











Main Cricket Umpiring Signals and Scoring Symbols for Midget Cricket

Event	Umpire's Signal	When Used	Comments	Scoring Symbol
No Run	No Signal	Ball is good and no runs are scored.	Scorer must identify no runs have been scored.	●
Runs	No Signal	When batsman hits ball and complete run(s).	Scorer must count number of runs.	1, 2, 3 etc
Boundary Four		When the ball crosses the boundary after having first landed within the boundary. Called by umpire at bowler's end.	Signaled when the ball is dead.	4
Boundary Six		When the ball crosses the boundary on the full. Called by umpire at bowler's end.	Signaled when the ball is dead.	6
Wicket / Out		When a batsman is given out. Called by the umpire at the bowler's end, or the square leg umpire for a stumping, hit wicket or run out at striker's end.	Signalled when ball is in play or dead.	W R <i>(if runout)</i>
Bye		Byes are runs that are made where the ball does not strike the bat or leg/body. Called by umpire at bowler's end.	Scorer must count number of byes that are run. Signaled when the ball is dead. Byes are counted as extras.	B1, B2 etc
Leg Bye		Leg byes are runs made where the ball strikes the leg or body (but not the bat). Called by umpire at bowler's end.	Scorer must count number of leg byes that are run. Signaled when the ball is dead. Leg byes are counted as extras.	L1, L2 etc

Event	Umpire's Signal	When Used	Comments	Scoring Symbol
Wide Ball		Ball is bowled outside of wide lines agreed before game. Called by umpire at bowler's end.	Signalled while the ball is live or dead. Batting team gets one penalty run for wide plus any additional byes made – all scored as wides. An extra ball is added to the over up to a maximum of 8 balls in the over	+ and + ₁ <i>(if additional byes are made)</i>
No Ball		Bowler overstepping the bowling crease with front foot (following an initial warning) – called by umpire at bowler's end. Full toss above the waist, too many bounces before batting crease or batsman, bouncer above head – called by square leg umpire. Umpires should ensure scorers note signal if given by square leg umpire.	Signalled while the ball is live. Penalty run and extra ball as per wide. If byes are made on no-ball, umpire should also signal byes which are scored as no-balls. Batsman may hit a no ball but cannot be out - other than run-out. Additional runs off the bat are credited to batsman.	○ and ○ ₁ <i>(if byes also run)</i> and ① <i>(if runs made by batsman)</i>
Dead Ball		When something happens to cause the ball to not be in play (ie bowler drops the ball etc). Signaled by umpire at bowler's end.	Ball is not counted. No runs are scored.	No symbol
Short Run		When a batsman grounds their bat short of the crease when taking a run and does not cross the crease. Called by either the umpire at the bowler's end or square leg (depending on who observed the short run).	Signaled when the ball is dead. One less run is put to the score (e.g. if the batsmen run 2 and short run is signalled, the batsman who struck the ball only scores 1 run).	No symbol, but one less run to batsman.
Signal Revoked / Changed		When an umpire wishes to change their previous decision (ie a six that was given is changed to a four).	Signalled when the ball is dead to cancel all previous signals for the ball.	Correct symbols as necessary.