

MID CANTERBURY CRICKET ASSOCIATION INC

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Notes to Umpires

Thank you for agreeing to be an umpire for the inaugural running of the Canterbury Regional Year 8 Cricket Tier 1 Festival being hosted this year by the Mid Canterbury District Cricket Association.

Below I have outlined our expectations, and requirements from you as an umpire.

Game Times & Setup

Matches take place at the following times outlined below so we need to make sure that;

- You arrive at least 30 minutes, preferably 45 minutes before the start of play. i.e. 1pm on the Monday to meet with Mark Medicott at the Mitre 10 Marquee on Walnut Ave and on subsequent days approximately 9.30am Tues – Thurs.
- You will be given two match balls by the match manager (Mark Medicott) These must be returned to the Match Manager at the end of the day as Mid Canterbury retain all balls.
- If for any reason you are unable to umpire, please inform Mark Medicott (0272698654) at least two hours before the start of your match, or better still the night before so other umpires can be arranged.

Clothing

Official qualified umpires may wear their traditional umpires uniforms (blue Bealey Hotel tops).

Umpires who are helping for the Festival should wear dark pants and a white top. I do have 3 M sized white umpire tops if needed and then 9 XL tops if you need a top. Most teams are playing in coloured tops but using a red ball so white tops should be best. Contact me (Mark if you need a top for the week).

You probably need to bring a wet weather jacket in case its cold or wet.

Note: Wet weather draw

As well as the standard draw we also have a wet weather draw and in most cases games shift to a nearby artificial pitch but we may also use Methven Domain and Mt Hutt College. We will expect you in most cases to be able to shift to this venue if games are rescheduled. I will supply that information to you individually as well.

We expect if a change of venue becomes necessary to make that call relatively early in the morning so that teams, groundsmen, umpires and match managers have time to adjust. You will be amongst the first notified.

Teams are to bring their own tents for players so you may need to explain where and where not they can't be set up e.g. behind bowler. A scorer's gazebo will be at each ground.

Chairman Board of Control
Mr Jono Pavey

Cricket Manager
Mr Mark Medicott
admin@mccricket.co.nz

Mid Canterbury Cricket Assn
PO Box 105, Ashburton
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Hours of Play

Day 1 (should a team be bowled out before completing their 20 overs a break of 20 minutes shall be taken before the commencement of the run chase)

MATCH 1

2.30pm – 3.50pm Session 1

3.50pm – 4.10pm Interval

4.10pm – 5.30pm Session 2

Day 2 (should a team be bowled out before completing their 20 overs a break of 20 minutes shall be taken before the commencement of the run chase)

MATCH 2

10.30am – 11.50am Session 1 (5 minute drinks at 10 over mark of each innings)

11.50am – 12noon Interval

12noon – 1.30pm Session 2 (5 minute drinks at 10 over mark of each innings)

MATCH 3

2.30pm – 3.50pm Session 3 (5 minute drinks at 10 over mark of each innings)

3.50pm – 4.10pm Interval

4.10pm – 5.30pm Session 4 (5 minute drinks at 10 over mark of each innings)

Days 3-4 (should a team be bowled out before completing their 40 overs a break of 30 minutes shall be taken before the commencement of the run chase)

Session 1 10.30am – 20 overs 1st Innings

Drinks approx. 11.50am – (5 mins for drinks max)

Session 2 12.00pm – completion of 1st innings

Lunch approx. 1.30pm – 30 minutes

Session 3 2.00pm approx – 20 overs 2nd Innings

Drinks approx 2.50pm - 5 minutes

Session 4 4.00pm – completion of 2nd innings

If play cannot start on time, umpires will have a card with how the changes work.

Rules and Regulations

You will be supplied with a copy of the festival rules which are being finalized. Also refer to the notes at the end of this document.

Fundamentally the Umpires are in control of the game, but if issues arise with coaches or parents off the field, or the umpires cannot come to a decision on the field they would in the **first instance relay the issue to the match manager.**

As there is no grace period and we want to give players a fair chance to enjoy the festival **we will be tough on lbws** i.e. they really **need to be on the back foot and in front before we give them out.**

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Lunch & Tea Breaks

Teams cater for themselves during scheduled breaks, as do the umpires. So make sure you bring your own food and refreshments e.g. water, soft drink.

End of Day

Make sure the umpires have collected the balls and stumps and given them to match manager and that you have got the Kookaburra match balls back, not someone else's back for return to MC Cricket.

What you also get

We will also recompense you on the final day of tournament at \$60 a day, which while not a lot is in recognition of your support.

On the Tuesday night we are holding a happy hour between 5 – 7pm at the Ashburton Oval Pavilion for Coaches, Managers, Parents, Supporters and Officials and players so you are welcome to pop in if it suits you. There will be a bbq and refreshments.

I will hand deliver a lot of the documents to save your printers and deliver at a meeting of match managers and umpires at 1.00pm on January 9th an hour and a half prior to the opening games. This will be held in the Mitre 10 Marquee that will be situated on the Walnut Ave side of the Ashburton Domain.

Thanks again for all your help and we hope that you have an easy week where everything goes to plan, the weather plays its part and there is some good cricket to watch.

If you have any questions now please contact me (Mark Medicott 0272698654 or admin@mccricket.co.nz) in the interim.

Must Read Reminders for Umpires

These are limited over games

Time is of vital importance in these games – **be punctual and organized**

Keep an eye on over rates

- Expected over rate is 15 overs per hour (minimum)

Wides

- **Wides apply – be consistent.**
- **Wide Bowling** - Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.
- **As a guide on the leg side**, a ball landing clearly outside the leg stump going further away shall be called a wide.
- **As a guide on the off side**, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return Crease shall be called wide. The above provisions do not apply if the striker makes contact with the ball.
- **No Balls** - For Height, Line Infringements and Fielding breaches – to be followed by **Free Hit**.
- (1) Any delivery which passes, or would have passed above shoulder height when the striker is standing in his or her normal position shall be called a “No Ball”.
- (2) Any delivery that passes on the full above waist height of a striker standing in his or her normal position shall be called a “No Ball”.
- (3) Any delivery that bounces more than once before the batter in their normal stance at the crease.
- (4) A no ball or wide will be scored as one run to the opposition team.

Dangerous deliveries

- Must be **above waist height and dangerous**

Dress Code for Umpires

- White Shirts (provided if requested else bring your own)
- Black trousers (black tracks are ok)
- No jeans or jandals

Bowling Restrictions

- For the T20 phase no bowler may bowl more than 3 overs
- For the 40 over matches all bowlers can bowl a maximum of a 4 over spell. They then can't bowl again until another four overs have been bowled from the same end. Can bowl a total of 8 for the day.

Fielding

- **Limited Field Placement**

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- (1): No fielder may stand closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side until the ball has been played by the batsman.
- (2): **A Maximum of 4 players may be placed on the BOUNDARY**
- Drinks are taken on the field.
- It is not a tea break!
- **Only the coach can come onto the field and talk to players during the drinks break.**