

Dynamos Schools – Young Leader/ Teacher/ SGO Training

Training Aim/ Workshop overview

A training video has been created to support those officiating at your Dynamos Schools competitions as well as those who will be guiding the officials. The video can be used as a standalone resource, where face to face training isn't taking place and has been designed to facilitate an interactive discussion, providing you with opportunities to talk attendees through how they might interpret what they see on screen and the different actions they would need to perform whilst umpiring/ scoring.

We have highlighted the key/ major events with an on-screen 'pause' graphic however the video can be paused in other areas if there are any other points for discussion that are relevant to your group.

It can also be delivered as part of a hybrid course where you would start with delivery of this content followed by delivering practice match play activity for the attendees to practice.

The App footage shown at the start is just showing an example of what it looks like, and we would encourage you to ask attendees to use the app throughout the training video to familiarize themselves with it's use.

Set 1 (Time 00:46 – 02:40mins)		
Overview	Content and notes to discuss:	Questions to raise
<p>A set of 5 balls with each ball repeated, showing a different view of the action</p> <p>There is a pause graphic on screen to support with facilitating discussion.</p>	<p>1. Safety: Apart from the wicketkeeper, no player to be within 10 yards of the bat</p> <p>2. Ball 4: Bowled.</p>	<p>1. What action do you need to take in relation to the player at point?</p> <p>2. What is the umpiring signal you need to perform?</p> <p style="margin-left: 20px;">a. Batters swap ends</p> <p style="margin-left: 20px;">b. Wicket recorded on the app</p>
<p>End of the set of 5 – Pause to summarise, review the score each has recorded and remind of the actions to perform</p>	<p>The group will have seen what happened on screen so ask questions to clarify their role at the end of a set of 5 balls</p>	<p>What Next?</p> <ul style="list-style-type: none"> - New bowler - Fielders rotate clockwise (allowing each player to field in a different position) - Batters change ends: provide equal opportunities to contribute <ul style="list-style-type: none"> o What would you do if the batters hadn't changed ends throughout the previous set of 5 e.g., 1 player had received all 5 balls?

Match scenarios		
Overview	Content and notes to discuss:	Questions to raise
Ball 6 – Run Out	Batter is run out at the non-strikers' end	<ul style="list-style-type: none"> - What is the umpiring signal you need to perform? - What does the scorer need to do/ record? - Do the batters need to swap ends? (No)
Ball 7 – 4 Runs	4 runs scored	<ul style="list-style-type: none"> - What is the umpiring signal you need to perform? - What does the scorer need to do/ record?
Ball 8 – No Ball?	Review of the waist high full toss and 'no ball' interpretation	<p>Would you consider this a no-ball?</p> <ul style="list-style-type: none"> - If so, what signal would you need to perform? - What next in terms of the App and the following ball?
Ball 9 - Bye	Batter ran so score 1 Bye	<ul style="list-style-type: none"> - What is the umpiring signal you need to perform? - What does the scorer need to do/ record?
Ball 10 – Leg Bye v Run Out	Ball has struck the batters leg and they have decided to run resulting in a Leg Bye... but is it?	<ul style="list-style-type: none"> - What is the umpiring signal for a leg bye? - Would this be recorded as a leg bye? <ul style="list-style-type: none"> o No – as the batters did not complete the run without being run out, this is not recorded as a leg bye - How would the scorer record this?
New Batters		
Ball 11 – Wide Ball & Free Hit	<p>Bowler has bowled a ball which in your opinion is too far away to be hit fairly and it is therefore given as a wide ball. No extra-delivery is bowled.</p> <p>Following a no ball or a wide, the batter receives a “free hit” from the batting tee, and any runs scored are added to the total for that delivery (for example 2 runs for a wide, plus 1 run from the “free hit” = 3 runs). Batters have 3 seconds to take their free hit and must hit in front of square.</p> <p>Batters can be run out whilst trying to complete a run during a free hit but only by the ball struck from the batting tee (and not the original ball that resulted in the free hit being awarded). Once the free hit ball has been returned to the wicketkeeper the ball is considered 'dead' and the batters should no longer run.</p>	<p>Clarification and discussion on application of the free hit</p> <ul style="list-style-type: none"> - Fielders need to field the ball that has been struck off the batting tee or cone - Any dismissal/ action by the fielders using the original ball (which was the cause of the free hit) should not be recorded - How would the scorer record the free hit on the App? <p>Safety: Fielders are moving before the free hit has been taken and are very close to the batters as a result. What would you do in this situation?</p>
Ball 12 – Wide Ball & Free Hit	As above however the batter hasn't taken the shot within 3 seconds	<ul style="list-style-type: none"> - How would the scorer record the free hit on the App given no additional runs are scored?
Ball 13 & 14 – Underarm bowling example	Where bowlers are struggling to bowl overarm, umpires can use their discretion to encourage and remind them that underarm bowling is permissible.	-
Ball 15 – Umpire discretion	Whilst the delivery is technically a wide, however on occasions you may need to use your discretion to call a dead ball which will be bowled again	<ul style="list-style-type: none"> - What is the umpiring signal for a dead ball?

Ball 16 - Caught	Batter is out caught behind and the batters cross whilst the catch is being taken	<ul style="list-style-type: none">- Following a dismissal what happens with the batters?- Given the batters have already crossed, what would you do here?- What would the scorer need to do?
Ball 17 – 6 runs	Batter has struck the ball and it's landed over the boundary without hitting the ground	<ul style="list-style-type: none">- What is the umpiring signal?-