



CRICKET  
AUSTRALIA



# COMMUNITY UMPIRING TECHNIQUE GUIDELINES



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# Introduction

Umpiring becomes consistent and effective when essential umpiring skills are applied on match day. This resource, '*Community Umpiring Technique Guidelines*', has been developed to provide guidance to umpires on what common skills are required to manage a game of cricket. When applied across all the Australian Cricket States & Territories, umpires are able to develop a consistent skillset without hindering an individual's 'style' or character they bring to umpiring.

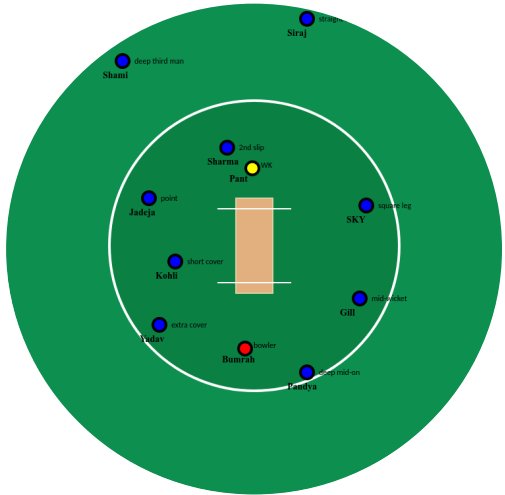
The original guidelines were developed in 2016 as a precursor for umpires who were appointed to various National Championships. This version expands the original resource to continue to provide a national approach for umpires preparing for a range of competitions, from elite matches, National championships or Association competitions. It is encouraged that this resource is adopted by Community Associations.

We hope that you will find value in this resource and continue to thoroughly enjoy your involvement in umpiring.



# Starting Play

**LAW 12 START OF PLAY; CESSATION OF PLAY**  
**12.1 Call of Play**  
 The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.



Bowler is bowling right arm over the wicket



Bowler is bowling left arm around the wicket



Bowler is bowling right arm around the wicket



Bowler is bowling left arm over the wicket



# Giving Guard

**41.15 Striker in protected area**  
 The striker may make a mark on the pitch, for the purpose of indicating his/her batting position, provided that no mark is unreasonably close to the protected area.



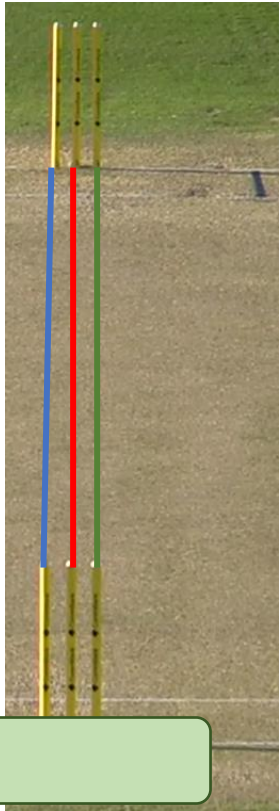
Off Stump Off Two Offs	Middle Stump Center Two Centers	Leg Stump Leg One Leg
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Right-handed batter



Leg Stump Leg One Leg	Middle Stump Center Two Centers	Off Stump Off Two Offs
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Left-handed batter



Always give guard from up at the stumps. Use the same terminology the player uses.  
 Point to the stump requested.





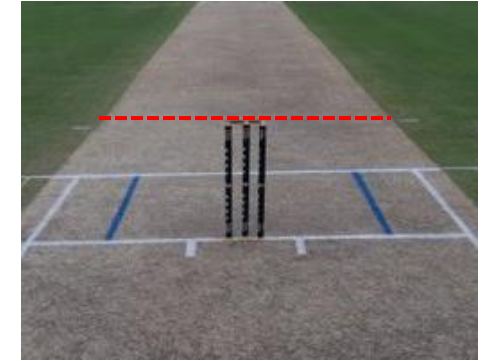
# Bowler's End Stance

## 2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.



Bails in-line with the protected area markings (turf pitch).

Mark 1.5m from return crease (artificial).



Relaxed stance with hands by your side or clasped in front.  
Head stays still! Stand in-line with the stumps.



# No Ball

## 21.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

**21.5.1** the bowler's back foot must land within and not touching the return crease on the side of his/her stated mode of delivery.

**21.5.2** the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and
- behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he/she shall call and signal No ball. See Law 41.8 (Bowling of deliberate front foot No ball).



1, 2 & 3: Bowler's front foot does not have any part of the foot grounded or raised behind the popping crease.



4: Bowler's back foot is making contact with or outside of the return crease.



Keep your head still

Focus on striker

Flick eyes down to check front foot of bowler

Focus back on striker (watch the ball)

Call & signal when No Ball occurs

Re-signal when ball is dead

Add any additional signals (if applicable)





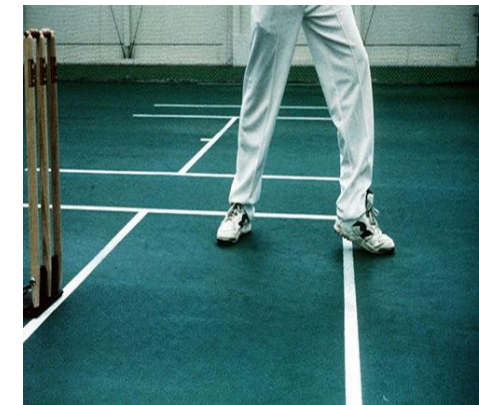
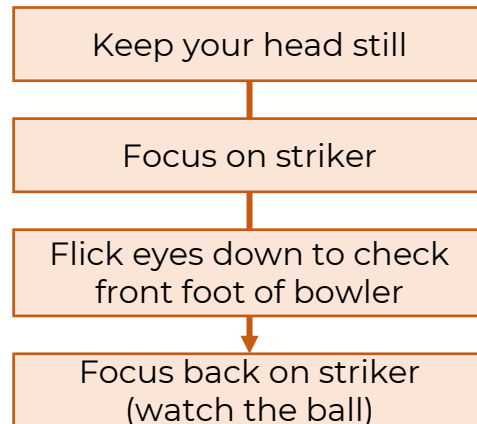
# Fair Delivery

“The human eyes have time to make 2 focus points in the time it takes an average delivery to go from the bowler’s hand to the batter.”  
Pat Gerry aka “Eyeman” – Optometrist and Sports Vision Specialist



All examples show either:

- a) A part of the bowler’s front foot is behind the popping crease, or
- b) The bowler’s back foot is NOT making contact with the return crease.





# Other No Balls

## 21.3 Ball thrown or delivered underarm – action by umpires

**21.3.1** After the bowler has entered his/her delivery stride, if in the opinion of either umpire the ball has been thrown or, unless permitted by agreement in 21.1.2, delivered underarm, that umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

## 21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once or rolls along the ground before it reaches the popping crease

or

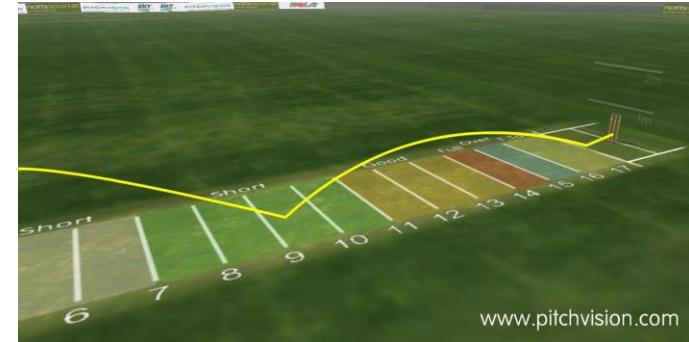
- pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

## 41.7 Bowling of dangerous and unfair non-pitching deliveries

**41.7.1** Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

Refer to [Teamwork – Non-Pitching Deliveries](#)

Note: only one type of No Ball can occur each delivery. Other runs will be scored as they have occurred (runs, byes/leg byes).



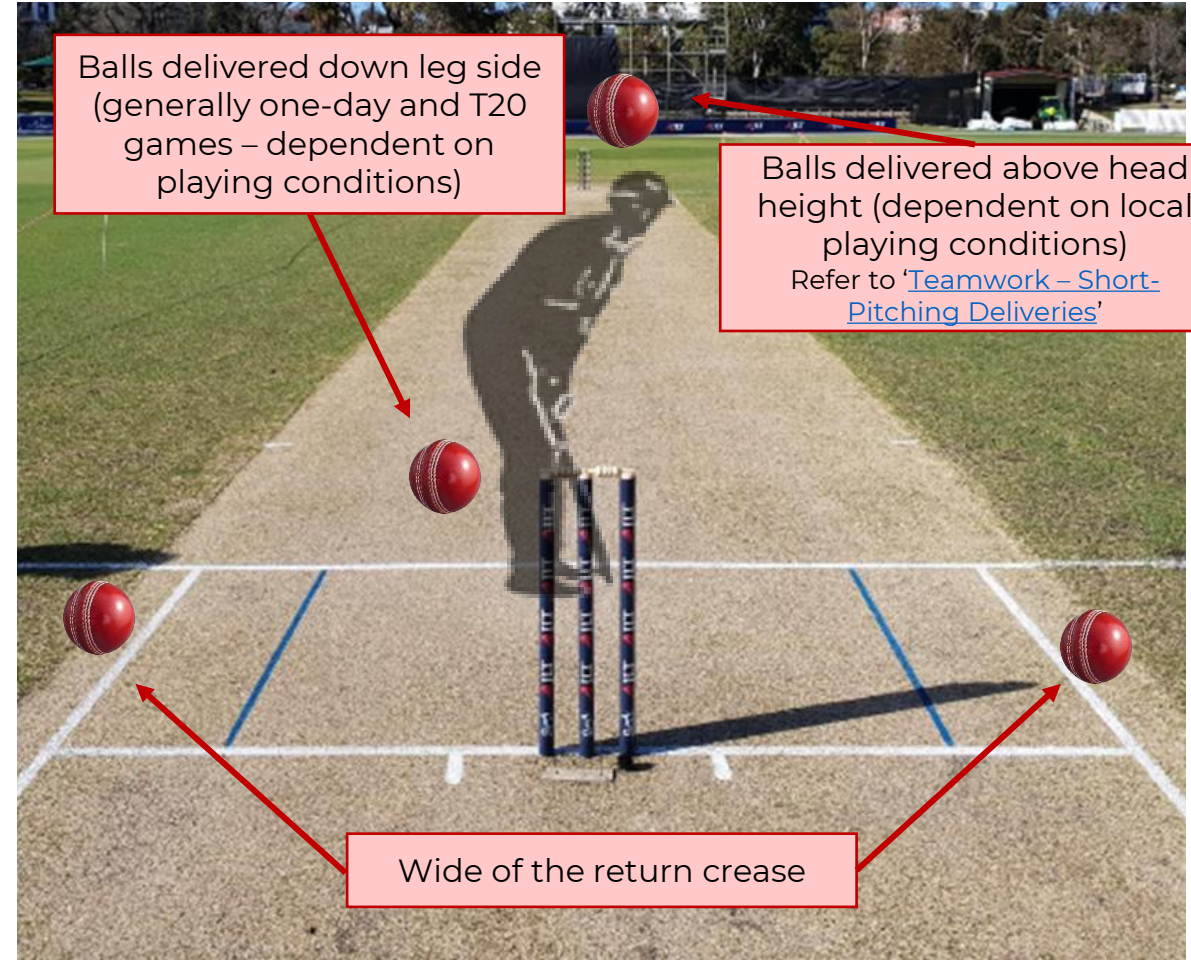
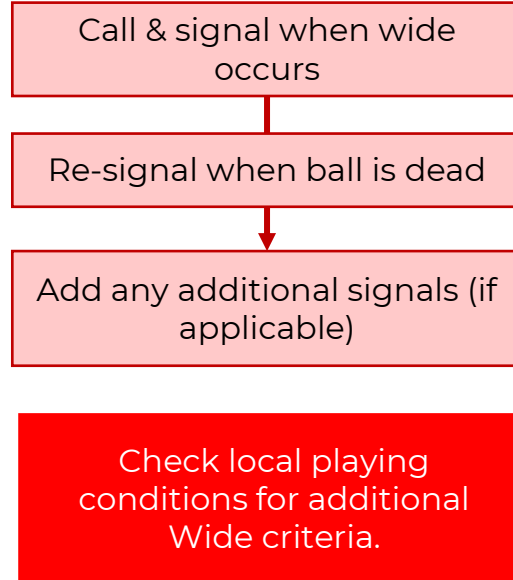
# Wides

## LAW 22 WIDE BALL

### 22.1 Judging a Wide

**22.1.1** If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

**22.1.2** The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.





# Bye and Leg Bye

## 23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his/her bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one-run penalty for such a delivery shall be incurred.



If delivery is a No Ball, signal No Ball then Bye / Leg Bye.

Ball must not touch bat or body of batter

Runs can be completed

Signal 'Bye' to scorer when ball is dead

If delivery is a wide, runs completed are 'Wides'

## 23.2 Leg byes

**23.2.1** If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.

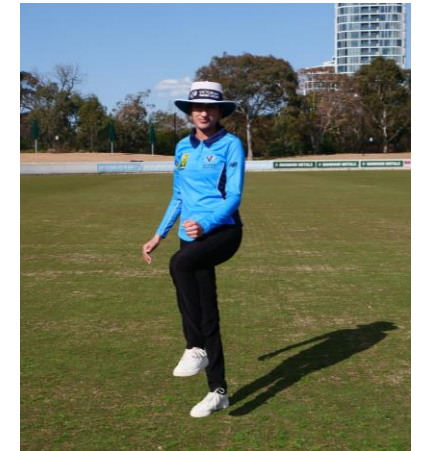
Ball comes off any part of the striker, except bat or hands holding the bat

Striker must have played a shot or taken evasive action

Runs can be completed

Signal 'Leg Byes' to scorer when ball is dead

If striker does NOT play a shot or take evasive action...



Runs can be completed

Signal 'Dead Ball' to scorer when ball is dead, batters return to original ends of pitch.



# Boundaries

## 19.2 Identifying and marking the boundary

**19.2.1** Wherever practicable, the boundary shall be marked by means of a continuous white line or by an object in contact with the ground.

**19.2.2** If the boundary is marked by means of a white line,

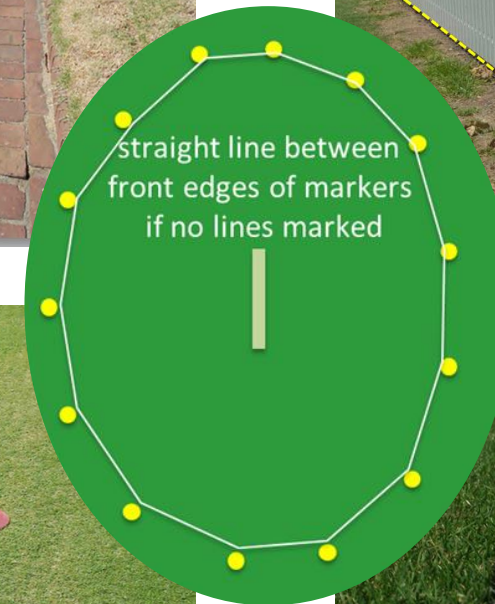
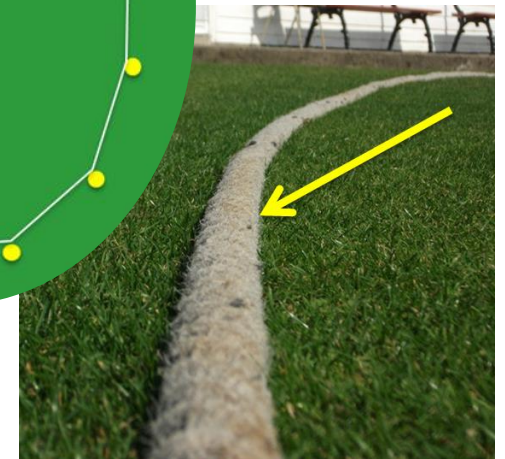
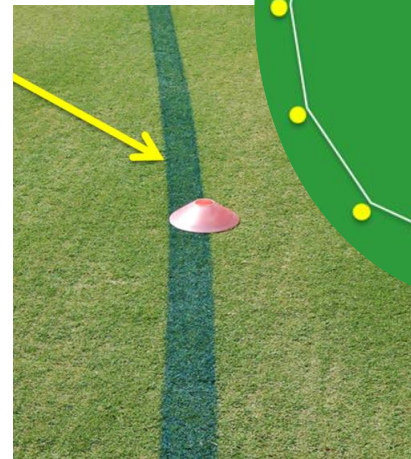
19.2.2.1 the edge of the line nearest the pitch shall be the boundary.

19.2.2.2 an object such as a flag, post or board, used merely to highlight the position of a line marked on the ground, must be placed beyond the boundary and is not itself to be regarded as being the boundary.

**19.2.3** If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

**19.2.4** Where there is no white line or object providing continuous marking, objects such as flags, posts or boards may be used to mark specific points on the boundary. The boundary shall be the imaginary straight line on the ground joining the two nearest marked points.

Check S&T regulations and/or local playing conditions for dimensions and requirements of solid/fixed objects and distance required from boundary edge



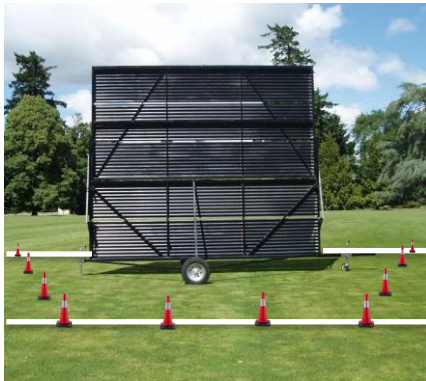


# Boundaries

**19.2.6** An obstacle within the field of play, other than as in 19.2.7, shall not be regarded as a boundary unless so determined by the umpires before the toss. See Law 2.3.1.4 (Consultation with captains).



Grounds that contain obstacles on the field must be determined as part of the boundary or not during the captain's consultation at the toss.



Grounds that are not capable of having the sight screen outside the field of play must have the boundary marked around the object.

## 19.7 Runs scored from boundaries

**19.7.1** A Boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

**19.7.2** A Boundary 4 will be scored when a ball that is grounded beyond the boundary - whether struck by the bat or not, was first grounded within the boundary, or - has not been struck by the bat.



Start with arm across your chest and swing it out and back again two times, finishing with arm across your chest.



# Boundaries

## 19.4 Ball grounded beyond the boundary

**19.4.1** The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

**19.4.2** The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

## 19.5 Fielder grounded beyond the boundary

**19.5.1** A fielder is grounded beyond the boundary if some part of his/her person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary, if the umpire considers that it was the intention of either fielder that the contact should assist in the fielding of the ball.



Fielder is grounded outside the boundary rope and makes contact with the ball resulting in 'Boundary 4'.

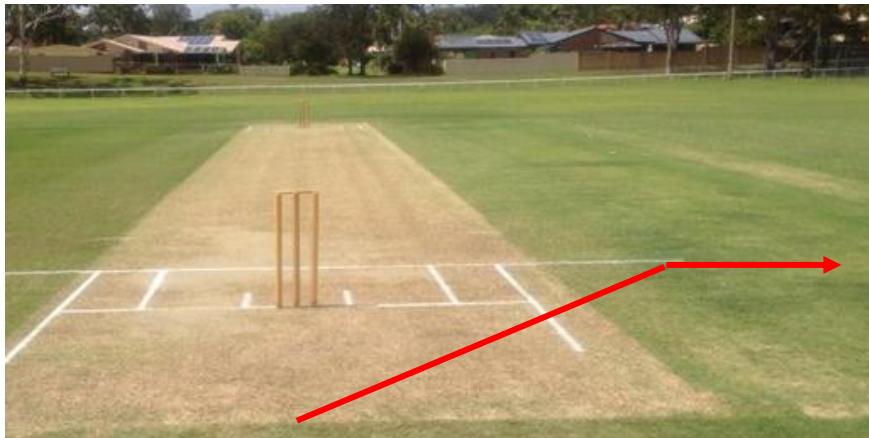


Fielder releases the ball before contacting any part of the boundary marker or beyond, resulting in no boundary.



# Bowler's End Movement

Once the ball is played, the umpire must position themselves where to best observe all action required for potential run outs at the bowler's end.



First movement should be towards the popping crease, then back out.



It's not always possible to reach the popping crease, so aim to get past the batter's running line.



Adopt a focused position to 'sell your decision'.



Keeps play in front of your body

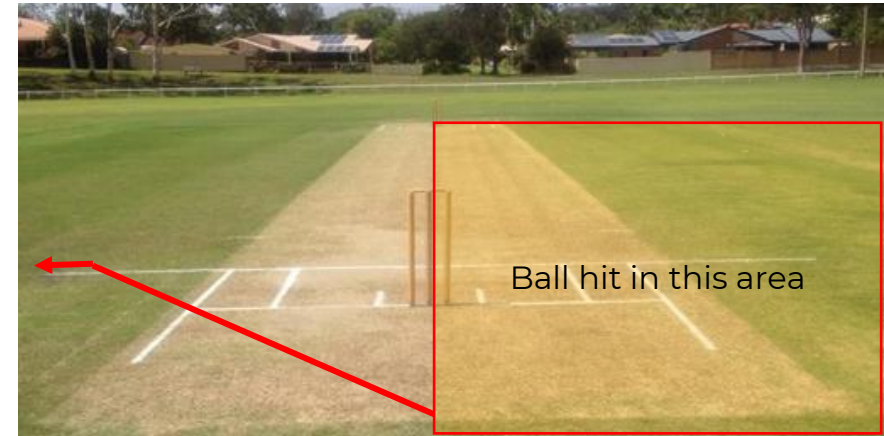
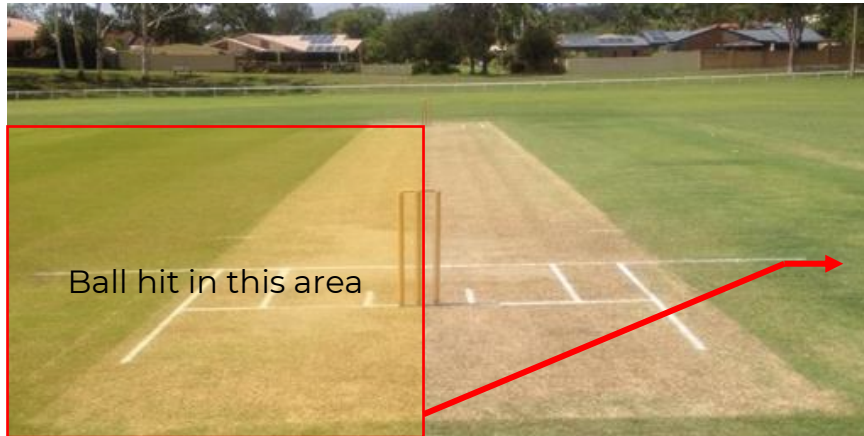
Can see batters touching down at the popping crease

Important to prevent obstructions or collisions from occurring!



# Ball hit forward of square of the wicket

Once the ball is played, the umpire must position themselves where to best observe all action required for potential run outs at the bowler's end.



Umpire moves to opposite side as ball = uninterrupted view of action.  
Speed and distance of movement determined by awareness of fielders and non-striker.

**“Trigger”**  
whenever the  
ball hits the  
bat  
(except edges to  
keeper/slips)

<b>Batter calls “NO”</b>	<b>Take 1 to 2 steps in readiness before returning to normal stance.</b>
<b>Batter calls “WAIT”</b>	<b>Move at walking pace to preferred position on appropriate side.</b>
<b>Batter calls “YES”</b>	<b>“Trigger” to preferred position on appropriate side.</b>

**Commit to  
your trigger!**





# Ball hit into the "V"



**Batter calls "YES"**

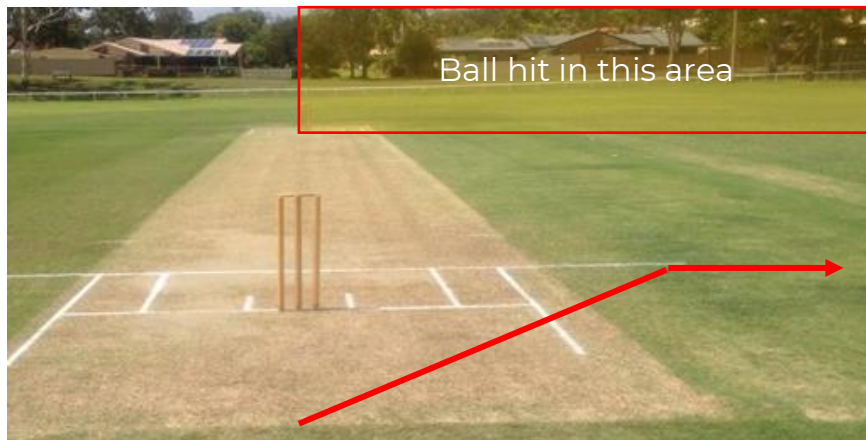
**"Trigger" to preferred position on appropriate side.**

**If a shot is played, move in a way to be prepared for possible run out attempts!**



# Ball hit behind square of the wicket

Once the ball is played, the umpire must position themselves where to best observe all action required for potential run outs at the bowler's end.



**Always watch the ball in the outfield and the incoming throw!!**

Umpire moves to same side as ball = uninterrupted view of action.

**Should not impede fielders**

**Better position to check fielding/catches near boundary**



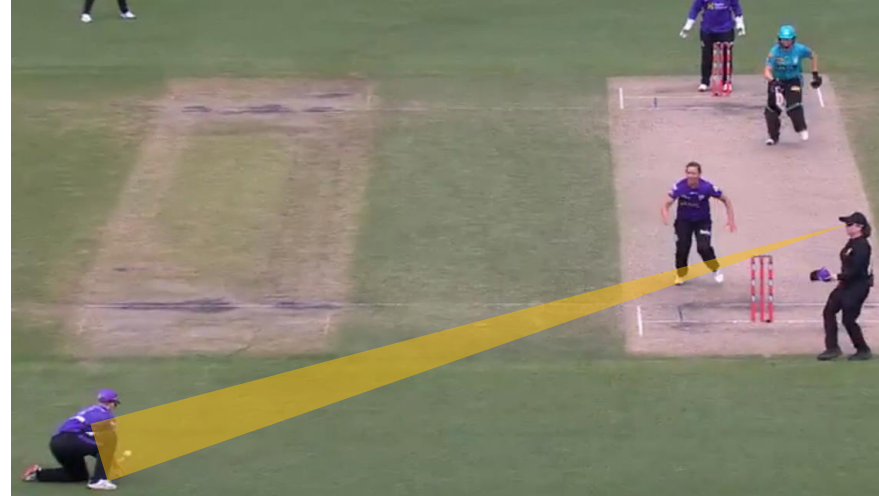


# Technique



Move far enough to allow batter plenty of room to make their ground

Wide field of vision for bat, batter and stumps while focusing on popping crease



View the ball into the fielder's hand by 'swivelling'



# Intervals

## LAW 11 INTERVALS

### 11.1 An interval

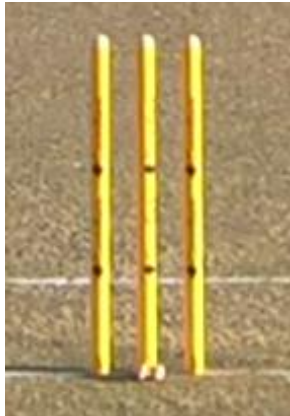
11.1.1 The following shall be classed as intervals:

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks. ←
- Any other agreed interval.

No need to remove bails!

### 12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets.





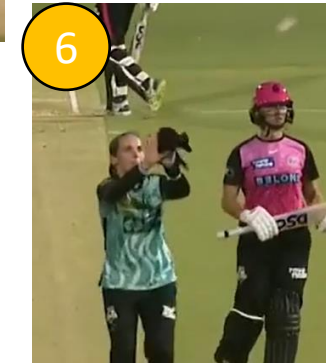
# Dead Ball

## LAW 20 DEAD BALL

### 20.1 Ball is dead

20.1.1 The ball becomes dead when

- 20.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.
- 20.1.1.2 a boundary is scored. See Law 19.7 (Runs scored from boundaries).
- 20.1.1.3 a batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
- 20.1.1.4 whether played or not it becomes trapped between the bat and person of a batter or between items of his/her clothing or equipment.
- 20.1.1.5 whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.
- 20.1.1.6 under either of Laws 24.4 (Player returning without permission) or 28.2 (Fielding the ball) there is an offence resulting in an award of Penalty runs. The ball shall not count as one of the over.
- 20.1.1.7 there is contravention of Law 28.3 (Protective helmets belonging to the fielding side).
- 20.1.1.8 the match is concluded in any of the ways stated in Law 12.9 (Conclusion of match).

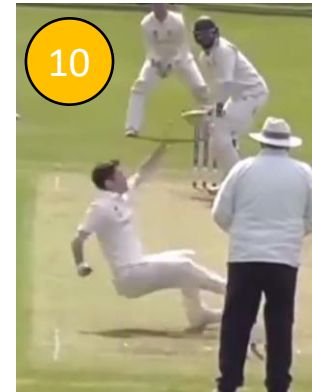
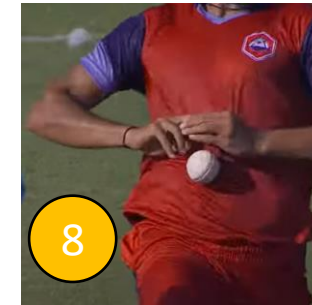
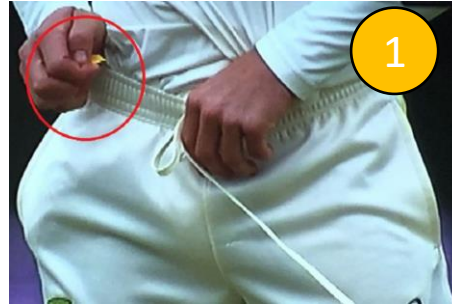




# Dead Ball

Either umpire shall call and signal Dead ball when

- 20.4.2.1 intervening in a case of unfair play.
- 20.4.2.2 a possibly serious injury to a player or umpire occurs.
- 20.4.2.3 leaving his/her normal position for consultation.
- 20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- 20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- 20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also 20.4.2.7. The ball shall not count as one of the over.
- 20.4.2.7 there is an instance of a deliberate attempt to distract under either of Laws 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.
- 20.4.2.8 the bowler drops the ball accidentally before delivery.
- 20.4.2.9 the bowler throws the ball towards the striker's end before entering his/her delivery stride
- 20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under Law 38.3 (Non-striker leaving his/her ground early).
- 20.4.2.11 satisfied that the ball in play cannot be recovered.
- 20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand (see Law 19.2.7 – Identifying and marking the boundary).
- 20.4.2.13 the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch).
- 20.4.2.14 he/she is required to do so under any of the Laws not included above.





# Wicket is Broken

## LAW 29 THE WICKET IS BROKEN

### 29.1 The wicket is broken

The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.



The wicket can be broken by...

The ball

Striker's bat, person or clothing

The fielder's hand/arm that is holding the ball

The fielder pulling a stump out of the ground with the ball touching the stump



This is NOT OUT:  
The fielder is not holding the ball in the hand used to pull the stump out of the ground.



This is NOT OUT:  
The glove making contact with the stumps does not possess the ball. Normal breaking the wicket laws still apply.



# Appeals

## LAW 31 APPEALS

### 31.1 Umpire not to give batter out without an appeal

Neither umpire shall give a batter out, even though he/she may be out under the Laws, unless appealed to by a fielder. This shall not debar a batter who is out under any of the Laws from leaving the wicket without an appeal having been made. Note, however, the provisions of 31.7.



The 'OUT' signal only needs to be given for appeals relating to:

- LBW
- Caught behind (batter stands ground)
- Run Out
- Stumping
- Obstructing the Field
- Timed Out
- When the batter stands their ground



The 'OUT' signal doesn't need to be given when the batter IMMEDIATELY "walks".

For example:

- Bowled
- Outfield catch
- Caught behind or in slips (batter walks)





# Bowled

## LAW 32 BOWLED

### 32.1 Out Bowled

32.1.1 The striker is out Bowled if his/her wicket is broken by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.



Conditions for batter to be out bowled:

Delivery must be legal

Wicket must be broken by the ball



Being dismissed Bowled takes precedence over all other dismissals.

E.g., batter hits ball on to stumps, wicket is broken, and a fielder takes a catch, the batter is out bowled.



# Caught

## LAW 33 CAUGHT

### 33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his/her bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in 33.2 and 33.3, before it touches the ground.



## Conditions for batter to be out caught:

Delivery must be legal



Ball must make contact with bat or hand holding the bat



Ball cannot touch ground after being hit



Fielder must have complete control of ball and body until catch completion



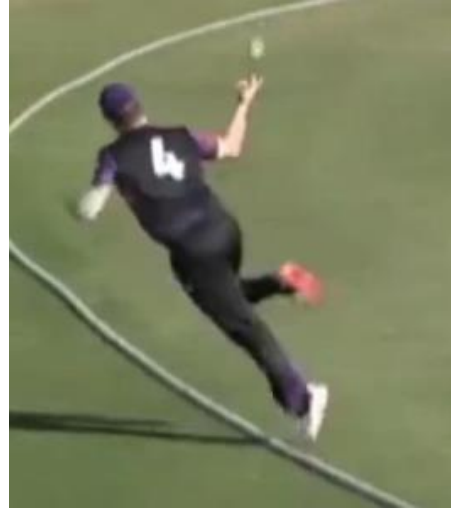


# Caught

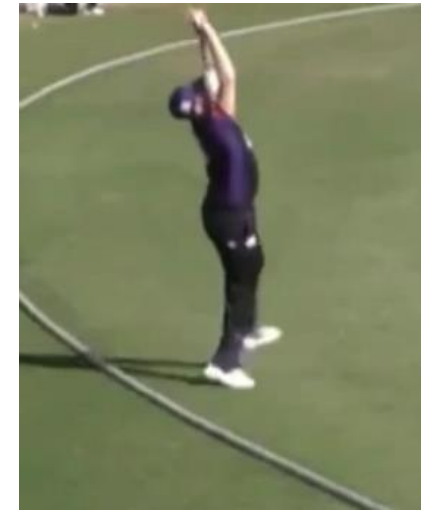
**19.5.2** A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his/her final contact with the ground, before his/her first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.



1: Fielder is grounded inside the boundary when first contacting the ball.



2: Fielder cannot be grounded outside the boundary when contacting the ball



3: Fielder completes catch whilst grounded inside the boundary.



# LBW

## LAW 36 LEG BEFORE WICKET

### 36.1 Out LBW

The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.

**36.1.1** The bowler delivers a ball, not being a No ball

**36.1.2** the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

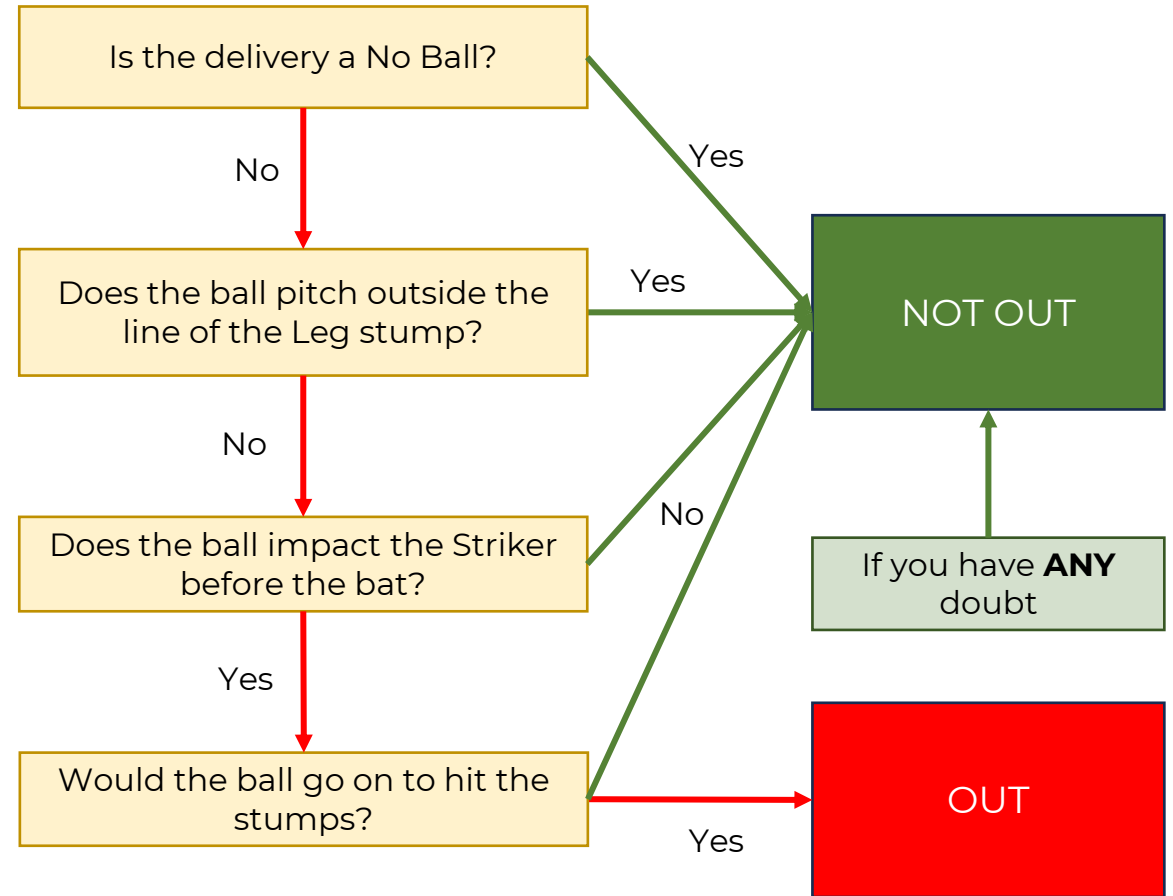
**36.1.3** the ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person

**36.1.4** the point of impact, even if above the level of the bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

**36.1.5** but for the interception, the ball would have hit the wicket.



## Decision Process





# LBW

## Out Examples

Ball pitched outside line of off stump

Ball hit striker before bat inline with stumps

Ball would go on to hit stumps

Ball pitched in-line with stumps

Ball hit striker before bat in line with stumps

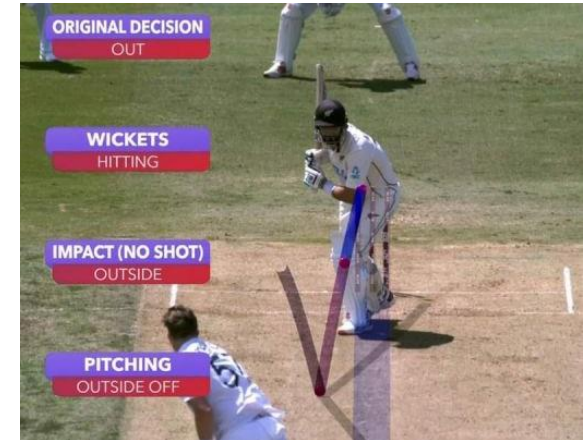
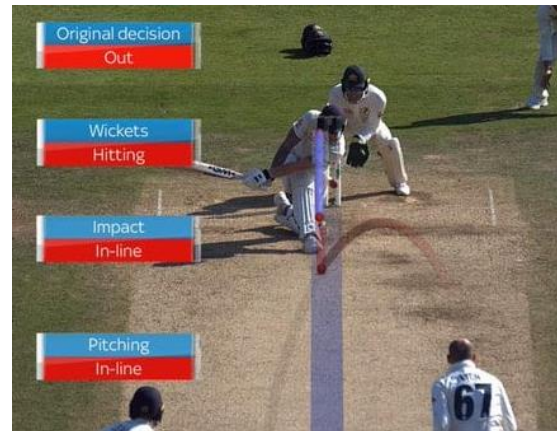
Ball would go on to hit stumps

Ball pitched outside line of off stump

Ball hit striker before bat outside line of off-stump

Striker does not play at the ball

Ball would go on to hit stumps



# LBW

## Not Out Examples

Ball pitched outside leg-stump

Ball pitched outside off-stump

Ball hit striker before bat  
outside line of off-stump

Striker has played at ball





# Obstructing the Field

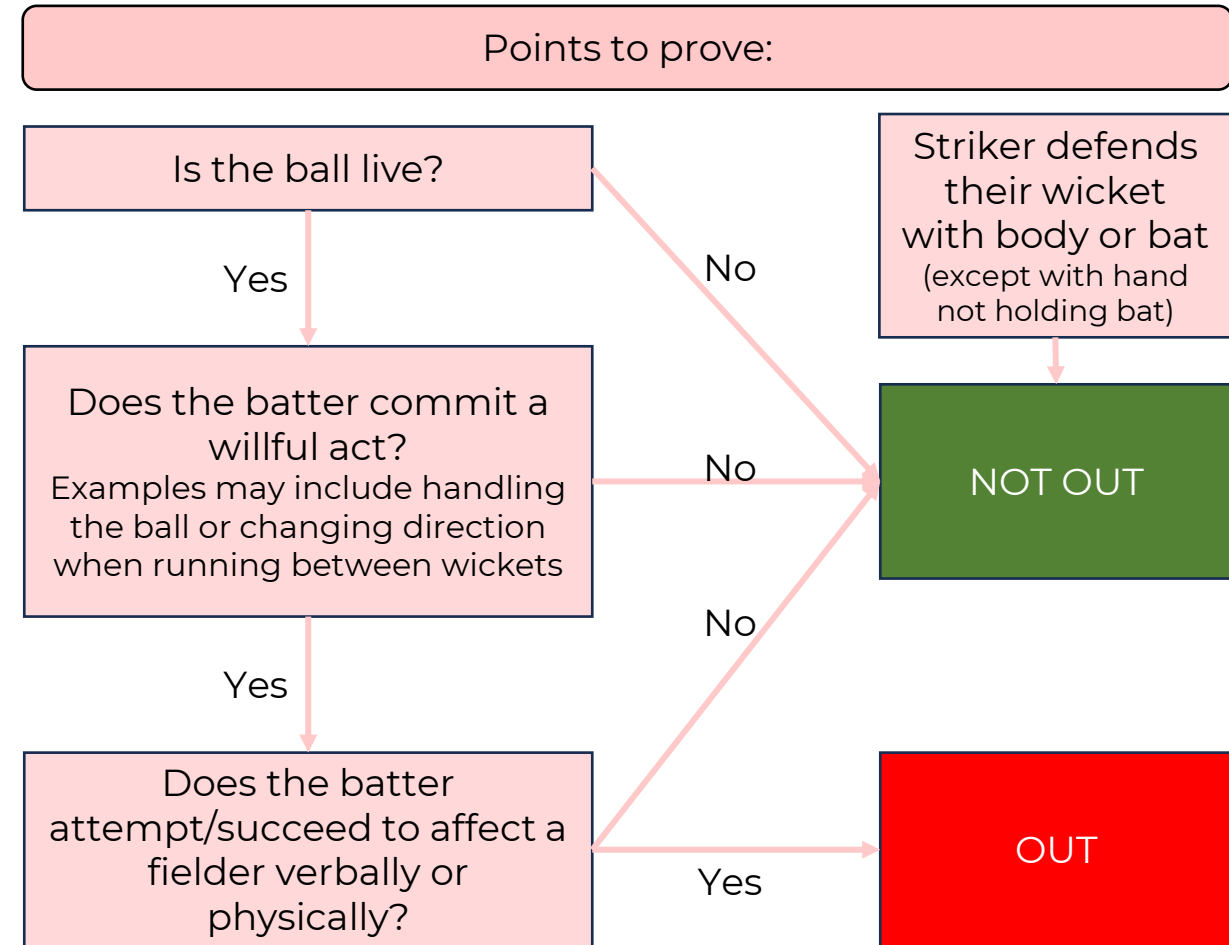
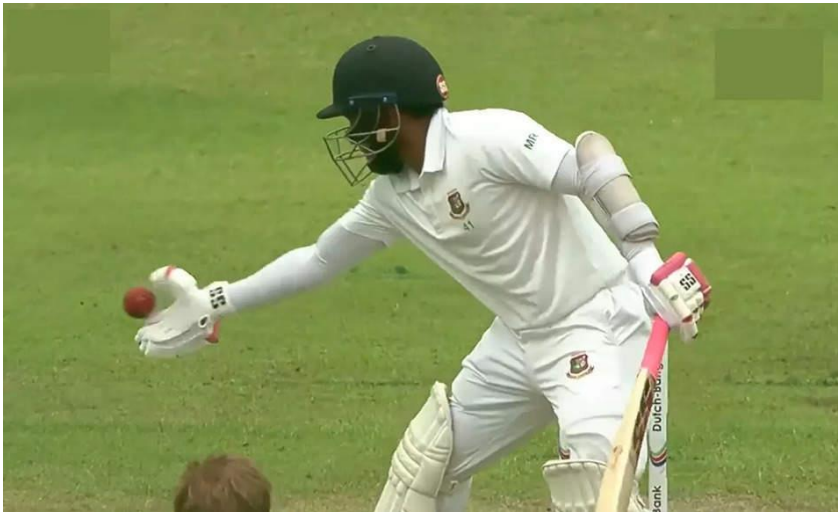
## LAW 37 OBSTRUCTING THE FIELD

### 37.1 Out Obstructing the field

**37.1.1** Either batter is out Obstructing the field if, except in the circumstances of 37.2, and while the ball is in play, he/she wilfully attempts to obstruct or distract the fielding side by word or action. See also Law 34 (Hit the ball twice).

**37.1.2** The striker is out Obstructing the field if, except in the circumstances of 37.2, in the act of receiving a ball delivered by the bowler, he/she wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his/her wicket.

**37.1.3** This Law will apply whether or not No ball is called.



# Obstructing the Field

Willful action examples:

Either batter attempts or succeeds at affecting the fielder either verbally or physically.



Striker OUT

The striker defends their wicket with their hand not holding the bat.



Offending batter OUT

Either batter strikes the ball with any part of their body, including the bat, after the striker has played at the ball.



If a batter changes their direction of running between the wickets to affect a potential run out attempt.



Accidental obstruction trying to avoid injury should be "NOT OUT"





# Run Out

## LAW 38 RUN OUT

### 38.1 Out Run out

Either batter is out Run out, except as in 38.2, if, at any time while the ball is in play,

- he/she is out of his/her ground
- and his/her wicket is fairly broken by either the action of a fielder or the ball rebounding off a fielder's person

even though No ball has been called, except in the circumstances of 38.2.2.2, and whether or not a run is being attempted.



When impact on wickets occurs, attempt to be stationary in the 'Focused' pose above.



Batter is NOT OUT when diving and bat is grounded inside the popping crease and subsequent loss of contact is accidental.



# Striker's End Umpire

## 2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.



When the ball is played, open your stance to watch the ball. Turn your head to check the batter touching down.



Position yourself approx. 1 pitch length from the pitch. Stand with hands by your side – allows subtle non-verbal communication.

Only cross-over for left and right-hand batters if time permits. Don't hold up the game if a spinner is bowling.

### Decisions responsible for:

#### No Balls:

- Wicket keeper position
- All fielding restrictions

#### Wickets:

- Stumped
- Hit Wicket
- Run Out (that end)

### Decisions support for:

#### Wickets:

- Catches carrying
- #### Deliveries:
- Dangerous non-pitching deliveries
  - Bounces over shoulder or head height





# Striker's End Umpire

## 27.3 Position of wicket-keeper

**27.3.1** The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler

touches the bat or person of the striker or  
passes the wicket at the striker's end or  
the striker attempts a run.

**27.3.2** In the event of the wicket-keeper contravening this Law, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

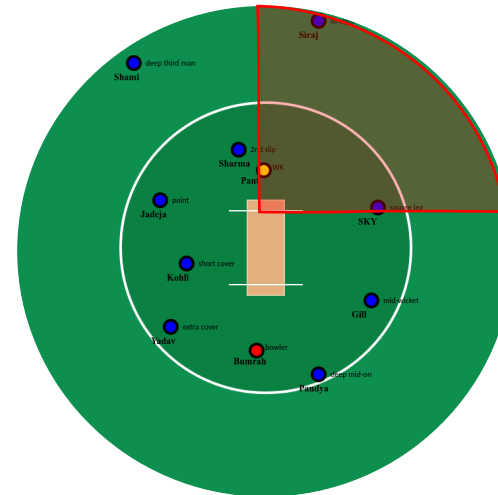


It is the Striker's end umpire to call and signal a 'No Ball' if the wicket-keeper is in breach of their permitted position.

## 28.4 Limitation of on side fielders

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.

In the event of infringement of this Law by any fielder, the striker's end umpire shall call and signal No ball.



It is the Striker's end umpire who calls and signals a 'No Ball' if there are more than 2 fielders behind the popping crease on the on side.



# Stumped

## LAW 39 STUMPED

### 39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in 39.3, if

a ball which is delivered is not called No ball  
and he/she is out of his/her ground, other than as in 39.3.1  
and he/she has not attempted a run

when his/her wicket is fairly broken by the wicket-keeper without the intervention of another fielder. Note, however Laws 25.6.2 and 25.6.5 (Dismissal and conduct of a batter and his/her runner) and 27.3 (Position of wicket-keeper).



### 4 Conditions

Only the wicket-keeper	Only the striker
Not a No Ball (can from a wide)	Batter is out of their ground and not attempting a run





# Hit Wicket

## LAW 35 HIT WICKET

### 35.1 Out Hit wicket

**35.1.1** The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his/her wicket is broken by either the striker's bat or person as described in Laws 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) in any of the following circumstances:

35.1.1.1 in the course of any action taken by him/her in preparing to receive or in receiving a delivery,

35.1.1.2 in setting off for the first run immediately after playing or playing at the ball,

35.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,

35.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his/her wicket within the provisions of Law 34.3 (Ball lawfully struck more than once).

**35.1.2** If the striker breaks his/her wicket in any of the ways described in Laws 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.



Conditions for batter to be out Hit Wicket:

Batter must be in the act of receiving or playing at the ball

OR

Batter must have immediately started setting off to run



If the helmet, or any part of it, falls off and breaks the wickets, this is NOT OUT.

Refer to Law 29.2.1.4



# Teamwork – Short-Pitching Deliveries



See the short-pitched delivery as a first offence.



Striker's End umpire to signal to Bowler's End umpire that it is an offence.



Bowler's End umpire to signal first caution to bowler and batter, following any sundries if applicable.

A second and subsequent offence in an over for a short-pitched delivery will result in a No Ball signaled by Bowler's End umpire.

Check with Local Playing Conditions

Recheck the "balls to go" after any illegal delivery, dead ball or wicket taken.





# Teamwork – Non-Pitching Deliveries

## 41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.



Waist height is defined as the point at which the top of the batter's trousers would conventionally be when he/she is standing upright at the popping crease

Marginal calls, or if in doubt, call "No Ball"

1<sup>st</sup> Dangerous non-pitching delivery

Bowler MUST be cautioned!

2<sup>nd</sup> Dangerous non-pitching delivery

Bowler MUST be suspended from bowling for the remainder of the innings!

Find a reference point in the background.  
Top of text is waist height for this batter.  
Alter position for batters of different heights.



Striker's End umpire to call No Ball for non-pitching delivery above waist height.



Striker's End umpire to signal below waist height for Bowler's End umpire.

Pace of bowler is irrelevant for No Ball to be called.

Recheck the "balls to go" after any illegal delivery, dead ball or wicket taken.



# Teamwork - Ball Contact

The striker's end umpire should aid their partner if the ball comes off the bat, pad or nothing for deliveries that go behind the wicket down leg-side where runs are taken.



“Off the bat” signal



“Off the pad” signal



“No contact” signal

Hands should remain by your side at all other times.  
**Do not make any signals when there is an appeal!**





# Teamwork - Balls to go



"6 to come"



"5 to come"



"4 to come"



"3 to come / gone"



"2 to go" signal expected after 4 legal deliveries in each over.



Good practice is to signal "1 to go" subtly after 5 legal deliveries.

These signals only required after illegal deliveries.

Recheck the "balls to go" after any illegal delivery, dead ball or wicket taken.

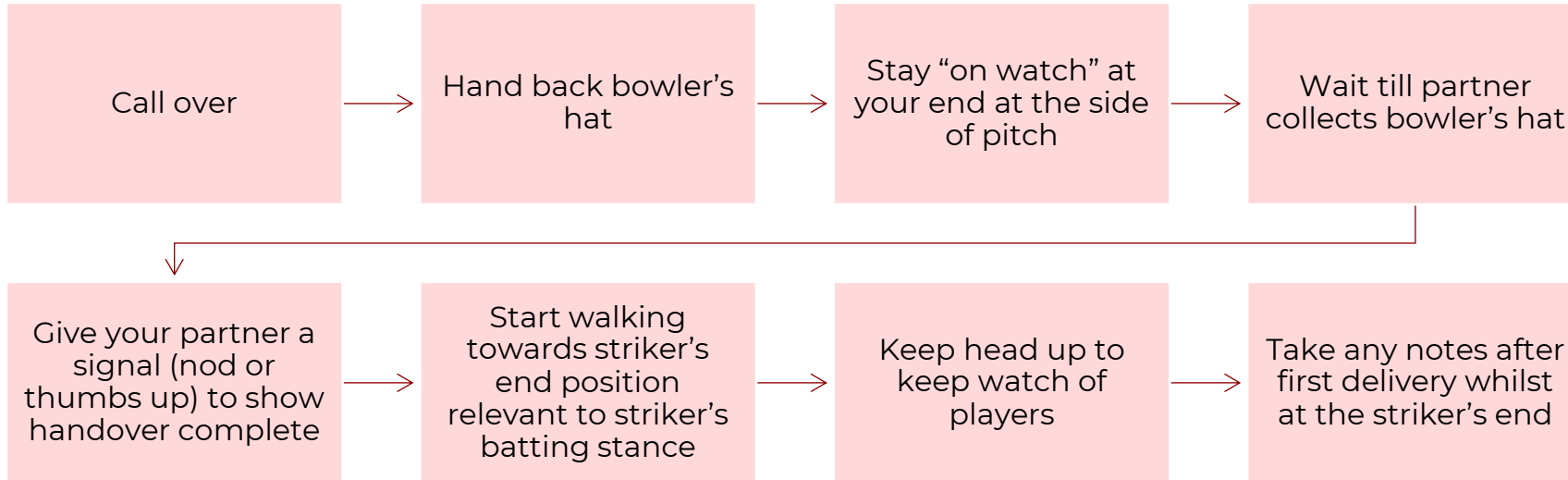


# Teamwork - Pitch Handover

## 17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also Law 20.3 (Call of Over or Time).

### Bowler's End process





# Signals

## Signals for ball in play



Dead Ball



No Ball



Wide



Out



Repeat to scorers once ball is dead

When signaling to scorers, perform signals in order of occurrence on-field

## Signals for scorers once ball is dead



Boundary 4



Boundary 6



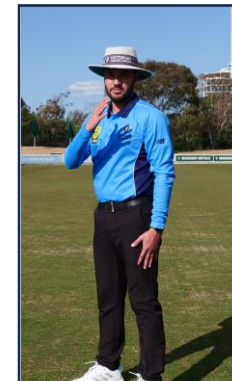
Bye



Leg Bye



Short Run



Penalty Runs  
(batting side - tap)



Penalty Runs  
(fielding side - hold)



Revoke last  
signal





**CRICKET**  
AUSTRALIA

