

# Scorer's Manual



**North Shore Junior Cricket Association**

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**Acknowledgement:**

This Scoring Manual has been modified for NSJCA use, and is based on a document produced by Sylvania Heights Cricket. Their work and the permission of Murray Griffiths are kindly acknowledged.

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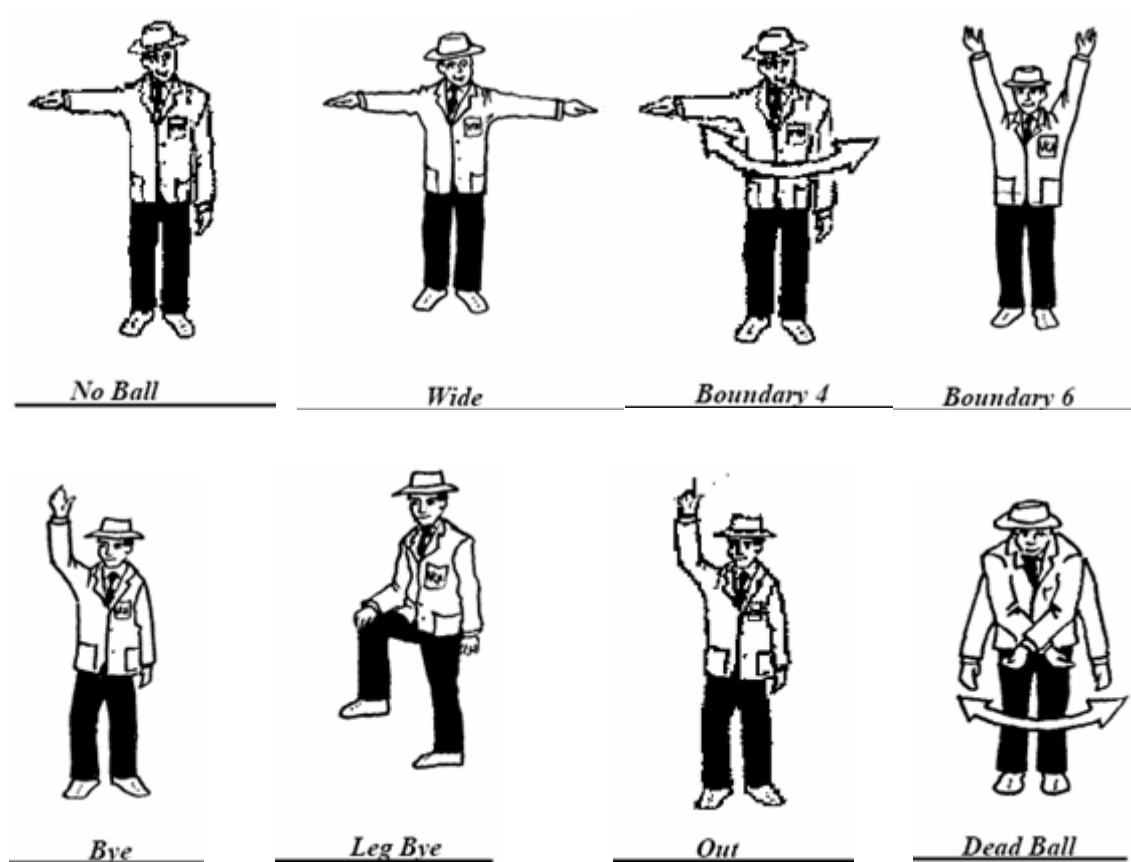
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## Introduction

The aim of this document is to be an aid to the training of Scorers for the NSJCA competitions. It is by no means the complete manual on scoring – and parents are encouraged to look at other information available.

## Umpire Signals

### *Most Common*



The most common calls are simple and easily recognisable, and include **No Ball**, **Wide**, **Four**, **Six**, **Bye**, **Leg Bye**, **Out** and **Dead Ball**.

**Dead Ball** – umpire signal to the scorer to ignore the previous ball bowled – example: the ball is dropped by the bowler on his run up.

## Less Common



Short Run



Revoke Previous Signal



5 Penalty runs to the Batting Side

**Short Run** – take one run off the batsmen’s score (he didn’t touch his bat behind the crease when running between wickets)

**Revoke Previous Signal** – self explanatory

**Penalty Runs** – to either the batting (tapping the shoulder) or the bowling side (hand placed on shoulder). Rarely seen, and I’d check with the umpire to confirm what he is saying.

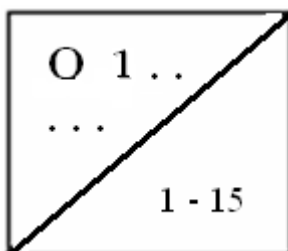
Remember, if you are unsure, ask the other scorer what to do, and if they are unsure, ask the umpire for a ruling at the next break or after the game.

## How to Score

There is nothing difficult about cricket scoring – it just takes a little bit of practice. You can adopt an existing method of scoring or discover your own. By this I mean in what order to mark off certain information in the score book.

Check out the last page – it is a score book layout. One simple method is to always work from the bottom right of the score book – the Sundries section - in a clockwise direction, marking down sundries (if any), bowling analysis, running total, then the batsmen’s score. This way the sundries and bowling score is always correct.

Note: When scoring the bowling analysis, you’ll need to write neatly because scoring is done in a small box split diagonally – each ball in the over is marked in the top section, then at the end of the over the progressive score – wickets and runs – for the bowler is scored. See the following (magnified) example.



Explanation: first ball was a No Ball (marked as an O – not a zero), followed by 1 run, then 5 non scoring balls (called dot balls). Total runs off the over = 2 (1 run and one no ball). As there was 1 sundry (the no ball) in the over it also became a 7 ball over as the no ball required an extra ball to be bowled. (Note – both umpires will agree beforehand on the maximum number of balls to be bowled per over). The progressive score is written in the bottom section. In this example, the score for the bowler was 1 for 15, which means the score at the end of their previous over was 1 for 13.

## **No Runs**

⇒ Just put a dot in the bowler's box (bowler's analysis) for the over

### Runs for 1's, 2's, 3's, 5's

- ⇒ The striker hits the ball and the batsmen run and change ends
- ⇒ Enter the number of runs in the bowler's analysis – top half of the square
- ⇒ Mark or cross off the score (number of runs) off the Total Score – a line through each box
- ⇒ Record the runs to the batsman who hit the ball

## **Four Boundary Runs**

- ⇒ This occurs when a ball hit by the batsman touches or crosses the boundary line or fence
- ⇒ The Umpire will signal four runs. You must acknowledge this signal
- ⇒ Enter four runs in the bowling analysis
- ⇒ Cross off 4 runs in the Total Score
- ⇒ Record 4 runs in the appropriate batsmen analysis

Note 1: It is possible for the batsmen to RUN four runs on occasions in which case the umpire will NOT signal as the ball has NOT crossed the boundary. You still record four runs as above.

Note 2: The batsmen could actually run more than 4 runs before the ball crosses the boundary, however care must be taken to ensure the batsmen had already "crossed" (making it a 5<sup>th</sup> run) when the ball touched or passed the boundary. In this case the scorer will enter the actual number of runs scored.

Note 3: You must always record according to the Umpires signal – even if you think a boundary has been scored and the Umpire has not signalled four you must only record the actual runs completed by the batsmen. This also applies for a six which may have been signalled as a four.

## **Six Boundary Runs**

- ⇒ This occurs when a ball hit by the batsman falls ON or BEYOND the boundary line or fence on the FULL
- ⇒ If a fielder catches the ball and then touches or has some part of his body touching or over the boundary line (while still holding the ball) it is deemed to be a six, and the batsmen is not out
- ⇒ If a fielder catches the ball with all or part of his body over the boundary line then it is deemed to be a six, and the batsmen is not out
- ⇒ The Umpire will signal six runs. You must acknowledge this signal
- ⇒ Enter six runs in the bowling analysis
- ⇒ Cross off 6 runs in the Total Score
- ⇒ Record 6 runs in the appropriate batsmen analysis

If unsure check with the Umpires at a suitable time (intervals and breaks in play) to clarify a situation.

### **Short Run**

- ⇒ If the umpire gives this signal, the batsmen remain at the end where they finished the runs and you must reduce the scores by one run. In most cases you wouldn't have even had time to enter the scores yet, however if you have then just do the following:
- ⇒ Record 1 less run to the batsman or sundries
- ⇒ Record 1 less run to the cumulative score
- ⇒ Record 1 less run to the bowler

### **Scoring Sundries**

#### **Byes**

- ⇒ This signal from the Umpire means that although the batsmen have crossed for a run(s) the striker did not hit the ball – the score is therefore recorded as byes.
- ⇒ Enter 1 (or more) in the byes section of the Sundries analysis.
- ⇒ Enter a very small triangle ( $\triangle$ ) in the bowler's analysis. Remember, the symbol itself stands for 1 bye. If there were more than 1 bye, write the number inside the triangle ( $\triangle 1$  or  $\triangle 2$  = 2 byes). Though it is marked in the bowling analysis (to signify a ball was bowled) the run or runs does not count against the bowler – it may have resulted from a misfield by the wicket keeper, so it is not a penalty against the bowler.
- ⇒ Cross 1 (or more) off the total score.

#### **Leg Byes**

- ⇒ This signal means that the ball hit the player's body or pads – not his bat or the hand holding the bat.
- ⇒ Enter 1 (or more) in the Leg Byes section of the Sundries analysis
- ⇒ Enter a very small upside down triangle ( $\nabla$ ) in the bowler's analysis. If there were more than 1 leg bye, write the number inside the triangle ( $\nabla 1$  or  $\nabla 2$  = 2 leg byes). This again does not count as runs against the bowler.
- ⇒ Cross 1 (or more) off the total score.

#### **No Ball**

##### **(a) No Ball Penalty with No Runs**

- ⇒ If the umpire calls and signals No Ball, the batsmen do not run, and there are no byes or leg byes
- ⇒ Enter 1 in the NO BALL section of the Sundries analysis
- ⇒ Enter a small circle in the bowler's analysis – like a small O.
- ⇒ Cross 1 off the total score.

This counts as 1 against the bowler's figures, and is a penalty against the bowler for either inaccurate bowling or a fault with the bowler's feet during a delivery – front foot landing in front of the popping crease; back foot landing outside or touching the return crease.

**Note 1:** There are several different ways of recording the No Ball in the bowler's analysis – the most common being a circle. The most important thing for beginner scorers is to always score the same way and to make your entries VERY clear.

### **(b) No Ball Penalty with Runs**

- ⇒ If the Umpire signals No Ball but the striker hits the ball and runs are scored you record as follows:
  - Enter 1 in the no ball section of the Sundries analysis
  - Enter the runs scored with a circle round the figures in the bowler's analysis, like ① or ②. The number of runs scored plus one for the no ball is included in the bowler's figures for that over.
  - Cross off the runs scored from the total score, plus one run extra for the no ball penalty, ie if the batsman scores one, you record one to the batsman but TWO to the total score.
  - Enter (1, 2, 3 etc) in the BATSMEN'S analysis for the actual number of runs he scored

### **(c) No Ball Penalty with Byes**

- ⇒ If the Umpire also signals byes or leg byes as well as the No Ball signal, he is telling you that the batsmen did not hit the ball and you record the delivery as No Ball extras – treat them as additional No Balls.
- ⇒ In this case the No Ball is still scored, however we must also specify when a bye or leg bye is scored off the No Ball.
- ⇒ If the Umpire signals No Ball, BUT the striker **does not hit** the ball AND the batsmen score runs, you record as follows:
  - Enter the total number of runs as “No Balls” in the No Ball section of the Sundries analysis. That is, if 3 byes are scored off a No Ball, then 4 no balls are recorded.
  - Mark down the delivery as a No Ball in the Bowlers Analysis, AND also mark down the byes by putting a dot (.) inside the No Ball circle for every bye scored – like ☺ - in this example there were 3 byes (or leg byes) scored off the No Ball, which totals 4 runs for the batting side.
  - Cross off the runs scored (byes) from the Total Score, plus one run extra for the no ball penalty, i.e. using the example above - if the batsmen run 3 byes, you will cross off 4 runs from the Total Score.

**Note:** The most difficult problem for scorers with the No Ball rule is when byes or leg-byes or penalties happen off the ball. Unfortunately for the bowler if there are (say) three leg-byes off a No Ball they are all recorded against the bowler's analysis as No Ball extras.



Therefore from this example, the bowler would have 4 No Balls marked against his delivery in the over – being the 1 No Ball, plus the 3 Byes.

## **Wide Ball**

### **(a) Wide Ball Penalty with No Runs**

- ⇒ If the Umpire calls and signals wide and the batsmen do not run.
- ⇒ Enter 1 in the Wide section of the Sundries analysis
- ⇒ Enter a small + in the bowler's analysis – this signifies 1 wide
- ⇒ Cross 1 off the total score

As with the No Ball, this counts as 1 against the bowlers figures.

*Note:* Again there are several different ways of recording the wide in the bowler's analysis. Most people use a + sign. The most important thing for beginner scorers is to always score the same way and to make your entries very clear.

### **(b) Wide Ball Penalty with Runs**

This counts as two or more wides.

If the batsmen complete runs (usually byes, as a "wide" signifies that the batsmen could not hit the ball), and the Umpire has signalled a wide your entries should read:

- ⇒ Enter the same number of runs in the Wides section of the Sundries analysis (i.e. 1,2,3,4 – including the penalty run).
- ⇒ Cross off the runs completed plus ONE EXTRA from the Total Score, i.e. if the batsmen complete two runs you cross off THREE runs in total.
- ⇒ Enter the Wide symbol (+) into the Bowlers Analysis for the ball just bowled. Then, in order to identify runs scored off the Wide ball, use dots in each corner of the +

sign to signify the number of byes – something like  $\begin{matrix} \cdot & + & \cdot \\ & & \end{matrix}$  = one wide and 3 byes). Some scorers just write the number of runs above the + sign, but there is not that much room in the Bowling Analysis, so using dots is a viable alternative. Whatever wide symbol you have chosen – remember the symbol itself counts for one run. Therefore you write your symbol with a tiny number (or dots) above it for whatever the batsmen have run. The completed number of runs PLUS ONE is then crossed off the Total Score.

*Note:* In every case where a wide is bowled no matter what the runs the bowler always has to bowl an extra ball in the same over.

## **Lost Ball**

It is possible to lose a ball during the game of cricket, especially on grounds where bushland is close to the boundary, or where there are holes of some description (rabbit) within the playing area. Also of note, the ball doesn't actually have to be physically lost to be declared lost (what happens if the ball comes to rest next to a large black snake?).

When a ball is lost after scoring a boundary (4 or 6), the number of runs will be recorded for the boundary, and the umpires will replace the lost ball with one that is in a similar condition.

However when a ball is lost in the playing area – within the boundary – the batsmen can keep running until the LOST BALL call is made by the fielding side. If they have crossed when the Lost Ball call is made, the batsmen will be credited with the number of runs actually run, or 6 runs – whichever is the greater. If there was a penalty run (no ball or wide) then that is also added the score.

## Penalty Extras

- ⇒ Under the Laws of Cricket 2000 code, 5<sup>th</sup> Edition 2013, 5 penalty runs can be awarded to either the batting or bowling sides for various breaches of the Laws.
- ⇒ If this should happen in a game, you will need guidance from the Umpires
- ⇒ An example of a common penalty is when a helmet is placed on the ground behind the wicket keeper, and then a ball strikes the helmet, the batting side is awarded 5 penalty runs.

## End of an Over

- ⇒ The number of balls per over varies in age groups – Participation Cricket there is a max of 6 balls per over (wides and no balls are not re-bowled); in other age groups wides and no balls are re-bowled, however only a maximum of 8 balls may be bowled in a single over (i.e. a max of 2 balls are re-bowled).
- ⇒ If the Umpire has miscounted the number of deliveries, just keep scoring and record what has happened – whether it be 5 or 9 etc. Go with whatever the Umpire says.
- ⇒ If no runs were scored off the bowler during the over it is called a MAIDEN OVER
- ⇒ Scorers record maiden overs in various ways – I shade in the bottom right half of the square (for the over). Maidens are important to bowlers and you need to keep a clear record.
- ⇒ In the bottom right hand corner of the bowler's analysis record his cumulative figures. That is, add the runs and wickets taken in the current over to the runs and wickets taken in the bowler's previous overs – it is a running total. For example, in a bowlers first over 5 runs were taken for no wickets, then another 5 in the second over, then another 5 in his third over plus a wicket, then the cumulative score per over would be 0-5, 0-10, 1-15 written in the bottom half of the over scoring analysis (or box)
- ⇒ ALWAYS confirm these figures with your fellow scorer. This is important and will save you having balancing problems at the end of the innings and match.
- ⇒ Record the total runs and wickets at the end of each over in the Overs and Runs columns usually at the right of your page.
- ⇒ For a quick check – the total score should represent the total number of runs against the bowlers plus any byes and leg byes.

## Batsmen Out (Fall of Wicket)

- ⇒ In the bowlers analysis for the over, record the wicket with an “W” for the respective bowler – that’s normally it for the bowler, unless of course it was the final ball of the over
- ⇒ Draw two lines like >> at the end of the out batsmen’s analysis – sometimes referred to as ruling off
- ⇒ Record the time out in the time out column (to the left of the Batsmen’s name)
- ⇒ In the how out column (to the right) record how the batsmen was out – bowled, caught (who by), lbw etc, and in the bowler’s column write the name of the bowler who took the wicket
- ⇒ Record the batsman’s total runs in the totals column
- ⇒ When a batsmen is run out , the runs completed before the run out ARE given to the batsmen
- ⇒ When a batsmen is caught out, any runs completed before the catch is taken are NOT counted
- ⇒ In the middle of your score book (between the batting and bowling analysis) write the score at fall of wicket
- ⇒ Some scorers also write (in brackets just above the batsmen’s name) the total number of sundries at this point. This figure is important as it will help you find mistakes if your book does not balance at the end of the day.
- ⇒ Write the name of the batsman out
- ⇒ Write the not out batsman and his score (in brackets)
- ⇒ Write the time in for the new batsman and his name if you have not already done so.
- ⇒ Don’t panic - you have a lot to do when the wicket falls. Try to let the umpires know you are still entering details and that you are not ready to commence play.
- ⇒ The most important thing is to KEEP WATCHING THE GAME!!! If another wicket falls immediately and you are still writing you will not know where you are up to. Always watch the game!!!

**Note:** There are many ways a batsman can be out. Some of them are obvious (e.g. bowled, caught, etc...), but sometimes the scorers will not be sure how the batsman is out. If this happens, leave that section blank and ask the Umpire’s advice when he comes off the field. NEVER ask a player how they were out – they will nearly always say where weren’t out because they didn’t hit it etc – only the Umpire can tell you the correct decision in these cases.

## Batsmen Out – Run Out

- ⇒ Just a caution about scoring when a batsmen is run out
- ⇒ If the striker is run out attempting the first run, then he scores no runs from the shot – it is scored as a dot ball in the Bowling Analysis
- ⇒ But if the striker is run out attempting subsequent runs then he scores the number of runs successfully completed BEFORE the run out.
- ⇒ For example, the striker is run out attempting a second run, after both batsmen have successfully completed the first run. In this instance the striker has scored one run from the shot, so this run should be included in the bowling analysis (against

the bowler), then marked off the Total Runs and finally marked down in the batsmen analysis as runs scored for the batsmen. You then need to mark down the striker as being run out, but at least he will have his total runs correctly marked.

## Marking Off Total Runs

- ⇒ One important aspect of scoring is the marking off of the total runs scored in each innings
- ⇒ There are various methods of marking off the total runs, two of which are described below

**Example 1** : conventional method of marking off runs using a diagonal line across the box. In this example the total number of runs marked off is 56

**Example 2** : a very good method that also helps to cross reference how the runs were scored.

In this example the total number of runs marked off is also 56, however it is easy to see how the runs were scored, and this can then be cross referenced against the bowling analysis

One run - a simple line diagonally across the box is one run. The line could also have been a short horizontal line.  
Two or more runs – horizontal line across the relevant number of boxes.

The other signs are self explanatory.

## Innings End

- ⇒ At the end of the day's play or the end of the innings, the scorebook totals from both scorers must match
- ⇒ Usually the innings would have been brought to an end by a wicket, so firstly record the details of the out batsmen as per instructions above

- ⇒ Any batsman not out is so noted in the how out section and their total runs recorded in the batsman's total section
- ⇒ Add up the total runs from the batsmen and note this down
- ⇒ Add up the Total Sundries – byes, leg byes, wides and no-balls and write down in the section provided
- ⇒ Add up the total figures for the bowling analysis for each bowler - number of overs, maiden overs, no balls, wides, wickets and total runs
- ⇒ The TOTAL SCORE should now be equal to the runs from the bat plus sundries
- ⇒ Both scorers need to agree and sign the opponents score book
- ⇒ When the result does not agree, a count back of batsman's runs is undertaken. A count back of the bowler's figures, particularly the wides and no-balls may also identify the error.
- ⇒ If after recounting, the error is unable to be found, adjustment can be made to the byes to correct this.

## Hints & Tips

### ***Before The Game***

- ⇒ Find a quiet area away from the players and preferably square to the wicket. Ask the managers to keep the players away from the scorers.
- ⇒ Try to have a table and chairs – if not then at least a comfortable chair and a hard surface to rest the score book on – briefcase, clipboard etc. An umbrella for shade is a good idea.
- ⇒ Flies can be a nuisance in summer – have some repellent handy.
- ⇒ Set yourself up early so that you are ready well before the start of play. Try to have a “spotter” to help the two scorers along. The two scorers should **always** sit together so that they can check the scores progressively during the game.
- ⇒ Have a good pencil (eg PaperMate Pacer refillable lead pencil with 0.5mm HB leads) and soft eraser. A ruler is useful, though not essential. Have a large paper clip handy to help clip down the pages on the score book if it is a windy day – you don't want to worry about the page flipping over in the wind.
- ⇒ Fill out the headings in the scorebook, fill out your team registration form to give to the other manager, if known have a list of the batting and bowling order available so that you can easily write the names down in the scorebook after the toss of the coin.
- ⇒ Before play commences – write the start time against both opening batsmen and make note of their appearance (colour of helmet, right handed, left handed, tall, etc) – sometimes it is difficult to determine who is on strike and who isn't.
- ⇒ Have a printed copy of the Blue Book on hand, or a summary sheet of the particular rules for your age group.
- ⇒ If in your age group the maximum number of overs for any one bowler is (say) five, then rule a thick vertical line after five overs in the Bowling Analysis. This allows the scorers to warn the coach if a bowler is about to exceed their limit.
- ⇒ Note the actual start and finish times of each innings.

## ***During The Game***

- ⇒ Don't panic if you make a mistake. There's always time later to fix an error
- ⇒ Always accept the call of the umpire
- ⇒ Always acknowledge the umpires signal - wave back so they know you received and understood their signal
- ⇒ It sounds obvious, but ALWAYS watch the game, especially watch the batsmen when runs are scored - don't watch where the ball goes as you can miss something that happens on the pitch. Always good to know when the batsmen look identical - you need to know which batsmen scored the runs
- ⇒ Check scores regularly - definitely after every over. Many scorers say aloud what they are writing down after each ball. This helps both scorers come to an immediate agreement on what just happened. Better to correct mistakes after each delivery than at the end of the innings.
- ⇒ When a wicket has fallen there is additional information to fill out - ask the umpires not to commence play until you have filled out everything - they should check with the scorers before they restart play anyway.
- ⇒ Make every effort to note the names of wicket takers, including bowler, fielder (catches & run outs), wicket-keeper (catches & stumpings). If unsure ask the other scorer. All of this information is important to the end of season statistics, so try to make sure you capture it all.
- ⇒ Make all notations in the score book as neatly as possible, best to use a pencil
- ⇒ Scoring - always score in the same fashion (routine) - there are different methods of scoring so go with the way you feel comfortable, and be consistent.

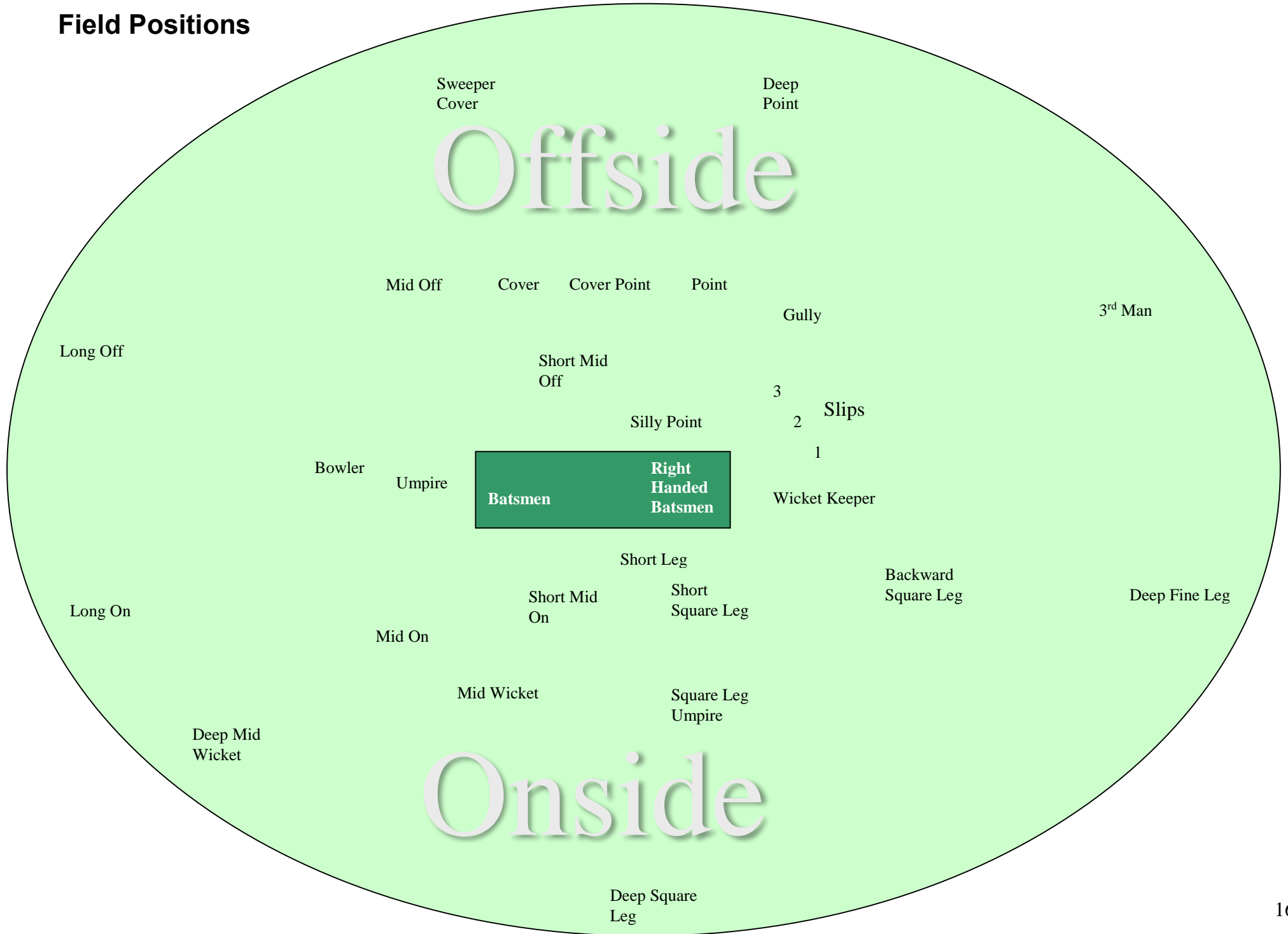
## ***After The Game***

- ⇒ Reconcile the scores for all batsmen, all bowlers, any sundries and the total score with the other scorer
- ⇒ If both scorers agree on the scores at the end of the match, each scorer should sign the opposition scorebook to signify agreement
- ⇒ Inform the Managers/Coaches of each team of the result, although they will probably already be aware.

## Quick Reference Guide

Symbol	Description	Runs Marked Off
.	Dot Ball = no run scored by any means	0
○	1 No Ball	1
⊙	No Ball + 1 bye or leg bye = 2 no ball extras	2
⊘	No Ball + 2 byes or leg byes = 3 no ball extras	3
⊚	No Ball + 3 byes or leg byes = 4 no ball extras	4
⊛	No Ball + 4 byes or leg byes = 5 no ball extras	5
①	No Ball + 1 run to the batsmen	2
②	No Ball + 2 runs to the batsmen	3
③	No Ball + 3 runs to the batsmen	4
④	No Ball + 4 runs to the batsmen	5
⑤	No Ball + 5 runs to the batsmen	6
⑥	No Ball + 6 runs to the batsmen	7
+	1 Wide Ball	1
⊕	Wide Ball + 1 bye or leg bye = 2 wide extras	2
⊗	Wide Ball + 2 byes or leg byes = 3 wide extras	3
⊛	Wide Ball + 3 byes or leg byes = 4 wide extras	4
⊞	Wide Ball + 4 byes or leg byes = 5 wide extras	5
▽	1 Leg Bye	1
▽ or 1	2 Leg Byes	2
▽ or 2	3 Leg Byes	3
▽ or 3	4 Leg Byes	4
△	1 Bye	1
△ or 1	2 Byes	2
△ or 2	3 Byes	3
△ or 3	4 Byes	4
W	Wicket	0
1	Self explanatory - 1 run scored by the batsmen	1
2	Ditto - 2 runs	2
3	Ditto - 3 runs	3
4	Ditto - 4 runs	4
5	Ditto - 5 runs	5
6	Ditto - 6 runs	6

# Field Positions





**Sample Scoring Layout** Admin info – team’s names, date, venue, competition, captain, wicket keeper, who won the toss etc

**Batsmen’s names** – in batting order, plus time they entered, and time they were out

**Batsmen analysis** – record of runs scored

How the batsmen got out – names of fielders or wicket keeper, number of runs etc

Write score after each over

**Total runs** – cross off one at a time

Enter details of each fall of wicket, what the score was at the fall of wicket, who was the batsmen out, and who was the not out batsmen (and score)

**Sundries Section**

**Bowlers names** in bowling order

Over number – enter the over number against each bowler

**Bowling analysis** per over. Enter what happened on each ball of each over – dot balls for no runs, O for no ball, + for wides etc. Do running total at the end of each over for the bowler and write in the bottom half of the square.



Bowling figures per bowler – total up number of overs, maiden overs, no balls, wides, wickets and number of runs