

## **LAW 3 THE UMPIRES**

### **1. Appointment and attendance**

Before the match, two umpires shall be appointed, one for each end, to control the game as required by the laws, with absolute impartiality. The umpires shall be present on the ground - and report to the Executive of the ground at least 45 minutes before the scheduled start of each day's play.

### **2. Change of umpire**

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that he should take full responsibility as an umpire.

### **3. Agreement with captains**

Before the toss the umpires shall

(a) ascertain the hours of play and agree with the captains

- (i) the balls to be used during the match. See Law 5 (The ball).
- (ii) times and durations of intervals for meals and times for drinks intervals. See Law 15 (intervals).
- (iii) the boundary of the field of play and allowances for boundaries. See Law 19 (Boundaries).
- (iv) any special conditions of play affecting the conduct of the match.

(b) inform the scorers of the agreements in (ii), (iii) and (iv) above.

### **4. To inform captains and scorers**

Before the toss the umpires shall agree between themselves and inform both captains and both scorers

- (i) which clock or watch and back-up time piece is to be used during the match. .
- (ii) whether or not any obstacle within the field of play is to be regarded as a boundary. See Law 19 (Boundaries).

### **5. The wickets, creases and boundaries**

Before the toss and during the match, the umpires shall satisfy themselves that

- (i) the wickets are properly pitched. See Law 8 (The wickets).
- (ii) the creases are correctly marked. See Law 9 (The bowling, popping and return creases).
- (iii) the boundary of the field of play complies with the requirements of law 19.2 (Defining the boundary - boundary marking).

### **6. Conduct of the game, implements and equipment**

Before the toss and during the match, the umpires shall satisfy themselves that

- (a) the conduct of the game is strictly in accordance with the Laws.
- (b) the implements of the game conform to the requirements of laws 5 (The ball) and 6 (The bat), together with either laws 8.2 (Size of stumps) and 8.3 (The bails) or, if appropriate, law 8.4 (junior cricket).
- (c) (i) no player uses equipment other than that permitted. See Appendix D.
- (ii) the wicket-keeper's gloves comply with the requirements of Law 40.2 (Gloves).

## **7. Fair and unfair play**

The umpires shall be the sole judges of fair and unfair play.

## **8. Fitness of ground, weather and light**

The umpires shall be the final judges of the fitness of the ground, weather and light for play.  
See 9 below and law 7.2 (Fitness of the pitch for play).

## **9. Suspension of play for adverse conditions of ground, weather or light**

- (a) (i) All references to ground include the pitch. See law 7.1 (Area of pitch).
- (ii) For the purpose of this law and law 15.9(b)(ii) (Intervals for drinks) only, the batsmen at the wicket may deputise for their captain at any appropriate time.
- (b) If at any time the umpires together agree that the condition of the ground, weather or light is not suitable for play, they shall inform the captains and, unless
  - (i) in unsuitable ground or weather conditions both captains agree to continue, or to commence, or to restart play.
  - (ii) in unsuitable light the batting side wishes to continue, or to commence, or to restart play, they shall suspend play, or not allow play to commence or to restart.
- (c) (i) After agreeing to play in unsuitable ground or weather conditions, either captain may appeal against the conditions to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making their previous decision are the same or the conditions have further deteriorated.
- (ii) After deciding to play in unsuitable light, the captain of the 'batting side may appeal against the light to the umpires before the next call of Time. The umpires shall uphold the appeal only if, in their opinion, the factors taken into account when making their previous decision are the same or the condition of the light has further deteriorated.
- (d) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then notwithstanding the provisions of (b)(i) and (b)(ii) above, they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

- (e) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate, unaccompanied by any of the players or officials. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.

- (f) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that conditions are or have become unsuitable or dangerous. If they do so agree, then they shall implement the procedure in (b) or (d) above, as appropriate, whether or not there had been any decision by the captains to continue. or any appeal against the conditions by either captain, prior to the commencement of the interval.

#### **10. Exceptional circumstances**

The umpires shall have the discretion to implement the procedures of 9 above for reasons other than ground, weather or light if they consider that exceptional circumstances warrant it.

#### **11. 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 umpire at the bowler's end shall stand where he does not interfere with either the bowler's run up or the striker's view.

The umpire at the striker's end may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side. the striker and the other umpire of his intention to do so.

#### **12. Umpires changing ends**

The umpires shall change ends after each side has had one completed innings. See Law 14.2 (Forfeiture of an innings).

#### **13. Consultation between umpires**

All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary. See also Law 27.6 (Consultation by umpires).

#### **14. Signals**

(a) The following code of signals shall be used by umpires.

(i) Signals made while the ball is in play

Dead ball - by crossing and re-crossing the wrists below the waist.

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head, (If not out the umpire shall call Not out.)

Wide - by extending both arms horizontally.

(ii) When the ball is dead, the signals above, with the exception of the signal for Out, shall be, repeated to the scorers. The signals listed below shall be made to the scorers only when the ball is dead.

Boundary 4 - by waving an arm from side to side finishing with the arm across the chest.

Boundary 6	- by raising both arms above the head.
Bye	- by raising an open hand above the head.
Commencement Of last hour	- by pointing to a raised wrist with the of last hour other hand.
Five penalty runs awarded to the batting side	- by repeated tapping of one shoulder with the opposite hand.
Five penalty runs awarded to the fielding side	- by placing one hand on the opposite
Leg bye	- by touching a raised knee with the hand.
New ball	- by holding the ball above the head.
Revoke last signal	- by touching both shoulders,each with the opposite hand.
Short run	- by bending one arm upwards and toching the nearer shoulder with the tips of the fingers.

(b) The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

### **15. Correctness of scores**

Consultation between umpires and scorers on doubtful points is essential. The umpires shall satisfy themselves as to the correctness of the number 0 runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, other. than a drinks interval, and at the conclusion of the match. See lows 4.2 (Correctness of scores), 21. 8 (Correctness of result) and 21. 10 (Result not to be changed).