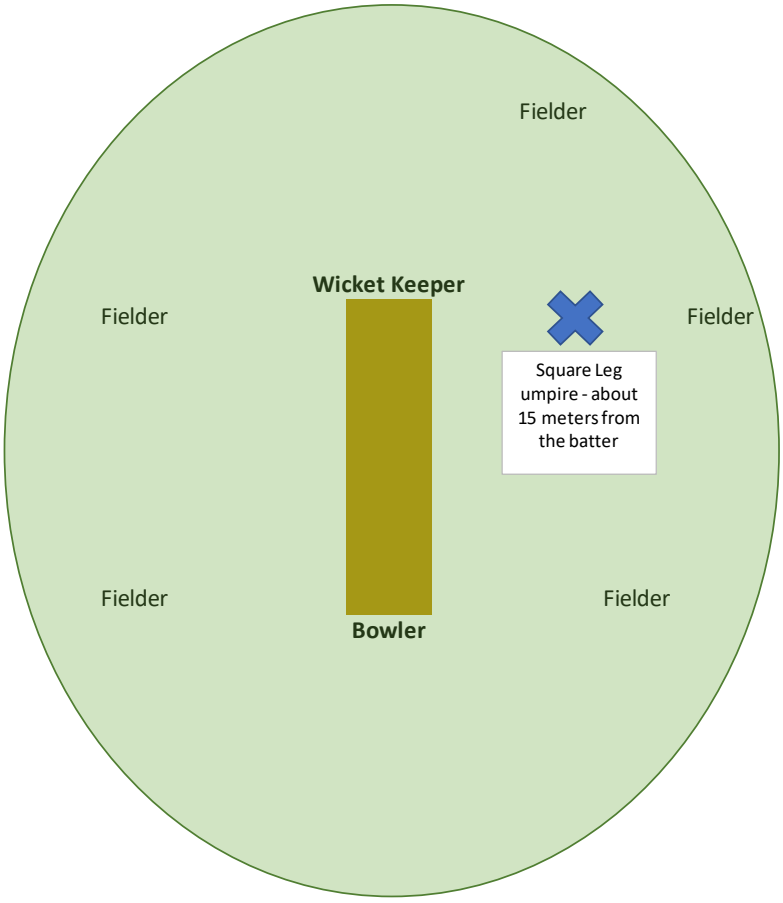
Square Leg Umpiring – Things to do

- Count the balls in the over using the clicker. 6 balls in an over
- Watch for and signal 'No Ball' for waist high full toss or shoulder high bouncer
- Watch for and signal 'No Ball' where the ball bounces three times or more, or rolls along the ground, before reaching the batter
- Adjudicate runouts
- Ensure fielders remain 15m from the batter (except wicket keeper)
- Replace bails on stumps following a wicket or attempted wicket (ie when they fall off)
- General encouragement for the batters, especially early on in the season
- Help batters with gear when it inevitably comes loose or shoes become untied

Stand here



Count the balls in the over

As the bowler bowls the ball, click the Balls over by 1 ball. It only goes up to 6, which is coincidently the number of balls in an over.

Don't worry about the overs and wickets for this level, that's the scorers job.



Watch for and signal 'No Ball' for waist high full toss, shoulder high bouncer or ball that bounces 3 or more times before reaching the batter

A full toss - a ball which does not bounce before it reaches the bowler.

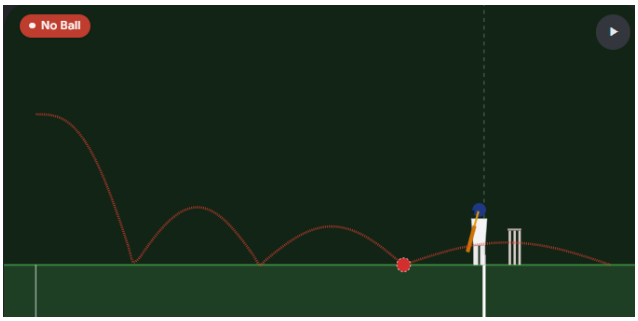
If the full toss passes above the waste of the batter in their normal stance, this is a no ball.

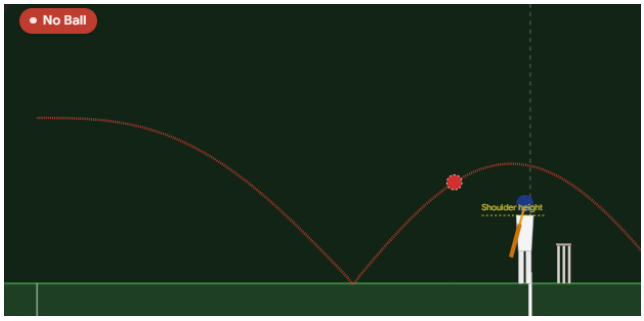
Watch for and signal 'No Ball' for shoulder high bouncer which bounces above their shoulder when they are in their normal standing position (not their batting stance

If the ball bounces 3 times before it reaches the batter's crease, it is also a no ball









Adjudicate Runouts

A run out occurs when the batters are attempting to make a run and the fielding team succeed in getting the ball to hit the wicket before a batter has crossed the crease line near the wicket.

The bat must touch the ground across the line in order to be not out.

The ball must hit the stumps or the player with the ball must hit the stumps with the hand holding the ball.





Ensure fielders remain 15m from the bat.

No fielders are to be within 15 metres of the bat (except wicket keeper) to encourage singles and safety.

Remind the fielders of this requirement. If it continues throughout the game, you can signal a no ball.

Replace bails on stumps following a wicket or attempted wicket (ie when they fall off)

This is the hardest one to remember.

Whenever the bails come off the stumps, it is the Square leg umpire's job to put them back on at the bowlers end, because no one wants to watch the kid in wicket keeping gloves or batting gloves try to do it.





General encouragement for the batters, especially early on in the season

Many of the players will hit the ball and not know that they need to run or forget to run as they watch the ball fly off the bat. Some encouragement is needed early on to help remind them.

Help batters with gear when it inevitably comes loose or shoes become untied.



