



Vancouver Cricket Umpires & Scorers Association

Umpire Directives
[Update: October 2019]

[2015] Directive No. 1

Date: Sat, 29 Aug 2015 04:31:18 +0000

To: All VCUSA Members

Until further notice from BCMCL management, ANY fielding substitute will be required to wear the uniform of the fielding team.

This means that if a team does not have a 12th man in uniform, any other BCMCL member will have to put on the uniform of the injured/ill player in order to field, even for 1 over.

If this is not possible or delayed, the fielding team will have to field with 10 or less fielders till the fielding substitute is wearing the fielding team's uniform.

Thanks!

Angus

[2016] Directive No. 1

UMPIRE DIRECTIVE #2 2016 – reminder (2016-04-20)

In response to a question from a Captain at the Captain's meeting yesterday, the VCU&SA wishes to clarify the UNIFORM rule for all umpires.

1) NOWHERE DOES IT STATE THAT ALL TEAM MEMBERS HAVE TO BE IN UNIFORM

BEFORE OR DURING THE TOSS TIME (30 - 15) MINUTES BEFORE THE SCHEDULED START. (Many don't want to wear the uniform till they know whether they are fielding/batting. A #10 batsman may not be in uniform until just before he needs to be ready).

2) If a Fielding side walk on to the field of play and a fielder is not wearing the "same specific club uniform" that the others are wearing, that fielder - per the BCMCL Local Rule - _cannot be allowed to field_.

3) If a batsman walks on to the field of play and is not in the "same specific club uniform" that the others have been wearing,

Immediately the batsman is told to go off & change pads or uniform, 5 penalty runs are awarded to the fielding side FOR EVERY FULL OR PART OF 3 MINUTES DELAY.

i.e. if told to go off = 5 penalty runs. Up to 3 minutes after that - still 5 penalty runs. 3+ TO 6 MINS. = 10 penalty runs & so on.

(Be proactive and check the uniforms of the opening batsmen, before you go out).

THE BCMCL ONLY SAYS THEY CAN'T COME ONTO THE FIELD OF PLAY IF NOT WEARING THE "SPECIFIC CLUB UNIFORM'. (Ideally, the captain or deputy should be in uniform for the toss – but we may want to educate the players about etiquette before enforcing this rule).

Angus and Harry (VCU&SA training team)

[2016] Directive No. 2

TWO VCU&SA UMPIRE DIRECTIVES!

Sent: April-26-16 9:16:01 PM

Clarification on how to read/interpret the two following Playing Conditions:

The highlighted text in yellow are the clarifications

PLAYER ABSENCE FROM THE FIELD (ALL DIVISIONS)

The BCMCL follows the ICC Playing Conditions for player absence. The ICC is only concerned about FIELDERS away from the field while their team is fielding. These are followed locally.

The absent fielder can't bowl or bat in the next innings following these rules. Please follow the Local Playing rules.

Please note that these do not apply to late BATSMEN of the team batting first. A player who is late may bat when any wicket falls/ retirement after he arrives at the field. Even if a player misses his team's batting innings entirely, he may be the opening bowler or bowl at the discretion of his captain - provided he comes out with the rest of the team at the start of their fielding innings. If he is late for any part of his fielding innings, his penance will follow ICC rules.

LOCAL LATE STARTS – LACK OF PROPER EQUIPMENT (ALL DIVISIONS)

BOTH TEAMS must have all the equipment needed to play a match in the BCMCL. This includes the official ball provided by the BCMCL. If they are not ready to play at the scheduled start of play, the umpire will remove 'batting' overs of the offending team (1 over for every full 4 minutes) as noted below, but here both teams must be ready.

It is traditional that both teams have a separate scorebook. The home team is responsible for holding the match, so they must have at least their equipment to make the game possible.

If properly installed Stumps, bails & standard score book are not provided BY THE HOME TEAM (FIRST TEAM NAME ON SCHEDULE) the umpires will keep reducing the batting innings of the offending 'home team' (Rate: 1 over for every full 4 minutes) till a minimum of TWENTY overs cannot be batted by the home team. In that event, they would forfeit the match to the other team.

Regards

Training Team

[2016] Directive No. 3

As the ball is treated as essential equipment for a game, penalties/game reduction will follow a late start due to lack of equipment - (1 over per every full 4 minutes etc. per local rules)

Compare the balls before the toss; - (Note: 1st penalty is loss of toss per local rules for items 1 & 2)

- 1) If a ball is not available - Offending team is charged for late start if play starts late, per local rules.
- 2) If a ball is not correct one for the Division - Offending team is charged for late start if play starts late, per local rules.
- 3) When you do the Pre-Toss inspection of the balls, if one of the balls, in your opinion clearly has a manufacturing defect, the first thing we recommend is that the two umpires take multiple pictures of the two balls side-by-side for comparison by others who are required to take action.

Then ask the captain involved if he has a replacement. If he does not have one, both captains together should be asked if they have a replacement. If you don't get a suitable ball from either captain, you will have to inform both captains together, that **the overall game** will have to be reduced per Late Start Regulations for equipment, **giving neither side an advantage.**

Even if the above defect becomes obvious later (usually quickly) in the game, take pictures for the BCMCL & follow the process in #3 above.

- 4) If the match is subsequently ABANDONED, (A minimum 20 over innings match cannot be played), the BCMCL will decide whether the match should be rescheduled. The umpires together, will be required to write an official report to the BCMCL/VCU&SA, as they do for an incident.

[2016] Directive No. 4

Umpire Directive #5 – 2016-07-28

These are the normal movements expected by Bowler's End Umpire.

If a batsman hits the ball anywhere to the outfield (see later note) you are expected to move toward the side of the hit, if off side - move to off. (If you move away from the hit ball, a fielder may block your view of the stumps you need to see the removal of bails.)

Keep the following 3 points in focus. (You need to do all three together to keep safe & get your decisions correct. It is not easy. You have to develop the habit).

- 1) Eye on ball. (Back & forth eye movement from ball to batting crease).
- 2) Be at or near the line of the batting crease for possible short run. Know when the run is being completed!
- 3) Be at or near the line of the batting crease to be in best position to make a fair decision on a run-out at the bowler's end.

Your anticipation of these actions is key to safe & fair umpiring. As stated, you have to do all above together. Your actions will build your reputation!

- 1) If you do 1 above, you will spot a quick throw to your end and be at or near the line of the batting crease to best decide on a 'run out'. You will reduce chances of an injury as you will know where the ball is coming from.
- 2) If you do 2 above, you will be in a good position to view a possible 'short run'. (**Bad practice** - It looks very bad if you call 'short run' from 10 feet behind the bowler's stumps).
- 3) If you do 3, you will be in a good position to make a fair call on 'close' run out. (**Worst practice** - No batsman should be given run out by an umpire who never moved from his original position, even though the ball was hit far into the outfield on either off or on side). You may make an easy call, but can you make a close one from well behind the bowler's stumps?

Typical comments from off-field players or spectator:

- a) This umpire does not move. All his decisions were made from where he stood.
- b) This umpire moves sideways from his first position. He is now further from the location to make a fair decision.
- c) This umpire moves slowly only to appear that he is moving, but never gets to the line at any time.
- d) The umpire was completely out of position to make that run out decision - or short run call. (Can anyone make these 2 decisions from 10 – 16 ft behind the popping crease???)

Exceptions:

If a ball is hit between the 'V' of 'mid-off' & 'mid-on', you should move to the opposite side of the ball. For example: If the ball is between 'mid-on' and your wicket, move to the off. If not, you may interfere or block throw of any 'mid-on' fielder.

When the ball is about to hit the stumps do not move anymore. You should be stationary & focused when you make the call.

Finally, if the batsman's hit is right toward the bowler's stumps, do not move at all. Try your best to focus on the bowler's hands for a possible deflection directed to the stumps. This is a very difficult call, of which you must be sure, before you dismiss a batsman.

Striker's End Umpires have a few things to watch as well.

Never turn your head away from the running batsmen & watch the ball to the outfield.

You will never see any short runs! A catch needs watching too, but this is for both umpires to share the responsibility. At striker's end do not turn to look at a catch behind you. Your partner can see this catch. Your job is to watch for short runs & help your partner with whether batsman crossed when a catch was taken. You should watch for a catch behind the bowler's end umpire who has moved. Both have to watch for short runs too.

Again – Anticipate run completion. Move your eyes back & forth from ball. This is important for your safety especially when the ball is behind you.

Questions & other ideas are welcome!!!

[2016] Directive No. 5

2016-08-03

Too many umpires look the wheel of their ball counter whilst the ball is in play. Although unlikely, many things COULD happen when you are not watching (batsmen running down middle, bowler obstructing run, misjudgement of fielding – possibly quicker return throw than anticipated, dislodged bail etc.).

Umpires are still interpreting “best and safe” as “ALWAYS move away from the ball”. In fact, if the ball is hit square or behind the wicket, then simple geometry shows the safer side is SAME side as the ball.

When you call Wide Ball make it loud enough for your colleague to hear it (otherwise he will accuse you of miscounting the over), make a signal to the striker for information, wait for the ball to become dead before repeating it to the scorers (something might happen behind your back if you do it too early)

If the Umpire at the Striker’s End calls No Ball or Short Run, then the **Bowler’s End Umpire should repeat it for the scorers.**

[2016] Directive No. 6

This note to you all is intended to bring you up to date on ICC guidance from a member of ICC Americas team regarding the 'free hit' and the bowler's action. While the occurrence of this event may be rare, it has now happened to one of our senior umpires, so Harry checked on the process & validity with ICC Americas contacts. As you know if a No ball & the subsequent free hit is called, the field shall not be changed if the striker is the same. However it is possible that you may be asked by a bowler whether he is allowed to change his action. (From 'over the wicket, to round or vice versa).

The answer is that his bowling action must also remain the same. (The line of fielders & bowler – also a potential fielder must all be the same, relative to the striker). If the striker is changed due to runs taken, or fall of a wicket, a change of bowling action is also allowed. (The fielder locations may also be changed).

Training Team.

[2017] Directive No. 1

2017-06-22 UMPIRE DIRECTIVE #1: BCMCL PRE MATCH PLAYING CONDITION – THE TOSS

LOCAL RULE - THE TOSS: (MCC - 12.4 & 5, 2010 & 50/45 overs)

The toss must be made between 30 and 15 minutes before scheduled or rescheduled start of play. Once made, the winning captain shall notify his counterpart of his decision to bat or bowl **immediately**, once notified, the decision cannot be changed.

*THE BCMCL **SCHEDULED START** OF PLAY IS 12:00 NOON (11:00 am in September). SEE LAW 16. This means that if both teams have at least 8 players at the latest time of 15 minutes before the scheduled start of play, the umpires can conduct the TOSS.*

If umpires decide that bad weather or any other conditions threaten the start of play, they must DELAY THE TOSS till 15 minutes before the rescheduled start of play.

AWARDS OF TOSS (ALL DIVISIONS – League or Playoff - 50/45 overs)

To begin a match both teams must have a minimum of 8 players at the field, in view of umpire(s), between 30 – 15 mins before scheduled start.

At 15 minutes before, if one team has less than 8 players the toss is awarded to the team that has 8 or more players. If both teams do not have 8 or more players, the toss is delayed till one team has 8 players. Then the toss is awarded to them.

*An award of a toss is made for lack of players, (also for official team list, official ball) at the latest time of 15 minutes before BCMCL **SCHEDULED START**. (See Law 16)*

If umpires decide that bad weather or any other conditions threaten the start of play, they must also DELAY THE AWARD OF THE TOSS till 15 minutes before the rescheduled start of play.

[2017] Directive No. 2

2017-08-19 UMPIRE DIRECTIVE #2: SLOW PLAY:

Law 12 - Local Rule – Slow Play (Also see Law 42.9 & 10):

Slow play will not be tolerated. In all cases allowances will be made by Umpires for unforeseen delays caused by weather, wet ball, lost ball beyond boundary, injury etc.

Elite, Premier and Div 1:

During the 1st innings, 50 overs must be completed by 1st fielding team in 3.5 hrs (3:30pm for a scheduled 12:00 pm start). The umpires together, will give two or more warnings (many – if needed) to the fielding Captain for a slow over rate (Less than 15 overs per hour). If after above warnings, 50 overs have not been completed in 3.5 hrs, the umpires will deduct one over for every full four minutes over 3.5 hours from the fielding team's innings at bat.

Directive:

Since the opening batsmen are usually ready, it is normally the fielders who go into a huddle & set field etc. The start for these events remains at 12:00 noon or the normal scheduled start. If the fielding side huddles, then sets field etc, they will have less time to complete their overs. It is vital that the umpires walk out at 11:55 am. Ready to start by 12:00.

Your first caution to the fielding team if they have bowled 14 overs by 1:00 pm is that they are '1 over behind'. At 2:00 pm if they have bowled 28 overs, warn them that they are '2 overs behind'. If at 3:00 pm they have bowled 42 overs, warn them that they have 30 minutes to complete their last 8 overs. (Explain that the local rule is that they will lose BATTING overs if they are still bowling at 3:34 pm).(See above Local Rule for all unforeseen allowances). Write all these times & allowances down in your notes.

3:30 pm is the end time without any allowance added!

If at 3:30 pm, inform fielding captain that if they are still bowling at 3:34 pm they will lose 1 BATTING over. This is their final warning! If still bowling at 3:38 pm, they will lose 2 BATTING overs & so on. Write notes asap on what penalty was given & During the 2nd innings, if the 2nd fielding team fails to complete their 50 overs within 3.5 hrs. with warnings as above, 6(six) runs will be credited immediately, by the umpires together, to the score of the team batting second, for every full 4 minutes of extra time taken. Fielding Captain & batsmen are informed. If any credited runs cause the total score of the team batting 2nd to pass that of the fielding team, the team batting 2nd will be deemed to have won the match, if not, the remaining overs will be bowled.

Directive:

The normally scheduled start of the second innings is 3:50 pm. Allowances in the first innings will cause a later start. You should walk in at 3:45 pm. If you walk in later due to a short delay in the tea break or other 1st innings allowances, you must allow 3.5 hrs of play for the 2nd innings. Please note your 2nd Innings start time. Again – huddles & field setting issues is part of the fielding time allocated.

Suppose the 2nd Innings start time is 3:50 pm, they must complete their innings by 7:20 pm without any added allowance.

After warnings at 1, 2, & 3 hours of play (without allowances & information to fielding captain that they must finish by a certain time), if the fielding team still has overs left at 7:20 pm, inform the Captain that at 7:24 pm, the 1st penalty of 6 runs will be awarded to the batting side. Call this - even during the middle of an over. Note: over# & ball. If still bowling at 7:28 pm, make the second call of 6 penalty runs added to batting score. (The bowling team will speed up to beat the clock).

There are 3 conditions:

- a) The 2nd batting team is all out before they pass/tie the 1st innings score.*
- b) 50 overs are complete before the 2nd batting team pass/tie 1st innings score.*
- c) The 2nd batting team passes the 1st batting team's score.*

Please make sure that all your notes are in order & you & your partner are satisfied with the final result!

[2019] Directive No. 1

Precedence: Laws (Just so that locally we are all using the same process).

32.2 Bowled to take precedence

The striker is out Bowled if his/her wicket is put down as in 32.1, even though a decision against him/her for any other method of dismissal would be justified.

33.5 Caught to take precedence

If the criteria of 33.1 are met and the striker is not out Bowled, then he/she is out Caught, even though a decision against either batsman for another method of dismissal would be justified.

Law 20.1.1.3 states:

The ball becomes dead when a batsman is dismissed. **The ball will be deemed to be dead from the instant of the incident causing the dismissal.**

Thus, if two modes of dismissal are possible from the same delivery, unless otherwise specified by the Laws, only the first one can be possible – the other will have happened after the first moment of dismissal, and the ball is therefore dead, so that second method could not actually happen. It is therefore not a decision for either team or the umpires, but merely a question of what happened first.

[2019] Directive No. 2

Local Action for Local Umpires if a batting side Captain walks out onto the field to question an Umpires Action; (Again all of us should do the same thing).

Shall be handled under

42.3 Level 2 offences and action by umpires-showing serious dissent at an umpire's decision by word or action

42.3.2.1 The umpire shall call Time, if necessary.

42.3.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team.

42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

42.3.2.5 As soon as practicable the Umpire shall call Play.

42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team