

# Umpire's signals



## DEAD-BALL

Signalled when the ball is in-play or dead



## NO-BALL

Signalled when the ball is in-play



## Bye

Signalled when the ball is dead

## PLAY

Signalled when play is about to start



## Boundary 4

Signalled when the ball is dead



## 5 runs

Signalled when the ball is dead  
Not penalties



## WIDE

Signalled when the ball is in-play or dead



## \* Out \*

Signalled when the ball is in-play or dead



## SHORT-RUN/s

Signalled when the ball is dead



## Boundary 6

Signalled when the ball is dead



## 5 Penalty runs

to the batting side  
Signalled when the ball is dead



## Leg-bye

Signalled when the ball is dead



## LAST-HOUR

Signalled when the ball is dead



## New ball

Signalled when the ball is dead



## Revoke

Signalled when the ball is dead to cancel all previous signals



## 5 Penalty runs

to the fielding side  
Signalled when the ball is dead

Umpires must signal events in the order they occurred.

Penalty run are not normally applicable at this level

**CAPITALISED** signals are made first with a **CALL** for the players' benefit, then when the ball is dead, with the exception of Out, **the bowler's end umpire must re-signal to the scorers**

**Underlined** signals do not apply in Limited-over matches

The bowler's end umpire must wait until **the scorers acknowledge each separate signal** before permitting play to proceed

If on appeal, a batsman is Not-out the umpire shall call **NOT-OUT**