

Umpires code of Signals



DEAD-BALL



Leg-byes



4 Runs



**Byes &
start of PLAY**



6 Runs



LAST-HOUR



*** Out ***



**5 Runs
not Penalties**



WIDE



New ball



NO-BALL



SHORT RUN/s



**REVOKE
the last signal/s**



**5 Penalty runs
to the batting side**



**5 Penalty runs
to the fielding side**

CAPITALISED signals are made with a CALL for the players' benefit. When the ball is dead the signal is repeated for the scorers.

Scorers must acknowledge **only the signals directed at them**.

The umpires will wait until **both** scorers have acknowledged **each separate signal** before allowing play to proceed.

* If on appeal, a batsman is Not-out, the umpire shall call **NOT-OUT**.

Dismissals

Method	Which umpire?	Credit to		Possible off a		Notes
		Bowler	Fielder	No-ball	Wide	
Bowled	Bowler's end	Yes	No	No	Impossible	No runs are scored Bowled takes precedence over all other dismissals
Timed-out	Bowler's end	No	No	No	No	An incoming batsman must be in place ready to play within 3 minutes of the previous batsman's dismissal - a delivery is not required
Caught	Bowler's end	Yes	Yes	No	Impossible	No runs are scored. Record Caught-Sub if caught by a substitute Caught takes precedence over all dismissals except Bowled
Handled the ball	Bowler's end	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the incident are scored
Hit the ball twice	Bowler's end	No	No	Yes	Impossible	Only the striker can be dismissed. Runs can only be scored as No-balls, Wides, Penalties or as overthrows
Hit-wicket	Striker's end	Yes	No	No	Yes	The striker must break his stumps with his person or bat on receiving the delivery or immediately after when setting out on his first run The ball must be delivered. Any delay negates this dismissal
Leg before Wicket	Bowler's end	Yes	No	No	Impossible	Bowled if the ball having touched the Striker or his bat then breaks his stumps
Obstructing the field	Bowler's end	No	No	Yes	Yes	If the obstruction prevents a catch, the striker is dismissed and no runs are scored - either batsman can be dismissed otherwise Only runs completed before the incident are scored
Run-out	Respective end	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the dismissal are scored If an injured striker is himself Run-out, no runs are scored
Stumped	Striker's end	Yes	Keeper	No	Yes	Only the keeper can effect this dismissal Run-out if another fielder is involved
Retired	Bowler's end	No	No	Yes	Yes	Record first in pencil as the player may later resume his innings When the innings is complete record either Retired - Not-out (if sick or injured) or Retired Out - never record the reason for the entry

Scoring entries

Event	Symbol	Cross-off the Tally	Notes
Captain	*		In the Batsman's line, enter this symbol alongside the Captain's name
Wicket-keeper	ƒ		In the Batsman's line, enter this symbol alongside the Wicket-keeper's name
Wicket - Bowler's credit	w	None	If a wicket falls to the Bowler's credit - no runs can be scored except for No-balls and Wides.
No-runs	· Dot	None	If no runs are scored enter a Dot in the Striker's line & Bowling analysis- the Striker gains no credit
Runs scored to the Striker's credit	Numerals 1 2 3 etc	The runs scored	All runs scored off the Striker's bat are entered as numerals - the Striker gains credit Enter the numerals in the Striker's line & Bowling analysis
No-ball - no runs	○	1 for the No-ball	In the Striker's line & Bowling analysis enter No-ball symbol - the Striker gains no credit One run is entered in the No-ball line of Bowling extras - A No-ball is a ball delivered and faced
No-ball - Runs scored to the striker's credit	① ② ③ ④ or ⑥	1 for the No-ball plus the runs scored	In the Striker's line & Bowling analysis enter the No-ball symbol - the Striker gains credit for the runs off the bat Inside each symbol enter a numeral for the runs scored off the bat One run only is entered in the No-ball line of Bowling extras
No-ball - Byes Runs scored	⊙ ⊙ ⊕ or ⊖	1 for the No-ball plus the runs scored	In the Striker's line & Bowling analysis enter the No-ball symbol - the Striker gains no credit Inside each symbol enter a numeral for each run scored One run plus the runs scored are entered in the No-ball line of Bowling extras.
Wide - no runs	+	1 for the Wide	In the Striker's line & Bowling analysis enter the Wide symbol - the Striker gains no credit A Wide is a ball delivered but not faced One run is entered in the Wide line of Bowling extras
Wide Runs scored	+ † ‡ or †	1 for the Wide plus the runs scored	In the Striker's line & Bowling analysis enter the Wide symbol - the Striker gains no credit A Dot is entered in the quadrants of each symbol for each run One run plus the runs scored are entered in the Wide line of Bowling extras
Byes Runs scored	△	The runs scored	In the Striker's line & Bowling analysis enter the Byes symbol - the Striker gains no credit Enter the runs scored in the Byes line of Fielding extras. Do not enter numerals to this symbol
Leg-byes Runs scored	▽	The runs scored	In the Striker's line & Bowling analysis enter the Leg-byes symbol - the Striker gains no credit Enter the runs scored in the Leg-byes line of Fielding extras. Do not enter numerals to this symbol
Wide - Dismissed Stumped or Hit-wicket	+ ^w	1 for the Wide	In the Strikers line & Bowling analysis enter the Wide symbol & w - the Striker gains no credit One run is entered in the Wide line of Bowling extras
Did not Bat			At the conclusion of an innings, any team members who did not bat, enter Did not bat
Unable to Bat			At the conclusion of an innings, any team members who are unable to bat because of injury or illness, enter Absent
Maiden over	M		An over where no runs are debited to the bowler - The dots in the Bowling analysis are joined to form a W
Wicket - Maiden	W		An over where no runs are debited to the bowler - The dots in the Bowling analysis are joined to form a M

Alternative symbols can lead to confusion

To better enable scorers to teach and encourage others to learn the art, it is recommended that the international standard system shown above be used
If a Bye or Leg-bye is signalled, an acceptable alternative in the striker's line is a dot - **Byes, Leg-byes & No-balls are balls faced**
If a Wide is signalled, scorers may choose not to make an entry in the striker's line - **Wides are not balls faced**

Scoring formulae

Playing time	= Elapsed innings time	Less all intervals & interruptions
Cumulative total	= Runs scored by all batsmen	Plus all extras
Cumulative total	= Runs scored against all bowlers	Plus all Fielding extras [Byes & Leg-byes]
Runs conceded by all bowlers	= Runs scored by all batsmen	Plus all Bowling extras & Default runs
Balls delivered	= All balls faced by all batsmen	Plus all Wides includes Default balls
Balls faced	= All balls delivered	Less all Wides
Bowling average	= $\frac{\text{Runs conceded by the bowler}}{\text{Wickets taken}}$	Over match/tournament/season/career
Bowler's Strike-rate	= $\frac{\text{Balls delivered by the bowler}}{\text{Wickets taken}}$	Balls delivered include Wides
Bowler's Economy-rate	= $\frac{\text{Runs conceded by the bowler}}{\text{Over bowled}}$	Use true decimals for additional balls of uncompleted overs
Batsman's Average	= $\frac{\text{Total Runs scored}}{\text{Times dismissed}}$	Over match/tournament/season/career
Batsman's Strike-rate	= $\frac{\text{Runs scored} \times 100}{\text{Balls faced}}$	Over match/tournament/season/career
Over-rate (Overs per hour)	= $\frac{\text{Total Overs bowled} \times 60}{\text{Innings minutes}}$	Part overs count as full overs
Penalty runs awarded	Credited to the non-offending side	Debited against the offending side
Bowling extras	No-balls & Wides	Debited against the bowler
Fielding extras	Byes	Debited against the Wicket-keeper
	Leg-byes	Debited against the fielding side
	Penalty runs to the batting side	Debited against the fielding side

Penalty runs awarded to the Batting team

SIGNAL: One hand tapping the opposite shoulder - an exaggerated signal.

In the Batting team's CURRENT scoresheet:

- Enter 5 in the **Penalty runs** line.
- Enter 1 in the **P b** column in the **OVER DETAILS** section.
- Cross-off 5 in the **TALLY** using a Double line.
- Make detailed notes in the **OVER DETAILS** section.

Penalty runs awarded to the Fielding team

SIGNAL: One hand held on the opposite shoulder.

In the Batting team's CURRENT scoresheet:

- Enter 1 in the **P f** column in the **OVER DETAILS** section.
- Make detailed notes in the **OVER DETAILS** section.

If the Fielding team has completed a Batting innings in the match:

In the Fielding team's LAST completed Batting innings scoresheet:

- Cross-off 5 in that **TALLY** using a Double line.

If the Fielding team has NOT completed a Batting innings in the match:

In the Fielding team's NEXT batting innings scoresheet:

- Cross-off 5 in that **TALLY** using a Double line.

Then – at the end of the current innings:

- Enter the total runs of all Penalty runs awarded to the **Fielding team** while fielding in the **Add runs from other innings** line.

Last hour calculations

These calculations, based on Cricket Law, require a minimum of 20 overs to be bowled in the Last-hour.

Match regulations may vary that number. The umpires make these calculations – and should be confirmed by the scorers.

- 60 minutes divided by 20 overs = 3 minutes per over.
- During the Last-hour, one over is deducted for every full 3 minutes of play lost.
- If there is a change of innings (10 minutes), 3 overs are allowed for the change.
- Fractions of that 3 minutes are ignored.

If an over is incomplete at the time of a stoppage it must be completed when play resumes (unless there is a change of innings).

There are three basic scenarios that could happen and they are detailed below, the Last-hour starts at 6pm:

Stoppages for Light or Weather during the Last-hour

Play in progress during the Last-hour. What is the minimum number of overs that must be bowled?

- 6.00pm 20 overs minimum to be bowled
- 6.29pm 6.4 overs bowled Play interrupted by rain) leaving 13.2 overs to be bowled.
- 6.33pm Play resumes The over in progress at the Interruption must be completed.
- 14 minutes lost
- 14 divided by 3 = 4.66 - Ignore the decimal.

Therefore 4 overs lost 13.2 – 4 = 9.2 overs.

Therefore a **minimum** of 9.2 overs must be bowled to conclude the match.

An interval in progress when the Last-hour is due

What is the minimum number of overs that must be bowled when play resumes?

The change of innings may take up part of the Last-hour. 10 minutes must be allowed for the change of innings.

If play starts late after the change of innings for reasons other than weather etc allow only 10 minutes for the interval in your Last hour calculations.

- 5.54pm Innings concluded.
- 6.00pm 20 overs minimum to be bowled.
- 6.04pm Play resumes.
- 4 minutes lost 19 overs minimum to be bowled.

A **minimum** of 19 overs must be bowled to conclude the match.

An innings concludes during the Last-hour

If an over is incomplete at the end of an innings, i.e. 4.2 overs have been bowled, then the 4 balls remaining in that over are discounted from the calculations. Thus the 4.2 overs become 4 overs for calculation purposes.

10 minutes must be allowed for the change of innings = 3 overs (1 over for each complete 3 minutes). If for any reason other than weather, the restart of the match is delayed, then the calculations for the change of innings remain unchanged (only 3 overs are deducted for the change of innings).

Two calculations must be made.

Calculation 1: Calculate the minimum number of overs to be bowled in the Last-hour.

- Deduct the number of overs bowled since the Last-hour started.
- Deduct 3 overs for the change of innings.
- 20 overs (less the 4 overs that was bowled in the previous innings, ignore the part over) less 3 overs (for the change of innings) equal 13 overs to be bowled in the match.

Calculation 2: Calculate the time remaining for Play

- Note the time the innings closed and calculate the number of minutes remaining in the match.
- Deduct 10 minutes for the change of innings.
- Divide the minutes remaining by 3 and calculate that 1 over has to be bowled for every 3 minutes (or part of 3 minutes).
- 13 minutes remain, therefore $13 \div 3 = 4.33$.
- Round the answer up to a full over.

Therefore 5 overs must be bowled in the match.

Finally;

Take the higher of the two calculations - therefore 13 overs are required to be bowled to conclude the match.

Important:

All calculations are made to determine the **minimum** number of overs to be bowled. More overs must be bowled if time permits. A part **over in progress** when play stops for Ground Weather or Light must be completed when Play resumes and forms part of the calculations.

However, an uncompleted over at the end of a **concluded innings** is not part of the calculations and must be disregarded.

Partnerships

At any time during an innings and on a dismissal, partnerships may be calculated. They can be:

Minutes: The **actual** playing time taken from the time the partnership started until the time the partnership concludes. Playing time does not include intervals for drinks, lunch, tea, overnight or any other scheduled or unscheduled interval.

Balls: All deliveries bowled, including all extras and Default deliveries.

Runs: All runs scored including all extras and Default deliveries.

If 5 Penalty runs are awarded to the batting side, the total partnerships may not equal the total score. Penalty runs can be awarded prior to an inning starting or after an innings is completed. The three examples are:

Penalty runs are awarded to the **batting side during** play; the partnership now includes the Penalty runs. Their actual partnership is say 35 runs -but the 5 Penalty runs were awarded **during** their innings - therefore the recorded partnership is 35 plus 5 = 40 runs.

Penalty runs awarded **after a dismissal**. When a batsman is dismissed, the ball becomes automatically Dead. As with all matters during an innings, things happen in order; a batsman cannot be dismissed unless the ball has been in play. However Penalty runs are awarded when the ball is Dead, and this may be after a batsman has been dismissed. It is important for scorers to ascertain the reason for the award.

- If the reason was while the ball was in play, the partnership includes the Penalty runs.
- If the award was made for an offence while the ball was Dead, after the dismissal, the yet-to-start partnership includes the award - it is added to that partnership even though the incoming batsman may not have actually stepped onto the field. Should that incoming batsman be dismissed Timed-out, the partnership will be 5 runs even though the batsman did not reach the crease.

It can be seen that clarification when the award was made must be obtained from the umpires during the next interval ..

Penalty runs awarded to the fielding side **before** that side had a chance to bat - i.e. if a side is awarded 5 Penalty runs while fielding.

- When later batting any penalty runs are added to the **start** of their innings, but is not included in the first wicket partnership, the actual first wicket partnership being say 45 runs when the score is now 50.

Penalty runs cannot be awarded after the **final** call of TIME – the match has concluded.

Provisional & FINAL SCORES

The possibility that Penalty runs may be awarded in a match makes it impossible to complete an innings score until the side batting next has concluded. As the Laws provide for the Forfeiture of either innings and for a Follow on, this can effect the sides normal alternate batting order and thus the FINAL completion of each scoring record.

When an innings - other than the final innings of a match - is completed, the innings total is provisional. However this may not be the final innings score - Penalty runs can be awarded to that side whilst fielding and the **final innings score** cannot be completed until the side batting next has completed its innings.

When the last innings of a match has been completed and TIME called - the match is over, Penalty runs cannot be subsequently be awarded.

First batting innings:

- When a side has completed its batting innings, complete the totals in the normal way, and enter the innings total in the **Provisional innings SCORE**line
- When the next innings is completed, any Penalty runs awarded to the **Fielding side** - while fielding - are entered in their **last** completed innings. This increases their previous innings score, thus requiring the provision for the **FINAL INNINGS SCORE**.

Next batting innings:

- When the batting side **has completed its next innings**, only then is it possible to complete its previous **FINAL INNING SCORE**.

Last batting innings:

- Only when the side batting last **has completed its current innings**, is it possible to complete its **FINAL INNINGS SCORE**.

The Result

The possibility that Penalty runs may be awarded in a match makes it impossible to complete an innings score until the next innings has concluded. Upon a Result being achieved or the conclusion of the allocated overs the Bowler's end umpire will call Time and both umpires will lift the bails. The side scoring more runs than the other shall be the winners

A single innings match cannot be extended for a further result. The umpires may Award the match to the non-offending side if:

- both batsmen leave the field without the agreement of the umpires (other than for a Declaration)
- one side refuses to play
- a side conceded defeat
- a side fails to return to the field after an interruption or interval

In special circumstances the umpires may Abandon Play and call the match off.

A result is achieved by:

Wickets: if the side batting second achieves its win without having to complete its innings.

Runs: if the side batting first dismisses their opponents before they have achieved enough runs to win.

A Tie: if the scores are equal at the end of the match, provided the side batting last are All-out.

Penalty runs: if the side batting last are All out, but because of a fielding offence while the ball was in play, Penalty runs are awarded that causes the winning target score to be reached.

A Draw: if No result is achieved otherwise.

The winning runs:

- If the striker hits a boundary, the boundary allowance shall be scored -however, if the batsmen complete the winning run **before** the ball reaches the boundary, the run completed is scored and the boundary is not.
- If the winning run comes in the form of Illegal fielding, Extras, Penalties or the boundary allowance, that shall be scored.

When the Result has been reached, the scorers complete their final tasks in their scoring records.

Did not bat: A member of the nominated side, who has not had a batting innings, must be recorded - In the batting line enter **Did not bat**.

Finally: The umpires are required to confirm the **RESULT** after the conclusion of the match - ask them to initial the final innings scoresheet.

