

DL Table for Shortened/Interrupted matches

Quota of Overs	Target Score %
16	100%
15	95%
14	90%
13	85%
12	80%
11	75%
10	70%
09	65%
08	60%

For Truncated matches –

- Minimum of 8 overs per inning is required
- Each bowler cannot bowl more than 25% of the total # of overs. Eg. . If it is 8 overs, the restriction is 2 overs per bowler, if it is 9, one bowler will bowl 3 and rest 2 each, if it is 10, two bowlers will bowl 3 and rest 2 each, if it is 11, it is 3 bowling 3 and one 2, and at 12 overs it is 3 overs each...and so on...

Penalty for delayed start –

- If at least 8 players of a team are not available at the decided start time, the team will lose One (1) over for every five (5) minutes delay, from their batting inning.
- If at least 8 players of a team are not available even after 45 minutes from the decided start time, the match will be cancelled, and ten (10) points will be awarded to the other team which was ready with at least 8 players.

Ball hitting PAD / Body –

- If the ball hits the pad/body and then the bat OR vice versa, then the batsman can be given out only by BOWLED & CAUGHT
- If the ball hits the pad/body only, then the batsman can be given out only by BOWLED. All other types of OUT are not valid

NO-BALL rule –

- The umpire shall find out whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and then inform the striker. It is the umpire's responsibility to find out what the bowler intends to do at the start of a spell and then it is the bowler's responsibility to inform of any changes during a spell. In the case where the bowler does not indicate a change of guard during a spell, the umpire shall call and signal NO-BALL.
- Fair delivery - the feet - For a delivery to be legal in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease, else it will be called a NO-BALL. If the bowler delivers a ball from behind the umpire it will be called a NO-BALL. The bowler is required to bowl from within the box formed by the bowling crease, popping crease and the Return crease/side line. If no part of his front foot is inside the box, it will be called a NO-BALL. Similarly, if the back foot is touching or outside the Return crease/side-line, it will be called a NO-BALL. The Return crease (side-lines) are bat + handle length from the corner stump.
- For NO-BALL due to height (full toss above waist OR over shoulder when the ball has bounced), even if the batsman steps out of the crease, the ball can be called a no ball, based on the judgment of the umpires that it WOULD have been above the height, had the batsman remained in his crease in an upright position.
- Batsmen can only be dismissed from a No ball through Run Out, Hit the ball twice, Handled the ball, or Obstructing the field.

FREE-HIT rule –

- The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

RUN-OUT by MANKAD rule –

When the batsman at the non-striker's end has backed up too far out of his crease and the bowler is in his run-up, but before delivering the ball, removes the bails with the batsman out of his crease, the batsman is said to have been "Mankaded" and the umpire shall give him out run-out.

SUBSTITUTION rule –

- Substitution of players will be allowed only when a player is injured during the match/game. Pre-existing injuries should not be considered for substitution. Substitution for any other reason is strictly not allowed. Under rare cases, where a player can prove REAL EMERGENCY, umpires can allow substitution, on mutual consent. It is entirely the neutral umpire(s) call to allow substitution, after verifying the reasons for substitution. The opposition team captain has no say in allowing or disallowing a substitution that has been decided by the neutral umpire. Neutral umpire has the final call on allowing / disallowing a substitution
- If a player is substituted due to any of the above conditions, when he comes back into the field, he needs to wait for the number of overs he stayed out, before he can bowl. For Eg. If a player stayed out for 2 overs, he has to field for 2 overs before he can bowl. (this is not applicable if the player is a wicket keeper. He can come back and start wicket keeping immediately)
- In cases where players are not available at the start of the game, no substitution will be allowed. Teams can play with less number of players (minimum of 8 players is required). Latecomers can join the team any time during the match., and get fully involved in any/all activities.
- No substitution will be allowed for players leaving early, for any condition other than emergencies (this includes reasons like IT release, playing in another league, work call, non-emergency home call etc) Teams will have to play with reduced number of players if a player leaves for a non-emergency reason as determined by the neutral umpire
- If a player is substituted during the first innings of the game when his team is bowling and he comes back in the second innings of the game when his team is batting, he will be allowed to bat only after 8 overs or 5 wickets have fallen in the second innings, whichever happens first.

Retiring Batsman –

- Retired Hurt: If a batsman is injured or falls ill while batting, he may retire and resume his innings at the dismissal or retirement of another batsman. If he cannot return by the end of the innings, the batting side must close its innings after all other batsmen are dismissed (excluding the not-out batsman).
- Retired Out: A batsman retires out if he retires without the umpire's permission, and does not have the permission of the opposing captain to resume his innings. This can happen if the Umpires do not agree with an injury or illness of the batsman, and feel that it is not justifiable for him to retire

Switch Hit –

- A batsman is allowed to change his stance either during the bowler's run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to the bowler's run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance. On the other hand, if the batsman changes his stance during the bowler's run up, the wide will be judged based on the stance that he took before the bowler's run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario. If the batsman switches his stance during the bowler's run-up, the bowler can stop and not bowl the ball.

GENERAL GUIDELINES FOR UMPIRES

All league umpires must know and remember this most important rule in cricket:

“When you are in doubt, the batsman is not out”

1. **Never rush a decision!** Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself *at least 3* and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don't let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are 100% certain, ONLY then make the decision.
2. **Don't feel you need to be part of the game:** Your role as umpire is just to keep things fair and neutral, and move the game along and not to have any effect on the game itself. The less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don't let your ego dictate that you need to have an impact.
3. **If asked, it is okay to explain to the Bowler why it was not out:** Bowlers feel much better about getting an unfavorable decision if they know WHY you made it. You don't have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.
4. **If the fielding team is appealing frequently don't let it affect you:** Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don't get the message simply ignore their appeals.
5. **Be consistent with your calls:** Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me...the fielding side will catch on pretty quickly.
6. **If in doubt, consult:** The umpire at the striker's end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.
7. **Just do your best:** As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey...if nothing else, you get to enjoy having a great position to watch a good game of cricket and evaluate your opponents for next year!!
8. **Altering Decisions:** We are human. We make mistakes. The Laws makes it quite clear that an umpire may change his decision. This would happen only in very unusual circumstances and the Law does say that alterations must be made promptly. Indeed, it should rarely be necessary to change a decision if, as stated earlier, the umpire has not been hasty in answering the appeal. The umpire should not be influenced by the reactions of players to his decision. The changing of a decision should only result from the umpire's realization that, from the events as he saw them, he has made an error. It is a strong umpire who can do this, but it is stressed that if an umpire deliberates a little before giving his decision there should rarely be any need for it to be changed. The captain of the fielding side has the right to seek permission of the umpire to withdraw an appeal. Provided the outgoing batsman has not left the playing area the umpire can, if he sees fit, cancel his decision and recall the batsman.
9. **Jurisdiction of Calls or Who Calls What:** The striker's end umpire (umpire at square leg) has only three decisions on which he has absolute ruling powers on: (i) Run out at his end (ii) Stumped and (iii) Hit wicket. All other decisions are made by the bowler's end umpire. The striker's end umpire can also call NO-BALL the bowler for throwing or chucking and for height. Either umpire, on their own, can consult with his colleague to achieve a correct decision or to revoke a previous decision. In all cases other than Stiker end run-out, stumped and hit wicket, the bowler end umpire has the power to over-rule a call made by the striker end umpire.