

Umpiring signals

Signals made while the ball is in play



Dead ball - by crossing and re-crossing the wrists below the waist.



No ball - by extending one arm horizontally.



Out - by raising an index finger above the head. (If not out the umpire shall call Not out.)



Wide - by extending both arms horizontally.

When the ball is dead, the signals above, with the exception of the signal for Out, shall be repeated to the scorers. The signals listed below shall be made to the scorers only when the ball is dead.



Boundary 4 - by waving an arm from side to side finishing with the arm across the chest.



Boundary 6 - by raising both arms above the head.



Bye - by raising an open hand above the head.



Commencement of last hour - by pointing to a raised wrist with the other hand.



Five penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.



Five penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.



Leg bye - by touching a raised knee with the hand.



New ball - by holding the ball above the head.



Revoke last signal - by touching both shoulders, each with the opposite hand.



Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

Television replay - If the umpire is unsure of a "line decision," that is, a run out or stumped decision, or if the umpire is unsure that the ball is a four, six, or neither, he may refer the matter to the Third Umpire. The umpires may additionally refer decisions to the Third Umpire regarding Bump Balls and catches being taken cleanly (but only after the on-field umpires have consulted and both were unsighted). The Third Umpire is not used except in international or important domestic matches. The signal to refer a matter is using both hands to mime a TV screen by making a box shape.

The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.