed to the scorers by the umpire at the bowlers end.

Stumps Broken - No Ball

Event

Stumps broken (bails knocked off) in the delivery stride by the bowler

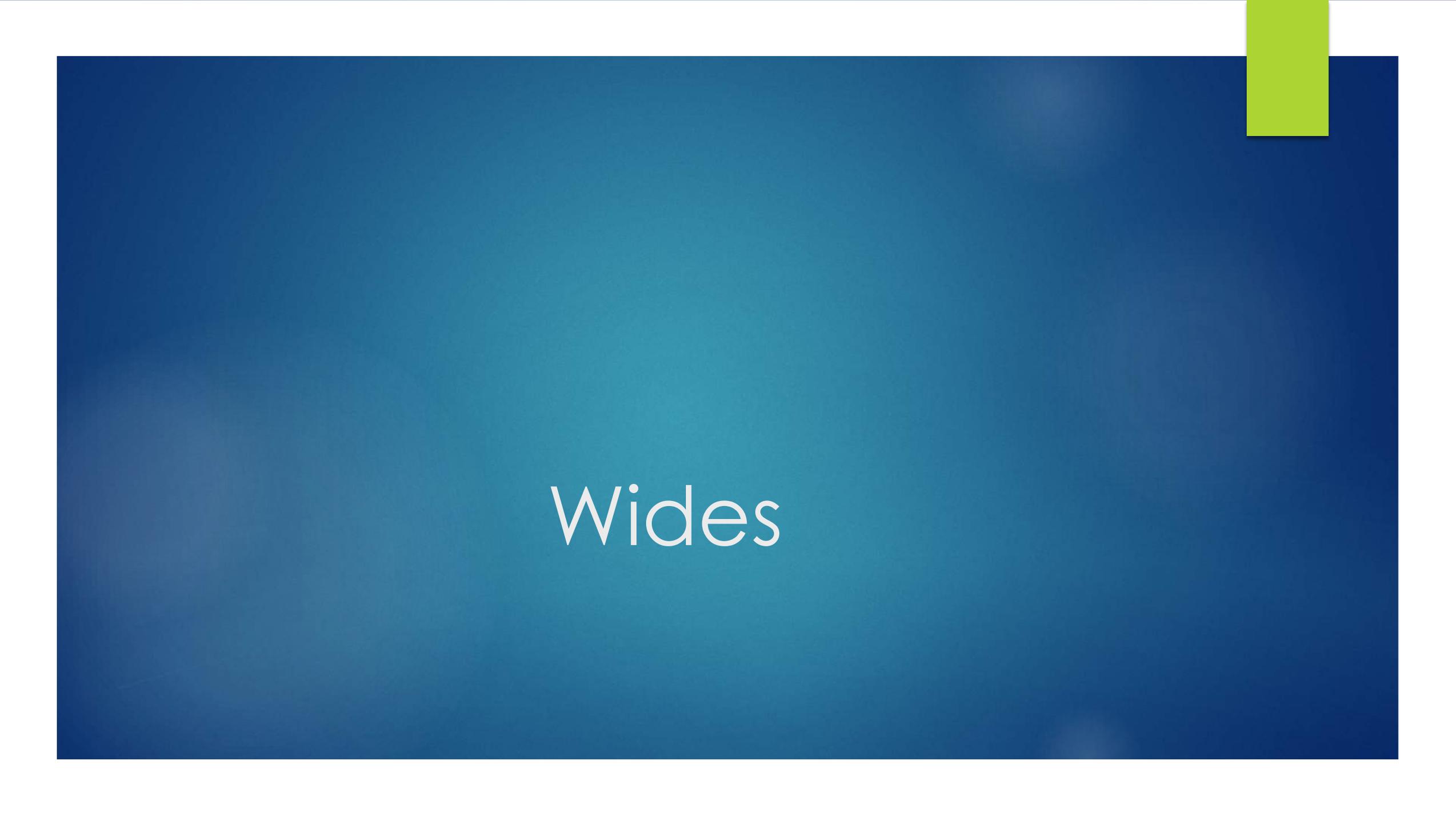
Ruling

If the bowler breaks the wicket before completion of the stride after they bowled the ball (includes clothing and foot) it shall be signalled a no ball and additional runs are counted towards the batting team

(NOTE This rule only applies if the ball is released by the bowler)

Result

- ▶ 1 run for the no ball + any extra runs scored



Wides

Offside Wide

Event

- ▶ Ball passes the striking batter outside the off stump beyond their reach

Ruling

- ▶ Wide is signalled unless the batter brings the ball into reach/ hits it

Result

1 run awarded + byes ran (if any)

Leg Side Wide

Event

- ▶ Ball passes the striking batter outside the leg stump beyond their reach

Ruling

- ▶ Wide is signalled unless the batter brings the ball into reach/ hits it

Result

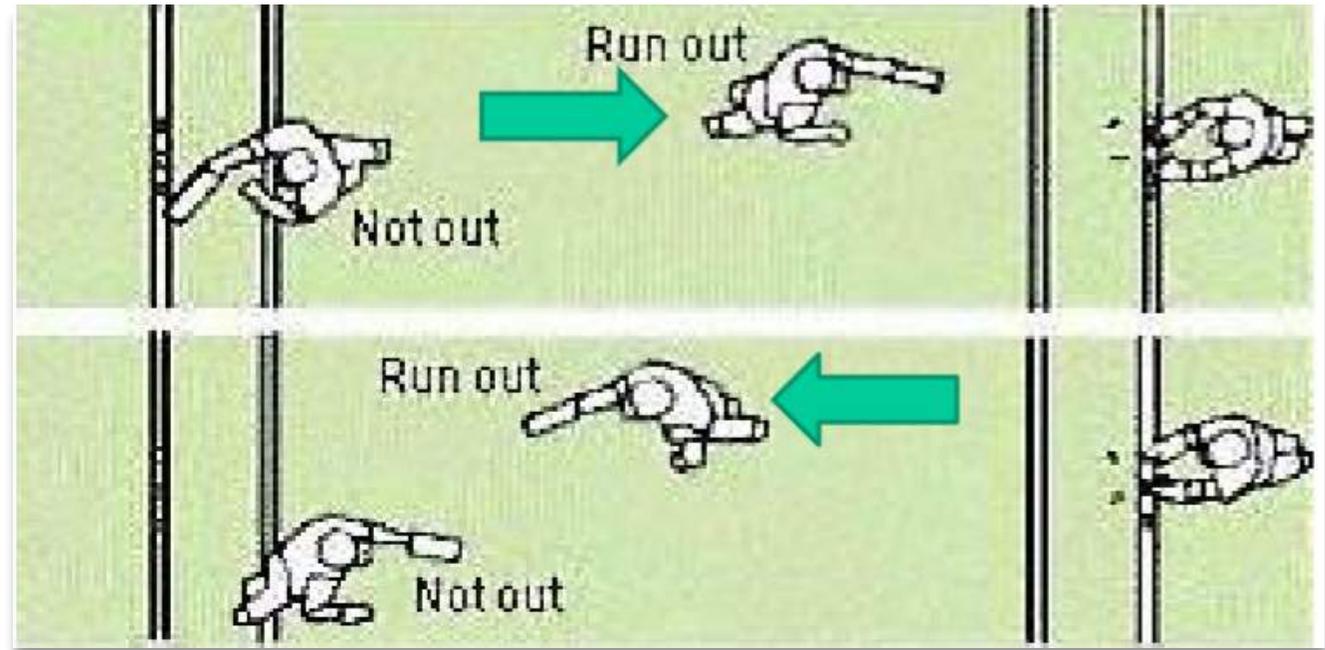
1 run awarded + byes ran (if any)



Run Outs

Who is Out?

Whichever batter is closer to the wickets being broken is out in ALL CIRCUMSTANCES.



LBW

LBW Criteria

LBWs in Bridging competitions must be 'plumb'. This means that the ball must pitch in line with the stumps, strike the batter without first contacting the bat, strike the batter in line with the stumps and be going on to hit the stumps.

JUDGING LBW

The position of the Striker is critical – the further back when struck, the more likely it is to be Out – LBW

Bounce of the ball is crucial in judging if there would be contact with the stumps

Ball striking on the full

Contact

Pitches

-  Pitched in the zone
-  Short pitched
-  Ball striking on full. (Must be hitting
-  Ball striking on full. (Must be hitting stumps)

IF well forward – reduces likelihood

