

## Scoring Tips

The scorer's job is one that requires considerable concentration and it is essential for scorer's to sit side by side. This way, they can compare scores, change of bowlers, incoming batsmen, names of fieldsmen who took catches etc.

Obtain a list of your team from the captain and keep it handy for you both to see.

Every ball **must** be recorded. If no runs or sundries occur then record a dot in the bowler's column.

When runs occur, they have to be recorded against the batsman, added to the total score and recorded in the bowler's column and compare runs with fellow scorer.

When sundries occur, they have to be recorded in the appropriate sundries column, added to the total score and shown in the bowler's column (see below) and don't forget to compare with your fellow scorer.

Try to work from the bottom of the page, up as the bowling analysis is always accepted as being correct (every ball is recorded in the bowling analysis).

At the end of each over, total runs in bowler's column (see below) still comparing with fellow scorer.

Time in and time out for batsmen is handy to keep if you have time.

## EQUIPMENT

Pencils, Sharpener, Eraser, Calculator, Watch, Chair, Support/Rest, Pen

### WIDES -

A wide is shown as "+" in the bowling column (meaning one run is added to the bowler's figures, one run is recorded in the Sundries column against Wides and one run is added to the total). For more than one wide (example Umpire signals byes) it is to be recorded as either  $\frac{+}{+}$ ,  $\frac{+}{++}$ ,  $\frac{+}{+++}$  or  $\frac{+}{++++}$  depending on the number of runs the batsmen take. Don't forget that if the batsmen run 2 then **three** runs are recorded (2 byes plus penalty one run for the wide) in sundries column as wides, 3 added to total score and  $\frac{+}{+}$  is entered in the bowling analysis. An over which contains a wide cannot be a maiden over.

### NO BALLS -



When a no ball is bowled and no other runs are scored, enter a  $\bigcirc$  in the bowling column, enter 1 in the no ball column under sundries and add 1 run to the progressive run total. (Don't forget at the end of the over that the  $\bigcirc$  represents one run against the bowler and has to be added to his progressive score). When runs are scored from a no ball, enter the runs against that batsman with a circle around them (eg  $\bigcirc 3$ ), enter the runs in the bowler's column with a circle around them (eg  $\bigcirc 3$ ) and add total runs to the progressive score. e.g. If 3 runs have been struck, show  $\bigcirc 3$  against the batsman, 1 in the no ball column, add 4 to the total score (3 runs plus penalty 1) and  $\bigcirc 3$  against the bowler (noting that the circle meaning that 4 runs are added to the bowler's tally). The reason to show only 3 in a circle is so if there is a dispute in the total runs scored, it is easier to find all the 1's, 2's, 3's and 4's on a scoresheet than trying to remember that a 4 in the bowlers column is really a 3 plus 1 penalty run.

When a no ball is called by the umpire who then proceeds to call leg-bye (to indicate to the scorer that the batsman did not touch the ball) all runs go to **no balls**. For example, if the batsmen run 2, then 3 runs are put in the no ball column. It would be shown in the bowler's column as  $\bigcirc 3$  and 3 runs are added to the bowler's progressive score, remembering again that the circle denotes 1 run penalty as per above.






The byes and leg byes are only signalled to show that they were not to go to the batsman (Law 24.9).

Generally the **FIRST** call the umpire makes is the one shown in the scorebook. If a wide and no ball are called for the one ball, then it is recorded as no ball because in most instances (regardless of the order the umpire calls the wide and no ball), it is the no ball error that would have occurred first.






**An over which contains a no ball cannot be a maiden over.**



	WIDES 	NO BALLS 
counted as runs to batsman	NO	NO
counted as legal ball faced by batsman	NO	YES
counted on total score	YES	YES
counted as runs against the bowler	YES	YES
counted as legal ball bowled	NO	NO



### BYES

Byes are recorded as . This is shown as 1 in the Bye column in sundries, one to the total score and shown as  in the bowler's column but **NOT** added to the bowler's figures. (See example below). Two, three and four byes are shown as ,  and  respectively.

### LEG BYES

Leg Byes are shown as . This is shown as 1 in the Leg Bye column in sundries, one to the total score and shown as  in the bowler's column but **NOT** added to the bowler's figures. (See example below). Two, three and four leg byes are shown as ,  and  respectively.

**The reason byes and leg byes are shown as either  or  is so that they can be traced in case the book does not total at the end of the game.**

	BYES 	LEG BYES 
counted as runs to batsman	NO	NO
counted as legal ball faced by batsman	YES	YES
counted on total score	YES	YES
counted as runs against the bowler	NO	NO
counted as legal ball bowled	YES	YES

**FALL OF WICKETS** are shown as **W** in the bowler's analysis (Except Run Outs, see below). When a wicket falls, complete time batsman was out, how batsman was out, name of bowler and how many runs batsman made. Score at fall of wicket, name of batsman out, name of batsman not out plus his score in brackets.

### CATCHES

Catches should always be shown with the name of the person who took the catch. This is most important for trophies at the end of the season. If the name of the catcher is unknown, scorer's should always check with the captain of that team at the first break. If the catch has been taken by a substitute fielder, then his name should be recorded as Ct. J. Bloggs (sub). When a wicketkeeper takes a catch, by putting a small w-k above his name denotes him as

the wicketkeeper. This is important for trophies at the end of the season.

**Law 32: If a batsman is caught, no run is scored under any circumstances.**

### DEAD BALL

When a dead ball is called by the umpire and the batsmen have run, no runs are to be recorded and the batsmen will return to their respective ends. The ball is recorded as being faced by the batsman. If, however, the bowler dropped the ball before delivery and the umpire signals dead ball, nothing is recorded.

### RUN OUTS

When a player is run out going for his first run, no runs are recorded and he is shown as out RUN OUT. The wicket is **not** credited to the bowler. When a player is run out going for his second or third run, only the **completed** run/s are credited to the batsman, added to the total score and shown against the bowler. Therefore if a player is run out going for his **third** run, only the runs he has **completed** (in this case 2 runs have been completed) are shown against him, 2 runs added to the total score and 2 runs recorded against the bowler. If desired a **R** can be entered in the bowling analysis to show when a runout has occurred.

### END OF BOWLING SPELL

When a bowler is taken off, a thick vertical line beside the over he last completed will indicate the end of his spell.








### MAIDEN OVERS (no runs or penalties)

When a maiden over is bowled, show a large M for that over - this makes it easier to add up number of maidens bowled. Alternatively colour in the triangle or outline the triangle when a wicket has been taken in a maiden over.

### BOWLING ANALYSIS

No Ball	○	if the batsmen run, then the runs are circled and credited to the batsman's runs The penalty one run for no ball is added to total score and also against the bowler.
Wide	+	if more than one wide is run, add runs plus one penalty run to total score and credit total runs against the bowler.
Bye	△	One bye is shown as △, two byes are shown as △ <sub>2</sub> etc. Runs are recorded in sundries column, added to total score and shown as △ or △ <sub>2</sub> etc. in bowlers but not included in bowler's figures.
Leg Bye	▽	One leg bye is shown as ▽, two leg byes are shown as ▽ <sub>2</sub> etc. Runs are recorded in sundries column, added to total score and shown as ▽ or ▽ <sub>2</sub> etc. in bowlers but not included in bowler's figures.
Fall of Wicket	<b>W</b>	Shown in bowler's analysis (but not if bowler is not credited with the wicket such as Run Out).
Run Out	<b>R</b>	Can only be recorded as R when runs have not been made
Maiden Over	<b>M</b>	Shown where no runs are recorded in bowler's analysis.

## SAMPLE SCORING USING SYMBOLS

1	2	3	4	5	6	7	8
1..							W..
4..	...	...	W 1	...	R 	W. 1	...
0-5	0-8	M	1-9	1-17	1-22	2-34	3-34

Over 1	5 runs	=	0/5
Over 2	Wide + penalty 1 run, one run	=	0/8
Over 3	Maiden Over (byes are not recorded against bowler)	=	M
Over 4	1 leg bye, wicket, one run	=	1/9
Over 5	No ball (1 penalty run), 7 runs	=	1/17
Over 6	Run out, 4 runs off no ball (include 1 penalty run)	=	1/22
Over 7	12 runs, wicket	=	2/34
Over 8	Wicket maiden	=	3/34

## COMPLETION OF INNINGS

When an innings is declared closed and the entire team has not batted, still fill in the names of all the batsmen to who would have batted. The reason for this is that at the end of the season, the selectors will want to know who has played during the year and it is difficult to remember who was selected some months previous.

Total your book by adding batsmen's runs to total sundries. Extend the bowling analysis for each bowler (total overs, maidens, wickets, runs). Add total bowling runs to leg byes and byes to arrive at the total score.

Whenever play is interrupted due to rain or bad light, make a note of time lost for recalculation of overs.

It is imperative that you become familiar with umpires signals. They are as follows:

Boundary Four	By waving the arm from side to side across the body.
Boundary Six	By raising both arms above the head.
Bye	By raising an open hand above the head.
Leg Bye	By touching the raised knee with the hand.
Wide ball	By extending both arms horizontally.
Dead Ball	By crossing and re-crossing both arms below the waist (no runs are scored).
No Ball	By extending one arm horizontally.
Short Run	By bending the arm upwards to touch the nearest shoulder with the tips of the fingers. 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 has only 1 run recorded against his name.)
Revoking a Call	By crossing arms across chest. (e.g. Used when umpire has signalled a 6 then realises it was only 4 runs.)
Restricted Bowler	Both arms raised above the head and crossed

These signals should be acknowledged **promptly** by the scorers by waving an arm or hat above your head.

## **MISCELLANEOUS**

### **Bowling Restriction**

Bowling restrictions will vary between grades and type of cricket played (eg traditional, modified). Refer to Competition Playing rules on the SSJCA web site ([www.ssjca.com.au](http://www.ssjca.com.au) in the Documents section)

Both the Umpires and the Scorers are responsible for ensuring restricted bowlers only bowl their allotted number of overs and for ensuring adequate rest periods between spells. The scorer must show a bowler is restricted (ie fast bowler) by placing an "R" in the appropriate column in the bowling analysis.

### **Start of Play**

- Find/sit in a good viewing spot with the other scorer. It is best if this is not in the middle of either 'camp'
- Exchange team declaration sheets

### **Checks and Balances**

- At the end of each over confirm with the other scorer the bowler progress and the current score eg at the end of over 5 it is 1/24
- At the fall of a wicket check batsmens' scores (both the dismissed and not out batsman)
- Record progressive totals for batsmen during a long innings and check with the other scorer
- Periodically throughout the innings and at the end of the innings, check that the score book balances (see below)

### ***Balancing the Scorebook***

- Dismissed batsmen + not out batsman + extras = progressive score
- bowling figures + byes + leg byes = progressive score

### **End of Game/Stumps**

- Complete the result sheet at the completion of the game (see below)
- Update statistics on the side of the score book and at the back of the score book
- If an innings is still in progress,
  - Record the name of the last bowler and the end from which they bowled
  - Record the batsmen to face the following week and at which end
  - Record the score at the end of the day
  - Ensure the umpires initial the above in the score book.

### **Result Sheet**

- Deliver to designated club representative
- Start after week 1 to compile
- Names in order of rego form
- Note the not out batsmen
- Sign own and opponents result sheet
- Note LBWs and restricted bowlers
- Ensure umpires sign result sheet

### **Incident Report (Manager's responsibility)**

- Submit when breaches or problems
- Submit when state of ground or pitch is an issue
- Refer to club representative for further assistance

Good luck with your scoring and remember to compare continually with your fellow scorer. That way, you will be able to quickly pick up and correct any errors.