



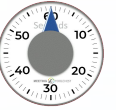
## Umpires Handbook 2025



[www.minnesotacricket.com](http://www.minnesotacricket.com)



# Meet Your Umpiring Committee



**Tarun Garg**

**Head Umpire**

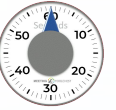


**Nigel Solomon**

- Direct all rules related questions to [umpire@minnesotacricket.com](mailto:umpire@minnesotacricket.com)
- Direct all grievances to [umpire@minnesotacricket.com](mailto:umpire@minnesotacricket.com) and [secretary@minneasotacricket.com](mailto:secretary@minneasotacricket.com)
- MCA Umpiring Committee is managed by the MCA Vice President



# Attendance and Certification



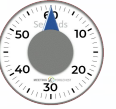
Seminar 1	Seminar 2	Seminar 3
4/6/2025		
Attendance: 100	Attendance:	Attendance:

- A 100% certification session attendance and follow-up completion of mandatory modules training is required for all umpires to be certified.

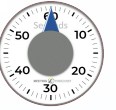


# Agenda

1. The Basics
2. Key Resources - Mandatory Offline Training (*Honor Code*)
3. Key Decisions and Discussions
4. 3 New Approved MCA Rules Explained
5. Reference Slides



# The Basics 1/5



**OUT**



**LEG-BYE**



**No-Ball**



**Dead-Ball**



**BYE**



**SIXER**



**FOUR**



**WIDE**



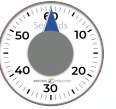
**Short-Ryn**



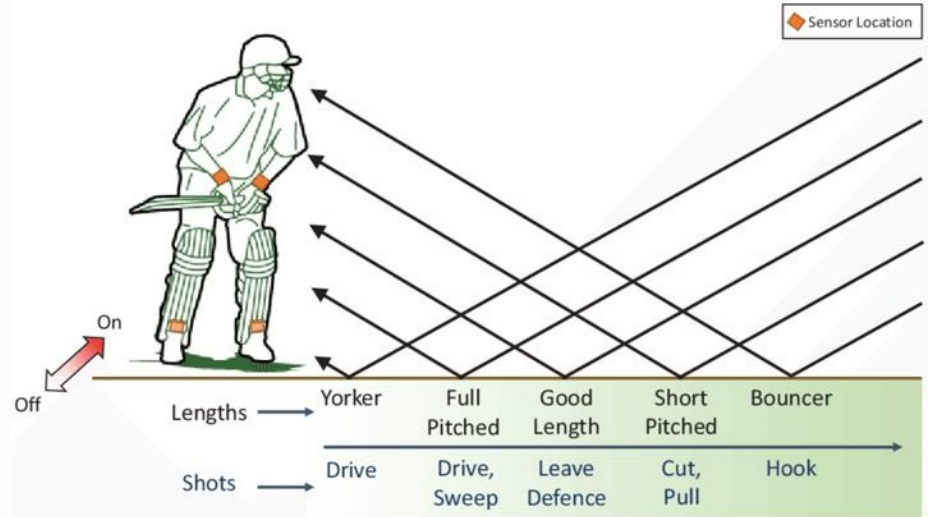
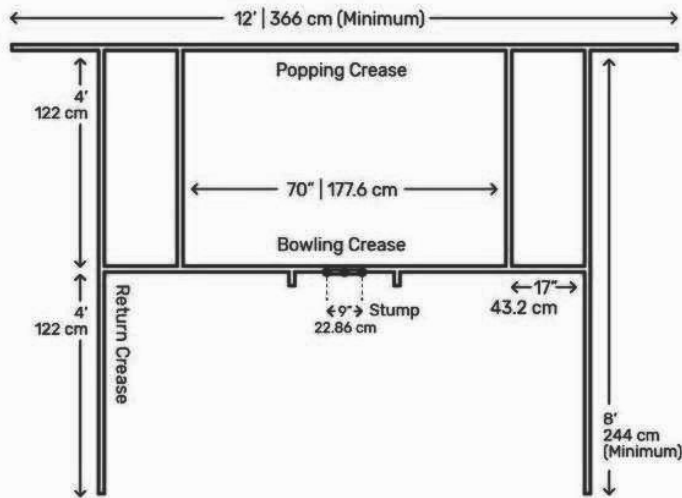
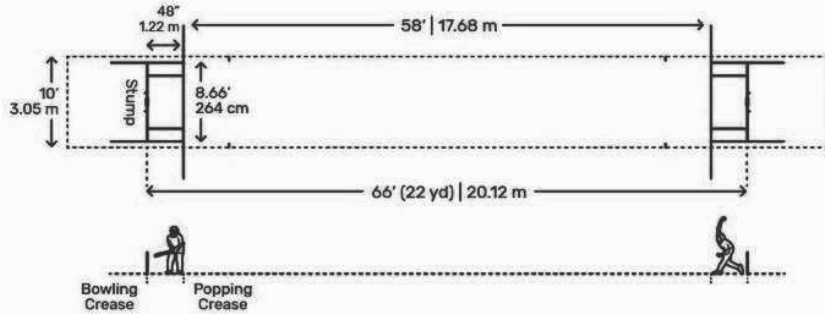
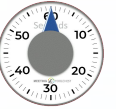
**Disregard  
Last  
Decision**



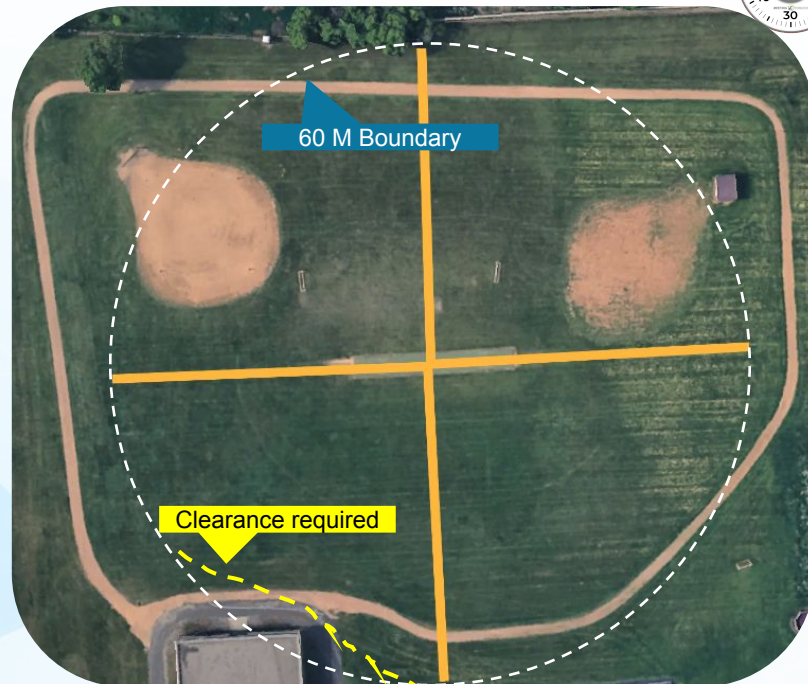
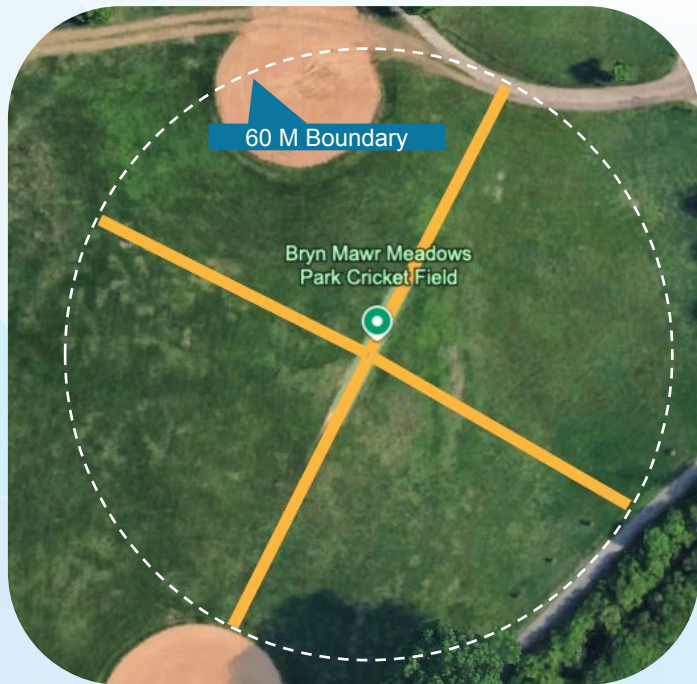
# The Basics 2/5



# The Basics 3/5



# The Basics 4/5



*mark boundary 60M diagonal starting from middle of the pitch*

**NEW  
RULE**

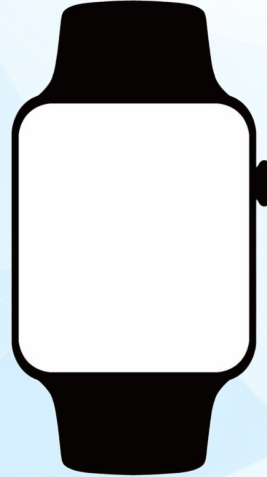
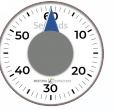
**Ground Custodian** = 3 Teams (lottery)  
**Role** = Ground markings, maintenance, grass length, scoreboards, other logistics  
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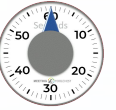


# The Basics 5/5



*No Smartphones allowed on the playing field  
either by the umpire or the players*





## 2. Mandatory Offline Training

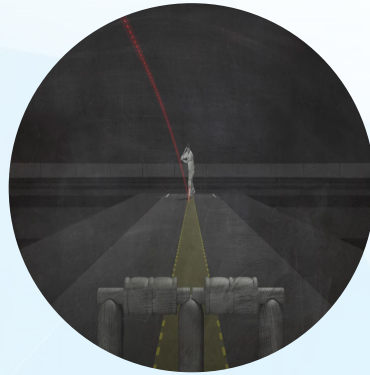
- *Certification includes mandatory review of MCC Laws and MCA Laws.*
- *This training is required **based on honor code** where certifying umpire reviews, understands, and then submits to the Head Umpire an official acknowledgement of completing this mandatory training*



# Mandatory Offline Training - 5 Modules



[The Laws of Cricket](#)



[LBW](#)



[Full Playlist](#)



[Download PDF](#), also available on MCA Umpires Center

RULES GOVERNING MINNESOTA CRICKET

## UMPIRES CENTER - MCA RULES

- ☐ MCA F40 TOURNAMENT RULES
- ☐ MCA T20 TOURNAMENT RULES
- ☐ MCA DIVERSITY CUP 2024 H100 TOURNAMENT RULES
- ☐ MCA MPL 2024 RULES - DRAFT

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RULES GOVERNING INTERNATIONAL AND LOCAL CRICKET

## UMPIRES CENTER - MCC RULES

- ☐ MCC - OFFICIAL LAWS OF CRICKET EXPLAINED
- ☐ MCC - OFFICIAL LAWS OF

[MCA Umpires Center](#)



→ MCA Head Umpire will request acknowledgement of completion from all certifying umpires

# Umpire Certification Criteria

To be eligible to umpire MCA games, an MCA member

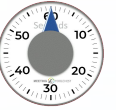
1. Must have attended one of the Umpiring Seminars, facilitated by the umpiring committee, during the season/year.
2. Complete Mandatory Offline Training (**Honor Code**)
3. Must have played a minimum of 5 MCA games in the past OR have umpired a minimum of 3 games in past 2 years

New members who have never umpired in the past for MCA and have met the eligibility criteria will need to attend "MCA Rules and Umpiring session" before being allowed to umpire in MCA games.

**Note:** Umpires must recertify every year to ensure understanding of upcoming changes and new rules.

**New TEAMS Only** - MCA will provide one in-person session for teams before start of season with two conditions

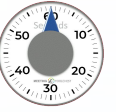
1. Any past players in the team will be required to take minimum 1 umpiring assignments within first 5 matches
2. MCA will make every effort to find experienced umpires for the remaining games, if any.



# 3. Key Discussions and Decisions

- *The Discipline*
- *Key Rules*





# 3. Key Discussions and Decisions

→ *The Discipline*



# PREAMBLE - SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

**Respect** is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents

and the authority of the umpires.

- Play hard and play fair.

- Accept the umpire's decision.

- Create a positive atmosphere by your own conduct, and encourage others to do likewise.

- Show self-discipline, even when things go against you.

- Congratulate the opposition on their successes, and enjoy those of your own team.

- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

## The Umpires : MCC LAW 2

- **Impartial** third party responsible for Fair Play.
- Enforces on-field rules and makes judgement calls.
- Ensures no Law violations occur; hands out penalties for violations.
- Acts as a **facilitator**, controls the speed of the game.
- Resolves issues promptly.
- File report of incidents during match after match to head umpire.



# MCA : Dress Code and Fees

## Attire

### T20:

- Black Pants
- **Plain Dark** Shirt or Polo (Collar required)
  - RED, BLUE, BLACK

### F40:

- Black Pants
- White Shirt or Polo (Collar required)

Umpires are recommended to carry counter, pen/paper, and/or phone to aid with keeping track of time and score.

## Umpiring Fees

### T20:

- \$50 per umpire per game
- Single umpire - \$25 per team+ \$50 from MCA
- No Show - \$200 fine per instance

### F40:

- \$100 per umpire per game
- Single umpire - \$50 per team + \$100 from MCA
- No Show - \$200 fine per instance

# Toss, Match Start, and Umpire Duties

## Toss and Match Start

- Toss conducted 15 mins prior to game start,
- Both umpires must be present at toss.
- Decision to bat or bowl must be made immediately after toss,
- Toss is forfeited if 7 Players from a side are not physically present on ground at toss time,
- Match is forfeited if 7 players from a side are not physically present on ground at match start time.
- **T20 specific - Confirm Supersub players**

## Umpiring Duties before match start:

- Be at ground 30 mins prior to toss,
- Check ground conditions and boundary markings,
- Check wicket alignments,
- Confirm player's list for Youth players (Under-18) and check their approvals,
- Conduct toss,
- Ensure match starts at correct time, potential to affect evening games

# Umpiring Duties

## Umpiring Duties during match:

- Keep track of overs bowled and time taken, inform fielding team of delays early and often.
- Confirm bowler's guard at start of spell (LAW 21.1.1)
- Provide fair consistent decisions
- Verify scores at regular interval, ensure on-field scorecard is updated regularly
- Do not change ends during breaks
- Main umpire should only consult with leg-umpire for height and/or fair catch decisions

## Umpiring Duties after match:

- Verify team and individual scores.
- Complete MATCH REPORT
- Ensure all MCA equipment has been secured by the host team
- Send any incident and/or grievance reports to Head Umpire promptly

# Match reports and Umpiring standards

All teams are required to complete all match reports in cricclubs within 3 days of the match. Failure to report:

1. Offending team will be fined \$20 per failure.

Umpiring committee will monitor the Match reports on a weekly basis to identify issues with umpiring.

1. If and when complaints and/or issues are identified, Umpiring committee reserves the right to suspend members from umpiring further.
2. Any suspensions will be communicated to the Captains/Vice-captains.
3. Suspended members will be required to attend "MCA rules and umpiring Session" meeting to be reinstated as umpires.

MCA executive committee will set up the in-person "MCA Rules and Umpiring Session".

# Player Registration

Any new player who has not played a game in current season can be registered to the team by sending an email. The email must:

1. Be received by MCA Secretary account on or before 11:59 pm CST the day before match. Timestamp as confirmed by the executive accounts will be considered final.
2. Contain the player's Full Name, Cricclubs player/account ID, phone/email ID, and parent/guardian consent to play if below the age of 18.

If a team plays a players in the match who has not been registered in time:

1. Offending team will be fined \$200
2. Captain of the offending team will be suspended from playing a minimum of 1 match. This suspension applies to playoff games too.

# Player Transfers

- No players can request a transfer after having played at least:
  - 2 games in T-20 (during current tournament) or his current team having played a total of 4 games.
  - 2 games in T-20 (during current tournament) or his current team having played a total of 4 games.
- Exceptions for transfer are approved by MCA executives on a case by case
  - Example: A player who have not played a single game for their current team during the current tournament due to unavoidable reasons.
- A registered player can request for a transfer after completion of T20 tournament to F40 tournament and vice-versa

# MCA Playing conditions

## T20:

- No more than 2 fielders outside 30 yards during overs 1-6
- No more than 5 fields outside 30 yards during overs 7-20
- 5 mins per over, 100 mins per innings, 10 mins break for innings change
- Morning matches start at 10 am
- Evening matches start at 1:45 pm

## F40:

- No more than 2 fielders outside 30 yards during overs 1-8
- No more than 4 fielders outside 30 yards during overs 9-32
- No more than 5 fielders outside 30 yards during overs 33-40
- 5 mins per over, 210 mins per innings including 10 mins drinks break at 20 overs
- 20 mins break for innings change
- All matches start at 10 am

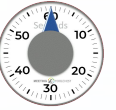
# MCA Playing conditions

- Host team responsible to ensure covers are available on ground if rain expected
- Batting team is responsible to get covers ready and to cover the pitch
- On-field umpires make the call on whether light is fit/unfit to play
- On-field umpires adjudge whether the ground conditions are safe or not
- Helmets are required at all times while batting, irrespective of the bowler
- DLS method will be applied in rain affected matched. Follow directions in Cricclub
- Fair Oaks Sunlight rule: On-field umpires can decide to play one-end only
- New batsman takes the strike after the dismissal (on striker end)



# Replacement / Alternate Umpires

- MCA Nation Umpiring Help - Whatsapp group
- Replacement Umpires are held to all the same requirements
- Teams are responsible to find alternate umpires
- Teams are responsible for alternate umpire performance
- Teams are responsible to ensure Match Report is completed



# 3. Key Discussions and Decisions

- *The Discipline*
- *Key Rules*



# Rain Affected Games

There is no grace period for the match. If the start time is going to be pushed out then overs will have to be reduced.

5 mins let over is to get them completed. In this case when overs are being reduced they are being reduced from the whole match.

If let's say the umpires decide match start time will be 10:35. Total 35 mins are lost from the match. That accounts for 7 overs total. In this case both teams would lose 4 overs each.

1 over from each innings for every chunk of 1-10 mins lost.

## **Weather related announcement:**

Teams and Umpires are required to be on ground at the league assigned time. Umpires will assess the ground conditions for playability before deciding on play start time. If match start is delayed, toss should be conducted no more than 10 mins before the expected start of play. Reduce 1 over per innings for every 10 mins lost from the game. If the delay is at the beginning of match, no DLS is needed.

Minimum 5 overs per innings have to be played for a match to be considered complete, unless a batting team is all out or match result is received before the 5 overs are complete. If minimum overs are not complete, then both teams share points.

Umpiring fees will still be due if not a single ball is bowled.

Match can not be called off till 12:20 pm for the morning match and 4:05 pm for the evening game.

# The Contentious Decisions - LBW

## LAW 36 LEG BEFORE WICKET

### 36.1 Out LBW

The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.

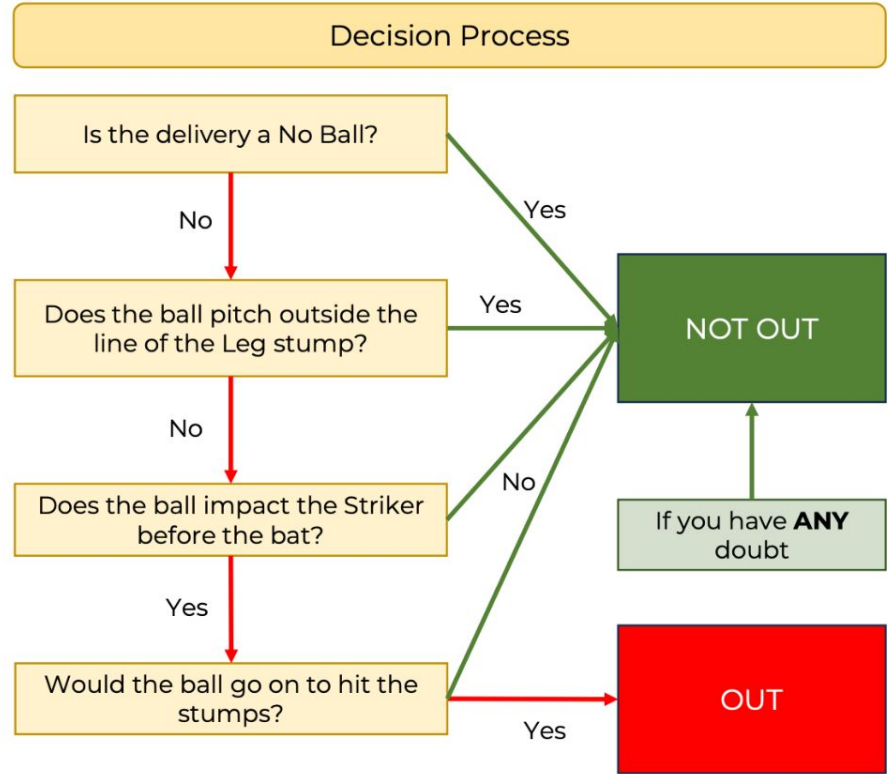
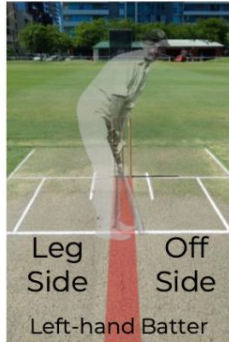
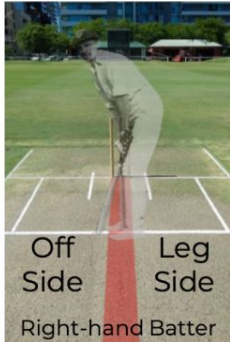
**36.1.1** The bowler delivers a ball, not being a No ball

**36.1.2** the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

**36.1.3** the ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person

**36.1.4** the point of impact, even if above the level of the bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

**36.1.5** but for the interception, the ball would have hit the wicket.



# The Contentious Decisions - LBW

## Out Examples

Ball pitched outside line of off stump

Ball hit striker before bat inline with stumps

Ball would go on to hit stumps

Ball pitched in-line with stumps

Ball hit striker before bat in line with stumps

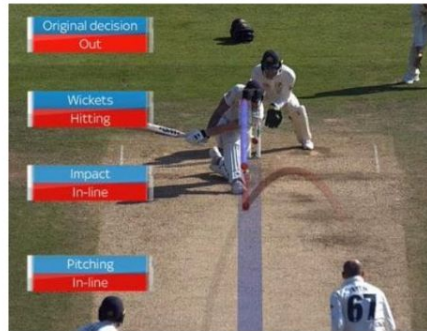
Ball would go on to hit stumps

Ball pitched outside line of off stump

Ball hit striker before bat outside line of off-stump

Striker does not play at the ball

Ball would go on to hit stumps



# The Contentious Decisions - LBW

## Not Out Examples

Ball pitched outside leg-stump

Ball pitched outside off-stump

Ball hit striker before bat  
outside line of off-stump

Striker has played at ball



# Short Pitch Bouncer and Beamer

Short pitch ball (bouncer) above shoulder height of the striker but not above the head height in upright stance.

Within the same Over:

- **First: Allowed**
- Second: No Ball with first warning
- Third: No Ball with Final warning for that innings
- Fourth: No ball and bowler will be pulled out of bowling

Any subsequent Over; if bowler has already accumulated warnings earlier

- **First: Allowed**
- Second: No Ball with Final warning for that innings OR No ball and bowler will be pulled out of bowling depending on number of warnings prior

Law 41.7.1: Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is **unfair**.

Law 41.7.2: The bowling of a delivery in 41.7.2 is also **dangerous** if the bowler's end umpire considers that there is a risk of injury to the striker.

- Both cases delivery will be a No-Ball.
- If unfair and dangerous, the bowler also receives a warning.
- Second warning of this type results in bowler getting disqualified to bowl further.

# No Ball

Other No-Ball calls:

- Bowler overstepping the popping crease
- Bowler's back foot not within the Return crease
- More than 2 fielders behind square-leg umpire
  - Extended line for the batting crease considered if umpire not in line
- Fielders encroaching the pitch
- Ball bouncing twice or more before the batting crease
- Ball rolling on pitch or bouncing off the pitch
- Chucking/Throwing by the bowler
- Fielders using objects (cap/gloves) to field/catch a ball in play
- Bowler disturbing bails on non-striker's end during delivery
  - Ball has to be delivered
- Ball stops before reaching the batsman
  - No-ball call is followed with Dead-ball call
  - No Free-Hit awarded



# Modes of Dismissal

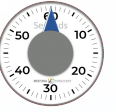
- Bowled
- Caught
  - Complete control of the ball needed
- Hit the Ball twice
  - Intentional hits only
  - First hit could be bat, body, and/or equipment
  - Can hit again to protect ball going in wicket
  - Bowler does not get credit
- Hit-wicket
  - Delivery must be completed
  - Square-leg umpire to keep an eye out
- LBW
- Obstructing the field
  - Could be any batsman
  - Handled the ball is included here
- Run-Out
  - Bowler does not get credit
  - If stumps are already down, then erect one or more stumps and knock down with ball
  - At Bowler's end, no warning needed
- Stumped
  - Keeper must be behind the wickets at all times
- Timed out
  - Batsman has 2 mins from the fall of wicket to be ready to face next ball.

# Runner, Retired, Substitute, and Absent player

- Runners are not allowed
- Injured/Ill batsman can retire hurt
  - Retired batsman can come back after fall of any wicket
- Retired for any other reason
  - Can only return if the opposition Captain allows
- Substitute fielders are allowed
  - For injury
  - For illness
  - For acceptable reasons

If a player is absent from the field for longer than **8 minutes**, following restrictions apply

- Not permitted to bowl
  - Till player has spent same amount of time on ground for which they were absent
- Not permitted to bat
  - till team's innings has progressed for same amount of time player was absent
  - Once batting side has lost five wickets, player may bat immediately
- Unplanned interruptions, innings break, and official drinks breaks not counted in play time
- Exception: interruption in play through ground, weather or light conditions or for other exceptional circumstances



# **4. Walkthrough of 3 Approved New Rules**



# Standard Ground Size

19.2.6 An obstacle within the field of play, other than as in 19.2.7, shall not be regarded as a boundary unless so determined by the umpires before the toss. See Law 2.3.1.4 (Consultation with captains).

Motion:

Standardize ground boundaries across the league by requiring all teams to mark boundaries at 60 meters from the middle of the pitch.

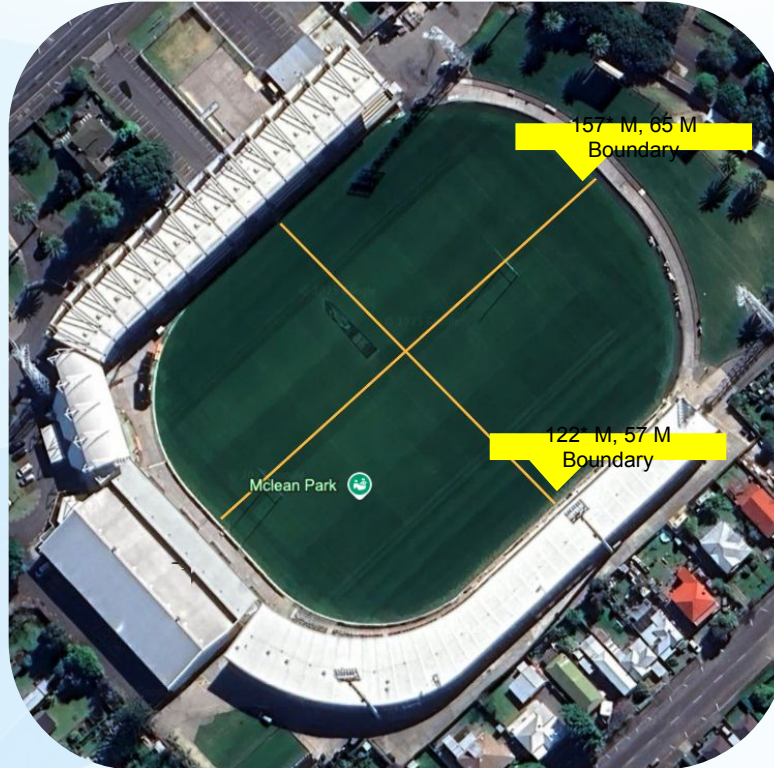
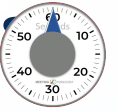
Teams do not need to update boundaries if they are already marked with paint.

Boundaries to be marked as to avoid any obstacles in the field of play. Examples:

1. Fair oaks School building and the adjoining road should be marked outside the boundary
2. Fair oaks shed building should be marked outside the boundary
3. Northview ground middle boundary should be halfway from both the pitches running in straight line till a point where the individual ground markings can be reverted to 60 meters.



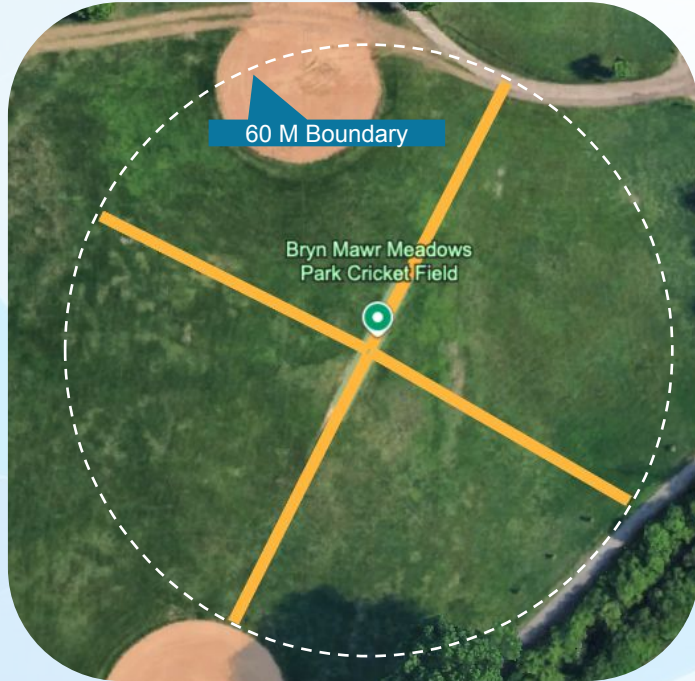
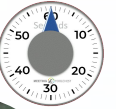
# Overview of Ground Setup - Example of International Field



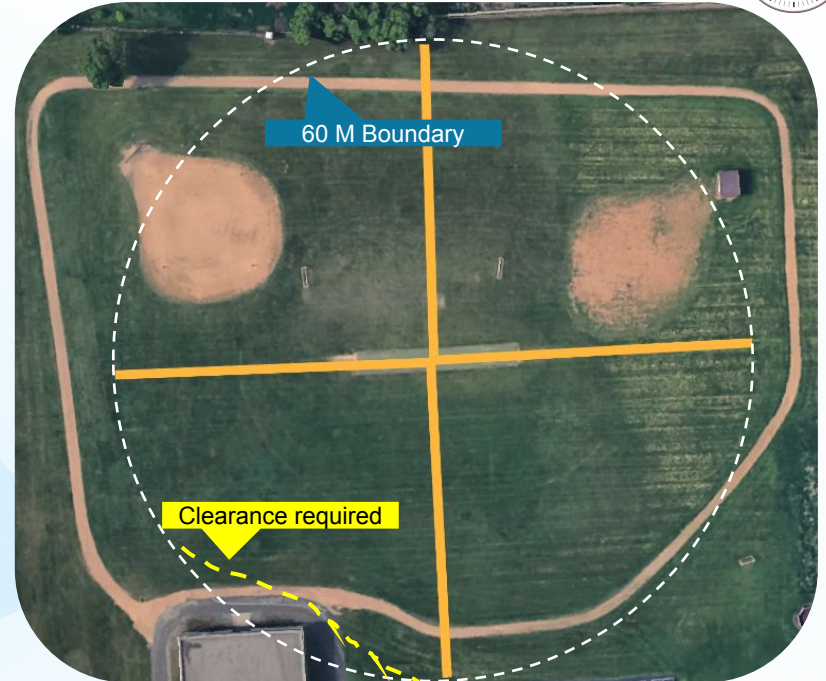
**Mclean Park, Napier New Zealand**



# Overview of Ground Setup 1/3



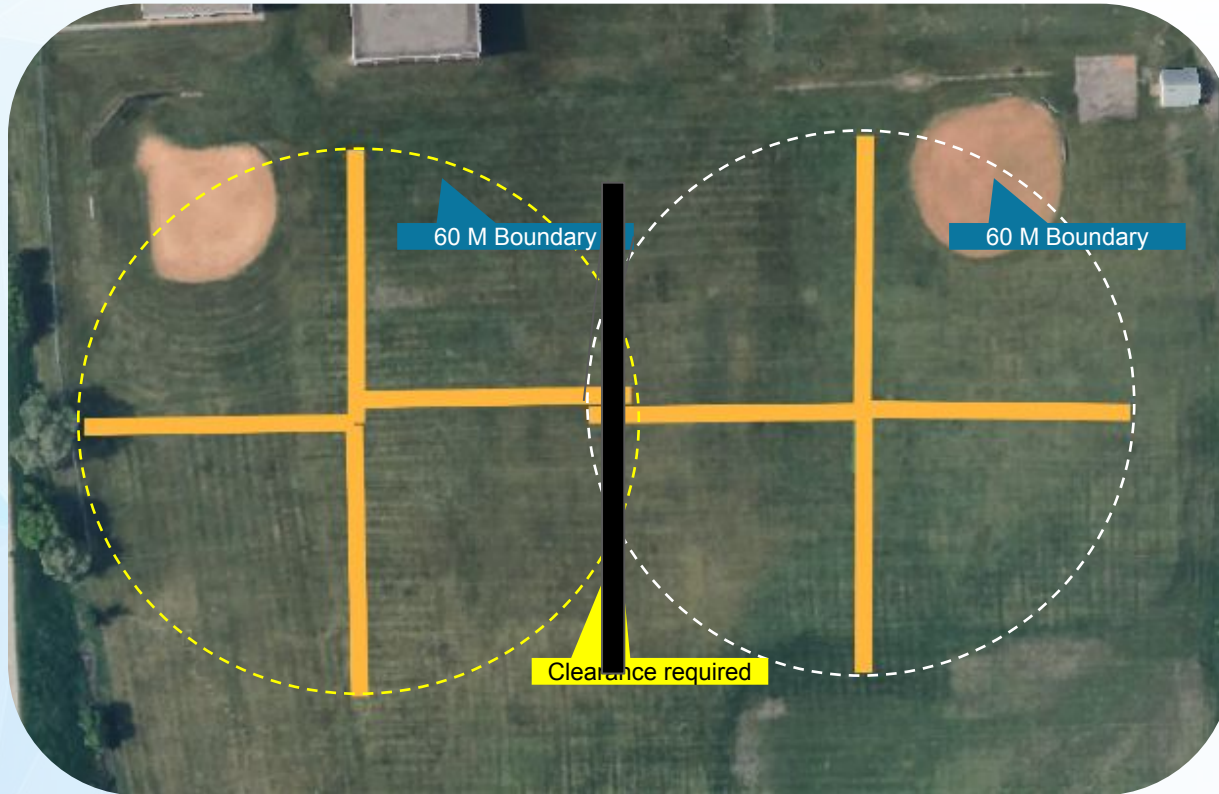
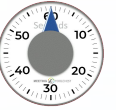
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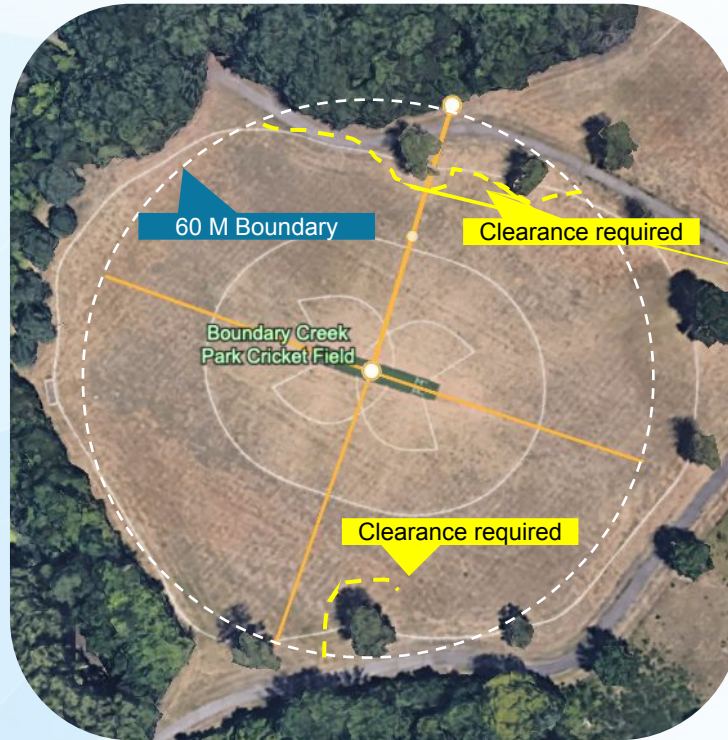
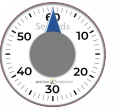
# Overview of Ground Setup 2/3



**Ground Custodian** = 6 Teams (lottery)  
**Role** = Ground markings, maintenance, grass length, scoreboards, other logistics  
**Reports to** = Grounds Committee (Treasurer)  
**MCA Provides** = Guidance and manuals



# Overview of Ground Setup 3/3

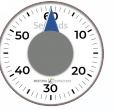


**Ground Custodian** = 3 Teams (lottery)  
**Role** = Ground markings, maintenance, grass length, scoreboards, other logistics  
**Reports to** = Grounds Committee (Treasurer)  
**MCA Provides** = Guidance and manuals





# Overview of Ground Setup - Logistics



MCA Provides ...



Team Brings ...



# T20 Only - Super-Subs Rule

Motion: Implement the Super Sub Rule in MCA T20 League.

1. The captain must declare a list of 12 players, including a batting sub and a bowling sub, to the umpires prior to the toss.
2. The Super Sub is allowed to perform only one primary role, either batting or bowling, but not both. However, the Super Sub can keep wickets.
3. If a team registers only 11 players for a match, they will not be allowed to assign a Super Sub at any point later in the game.
4. Subbed out player is not allowed to take any further part in the game, not even as substitute fielder.
5. Super-sub must adhere to the regulations for “on-ground” presence.



# Mandatory Match Reports

Motion: to require all teams complete a minimum number of Match reports in Cricclubs:

T20: 6 reports from 10 matches

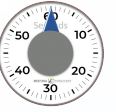
F40: 5 reports from 8 matches

Failure to report:

1. Offending team will be fined \$20 per game.

Recommendation is to submit a report for every match.

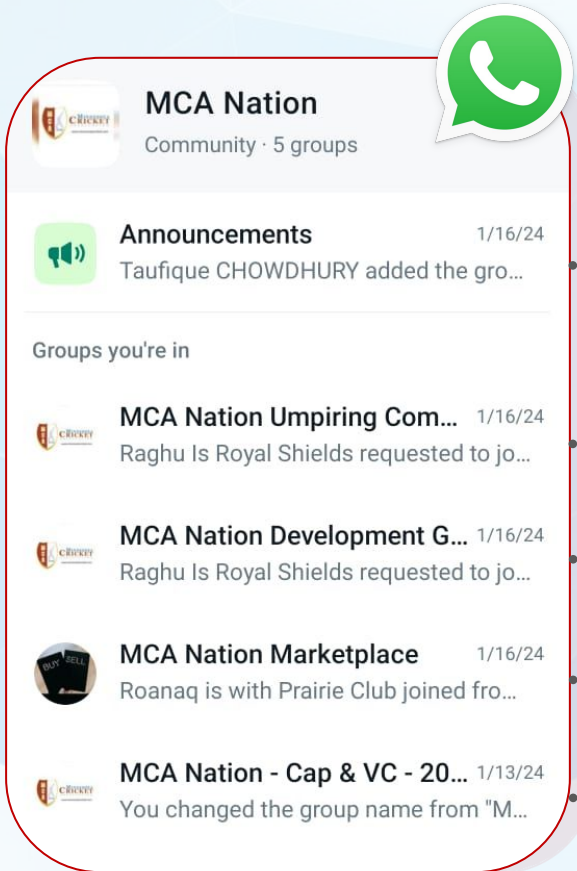
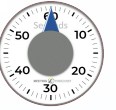




# **5. Reference Slides**



# Focused on Collaboration



- **All-Things-MCA Announcements**
- **All-Things-Umpiring: Group of Certified Umpires**
- **All-Things-Development: Group of the Development initiatives**
- **All-Things-Marketplace: For players, by the players !**
- **All-Things-Captains: Captains and MCA Executives**

