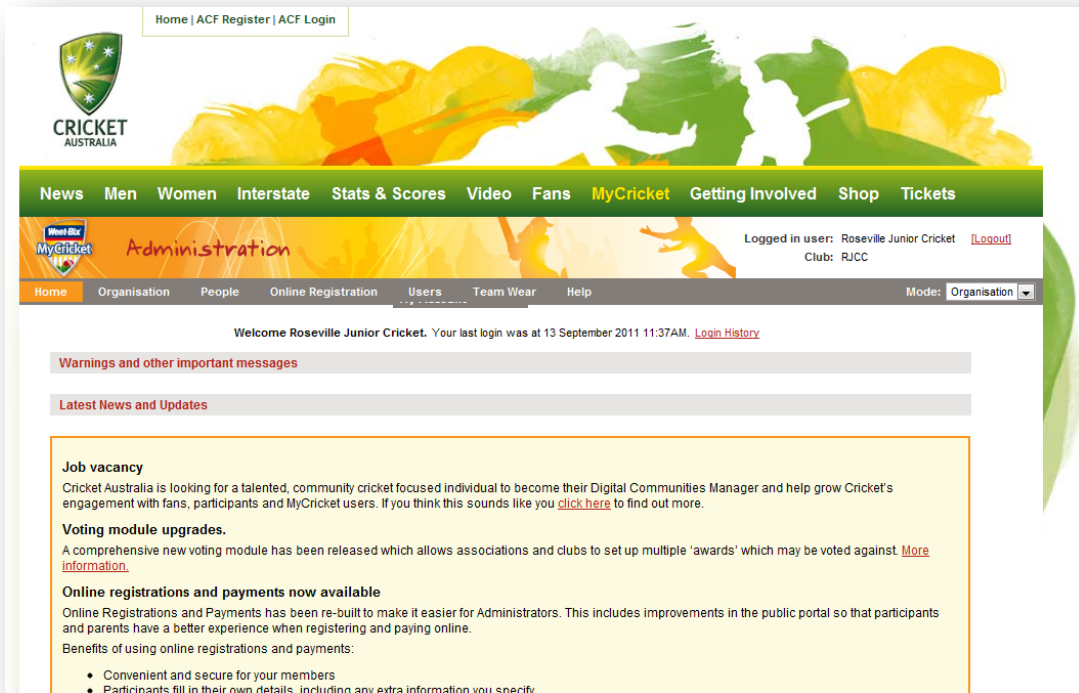# Using MyCricket for Junior Cricket

Selecting your Team

When you first log into MyCricket, the first screen you'll see will generally be similar to the one below.

Prior to each match (should be completed by Friday at the latest), managers will need to go into MyCricket and select their team for the week. To do this, change the mode to Teams by clicking on the drop down in the top right corner and selecting 'Teams'. See below
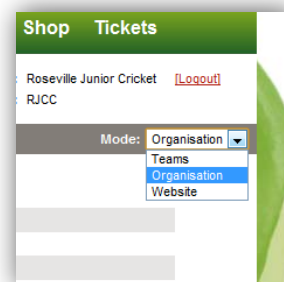

This should bring you to a new screen that looks similar to the one below.
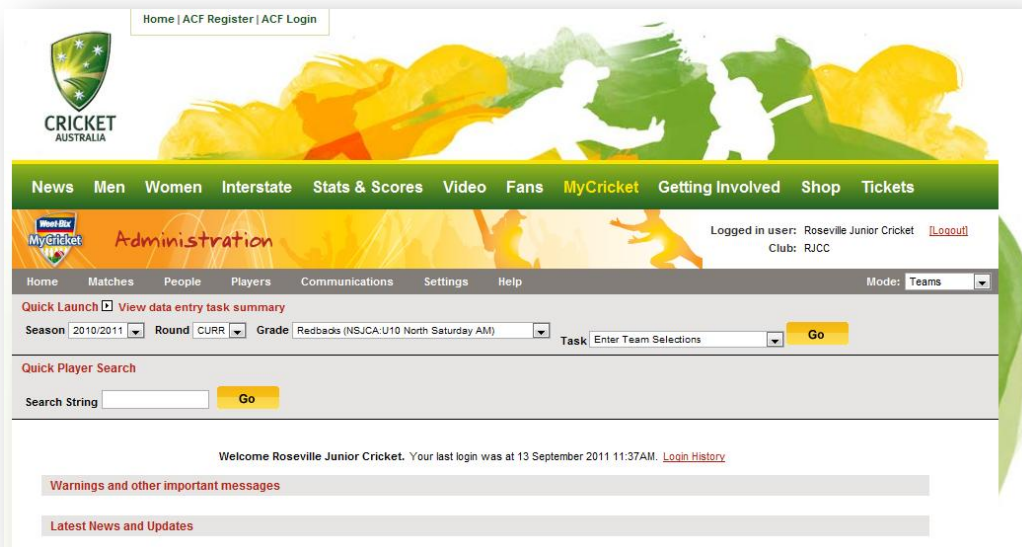
At this point, the first thing to check is the 'Season' drop down and make sure it is set to the correct season. The first time you log into MyCricket at the beginning of the season, it will most likely have defaulted to the previous season so make sure you check it.

Next, select the Round (default is CURR – which will automatically select the current round based on the current date) and then select your team. All teams have 'friendly names' associated with them to make it easier to find your team. Once you've done this, select the appropriate Task from the final drop down menu. In this case, accept the default setting which is 'Enter Team Selections' and then click on 'Go'.

The next screen should look something similar to the one below.
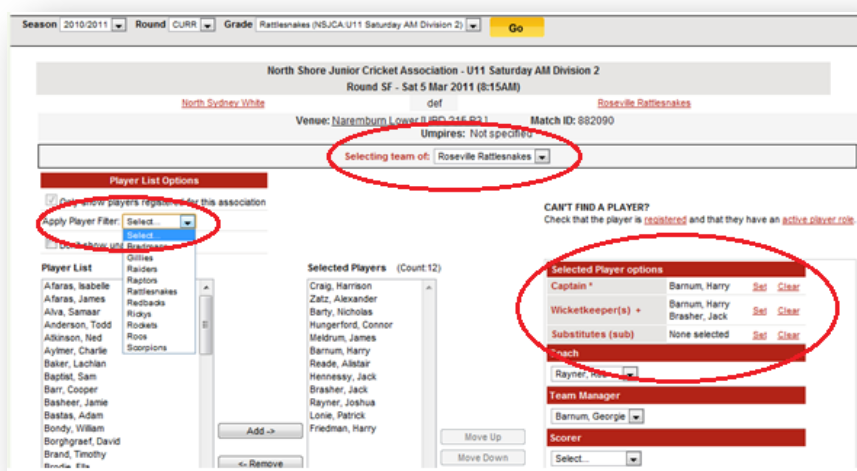
Take careful note of the areas that are circled above. One thing to be careful of is when 2 Roseville teams play against each other. You will see an option for "Selecting team of" and it should only give

you the option to select your team however if 2 Roseville teams are playing each other, both teams will show in the list so make sure you select the correct team.

For ease of use, player filters have been set up for each of the teams so click on the Apply Player Filter drop down button and select your team. The Player List underneath should now be updated and only show the players in your team who have not yet been selected. To select them all, highlight them (hold down the CTRL key to select multiple players) and the click on 'Add'. This will add the players to the selected team for the current weeks match.

If you want, you can move the players up and down the list to reflect your batting order. This is optional but I highly recommend doing it as it will make the process of entering the players scores much easier later (trust me on this).

The other thing I suggest all teams do is to also select your captain and wicket keepers for the week. To do this, simply highlight the appropriate player in the Selected Players list and then click on 'Set' next to the appropriate role. This will update the way the players are displayed in the match results to show a '*' next to the captain and a cross next to the wicketkeeper/s. You can select multiple players for these roles (by holding down the CTRL key) and generally you will have 2 wicket keepers per match at least.

Once you have done all this, click on the 'Update' button at the bottom. Your team has now been selected for the match.

Entering the Results

After your match is complete, the results of the match need to be entered into MyCricket. The most important thing to do before this happens is to make sure on game day that both scorers agree on the final result and that the 2 score books match up **<u>EXACTLY</u>**, including the number of Extras (i.e. No Balls, Wides, Byes, and Leg Byes).

There are 2 components to entering the Match results. The first component is the Match Result itself (i.e who won, by how many runs/wickets, etc...). The second component is the individual Player Scores (i.e. batting and bowling figures). Before player scores can be entered, a result for the match must be submitted.

Match Result

The rule of thumb is that the home team always enters the result **FOR BOTH TEAMS** and the away team simply checks to see if the details entered match what is in the score book, and then confirms the result if they do. If the details don't match, then there is the option to dispute the result as well. The home team is regarded as the team listed first or on the Left hand side on the draw.

To enter the Match Result, once again, log in and then change the Mode to 'Teams'. Then from the Home page (just like when you selected the team initially), ensure the Season, Round and Grade are selected correctly and then select '*Enter Match Result*' from the '*Task*' menu. Alternatively, from the Matches menu, select Enter Match Result (see below).

The screen that is now presented to you will look similar to the one below.

By selecting from the various drop down menus, enter the details for the Toss and which team batted first. Then tick the box under '1st Innings' labelled '*Innings Commenced*'. This will show the extra fields required for entering the correct result. Complete all the fields according to the information that is in your score book **FOR BOTH TEAMS**. There should be no reason to enter results for a 2nd innings since all junior matches are only ever 1 innings so do not tick those boxes.

Once this is done, the most important thing is to enter final result. Scroll down the page a little more and you will see a section title RESULT (see below).

Under the name of your team, select from the drop down menu and select the appropriate match result. In the majority of cases, the result should either be 'WON FIRST INNINGS' or 'LOST FIRST INNINGS'. If in the case of a match that has been abandoned either before the match has started or abandoned midway through a game due to weather or any other reason, select 'MATCH ABANDONED'.

If your opposition has forfeited their match (typically because they don't have enough players to begin the match), the enter the result as WON ON FORFEIT.

Once the appropriate selection has been made for one of the teams, the result for the other team will be automatically completed.

Check that you have entered everything correctly and then click on 'Submit' at the bottom of the page.

Entering Player Scores

Once the result has been entered, it is now time to enter individual player scores. From the '*Matches*' menu, select '*Enter Player Scores*'. Select the appropriate Season, Round and Grade from the drop down lists and then click on 'Go'. This will bring you to the correct screen for entering player scores.

You will see on the left labels for 1st Innings and 2nd Innings. Tick the 'Innings Commenced' box next to 1st Innings and you should then see an input screen similar to the one below appear. Since all junior games are only ever 1 innings, please don't ever tick the box for 2nd Innings.

1st Innings	☑ Innings commenced																					
	Batting								Bowling									Fielding				
Player	Num	HO	Runs	Fld		Bwl		FOW	4s	6s	Num	O	M	W	R	Un	Wd	Nb	Ct	Ct Wk	RO As	RO Un	St
Zatz, Alexander	1	dnb		NA		NA																	
Rayner, Joshua	2	dnb		NA		NA																	
Hennessy, Jack	3	dnb		NA		NA																	
*+Barnum, Harry	4	dnb		NA		NA																	
Reade, Alistair	5	dnb		NA		NA																	
+Brasher, Jack	6	dnb		NA		NA																	
Lonie, Patrick	7	dnb		NA		NA																	
Hungerford, Connor	8	dnb		NA		NA																	
Friedman, Harry	9	dnb		NA		NA																	
Meldrum, James	10	dnb		NA		NA																	
Craig, Harrison	11	dnb		NA		NA																	
Barty, Nicholas	12	dnb		NA		NA																	
	Extras	59																					
	Total	10/154																					

Now you can start entering player scores. The order of the list is according to the order of the players when you selected the team initially, hence the reason that entering the player list according

to the batting order makes life a lot easier. You can change the order on this screen by changing the number in the 'Num' column.

Methods of dismissal are all in code so for those unaware of all the codes, here is the interpretation. Most of these you will never use but make sure you select the correct one.

dnb	Did Not Bat
no	Not Out
c	Caught
lbw	Leg Before Wicket
b	Bowled
st	Stumped
ro	Run Out
hw	Hit Wicket
rh	Retired Hurt
ht	Hit Ball Twice
to	Timed Out
hb	Handled Ball
of	Obstructing Field
rt	Retired
rtno	Retired Not Out
abs	Absent

If a player retires (because they have reached the maximum score or because the coach has retired them), if that batsman does not go back out to bat, enter the method as 'rtno' (Retired Not Out). If they have retired and then go back out to bat again and are then dismissed, enter the method as the appropriate method for how they got out. If they are still Not Out at the end, enter their method as 'no' (Not Out).

If you have the information in the score book, enter the names of the opposition who took the wicket (fielder and bowler) where relevant.

Under the bowling section, enter the appropriate scores according to the score book. Colum headings stand for;

Num	Bowling Order Number (optional)
O	Overs
M	Maidens
W	Wickets
R	Runs
Un	Unassisted Wickets (auto calculated)
Wd	Wides
Nb	No Balls

In the Fielding section, enter the information where relevant for each player. Column headings stand for;

Ct	Catches
Ct Wk	Catches as Wicket Keeper
RO As	Run Out Assisted (i.e. another player such as wicket keeper assisted)
RO Un	Run Out Unassisted (i.e. fielder ran the batsman out alone – e.g. direct hit)
St	Stumped (Wicket Keeper Only)

Once all the information has been entered, you can either save as draft (if you haven't finished entering data) or click on the '*Update*' button to save the information.

This information will now be viewable on the web from either the Roseville Junior CC web site (http://rosevillejunior.nsw.cricket.com.au/) or from the NSJCA web site (http://www.nsjca.asn.au).

Provided all results and scores are entered by 5pm on Sunday, match results will be advertised in the Wednesday edition of the North Shore Times for each of the matches.