

# Umpire Development

Roles and Responsibilities

# Appointment to Matchday

- Accept Appointment
- Contact Colleague
- Time of Arrival
- Kit Colour
- Bag Check
- Route & Journey Time.
- Laws & Playing Regulations.

# Arrive at the Ground

- Kit in Dressing Room
- Meet Colleague
- Boundary Walk
- Confirm Site Screen correctly positioned and the boundary correctly marked for any change of Screen position.
- Meet Scorers & Captains
- Decide on Time Piece
- Acquire Match Balls / Spares

# The Toss

- Meet and Greet the Captains / Scorers in the middle
- Collect Captains Team Sheet
- Confirm New Laws & Playing Regulations
- Mankad
- Wides
- Saliva
- Drinks Breaks
- Slow Play
- Captains Responsibilities

# Last Minute Checks

- Confirm Communications with Colleague.
- Last minute check of items you should have.
- Advise Captains & Scorers of any revised Playing Conditions due to Over Reduction. i.e. Timing, Bowler Reductions etc. if necessary

# Let Play Commence

- Ring The Bell 5 Mins to Start Time.
- Make your way to the Middle. Which end ?
- Set Stumps and Bails. Provide Bowlers Marker.
- Confirm Bowlers action, Inform Striker, Give Guard, Check Scorers in Position, Check Colleague in Position, Batters are Ready, Start Time is reached...Call PLAY.

# To Control the Match as required by the Laws & Playing Regulations

- Team Work
- Communication
- Rapport
- Respect
- Concentration
- NO SUPRISES



# Post Match

- Thanks to Scorers, Groundsman etc.
- Captains meeting.
- Any Reports
- Reflect on your Performance