

Littleton Cricket Club

T20 Umpiring Duty

Umpire 1:
Start Time:
Date:
Venue:

Umpire 2:

Home Team:

Away Team:

T20 Rules

- 20 overs match. Min. 10 overs must be bowled for a match. 4 overs per bowler
- 1.5 hrs per innings with 1, 10 mins drinks break after 10 overs
- 10 mins. for innings break. (Use timers on phone to track time)
- Power plays/ Field Restrictions
 - Power Play 1 Mandatory: overs 1-6, max 2 fielders outside 30 yard circle
 - Maximum 5 fielders allowed outside the circle after the power play (from overs 7-20).

General Rules

- Toss min. 15 mins before play and each team must produce playing XI and 12th or 13th men if applicable.
- Umpires must arrive No Later than 15 mins before start time
- Assess playing conditions and make sure ground and pitch are safe to play, allow time for drying but be clear on new start times
- Only 5 mins grace period for non-weather/ ground related delays (for more please look at CCL Documents/ CCL game Rules 2016 @ coloradocricket.org)
- 4 minutes per over (calculate for any delays)
- All No-Balls are free hits
 - Bouncer above shoulder height in batsmen's NORMAL STANDING POSITION is No-Ball.
 - Full Toss above waist height, regardless of speed, is a No-Ball.
 - Warnings must be given after first infraction and second warning is the final warning, after the third No-Ball the bowler must be removed from the attack.
 - Warning given to Bowler, Fielding Captain, and batsmen. Record all warnings and take offs.
- Back foot touching side crease is a No-Ball.
- Bowler touches stumps while delivering is a No-Ball (Steven Finn rule)
- If Lightning is spotted remove players off the ground and find proper shelter.
- Be clear about: playing conditions, wides (on the line, everything down the leg is wide), allowing drinks in between wickets or by permission in between overs at the toss (advise captains to be quick no time wasting)
- If short of players just assess the players outside of circle field restrictions
- BE ON TIME AND RECORD EVERYTHING