

Level 1 umpire Syllabus



UMPIRES & SCORERS
ASSOCIATION

Required study

Cricket Umpiring – Getting started

Competency

Level 1 umpires are expected to be competent to officiate in Junior grade club cricket as an umpire in which they may be playing.

Module 1.1

(54 slides)

Introduction

Spirit of cricket; Terminology; Field-of-play; Square; Pitch; Creases; Wickets

Pre-match duties

Arrival; Inspect boundary, creases & wickets, Nomination of players; Protecting young bodies; Conference with captains, hours of play including intervals

Pre play duties

Practice on the field; Mode of delivery; Taking guard; Which side to move

Umpire signals

Start of Play, Dead-ball, No-ball, Wide, Short runs, Byes & Leg-byes; Boundaries, Revoke, Out

Batsman's ground

Which; The wicket is down; How to break the wicket

Start of play

Umpires' duties prior to the call of PLAY

Cessation of play

Call of TIME; When; Who makes the call; Lifting of bails

Dead-ball

When does the ball come into play; When does the ball become dead automatically; When must an umpire call & signal DEAD-BALL

Code of Conduct

Guidelines

Obtaining a result

Declaring a result; Runs, Wickets, Tie, Draw

Module 1.2

(42 slides)

Extras

No-ball foot faults; Defining a Wide

Dismissals

Bowled, Caught, LBW, Run-out, Stumped, Which umpire has jurisdiction; Possible off a No-ball or Wide; Brief summary of other methods

Fair & unfair play

Protected area; Illegal fielding; Ball contacting helmet on the ground; Dangerous & unfair bowling, Beamers & Bouncers

Scorers' duties

Umpires responsible; Accept; Obey; Record runs, wicket & overs bowled

Examination:

This may be taken as an oral or written examination: 80% pass mark required.