

The background of the entire page is a light blue gradient. Scattered across the page are numerous water droplets of various sizes, some with soft shadows, giving a fresh and clean aesthetic.

CHECKLIST FOR LOCAL UMPIRES 2023+

(FOR USE IN VDCA-BCMCL-ANY BC LEAGUES)

UMPIRES MUST FOLLOW ALL THE LAWS OF CRICKET & LOCAL LEAGUE GUIDELINES

DRESS CODE

1. **WHITE BALL** – USE COLOURED-UNIFORMED SHIRT (IF NONE, UMPIRES SHOULD AGREE ON A COLOURED & COLLARED SLEEVED SHIRT, DARK **LONG DRESS PANTS (BLACK IS PREFERRED TO MATCH EACH-OTHER) & CLOSED SHOES** (PREFER MATCHING TYPES). ANY JACKETS FOR COLD OR RAINY WEATHER MUST BE DARK COLOURED,
2. IF PRACTICAL AGREE TO A COLOUR.
3. **RED BALL** – USE WHITE-UNIFORMED SHIRT (IF NONE, USE WHITE, COLLARED & SLEEVED SHIRT. DARK LONG DRESS PANTS & CLOSED SHOES AS ABOVE. ANY JACKETS FOR COLD OR RAINY WEATHER MUST BE WHITE OR VERY LIGHT COLOURED.

SHOW RESPECT FOR THE GAME AND YOU'LL BE MORE LIKELY TO GET RESPECT FROM THE PLAYERS.

EQUIPMENT

- **SEE ASSIGNER FOR ANY SPECIAL UNIFORM**

1. ANY **COUNTING DEVICE** (NOT FINGERS), (**COIN** FOR TOSS)
2. PEN & PENCIL, SMALL POCKET TAPE MEASURE.
3. WATCH, (START & END TIMES ARE IMPORTANT – **WRITE THEM DOWN**).
4. BOWLER'S MARKER, (EXTRA BAILS)
5. **CHALK** (FOR ARTIFICIAL TURF PITCH). DRYING CLOTH, - **YOU ARE REQUIRED TO CHECK & APPROVE IT.**
6. **NOTEBOOK** FOR BOWLER'S NAME & LIST OF OVERS HE/SHE BOWLED = 1, 3, 5, 24, 26.
(YOU NOW HAVE A RECORD OF THE EXACT TOTAL OF OVERS BOWLED & THE NUMBER OF OVERS BOWLED BY EACH BOWLER). MAX. = 10 FOR 50 OVER & 4 FOR 20 OVER MATCHES. OR 1/5TH OF OVERS – IF SHORTENED MATCH. (THESE NOTEBOOKS ARE NORMALLY SET UP FOR 50 OVERS).
7. **COPY OF LOCAL LEAGUE PLAYING RULES (IMPORTANT)**

LAW 2 - THE UMPIRES

Appointment of Umpires

The appointed Umpires:

- For All local matches:
report to ground, at least,
45 minutes before start.
- work together - one at each
end – talk, signal, consult.



LAW 2 - THE UMPIRES

The appointed Umpires:

- report to ground, at least, **45** minutes before start
- Check or set-up stumps
- Check local agreements –
Also overhanging Trees
- Trees at boundary
- Multi use grounds –
football, field hockey
- Holes, drains, long grass
- ‘Lost Ball’ law removed



AGREEMENT WITH CAPTAINS

Obstacles within the field of play



ARRIVAL TIME TO THE GROUND

- **UMPIRES APPOINTED BY LEAGUE – MUST BE AT FIELD 45 MINUTES BEFORE SCHEDULED START TIME (NOW – MCC LAW 2.1). (SLIDE #4)**
- **AN UMPIRE SENT BY A CLUB MUST BE THERE FOR THE TOSS (CHECK LOCAL RULES).**
- **(THE TOSS MAY BE DONE 30 TO 15 MINUTES BEFORE START TIME ON THE FIELD OF PLAY). (SEE TOSS – BELOW – IF YOU OR CLUB UMPIRE ARE LATE, THE CAPTAINS CAN NOMINATE A SUB TO WITNESS THE TOSS, START THE MATCH & **REPORT YOU**.)**
- **(ONCE A MATCH IS STARTED, NO CHANGE OF UMPIRE IS ALLOWED – UNLESS EMERGENCY)**

FIELD MARKINGS

(For Divisions/matches using ODI & T20 circle – per ICC handbook)

1. **30 YD CIRCLE** – FROM CENTRE STUMP. (**NOT REALLY A CIRCLE BUT A LARGE OVAL SHAPE**).
2. BOUNDARY LINE MARKERS – MARK ANY SPECIAL THINGS EX – IF TREE IS AT EDGE OF FIELD, USE BOUNDARY MARKS SO IT IS OUTSIDE THE FIELD OF PLAY*.
3. SIGHT SCREENS? (IF USED – THE **BOUNDARY MUST BE MARKED SO** THAT SIGHT SCREENS ARE OUTSIDE AND ALLOW MOVEMENT FOR LEFT HAND OR RIGHT HANDERS*)
4. **CHECK STUMPS** – 9” WIDE & 28” ABOVE SURFACE. (SLIDE #5)
5. PROTECTED AREA MARKS - 5 FEET FROM BATTING CREASE AT EDGE OF PITCH & 1 FOOT ON EITHER SIDE OF CENTRE STUMP. (**SEE PITCH DIAGRAM**).

MEET CAPTAIN OR DEPUTY, COLLEAGUE & SCORER/S (VIP: Who is scorer?)

1. YOU MAY HAVE A QUALIFIED SCORER. (IF SENT BY A CLUB & NOT EXPERIENCED, REMINDE SCORER THAT EACH SIGNAL MUST BE ACKNOWLEDGED SEPARATELY).
2. TELL CAPTAINS THAT **ALL PLAYERS MUST WEAR APPROVED CLOTHES** PER LOCAL RULES OR THEY MUST BE SENT OFF THE FIELD BY THE CAPTAIN. (BE FRIENDLY, BUT FIRM).
3. **CHECK FOR PROPER SCOREBOOK. (THE HOME TEAM MUST HAVE ONE).**
4. AT END OF MATCH, HAVE **CAPTAINS SIGN SCOREBOOK OR LEAGUE STAT SHEET FIRST**, THEN UMPIRES SIGN. PHOTO OF COMPLETED SHEET IS NOW COMMON. DETAILS ARE REPORTED TO LEAGUE PER YOUR LOCAL RULES.
5. FIRST-AID KIT? – ASK IF CAPTAINS HAVE ONE. HAVING SOME BAND-AIDS IS A GOOD PRACTICE.
6. SEE LOCAL RULES FOR UNPREPARED FIELD & EQUIPMENT DELAYS – BATTING OVERS REDUCED?

TEAM LIST & MATCH BALLS

1. (FROM CAPTAINS/DEPUTIES/ MANAGERS ETC – IF TEAM LIST OR MATCH BALL IS NOT AVAILABLE AT 15 MINS BEFORE SCHEDULED START, TOSS IS AWARDED TO OTHER TEAM THAT IS READY – PER LOCAL PLAYING CONDITIONS. (ALSO SEE TOSS/START BELOW)
2. **_GET MATCH BALL FROM BOTH CAPTAINS BEFORE TOSS.** MARK PACKAGE OF EACH BALL WITH TEAM NAME & KEEP SAFE FOR START OF PLAY. (LEAGUE RULES USUALLY REQUIRE A STANDARD TYPE).
3. **GET TEAM LISTS BEFORE TOSS – 11 FIRST & LAST NAMES, ID NUMBERS (IF 12 NAMES, WHO IS THE 12TH MAN?). CAPTAIN MUST SIGN LIST.** (LACK OF PLAYERS/EQUIPMENT MAY BE PENALTY). (4 LISTS ARE BEST FOR RECORDING) (IN BCMCL – 4 LISTS MUST BE MADE FROM BCMCL WEBSITE TEAM LIST).
4. **ASK 2 QUESTIONS.**
 - **HAS ANY PLAYER NOT YET ARRIVED?** NOTE NAMES & ENSURE ARRIVAL BEFORE START OF PLAY. IF **FIELDER** IS LATE OR OFF FIELD. (0 MIN IF 2017+ MCC, 8 MINS. OR MORE FOR ICC CONDITIONS) HE CANNOT BOWL/BAT LATER FOR AN EQUAL AMOUNT OF TIME. NOTE TIME OF ARRIVAL ETC. (SEE LOCAL RULES FOR DETAILS FOR ANY SPECIAL CONDITIONS).
 - **IS ANY PLAYER UNDER 19 YRS OLD?** (BIRTHDATE AFTER START OF SCHEDULED SEASON.) **JUNIORS MUST WEAR HELMETS, WITH GRILLE & FACE SHIELD – ALL PROPERLY FASTENED, WHEN BATTING OR FIELDING CLOSE OR KEEPING UP TO THE STUMPS – EVEN IF PRACTICING BEFORE MATCH (CRIC BC & ECB)**

TEAM LIST & MATCH BALLS – contd.

5. Show/give the TEAM LIST to the other captain. (This makes it official – Any captain can challenge ID as unregistered or unfair player). Once the team list has been shown/given to the other captain by you, replacements may be obtained only with the permission of the opposing captain. Usually This must happen before the match starts. (Check Local rules).
6. Note: Don't confuse these players with substitutes. Umpires allow Substitutes for players after Team List exchange, who cannot play since they have been injured, cramps, ill or other valid reason (no substitutes for lateness or washroom breaks), at any time after the lists have been seen by the captains.
7. From 2012 on, an injured batsman will not be permitted a runner – if following ICC Playing Conditions. He may retire and come back later if he can do so.

LAW 13.4 - THE TOSS

The Toss

- must be made on the field of play
- not **earlier** than 30 minutes before scheduled start
- not **later** than 15 minutes before scheduled start
(*e.g. match starts 12:00, toss between 11:30 & 11:45*)
- decision to bat or field to be notified to captain of opposition **immediately**
- At least **one** umpire must witness toss
- winner of toss **cannot change decision** under any circumstances



THE TOSS (SLIDE #12)

1. **BETWEEN 30 – 15 MINS. BEFORE SCHEDULED OR RESCHEDULED START.** (DELAYED - IF RAINING OR ONE TEAM DOES NOT HAVE 8* PLAYERS IN FRONT OF YOU ETC). THE CAPTAIN WHO WINS THE TOSS MUST DECIDE IMMEDIATELY WHETHER BATTING OR FIELDING. (MINIMUM PLAYERS NEEDED TO START A MATCH WILL ALWAYS FOLLOW LOCAL RULES – 7 OR 8 ARE POSSIBILITIES*).
2. **AT 15 MINUTES BEFORE START TIME, PER LOCAL RULES, IF ONE TEAM HAS A MINIMUM OF 8* PLAYERS, BUT THE OTHER TEAM DOES NOT, THE TOSS IS AWARDED TO THE TEAM WITH 8* OR MORE PLAYERS.**
3. **YOU MUST WITNESS TOSS & DECISION TO BAT OR FIELD. (SEE ARRIVAL TIME ABOVE).**
4. CAPTAINS MAY TOSS & START WITH STAND-IN UMPIRES IF SCHEDULED UMPIRES (CLUB OR LEAGUE) ARE LATE. CAPTAINS WILL REPORT THE LATE UMPIRE/S & SCORERS ON THE RESULTS OR REPORT SHEET.
5. **TELL FIELDING CAPTAIN OF EXPECTED START TIME & END TIME. 50 OVERS = 3 HOURS 30 MINUTES FROM START, 45 OVERS = 3 HOURS 10 MINUTES FROM START. INJURY TIME, LOST BALL, & ANY TIME YOU & PARTNER DECIDE IS ADDED TO THE SCHEDULED END TIME.**

THE START OF PLAY

1. **IF THERE IS NO BALL OR ANY EQUIPMENT NEEDED TO START – DELAY = 1 OVER FOR EACH 4 MIN OF PLAY & DEDUCT THEM FROM OFFENDING TEAM’S BATTING OVERS. SEE LOCAL PLAYING CONDITIONS**
2. **WALK OUT WITH PARTNER 5 MINS BEFORE START, FOLLOWED BY FIELDING TEAM & THEN BATTERS.**
3. **FIELDING CAPT. DECIDES WHICH END & BOWLER. FIND OUT – ‘OVER OR ROUND THE WICKET.’ AND INFORM STRIKER WHEN READY.**
4. **(BATTERS DECIDE WHO FACES).**
5. **GIVE STRIKER A ‘GUARD’ LOCATION IF REQUIRED. CHECK IF ‘SCORER’ IS READY.**
6. **CHECK IF ‘LEG UMPIRE’ IS READY.**
7. **WHEN BATTERS & FIELDING CAPTAIN ARE READY, CALL ‘PLAY’ AT THE START TIME OR LATER (NOTE).**

POSITIONING



Ideally not too close

POSITIONING



Not too far away

POSITIONING



Comfortable

POSITIONING



USUALLY - follow the ball & short runs



Don't get in the way of fielder



Move to the opposite side to avoid a fielder



In a quick run out – Can't get to crease? – Stop – look - focus

POSITIONING

Striker's End

**Approx. 20 - 25 metres
from wicket**

**Square with Popping
Crease**

at Square Leg

or



POSITIONING

**Striker's End
at point**

**Wherever you
can best see
what is
happening**



POSITIONING

When ball is driven straight

- watch the ball all the way
- watch for even the **slightest touch** by bowler
- /fielder that may result in a Run Out



Moving to the line – here away from line of ball – video 8 sec



LAW 2 - THE UMPIRES

Change of Umpires

Umpire cannot be changed during game except in cases of:

- illness, injury or
- exceptional circumstances
- replacement will stand at **striker's end** unless **both** captains agree that replacement umpire will do one end as a new umpire.

UMPIRE'S ON-FIELD GUIDE

CALLS & SIGNALS

1. **YOU MUST KNOW WHEN THE BALL IS 'DEAD'.** (NO FURTHER PLAY CAN HAPPEN, BUT APPEALS ARE ALLOWED).
2. **MAKE ALL YOUR CALLS LOUD ENOUGH FOR THE OTHER UMPIRE TO HEAR THEM.** ESPECIALLY 'OVER' AND 'TIME' WHEN PLAY IS OVER FOR ANY BREAK. THIS MAKES THE BALL 'DEAD' & NO FURTHER PLAY CAN HAPPEN. (CALLING 'OVER' DOES NOT STOP AN APPEAL).
3. ERRORS ARE FREQUENTLY MADE WHEN YOUR PARTNER AND PLAYERS CAN'T HEAR YOU.
4. KNOW THE CORRECT SIGNALS: FOR OUT, BOUNDARY 4, BOUNDARY 6, BYE, LEG BYE, CHANGE A CALL JUST MADE, 5 PENALTY RUNS.
5. **IF ICC REGULATIONS ARE BEING USED** – ICC FREE HIT FOR ALL NO BALLS, POWER-PLAYS – FROM 2016 ALL ARE FIXED PER ICC TABLE. KNOW FIELDING RESTRICTIONS.
6. KNOW CALLS & SIGNALS FOR DEAD BALL, NO BALL, WIDE, SHORT RUN.
7. **CALLS & SIGNALS MUST BE MADE TWICE.** 1) TO PLAYERS 2) SIGNAL TO SCORER – **SCORER MUST WAVE BACK** BEFORE YOU ALLOW THE NEXT BALL.
8. **DON'T TURN & SIGNAL TO THE SCORER TILL YOU ARE SURE THE BALL IS DEAD** - BYES, LEG BYES, NO BALL, WIDE, SHORT RUN. YOU MAY MISS A RUN-OUT OR ILLEGAL PLAY.

LAW 2.12 AN UMPIRE MAY ALTER A DECISION – IF DONE PROMPTLY – BUT HERE – INCORRECT SIGNAL!



OTHER HINTS

BOWLER'S END UMPIRE MUST WALK QUICKLY TO THE NON-STRIKER'S CREASE AT HIS END AFTER A BALL HAS BEEN HIT INTO THE FIELD. YOU MUST SEE THE RUNNING BATSMAN OR RUNNER COMPLETE HIS RUN PROPERLY BEHIND CREASE. IF BALL IS HIT DIRECTLY TO YOUR END – DON'T MOVE, JUST WATCH BALL & NON-STRIKER. (BUT DON'T BE CAUGHT BEHIND THE WICKET WHEN BALL IS RETURNED FROM THE OUTFIELD TO EITHER WICKET). **YOU SHOULD BE IN LINE WITH THE NON-STRIKER'S CREASE.**

KNOW THE LBW RULE THOROUGHLY. KNOW WHAT IS AN ICC 'FOOT FAULT' & OTHER FORMS OF NO BALL. MANY DECISIONS ARE JUDGMENT CALLS. JUST DO YOUR BEST!

BEFORE YOU GO TO UMPIRE - READ LEAGUE PRE – MATCH RULES, PLAYING RULES & BEFORE SEASON READ GOVERNING RULES THAT APPLY TO A GAME. YOU CANNOT PREDICT WHAT CAN HAPPEN IN A MATCH. TAKE PUBLISHED LOCAL RULES TO THE GAME ON PAPER OR ELECTRONIC FORM.

MAKE YOUR DECISIONS CONFIDENTLY, BUT DON'T RUSH OR APPEAR UNCERTAIN. THE BENEFIT OF ANY DOUBT MUST GO IN FAVOUR OF THE BATTER. YOU MAY ASK YOUR PARTNER ABOUT ANYTHING YOU DID NOT SEE, BEFORE YOU GIVE YOUR DECISION. ONCE DONE, DON'T TRY EXPLAINING OR GET DRAWN INTO ARGUMENTS, (A **VERY SHORT FRIENDLY ANSWER** LIKE 'PITCHED JUST OUTSIDE LEG STUMP' MAY BE OK). READ YOUR LOCAL CODE OF CONDUCT FOR UMPIRES. **NEVER LOOK UPSET OR LOSE YOUR COOL! (LOOK FRIENDLY)!!! 😊**

INTERVALS

DRINKS:

CAPTAINS SHOULD GET **DRINKS TO THE FIELD** OR EDGE OF FIELD, SO THAT THE PLAYERS DON'T WANDER OFF. 5 MIN BREAKS TEND TO BECOME 10 MINUTES. AT 4 MINUTES REQUEST FIELDING CAPTAIN TO GET PLAYERS BACK. ONCE INFORMED, A DELAY CAUSED BY THE FIELDING TEAM, GOES AGAINST THEIR PLAYING TIME. **(THE UMPIRE MUST NEVER BE THE CAUSE OF ANY EXTENDED BREAK.** IF EMERGENCY – ADD TIME & INFORM ALL.)

AT THE INNINGS BREAK:

TELL BOTH CAPTAINS WHEN 2ND INNINGS IS SCHEDULED TO START. (THERE MAY BE DELAYS FOR FOOD ETC.)

DECIDE ABOUT ANY ADDITIONAL TIME GIVEN. ALLOCATED TIME FOR 2ND INNINGS IS ALSO 3.5 HRS (50 OVERS) & 3 HRS 10 MINS FOR 45 OVERS. **TELL BOTH CAPTAINS WHAT THE EXPECTED END TIME OF MATCH IS.** VIP FOR SLOW PLAY CAUSING MATCH GOING TO OVERTIME, D/L CONDITIONS.

MAKE SURE YOU GET 1ST INNINGS SCORE & ENTER IT IN YOUR BOOKLET. IF CAPTAIN OF THE TEAM TO BAT HAS ANY PROBLEMS WITH SCORE, THEY MUST BE WORKED OUT BEFORE YOU & PARTNER GO OUT AGAIN. **IT'S YOUR JOB! (ADD TIME, IF NEEDED).**

NOTE TIME WHEN YOU & PARTNER WALK OUT. INFORM FIELDING CAPTAIN. INFORM RE TIME AS BEFORE, **IF SLOW OVER RATE (YOU MUST WARN – AFTER EACH HOUR).** **AWARD PENALTY RUNS ON THE FIELD AS SOON AS THE ALLOWED TIME HAS RUN OUT.** (USUALLY -FOR EVERY FULL 4 MINUTES OF OVERTIME TAKEN BY BOWLING TEAM. 6 RUNS ARE ADDED TO BATTING TEAM'S SCORE - **READ YOUR LOCAL PLAYING RULES).**

TIME CONTROL IN LIMITED OVERS CRICKET (Important – repeated here)

Know: Time Innings started, 1st Hour - # of overs, 2nd Hour - # of overs, 3rd Hour - # of overs.

Keep the game moving! In a firm but friendly manner, warn captain if he is behind over rate at any time. Normally the allowed time for 50 overs is 3.5 hours & time for 45 overs is 3 hours & 10 minutes. (Read local rules for penalties).

Make sure batter is ready when bowler is ready. You may have to remind striker that he/she is required to be ready.

LOCAL BCMCL – End of First Innings - 50 overs

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 2 or more warnings to fielding Capt, if over rate is less than 15 overs per hour. (Allowed delays: injury, ball lost beyond boundary etc).**
- 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 when they bat.**
- **(Delays must be included in calculations) Slow play, extended drinks are not acceptable!**

- If no other delays & 1st innings is still on at 3:34 pm = -1 over,
- 3:38 = -2 overs,
- 3:42 = -3 overs,
- 3:46 = -4 overs etc. (from 2nd Batting Innings).

- Note: If play ends at 3:46 = -4 overs. And other delays – ball lost etc = 5 min.
- Remove only 3 overs (5 mins = $5/4 = 1$ over added back)

LOCAL BCMCL – End of Second Innings – 50

During the 2nd innings, 50 overs must be completed by 2nd fielding team in 3.5 hrs.

(After Tea interval, 3:50 is start for 3:30 pm First Innings end. So 7:20 pm is scheduled end).

The umpires together, will give 2 or more warnings to fielding Capt, if over-rate is less than 15 per hour. (Allowed other delays: injury, ball lost beyond boundary etc).

- If after above warnings, 50 overs have not been completed in 3.5 hrs. – **the umpires will immediately award 6(six) runs to 2nd team's batting score for every full four minutes over 3.5 hours. Slow play, extended drinks are not acceptable!**
- If added 6, 12, etc. runs cause second team's score to pass 1st innings score, the match is won by the 2nd batting team by penalty runs & wickets in hand.
- **At 7:20 pm (or end time) other delays must be included in calculations.**
- **Ex: Scheduled end = 7:20 pm, after delays removed, still 3 overs to bowl.**
- **At 7:24 pm, umpire signals to scorer – add 6 penalty runs to batting total .**
 - At 7:28 - umpire awards 6 more runs to batting team total,
 - At 7:32 – umpire awards 6 more runs to batting team total,
 - If play ends at 7:32 and awarding the last 6 runs causes the batting team score
 - to pass the first innings score, the match is won by the 2nd batting team.

LAW 12.2,3. 13.1, 13.3, 16.2, 16.4 - CESSATION OF PLAY

At the end of the match

- call **“Time”** - remove bails - and stumps
- collect match ball
- walk off together*

Thank

- the scorers
- the Captains
- ground staff- any volunteers - club officials

NB. Don't forget to thank your colleague*!

At the end of ANY match!

SHAKE HANDS WITH;
CAPTAINS & PLAYERS & YOUR
PARTNER

IF THERE IS A APPOINTED SCORER
- SHAKE HANDS WITH HIM/HER.

**Umpires or Scorers must
NEVER SAY or DO
ANYTHING to ENDANGER
the RESPECT given to their
position.**



AFTER THE MATCH

1. **DON'T LEAVE UNTIL YOU ARE CERTAIN THAT THE RESULT OF THE MATCH IS NOT IN DOUBT.**
2. **IF 2 SCORE BOOKS ARE USED, MAKE SURE THAT THEY AGREE AND THE RESULT IS WRITTEN THERE. CAPTAINS SIGN, THEN WRITE YOUR FIRST & LAST NAME IN BOTH SCOREBOOKS.**
3. IF THERE ARE NO COMPLAINTS FROM THE FIELDING CAPTAIN, ENTER **THE 2ND INNINGS SCORE & RESULT IN YOUR BOOKLET.**
4. **CHECK BOTH TEAM SCORES, & MATCH RESULT ON THE OFFICIAL LEAGUE FORM/SCOREBOOK. BOTH CAPTAINS SIGN. THE SCORE BOOK MAY BE THE ONLY RECORD. UMPIRES SIGN LAST.**
5. **PHOTOGRAPH OF SCORESHEET & RESULT – GOVERNING BODY MAY CALL YOU.**
6. MAKE SURE **YOUR NAME & UMPIRES ASSOCIATION OR CLUB NAME** IS CLEARLY READABLE IN THE OFFICIAL RESULT FORM AND IN THE SCOREBOOK/S.

UMPIRE'S ON-FIELD GUIDE

- **READ UMPIRE'S CODE/GUIDELINES AT UMPIRES WEBSITE (OR SENT TO YOU).**
- **KEEP A FRIENDLY YET BUSINESS-LIKE ENVIRONMENT DURING THE GAME.**
- **ENJOY YOUR UMPIRING!**