

A 15-MINUTE GUIDE TO SCORING FOR PLAYERS

No cricket match may take place without scorers. The purpose of this Guide is to give players who score for a few overs during a game the confidence to take their turn as a scorer to ensure that a match can take place.

THE BATTING SECTION OF THE SCORING RECORD

- You should have received a team list, hopefully with the batting order identified.
- Record the name of the batsman in pencil or as the innings progresses - captains often change the batting order!
- Indicate the captain with an asterisk (*) and the wicket keeper with a dagger symbol (†).
- When a batsman is out, draw diagonal lines // in the 'Runs Scored' section after all entries for that batsman to show that the innings is completed.
- Record the method of dismissal in the "how out" column.
- Write the bowler's name in the "bowler" column **only** if the bowler gets credit for the dismissal.
- When a batsman's innings is completed record his total score.

CUMULATIVE SCORE

- Use one stroke to cross off each incident of runs scored.
- When more than one run is scored and the total is taken onto the next row of the cumulator this should be indicated as shown below.

Cumulative Run Tally										
	1	2	3	4	5	6	7	8	9	
10	1	2	3	4	5	7	7	8	9	

END OF OVER SCORE

- At the end of each over enter the total score, number of wickets fallen and bowler number.

THE BOWLING SECTION OF THE SCORING RECORD

The over

- Always record the balls in the over in the same sequence in the overs box.
- An over containing Wide or No balls, show balls **7 & 8** as highlighted.

1	2	3
7	8	
4	5	6

1	3	5
7	8	
2	4	6

1	7	2
3	8	4
5		6

1	7	4
2	8	5
3		6

- All balls bowled must be entered.
- If the umpire gives a 7 ball over record a 7 ball over.
- If there are only 5 deliveries in the over that is all you should record.
- A Maiden over is a complete over by a single bowler in which there is no score against that bowler. The dots should be joined together to form an "M".
- A Maiden over *cannot* contain a Wide ball or a No ball.
- An accidental 5 or 7 ball over is a completed over when counting up the number of overs bowled. As a completed over, it can be a Maiden over.
- A part over for any other reason can never be a Maiden over.
- If a wicket falls that is credited to the bowler enter a "w" for that delivery.
- If a wicket credited to the bowler falls in a Maiden over it becomes a 'wicket maiden'. Join dots and "w" together to form a "**W**".
- Numerals are used **only** for runs made when the ball has been struck by the bat.

BYES AND LEG BYES

- Can be entered as a dot but it is better to use a symbol.
 Byes **B** or Triangle, point upwards. Δ
 Leg byes **L** or Triangle, point down. ∇
- Runs made as byes or leg byes are recorded in the appropriate line of fielding extras.

WIDES AND NO BALLS

- Under MCC Laws of Cricket a one run penalty is awarded for a No ball or a Wide in addition to any other runs made.
- All Wide balls and No balls count against the bowler in the bowling analysis.
- An over containing a Wide ball or a No ball cannot be a maiden over.
- A Wide or a No ball is not a fair delivery and does not count as a ball in the over.
- If a wicket falls when a Wide ball or No ball has been bowled and there are no other runs, record the 1 run penalty *before* entering the score at the fall of the wicket.

SUMMARISE THE BOWLING

- Complete the total number of overs, maidens, runs and wickets for each bowler at the end of the innings.
- If an over is incomplete each *fair* delivery in the part over is expressed as 0.1 ball.
- Calculate and record the number of no ball and wide deliveries, the total number of balls bowled and the average for each bowler.
- Total these figures to provide a summary of balls, overs, maidens, runs and wickets for the entire innings.

NO BALL symbols

BALL NOT HIT BY STRIKER	SCORED AS	RECORDED AS
Batsmen do not run	1 No Ball EXTRA	○
Batsmen run 1, 2 or 3	2, 3 or 4 No Ball EXTRAS	⊙ ⊙ ⊙
Batsmen run 4 or ball crosses the boundary	5 No Ball EXTRAS	⊙

BALL HIT BY STRIKER	SCORED AS	RECORDED AS
Batsmen do not run	1 No Ball EXTRA	○
Batsmen run 1, 2 or 3	1,2 or 3 to STRIKER & 1 No Ball EXTRA	① ② ③
Boundary 4 or 6 signalled	4 or 6 to STRIKER & 1 No ball EXTRA	④ ⑥

WIDE BALL symbols (A WIDE BALL CANNOT BE HIT)

	SCORED AS	RECORDED AS
Batsmen do not run	1 Wide EXTRA	+
Batsmen run 1, 2 or 3	2, 3 or 4 Wide EXTRAS	+ + +
Boundary signalled	5 Wide EXTRAS	+
Batsman out Stumped or Hit Wicket (wicket credited to bowler)	1 Wide Extra	+ ^w