

WHERE TO STAND
WHERE TO GO

A guide for
Cricket Umpires

“

INTRODUCTION

Sound and consistent techniques are essential for effective umpiring. It is seen as important that an umpire has a consistency of approach without impinging on their individual composure.

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The techniques in this guide have been deliberately kept simple and brief and can be utilised by both the experienced and novice umpire

This guide has been produced using excerpts of the Cricket Australia Technique Guidelines created by State Umpire Managers/Coaches across Australia, CA National Umpire Coach Ian Lock and CA Umpire Education Manager Richard Patterson



BOWLERS END STANCE

How an umpire stands at the bowler's end is up to the individual.

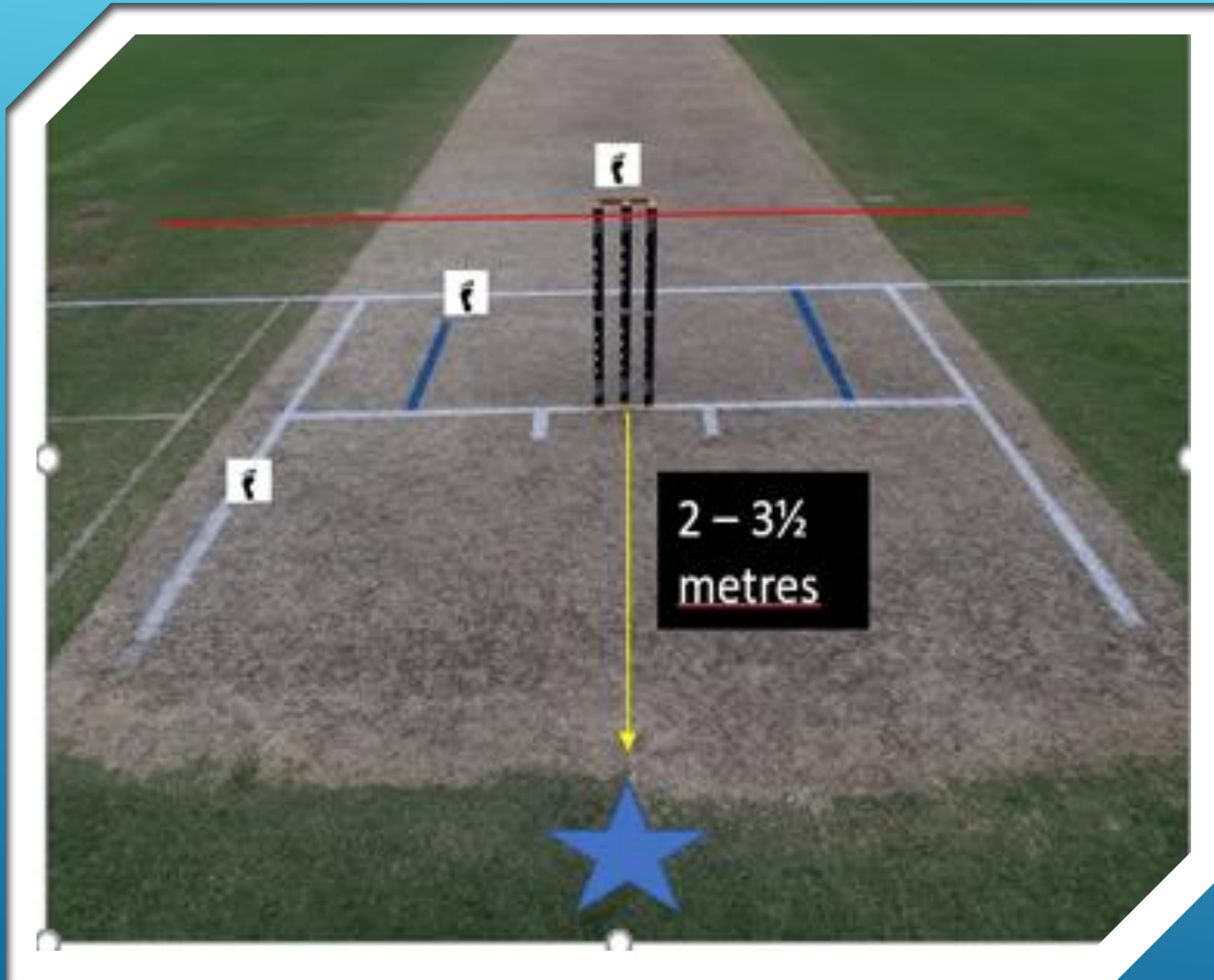
It is suggested that an umpire adopt a relaxed stance.

Some umpires will stand with their hands by their sides or clasped in front or behind their back.

The umpire's head must be kept still with eyes fixed on a point at the striker's end before dropping the eyes, without moving the head, to check for a no-ball

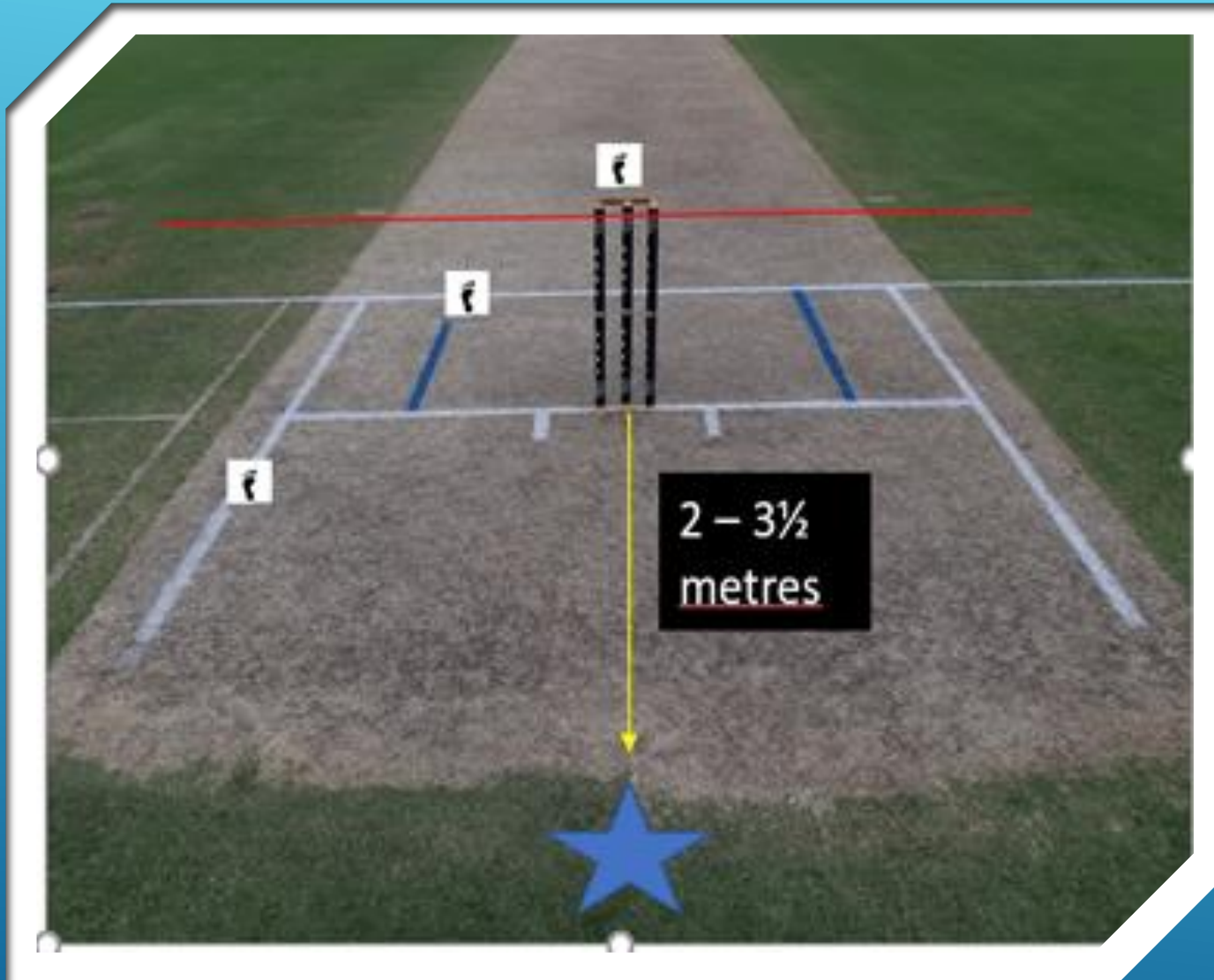
POSITIONING AT THE BOWLERS END

Umpires should stand where they feel the most comfortable. As a guide a distance of approx. 2 - 3½ metres from the stumps will allow the eyes to watch the bowler's feet placement without any need for any head movement.



POSITIONING AT THE BOWLERS END

Quick guide: A good way to find the best position to stand at the bowler's end is to line the top of the bails up with the protected area markings (see red line). This will assist you in watching the popping and return creases for no-balls and to quickly and easily see if a bowler is entering the protected area.



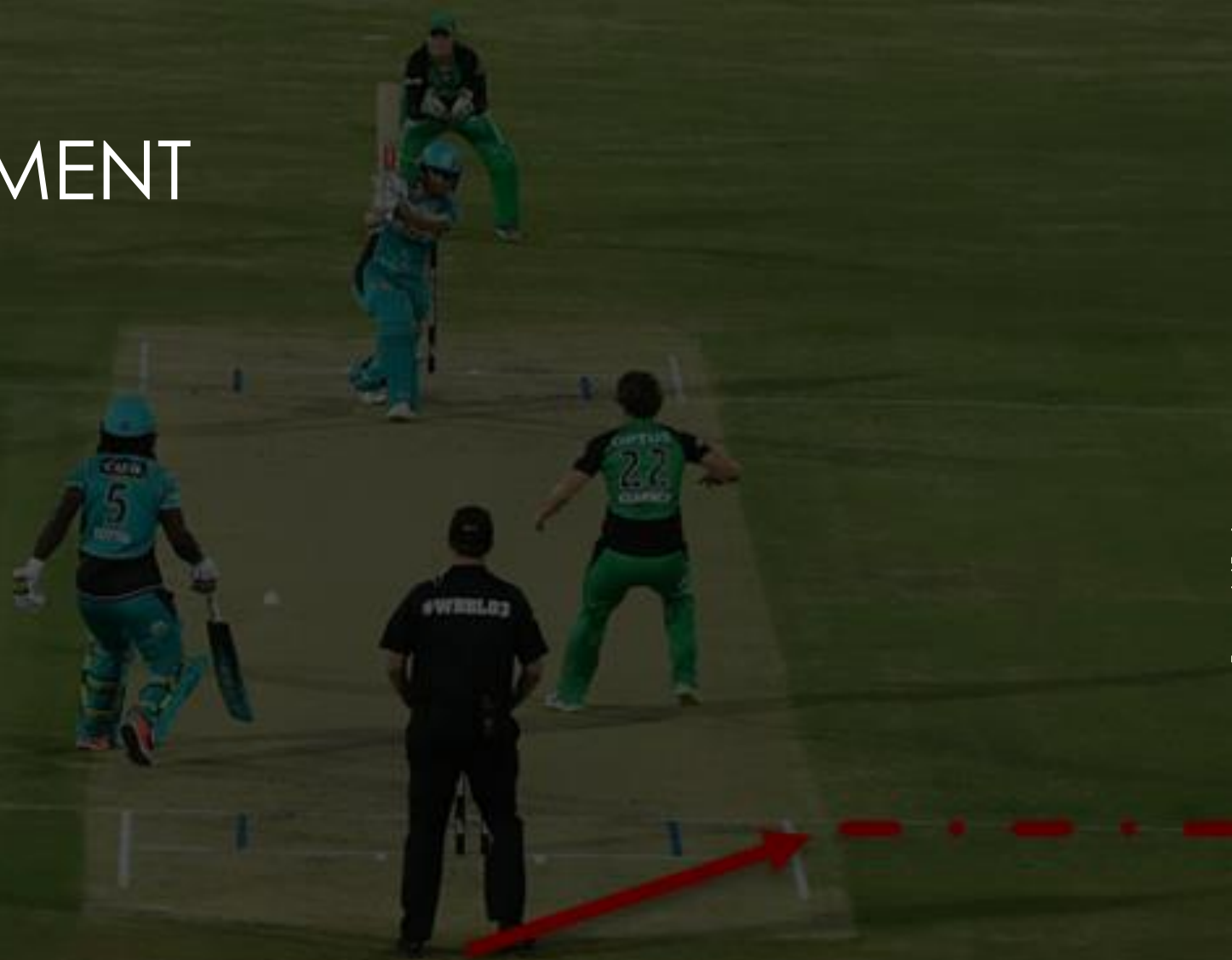
UMPIRE'S FIRST MOVEMENT

First movement at all times should be towards the popping crease

The best technique is to head for the popping crease and then back out

As a guide:

The distance and speed of travel to the popping crease will be dependent on the number of runs in progress and upon how wide of the pitch the batters are running



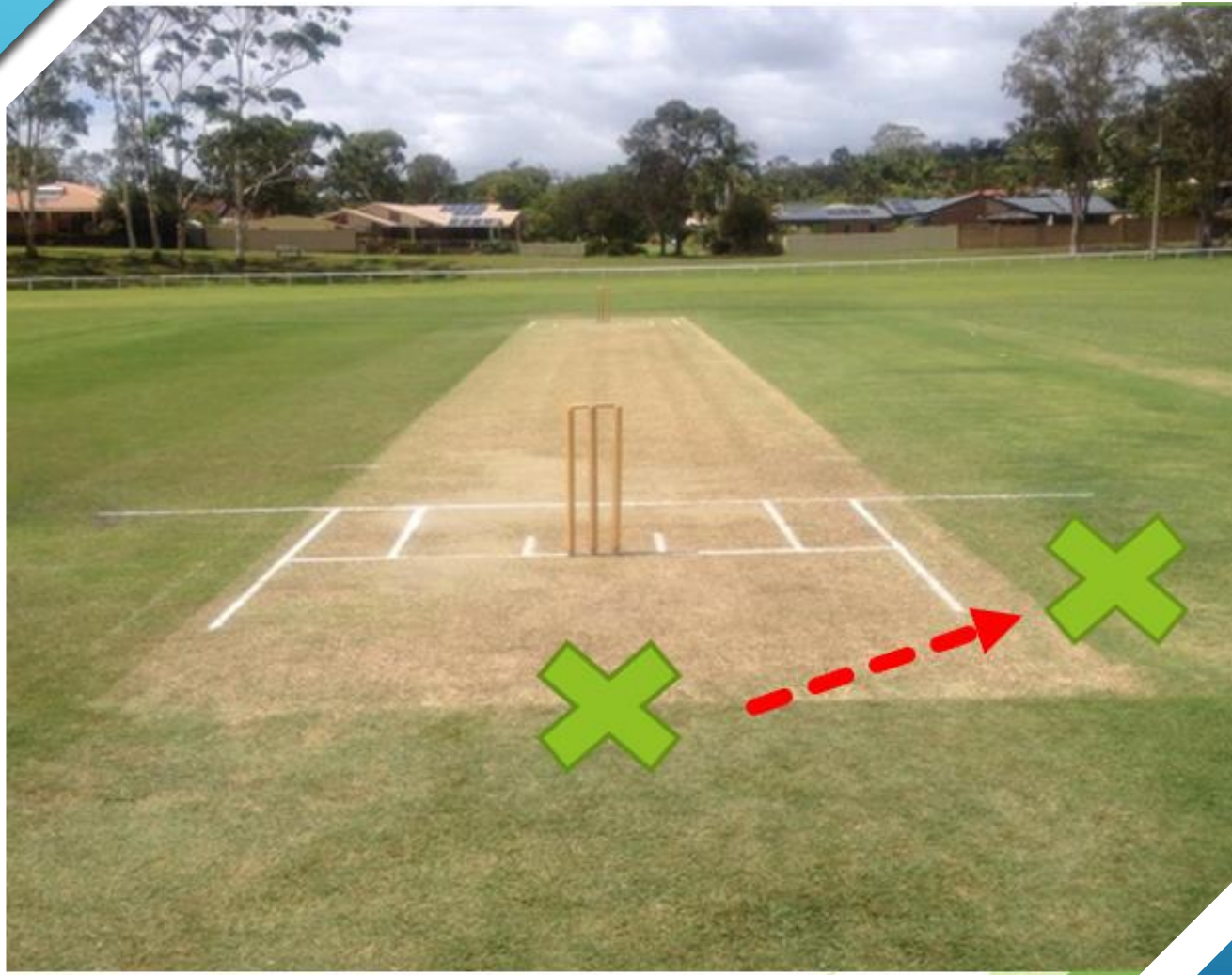


UMPIRES FIRST MOVEMENT

Exception:

Occasionally it may not be possible to reach the popping crease in time to achieve a stationary position for a run out decision to be made. In this situation a 45° to 60° position can be adopted

It is important when moving to position to be outside of the batters running lines. This will prevent any potential obstruction or collision from occurring as well as ensuring that a run out may be adjudicated upon



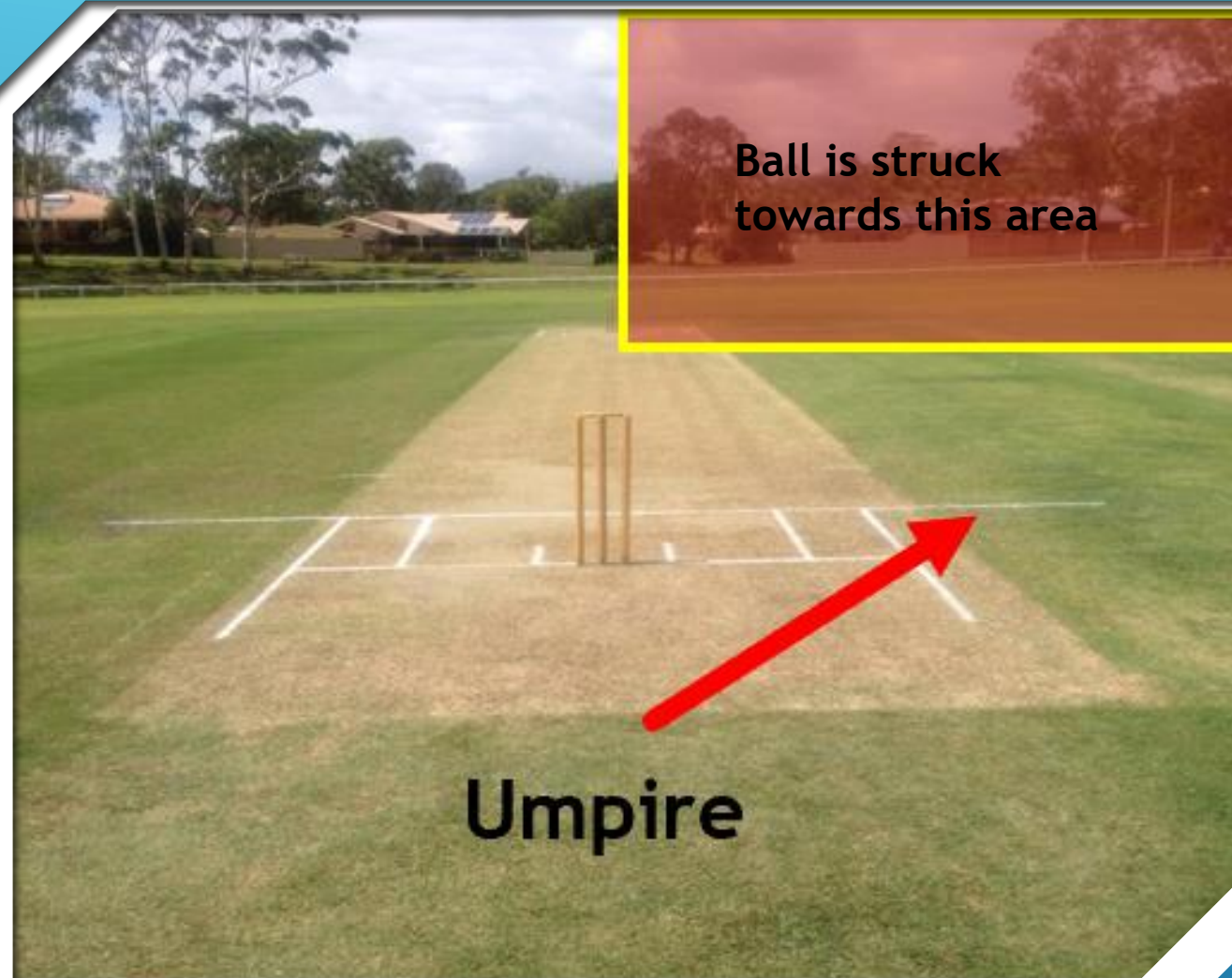
BALL HIT SQUARE OR BEHIND WICKET

Option 1:

If the umpire moves to the same side as the ball is travelling they should have an uninterrupted view of proceedings

The umpire should not be in a position where fielders may be impeded

Benefit: Moving to the same side as the ball for shots played into the outfield square of the wicket enables the umpire to check on the legitimacy of fielding / catches near the boundary since they will be closer to the action



Leg-side for RH batter. Off-side for LH batter

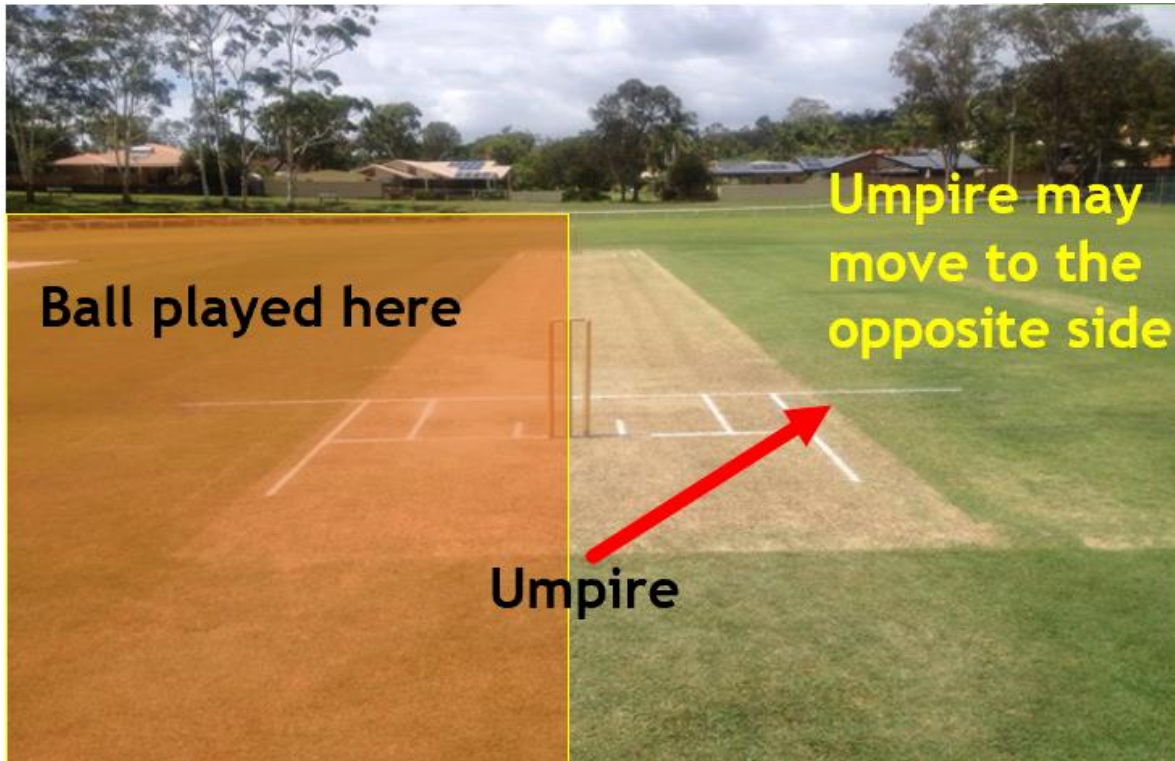
BALL HIT SQUARE OR BEHIND WICKET

OPTION 2:

If the umpire moves to the opposite side as the ball is travelling, they should still have an uninterrupted view of proceedings with minimal risk of coming into contact with fielders

Benefit: Umpire has an open view of all action including batter touching down

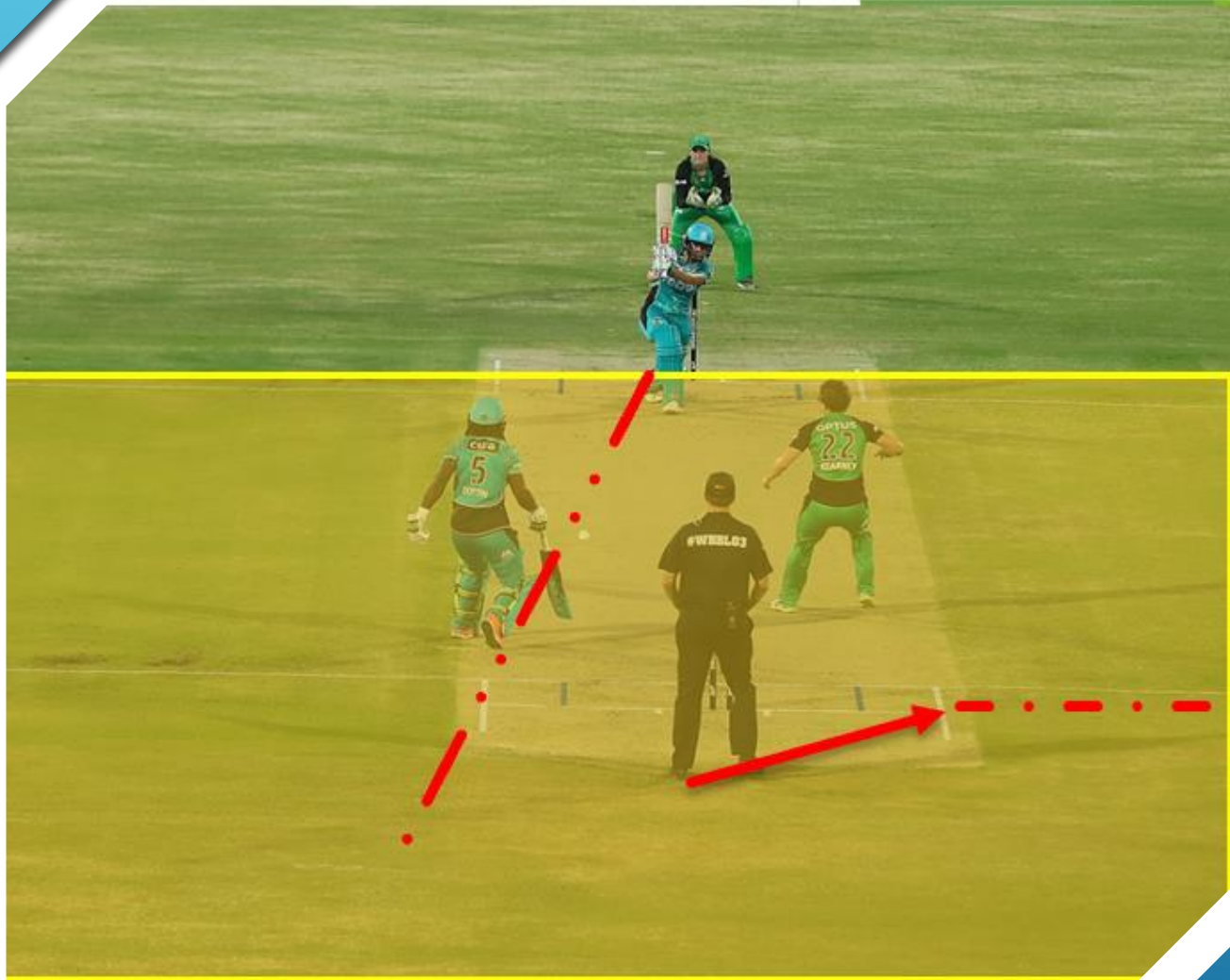
Drawback: For close boundary/catch decisions they will be positioned further away from the action



BALL HIT INTO THE 'V'

When the ball is hit into 'the V' (area between cover and midwicket) the umpire **MUST MOVE** to the opposite side to where the ball is travelling.

An awareness of where fielders are (and the non-striker), will determine how quickly / deep you need to move



WHEN TO MOVE – HOW FAST?

A good “trigger” for the umpire at the bowler’s end is to move whenever the ball hits the bat (except for edges to keeper / slips)

As a guide - the pace of movement will be dictated by the call of the batter on strike:

Batter calls **NO** = Umpire takes a pace or 2 before returning to their normal position

Batter calls **WAIT** = Umpire moves at walking pace to preferred position on appropriate side of the wicket

Batter calls **YES** = Umpire moves at a suitable pace to their preferred position on the appropriate side of the wicket

Avoid hesitation and late decisions to move which may result in poor positioning



WHERE TO MOVE – HOW DEEP?



An awareness of where fielders and batters are, will determine how fast/deep you need to move

Notice how the umpire has moved back far enough to allow the batter plenty of room to make good their ground

It also creates a wider field of vision to take in the bat, batter and stumps using their peripheral vision whilst focussing on the popping crease



POOR POSITIONING

Should an umpire be poorly positioned they may find themselves in a compromised situation

Be aware, the fielder may decide to throw the ball to the wicketkeeper, rather than to your end, thus leaving open the potential to be struck by the fielder's throw

Always watch the ball in the outfield including the incoming throw from the fielder