Cricket Scoring
getting started

TOTAL **130**

WICKETS **2**

NEW ZEALAND
CRICKET

2005

New Zealand Cricket Umpires Association

Cricket Scoring
- getting started

NEW ZEALAND CRICKET (INC)

Published by

NEW ZEALAND CRICKET

In conjunction with the

N.Z.C.U.A.

New Zealand Cricket Umpires Association

Published by NEW ZEALAND CRICKET and the *New Zealand Cricket Umpires Association*
Incorporating the 2000 Code of Cricket Laws and the 2003 amendments

Other books available include:

Cricket Scorers Companion
An Introduction to Umpiring
Cricket Law – Level 2
Cricket Law – Level 3
Cricket Umpires Companion
Cricket Umpiring Techniques
A Question of Law
Duckworth Lewis
Turf Managers Companion

The *New Zealand Cricket Umpires Association* is dedicated to the training of and assisting both umpires and scorers to become the best they can be.

As we study and practice to reach our full potential and by taking the time to learn the Laws, our pleasures help create the history of the game that benefits players, coaches and spectators alike.

The type of people we seek as members, are compassionate, dedicated and level-headed, willing to put in that effort.

Only through dedication to one's vocation, can anyone expect to achieve the recognition they deserve. If our publications provide that, then your time spent in reading them cannot be considered wasted.

All correspondence should be addressed to:

The Umpire Manager
NEW ZEALAND CRICKET (INC)
PO Box 958
CHRISTCHURCH

BAldridge@nzcricket.org.nz
www.nzcricket.co.nz

Contents

Foreword

When youngsters first start playing cricket, they discover there is so much to learn. As we get older, and wiser, we too discover that our learning never stops.

In the world of cricket, the Marylebone Cricket Club (MCC) in England, hold the world-wide copyright to the Laws.

There are more than 76 countries and regions affiliated to the International Cricket Council (ICC), each member of the ICC is the custodian of the Laws within its own borders & territories and all are permitted to vary the Laws by way of Regulations or Playing conditions to suit their own competitions. This means that most matches, including Test matches, are played under Regulations that vary the Laws.

Many local matches are played under agreements made between captains, before the toss. The scorers must ensure they are made aware of these agreements, as they can often affect their duties.

In all cases, if match regulations are silent on any matter, Cricket Law prevails.

This booklet, **Cricket Scoring – getting started**, has been produced to assist new scorers to understand some of the mysteries of the craft. It goes into enough detail to enable the scoring of youth and club matches but without the technicalities expected of qualified scorers.

Having assimilated the contents, readers may seek to more information, perhaps towards becoming a qualified scorer. The *New Zealand Cricket Umpires Association* has published several training manuals designed to assist umpires & scorers, who like all players, wish to become just the best they can.
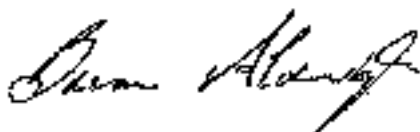
For those scorers who wish to develop their skills further, there is available the **Cricket Scorers Companion** that leads to the Certificate Examinations of the NZCUA.

Many experienced scorers have developed their own methodology, and techniques. This booklet does not require them to change their methods; it intended for new scorers seeking to learn how to score; to help them develop an understanding of the duties of scorers using a system that has been trailed and proven around the world.

There are many people, who, for various reasons, are unable to take their place on the field, either as a player or as an umpire. If you, the reader has an interest in scoring cricket, what better way of being involved in the game could there be, being part of the third team in a match.

Throughout the world there are skilled training officers attached to their local umpires & scorers association, all willing to help explain those situations that inevitably happen.

Readers are invited to contact them in the first instance.

Our thanks go to Graeme Lowrie of Timaru for writing this booklet.

Brian Aldridge
National Umpiring Manager
NEW ZEALAND CRICKET (INC)
27th August 2005

Introduction

Scoring has come a long way since often-illiterate peasants sat in the outfield cutting notches into pieces of wood. When the side's tenth run was scored, a deeper tenth groove was cut to match the fingers of the scorer's hands. Then, when twenty runs were scored, an even deeper notch was cut; this is thought by many to be the origin of the noun *score* and the verb *to score*.

Ever since the first code of Laws in 1744, runs could only be scored by the batting side only whilst the ball was in play. However, since the introduction of the Millennium Laws 2000, this no longer is the case, and runs can scored in any innings, even by the fielding side.

The awarding of Penalty runs is comparatively rare and is unlikely to occur in a majority of matches. However, should they be awarded, scorers must be aware that they are not be attributed to any particular delivery and are not recorded in either the Bowling or Batting record, but in the line of extras called Penalty runs. This change has also caused the introduction of the Over Details section seen in newer scorebooks, and this has the added benefit of assisting the balancing process.

Even if scorers are affiliated to a club or district their first obligation is to the umpires. Together they form the third team in the match.

Scorers, if they intend to score well, must ensure they are conversant with the Laws and the competition Playing conditions or Regulations. They should be tidy of mind and of hand and have the patience to record every event on the field as they happen. Should a scorer wish to advance their knowledge and ability, an invitation is extended to take advantage of the tutorial courses available from local Umpires & Scorers associations.

Attention is drawn to the following Laws:

- Law 3 (The Umpires) details the official signals, and requires umpires and scorers to consult to ensure the correctness of the scores whenever necessary.

- Law 4 (The Scorers) requires the appointment of two scorers to a match. Scorers are required to accept, and acknowledge every signal and instruction given by an umpire. They are also required to record all runs scored, all wickets taken, and when appropriate the overs bowled. In addition, they are required to check that their entries agree with their scoring colleague, and with the umpires during every interval.

- Law 21 (The Result) states a boundary will only count if scored before sufficient runs to win the match have been completed. For example if the scores are tied and the batsmen complete one run (thus winning the match) and the ball then travels to the boundary the single run is scored, and the boundary allowance is not.

- Law 24 (No-balls) & Law 25 (Wides) requires that one run be scored **in addition to** any runs scored or completed otherwise. This does not apply to Byes or to Leg-byes. No-balls have precedence over Wides, Byes and Leg-byes.

- Law 38 (Run-out) states that the non-striker can be Run-out before the bowler enters his delivery stride. If this occurs, record the batsman as Run-out, and make detailed notes. As the bowler did not make a delivery, and the striker did not receive a delivery, it is **not a ball of the over**, and no entries are made in either the bowler or batsman's line; the bowler does not gain the credit.

All this may seem to be a daunting task to the new scorer. It is hoped that this booklet will make a scorer's duties easier to understand and as the skills increase, so does the pleasure.

All scorer entries are shown in this font.

Getting started

The equipment you require may appear obvious but some of these items are often overlooked.

- A desk or table and chairs suitable for a days scoring
- Shelter from the sun, wind or rain if scoring outdoors
- An accurate watch or timepiece - set your own to the official watch or clock used in the match
- A scorers case which should include:
    - Pens suitable for scoring (conventional ballpoint pens tend to smudge and are too thick). Ensure you purchase pens of 0.2mm – 0.4mm. Black is best for beginners - coloured pens for the more experienced scorer. When purchasing pens, ensure they are fine tipped & smudge free, and are easy to read in all lighting conditions. It may also be an advantage if they photocopy well; this is particularly important for coloured pens
    - Scorebook or scoresheets (A clipboard if loose sheets are used)
    - Pencils and pencil sharpener
    - Some highlighter pens
    - Eraser and/or correction fluid (Yes, even scorers make mistakes)
    - Note pad to make notes for the umpires
    - Ruler and calculator
    - A pair of binoculars to help identify the players
    - Acknowledgement item, i.e. the lid of a plastic ice cream container is ideal; or a newspaper or towel
    - A copy of the scorers bible, the **Cricket Scorers Companion** published by NEW ZEALAND CRICKET which contains the official interpretations; or the Laws of Cricket published by the MCC
    - A copy of the competition regulations or playing conditions
    - A personal diary to record your own involvement
    - An autograph book

Personal items

Scorers should maintain a separate bag for these items:

- Personal comfort while scoring is imperative - these essential items include:
    - Hand wipes and/or towels
    - Clothing suitable for any seasonal change
    - Cushions in case your chair becomes uncomfortable
    - Hat and sun screen
    - Drinks, refreshments, nibbles, lunch etc
    - Personal medications
- Confirm the location of toilet facilities - ensure your kit contains all you may require

Security

Scorers are often requested to keep secure players valuables, keys etc

- A plastic bag kept deep in your kit is ideal

Umpire signals

DEAD-BALL	NO-BALL	Bye & PLAY	Boundary 4	5 runs
Signalled when the ball is in play or dead.	Signalled when the ball is in play.	Signalled when the ball is dead.	Signalled when the ball is dead.	Signalled when the ball is dead. Not penalties.

WIDE	* Out *	SHORT-RUN/s	Boundary 6	5 Penalty runs
Signalled when the ball is in play or dead.	Signalled when the ball is in play or dead.	Signalled when the ball is dead.	Signalled when the ball is dead.	to the batting side. Signalled when the ball is dead.

Leg-bye	LAST-HOUR	New ball	Revoke	5 Penalty runs
Signalled when the ball is dead.	Signalled when the ball is dead.	Signalled when the ball is dead.	Signalled when the ball is dead to cancel **all** previous signals.	to the fielding side. Signalled when the ball is dead.

Umpires must signal events in the order they occurred – Penalty run signal precede all others

CAPITALISED signals are made first with a **CALL** for the players' benefit, then when the ball is dead the signal is repeated **to the scorers**

The umpires must wait until **the scorers acknowledge each separate signal** before permitting play to proceed

* If on appeal, a batsman is Not-out the umpire shall call **NOT-OUT**

Batsmen

Versus   Date   Venue   Toss won by   Elected to

	Time	Mins		Innings of				**Scoring Rate**				**How out**	**Bowler**	**Score**	**Cumulative Tally**
	In / out	Balls						Bdys	50	100					

Batsmen rows 1–5 with In/out (i, o), Balls (m, b), Scoring Rate columns (4 m, 6 b)

Total innings minutes
Total balls faced
Total boundaries scored   4   6

Batting Total

Wickets (Not Wides)

Fall of Wickets

Wickets	1	2	3	4	5	6	7	8	9	10
Score at Fall of Wicket										
Dismissed batsman & number										
Not Out batsman & score										
Partnership runs										
Partnership minutes & balls	-	-	-	-	-	-	-	-	-	-

Bowling extras: No-balls, Wides
Fielding extras: Byes, Leg-byes, Penalties

Provisional Innings score _____ for _____ Wickets
plus Penalties from other innings _____
Equals **FINAL INNINGS SCORE** _____ for _____ Wickets

Notes

Bowlers

Bowling Analysis

Bowlers	1	2	3	4	5	6	7	8	9
1									
2									
3									
4									

Statistics

Number of	Balls	Overs	Maidens	Runs	Wickets	Average	Economy Rate
No-balls	Wides	Bowled					

Totals

Less Wides _____
= Balls faced _____

Less other wickets _____
= Total wickets _____

Result

Umpires   Scorers

End of Over details

Ov	Time	Runs	W	Balls	Pb	Pb	**Notes**
0							Penalty runs bought forward
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							

Penalties bought forward/back

Cumulative Tally rows: 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150, each with 1 2 3 4 5 6 7 8 9

The Scoring record

Cricket Law now provides for computerised scoring, Lineal scoring, the traditional Box type scoring, or any combination of these – this has caused the Laws to refer to the Scoring record. Many new scoresheets provide spaces for most entries – opposite, is a simple box-type scoresheet showing the more important features.

Match details

➢ Enter match details; Teams; Venue; Date/s; Competition details, etc

➢ Enter the umpires names – ensure correct initials and spelling of all names

➢ Enter the scorers names

➢ Captains are required to provide a team list before the toss. Enter the names of each batsman as they come to the crease. Note any player identifying features in pencil

➢ Identify and enter each incoming batsman's name as he comes to the crease

➢ Enter the captains symbol alongside his name:　　　　　　　　　　　✱

➢ Enter the wicket keepers symbol along side his name:　　　　　　　†

➢ At the conclusion of the innings: enter the names of all side members who　Did Not Bat

➢ If a batsman was absent or unable to bat, enter:　　　　　　　　Absent

Cumulative Tally

➢ Cross-off single runs diagonally

➢ Cross-off multiple runs horizontally – note how on occasions, the line is extended into the next

➢ Cross-off any 5 Penalty runs awarded to the **Batting side** - better to use a Double line

➢ Cross-off any 5 Penalty runs awarded to the **Fielding side on their scoresheet** - better to use a Double line

➢ Remember the detailed notes whenever Penalty runs are awarded

➢ The runs scored can then be counted back as 1 1 1 2 2 3 etc

1	2	3	4	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9
20	1	2	3	4	5	6	7	8	9
30	1	2	3	4	5	6	7	8	9

Bowlers Analysis

➢ Enter the deliveries bowled using the correct symbols, numerals and/or dots

Bowler's name	1 4 7 2 5 8 3 6 9	1	2	3	4
		• 1 2 • • 1	• 1 • ☉ † ▲ 2 1	M	W
		4 - 0	12 - 0	12 - 0	12 - 1

➢ Bowlers analysis sample entries above:

The first box shows the order of entries allowing space for any extra deliveries 7, 8 & 9

1　Some actual entries

2　Some extras; No-ball, Wide, Bye. Note the two extra deliveries for Bowling extras

3　Shows a Maiden over – an over that has no runs debited to the bowler – Byes & Leg-byes are not debited to the bowler – a part over cannot be called a Maiden

4　Shows a Wicket Maiden – the wicket taken on the 5th ball of the over

The lower boxes are used to maintain a Cumulative total of the runs debited to that bowler and the wickets claimed by him – completed at the end of the over

Batsmen scoring

➢ Enter the Time each batsman starts his innings

➢ As the innings proceeds, enter each batsman's scoring details

➢ Enter the details of his dismissal; insert a double slash **//** to signify the end of his innings: Record the Time; How-out; Bowler - if to his credit; Strike rate; Minutes & Balls faced (**Balls faced do not include Wides**)

Extras box

➢ Here is entered the runs **scored** as extras not the number of extras called

➢ This box is often divided in Bowling extras (No-balls & Wides) and Fielding extras (Byes, Leg-byes and an additional line for Penalty runs)

➢ Runs scored off No-balls by the striker, are entered in his line, and **1** is entered in the No-ball line

➢ All Wides, Byes & Leg-byes are entered in the appropriate line

➢ No-ball/Byes are entered in the No-ball line

Fall of Wickets

➢ Enter the score at the Fall of Wicket

➢ Enter the dismissed batsman's name (or number)

➢ Enter the Not-out batsman's name (or number) & score if space permits

➢ Enter the Partnership Runs, Minutes & Balls faced if space permits

• Balls faced includes all No-balls but not Wides

• Partnerships are made up by:

▪ Balls faced:

▪ Minutes: The minutes in which the match clock was running

▪ Normally there can be only 10 partnerships, however, if a batsman retires, that partnership is suspended with his innings. If he is able to resume his innings, that partnership is resumed, provided his original partner is still at the crease

Regular checks

A quiet score box is frequently an inefficient one.

➢ It helps if scorers keep a running commentary on the action. e.g. "Jones bowling, great shot, four runs - no, the umpire signalled six."

End of over checks are vital. These should be in the form of - six off that over, "Edwards, two for ten, score is seventy-six for three."

➢ **At the beginning of each over**, confirm the name of the bowler and the facing batsman

➢ **At the end of every over**, scorers should check with their colleague:

• The cumulative Tally

• The runs scored in that over

• The current analysis of that bowler

➢ The following is always true and should be checked at ever spare moment:

• All batsmen's runs: + all extras   = Cumulative Tally

• Total batsmen's runs: + all bowling extras   = All bowlers totals

• All bowlers totals: + all fielding extras   = Cumulative Tally

Bowling Statistics & Bowling TOTALS

➢ When each bowler has completed his spell or allocated overs, draw a vertical line after his last box. At the close of the innings complete: Overs; Maidens; Runs; Wickets; No-balls; Wides; Balls bowled; etc. The only correct entry in his No-ball & Wide boxes is always **1** - this records the number of extras **called** not the runs scored off those extras

➢ Update & complete the Bowling Statistics as time permits

➢ Complete the calculations from the Bowling totals when the match is completed and at the end of the days play

Over Details section

This section, not always printed on scoresheets, permits the recording of details not possible elsewhere. If not present, record this information outside the right margin.

➢ Enter the Time each over **started**

➢ At the end of the over make **progressive** entries for Runs scored, Wickets & Balls

➢ Two columns provide for Penalty extras to the **Batting side** (**P b**) and to the **Fielding side** (**P f**) - here the only correct entry is 1. If the award is made for an infringement during that over, they are included in that overs runs, if after the call of Over and before the call of "Time" then they are included in the next over, even if there is no play in that over.

➢ When Penalty extras are awarded to the **Fielding side**, these are recorded in the **P f** column of the current batting scoresheets - here the only correct entry is **1**. At the end of the innings, these entries are totalled and multiplied by 5 and when that innings ends, these are entered in the line **Penalty runs bought forward/back to opponents** and transferred to the first line **Penalty runs brought forward,** on their batting scoresheet

➢ Make full use of the Notes column, if provided. Do not hesitate to make use of any spare space

➢ **At the end of each over**, both scorers must confirm their entries and double-check them

➢ **When the innings is completed**, the entries made in the respective columns must be reconciled with the entries made in the other sections

Over	Bowler	Time	Runs	W	Balls	P b	P f	Notes
					OVER DETAILS			**Notes**
0			5	Penalty runs bought forward				Offence in previous innings at 2.27pm
1	JT	3.55	5		6			Maiden over
2	FC	3.58	8		11			5 ball over
3	JT	4.03	13		18			
4	FC	4.07	17	1	27			
5	JT	4.11	28	1	34	1		2nd ball – Penalty runs awarded
6	FC	4.14	31	1	42			
7	JT	4.18	36	1	49			
8	FC	4.22	37	1	55		1	Penalty runs awarded after the previous over

At the end of an innings

➢ Enter the names of all side members not required to bat

• If they were available to bat but not required, enter: Did Not Bat

• If they were unable to bat or absent, enter: Absent

                                     Never record the reason

➢ Complete the End of Innings entries and confirm the **Provisional innings score**

Provisional & FINAL TOTALS

➢ If there is no provision provided for **Provisional** & **Final TOTALS** make these entries first in pencil:

- The possibility that Penalty runs can be awarded at any time to either side, means that until Time has been called after the final ball in a match has been bowled, each **FINAL INNINGS SCORE** cannot be assumed

- When the innings is complete, enter the **Provisional inning score** adding the individual batsmen's totals to the Bowling & Fielding extras, and include any Penalty runs awarded. Wait until the side batting next has concluded it innings before completing the previous innings **FINAL INNINGS SCORE**

- If a side is required to Follow-on their innings, complete the **FINAL INNINGS SCORE** of their first innings

Scoreboard duties

It is unfair and unreasonable to expect scorers to maintain the scorebook **and** to attend to the scoreboard. It distracts scorers from their principal duty – to record the events of the match.

Others should undertake the scoreboard duties.

During the Last-hour, the overs should be displayed from 1 up to 20, never 20 down to 1.

The Result

➢ Scorers must be conversant with Law 21 (The Result). The result can be stated as:

- **A win by Runs -** by the Fielding side, if the side batting last is dismissed before attaining the winning total

- **A win by Wickets -** if the side batting last, reaches the total required with wickets still standing

- **A win by Penalty runs –** if the umpires have cause to award Penalty runs to either side for an offence at the end of the match and before the final call of Time

- **A Tie -** if the side batting last, with the scores equal, has completed its innings are All-out; and there are overs or balls left to be bowled

- **A Draw -** is the result, if none of the above apply

- On rare occasions the umpires can declare a match **Conceded** or **Awarded**

- In the last innings of a match, if the scores are tied and a No-ball or Wide is delivered, the batting score is increased by one run and the match is over

- If the batsmen complete enough runs for victory **before** the ball reaches the boundary, the match is over, and the boundary allowance is **not** recorded. Tough, if the striker was on 96

Scoring symbols

➢	Captain:	✱	Used whenever the captain is named
➢	Keeper:	†	Used whenever the wicket-keeper is named
➢	Wicket:	W	To the bowlers credit as bowler, not as a fielder
➢	Dot:	•	Fair delivery no runs scored
➢	Numerals:	1 2 3 etc.	Runs scored **off the bat** - to the strikers credit
➢	No-balls:	O	This symbol counts as one run
➢	Wides:	+	This symbol counts as one run
➢	Byes:	Δ	Point up, to match the umpires hand signal
➢	Leg-byes:	∇	Point down, to match the umpires hand signal

Scoring in colour

Scoring in colour can be a great aid to coaches and players if completed diligently. It also has the benefit of reducing the chances of errors while aiding the reconciliation process.

When purchasing colour pens, ensure they are fine tipped and do not smudge, and easy to read in all lighting conditions. It is an advantage if they photocopy well.

➢ Complete all header entries in Black ink along with the names of all batsmen as they come to the crease

➢ Choose a different coloured pen for each bowler and record his name in that colour. As he takes the ball for his over, take his coloured pen and make every entry in the various sections of the scoresheet in that colour. This includes all runs scored and dismissals to his credit

➢ Record all other entries in Black

Underlining entries

Experienced scorers underline entries whenever the batsmen are at the wrong end of the pitch as suggested by the score. The most common occurrences are when the striker is dismissed Caught having crossed or when a batsman is dismissed Run-out.

➢ Underline all entries except the Tally

Intervals & Interruptions

After the call of **PLAY** and until the call of **TIME** the match clock runs.

• The match clock stops for all intervals: Lunch; Tea; Drinks; Change of innings; Over-night and interruptions

  • Interruptions are unscheduled breaks in play such as illness, injury, ground, weather, light etc

Last-hour

In a match played to time, rather than to overs, the Last-hour starts 60 minutes before the scheduled close of play. During this hour, a **minimum** of 20 overs must be bowled unless the match concludes earlier.

➢ Acknowledge the umpire's 'Last-hour' signal. In the Bowling analysis, draw a heavy vertical black line after all boxes, and label the line 'Last-hour'

Rhythms to scoring

Scorers are encouraged to develop their own individual sequence when making entries.

➢ When the bowler take the ball and starts his delivery action, watch and count the runs completed by the batsmen as they run, and watch for any umpire signals

➢ Acknowledge only the signal directed to the scorers

➢ Only when the ball is dead, should scorers make their entries. The following orders are suggested:

  • Tally; Bowlers analysis; Batsman's line; Extras followed by any other entry, or

  • Bowlers analysis; Batsman's line; Extras; Tally followed by any other entry

The order is unimportant, what is important is for each scorer to develop his own individual order, and to maintain it.

To assist in developing the pattern, new scorers may make their own list, perhaps dependent on the layout of their scorebook.

Remember to keep talking to each other in the scorebox; it reduces the chances of errors.

A cricket match

ALL deliveries **must** be recorded in the appropriate line and box in the bowling record.

It is recommended that all deliveries, scored or not, be shown in the strikers line. This makes it possible, at the end of each innings, to more easily calculate the balls faced by each striker if that information is required.

As a scorers experience develops, it is permissible, in the strikers line, to record only the deliveries from which he gains credit – but that makes it difficult to calculate the balls faced.

Remember - the order of making entries is not as important as ensuring **all** entries are made correctly.

Remember - a Wide symbol entered in the striker's line, shows he was on strike for that delivery - **it is not counted as a ball faced**.

The match clock starts when the bowlers end umpire calls **PLAY.** He does this immediately after the scorers acknowledge his 'Scorers ready' signal. This is the time that is recorded in both batsmen's lines for the start of that session of play.

Fair delivery scenarios

No signal   No runs

➢   Enter: • a dot in the Bowlers analysis

➢   Enter: • a dot in the strikers line   **The striker gains no credit**

No signal   1 run completed

➢   Cross-off: 1 in the Tally

➢   Enter: 1 in the Bowlers analysis

➢   Enter: 1 in the strikers line   **The striker gains the credit**

No signal   2 runs completed

➢   Cross-off: 2 in the Tally

➢   Enter: 2 in the Bowlers analysis

➢   Enter: 2 in the strikers line   **The striker gains the credit**

No signal   3 runs completed

➢   Cross-off: 3 in the Tally

➢   Enter: 3 in the Bowlers analysis

➢   Enter: 3 in the strikers line   **The striker gains the credit**

No signal   4 runs completed or **Boundary 4 signalled**

➢   Cross-off: 4 in the Tally

➢   Enter: 4 in the Bowlers analysis

➢   Enter: 4 in the strikers line   **The striker gains the credit**

Boundary 6 signalled

➢   Cross-off: 6 in the Tally

➢   Enter: 6 in the Bowlers analysis

➢   Enter: 6 in the strikers line   **The striker gains the credit**

A Boundary 6 can only be scored if the bat strikes the ball over the boundary on the full.

No-ball signalled

No-balls are Bowling extras
The striker is only credited with the runs made when his bat struck the ball and runs are completed.

➢   Symbol   O

➢   Add numerals within the circle, **1 2 3** etc for each run completed **and** scored off the bat

No-ball signal only   No runs completed

➢   Cross-off: 1 in the Tally

➢   Enter: O in the Bowlers analysis

➢   Enter: O in the strikers line   **The striker gains no credit**

➢   Enter: **1** in the No-ball line of Bowling extras

No-ball signalled   1 run completed

➢   Cross-off: 2 in the Tally

➢   Enter: ① in the Bowlers analysis   The circle counts as 1 run **plus** the number

➢   Enter: ① in the strikers line   The striker gains credit for the run off the bat

➢   Enter: **1** in the No-ball line of Bowling extras

No-ball signalled   2 runs completed

➢   Cross-off: 3 in the Tally

➢   Enter: ② in the Bowlers analysis   The circle counts as 1 run **plus** the numbers

➢   Enter: ② in the strikers line   **The striker gains credit**

➢   Enter: **1** in the No-ball line of Bowling extras

No-ball signalled   3 runs completed

➢   Cross-off: 4 in the Tally

➢   Enter: ③ in the Bowlers analysis   The circle counts as 1 run **plus** the numbers

➢   Enter: ③ in the strikers line   The striker gains credit for the runs off the bat

➢   Enter: **1** in the No-ball line of Bowling extras

No-ball signalled   4 runs completed or **Boundary 4 signalled**

➢   Cross-off: 5 in the Tally

➢   Enter: ④ in the Bowlers analysis   The circle counts as 1 run **plus** the numbers

➢   Enter: ④ in the strikers line   The striker gains credit for the runs off the bat

➢   Enter: **1** in the No-ball line of Bowling extras

No-ball - Boundary 6 signalled

➢   Cross-off: 7 in the Tally

➢   Enter: ⑥ in the Bowlers analysis   The circle counts as 1 run **plus** the numbers

➢   Enter: ⑥ in the strikers line   The striker gains credit for the runs off the bat

➢   Enter: **1** in the No-ball line of Bowling extras

A No-ball is a ball faced by the striker, but **not a ball of the over** - it must be re-bowled.
It may be easier to enter the numeral before encircling it.

No-ball & Byes signalled

No-balls are Bowling extras
As Byes were signalled **the striker gains no credit** - The bat did not hit the ball.

➢ Symbol   O
➢ Add one dot within the circle for each run completed

No-ball & Byes signalled 1 run completed

➢ Cross-off: 2 in the Tally
➢ Enter: ☉ in the Bowlers analysis   The circle counts as 1 run **plus** the dot
➢ Enter: ☉ in the strikers line   **The striker gains no credit**
➢ Enter: 2 in the No-ball line of Bowling extras

No-ball & Byes signalled 2 runs completed

➢ Cross-off: 3 in the Tally
➢ Enter: ☺ in the Bowlers analysis   The circle counts as 1 run **plus** the dots
➢ Enter: ☺ in the strikers line   **The striker gains no credit**
➢ Enter: 3 in the No-ball line of Bowling extras

No-ball & Byes signalled 3 runs completed

➢ Cross-off: 4 in the Tally
➢ Enter: ☺ in the Bowlers analysis   The circle counts as 1 run **plus** the dots
➢ Enter: ☺ in the strikers line   **The striker gains no credit**
➢ Enter: 4 in the No-ball line of Bowling extras

No-ball & Byes signalled 4 runs completed or **Boundary 4 signalled**

➢ Cross-off: 5 in the Tally
➢ Enter: ☺ in the Bowlers analysis   The circle counts as 1 run **plus** the dots
➢ Enter: ☺ in the strikers line   **The striker gains no credit**
➢ Enter: 5 in the No-ball line of Bowling extras

It is impossible to have a Boundary 6 signal added to a No-ball & Byes signal combination, as the bat must strike the ball.

Should a No-ball be deflected off the striker, the umpire will signal No-ball / Byes. This is to signify that the runs scored are to be entered as No-balls - not to the striker's credit.

A No-ball is a ball faced by the striker, **but not a ball of the over** - it must be re-bowled.
It may be easier to enter the dots before encircling them.

Wide signalled

Wides are Bowling extras

As Wides were signalled, the striker cannot gain credit. - The bat cannot hit the ball.

- ➢ Symbol **✛**
- • The **striker is not credited** with any runs scored
- ➢ The cross symbol for the Wide counts as one run and **1** is entered in the Wide line of Bowling extras
- ➢ A dot is added to the quadrants of the cross for each run completed
- ➢ **1 plus** the dots, are entered in the Wide line of Bowling extras

Wide signalled   no runs completed

- ➢ Cross-off: 1 in the Tally
- ➢ Enter: **✛** in the Bowlers analysis   As no runs were scored, no dots are entered
- ➢ Enter: **✛** in the strikers line   **The striker gains no credit**
- ➢ Enter: **1** in the Wide line of Bowling extras

Wide signalled   1 run completed

- ➢ Cross-off: 2 in the Tally
- ➢ Enter: **✛** in the Bowlers analysis   The cross counts as 1 run **plus** the dot
- ➢ Enter: **✛** in the strikers line   **The striker gains no credit**
- ➢ Enter: **2** in the Wide line of Bowling extras

Wide signalled   2 runs completed

- ➢ Cross-off: 3 in the Tally
- ➢ Enter: **✛** in the Bowlers analysis   The cross counts as 1 run **plus** the dots
- ➢ Enter: **✛** in the strikers line   **The striker gains no credit**
- ➢ Enter: **3** in the Wide line of Bowling extras

Wide signalled   3 runs completed

- ➢ Cross-off: 4 in the Tally
- ➢ Enter: **✛** in the Bowlers analysis   The cross counts as 1 run **plus** the dots
- ➢ Enter: **✛** in the strikers line   **The striker gains no credit**
- ➢ Enter: **4** in the Wide line of Bowling extras

Wide signalled   4 runs completed or **Boundary 4 signalled**

- ➢ Cross-off: 5 in the Tally
- ➢ Enter: **✛** in the Bowlers analysis   The cross counts as 1 run **plus** the dots
- ➢ Enter: **✛** in the strikers line   **The striker gains no credit**
- ➢ Enter: **5** in the Wide line of Bowling extras

It is impossible to have a Boundary 6 signal added to a Wide signal, as the bat must strike the ball.

A Wide is **not a ball faced by the striker,** nor is it **a ball of the over** - it must be re-bowled.

Byes signalled

Byes are Fielding extras

If Bye*s* are signalled **the striker gains no credit** - The bat did not hit the ball

➢   Symbol   Δ   Point up, to match the umpire's hand signal

                                                         Dots are not normally added to this symbol

Byes signalled   1 run completed

➢   Cross-off: 1 in the Tally

➢   Enter: Δ in the Bowlers analysis

➢   Enter: Δ in the strikers line   **The striker gains no credit**

➢   Enter: **1** in the Byes line of Fielding extras

Byes signalled   2 runs completed

➢   Cross-off: 2 in the Tally

➢   Enter: Δ in the Bowlers analysis

➢   Enter: Δ in the strikers line   **The striker gains no credit**

➢   Enter: **2** in the Byes line of Fielding extras

Byes signalled   3 runs completed

➢   Cross-off: 3 in the Tally

➢   Enter: Δ in the Bowlers analysis

➢   Enter: Δ in the strikers line   **The striker gains no credit**

➢   Enter: **3** in the Byes line of Fielding extras

Byes signalled   4 runs completed or **Boundary 4 signalled**

➢   Cross-off: 4 in the Tally

➢   Enter: Δ in the Bowlers analysis

➢   Enter: Δ in the strikers line   **The striker gains no credit**

➢   Enter: **4** in the Byes line of Fielding extras

It is impossible to have a Boundary 6 signal added to a Bye signal, as the bat must strike the ball.

A Bye is a ball faced by the striker and a ball of the over.

It is not considered good practice for inexperienced scorers to enter dots in the Bye symbol for the runs scored, as this can lead to confusion.

Leg-byes signalled

Leg-byes are Fielding extras

As Leg-byes were signalled, **the striker gains no credit**. - The bat did not hit the ball.

➢   Symbol   ∇   Point down, to match the umpire's hand signal
                                                                      Dots are not normally added to this symbol

Leg-byes signalled   1 run completed

➢   Cross-off: 1 in the Tally

➢   Enter: ∇ in the Bowlers analysis

➢   Enter: ∇ in the strikers line   **The striker gains no credit**

➢   Enter: **1** in the Leg-byes line of Fielding extras

Leg-byes signalled   2 runs completed

➢   Cross-off: 2 in the Tally

➢   Enter: ∇ in the Bowlers analysis

➢   Enter: ∇ in the strikers line   **The striker gains no credit**

➢   Enter: **2** in the Leg-byes line of Fielding extras

Leg-byes signalled   3 runs completed

➢   Cross-off: 3 in the Tally

➢   Enter: ∇ in the Bowlers analysis

➢   Enter: ∇ in the strikers line   **The striker gains no credit**

➢   Enter: **3** in the Leg-byes line of Fielding extras

Leg-byes signalled   4 runs completed or **Boundary 4 signalled**

➢   Cross-off: 4 in the Tally

➢   Enter: ∇ in the Bowlers analysis

➢   Enter: ∇ in the strikers line   **The striker gains no credit**

➢   Enter: **4** in the Leg-byes line of Fielding extras

It is impossible to have a Boundary 6 signal added to a Leg-bye signal, as the bat must strike the ball.

A Leg-bye is a ball faced by the striker and a ball of the over.

It is not considered good practice for inexperienced scorers to enter dots in the Leg-bye symbol for the runs scored, as this can lead to confusion.

Dead-ball

The batsman is entitled to attempt to score runs off every ball he faces.

If the umpire calls & signals **DEAD-BALL**:

•   **Before** the ball is received - that ball is **not a ball of the over** and must be re-bowled.

•   **After** the ball is received - that ball **is a ball of the over**.

•   **After** the batsmen **have run** and the batsmen are directed to return to their original ends, no runs are scored from that delivery - that ball **is a ball of the over**.

Scoring Formulae

Playing time in minutes	= Elapsed innings time	less all intervals & interruptions
Cumulative total	= Runs scored by all batsmen	plus all Extras
Cumulative total	= Runs against all bowlers	plus all Fielding extras
Runs conceded by all bowlers	= Runs scored by all batsmen	plus all Bowling extras
Balls delivered	= All balls faced by all batsmen	plus all Wides
Balls faced	= All balls delivered	less all Wides
Bowling Average	$= \dfrac{\text{Runs conceded by the bowler}}{\text{Wickets taken}}$	Over career / season / tournament
Bowler's match Strike-rate	$= \dfrac{\text{Balls delivered by the bowler}}{\text{Wickets taken}}$	Balls delivered include Wides
Bowler's Economy-rate	$= \dfrac{\text{Runs conceded by the bowler}}{\text{Overs bowled}}$	Use true decimals as below
Batsman's Average	$= \dfrac{\text{Total runs scored}}{\text{Times dismissed}}$	Over career / season / tournament
Batsmen's match Strike –rate	$= \dfrac{\text{Runs scored X 100}}{\text{Balls faced}}$	
Over Rate (Overs per hour)	$= \dfrac{\text{Overs bowled X 60}}{\text{Innings minutes}}$	Part overs count as full overs
Penalty runs awarded	Credited **to** the non-offending side	Debited against the offending side
Bowling extras	No-balls & Wides	Debited against the bowler
Fielding extras	Byes	Debited against the Wicket-keeper
	Leg-byes & Penalty runs **to** the batting side	Debited against the fielding side

The scoresheets must be balanced at the end of every innings and at the end of every day's play, with each section balancing with the other scorebook - Use the formulae above.

Penalty runs

The awarding of Penalty runs is a rare event, the most common occurrence being when the ball, in play, touches a helmet placed on the ground.

There are other instances when Penalty runs may be awarded, but many match regulations only permit qualified umpires to make such awards and specifically prevent player/umpires from doing so.

- Careful attention to detail is required as the umpires may make additional signals **after** the signal for Penalty runs. Scorers must always make margin notes of the incident
- Penalty runs can be awarded at any time during a match. It can happen during an over, at the end of an over, at the end of an innings, at the end of a days play, or after the last ball of a match has been bowled but before the final call of **TIME**
- The ball need not be dead when the infringement occurs, nor does the ball become automatically dead on all occasions - however, the ball will be dead when the umpire makes either of these signals
- Consultation with the umpires at the next interval to confirm their notes is imperative, as the umpires are required, in almost all cases, to report the incident to the match authorities **and** to the offending side's executive
- The award of Penalty runs is not attributed to any particular delivery, nor is there any entry required in either the batting or the bowling records, hence the need for careful notes
- In some specific rare occasions – not detailed here – a delivery may be deemed as **not to a ball of the over**. Unless an innings ends, the ball is requires to be re-bowled resulting in an apparent 7 ball over. The umpires should advise the scorers during the next interval – in such cases a margin note must be made and all entries may be enclosed in a square ☐
- In addition, one specific offence requires the umpires to give the batsmen to have a choice of who may face the next delivery. The umpires should advise the scorers during the next interval

Penalty runs awarded to the Batting side

- Should an umpire signal 5 Penalty runs to the **Batting side** the ball will be dead

One hand tapping the opposite shoulder (an exaggerated signal)

In the Batting sides <u>current scoresheet</u>:

➢ If necessary, create a **Penalty extras** line in the Extras box

➢ Enter: 5 in that line

➢ Cross-off: 5 in the **Tally** - better to use a <u>Double line</u>

➢ Enter: **1** in the **P b** column of the **Over details** section

➢ Make detailed notes of the event

Penalty runs awarded to the Fielding side

- Should an umpire signal 5 Penalty runs to the **Fielding side** the ball will be dead

One hand holding the opposite shoulder

In the batting sides current scoresheet:

➢ Make detailed notes of the event

➢ Enter: **1** in the **P f** column in the current **Over details** section -

Then:

If the Fielding side <u>has had a completed batting innings </u>in the match:

➢ Cross-off: 5 runs in that sides **previous** batting scoresheet **Tally** – better to use a <u>Double line</u>

When the current innings is closed count the number of Penalties awarded and multiply by 5.

Enter that number in the last line of the **Over details** section **Penalty runs carried forward/back to other innings.**

➢ In that sides **previous** batting scoresheet enter the Penalty extras awarded in the **Plus runs from other innings** and complete the **Final Innings Score**

Or:

If the Fielding side <u>has NOT had a completed an innings</u> in the match:

➢ Cross-off: 5 runs in that sides **next** batting scoresheet **Tally** – better to use a <u>Double line</u>

When the current innings is closed count the number of Penalties awarded and multiply by 5.

Enter that number in the last line of the **Over details** section **Penalty runs carried forward/back to other innings.**

➢ In that sides **next** batting scoresheet enter the Penalty extras awarded in line 0 – **Runs** column in the **Over details** section

Dismissals

Method	Which umpire?	Credit to		Possible of a			Notes
		Bowler	Fielder	No-ball	Wide		
Bowled	Bowler's end	Yes	No	No	Impossible		No runs are scored Bowled takes precedence over all other dismissals
Timed-out	Bowler's end	No	No	No	No		An incoming batsman must be in position to play within 3 minutes of the previous batsman's dismissal. A delivery is not required
Caught	Bowler's end	Yes	Yes	No	Impossible		No runs are scored Record Caught-Sub if caught by a substitute
Handled the ball	Bowler's end	No	No	Yes	Yes		Either batsman can be dismissed Only runs completed before the incident are scored
Hit the ball twice	Bowler's end	No	No	Yes	Impossible		Only the striker can be dismissed. Runs can only be scored as a result of No-balls, Wides, Penalties or as overthrows
Hit-wicket	Striker's end	Yes	No	No	Yes		Striker must break his stumps with his person or bat on receiving the delivery or immediately after when setting out for his first run Any delay negates this dismissal – the ball must be delivered
Leg before wicket	Bowler's end	Yes	No	No	Impossible		Bowled if the ball having touched the striker and / or bat, then breaks his stumps
Obstructing the field	Bowler's end	No	No	Yes	Yes		The striker is always dismissed if the obstruction prevents a catch; the bowler does not get the credit & no runs are scored Either batsman can be dismissed otherwise – runs completed before the dismissal are scored
Run-out	Respective end	No	No	Yes	Yes		Either batsman can be dismissed If an injured striker is himself Run-out, no runs are scored Runs completed before the dismissal are scored
Stumped	Striker's end	Yes	Keeper	No	Yes		Only the wicket keeper can effect this dismissal Run-out if another fielder is involved
Retired	Bowler's end	No	No	Yes	Yes		Record first in pencil as the batsman may resume his innings When the innings has concluded, Record Retired Not-out if sick or injured; Retired Out otherwise

Scoring entries

Scoring entries

Event	Strikers credit?	Strikers line	Bowlers Analysis	Bowling extras — No-balls	Bowling extras — Wides	Fielding extras — Byes	Fielding extras — Leg-byes	Fielding extras — Penalties	Cross-off the Tally
Fair delivery: No runs	No	•	•						None
Fair delivery: **Bat:** 1 2 3 runs etc	Yes	1 2 3 etc	1 2 3 etc						1 2 3 etc
Fair delivery: **Bat:** Boundary 4 **or** 6	Yes	4 or 6	4 or 6						4 or 6
No-ball: No runs	No	O	O	1					1
No-ball: **Bat:** 1 2 3 runs etc	Yes	① ② ③ etc	① ② ③ etc	1					2 3 4 etc
No-ball: **Bat:** Boundary 4 **or** 6	No	④ or ⑥	④ or ⑥	1					5 or 7
No-ball: Byes: 1 2 3 runs etc	No	⨀ ⨀ ⨀ etc	⨀ ⨀ ⨀ etc	2 3 4 etc					2 3 4 etc
No-ball: Byes: Boundary 4	No	⨂	⨂	5					5
Wide: No runs	No	+	+		1				1
Wide: 1 2 3 runs etc	No	+ ‡ ‡ etc	+ ‡ ‡ etc		2 3 4 etc				2 3 4 etc
Wide: Boundary 4	No	✳	✳		5				5
Byes: 1 2 3 runs etc	No	△	△			1 2 3 etc			1 2 3 etc
Byes: Boundary 4	No	△	△			4			4
Leg-byes: 1 2 3 runs etc	No	▽	▽				1 2 3 etc		1 2 3 etc
Leg-byes: Boundary 4	No	▽	▽				4		4
Stumped or Hit wicket off a Wide	No	+ʷ	+ʷ		1				1
5 Penalty runs to the **Batting side**	No	Enter 5 in the Penalty Extras line & cross-off 5 in the Tally – better to use a <u>Double line</u>						5	5 Batting
5 Penalty runs to the **Fielding side**	No	In the last completed innings (next if that is not possible) cross-off 5 in that Tally – use a <u>Double line</u>							5 Fielding
No-ball with Leg-byes or Wides	No	Signal is No-ball - Byes. Record as No-balls	Detailed notes are required for all Penalties runs awarded						
Overthrows		The striker gains credit for runs off the bat, if not, all runs are recorded as appropriate extras							

Symbols:

Captain:	∗	No-balls: O
Wicket-keeper:	†	Wides: +
		Byes: △
		Leg-byes: ▽

O — Add numerals for each run off the bat. Byes signalled - add a dot for each run scored

+ — Add a dot for each run scored

△ — As the bowler is not debited with runs scored - dots are not normally added to this symbol

▽ — As the bowler is not debited with runs scored - dots are not normally added to this symbol

Hint: Enter the numerals or dots before encircling them in the No-ball circle symbol

Statistics

Name

| | | Season | | | | | | Club | | | | | | | | | | |

Match details			Bowling						Fielding			Batting					
Date/s	Opposition	Venue	O	M	R	W	Extras nb wd	Balls	Ro	Ct	St	B	M	R	How out	Bowler

TM

NEW ZEALAND
CRICKET