

THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself.

The major responsibility for ensuring the spirit of fair play rests with the captains.

1. Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

2. Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

3. Fair and unfair play

The umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- Indulge in cheating or any sharp practice, for instance:
 - a. to appeal knowing that the batsman is not out
 - b. to advance towards an umpire in an aggressive manner when appealing

- c. to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

General Guidelines for Umpires

Never rush a decision! Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself **at least 3** and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don't let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are 100% certain, ONLY then make the decision.

Don't feel you need to be part of the game. Your role as umpire is just to keep things fair and neutral, and move the game along -- not to have any effect on the game itself. The less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don't let your ego dictate that you need to have an impact.

If asked, it is okay to explain to the Bowler why it was not out.

Bowlers feel much better about getting an unfavorable decision if they know WHY you made it. You don't have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.

If the fielding team is appealing frequently don't let it effect you. Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don't get the message simply ignore their appeals.

Be consistent with your calls. Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me....the fielding side will catch on pretty quickly.

If in doubt, consult. The umpire at the striker's end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.

Just do your best As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey...if nothing else, you get to enjoy having a great position to watch what is hopefully a good game of cricket and evaluate your opponents for next year!!

BEFORE THE GAME

The umpires must ideally arrive at the ground no later than 20 minutes before the scheduled time to start. This will give them time to:

1. Introduce themselves to the respective captains.
2. Verify if the ground is playable. Keep in mind the possibility of injury to the players. We do not want anybody to be injured. Sometimes, the players and/or captains might be ready to play even under bad conditions. The umpires have to use their discretion to decide if the playing conditions are safe. They should not get pressurized by the players or the captains. If the conditions are unplayable either due to rains or any other condition, OR if the game is interrupted by any un-foreseen circumstance, the Umpires can make the call to “call-off” the game, and let the teams share points equally. Please refer to the RULES book for further clarification. The umpires could re-schedule the match to be played at a later time, on the same day OR an alternate venue if it is workable from a condition and time perspective. Any decisions taken by the umpires in this regard will be final.
3. Make sure that the boundaries are marked and ascertain how any obstacles in the field of play will be dealt with. If the obstacles cannot be moved, e.g. a post or a fence etc, the umpires must be sure that the captains agree as to whether or not such obstacles are to be regarded as part of the field of play and how runs/outs will be scored if the ball strikes or goes over those obstacles.
4. Make sure that the pitch length is at 22 yards; that the stumps (bails) are properly positioned, and the creases correctly and visibly marked.
5. Agree and discuss with the captains any special rules and/or conditions which apply to the match.
6. Umpires must check whether each player is registered in the site. He can do so by requesting for a list of registered players from the captains, and verifying each players name against a photo ID. Alternately, the umpires can carry a list of registered players of both teams, by themselves.
7. Check that a toss for innings has been made no later than 15 minutes before the start of play. The umpires do not have to supervise the toss but simply check that it has been made.

8. Collect the ball from the fielding captain and ensure that it is the league approved ball.
9. Five minutes before play is due to start the umpires should tell both captains the time and take the field.
10. Umpires should strictly impose the rules for START time, according to the RULES Book.
11. In case of any disputes/controversies the umpires should try to make a objective decision. Under the rare situation, where the dispute/controversy cannot be resolved, the umpires should send a written report to EC before the end of the day on the incident/match.

ALTERING DECISIONS

We are human. We make mistakes. The Laws makes it quite clear that an umpire may change his decision. This would happen only in very unusual circumstances and the Law does say that alterations must be made promptly. Indeed, it should rarely be necessary to change a decision if, as stated earlier, the umpire has not been hasty in answering the appeal.

The umpire should not be influenced by the reactions of players to his decision. The changing of a decision should only result from the umpire's realization that, from the events as he saw them, he has made an error. It is a strong umpire who can do this, but it is stressed that if an umpire deliberates a little before giving his decision there should rarely be any need for it to be changed. The captain of the fielding side has the right to seek permission of the umpire to withdraw an appeal. Provided the outgoing batsman has not left the playing area the umpire can, if he sees fit, cancel his decision and recall the batsman.

JURISDICTION OF CALLS OR WHO CALLS WHAT

The striker's end umpire (umpire at square leg) has only three decisions on which he has absolute ruling powers on: run out at his end, stumped and hit wicket. **All other decisions can be over-ruled by the umpire at the bowler's end.** The Leg umpire can call No ball if the bowler is throwing/chucking or for height based cases, but the Main umpire has the absolute ruling power in these cases, and so can over-rule the leg-umpires decision if he needs to.

The bowler's end umpire can always consult with his colleague (to the extent he deems it necessary) before making the calls he is responsible for.

LEG BEFORE WICKET (lbw)

This one is easy! We do not consider lbws in our games. So, a batsman should not be ruled out on account of lbw.

LEG BYES

This is easy too! We do not consider leg byes. No runs score on leg byes. The ball is simply ruled dead.

WIDE BALL

Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump).

A ball is a wide if it passes so high or wide that it is beyond the reach of the striker.

The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side.

For wides outside the off stump the ball pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes **over** the cone/flag as a wide ball, then simply consistently call it as such throughout the game.

The umpire shall not call “wide” if the batsmen moves to a position so that the ball is beyond his reach or moves to a position so that the ball is within his reach. A wide does not count in an over.

The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.

The umpire should call and signal “wide” as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. Obviously if the ball touches the striker’s person a wide would not be called.

A batsman is allowed to change his stance either during the bowlers run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to the bowlers run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance.

On the other hand, if the batsman changes his stance during the bowlers run up, the wide will be judged based on the stance that he took before the bowlers run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.

BYE

A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman's body.

NO BALL(non height based)

Mode of delivery

(a) The umpire shall inform the striker batsman whether the bowler intends to bowl right handed or left handed, over or round the wicket. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

Note: Every time the bowler comes back after a break in his spell, he is required to inform his guard (which hand, and which side of the wicket) to the umpire. If not, the umpire can call a NO BALL.

(b) Underarm bowling shall not be permitted, and it shall be called a NO BALL

Fair delivery - the feet

For a delivery to be fair in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised, **behind** the popping crease.

A simple rule of thumb would be.....If umpire can see the popping crease behind the bowler's front foot (toe, heel and all!), then it is NO BALL.

The ball does not become dead at the call of No ball, but batsmen can only be dismissed from a No ball by Run Out, Hitting the ball twice, Handling the ball, or Obstructing the field.

A side crease shall be drawn on either side of the stumps at the bowlers end. The line is measured as one and half bat length from either of the corner stumps. If a foot of the bowler is completely outside the side line while delivering the ball, then it is considered a NO ball. Stepping on the line of the side crease is not a NO BALL! The bowler is expected to bowl from within the popping box (the area enclosed by the popping crease, side crease and the bowling crease/line), so that the umpire can see his bowling action and stepping. If the bowler delivers a ball from behind the umpire, or from outside the BOX, it will be called a NO BALL. Thus, the bowler is expected to bowl from inside the box.

If the Main umpire or neutral leg umpire feels that the bowler is throwing/chucking the ball, he can call a NO BALL. Giving a warning is totally upto the umpires discretion, and not mandatory. The main umpire can consult the leg umpire and over-rule any decision of leg umpire.

DEAD BALL

A dead ball is either if the ball pitches more than ONCE or rolls before it reaches the batsman.

In certain grounds half of the pitch may have grass/uneven patch. In such circumstances, the two captains in mutual agreement with the umpires can formulate a rule for dead ball, when a ball pitches on the green grass/rough patch. Such agreements have to be made prior to the toss/match. A DEAD BALL call supersedes any other calls for wide, bowled, stumped, caught etc.

FREE HIT AFTER A FOOT-FAULT NO BALL

The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. During a free hit, a batsman can be given OUT only by RUNOUT, hitting the ball twice, handling the ball OR obstructing the field.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

A free hit ball is counted towards the number of balls of an over.

If 6th ball becomes a foot fault - No Ball, 7th ball is a free hit ball and as long as the free hit ball is not a wide or a no-ball, that is the over.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

HEIGHT based NO BALLS

If in the judgement of the **bowler's end umpire** the ball has passed or would have passed over the batsman's shoulder if he were in his normal batting stance, the **bowler's end umpire** shall call and signal a noball.

NO ball calls on height shall be made only by the bowler's end umpire or a neutral leg umpire. The bowler's end umpire may consult with his colleague if he

feels the need he could over-rule his call. The bowler's end umpire will have the final say!

Full tosses above the waist If in the judgment of the bowler's end umpire the ball without pitching (without touching the ground), has passed over the batsman's waist, when the batsman is in his normal batting stance, and inside the crease, then the bowler's end Umpire shall call and signal a No ball. Additionally the bowler will be given a warning for dangerous bowling if the ball was directed at the batsman's body. These type of deliveries can potentially injure the batsman. Hence, if 2 such deliveries which are directed at the batsman's body are bowled by a bowler, the umpire will stop the bowler from bowling further in the match. This can be done by the umpires on their own, OR on request from the batsmen or batting team's captain. If the over is not complete, a different bowler has to complete the over. This bowler should not have bowled the previous over, and will not be allowed to bowl the next over. The # of balls bowled by the new bowler, will be credited to him, and hence will count towards his quota of overs.

NOTE: Since in NJSBCL it is very difficult to ascertain the speed of the ball being bowled accurately, no differentiation will be made between fast and slow balls.

RUN OUT BY "MANKADED"

When the batsman at the non-striker's end has backed up out of his crease and the bowler in his run-up (but before having entered his delivery stride) removes the bails with the batsman out of his crease, the batsman is said to have been "Mankaded". Technically, the dismissal falls under the run-out category.

A bowler cannot run out a non-striker once he has entered his delivery stride. The delivery stride is defined as the stride in the course of which the delivery swing is made: it starts when the bowler's back foot lands and ends when the front foot lands in the same stride." A bowler has to warn the batsman at least once before running him out in this way.

In simple terms, a bowler cannot run-out the non-striker once he has started to swing his arm to bowl. From the non-strikers perspective stay within the crease until the bowler starts his swing.

SUBSTITUTION

Substitution of players will be allowed only when a player is injured during the match/game. Pre-existing injuries should not be considered for substitution. Substitution for any other reason is strictly not allowed. Under rare cases, where a player can prove REAL EMERGENCY, umpires can allow substitution, on mutual consent. It is entirely the neutral umpire(s) call to allow substitution, after verifying the reasons for substitution. The opposition team captain has no say in

allowing or disallowing a substitution that has been decided by the neutral umpire. Neutral umpire has the final call on allowing / disallowing a substitution.

If a player is substituted due to any of the above conditions, when he comes back into the field, he needs to wait for the number of overs he stayed out, before he can bowl. For Eg. If a player stayed out for 2 overs, he has to field for 2 overs before he can bowl. (this is not applicable if the player is a wicket keeper. He can come back and start wicket keeping immediately)

In cases where players are not available at the start of the game, no substitution will be allowed. Teams can play with less number of players (minimum of 8 players is required). Latecomers can join the team and come on to the field till 8 overs are complete. Once, 8 overs of an inning are complete, no new player will be allowed to join the team. In this case, the team will have to play with whatever players they have. Any players joining the team late, has to wait for atleast 2 overs, before bowling.

No substitution will be allowed for players leaving early, for any condition other than the ones explained above (this includes reasons like IT release, playing in another league, work call, non-emergency home call etc) Teams will have to play with reduced number of players if a player leaves for a non-emergency reason as determined by the neutral umpire.

If a player is substituted during the first innings of the game when his team is bowling and he comes back in the second innings of the game when his team is batting, he will be allowed to bat only after 8 wickets have fallen in the second innings or only when there are just two overs to be completed in the batting team's innings, whichever happens first. Please note that the conditions in 32.1 will apply here also.

TAMPERING WITH THE BALL

Excessive and unnecessary rolling of a new ball before and right after the match begins, either to wear-out the fur or to absorb moisture and increasing the ball weight is not allowed. Any other form of BALL tampering to change the characteristics of the ball is not allowed. Umpires shall have the right to change the ball in such circumstances, either on their own, or as a result of a valid objection raised by the batsmen or batting team captain.

Please refer to the RULES & PLAYING CONDITIONS 2010 document for a complete list of rules.