

## UMPIRES COMPACT GUIDE TO 2017 MCC CHANGES – FOR EXACT WORDING REFER TO LAWS

If during the match and for whatever reason, (even 2017+ Law 42) a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws or any agreements made before the toss. 1.1 (BCMCL Local rule needs 8 players per side at field to have match).

If a captain is not available to nominate the players, then any person associated with that team (manager, coach, supporter) may act as his/her deputy to do so. Only a nominated player may toss, & deputize for a captain. 1.3

In the BCMCL both umpires must agree about dangerous or unreasonable conditions & whether to start, re-start, suspend or abandon play. BCMCL 2018 Local Rule.

An umpire may alter any decision provided that such alteration is made promptly. 2.12.

Bats shall have max. sizes of; Width: 4.25 in/10.8 cm. Depth: 2.64 in/6.7 cm. Edges: 1.56 in/4.0 cm. Coloured & laminated bats are only allowed in Junior Cricket, not in Adult Games. No bat should discolour the ball. 5.7

If a pitch and an artificial pitch are next to each other, the edge of both pitches shall be the joint of the two pitches. (Even if less than 5 ft from the centre stump used on the day). 6.1

In the BCMCL with the agreement of both captains during limited over matches, the umpires may move or reduce the normal interval, but they shall provide 10 minutes between innings. (They also must inform the captains of any increase to the normal end time of the match). 11.3, 11.4-11.9

If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match to the other side. 16.3 & Law 42.6. (Locally we must ADD time to the normal match end time if caused by one or both Captains REFUSAL to play after Umpires decision per new Law 42. If the Captain/Captains decide to play, the time taken to discuss matter must be added to the normal end time. Umpires must also inform Captains re use of D/L to resolve a match that cannot be completed due to poor ground, weather & light conditions due to the above).

If there is a moveable sight screen, the boundary must be located such that it allows for full movement of the sight screen. 19.1

If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder are Byes or Leg byes as appropriate. 18.10 & 21.16

Deliberate short runs - No warning, immediate 5 run penalty, report. 18.5

If the ball in play cannot be recovered, either umpire shall call & signal 'Dead Ball' ASAP. (Previously – Lost Ball was called by a fielder). All runs completed & crossed till the call of Dead Ball shall count. 18.9, 20.1 - 4

If animal/s or spectator/s enter the field of play and touch the ball in play, the umpires will call & signal 'Dead Ball' ASAP and decide how many runs or a boundary should score. 19.2.7

A ball is no longer 'Dead' if trapped in the helmet of any fielder. (If hit directly (in air) from striker, it is caught).

Either umpire must & call & signal 'Dead Ball' if he thinks an injury is possibly serious. 20.4.2

Underarm bowling is now the same as a thrown delivery – 1<sup>st</sup> & final warning before removal from bowling. 21.3

The umpire shall call & signal 'No Ball' if the delivered ball bounces more than once, or rolls along the ground before it reaches the Striker's crease. (No ball & Dead ball, if ball stops moving before the line of the striker's stumps – no change). 21.8

The umpire shall call & signal 'No Ball' if the delivered ball first pitches on the edge or off any pitch (natural or artificial) used, before it reaches the line of the striker's stumps. (The pitch used may be less than 10 ft wide). 21.7

No ball & Dead ball is called immediately if a fielder intercepts a delivery before it reaches the striker. 21.9

A deliberate front foot no ball will mean immediate removal from bowling 21.11 & 41.8

The term 'Handled the ball' is replaced by being added to a form of 'Obstruction'. 21.18 & 37.1.2

A 'Wide' is a wide from the instant bowler enters delivery stride. (Important if scores are level etc). 22.2

A substitute fielder may act as wicket-keeper with umpires' consent. The original keeper must be genuinely injured. 24

If bat & pad were hit simultaneously (locally if you can't tell which was hit first) during delivery it shall not be LBW 36.2

If a fielder's equipment or clothing accidentally falls off while fielding and come into contact with the ball in play, it is not illegal fielding. If it is intentionally put down, and contacts ball in play it is illegal fielding. 28.

If a batsman while running/diving past the striker's crease, accidentally loses contact with the ground & the wicket is put down, he will be protected from being run out or stumped. (Similar if bat becomes airborne while the batsman is running or diving and was only part of batsman behind the crease). If a batsman has made ground with only his bat, he is in danger of being run out, if he avoids injury, by changing direction & leaving his ground. Now the umpires will decide if he was doing it deliberately to attempt a run by obstruction or instinctively for protection. 30.1 & 38.2

A batsman can be recalled to play by umpires or other team, even if he has left the field. The final chance is just before the ball comes into play in the next delivery. If last batsman, then before umpires leave field. 31.7, 31.8.

All airborne fielders making their first & last contact with the ball must take off from within the boundary. A fielder beyond the boundary cannot fairly jump up, contact the ball, & push it back inside. Accidental touching of a fielder who is fully/partly outside the boundary is allowed for a fielder who remains fully within the boundary. (Ex: Sliding etc) 33

A worn helmet is now deemed to be part of any fielder's person, so a catch is fair if a directly hit ball (in air), has lodged in the helmet. Also a directly hit ball (in air) may bounce off a worn helmet & be caught. A batsman may also be stumped or run out even though the only contact was with a worn helmet. 30, 33, 38, 39.

Any cloth used to dry the ball must be approved by the umpires. Opposing side will be given option of continued use of an 'altered' match ball. 5 run penalty on first & any subsequent offence. Bowler who bowled previous ball removed from bowling from match on second offence. Reports must be made. In BCMCL – if identified, offender will be removed from match per Law 42. 41.3 (Per reports, if Match lost, may be awarded to non-offending team, Captain suspended etc.).

Deliberate attempt to distract striker before delivery – No warning – 5 penalty runs, report 41.4. Deliberate distraction, deception (mock fielding), and obstruction of either batsman after receiving ball – no warning – 5 penalty runs, report 41.5

Only a first & final warning to be given for any type of dangerous bowling – bouncers & beamers. Note: The relative skill of the striker is an important factor. The ball must be aimed at the body or head of the striker per ICC. The umpire's judgment will be final. 41.6, 41.7.

Bowler running into protected area during delivery – still caution, final warning, removal from bowling, report. 41.13

Fielders or batsmen causing wilful damage to pitch & vitally the protected area – 1st & final warning before 5 run penalties. Striker is not allowed to take guard in protected area or so close that he completes stroke inside it. (Can still play ball there). (Proactively prevent it). If still not followed – 1<sup>st</sup> & final warning. 41.11 – 41.15

If non-striker leaves his ground early, the bowler now can run him out until the instant he normally delivers the ball. (He still cannot complete his delivery swing & then run out the non-striker). 41.16

ALSO SEE LAW 42 SHEET. (If used per League).