

Checklist for Umpires

Umpires are expected to exhibit the following qualities:

- Knowledge and judgment in accordance with the ICC rules and Utah Cricket Association Code of Conduct.
- Professionalism & courteousness in all dealings.
- Effective communication with all parties involved and decision-making based on fairness and equity in rule application.

Checklist for umpires to follow before, during, and after the game

- Each team will provide umpires, and each umpire should be aware of which game they are assigned to umpire, the start time, and which grounds the game is to be played on.
- Ensure umpires are present at least 15 minutes prior to the scheduled start time.
- Umpires should ensure that the playing teams have updated their roster before the game and also request that both teams submit their playing 11 before the game starts.
- Umpires, please make sure that the playing teams have updated their roster before playing the game and also request both playing teams to submit there playing 11 before the game starts.
- Ensure that match starts on time and the team that's responsible for late start is properly penalized (Refer to section 1.4 of Utah Cricket Association – Match Rules document).
- Ensure innings break are as scheduled and that each match finishes within the allocated time (Refer to match duration section – Match rules document).
- Please make a note of any disciplinary incidents in need of being brought before the discipline committee at the end of the game (for minor issues umpires can give a warning to the player).
- Please make sure that the teams are using UCA app for doing live scoring.
- All the scorecards should be uploaded right after the game ends. Both teams captain & vice-captain are responsible for checking the scorecards on the website and confirm its uploaded correctly.
- Umpires/Teams should follow the rules and not make new ones on the spot when a rule is present already and agreed upon by all the teams before the

start of the tournament.

- While umpiring it is advised to always carry the disciplinary rules and code of conduct in order to use as a backup when double-checking league rules in circumstance when that is necessitated, and to avoid any ambiguity during the match time. Please keep all other necessary documents handy.
- Umpires are to use the specified Duckworth/Lewis system in place to make a decision on the result of the game in case of an interruption.
- Umpires should wear colored clothing while umpiring both T20 and Pro30 games. Also, please make sure not to wear those clothes that resemble the jerseys of playing teams.
- Umpires should keep track of over rate, if the over rate predicted to fall below minimum of 12 overs per hour (5 minutes per over) please warn the captain courteously for both T20 and Pro30 games.
- Any ball pitching outside the mat (on the grass or on the edge of the mat) is considered dead ball and has to be bowled again.
- Bowlers can use the whole mat area for bowling only for American Fork. Bowler sidelines will be marked separately on Rosewood and Southridge by the home team.
- The match will consist of one innings per side, each innings being limited to a maximum of 20 overs for T20 and maximum of 30 overs for Pro30 game. A minimum of 5 overs per team shall constitute a match (for T20) and minimum of 8 overs per team shall constitute a match (for pro30).
- If the ball bounces more than once or rolls along the ground before it reaches the popping crease, the ball will be deemed a no-ball and will be a free hit for batting side.
- If the ball passes above the head height of the striker standing upright at the popping crease without touching the batsmen bat umpire will declare it as wide and one bouncer per over, if the batsmen touches the ball and gets caught then umpire will declare as out and one bouncer per over. If the bowler bowls second bouncer over the shoulder height or head height in the same over the umpire declare the ball as No ball and declare a free hit for batting side.
- Umpires will call No ball whenever a bowler breaks the non-striker's wicket during the act of delivery.
- A call of No ball shall over-ride the call of Wide ball at any time.
- When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

- For T20, boundaries will be 60 meters (196 ft) from center of pitch and inner circle will 30 meters (98 ft) from stumps on both sides. For Pro 30, boundaries will be 65 meters (213 ft).
- If the team umpire doesn't show up or show up late for the game 1st offense \$200, 2nd offense \$300, 3rd onwards \$500 for each umpire.
- Substitute fielder will be permitted to keep the wickets only when a wicketkeeper suffers an injury in the ongoing game.
- If a team decides to play game with 10 players only one will be allowed outside circle in powerplay and only 4 allowed outside after powerplay (to meet 6 minimum inside rule which includes wicket keeper and bowler). Similarly, if a team decides to play only 9 players no one will be allowed outside in powerplay and only 3 allowed outside after powerplay.

Limitation Of On-Side Fielders

- At the instant of delivery, there may not be more than 5 fielders on the legside.
- At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on-side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.
- In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

Duckworth/Lewis Application

- Umpires must use the DWL feature in UCA app in case of any interruption during the match.