



GUIDE TO SCORING

Welcome To the World of Cricket Scoring

The scorer's job is one that requires considerable concentration and commitment. It is one of the most essential jobs of cricket and possibly one of the most complicated. Many of us begin scoring by attending a game to watch our children, friends, or mates and all of a sudden you end up with the score book in the hand and you are recording the day's events. Easy they say until you are asked to record balls faced, what is the required run rate, wickets are falling, umpires signal wides and batsman are running, no balls and leg byes signaled together and then you realize this world is not as simple as it seems and begin to panic. Welcome to the world of cricket scoring.

Hopefully this guide will help you along the way answering many of the common questions that will be asked over the season and elevate the uncertainty that comes with this profession. Yes there is a skill in scoring and as you grow with the skill you will become a professional.

It is essential for scorers from each team to sit side by side. This way, they can compare scores; change of bowlers, incoming batsmen, and names of fieldsmen who took catches etc, and assist each other when mistakes are made. Don't ever think a mistake will not be made. Even test scorers get it wrong, trust me.

Arrive at the game in plenty of time. Obtain a list of your team from the captain (in batting order if possible) and keep it handy for you both to see. Always fill out the headings on your scorebook with the details of the match, date, venue, round number etc.

Every ball bowled **must** be recorded. If no runs or sundries occur, then record a dot against the batsman and also in the bowler's column.

When runs occur, they have to record against the batsman, added to the total score and recorded in the bowler's column, comparing runs and total score with your 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. Work from the top of the page, filling in the relevant sections as you go down the page.

At the end of each over, total runs in bowler's column and compare total score with your fellow scorer. Every few over, also compare batsmen's individual scores.

BYES

Byes are recorded as **B**. This is shown as 1 in the Bye column in sundries, one to the total score and shown as B in the bowler's column but **NOT** added to the bowler's figures. (See example below) If more than 1 bye is run then the bye is recorded as such B², B³ etc.

LEG BYES

Leg Byes are shown as **L**. This is shown as 1 in the Leg Bye column in sundries, one to the total score and shown as L1 in the bowler's column but **NOT** added to the bowler's figures. (See example below). If more than 1 leg bye is run then the bye is recorded as such L², L³ etc.

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

	BYES (B)	LEG BYES (L)
Counted as Runs to Batsman	NO	NO
Counted as 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

NO BALLS

When a no ball is bowled and no other runs are scored, enter a \odot 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 \odot represents one run against the bowler and has to be added to his progressive score).

When runs are scored from a no ball

If the umpire does not signal a leg bye or bye off a no ball then the runs made are entered against the batsman, 1 for the no ball is entered into the sundries and runs with a circle around them is added to the bowling analysis. e.g. If 4 runs have been struck, show 4 against the batsman, 1 in the no ball column, add 5 to the total score (4 runs plus penalty 1) and $\textcircled{4}$ against the bowler (noting that the circle meaning that 5 runs are added to the bowler's tally).

The reason to show only 4 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, 4's and 6's on a score sheet than trying to remember that a 5 in the bowlers column is really a 4 plus 1 penalty run.

When a NO BALL is called by the umpire who then proceeds to call LEG-BYE or BYE

This indicates to the scorer that the batsman did not touch the ball and thus all runs go to **no balls**. For example, if the batsmen run 3, then 4 runs are put in the no ball column. 1 for the no ball and 3 for the total runs of 4. It would be shown in the bowler's column as a circle with 3 dots in the centre \odot and 4 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 signaled to show that they are not counted against 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

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 it is to be recorded

as either $\frac{\circ}{+}$ $\frac{\circ}{++}$ $\frac{\circ}{+++}$ depending on the number of runs batsmen take. (Don't forget that if the batsmen run 2 then **three** wides are recorded) in sundries column and 3 wides are added onto the progressive score of the bowler.

An over which contains a wide cannot be a maiden over.

	WIDES (W)	NO BALLS (N)
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

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, scorers 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. (sub). When a wicketkeeper takes a catch, an entry should be made as caught behind and the name of the wicket keeper i.e. CtB J. Bloggs 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.

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 and entry of a dot is made. Some scorers enter this in with a different color for back tracking later on if needed.

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. .

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 only recorded as being faced if the dead ball is called after the bowler has bowled a legitimate ball. If, however, the bowler dropped the ball before delivery and the umpire signals dead ball, nothing is recorded.

FALL OF WICKETS are shown as **W** in the bowler's analysis.

When a wicket falls, complete time batsman was out, how batsman was out, name of bowler and how many runs the batsman made. Score at fall of wicket, name of batsman out, name of batsman not out plus his score in brackets if it is required.

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

When a maiden over is bowled, show a large M for that over – this makes it easier to add up number of maidens bowled.

PROTECTIVE HELMETS

Law 41.3

If the helmet belonging to the fielding side is on the ground within the field of play and the ball, while in play, strikes it, the ball shall become dead. 5 penalty runs shall then be awarded to the batting side.

Law 18.11 (b) then goes on to say that “When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the Laws, the batting side shall be credited with

- (i) All runs completed by the batsmen before the incident or call and
- (ii) The run in progress if the batsmen have crossed at the instant of the incident or call and
- (iii) Any penalties those are applicable.

Again, they are scored as 5 penalty runs but the batsmen are awarded the runs they have completed (or leg byes or bye runs completed) prior to the ball hitting the helmet.

PENALTY RUNS

Law 42.17

Five penalty runs awarded to the batting side.

The Law states: “The umpire will signal by repeated tapping of one shoulder with the opposite hand.” (Remember – patting means batting). “Penalty runs are shown as penalty extras and shall be in addition to any other penalties. They shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery

and shall be in addition to any runs from those deliveries. The batsmen shall not change ends solely by reason of the 5 run penalty.”

Explanation: The runs shall immediately be added to the total score of the batting side and should be shown as P¹ in the bowler’s analysis (if it is the first occurrence of penalty runs). This is **NOT** added to the bowler’s total but is only to show when it occurred. Make a note in the Notes/Comments column of what the penalty is for. P² would mean the second instance of a penalty. Check with the umpire at the first break as to why the penalty was awarded.

Five penalty runs awarded to the bowling side.

The Law states: “The umpire will signal by placing one hand on the opposite shoulder. When 5 runs are awarded to the fielding side, the runs shall be added as penalty extras to that side’s total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 penalty extras shall be added to its next innings.”

Example 1: Team A has batted and is all out 250. Team B is batting and is 2/100 when the 5 penalty runs are awarded to the bowling side (Team A). You then have to increase extras for Team A by 5 penalty runs and the total for Team A is now 255.

Example 2: Team A is batting first day of a 2 day match. 5 penalty runs are awarded to Team B who is fielding. Because Team B has not yet batted, you will have to open a new page for them, award them 5 penalty runs and their score is 0/5 before they even take the field.

BOWLING ANALYSIS

No Ball	0	However, 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	B	One bye is shown as B1; two byes are shown as B2 etc. Runs are recorded in sundries column, added to total score and shown as B1 or B2 etc. in bowlers but not included in bowler’s figures.
Leg Bye	L	One leg bye is shown as L1; two leg byes are shown as L2 etc. Runs are recorded in sundries column, added to total score and shown as L1 or L2 etc. in bowlers but not included in bowler’s figures.
Fall of Wicket	W	Shown in bowler’s analysis (but not if bowler is not credited with the wicket such as Run Out).
Run Out	-	Can only be recorded as R when runs have not been made.
Maiden Over	M	Shown where no runs are recorded in bowler’s analysis.

1	2	3	4	5	6	7	8	Total
1..	4+ .. 1	. B ²	04 3	...	4 4 3	W ..	
4..	L ¹ W 1	...	Ⓞ ..	W . 1	...	
0-5	0-8	M	1-9	1-17	1-24	2-36	WM	3-36

Over 1	5 runs	=	0/5
Over 2	Wide + 1 penalty 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, 6 runs off no ball (include 1 penalty run)	=	1/24
Over 7	12 runs, wicket	=	2/36
Over 8	Wicket maiden	=	3/36

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 and enter "did not bat" into the how out section. 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 over's, maidens, wickets, runs). Add total bowling runs to leg byes and byes to arrive at the total score, remember to add any penalties is needed

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

SIGNALS

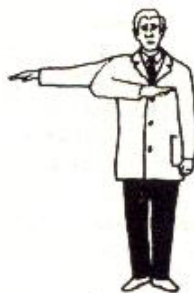


Law 4.3 - The scorers shall accept all instructions and signals given to them by the umpires. The law states that scorers shall immediately acknowledge each separate signal.

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 Four

Boundary Six

By raising both arms above the head



Boundary Six

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 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 signaled, the batsman who struck the ball has only 1 run recorded against his name.)



Revoking a Call

By crossing arms across chest



Out

Signaled when wicket has fallen either by catch or bowled



5 Penalty Runs

For the batting side



5 Penalty Runs

For the fielding side



Last Hour

This is indicated by the umpires last hour of play



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

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.

Scoring Hints

- Arrive at the game in plenty of time to set up a table and chairs, unpack and get settled. Don't stress yourself by arriving with too little time to spare (arrive at least 15 mins before the game is due to start).
- Ensure you have a good supply of pencils/ a rubber / a copy of a rule book.
- Ask each captain/coach for a team list. Write out both teams on a page side by side (in batting order if possible) and leave list in clear view for both yourself and your opposition scorer. Players will find it useful as well.
- Fill in heading on match sheet before the game starts. Fill in ALL sections.
- Develop a system of scoring and stick to it. Start from the top of the page and work your way down with each ball.
- Ensure both scorers sit together.

Umpire Etiquette

Tell the umpires where you will be sitting. If you have to move during the game, ensure the umpires see you move so they know where you are. Be aware of what is behind you. Should you be wearing dark clothing and have a dark background, the umpires could struggle to see you acknowledge their signals.

Be ready to signal when umpires call start of play. Umpires are in control of the game - whatever they signal is what is recorded in the book. With leg byes/byes the umpires ruling is final. It doesn't matter if scorers think an umpire forgot to call, if the umpires don't signal leg byes or byes then runs are recorded to the batsman.

Ask umpires if they want you to signal if you see a ball is either a 4 or 6. Again their word is law. If they don't want you to signal then don't do so.

Remember to always communicate with your fellow scorer. THIS IS ESSENTIAL. This is not about who is the better of the two scorers. It is about accuracy. Constant communication is essential between scorers. Concentrate on the game - you will have plenty of distractions and it helps to be able to shut out the noise and just watch the game and record what is happening.

When play is interrupted for rain/bad light etc., make a note of the time, who bowled last over, from which end and who was on strike.

End of Day

- Make note of who bowled last over and from which end
- Make note of who was on strike

Completion of Innings

- Show not out batsman, their scores and balls faced
- Add sundries and total the batting
- Complete bowling, add leg byes and byes and total
- Ensure all 11 batsmen's names are entered on scoring sheet whether they batted or not. This aids the selectors and coaches during the season.
- Ensure book totals agree. Make sure your other scorer agrees with you.
- In notes: show result of match, if this is not indicated else where

