



DECISION MAKING

- Adjudicate on what you **see, hear and know** - no guessing, no imagining, and no suspecting.
- Don't call it if you don't see it (ever)
- Don't call in **anticipation**
- Decide promptly - the ball **doesn't** leave a tracer.
- He, who hesitates, loses control of the game - so make your decisions smartly.
- See the incident, and **avoid** dissent.
- You **must** have a **clear view** of what you are adjudicating on - always. Ensure you do.
- 'Judging' is technical - **You** are the judge so be professional in every way, and be in the correct position to do so.
- 'Wrong' decisions annoy players and spectators, so making them is to be avoided where possible. However, some match situations will prove too challenging for even the most experienced match officials.
- When in doubt - 'Not Out' - or if it is applicable consult your partner.
- Be **positive** and **confident** and be crystal - clear when making your decisions. - **Look and be in control.**
- Avoid having your judgment tinged by time, match situation or scores.
- Decisions at Intervals and towards the conclusion of a match are **vital** - especially re Ground, Weather and Light. Convey your decisions clearly so they are understood by **all.**

APPEALS

- Only answer within your jurisdiction
- No unnecessary hand movements (ball counter etc.)
- Answer from behind the stumps, except for run outs
- Wait for appeal to subside
- Don't respond too quickly or too slowly (silent count of 1..2..3..)
- Response based on what you have seen (don't guess)
- Don't be influenced by the strength of, or number of, appeals
- Either lift the index finger above your head or say not out (**do not** just nod or shake your head)
- Do not show emotion either physically or verbally

DECISIONS

- Don't try to justify
- Don't enter in to lengthy discussions
- Never comment on your colleagues decisions

GIVING DECISIONS

To a large extent, the acceptance of our decision or otherwise will be affected by the manner in which we deliver that message. We only have two possible responses to make after an appeal.

- Raising the index finger above the head (Out)
- Saying 'Not Out'.

Being stationary, especially your head, at the point of delivery and then remaining stationary as we deliver our decision, is essential. You must never be giving a decision on the move. For LBW, especially, we must still be in position in line with the stumps as we give the decision and if Not Out, only after giving the decision, do we move to view any further action. This may occur quickly but should be two distinct actions.

Once we have taken all determining factors into account we should deliver our decision in an unhurried manner. As a minimum, wait until the appeal has finished. The time delay before we raise our finger in giving a batsman out or in saying 'not out' should be consistent indicating that every decision has been given the same objective consideration. Delaying too long gives the batsman the opportunity to move away from the action and may detract from what may well be an excellent decision.

Be confident enough to look directly at the batsman as we give the decision. If the bowler queries a decision respond in matter of fact manner supplying a brief honest answer. Do not invent answers. In many cases the bowler will know the answer and is 'testing' you.

Individual idiosyncrasies such as nodding or saying 'out' should be avoided. The laws of Cricket state that we indicate when giving a batsman out by 'raising the index finger **above** the head' and if not out, by saying 'not out'. Never discuss with the players any decisions made by your partner. This is a sure way to lose respect of all involved.

If your partner wishes to discuss a decision they made, be frank and honest but don't undermine their confidence. Any discussion on decisions would best be done after the match and certainly not during the break in play immediately after a dismissal.

WE ALL MAKE MISTAKES

Officials are human, and therefore prone to making mistakes. We spend hours learning the rules and years of honing our mechanics on the field. But even with all that work, mistakes are unavoidable. How we handle those gaffes is what separates the novice from the professional. It is often said that we only grow and improve when we learn from those mistakes.

Below is a checklist for managing mistakes. You can use it to review your decisions after games or use it in a group training session to discuss the proper ways to handle errors. It will help you think about the critical components and how best to turn any mistake into a valuable learning experience.

Make sure you understand the nature of the mistake that was made. Do you know what went wrong?

Work to understand exactly why the error happened. Was it bad judgment, an inadvertent call, or a loss of concentration.

Identify associated factors that contributed to the mistake, not just the mistake itself. Were you out of position, blocked from view or physically impaired?

Review how you responded both to the slip up and its resolution. Did you make matters worse defending your mistake with players or coaches?

Identify long term areas for improvement. Could attendance at rules interpretation meeting or practical training sessions reduce the chances of the mistake re-occurring?

Identify new or additional information that reduces the chances for the mistake in the future. Are there extra resources (books, videos etc.) that address the mistake?

Consider your behaviour before, during and after the error. How do you think your behaviour might change in a similar situation?

Don't compensate – in officiating, two wrongs never make a right. Do not search for an opportunity to “square up” a previous blunder.

Know which (and when) decisions are subject to correction and which ones are not open for debate. Is the mistake correctable before the game continues? Is the mistake reviewable? Can you ask for help on the call from a fellow official?

Study the Laws / rules, technique or applications necessary to avoid the mistake in the future. Practice the situation so that you are less prone to repeat the mistake.

Correctly apply the Laws and rules (including applicable code of conduct). Do not compound the mistake by a further misapplication of these.

Accept responsibility. Can you admit you messed up – at least to yourself? How about to your colleagues? Share your lessons learned.

Learn from your mistake. Regardless of circumstances, can you make every mistake a chance to further your knowledge, skills or aptitudes as a match official?

Good match officials admit their errors and move on. Great match officials admit their errors, learn from them and seldom make the same one again. Are you a good match official or a great match official?

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THE BETTER MATCH OFFICIAL:

- Makes few mistakes.
- Is accepted by the players.
- Has integrity.
- Is Positive.
- Is confident.
- Is sensible.
- Has good timing when chatting to players.
- Doesn't assume “airs” - is natural.
- Is relaxed.
- Is responsible
- Has good psychological skills re focus and concentration
 - (Most umpires put pressure on themselves)
- Can deal with pressure from all sides.
 - (Players are under pressure from many different reasons and can be unreasonable when dealing with this pressure)

NB: THE NATURE OF AN UMPIRE'S JOB IS DEALING WITH PRESSURE.

