

BASIC UMPIRING SIGNALS

Do not allow the game to continue until all signals have been acknowledged by the scorers.



Byes /
'Scorers Ready'



Leg Byes



No Ball



Wide



Four Runs



Five Runs



Six Runs



Short run



Out



Dead Ball



Revoke the Last Signal



New Ball

Dangerous and Unfair Bowling

Bowling of fast short pitched balls is dangerous & unfair if the umpire at the bowler's end considers that they are likely to inflict physical injury on the striker, irrespective of his protective equipment. The umpire shall call & signal '**No Ball**' for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease.

Bowling of high full pitched balls; The umpire shall call & signal '**No Ball**' for 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 deeming it to be dangerous & unfair.

Also, the umpire shall call & signal '**No Ball**' for any slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease deeming it to be dangerous & unfair, whether or not it is likely to inflict physical injury on the striker.

NOTE; At any time you feel that you are unsure of any ruling, you are allowed to discuss the matter with the other umpire.