

# SCORING

Unseen participants in every game

# *Introduction*

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- Unseen participants in every game.  
this doesn't mean they are unimportant.
- Without scores..... how do we know  
who scored runs  
who took no of wickets  
finally who won the game

# Duties

Law 4 – The Scorer

Law 21 – The result Correctness of result  
principal of scorers

Accept  
Acknowledge  
Record  
Check

# *Accept*

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- The scorer should accept the signals that the umpire makes even they have good reason to believe that the ump. has made a mistake. Discussion should take place at the earliest opportunity.
- If the scorer is uncertain about any incident, maybe over a method of dismissal, such as caught or lbw. Then should make a note and ask at the first available opportunity. If the scorer needs an immediate response.

# *Accept*

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For example:

The side batting need 6 runs to win and score is unsure how many overthrows the umpire allowed on the last ball. In this case find out immediately.

# *Acknowledge*

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- Acknowledge clearly & promptly – the umpire should not allow play to continue until he is certain that the scorer has seen & understood each and every signal.
- Signals to score is made once the ball is dead. For example NO BALL, are made when the ball is in play. This is for the benefit of players and will be repeated when the ball is dead. Each signal should be acknowledge separately.

# *Record*

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- The most obvious duty of scorers is to record the events of the match in the scoring record.
- The law states that scorer shall record all runs scored, all wickets taken and where appropriate, the number of overs bowled.
- A standard system of recommended symbols has been developed for this purpose and some scores add their own additional symbols.

# *Check*

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- Regular and frequent checking is essential to ensure that the scoring record balances and that it agrees with the other scorer.
- End of each over the scorer must agree the events of that over with the other colleague.

For example:

“Five off the over”

Ahmed – bowler “5 for 33”

Total “155 for 6”



## *Checks to carry out*

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- At the fall of wicket
- During intervals
- During interruptions
- At the end of an innings
- At the close of each day's play
- At the end of match
- At any other convenient time.

# *Check*

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THERE ARE 2 CHECKS TO BALANCE THE RUN SCORED

- Runs scored by the batsman + bowling extras
- Runs scored by bowlers + fielding extras (byes + leg byes & penalty) runs = cumulative total. (Total Runs)

There is one check to balance the balls bowled:  
Balls received by the batsman + balls not received by the batsman.

# *Check*

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Balls not received are wide balls: those stopping before reaching the striker and called NO BALL.

It's very important to check with umpires and agree the runs scored, wickets taken, and where appropriate the number of over bowled.

# *Equipments*

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There are number of equipment that scorers must have to enable them to record the score. Below basic requirement.

- **Scoring Record:** this may take a form of score book, score-sheet or computer program.
- **Pens/pencils/sharpener:** pens should be water resistant with fine tips
- **Eraser and correcting materials.**

# *Equipments*

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- **Watch or clock:** synchronize with the official timepiece.
- **MCC Laws of cricket:** a copy of the Laws is a useful reference for any unusual event occur.
- **Competition Regulation:** Each tournament has their own competition regulations, which determines the end result.
- **Notepaper/Ruler/Calculator ect.....**

# *Before the match*

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Most of the time, scorers are appointed by the board or most of the clubs have their own scorers. If you are a new scorer or unfamiliar with the ground then this changes:

## **Appointed Scorers should:**

- Find where the ground is and how they can get their.
- Obtain a copy of the competition regulation.
- Check all points relating to scoring.

# *Before the match.*

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- Check how the result is determined:

for example:

If a match ends with a scores tied will the result be determined by fewest wickets lost, by comparing the scores after a certain number of overs or by some other methods as defined in the playing regulations for the competition?

# *Match day*

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It is the duty of the scorer to be available and ready at the official start time. There are several pre-match duties and the scorer should arrive in time to complete these. The umpires are directed by Law to arrive at least 45 minutes before the start of play. However there is no such stipulation for scorer. But it makes sense for the scorer to arrive at the same time as the umpires.



# *Match day*

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Both scorers should meet the umpires before the toss to discuss and confirm:

- The master timepiece.
- The back-up timepiece.
- The boundary marking
- Whether or not any obstacle, permanent or temporary, within the field of play is to be regarded as a boundary.
- Where the scorers will be stationed

# *Match day*

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- Method of acknowledgement for the umpires “signals”
- The hour of play, the timing and duration of day intervals and if and when any drinks breaks should be taken.
- How and when the score will be updated on the scoreboard.
- How and when the overs bowled will be updated on the scoreboard.

## *Match day – the scorers must also know:*

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- The team winning the toss and with team is to bat first.
- The names of the nominated players, captain should supply two copies, if one copy is given, umpires should make it available the scorer to copy it.
- Name of the umpires and match referee.

Umpires normally take the field 5mts before the start of play and scorers should be in a position and ready to start by then.

# Scoring *alone*

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The absence of a second scorer places additional and unfair burdens on a sole scorer. Occasionally a team may arrive at a match without a scorer, possibly without a scoring record of any kind. Totally ignoring the requirement stated in Law 4.

As the umpires are responsible for all law related matters, umpires should assist scorers. For example: ask the both captain to send a player to assist the scorer.

# Scoring Symbols

Action	Fair Ball	No Ball	Wide Ball
No Runs Scored	●	N/A	N/A
Striker scores runs	1 2 3 6 etc...	N/A	N/A
Umpire signals No ball or wide ball and no other runs are scored	N/A	○	+
Umpire signals No ball and striker scorers runs	N/A	⑥ ① ④ ②	N/A
Batsman run without striker hitting ball and umpire signals No ball and bye or wide ball	N/A	⊙ ⊙ ⊙ ⊙	⊕ ⊕ ⊕
Umpire signals Leg byes	▽ ● ● ●	N/A	N/A
Umpire signals byes	△ ● ● ●	N/A	N/A
Wicket falls which bowler gets credit (no runs can be scored other than penalties)	W	N/A	⊕ <sup>W</sup>

# *Scoring Symbols*

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An under line “   ” can be used in conjunction with any of the symbols or numerical if the batsmen finish up at the ‘wrong’ end.

Example:

- Batsmen run 3 but short run is called the batsmen have changed ends. Only 2 runs allowed. Entry would be 2 indicating that they have changed ends.
- Striker is out caught when running and they have crossed to change ends, the entry will be W.

## *COMPLETING A BOX SCORING RECORD*

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Any person experienced in cricket scoring should be able to pick up a scoring record and, while reading through the entries, state what happened on every delivery. To assist this, an accepted convention of entries and symbols have evolved over time.

Herein are the recognized and recommended international methods. By adopting these conventions another scorer can take over during an innings and, except for different handwriting, the change should be unnoticed. Consistent entries by scorers, using the same methodology, ensures

## *COMPLETING A BOX SCORING RECORD*

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the regular checking of the scoring record, required during the match, is made easier.

Many scorers use colours in scoring records. If used correctly and neatly can make it easier to read and to follow. The recommended method is to use one colour for each bowler and to make all entries during the overs of that bowler in the same colour.

It is recommended not to use different colours for different events. Example: all 6's in red, all 4's in blue, this is a waste of time.



# *BEFORE PLAY IS CALLED*

Before the start of an innings the header can be completed. If scoring in colour, complete these in **black**. Scoring records have space for different combinations of entry, however the basic information should always be present:

Home Team	Away Team	Venue:
Date(s)	Batting sided	Umpire's Names
Scorer's names	Type of match	Start Time
Side winning toss	Weather	Pitch condition

## *BEFORE PLAY IS CALLED*

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Before the final innings the scorer should, in the **Cumulative Run tally**, identify the target score. This should be done in pencil to allow a change to be made if penalties are awarded to batting side.

If the batting side has already fielded, they may have been awarded penalty extras while fielding and these runs must be entered as their starting score.

# *BEFORE PLAY IS CALLED*

Example:

Cumaulative Runs Tally									
<del>0</del>	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	<del>6</del>	<del>7</del>	<del>8</del>	<del>9</del>
<del>10</del>	<del>11</del>	<del>12</del>	<del>13</del>	<del>14</del>	<del>15</del>	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39

End of Over		
O	R	W
0	15	-
1		
2		

The first row of the end of over section has an over number of zero. This is used to record any penalty runs awarded to the side currently batting while fielding in the previous innings. In example side batting first has been awarded 15 penalty runs.

## *During play*

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Whenever the bowler delivers the ball an entry should be made in both the batting and bowling section and in the cumulative run tally when runs are scored. The scorer should always complete the entries in the same order to minimize the risk of errors. The recommended order is:

- Bowling
- Batting – this include any extras
- Cumulative run tally.

# During play

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- At any time during or after a match, the margins or note area should be used to record details of incidents that cannot be recorded elsewhere:

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■ the time a fielder leaves field	Ali left field 10:10
■ The time he returns	Ali returned 11:00
■ Name of substitutes & runner	Riya sub for Ali1010-11:00

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# Cumulative Run tally

During play a running total of the score is kept by filling in this section. It consist of grids of numbers crossed off as runs are scored. When doing so, cross off single runs **diagonally**, two or more runs with a **continues stroke**. Never cross off the runs individually.

0	<del>1</del>	<del>2</del>	<del>3</del>	4	5	6	7	8	9
<del>10</del>	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39

Where a single score continues from one line to the next extend the stroke into the margins at the end of the first line and before the start of the next line to indicate the continuation.

# Cumulative Run tally

Note that the recommended method permits the entries to be converted back in this example – to scoring sequence 1,1,1, 3,6.

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39

Identifying runs scored as extras in the tally can aid the reading of the scoring record. The same basic symbols as used in the other sections can be used.

For example.

Continuing the sequence above, 3 No Balls were scored next. The circle is used to denote this. Similarly the Wide Bye and Leg symbols could also be used.

# *Batting Section*

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The batting section of the scoring record is used to record all runs scored, whether they are credited to a batsman or recorded as extras. It also shows the details of a batsman's dismissal.

*For each Batsman the section contains:*

- **Number:** the pre-printed numbers 1 to 11 for the batting order.
- **Name:** the batsman's name should be entered as he commences his innings, i.e. the opening batsmen as numbers 1 & 2 and the others as their innings start.



# Batting Section

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- **Time in /out:** the time each starts and concludes his innings.
  - **Minutes:** the length of the innings of the batsman. This excludes all intervals and interruptions.
  - **Detail of the Balls faced:** in this line a symbol is added for every ball faced and these should correspond to the symbols used in the bowling analysis. Note that the Wide symbol is used to show the batsman on strike when the ball was bowled.
- Balls:** the number of ball received by both batsman a wide is not counted as a ball received (faced) as the batsman is unable to hi it. No ball is rec.

# Batting Section

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- **Balls:** The number of balls received by each batsman. A Wide is not counted as a ball received (faced) as the batsman is unable to hit it. A No ball is a ball received.

However a ball delivered by a bowler comes to rest in front of the stumps without the striker having made the contact, the umpire will call and signal No ball followed immediately by dead ball. Although counted in the No ball column but will not be counted as a faced ball.

- **How out:** method of dismissal (if applicable).
- **Bowler:** name of the bowler going credit for the dismissal.
- **Fielder's name credited with the dismissal.**
- **Scorer:** the number of runs scored by that batsman.

# *Batting Section*

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As an innings proceed, a batsman may face a large number of deliveries. A batsman batting for 50 overs and facing the bowling for one third of that time would face about 100 deliveries. This will result in a large number of symbols and numerals to be added and balanced at the conclusion of his innings. One method of keeping track of running totals of a batsman's score and balls faced is that after every ten balls faced:

# *Batting Section*

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- An oblique slash is made in a batsman's line. At the end of the innings or when balancing, the number of strokes are counted, multiplied by ten and any additional deliveries added.
- Alongside the slash the batsman's progressive score is entered. This allow the balancing of runs to be easily completed.

Another method is to do this at the end of each over and recorded the number of runs as well as the number of balls faced.

# Batting Section

Example below shows 23 balls faced. The Wide is recorded to show that the batsman was the striker when it was bowled but it is not a ball received.

1	Ahmed Hassan	... 1 2 4 . 1 1 2 / <sup>11</sup> ....+ 6 1 .. 1 4 / <sup>23</sup> .. 3

1	Ahmed Hassan	... 1 / <sup>1</sup> <sub>4</sub> 2 4 . 1 1 / <sup>9</sup> <sub>9</sub> 2 ....+ 6 / <sup>17</sup> <sub>15</sub> 1 .. 1 4 / <sup>23</sup> <sub>21</sub> . 3

# *Batting Section*

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The scorer find, it helps him to quickly balance the score if he notes in the scoring record margin the cumulative runs and cumulative deliveries faced by all the dismissed and / or retired batsmen. When a wicket falls simply update that cumulative total. Agree with colleague and then put a line through or erase the old entry. Using this method he has only to add on the details for the two not out batsmen to gibe him total batsmen's runs and total deliveries faced.

The extra section contains space to record:

# *Bowling & Fielding Extras*

- **Bowling extras:** runs scored as No balls or Wides are debited against the bowler.
- **Fielding extras:** runs scored as byes, leg byes or penalty runs awarded - these are not debited against the bowler.

Bowling Extras	<b>No balls</b>					
	<b>Wides</b>					
Fielding Extras	<b>Byes</b>					
	<b>L.Byes</b>					
	<b>Penalty</b>	<b>prev inn.</b>	<b>this inn.</b>			

It is never correct to credit the same runs to both the striker and extras; they are either one or the other.

# *Bowling Section*

During play two parts of the bowling section are use; the **analysis**, where each ball is recorded. And the **vertical columns**. Where each occurrence of a No ball or Wide is recorded.

## **Analysis**

One box is used for each over bowled by a bowler. The order in which the balls are entered may vary according to the scoring record layout or the preference of the scorer but must never be changed during a match. If the order is changed the history of the innings is lost.



# *Bowling Section*

A standard 6 ball over can be recorded in the order 1 to 6 shown in A & B. Space must be left to permit the recording of extra deliveries.

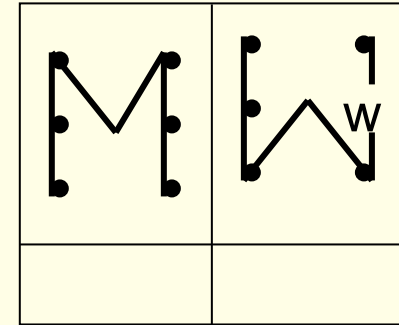
A		B		
1	4	1	2	4
2	5			
3	6	4	5	6

If less than or more than, six ball are delivered in an over for whatever reason:

- each delivery must be recorded
- The over as counted and called is a completed over
- If there are more or less than six balls it can still be a maiden over.
- Never add an extra dot to make up a full over or leave out a delivery. It is the responsibility of the scorer to record accurately the progress of the match.

# *Bowling Section - Maiden*

A maiden over is one where no runs are conceded by the bowler. i.e. the striker has not scored any runs and there have been no bowling extras (no balls / wides). It may included fielding extras (byes, leg byes and penalty runs).



Whenever a maiden over occurs, the dots are joined together to form the letter M. If a wicket is taken during a maiden over it becomes a wicket maiden and the letter W is formed. Any byes or leg byes should not be crossed over by M or W used. But the line should be broken as shown. Thus it becomes possible to see on which delivery and event occurred.

## *Bowling Section – Vertical Columns*

These columns are used to record the number of Wides and No balls bowled by each bowler and the only valid entry is 1. Do not use this section to record the runs score: the extras section in the batting sheet serves that purpose.

Number of	
Wides	No Balls
111	11
3	2

The total obtain from this example show that the bowler has bowled 3 Wides and 2 No balls. This information is used when calculating the number of balls bowled and received.

If scoring in colour the runs debited to relevant extras can readily be identified in all section.

## *Bowling Section – Completion of Over*

At the end of each over there are a number of entries to be made and checks to be carried out.

### **ANALYSIS**

Beneath each scoring box, there is a smaller box. This is used to keep a running total of:

- The number of runs conceded by the bowler.
- The number of wickets for which the bowler gets credit.

1		2	
2	1	1	w
1	.	2	.
.	.	1	4
4 - 0		12 - 1	

Here 4 runs were scored in the first over and 8 in the second giving a running total of 12 runs. The bowler gained credit for a wicket in the second over.

## *Bowling Section – End of over Section*

This section contains columns and rows numbered from zero. The pre-printed number denotes the over and the other columns are completed either at the start of, during or end of over:

**Runs:** enter the total score recorded at the end of that over – this is a cumulative entry.

**Wickets:** if a wicket falls during the over enter the total number of wickets lost at the end of that over – this is accumulative entry.

**Bowler:** enter his number taken from the bowling analysis, at the start of that over, Should there be a bowling change mid-over, add a margin note.

1		2	
2	1	1	w
1	.	2	.
.	.	1	4
4 - 0		12 - 1	

## *Bowling Section – End of over Section*

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**Penalty runs awarded to the batting side:** always enter 1 for each infringement as it occurs, never 5 which is misleading.

**Penalty runs awarded to fielding side:** enter a 1 for each infringement as it occurs. Never 5 which is misleading.

**Time:** there may also be space to record the time the over started.

Penalty runs awarded after the call of Over or Time should always be entered in the next over even if there is no play in that over unless it is the last over of an innings.

Information can be extracted from this section, showing example:

- at the end of the 4<sup>th</sup> over the score was 27
- Bowler 3 had just taken the 2<sup>nd</sup> wicket to fall

- 5 runs were scored in the 1<sup>st</sup> over
  - Bowler 2 has been replaced with bowler 3 for the 4<sup>th</sup> over
  - During the 4<sup>th</sup> over 5 penalty runs were awarded to the batting side
  - During the 2<sup>nd</sup> over 5 penalty runs were awarded to the batting side.
- Note that, as with the vertical columns, penalty runs are always shown as 1 to denote that an award has been made. These are then multiplied by 5 when recorded in extras and on the tally and, in the case of fielding penalties, when carried forward or back to their next batting innings.

End of over				Pen	
Ov	Runs	W	B	B	F
0	15				
1	20		1		
2	20	1	2		1
3	22		1		
4	27	2	3	1	

# *Change of bowler*

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During an innings a bowler may be changed for one of four reasons:

- The captain makes a bowling change
- A bowler becomes ill or injured and unable to continue
- The umpire orders the suspension of a bowler for transgression of a Law
- A bowler is called away from the game, perhaps by work or an urgent domestic matter.

Each bowling change, whether enforced or not, must be recorded, if necessary with appropriate margin notes.



# End of Spell

- Bowler 1, Izuaan, has ended a spell of bowling as shown by the black vertical line after his last over. Scorers using colours, one for each bowler, are recommended to use the colour to be used for the replacement bowler as this makes it easier to follow the progress of the innings.

Bowler	1	2	3	4	5
H Izuaan		1 W 2	• • •	4 1 1	
	• • •	• • •	1 1 2	1 4 1	

## *Illness or Injury to Bowler*

- Bowler 2. Afzal has been injured after 3 balls of his over. Brown is shown as having completed his spell. Note the positioning of the 3 balls that Saudan bowls. Afzal would be recorded as bowling 2.3 overs and Saudan 0.3 overs. Such a part over cannot be deemed to be a would over. If a bowler is called away, the entries would be shown in the same way.

		1	2	3	4	5
2	Afzal	1 w 2	.. 1	.. 1		
		1 . 4	2 3 4			
		<b>8-1</b>	<b>18-1</b>	<b>19-1</b>		
3	Saudan	W ..				
		<b>0-1</b>				

## *Bowler Removed By Umpire*

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- Umpires have the authority to prevent a bowler bowling again in that innings. Here bowler 4, Black, has transgressed the Law on the 3<sup>rd</sup> ball of his 2<sup>nd</sup> over and has been removed. The end of the over is shown by the vertical line. A thick horizontal line through the remainder of the boxes shows that he cannot bowl again in that innings. Here, another bowler must complete the over-the entries for Grey's 1<sup>st</sup> over show how the entries would be recorded.

Bowler		1	2	3	4	5
S BLACK	1..		M	1 6 4		
	1..					
	<b>2-0</b>	<b>2-0</b>	<b>13-0</b>			
T GREY	1 1 4					
	<b>6-0</b>					

There is no provision for recording the suspension of a bowler in the scoring record. Should this occur, it is unlikely the scorers will become aware of the reasons until the next interval, when a note should be made in the margin.

# Fall of Wickets

When a Batsman is dismissed several entries must be made.

.runs may be scored as a No ball penalty, a Wide ball penalty ,runs credited to the striker, Byes, or leg byes and should be recorded in the appropriate section of the scoring record.

Batsman	Time In / Out	Mins Balls	Innings of NORTHBROOK CC	4/6	How Out	Bowler	score
Ali	2:00	24	+..2.....2/ <sup>4</sup> 31..4....w //	1	BOWLED	Saudan	12
	2:42	20					

# *Fall of Wickets*

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- .if the bowler gets credit for the dismissal enter **w** as the symbol in the batting section and the bowler analysis.
- .enter two slashes //after the last ball the batsman faced to show that he has been dismissed- if a batsman retires for any reason, enter a single slash / with a symbol to indicate the retirement. At the time of the retirement it's known whether the batsman's innings will be resumed.

# *Fall of Wickets*

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- Enter the time of the dismissal in the bating section.
- Enter the method of dismissal in the how out Column.
- If the bowler is credited for the dismissal enter his name in the bowler' column, otherwise leave the column blank.
- Enter the number of runs he scored in the score column.
- Enter (as time permits )the number of minutes of the innings in the top box of the Mins balls column.

# *Fall of Wickets*

- Enter (as time permits ) the number of balls he faced in the bottom box of the Mins balls column- Wides are not balls faced.
- Complete the fall of the wicket section to show the score and the number of the batsman dismissed. There may also be space to record the number of runs scored since the last wicket fell and the details of the partnership.

<b>Wicket</b>	1	2	3
<b>Score</b>	31		
<b>Bat Out</b>	2		
<b>Partnership</b>	31		



# *Fall of Wickets*

- Enter the name of the incoming batsman and the time he crossed the boundary onto the field of play.

When the bowler dose not get credit for the dismissal the method should be written in How out column, not across both columns.

4/6	How out	Bowler	Score
	RUN OUT		
	RUN OUT		

**X**

**✓**

# *Fall of Wickets*

- If the striker Stumped, the name of the wicket-keeper is entered.

How Out
<b>Stumped Jones</b>
Caught smith
Caught Sub

If a catch has taken enter the name of the fielder taking the catch. If the catcher is a substitute fielder, enter Caught Sub . As he is not a member of the nominated side, his name is not officially recorded. However, his name may be recorded in brackets.

# *Fall of Wickets*

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- Where a nominated fielder effects a dismissal his name is recorded in the appropriate section. However, a convention is developing the recording of additional information, such as the name of the fielder who effects a run out. Scorers may wish to record this information if time permits as an aid to players and coaches .

How Out
Run Out (Smith)

# *Retirement of Batsman*

- A batsman is permitted to retire at any time during his inning. Depending on the reason for his retirement, as given to the umpire, he may be permitted to resume his innings. As it is unlikely that the scorers will know whether or not he is likely to return, a note should be made at the time of the retirement in the batting section of the scoring record in pencil against his name . If he returns, pencil notes can be erased. If he dose not return, the correct entry can be determined from the umpires and entered permanently.

How Out	Bowler	Score
Retired,3:47		

# *Retirement of Batsman*

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- Margin note should also be used to explain the reason for the retirement as illness, injury or personal reason. Never record personal details although it may be useful to record the incident, as 'blow to the head' or 'slipped an injured hamstring'.
  
- An entry must be made in the **fall of wicket** section:
  - . 3 wickets had previously fallen
  - . the 4<sup>th</sup> wicket box is split and the retirement shown in the left side

# *Retirement of Batsman*

- . Batsman 4 retires with the score on 49
- . The right side will be used when the 4<sup>th</sup> wicket falls in any other fashion.
- . Retirement entries are necessary to calculate partnerships.

	Fall of wicket				
Wicket	1	2	3	4	5
Score	2	22	29	49	
Bat Out	2	3	1	4	
Partnership	2	20	7	7	

# *Last Hour*

The Laws define a last hour during which a **minimum** of 20 overs must be bowled

This is the last hour on the final day of a match.

- . The bowler's end umpire signals the start of the last hour to the scorers using the official signal  
acknowledge this signal

Bowler		1	2	3
1	J WHITE	1 1 2 w 4 .	... 1 ..	
		8-1	9-1	
2	T BLACK	. 1 1 1 2 4		
		9-0		
3				

# *Last Hour*

- Show the overs bowled prior to the last hour by drawing a thick line after those overs already bowled. Label this line last Hour.
- Include any unused lines in the analysis as it is possible that a new bowler may bowl during the last hour.

End of Over				Pen	
Over	Runs	W	B	B	F
0					
1	8	1	1		
2	17		2		
3	18		1		
4					

Last Hour

6:03



# *Last Hour*

---

The end of overs section should also be ruled off to show the start the hour:

- Draw a line under the last over bowled.
- Note the time in the margin.

Ask the score board attendants to maintain a count of the overs on the scoreboard as agreed with the umpires at the pre-match conference. The scoreboard should record the number of overs bowled starting at 1 up to 20(or more, as time may permit more than the minimum 20 overs to be bowled).

# *Interruption in Play*

---

- If there is an interruption in play for ground, weather or light this must be recorded in either the margin, or the notes or the section provided in some scoring records specifically for recording all interruptions:

## **Notes**

**Rain 12:15 after 3<sup>rd</sup> ball of 21<sup>st</sup> over.  
Play resumed 12 : 40  
Play lost : 25 mins, 8 overs**

# *Interruption in Play*

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- Time the interruption started
- Time the interruption ended
- Total the interruption lost
- Any overs lost – the scoreboard should be adjusted as necessary
- Reason/s for interruption.

# *Checking with umpires*

---

The laws of cricket direct that at every interval (other than the drinks interval) and during every interruption in play, when the players leave the field, the scorers and umpires must agree:

- Runs scored
- Wickets fallen
- Number of overs bowled (where appropriate).

It is during this checking that any other matter requiring can be discussed and entered. The scorers must always have this information recorded on notepaper to hand for the umpires. They should never have to return to the scoreboard to get it.

### *3. After Time Called*

---

At the call of Time the umpires will remove the bails. This has no significance as it is the time of the call that identifies the end of the session of play and must be recorded. How this act is a visual signal to the scores that play has ended. should the umpire then remove the stumps this may be an indication that.

## *3. After Time Called*

---

- Play has ceased for the day, or
- The match has concluded, or
- The match is abandoned, or
- Weather conditions require the suspension of play and the placing of overs.

At the end of an inning the players and umpires leave the field but there are still entries and calculations to be made in the scoring record, as listed below.

# Batting sheet

- Any not out batsman ( there can only ever be one or two ) should have 'Not Out' entered in the method of dismissal.
- Any batsman who has retired should be recorded 'Retired, not out' or 'Retired out' as appropriate. The umpires will advise the correct entry.
- The names of the remaining batsman should be entered and may be bracketed together with the single entered 'Did Not Bat' , which may be abbreviated to 'DNB' , against their names.

How Out	Bowler
NOT OUT	
RETIRED , OUT	
RETIRED,NOT OUT	
}	DID NOT BAT

# *Batting sheet*

---

- Identify the captain by an asterisk \*, and the wicket-keeper by an obelisk †
- Enter the runs scored by the batsman [111]
- Enter the runs scored as No ball [5] and wides [2] and total to give bowling extras [7].



# Batting sheet

				<b>Batsmen Total</b>		<b>111</b>	
<b>Bowling Extras</b>	<b>No Balls</b>	<b>3 1 1</b>			<b>5</b>	<b>7</b>	
	<b>Wides</b>	<b>1 1</b>			<b>2</b>		
<b>Fielding Extras</b>	<b>Byes</b>	<b>4</b>			<b>4</b>	<b>20</b>	
	<b>Leg Byes</b>	<b>1</b>			<b>1</b>		
	<b>Penalties</b>	prev inn	<b>15</b>	this inn	<b>15</b>		
<b>PROVISIONAL SCORE FOR INNINGS</b>						<b>138</b>	<b>for 9 wickets</b>
<b>Penalties awarded in following innings</b>						<b>10</b>	
<b>Final score for innings</b>						<b>148</b>	<b>for 9 wickets</b>

- Enter the runs scored as Byes [4], Leg byes [1] and awarded as penalties [15] to give total fielding extras [20]

# *Batting sheet*

- Add together the batsmen totals [111], bowling extras [7] and fielding extras [20] to give the provisional score for the innings [138].
- This should agree with the cumulative run tally. If there is an error, complete the bowling section before attempting to locate the error.
- Add up the number of balls received by each batsman and enter the total.
- Enter the number of wickets that have fallen.
- If the batting captain declared show this against the wickets fallen (dec).
- If a captain forfeits an innings, that should be recorded at the top of the batting sheet used for the next innings. There is little point in using up a full sheet for the words 'Innings forfeited'.

## *Penalties awarded in following innings*

---

This row is used to record penalty extras awarded while fielding **in the next innings**.

If the batting side are not fielding again in the match.

- leave this row blank
- transfer the total, wickets and average to the final score row
- this should agree with the final score in the batting section.
- If the batting side will field again:
- leave this row blank

## *Penalties awarded in following innings*

---

- after they have fielded enter the total of any penalty runs into this row [10]
- Complete the final score for innings [ 148 ]
- This should agree with the final score in the batting section .

# Bowling summary

Bowler		ANALYSIS			Number of		Balls Bowled	Overs	Mdns	Runs	Wkts	Ave
		1	7	8	Wides	No Balls						
1	J WHITE	+.2	2 .	11	1	1	44	7	1	25	1	25
		. .	1 .									
		. .	2 .									
		3	25 - 1		1	1						
2	T BROWN	. .	4 <u>W</u>	W 2			46	7.4	0	44	5	8.8
		. 4	4 .	4								
		. .	. .	6								
		4	32 - 4	44 - 5								

## *Complete the summary for each bowler*

---

- **Overs:** the number of overs bowled, the number of the balls are shown . T Brown has bowled 7 overs 4 balls which is shown as 7.4 ( this should not be a decimal: 7.5 is not 7 overs and 3 balls, it is 7 overs and 5 balls )
- **Maidens:** the number of maiden overs bowled taken from the analysis.
- **Runs:** the number of runs conceded by the bowler and taken from the running total.
- **Wickets:** the number of wickets for which the bowler gained credit, taken from the running total.
- **Average:** calculate by dividing the runs by the wickets – normally shown to two decimal places. If no wickets have been taken there can be no average & this is shown by a dash – not zero.

## *Complete the summary for each bowler*

---

- Balls bowled: add the number of Wides and No balls delivered by each bowler. The number of balls bowled can be calculated as :

(complete over) x 6 + (number of Wides) + (number of No balls )

Make adjustments for short ( 5 balls or less ) or long ( 7 balls or more) overs.

## Complete the summary for each bowler

Number of		Balls Bowled	Overs	Mdns	Runs	Wkts	Ave
Wides	No balls						
1	1	44	7	1	25	1	25.0
1	1						
		46	7.4	1	44	5	8.8
0	0						
2	3	152	24.4	2		9	
Less Wides		2			118	9	
Balls Received		150			20	0	
					138		
					10	9	
					148	9	
							<b>BOWLING TOTALS</b>
							<b>Extras &amp; other dismissals</b>
							<b>PROVISIONAL SCORE</b>
							<b>Penalties in following innings</b>
							<b>FINAL SCORE</b>



## *Complete the summary for each bowler*

---

- Add up the balls bowled and enter the total [ 152]. Enter the number of Wide balls bowled [2] and deduct this to give the number of balls received [150]. This should agree with the total calculated in the batting section – Wide deliveries are not balls faced or received by the striker. If necessary, allowance will have to be made for a ball called and signalled No ball followed by Dead ball, but not received by the striker (Law 24.7).
- Add the overs bowled and enter the total [24.4].
- Add the maiden overs and enter the total [2].
- Add the runs scored from the bowler [118] & add to the fielding extra [20] to give a total of 138. This total should agree with the tally and the batting section.
- Add the wickets credited to bowler [9]. Enter number of wickets for which bowlers do not gain credit [0], add together to give the total wickets fallen.

# End of Over

Enter the runs and wickets into the **end of over section** identifying any partial overs. This innings finished after 4 balls of the 25 over.

End of Over				Pen	
Ov	Runs	W	B	B	F
0	15				
1	20		1		
2	20	1	2		1
3	22		1		
4	27	2	2	1	
24	134	9	4		
25	138		2		
26					

4 balls

# *Result*

---

The result of the match should be completed if the innings just concluded was the last. The scores, wickets, overs ( where appropriate ) and result should be agreed with the umpire. Invite the umpires to initial the final scoring record to confirm their acceptance of the result.

Attention is drawn to Law 21 and its accompanying commentary.

# *Recording penalty extras*

---

Penalty extras introduce a method by which transgressions by players of either side on the field of play can be punished. The fielding side can be awarded runs, introducing the question. How would runs scored when fielding be added to the side's score ?

When awarded to the batting side, penalty runs are :

- . Add into their current innings as fielding extras
- . Always recorded as penalty extras in both the row provided and in the End of over section
- . Never credited to a batsman
- . Never debited against the bowler

## *Recording penalty extras*

---

When awarded to the fielding side they must be added to the runs scored when that side bats. The rule is ;

- . If the side has already batting the runs are added onto the provisional score of their previous innings. The batting side now requires more runs to win than they started their innings .
- . If the side has not batted the runs are added onto the starting score of their next batting innings. They will commence their innings with runs on the board effectively decreasing the number of runs they need to score to win while batting.

There are three possible scenarios, a one-innings match , a two-innings match and a two-innings match where a side follows on.

---

## 1. One-innings match

---

**1<sup>st</sup>**

**innings**

**Side A bat**

Penalty extras awarded to Side A are added to their batting total at the time of the award .

**Side B field**

Penalty extra awarded to Side B are recorded at the time of the award and the total runs are used as the starting score of their batting innings.

---

**2<sup>nd</sup>**

**innings**

**Side A field**

Penalty extra awarded to side A are recorded at the time of the award and, the total runs are added to the provisional score of their batting Innings.

**Side B bat**

Penalty extras awarded to Side B are added to their batting total at the time of the award.

## 2.two-innings match

---

**1<sup>st</sup>  
innings**

**Side A bat**

Penalty extra awarded to the Side A are added to their batting Total at the time of the award.

**Side B field**

Penalty extra awarded to Side B are recorded at the time of the award and the total runs are used as the starting score of their first batting innings.

---

**2<sup>nd</sup>  
innings**

**Side A field**

Penalty extra awarded to Side A are recorded at the time of the award and, at the end of the innings, the total runs are added to the provisional score of their first batting innings.

**Side B bat**

Penalty extras awarded to Side B are added to their batting total at the time of the award.

---

---

**3<sup>rd</sup>**

**Side A bat**

**Innings**

Penalty extras awarded to Side A are added to their batting total at the time of the award .

**Side B field**

Penalty extra awarded to Side B are recorded at the time of the award and the total runs are used as the starting score of their second batting innings.

---

**4<sup>th</sup>**

**Side A field**

**innings**

Penalty extras awarded to Side A are recorded at the time of the award and, at the end of the innings, the total runs added to the provisional score of their second batting innings.

**Side B bat**

Penalty extra awarded to Side B are added to their batting total at the time of the award.

---



### 3. two innings-match with follow on

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**1<sup>st</sup>  
innings**

**Side A bat**

Penalty extras awarded to Side A are added to their batting total at time of the award.

**Side B field**

Penalty extras awarded to Side B are recorded at the time of the award and the total runs are used as the starting score of their first batting innings.

---

**2<sup>nd</sup>  
innings**

**Side A field**

Penalty extras awarded to Side A are recorded at the time award and, at the end of the innings, the total runs are added to the Provisional score of their first batting Innings.

**Side B bat**

Penalty extra awarded to Side B are added to their Batting total at the time of The award.

---

**3<sup>rd</sup>  
innings**

**Side A field**

Penalty extras awarded to Side A are recorded at the time of the award and, at the end of the innings, the total runs are added to the provisional score of their first batting innings .

**Side B bat**

Penalty extras awarded to Side B are added to their batting total at the time of the award .

**4<sup>th</sup>  
innings**

**Side A bat**

Penalty extras awarded to Side A are added to their batting total at the time of award.

**Side B field**

Penalty extra awarded to Side B are recorded at the time of The award and, at the end of the innings,  
The total runs added to the provisional Score of their second batting innings.

# SCORING RECORD ENTRIES

End of Over				Pen	
Ov	Runs	W	B	B	F
0	15				
1	20		1		
2	20	1	2		1
3	22		1		
4	27	2	2	1	

Awards of penalties are recorded as they happen in the

Penalty section of the End of Over section.

Here an award has been made to the fielding side in the

2<sup>nd</sup> over. There are no other entries to be made at this time.

An award has also been made to the batting side in the 4<sup>th</sup>

over. These runs would also be recorded in the batting sheet

And in the cumulative run tally.

There entries required to add runs awarded while fielding at the start of the Batting innings, in this case three awards making 15 runs.

Cumulative Run Tally										End of Over				Pen	
	1	2	3	4	5	6	7	8	9	Ov	Runs	W	B	B	F
<del>10</del>	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	<del>6</del>	<del>7</del>	<del>8</del>	<del>9</del>	0	15				
20	1	2	3	4	5	6	7	8	9	1					
30	1	2	3	4	5	6	7	8	9	82					

<b>Fielding Extras</b>	Byes					
	Leg Byes					
	Penalties	Prev inn	15	This inn		

The entry required when runs awarded when fielding are to be added to the provisional score of a previous innings. In this example 10 runs are added into both the bowling and batting sections:

118	9		<b>BOWLING TOTAL</b>
20	0		<b>Extras &amp; other dismissals</b>
138	9		<b>PROVISIONAL SCORE</b>
10			<b>Penalties in other innings</b>
148	9		<b>FINAL SCORE</b>

PROVISIONAL SCORE FOR INNINGS	138	for 9 wickets
Penalties awarded in following innings	10	
FINAL SCORE FOR INNINGS	148	for 9 wickets

## *Ball Not to Count as One of the Over*

---

The Law of Cricket ( 2000 Code 2<sup>nd</sup> Edition – 2003 ) introduced balls that shall not be count as one the six of the over but which are not called No ball or Wide ball. There are three which the scorer must be aware of as entries need to be made to explain the action . They must also be taken into consideration when counting balls bowled as it will appear that an over of more than six balls has been bowled .

## *Ball Not to Count as One of the Over*

---

- A fielder who has returned without permission comes into contact with the ball while it is in play
- A fielder illegally fields the ball
- Either batsman is willfully distracted after a delivery has been received by the striker.

In all cases the striker will have received the delivery and so there will be entries in both the batting and bowling section. A margin note should be made to explain that the ball does not count as one of the over.

## *Conclusion of match*

---

As the match is nearing its conclusion, players and others may be tempted to interrupt scorers to request information. Provided they cause no distraction, they should be permitted to look over the scorers' shoulders to glean the information they seek. If this is not possible, or if distractions occur, they should politely be discouraged as concentration must be maintained until the scoring record is balanced and the result is confirmed to the umpires .



## *Conclusion of match*

---

Other duties scorers may be asked to complete may include :

- Compiling match statistics
- Completing match reports.

Scorers should ensure they leave their scorebook as they would hope to find it clean and tidy.

# *MAIN CAUSES OF INACCURACIES*

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Inaccuracies, errors or mistakes can occur because of

- . Lack of regular checks within the scoring record and with the other scorer
- . Poor signaling by umpires
- . Umpire falling to wait for scorers' acknowledgement and continuing play
- . Failure to consult with umpires on doubtful matter
- . lack of knowledge of the laws and of scoring techniques
- . Personal discomfort, location etc
- . Interruptions by players, officials, etc.
- . Updating the scoreboard while play is in progress
- . Only one scorer appointed.

The importance of regular checking can't be overstated: it ensures that mistakes are quickly identified and corrected. If a mistake is not easily identified then one scorer should continue recording the events while the other searches for the error .