

Cheat Sheet 2010 Season

Item	Description
Policy	Enforce no drinking policy while on County premises, Pick up and throw trash in the bins. PleaseNo food containers or bottles to be left on other side of the field while minding for balls going into the woods.
Fee	\$30 for each umpire paid by two playing teams
Time	Being late for umpiring (15 mins before scheduled start time) = No fees, Umpires No Show = Penalty of docking 2 points for team responsible for umpiring
Start Time	8.30 am for morning game and 1.00pm for afternoon game
Ground	Playable condition to be decided by umpires only so as to not damage the pitch area.
Boundary	Boundary marking should have been completed 15 minutes before start of play. Confirm with both teams, if any goal posts / trees in the ground and how runs will be interpreted.
Uniform	Whites only with minimal colored piping. \$20 fine would imposed on player collected by umpire and turned in to PCA if deviated.
Playing 11	Umpire has to get playing 11 from both teams in writing before start of play.
Prep and Wrap up	Should be shared by both teams and completed 15 minutes before start of play. All wickets and old balls to be stored in box. Lock code is 0228, press down on the lock to release.
Toss	Should be done 10 minutes before start of play
Late Start Penalty	1 over per 5 min charge if the umpires and one team are present and the other team does not start the game on scheduled time. If both teams are late, the umpires will dock the overs for both teams based on the same rate. If umpire is late, the teams can start the game on time by substituting umpires from batting side, or they can choose to start late with overs being docked at the same rate for any delay.
Over Rate	5 Minutes Per Over, 6-7 overs in ½ hr, 13 Overs in 1hr
Total Play time	For a 25 overs game, 120 Minutes per innings with one 5 min break between innings; at 10.30 am, allow max of 3 more overs.
Rain delay	Reduce overs at the rate of 5 mins per over, Less than 15 overs per innings will constitute a draw. Matches will not be re-scheduled
Slow Over Rate	Inform teams about their over rates every 30 mins. – No penalty
Break	5 minutes break between each innings and 15 mins between games.
Overs Per Bowler	Maximum overs per bowler = 5, Two balls alternated at each end used per innings.
LBW	DO NOT GIVE LBW unless absolutely plumb. Consider things like – pitched outside leg or off or, hit high on the pads, or front foot. TAKE TIME before decision.
Finality of Decision	A batsman once given out, as per ICC rules can be recalled to the crease by main umpire ---Above Waist full toss. Leg umpire [Main umpire can overrule Leg Umpire]; ---Any ball that bounces, or would have bounced, over the shoulder of the batsman. Leg umpire [Main umpire can overrule Leg Umpire]; ---More than 5 fielders on the leg side. Main umpire ---Overstepping the front line. Main Umpire
No Ball	
Field Restrictions	No more than 5 fielders on the leg side, no more than 2 behind the batsman on leg side ---Any ball clearly outside the off stump at such a distance to make it virtually impossible for the batsman to play a normal stroke from where he would normally be standing. ---Any ball more than 6 inches down the leg side when “passing the batsman. Main umpire only 2 or more pitches before reaching the stumps. Make distinction if the ball kept low or pitched twice or more. If kept low, then no dead ball. Main umpire only
Wide Ball	
Dead Ball	
Points	4 points for win, 2 point for draw or no result, 1 bonus point for reaching target in 20 overs, 1 bonus point for limiting opposition to 80% of team batting first score(any fractions will be rounded up).For rain affected games, 1 bonus point for reaching target in 5 or less overs than team batting first. If winning team does not qualify for bonus, the 1 bonus point goes to loosing team.
Revised Target Calc	Target = A + (B * C) + 1 A = number of runs scored by the club batting first at the over when the interruption occurs B=Number of overs remaining to be played C = Run Rate of club batting first over the last B number of overs in their innings.
Scorecard	Verify after each innings, sign at the end of the match and hand it to winning captain. Winning Captain has to enter the scores in ResultsVault by Tuesday noon.
Umpiring Reports	Both captains have to be in agreement and send a written communication if they were not pleased with an umpire's performance along with reasons why. This will be communicated to the captain of the team that sent the umpire and the committee for further action
Player Behavior	Fines and game suspensions apply as per changes in PCA rules book

