



● **Cricket Scoring Guide**

SIGNALS & SYMBOLS

EVENT	UMPIRES SIGNAL	RECOMMENDED SYMBOL	OTHER SYMBOLS & NOTES
Wide Ball		W	+ □ ⊙
No Ball		⊙	N
Bye		B	.
Leg Bye		L	.
Boundary Four		4	
Boundary Six		6	
Dead Ball		.	NOTE: When applicable Remove one run from batsman and total
Short Run			
Wicket		X	W R if Run-Out

● **The First Step**

This manual has been written to help introduce new scorers to basic methods of scoring and to answer some of the questions most new scorers have. We hope that anyone who reads this manual will then feel confident to score for a day's cricket and will know the answers to some of the situations they might come across. It is written in simple language without too much reference to the Laws of Cricket but we have quoted the Law numbers on occasions so that any scorer wishing to learn more about scoring and the Laws of Cricket can then refer to them. In scoring it is important to learn to do the simple things first and this manual will hopefully help you do that.

A scorer has FOUR duties

These are:

1. Accept

The Scorer may on occasion believe a signal to be incorrect but you must always accept and record the Umpire signals as given. Remember you as Scorers are part of a team of four and you must work together with the Umpires.

2. Acknowledge

Clearly and promptly acknowledge all Umpires' signals - if necessary wave a white card or paper if the Umpires find it hard to see you. Confer with Umpires about doubtful points at intervals.

3. Record

Always write neatly and clearly.

4. Check

Do this frequently

GETTING STARTED

Note: You should familiarize yourself with any local rules which apply to matches played in your competition.

EQUIPMENT:

Copy of local rules and the Laws of Cricket - 2000 Code.

Scorebook.

Pens (non-run in case your book gets wet).

Clock, Pencils, Ruler, Rubber, Calculator.

Clips (useful on windy days). Spare notepad for calculations.

Umbrella (on some grounds you will not be under cover), Chair.

HEADINGS:

Always write the details and the date of the game you are scoring for. Sounds simple but a lot of people omit this information and it can lead to endless problems later in a season if the scorebook falls apart!!

PLAYERS:

Write down a list of players of both sides before you start. Even better, get the batting order if possible. Don't write the full batting order in your scorebook even if the Captain gives it to you - Captains are notorious for changing their minds but at least if you have the list you are familiar with their names.

BATSMAN FACING:

Find out which batsman is facing the first ball and write his name down as Number 1 Bat. The next batsman is obviously Number 2 and you can also write his name down in the space provided. Sometimes you will not get a positive answer from the batsmen about who is going to face - comments like "We'll decide when we get out there" etc are common. If so just work out which is which, and watch where they take guard.

BOWLER:

Ask for the name of the opening bowler and write his name in the space for the first bowler and so on.

TIME:

When the game is about to commence the Umpire will wave to the scorers and you should acknowledge by returning this wave and note the time as the start of innings. Good scorers will check the time with the Umpires before the game starts and then everyone has the same time - if you don't have official Umpires, use your own watch. Write the time for the start of the innings next to the first two batsmen as being the time they both started to bat and the innings commenced. As each new batsman goes in you should write their time in the space provided and when they are out write the time out in that space as provided also.

ACKNOWLEDGING SIGNALS:

It is your responsibility to **ALWAYS** acknowledge all the Umpire's signals throughout the match. Keep the signal(s) simple - just a wave by one arm above your head - complicated movements might cause the Umpire to think there is a problem off the field.

Note: There could be more than one signal. eg. A boundary four off a no ball. In such cases you must acknowledge **BOTH** signals.

HOW TO SCORE

Get into a regular routine. In basic scorebooks always record in **THREE PLACES** from the top of the page down. It is very important to **ALWAYS** record what happens in the same sequence and we would recommend from the top of the page to the bottom: ie: Runs to the batsman or sundries, runs off the score and runs to the bowler. Remember there are several ways to add to the batting team's total score: i.e. runs made by the batsmen, byes, leg-byes, no balls, wides, penalties, and of course, it is possible to have no score at all off a ball. We will show you a simple scoring method for each of these in the course of the manual.

NO RUNS:

Just a dot in the bowler's box (analysis.)

RUNS:

The striker hits the ball and the batsmen run and change ends. Each of these actions is worth one run to the striker - if they run three you record three runs. Record One (1) (or two or three) to the batsman being the striker who has hit the ball. Mark or cross One off the score (Cross through one of the squares provided). One (1) in the bowler's analysis - if it is his first over it will be in the top square of over number one for bowler number one.

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 and then record four against the batsman, cross four off the score and four in the bowler's analysis.

Note: 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. Some scorers like to record four and sixes in a different colour but that is up to you.

Special Note: 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. You may check with the Umpires at a suitable time (intervals and breaks in play) to clarify a situation.

SIX BOUNDARY RUNS:

This is for a ball which lands **OVER** the boundary line on the full. Score as for fours but obviously add **SIX** in all three scoring areas.

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.

Record (1) less run to the batsman or sundries.

Record (1) less run to the cumulative score.

Record (1) less run to the bowler.

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) in the byes section of your page.

Cross (1) off the cumulative score.

Enter a very small letter B in the bowler's analysis. This does not count as a run against the bowler.

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) in the Leg Byes section of your page.

Cross (1) off the cumulative score.

Enter a very small letter L in the bowler's analysis. This again does not count as a run against the bowler.

ENALTY EXTRAS:

Under the new Laws of Cricket 2000 code, 5 penalty extras 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 themselves but the thing to remember is that the five runs are additional penalties - you add five to the score and five to the penalty extras box (you may not have one as this is a fairly new Law). If you do not have a special place to put these penalties, write 5 in pencil in your margin and ask the Umpires how they want to record it. Always add five to the score of whatever innings you are altering. Please also remember that penalty extras can only be ADDED to an innings - if they are awarded AGAINST the batting side, they are ADDED to the previous or next innings of the fielding side; if they are awarded AGAINST the fielding side, they are added to the current batting side's innings.

Please ask your local association for help on this Law as it can be very confusing for new scorers.

NO BALL:

(a) No ball recorded as a ONE RUN penalty if nothing else happens off the ball.

If the umpire calls and signals No Ball, the batsmen do not run, and there are no byes or leg byes etc: Enter (1) in the NO BALL section of your sheet. Cross (1) off the score. Enter a dot with a circle around it (like a target) in the bowler's analysis. **THIS COUNTS AS ONE AGAINST THE BOWLERS FIGURES**

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

Note: If the Umpire also signals byes or leg - byes as well as the No Ball signal he is merely telling you that the batsmen did not hit the ball and you record the delivery exactly as described above.

(b) No Ball recorded as a one run penalty when the batsmen scores runs:

If the Umpire signals No Ball but the striker hits the ball and runs are scored you record as follows:

Enter (1, 2, 3 etc) in the BATSMEN'S analysis but circle the figure to show the runs were off a No Ball. (This can be useful when you are balancing the book. Cross off the runs scored from the cumulative 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. Place a one (1) in the no ball section in extras. Enter the runs scored with a circle round the figures in the bowler's analysis. The number of runs scored plus one for the no ball is added to the bowler's cumulative score.

Special 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 - so he would have FOUR ADDED to his figures.

New scorers need to discuss this Law in great detail with fellow scorers and Umpires you will have bowlers telling you that you have recorded runs wrongly against them and you therefore need to be sure of your facts.

Another Special Note: In every case where a No Ball is bowled no matter what the penalty the bowler always has to bowl an extra ball in the same over.

WIDE BALL:

(a) Wide recorded as a one run penalty if nothing else happens off the ball If the Umpire calls and signals wide and the batsmen do not run. Enter (1) in the WIDE section of your sheet Cross (1) off the score. Enter a w in the bowler's analysis. **THIS COUNTS AS ONE AGAINST THE BOWLER'S FIGURES**

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

(b) Wide recorded when the batsmen complete run(s): This counts as two wides. If the batsmen complete runs and the Umpire has signalled wide your entries should read:

Cross off the runs completed plus ONE EXTRA from the cumulative score, ie if the batsmen complete two runs you record THREE to the cumulative score. Enter the same number of runs in the Wides section of your sheet (ie 1,2,3,4 - including the penalty run).

Enter the runs scored as wides with a W² (or whatever Wides symbol you have chosen) in the bowler's analysis - remember the symbol itself counts for one run. Therefore you write your symbol with a tiny number above it for whatever the batsmen have run. The completed number of runs PLUS ONE is added to the bowlers' cumulative 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.

END OF EVERY OVER:

An over is usually six legal balls (No Balls and wides do not count as balls in the over) and at the end of six balls the over is finished. The Umpire will call "over" and the players will move to their new positions. If the Umpire has miscounted and there have only been five balls or if he continues to seven deliveries just keep scoring and record what has happened - whether it be five or seven etc. As laid down in Law Four IT IS NOT YOUR JOB to correct what the Umpire has ruled. If one Umpire continually awards the wrong number of deliveries in an over his partner will usually alert him to the fact and you may discreetly mention it to him at a suitable break. If no runs were scored off the bowler during the over it is called a **MAIDEN OVER**

and you can record this by joining your dots together with a large **M** - this makes adding up the maidens per bowler easier at the end of the day. Maidens are important to bowlers and you need to keep a clear record - some scorers write their M in red ink so it really stands out. If the bowler took a wicket in a Maiden over you may join the dots together in a large **W** to denote a wicket maiden. In the bottom right hand corner of the bowler's analysis record his cumulative figures e.g. 1-15 means that he has taken one wicket so far and 15 runs have been scored off his bowling.

Add each wicket and all runs every over and ALWAYS confirm these figures with your fellow scorer. This is important and will save you having balancing problems. If you are scoring on your own it is important to balance your book regularly and we will discuss balancing later in the manual. Record the total runs in the overs and runs columns usually at the right of your page. Some scorers also record the number of bowler who bowled the over as well- it is useful if your bowlers are restricted to a certain number of overs and it is also useful in balancing your book.

BATSMAN OUT (FALL OF WICKET)

- (a) Draw a line at the end of the batsman's scoring - sometimes referred to as ruling off.
- (b) In the how out column record just that - bowled, caught (and who by), lbw etc: and the bowler's column write the name of the bowler who took the wicket.
- (c) Record the batsman's total runs in the totals column.
- (d) Record the time out in the time out column. (You can calculate the minutes batted later if you wish).
- (e) In the middle of your score book record the score at fall of wicket plus (in brackets) 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.
- (f) Write the name of the batsman out
- (g) Write the not out batsman and his score (in brackets)
- (h) In the bowlers analysis record the wicket with an 'X'. You may prefer to do this in red, which stands out.
- (i) Record the number of wicket (1, 2 or 3 etc) in the overs /runs columns so you know which over the wicket fell.
- (j) 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 but you can catch up later. 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!!! There are many ways a batsman can be out. Some of them are obvious - bowled and caught etc, but sometimes you will not be sure how the batsman is out. If so 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.

BALANCING THE BOOK

You should do this often to save problems at the end of the day. You should never ever reach the end of a day's play having NOT BALANCED your book - this can mean that the players and Umpires have left the field and you announce that your book does not balance. This is most embarrassing for you and extremely annoying for Umpires and players alike. Practice adding your book up quickly - you will get better the more you practice. Pencil cumulative totals that will help you along the side of the page if necessary (for instance if there are eight batsmen out you can add up their total and pencil it in till the next wicket falls) This is the equation for your book to balance - it must balance TWO ways to the cumulative total. (the crossed off squares in the centre of your page)

1) Runs scored by all batsmen

+ byes, leg-byes, wides and No Balls = cumulative total

2) Runs against all bowlers

+ byes and leg-byes only = cumulative total

If you balance these two ways your book is correct. You can also check by balancing runs scored by all batsmen + wides + No Balls = runs off all bowlers. This will help you check your recording of sundries. If it is near the end of play and the scores are very close and you find that you cannot

balance, send a message to the Umpires that the scores have a problem - don't wait till they get off the field. By send a message we mean, tell a fielder nearby or get a twelfth man to run on at the end of the over. DO NOT go onto the field yourself. The main items to check if you do not balance are firstly the extras. If your bowlers have bowled three wides and you only have two recorded in your wides box your batting will obviously be one short. Check your extras agree with your fellow scorer - it is a common mistake to record byes against both the batsman and byes. Compare all your figures with your partner - batsman by batsman and bowler by bowler. You will often find out your mistake this way. However - if you have constantly balanced during the day you know your mistake is only in the last few overs so start there.

Note: We must emphasize again the importance of frequent checking with your fellow scorer and frequent balancing of your book.

AT THE END OF DAY'S PLAY:

In most scorebooks there are usually places to record the score at the END OF A DAY'S PLAY when it is NOT the end of the innings or the game. You should of course, ALWAYS balance your book at the end of a day's play even if the innings is not finished. You should also record the number of overs completed, the time play finished and make a note for yourself who bowled the last over and to which batsman. Usually Umpires will make a note of this but if you do not have Umpires sometimes the players will ask you if you remember who was facing last week.

AT THE END OF THE INNINGS:

Add up your byes, leg-byes, wides and No Balls and record the total in TOTAL SUNDRIES.

Add this figure to the total batsmen's runs and record the total in the box marked TOTAL SCORE.

This figure should agree with the cumulative total as crossed off in the squared section.

For each bowler write in the appropriate boxes - total overs bowled, maidens, wides, No Balls, wickets and runs. 5) When you add the runs for all the bowlers and write beneath it the total of byes and leg-byes you should again balance with the cumulative score.

Total wickets taken by bowlers PLUS other dismissals (eg run outs) should equal the number of batsmen out.

Total overs bowled should equal the number you have filled in at the right hand overs /runs section.

The Umpires will usually come and sign the book and check with you that you balance. Don't be afraid to ask the Umpires if you are unsure of anything - how someone was out etc. This is the only way you will learn and Umpires are a wealth of information. They will always help you if you ask politely and they are eager to have as many competent scorers as possible. It makes their job so much easier.

SUMMARY

This manual is only the start of your scoring career. There is only one sure way to learn to score and that is to PRACTICE.

Firstly attend a match where there are two scorers and sit with them and watch. Ask lots of questions.

Most competent scorers will be more than happy to teach you and even move over and let you have a try for a while. We have only covered the very basics of scoring and the more you learn the more you will want to learn. Remember there are people at the end of a phone line to answer your questions so please do not be afraid to contact any member of the Indian Twenty 20 Cricket Association's panel: