

# Old Wilsonians Cricket Club



# Guide to Umpires Signals

A brief guide for Colts acting as Umpires

Note: this is not a comprehensive guide for Scorers

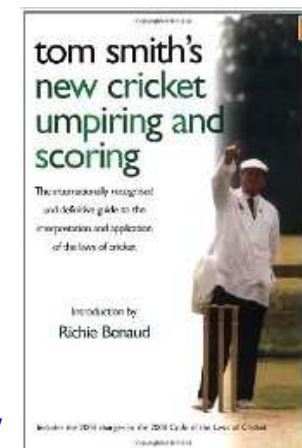
Refer to Tom Smith  
for full details of the  
Laws of cricket



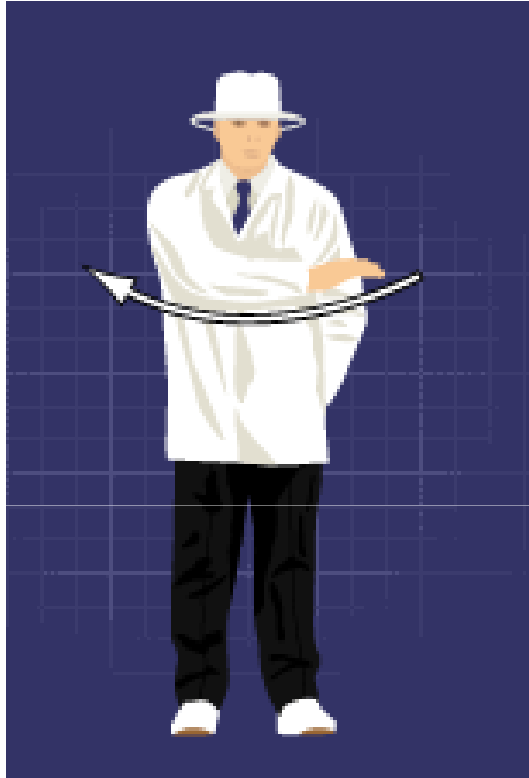
or see



<http://www.lords.org/laws-and-spirit/laws-of-cricket/>



# Runs



## Four

A sweeping movement starting from flat hand and arm across the chest and finishing with arm and hand extended.

Some umpires wiggle the hand as they go

Scorer records **4**



## Six

Scorer records **6**

# Extras

## Important note:

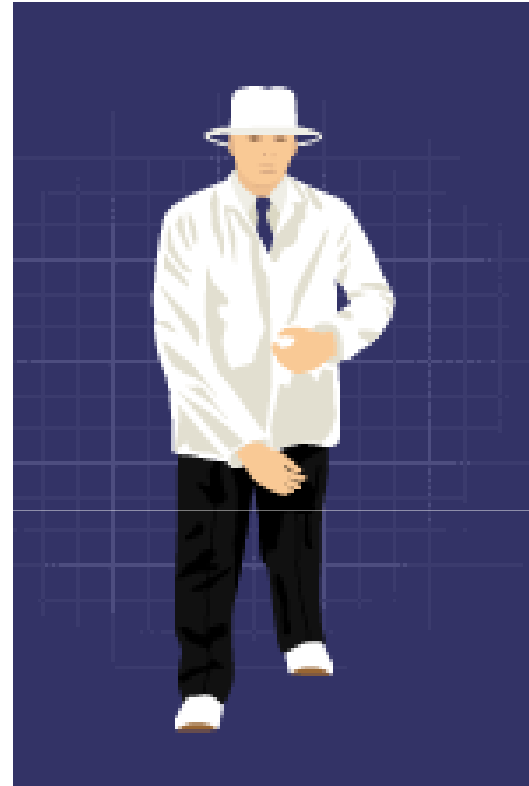
Extras signals can be followed by a runs signal, for example if a Bye ball runs to the boundary



## Bye

A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman's body.

Scorer records  and number of runs



## Leg Bye

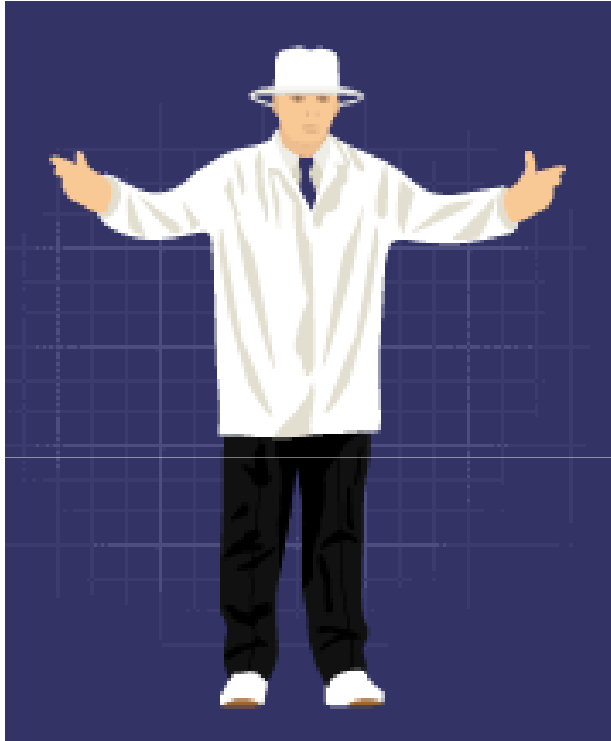
Umpires signal a leg bye with a hand touching their raised knee and this is scored when the ball hits the body of the batsman but not the bat

Scorer records  and number of runs

# Extras

## Important note:

Extras signals can be followed by a runs signal, for example if a Bye ball runs to the boundary

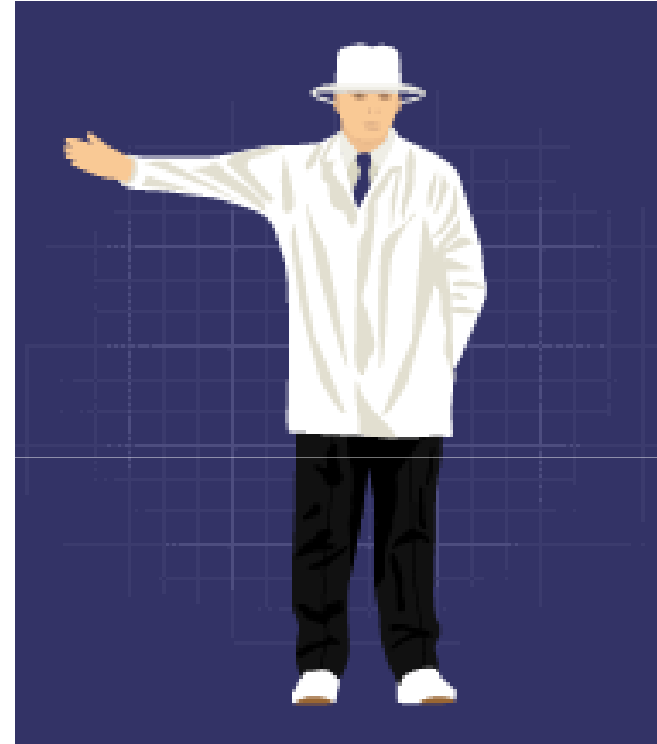


## Wide

A wide is called with both arms outstretched when the delivery is out of the reach of the batsman and he is unable to play a correct cricket shot

Scorer records +  
and number of runs

e.g. ⚬



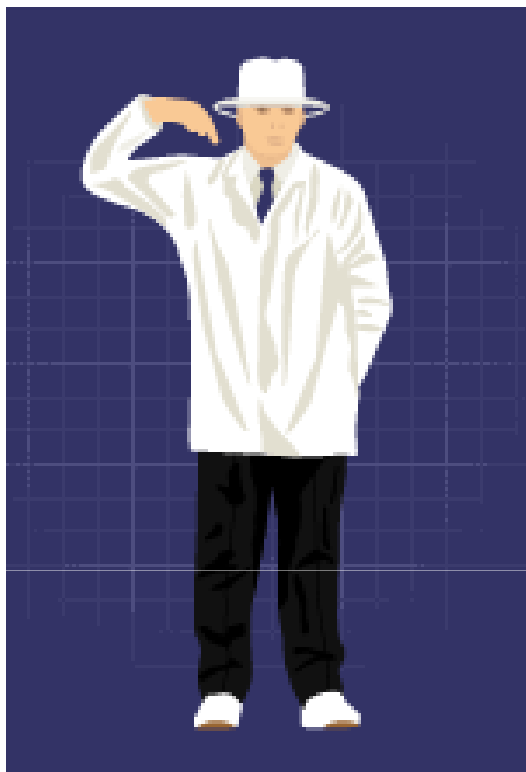
## No Ball

A 'no ball' is called if a bowler has over-stepped the popping crease when making his delivery

Scorer records ○  
and number of runs

e.g. ③

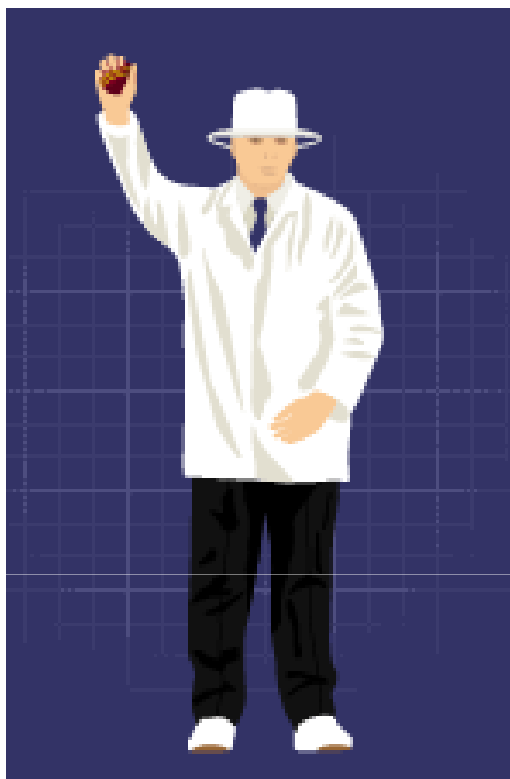
# Other Signals



## Short Runs

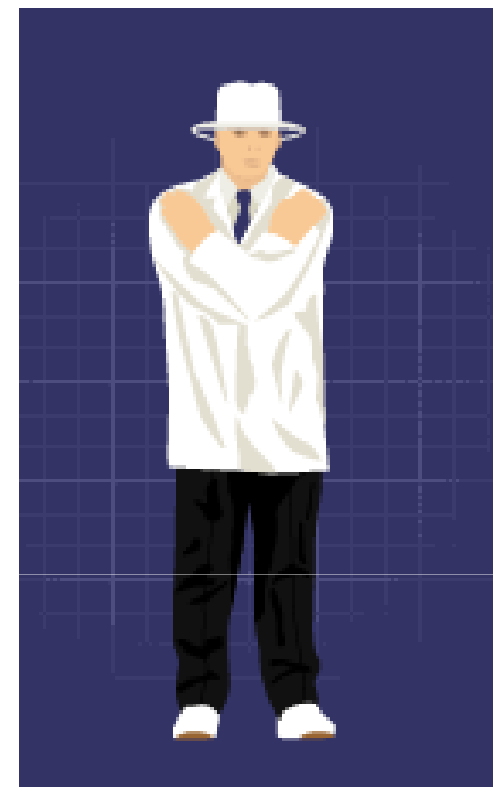
Signalled if the batsman fails to ground any part of his body or bat in hand behind the popping crease before setting off for another run. If he has dropped his bat he can still continue to run as long as he grounds his foot behind the popping crease

Scorer decreases number of runs



## New Ball

New Ball is signalled when the fielding side requests one - usually after a minimum of 80 overs in a Test Match



## Cancel last signal

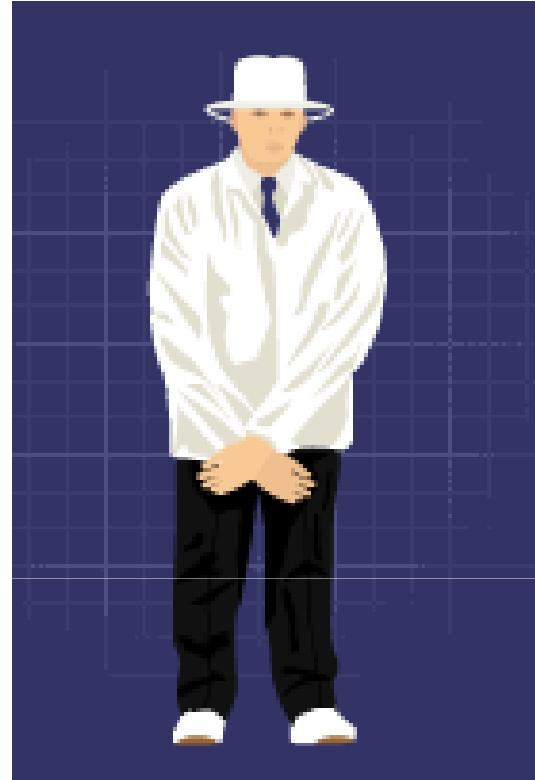
If an umpire needs to alter a decision that had been made, this cancels the previous signal, and a new signal will be given

# Other Signals



## Last Hour

Last Hour is signalled when one hour of playing time in the match remains and a minimum of **20 Overs** must be bowled - unless a result is reached earlier and provided there is no interval or interruption in play during this last hour

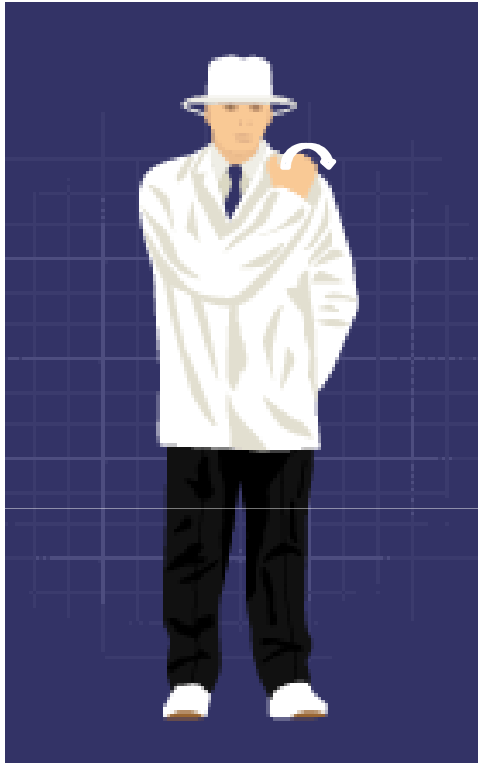


## Dead Ball

Called before or during delivery of the ball (e.g. batsman not ready) or called after delivery of the ball (e.g. player seriously injured). If Dead Ball was called prior to the striker receiving the ball fairly, then the ball does not count towards the over

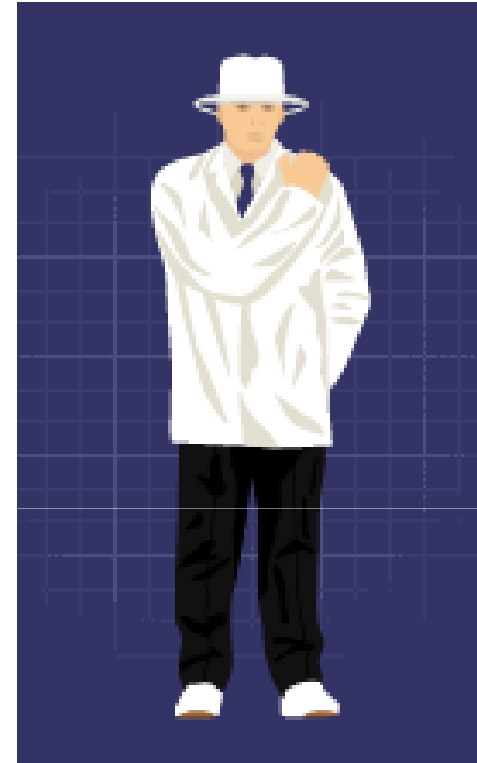
# Penalties

These are rarely used by umpires, they will usually warn an offending side, but you may see them awarded if, for example, a stroke hits the Fielding side's helmet. The signal should be preceded by the Dead Ball signal.



**5 Penalty runs awarded to Batting side**

The hand **taps** the opposite shoulder

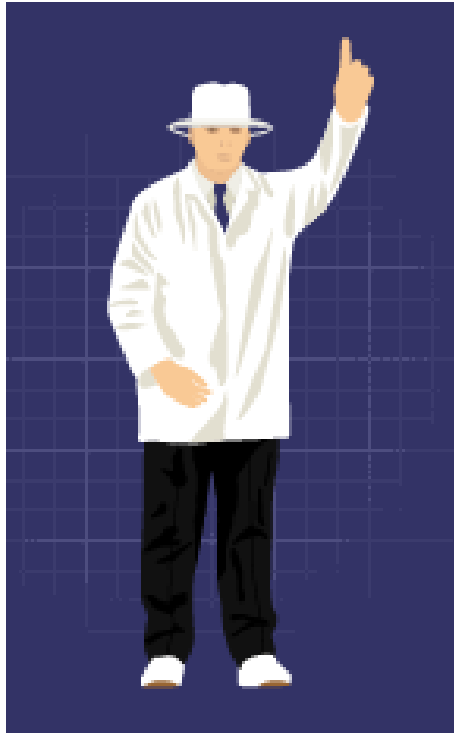


**5 Penalty runs awarded to Fielding side**

The hand is **placed** on the opposite shoulder

Scorer records in **Penalties** box on Scoresheet

and finally, of course.....



**OUT !!**

Scorer records **W** and how out