



**American Cricket Premier League**  
**(ACPL)**  
**Umpiring Guide**

Information that each ACPL umpire should go through

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## **Overview**

It is the goal of umpires to provide a positive and fair environment before the game begins. The umpires should be non-partial to both the playing teams and provide impartial decisions and abide to the laws of cricket.

### **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 at least 30 minutes before the scheduled start of each day's play.

Umpires must collect the playing 11 from both the team before the start of the match.

### **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

- Ascertain the hours of play and agree with the captains
- The balls to be used during the match.
- Times and Durations of intervals for meals and times for drinks intervals.
- The boundary of the field of play and allowances for boundaries.
- Any special conditions of play affecting the conduct of the match.
- Inform the scorers of the above agreements

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

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

- Which clock or watch and back-up time piece is to be used during the match.
- Whether or not any obstacle within the field of play is to be regarded as a boundary.

### **5. Wickets, Creases and Boundaries**

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

- The wickets are properly pitched..
- The creases are correctly marked.
- The boundary of the field of play complies with the requirements

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

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

- The conduct of the game is strictly in accordance with the Laws.
- Implements of the game conform to the requirements of Laws (The ball) and (The bat), together with either (Size of stumps) and (The bails)
- No player uses equipment other than that permitted
- The wicket-keeper's gloves comply with the requirements of Law

### **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.

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

All references to ground include the pitch. For the purpose of this Law and only, the batsmen at the wicket may deputize for their captain at any appropriate time.

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 in unsuitable ground or weather conditions both captains agree to continue, or to commence, or to restart play,

- 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.

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.

- 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. 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, 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.

- 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.

- 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 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.

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

All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary.

### **14. Signals**

The following code of signals shall be used by umpires.

- 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.



- 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.

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- Bye - by raising an open hand above the head.



- Commencement of last hour - by pointing to a raised wrist with the other hand.



- Five penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.

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- Five penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.
- 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.

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- Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.



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 of 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.

### **16. LBW**

#### **1)The batsman can be given out if**

- a) The bowler delivers a ball, not being a No ball
- b) The batsman is struck on the pad in front of the stumps and the ball pitched in line with the stumps
- c) The batsman is struck on the pad outside the line of off stump having not made an attempt to hit the ball
- d) This is an important part of the lbw law to remember as a batsman CAN be given out playing no stroke - even if they're struck outside the line of the off stump – as long as the ball is going on to hit the stumps
- e) A batsman can still be given out lbw even if the ball hasn't hit their pads. For example, a batsman can be given out lbw if they've been hit on the helmet. But the ball MUST have pitched in line with the stumps and then go on to hit them.

#### **2)The batsman cannot be given out if:**

- a) The ball pitches outside the line of leg stump; regardless of whether or not the

- ball would have gone on to hit the stumps
- b) The ball hits the bat before striking the pad
- c) The batsman is struck on the pad outside the line of off stump having made a genuine attempt to hit the ball
- d) The bowler bowls a no ball
- e) One of the most important rules when making an lbw decision is a batsman CANNOT be given out if the ball pitches outside leg stump.

### **3)Interception of the ball**

In assessing points (c), (d) and (e) in 1 above, only the first interception is to be considered. In assessing point (e) in 1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

### **4)Off side of wicket**

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

## **17. Fair and unfair play - responsibility of umpires**

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call and signal Dead ball and implement the procedure as set out in 18 below. Otherwise the umpires shall not interfere with the progress of play, except as required to do so by the Laws.

## **18. The match ball - changing its condition**

Any fielder may

- a) Polish the ball provided that no artificial substance is used and that such polishing wastes no time.
- b) Remove mud from the ball under the supervision of the umpire.
- c) Dry a wet ball on a towel.

It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.

The umpires shall make frequent and irregular inspections of the ball.

In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.

- Inform the batsmen that the ball has been changed.
- Award 5 penalty runs to the batting side. See below.
- Inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.
- Inform the captain of the batting side as soon as practicable of what has occurred.
- Report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.
- If there is any further instance of unfairly changing the condition of the ball in that innings, the umpires after consultation
- Shall repeat the above procedure.
- Inform the captain of the fielding side of the reason for the action taken and direct him to take off forthwith the bowler who delivered the immediately preceding ball. The bowler thus taken off shall not be allowed to bowl again in that innings.
- Inform the captain of the batting side as soon as practicable of what has occurred. Report this further occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

### **19. A) Deliberate attempt to distract striker**

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery. If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall

- Immediately call and signal Dead ball.
- Warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
- Inform the other umpire and the batsmen of what has occurred.
- Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.
- If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out above shall apply. Additionally, the umpire at the bowler's end shall
- Award 5 penalty runs to the batting side. See below.
- Inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
- Report the occurrence, together with the other umpire, as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

### **B) Deliberate distraction or obstruction of batsman**

In addition to 4 above, it is unfair for any member of the fielding side, by word or action, willfully to attempt to distract or to obstruct either batsman after the striker has received the ball.

- It is for either one of the umpires to decide whether any distraction or obstruction is willful or not.
- If either umpire considers that a member of the fielding side has willfully caused or attempted to cause such a distraction or obstruction he shall immediately call and signal Dead ball.
- Inform the captain of the fielding side and the other umpire of the reason for the call.

#### **Additionally,**

- Neither batsman shall be dismissed from that delivery.
- 5 penalty runs shall be awarded to the batting side. See below.  
In this instance, the run in progress shall be scored, whether or not the batsmen had
- Crossed at the instant of the call.
- The umpire at the bowler's end shall inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
- The ball shall not count as one of the over
- The batsmen at the wicket shall decide which of them is to face the next delivery.
- The umpires shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

### **20. Dangerous and unfair bowling**

#### **Bowling of fast short pitched balls**

- The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the

striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.

- Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be included with bowling under both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided. The umpire shall call and signal No ball for each such delivery.

#### **Bowling of high full pitched balls**

- Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

#### **Dangerous and unfair bowling - action by the umpire**

- As soon as the umpire at the bowler's end decide that the bowling of fast short pitched balls has become dangerous and unfair, there is an instance of dangerous and unfair bowling as defined in above, he shall call and signal No ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.

If there is any further instance of dangerous and unfair bowling by the same bowler in the same innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is a final warning. Both the above caution and final warning shall continue to apply even though the bowler may later change ends. Should there be any further repetition by the same bowler in that innings, the umpire shall

- Call and signal No ball.
- Direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
- Report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.
- Report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

#### **Deliberate bowling of high full pitched balls**

If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as said above, was deliberately bowled, then the caution and warning prescribed above shall be dispensed with. The umpire shall

- Call and signal No ball.
- Direct the captain, when the ball is dead, to take the bowler off forthwith.
- Implement the remainder of the procedure as laid down in above.

## **21. Time wasting**

### **a. fielding side**

It is unfair for any member of the fielding side to waste time.

- If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall call and signal Dead ball if necessary and warn the captain, and indicate that this is

- a first and final warning.
- Inform the other umpire and the batsmen of what has occurred.

If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall either

- (i) If the waste of time is not during the course of an over, award 5 penalty runs to the batting side.
- (ii) If the waste of time is during the course of an over, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
- (iii) Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
- (iv) Report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

#### **b. Batsman wasting time**

It is unfair for a batsman to waste time. In normal circumstances the striker should always be ready to take strike when the bowler is ready to start his run up.

(a) Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall

- Warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
- Inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
- Inform the captain of the batting side as soon as practicable. If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead
- Award 5 penalty runs to the fielding side.
- Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, the team concerned.

#### **22. Damaging the pitch - area to be protected**

It is incumbent on all players to avoid unnecessary damage to the pitch. It is unfair for any player to cause deliberate damage to the pitch.

An area of the pitch, to be referred to as 'the protected area', is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5ft/1.52m in front of each and on the sides by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 1ft/30.48cm from it.

#### **A) Bowler running on the protected area after delivering the ball**

If the bowler, after delivering the ball, runs on the protected area as defined above, the umpire shall at the first instance, and when the ball is dead,

- Caution the bowler. This caution shall continue to apply throughout the innings.
- Inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

**If, in that innings, the same bowler runs on the protected area again after delivering the ball, the umpire shall repeat the above procedure, indicating that this is a final warning.**

If, in that innings, the same bowler runs on the protected area a third time after delivering

- the ball, when the ball is dead the umpire shall
- Direct the captain of the fielding side to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

### **B) Fielder damaging the pitch**

If any fielder causes avoidable damage to the pitch, at the first instance the umpire shall, when the ball is dead,

- Caution the captain of the fielding side, indicating that this is a first and final warning. This caution shall continue to apply throughout the innings.
- Inform the other umpire and the batsmen of what has occurred. If there is any further avoidable damage to the pitch by any fielder in that innings, the umpire shall, when the ball is dead,
- Award 5 penalty runs to the batting side.
- Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

### **C) Batsman damaging the pitch**

If either batsman causes avoidable damage to the pitch, at the first instance the umpire shall, when the ball is dead,

- Caution the batsman. This caution shall continue to apply throughout the innings.
- The umpire shall so inform each incoming batsman.
- Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side.

If there is a second instance of avoidable damage to the pitch by any batsman in that innings

- The umpire shall repeat the above procedure, indicating that this is a final warning.
- Additionally he shall disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to their original ends.

If there is any further avoidable damage to the pitch by any batsman in that innings, the umpire shall, when the ball is dead,

- Disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to their original ends.
- Additionally award 5 penalty runs to the fielding side.
- Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- Report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

### **23. Bowler attempting to run out non-striker before delivery**

The bowler is NOT permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible.

- **Batsmen stealing a run**

It is unfair for the batsmen to attempt to steal a run during the bowler's run up, unless the

bowler attempts to run out either batsman

The umpire shall

- Call and signal Dead ball as soon as the batsmen cross in any such attempt.
- Return the batsmen to their original ends.
- Award 5 penalty runs to the fielding side.
- Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for the action taken.
- Report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

#### **24. Penalty runs**

When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers as laid down

Notwithstanding the provisions of Law penalty runs shall be awarded in each case where the Laws require the award. Note, however, that the restrictions on awarding penalty runs in Laws (Leg byes not to be awarded), (Runs permitted from ball struck lawfully more than once) and Law (Penalty runs not to be awarded) will apply.

When 5 penalty runs are awarded to the batting side, then

- They shall be scored as penalty extras and shall be in addition to any other penalties.
- They shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery, and shall be in addition to any runs from those deliveries.
- The batsmen shall not change ends solely by reason of the 5 run penalty. When 5 penalty runs are awarded to the fielding side, they shall be added as penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 penalty extras shall be added to its next innings.

#### **25. Players' conduct**

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticizing his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

The umpires together shall

- Inform the player's captain of the occurrence, instructing the latter to take action.
- Warn him of the gravity of the offence, and tell him that it will be reported to higher authority.
- Report the occurrence as soon as possible to the Executive of the player's team and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players, and, if appropriate, the team concerned.