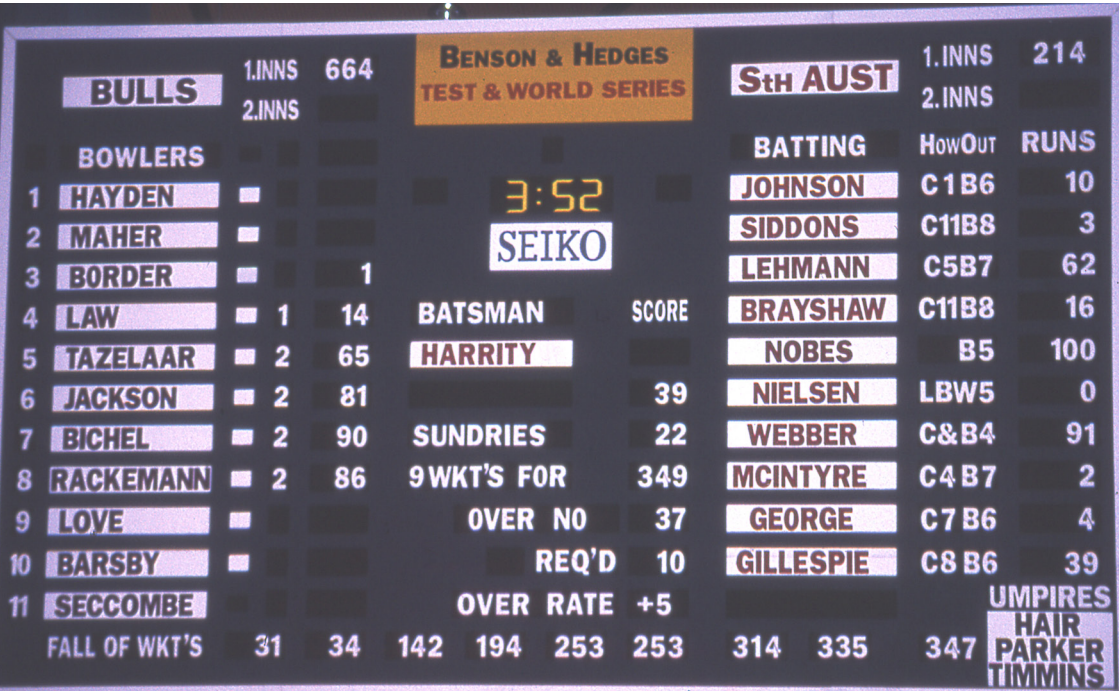
Handbook on scoring

2021

3rd edition



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2021

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Published by the Queensland Cricket Scorers Association Inc.

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Introduction

Every cricket team needs a scorer. Unlike sports such as rugby league, netball and tennis, where scoring is relatively simple, cricket is complicated. The 'score' of each team, that is, the number of runs they might achieve, can routinely be in excess of 200 (e.g. Sri Lanka once scored 962 against India).

Add to this all the other statistics that make up a game of cricket — the number of wickets that have fallen, bowlers' figures, individual batters' runs, sundries — and it is easy to see why every team needs a scorer.

If you are new to the game, this guide should get you started in the art of scoring. If you are an experienced scorer, this handbook can enhance your existing skills and knowledge, and provide a handy reference when you are faced with unusual situations.

Who we are

The Queensland Cricket Scorers Association (QCSA) is an incorporated association, first formed in 2005 to assist scorers throughout the state, and it is growing all the time.

Membership of the association is free, and our members come from many different cricket 'families' — junior cricket, regional cricket, Premier Grade cricket and community cricket.

Membership offers the opportunity to keep up-to-date with the latest rule changes, scoring techniques, and all other issues associated with the pastime.

The QCSA has been an associate member of Queensland Cricket since 2009.

Why have we produced this handbook?

The QCSA is keen to support all those interested in scoring cricket — from the novice taking up scoring for the love of the game, to those seeking to score at the highest level.

This handbook starts from the basics, from what equipment you will need as a scorer through to how to complete the various areas of the scorebook. It provides a wealth of information on how to record runs, wickets and sundries, how to interpret umpire signals, and how to identify players who are not familiar to you.

This new edition also contains a section dedicated to computer scoring.

Most of the time, scoring is straightforward, but just when you think you've mastered it, you can get into a bit of bother. Bowlers with short run-ups don't give you much of a spell between balls. Things can get hectic when lots of runs are being scored and wickets are falling — no more so than in the Twenty20 form that has become so popular.

Just try to keep your cool and enjoy the scoring experience, and remember to keep checking with your fellow scorer and communicating continuously.

Even experienced scorers will find this handbook helpful, as it explains situations that you might only come across rarely, or that only apply at higher levels of cricket.

How this handbook works

The handbook is made up of two key sections — basic and advanced scoring. However, within those sections are numerous subsections to help you find the information that you need, when you need it.

Sections dealing with different subjects — sundries, runs, wickets — are colour coded to make them easier to find, and there is a helpful index at the back.

You will find that some sections appear to be repeated in both the basic and advanced sections. This is intentional, as there may be situations and interpretations within those subject areas that beginner scorers don't need to worry about, but that more advanced scorers do. Rather than overcomplicate things for those just starting out, we have separated them.

The colour coding in the advanced section matches that in the basic section, so if you don't find what you are looking for in one, it is easy to find the related information in the other.

The handbook has been compiled by a team of experienced scorers who have developed a range of handy hints to help you get used to different aspects of scoring, and includes helpful images like umpires signals and sample scoresheets to clarify things.

Junior cricket

Although much of the material in this handbook applies equally to scoring junior cricket, there are occasional differences, both at law and individual competition levels. Where such differences might apply, the handbook will refer you to your individual competitions for further information.

Blue cards

In Queensland, anyone who works or volunteers with children (people under the age of 18 years) is required to have a blue card. Given the numerous circumstances under which scorers may be involved with matches in which children are playing (e.g. junior cricket, age championships, younger players playing in senior teams), it is a requirement that all members of the QCSA hold a current blue card.

QCSA resources

Our website, listed below, contains many of the resources listed in this handbook.

If you are interested in joining the QCSA, you can contact us:

by email: qcsainc@gmail.com

by website: www.qcsa.qld.cricket.com.au

on Facebook: www.facebook.com/#!/groups/220716504613129/

Before the game starts

Equipment required

Before you get started, there are some basic items of equipment that you should consider carrying with you to all games:

- pencils – click pencil, or have a pencil sharpener
- eraser
- pens – blue or black, and red – the finer the point the better
- white out – liquid or tape
- highlighting pens
- small ruler
- calculator – not essential if you are good at adding up
- clock or watch – a digital clock that both scorers can see is best to ensure you and your partner are using the same time
- clips to secure your pages in windy weather – magi-clips or fold-back clips
- notebook
- hat, sunscreen, water, insect repellent – if you will be scoring outside
- binoculars – not essential, but useful when identifying players
- for senior scorers – running sheets to record all balls faced by batters, their progressive scores etc. (see *Running sheets* on page 71)
- umbrella – preferably a large one to protect your book in the event of showers
- folding chair and table – if you are unfamiliar with the venue, and not sure if these will be provided.

Handy hint

The following items are not required for scoring, but often captains may look to you as scorer for:

- scissors
- tape
- playing cards (for those rainy days)
- spare pens or pencils
- lollies (some scorers spoil their players, setting the bar high for the rest of us!).

Set yourself up

Arrive at the game in plenty of time. Find a comfortable place to set up — the scorers should get the best seat in the house!

- Shade is most desirable — you may have to move a few times as the shade moves, but make sure you let the umpire know you are moving.
- Visibility is much better when the sun is behind you rather than you looking into the sun.
- For good visibility, try to get as close to the boundary as possible (but not right on the boundary!).

Introduce yourself

- Introduce yourself to your scoring partner and write their name down somewhere on your scorebook or in a notebook.
- Introduce yourself to the umpires, and also write their names down somewhere on your scorebook — there is often a specific place for this.
- Find out from the umpires the clock they will be using for times, or synchronise your clock with the time they will be using.

Scoring diplomacy

You will usually have a scorer from the opposing team sitting right next to you. Scorers are usually nice people and only too willing to help 'train' a novice scorer, so don't be afraid to ask questions. Alternatively, if you are an experienced scorer working with a beginner, be patient, be helpful, but also let them find their own feet.

Many people take up scoring because of a connection with a particular team, e.g. a child or a partner. Regardless of how we all got here, we all develop a close association with our team, but remember — you are a link between your team and the opposition, so be diplomatic.

Don't be too parochial — keep your pleasure or pain in relation to the game to yourself. Don't get too excited if your team is dominating. Keep in mind the feelings of the other scorer. Don't get too concerned if your team is facing defeat.

Prepare your book

Familiarise yourself with the scorebook. They are all similar, but there are many different styles (see page 102). Your scoring partner may have a scorebook that differs from yours.

Write down the details of the match — these details should be written at the top of each page for each new innings of the match. Depending on your book, the match details would be made up of (see image below):

- the names of the two teams playing — the home team is shown first
- the ground the match is played on (e.g. Allan Border Field)
- the days the match will be played over (e.g. 3 November 2010 if a one-day match; 3 & 10 November 2010 if a two-day match played on consecutive Saturdays)
- team batting, which innings it is (e.g. 1st or 2nd) and the date the innings started
- the name of the competition, or the name of the match if a one-off match
- the team that won the toss
- the team batting first
- umpires names
- the two team captains and team abbreviation (e.g. J. Hopes [Q])
- the wicket-keepers for each team (sometimes teams will change their keepers during the innings. Watch for this, record the change in your Notes section, and make sure you note any catches taken by the replacement keeper as 'wk')
- the two 12th men (in many levels of cricket, there will be no 12th men, but see *Substitute fielders* on page 15 and *Substitute players* on page 75 for more information in this regard)
- scorers names.

Team lists

Obtain a list of both teams from the relevant captains (in batting order if possible), noting both captains and wicket-keepers. Keep it handy for both scorers to see.

- It is desirable to get the batting order from the captain or coach, but do not write this batting order down in your book, as it will sometimes change. Write in the batters' names only as they come out to bat.
- If your team is bowling and you don't know the players very well, it is worthwhile asking the captain who the opening bowlers are likely to be, and what they look like, before they go out onto the field — that gets you off to a good start.

Handy hint

By all means have something to drink while you are scoring — in fact, it is a good idea to drink plenty of water throughout the day — but be careful with drinks in lightweight containers too close to your scorebook, as accidents do happen, especially on windy days.

You might also keep an eye on players who come to look over your book during breaks, as dripping drinks and saucy hamburgers also pose a threat!

Juniors

Junior cricket generally has different requirements concerning batting orders, so consult your local competition.

Bowling end identification

At a break in play, such as lunch, or stumps in a longer format game, it is important to note the end from which the last over before the break was bowled so that, when the game restarts, the next over is bowled from the correct end (see page 51). Identifying the ends before the start of play will make this task easier, especially if you can use landmarks for each end (e.g. clubhouse end, river end, Vulture Street end).

Handy hint

In the absence of significant landmarks, remember that, in Australia, pitches usually lie north–south, so you can use this orientation when recording the end a bowler is bowling from.

Getting to know the players

One of the challenges in scoring is getting to know the names of the players on the field, especially if you are new to a team or club, or you are scoring a carnival. It helps if you get to know most of the players in your team and the opposition scorer knows most of their players, but it will also help if you can work out ways to identify the players as well.

Many players will look the same when on the field and wearing their whites, especially batters when they are decked out in pads and helmets. Concentrate on getting to know the distinguishing features of players, and keep a note of them in the scorebook (in pencil so you can erase it later) or on your team list next to the player's name. Binoculars are useful to work out who is who, especially if you are some distance from the action.

As a suggestion, the following lists provide helpful ways to distinguish batters, bowlers and fielders.

Batters

When differentiating batters, the aim is to be able to easily identify the two current batters. It is easy to identify batters if one has a blue helmet and the other a red helmet, but when a new batter comes in, they may both have the same coloured helmet, so you must find other characteristics. A number or name on the shirt is by far the easiest way, but most teams are not so obliging, especially at cricket below the representative level, so it helps to look for other features:

- Height – is one batter particularly tall or short?
- Build – is one batter particularly thin or stocky?
- Shirts – is one wearing long sleeves, and the other short sleeves?
- Are they left- or right-handed batters (see page 16)?
- Headwear – what colour are their helmets or caps, or is one batting in a floppy hat?
- Hair – do they have long or curly hair, easily seen even when wearing a cap or helmet? Do they have a ponytail?
- Accessories – what colour are their bat handles? What colour are their pad straps (e.g. dark, red, striped)? Are they wearing skins, or a distinctive pad style?
- Complexion – do they have a light or dark complexion?
- Stance – do they have a distinguishing stance (e.g. a very open stance)?

Handy hint

When obtaining the team list, ask the coach or captain for the batting order and any distinguishing features to help identify players. Changes to the order can always occur during the innings, but it helps in advance if you know that Smith is the only left-handed batter, and Jones always bats in a floppy hat.

Bowlers

When a bowler comes on for the first time, you should note down enough characteristics to be able to recognise if that bowler returns for subsequent spells. Again, a number or name on the shirt is the easiest way, but failing that, look for other features:

- Speed – is the bowler fast, medium or slow?
- Is the bowler left or right arm?
- Hair – what is the hair colour and style (most bowlers remove their caps to bowl, making this easier)?
- Height – is one bowler particularly tall or short?
- Build – is one bowler particularly thin or stocky?
- Shirt – is the bowler wearing long or short sleeves?
- Accessories – does the bowler have coloured stripes on shoes, or coloured plastic bracelets or a sweatband on the wrists? Is the bowler wearing skins?
- Complexion – does the bowler have a light or dark complexion?
- Run-up – does the bowler have a distinctive style (e.g. Joe Dawes took three or four steps on the spot to get started)?

When identifying bowlers, it is vital to catch bowling changes.

Handy hint

If you don't know the name of a bowler, find out by asking nearby spectators or call out to the nearest fielder 'bowler's name!' Make sure you observe the bowler closely — it can be a bit embarrassing if you have to ask the name of a bowler who has already bowled.

Fielders

It is important to be able to quickly and easily identify fielders to record catches and run outs. If the team is wearing numbers, endeavour to write these numbers down against the team list you have obtained from the captain prior to the game for easier identification. You should continually scan the field and identify who is fielding in what position, and always be aware of who is in slips and gully, as this is where most catches will be taken.

- Height – is one fielder particularly tall or short?
- Build – is one fielder particularly thin or stocky?
- Shirts – who is wearing long or short sleeves?
- Headwear – who is wearing a baseball cap, a baggy cap or a floppy hat?
- Accessories – are any fielders wearing distinctive shoes, sweat bands, skins, etc.?

Handy hint

Sometimes the only way to distinguish fielders is through quite minor details — a logo on a shirt, or coloured pockets — so if it comes to that, use your binoculars to identify the fielders, and keep track of these details in the scorebook (in pencil so you can erase it later) or on your notebook.

Substitute fielders

Sometimes teams will play with a 12th man, who may come on to replace another player in the field. Even without a formal 12th man, some teams may use a substitute fielder if required and available.

Under the current laws, the rules around substitute fielders have become a bit more complicated.

Substitute fielders may not bat or bowl; however, they can wicket-keep with the consent of the umpires if they are substituting for a wicket-keeper who has been genuinely injured.

No substitute fielders are permitted to replace a player who has been sent off. If the wicket-keeper is sent off, only another player from the original 11 can wicket-keep, and if a substitute fielder subsequently replaces another fielder (e.g. due to injury), that substitute still cannot wicket-keep.

Any player who is replaced by a substitute for any length of time must serve a 'penalty period' after returning to the field, which is a period equivalent to the amount of time spent off the ground. During this 'penalty time', the player cannot bowl, and, if the innings ends meanwhile, the player cannot bat until the penalty time has been served, or until the player's team has lost 5 wickets.

If a substitute fielder is sent off for a set number of overs, the player they replaced cannot return until the set number of overs for the send off have been completed (see page 107). When the original player returns to the field after the send off period, they need only serve 'penalty time' for the time spent off the field before and after the send off overs.

Watch for any fielding substitutions that might occur, and if a substitute fielder takes a catch, including as a substitute wicket-keeper, write (sub) after the name in the 'How out' section (see pages 43 and 68). Similarly, as previously discussed, watch for any change in wicket-keeper, so that if a replacement wicket-keeper takes a catch, it can be marked as 'wk', to distinguish it from any catches the same fielder may take in the field.

Substitute fielders should not be confused with substitute players (see page 75).

To distinguish right- and left-hand batters

Some scorers at first find it difficult to distinguish right- and left-hand batters. As this is one of the simplest ways to tell two batters apart once you get the knack, these hints might help.

Pretend you are the umpire at the bowler's end, facing the striker:

- If the batter takes stance on the right side of the wickets (your right), the batter is right-handed. If the batter takes stance on the left side of the wickets, the batter is left-handed.
- If the batter's left arm is facing you, the batter is right-handed. If the right arm is facing you, the batter is left-handed.
- If the batter's rear end is in line with your right arm, the batter is right-handed. If the batter's rear end is in line with your left arm, the batter is left-handed.

These are some suggestions, but there may be another way that works for you. And remember, some players may bat and bowl with different hands, so don't assume that, just because a player bowled left arm, that player will be a left-hand batter.

Right-hand bat

Left-hand bat

If you were an umpire at the bowler's end, this is how right- and left-hand batters would appear to you.

Umpires

The relationship between the umpires and scorers is important for the smooth running of the game. It is often said that the umpires and scorers are the 'third team'. Introduce yourself to the umpires before the game.

There are a few items you should clarify with the umpires before the game starts:

- You should tell the umpires where you will be scoring and if you are likely to move (e.g. if the sun moves, where you will move to. This is especially important if the umpires are new to the field).
- Check with the umpires if there are any regulations for the game or the competition you need to be aware of. This could be:
  - free hit for no balls
  - number of players (e.g. 12 players, with 11 batting and only 11 on the field at any one time)
  - player substitution or 'slashed players' (see page 75). This is especially important for batters retiring not out.
- If scoring a limited overs match, what power plays (see page 73) and bowling and fielding restrictions are in force?
- What clock will be used for start of the match and breaks? If the umpires watches are to be used, you need to synchronise your clock with the umpires.

Signals

When on the field, umpires communicate to the scorers, players and each other using a series of signals. These signals are a part of the laws of cricket and are defined in Law 3.14. Scorers need to know these signals so they can correctly record events communicated to them by the umpires.

Umpires communicate with each other using a less formal series of signals. Scorers do not need to know these signals, but it is to your advantage if you do, as you will be better able to follow what is happening on the field and anticipate formal calls the umpires may make.

Law 4.3 states the scorers shall accept all instructions and signals given to them by the umpires and immediately acknowledge *each separate signal*.

This means if an umpire must signal two or more events on a ball, then the scorer will reply to both. For example, if a ball goes for 4 leg byes, the umpire will signal the leg bye first, you will signal back, then the umpire will signal the boundary 4, and you will again signal back.

Your return signal does not need to be elaborate. You do not need to mirror the umpire's signal. If you have access to a light, you can simply click the light on and off. Otherwise, just raise your hand in response, similar to an umpire's 'bye' signal (see next page).

When an umpire gives a signal, make sure your scoring partner has also seen the signal. If you signal back to the umpire, you should say clearly what the signal was, in case your scoring partner did not see the signal (e.g. 'leg byes'). This is especially important when using a light, as this is less obvious to your partner than raising your arm.

The umpires are in charge of the game, and the scorers work with the umpire to record their decisions. Don't question the umpire if you think they have made an incorrect call, for example:

- If you think they have made an error in the number of balls delivered in an over, don't worry about it — maybe YOU miscounted.
- If you thought the umpire should have signalled a leg bye, assume the runs came off the bat and allocate the runs to the batter.
- If the ball has obviously hit the fence and the umpire has not signalled 4, make a note and seek clarification at a break in play.

You should, however, advise the umpires if a bowler has bowled the maximum number of overs allowed in a limited overs match, or in a spell for underage bowlers. Official umpires keep a record of these things, but if they have made an error, attempt to catch their attention and inform them. If you cannot discreetly catch their attention, do not yell out or run onto the field. It is not very professional to broadcast to players and spectators that umpires have made a mistake, although in matches with 'unofficial' umpires — players or parents of junior cricketers — it is acceptable to be a bit more forthright in alerting the umpires.

Signals to scorers

Start of play

Raising hand straight in the air.

Boundary 4

Waving the arm from side to side across the body, finishing with the arm across the chest.

Boundary 6

Raising both hands above the head.

Bye

Raising one hand straight in the air, as for start of play.

Leg bye

Touching raised knee, facing side on to scorers.

Wide

Extending both arms horizontally, first as the ball passes the batter, then again for the scorers.

No ball

Extending one arm horizontally, first as infringement occurs, then again for the scorers.

Differential no ball

Standard no ball signal, plus patting the top of the head with the other hand. Shows the no ball was for more than allowed bouncers in an over.

Out

Extending index finger above head. You don't need to reply to this signal.

New ball

Holding ball aloft.

Revoking a call

Crossing arms across chest, touching both shoulders.

Short run

Bending arm upwards to touch nearest shoulder with tips of the fingers.

Free hit

Raising arm above the head and making a circular (lasso) motion.

Dead ball

Crossing and re-crossing both arms at the wrist below the waist.

Penalty runs (bowling)

Placing one hand on the opposite shoulder and holding – 'holding for bowling'.

Penalty runs (batting)

Repeated patting of opposite shoulder with one hand in an exaggerated action – 'patting for batting'.

Power play

Making a large circular motion with one arm. If the signal relates to a power ***surge*** (e.g. in BBL, see page 74), the circular signal will then be repeated with the other arm.

TV replay

Using both hands to draw a rectangular box in front of the chest.

Send off

Under the current laws of cricket, umpires have the ability to send players off for a certain number of overs, or for the match. This will be covered further on page 107, but this section deals with the umpire signals for send-offs.

We do not currently have any images available for these new signals — when they become available, they will be loaded to the Resources page of the QCSA website.

The best we can do for now is to describe these new signals as they are given in the new laws.

Send off for a number of overs

The umpire will first put one arm out to the side of the body and raise it up and down repeatedly. The umpire will then raise both hands, all fingers spread, to shoulder height, palms facing towards the scorers (think 'jazz hands').

Send off for the remainder of the match

The umpire will first put one arm out to the side of the body and raise it up and down repeatedly. The umpire will then raise an index finger, held at shoulder height to the side of the body (similar to an 'out' signal').

Penalty runs

Be aware that penalty runs will also be awarded to the opposing team in both instances, so watch for that signal to follow the relevant send-off signal, and make sure that you acknowledge all three components — send-off, type of send-off and penalty runs.

Handy hint

Watch for the unexpected calls — short run, revoked or changed call — as they can catch you unawares if you have already started filling in your scorebook. Make sure you wait until all action on a play has stopped, check both umpires, then record what happened (e.g. runs, sundries).

Umpire to umpire signals

Although the two umpires officiate at different ends of the wicket, they work as a team, and communicate regularly throughout the match. While there are some calls that are made directly by the square leg umpire (e.g. stumpings, run outs), the square leg umpire is also often in a better position to judge what has happened on a particular ball, and advise his partner at the non-striker's end by a series of umpire-to-umpire signals.

For example, the square leg umpire is sometimes in the best position to judge:

- the height of the ball as it passes the batter
- whether a ball has hit the ground before bouncing up and being caught (bump ball)
- whether a batter has hit a ball or merely padded it away.

You don't need to respond to these signals, but it is to your advantage if you know them, as you will be better able to follow what is happening on the field and anticipate formal calls the umpires may make.

1st bouncer in over

Tapping opposite shoulder with one finger.

2nd bouncer in over

Tapping opposite shoulder with two fingers.

No ball (bouncer)

Extending half of one arm horizontally, keeping elbow in at waist.

Off the bat

Tapping back of one hand with the other.

Leg bye

Patting leg with one hand (leg not raised).

Byes

Folding arms across chest.

Wide (height)

Extending both arms half out horizontally, keeping elbows in at waist.

Catch carried

Holding both hands palm upwards at waist level and lifting slightly.

Bump ball

Holding both hands palm down at waist level and pushing down slightly.

Two balls to go

Holding two fingers pointing down beside the leg (indicates two balls to go in over).

Discussion

Crossing two fingers in front (when umpires wish to discuss something).

Handy hint

If you are aware of this non-verbal 'dialogue' between umpires, it can help you check that your count of balls in an over agrees with theirs, and anticipate leg bye, no ball and wide calls that you might not have otherwise been expecting.

Umpire to player signals

The umpire will sometimes make signals to players during the course of the match that you should be aware of, as they may assist you. For example, the umpire will indicate a change of bowler to the striker by signalling which arm is to be bowled with, and whether the bowler is bowling over or around the wicket. This can help you catch changes in bowler as well.

1st bouncer in over

Tapping opposite shoulder with one finger and raising one finger (signalled to bowler and then to striker).

2nd bouncer in over

Tapping opposite shoulder with two fingers and raising two fingers (signalled to bowler and then to striker).

Bowling change (right arm)

Raising right arm and standing adjacent to the stumps – to the left of the stumps = right arm over the wicket, to the right of the stumps = right arm around the wicket.

Bowling change (left arm)

Raising left arm and standing adjacent to the stumps – to the left of the stumps = left arm around the wicket, to the right of the stumps = left arm over the wicket.

Handy hint

Given the similarity between the signals for start of play, byes, change of bowler and new ball, ensure you view this signal in context – check where the umpire is standing and whether he is directing the signal to you.

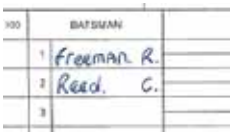
Scoring balls and runs

Start of play

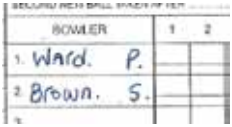
When the players walk onto the field you must be ready as there are a number of important tasks that must be completed before the first ball is bowled.

You need to determine which of the opening batters is facing. This means you must wait until you see which end the opening bowler is coming from and which batter will face the first ball. This batter is recorded first on the batting list. The opening batter at the non-striker's end is recorded second. Subsequent batters are recorded in batting order as wickets fall.

The bowler bowling the first over is recorded in the first box in the bowling list (some books have the bowlers' boxes numbered, as below, so that would be bowler 1). Subsequent bowlers are recorded in order as they begin their first spell.



Freeman will face the first ball, with Reed at the non-striker's end.



Ward will bowl the first over, and Brown the second.

Identify the bowling ends, using landmarks or pitch orientation (see page 12), although you do not have to record this information on the scorebook.

When the field is set, the bowler is ready and the opening batter has taken centre and is ready, the umpire will signal time on and the start of the innings by raising his arm above his head looking at you (see page 20). You need to signal back, and record the time as the start of the innings.

The game will now begin. You must watch every ball bowled and every ball must be recorded. It is preferable to 'voice' your additions to the scorebook as you add them so you know you and your scoring partner are making exactly the same entries, or you can then confer if you were making different additions (e.g. one of you missed the umpire's no ball signal).

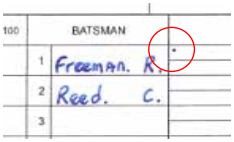
Handy hint

Do not be afraid to question your partner's observations. Even scorers at Test level make mistakes — that is why there are two scorers.

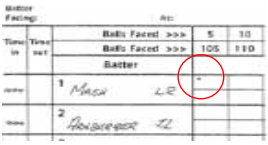
Dot balls

'Dot ball' is the phrase used when a ball is bowled and no runs, sundries or wickets result from it. The ball is recorded in the scorebook as a 'dot' against the batter and also in the bowler's over column.

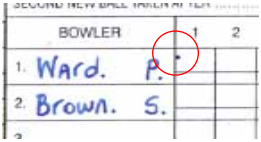
Some books are specially ruled to allow you to record balls faced by each batter in multiples of five for easier adding up at the end of the batter's innings.



Dot against batter in standard scorebook



Dot against batter in specially ruled scorebook



Dot against bowler

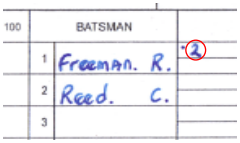
Always start at the top of the scorebook and work down:

- If a dot ball, move from batter to bowler.
- If runs scored, move from batter to progressive score to bowler.
- If sundries scored, move from sundries to progressive score to bowler.

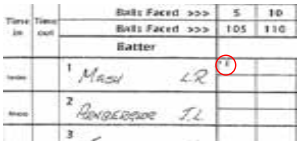
In this way, you will develop a rhythm to your scoring that will make it harder to forget to record something.

Runs

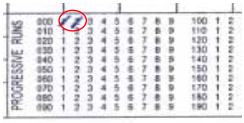
All runs scored are recorded to the batter making the shot and are recorded against the bowler. It is a good idea to say the progressive total out loud so that you know that you and your fellow scorer agree on the total.



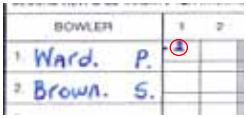
Runs against batter in standard scorebook



Runs against batter in specially ruled scorebook



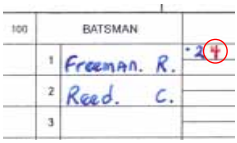
Runs on progressive score



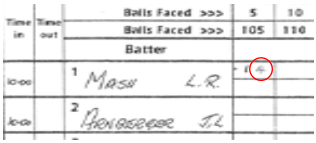
Runs against bowler

When the ball is hit to the boundary, the umpire will signal 4, and when the ball is hit over the boundary on the full, the umpire will signal 6 (see *Umpires signals*, page 20). Try to record these boundaries in red in the scorebook so they stand out more.

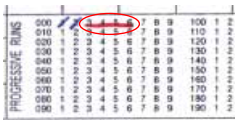
Concentrate on watching the batters and counting the number of runs scored rather than seeing if the ball reaches the boundary — that is the umpires' job.



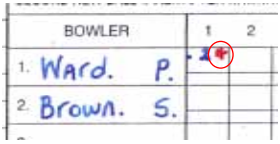
Boundary against batter in standard scorebook



Boundary against batter in specially ruled scorebook

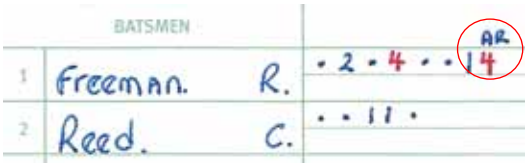


Boundary on progressive score



Boundary against bowler

Sometimes, even though the ball does not reach the boundary, the batsmen may still run 4 runs in the time it takes for the ball to be fielded. This should also be recorded in red, but you can include a small notation of 'AR' to show it is 'all run', rather than a boundary.



Runners

At many levels of cricket, if a player is injured during the course of the match, they may use a runner to assist them when they are batting. See page 69 for more information.

Short runs

If a batter is attempting more than one run but fails to ground the bat over the popping crease when turning, this run is called a 'short run', and is not counted as a completed run. The umpire will signal to the scorers 'one short' (see *Umpires signals*, page 20), and you will reduce the number of runs that the batters would have made by one. The batters might have run two runs, but if one is called short, you will only record one to the striker's total, the progressive score and the bowler's analysis. But remember, the batters will remain at the end where they finished running.

Overthrows

The term 'overthrows' is used when a fielder picks up the ball and throws it back to the wicket-keeper or bowler, or tries to hit the stumps, but throws it inaccurately. If the batters keep running, they add to their tally. You must watch and count these extra runs. If the batters had already run one run before this 'misfield', and then run two more, you must put down all three runs to the striker, the total score and the bowler's analysis.

Overthrow that goes to boundary

If the overthrow results in the ball going all the way to the boundary, the umpire will signal the boundary 4. In this case, the striker is awarded the boundary 4, **plus** any runs the batters had completed, **and** the run in progress if the batters had crossed at the instant the fielder threw the ball.

Generally the batters will have completed, or be in the process of completing, only one run, but close observation is necessary. For example, if the batters had completed one run, and had crossed on the second when the fielder threw the ball, you will record 6 runs to the striker, the total score and the bowler's analysis. If they had not crossed on the second run, you would only record 5 runs. Sometimes the umpire will help by holding up his fingers to indicate how many runs to award the striker. If you are unsure how many runs to award, make note of the incident and seek clarification from the umpire at the next break.

Handy hint

The umpire will ensure the correct batter is facing for the next delivery, but generally speaking, if an odd number of runs are to be recorded, the striker will now be at the non-striker's end, and if an even number of runs are to be recorded, the striker will still be facing.

Dead balls

There are a number of reasons why an umpire might signal a dead ball. From a scorer's perspective, they can be divided into two situations:

- the ball is called dead before the striker has a chance to play it
- the ball is called dead after the striker has a chance to play it.

Before the striker has a chance to play

Reasons why a ball could be called dead before the striker has a chance to play it include:

- the bowler drops the ball before delivery
- the bowler 'loses' his run-up and fails to deliver the ball
- the batter pulls away just before delivery because of a distraction
- the ball does not leave the bowler's hand for any other reason.

In these cases, the umpire will signal dead ball (see *Umpires signals* on page 20). You must acknowledge the signal, but do not record anything in the scorebook.

After the striker has a chance to play

Reasons why a ball could be called dead after the striker has a chance to play it include:

- the batter plays the ball and a fielder may be seriously hurt in fielding the ball
- the batter pads away the ball without playing a shot, and it runs a sufficient distance to enable runs to be taken
- the ball is lost (e.g. down a goalpost hole)
- the ball bounces more than once and then comes to a stop before reaching the batter (see page 65).

In many cases, including where a ball is lost, the runs or sundries to be scored are those **completed** by the batters, plus the run in progress if the batters **have crossed** at the time the ball is called dead. All shall be recorded as normal runs or sundries.

However, a special case arises when a striker deliberately pads away the ball or the ball deflects off the body when the batter is **not** making a shot or avoiding the ball. If the batters attempt to make a run, the umpire will not call dead ball until after they have completed the first run. This gives the fielding side the opportunity to run out the batters:

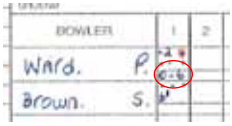
- If a batter is run out, the wicket will stand and must be recorded as a normal wicket (see page 45).
- If the run out is not effected, the umpire will signal dead ball and the batters will return to their original ends. The run does not count, but the delivery does. Add a dot to the batter and the bowler's analysis.

Whenever the batter has had a chance to play at the ball, the umpire will signal a dead ball, and you must acknowledge the signal. However, in these cases, the ball counts as a delivery, and must be recorded as a ball faced by the batter and added to the bowler's analysis.

> ***Handy hint***
>
> Note that the ball will no longer be called dead if it hits or becomes lodged in a helmet worn by a fielder, so the batter may still be out caught or stumped.

End of the over

At the end of each over:



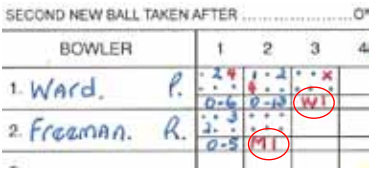
- record the bowler's progressive statistics in the over just completed. Voice the entry you make to ensure your partner agrees with you
- record the total score in the progressive total column for the relevant over (see handy hint below), again voicing the entry
- check the bowler beginning the next over, watching for bowling changes, and ensure your partner is also aware of any change.

Handy hint

When completing the over running totals, jot down the bowlers initials or number against the over just bowled. This will be very helpful if the book does not balance and it is necessary to reconstruct the innings. If this is done in pencil, it can be erased at the end of the innings after the books are balanced.

Maiden overs

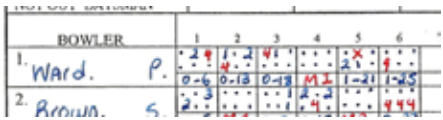
An over with no runs recorded against the bowler is a maiden over. An over with wides or no balls cannot be a maiden, as these balls are recorded as a penalty run against the bowler. A maiden over will consist of dot balls, wickets, byes and leg byes only (see page 38).



When a maiden over is bowled, show a large red M for that over, with the progressive number of maidens bowled by that bowler (e.g. M1) — this makes it easier to add up the number of maidens bowled. If a wicket is taken during the maiden over (called a wicket maiden), show a large red W. If the bowler has bowled a maiden prior to a wicket maiden, you would show W2, as the number relates to the maidens bowled, regardless of wickets taken.

Bowling analysis

As bowlers progress through their overs, you must keep a progressive total of the runs or sundries that have been scored against them, and any wickets they have taken.



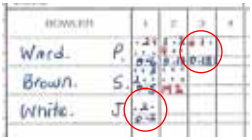
In the bowling analysis for Ward above:

Over 1	6 runs scored	= 0-6
Over 2	7 runs scored	= 6 + 7 = 0-13
Over 3	5 runs scored	= 13 + 5 = 0-18
Over 4	Maiden (no runs)	= 18 + 0 = M1
Over 5	1 wicket and 3 runs	= 18 + 3 = 1-21
Over 6	4 runs	= 21 + 4 = 1-25

Part overs

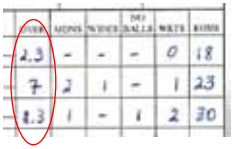
A bowler may fail to complete an over because of:

- injury
- suspension from bowling during the over for an offence (e.g. an individual offence such as running on the pitch or a deliberate front foot no ball, or a team offence such as a second instance of ball tampering)
- being sent off for a certain number of overs, or for the match
- the innings or the match concluding.



In the first three cases, the over will be completed by another eligible bowler (i.e. a bowler who did not bowl the previous over). This bowler will now also have a partial over. Make a pencilled note in the bowling column. In all cases, complete the bowler's running analysis of wickets and runs as for a completed over. For example, in the image on the left, Ward was unable to complete his third over. White replaced him, and bowled the remaining three balls of the over. Both have their progressive over totals completed as if they had bowled full overs.

Note also the vertical line at the right-hand side of Ward's third over, showing that he has finished that bowling spell (see *End of bowling spell* below).



When completing the bowling summary at the end of the innings (see *End of innings* on page 53), the overs bowled are recorded as the completed overs and the balls in the partial over, separated by a full stop (i.e. if the bowler is injured after bowling three balls in that bowler's third over, this will be shown as 2.3 overs).

A part over cannot be a maiden over.

End of bowling spell

At the end of each over, it is important to watch for bowling changes to ensure runs and wickets are recorded against the correct bowler.

When a bowler is replaced, draw a thick vertical line beside the last over completed, indicating the end of that bowler's spell. If the bowler comes on

for a later spell, start again in the next over after the spell has been marked, and continue the progressive score from the last over before the spell.

Brown had a spell after his sixth over, marked by a vertical line. He later came on for another spell, and his progressive total at the end of his seventh over continued from his previous spell.

Bowling spells are not interrupted by breaks in play such as lunch or tea. For example, if a bowler bowls two overs before lunch, and then bowls four overs immediately following the resumption in play, it is all considered one spell of six overs. There is no need to place the vertical line at the over before the break.

Juniors

Unlike senior cricket, junior cricket may consider breaks in play as an end to a bowler's spell because of restrictions on junior bowlers that limit the number of overs they can bowl in a spell, and the amount of time between spells (check with your local competition).

Handy hint

Signs that there is going to be a bowling change include a player:

- marking out a run-up
- warming up while in the field
- in discussion with the captain.

The umpire will also signal a bowling change to the striker by indicating whether the bowler is bowling left or right arm, and whether the bowler will be coming over or around the wicket (see page 26).

It also helps if you get used to the length of spell that the bowlers in your team generally bowl. Some bowlers, especially spinners, may regularly bowl lengthy spells, while pace bowlers are more likely to bowl in shorter spells.

Too many bowlers

Most scorebooks will have room for around eight or nine bowlers, and this is generally sufficient for a game. However, you may find yourself needing room for more bowlers than the book allows for. This could be because of substitute players (see page 75), or because the game has reached a point where no further result is likely, so the captain decides to 'give everyone a bowl'. There are a couple of ways that you can accommodate the extra bowlers, depending on the style of book you are using.

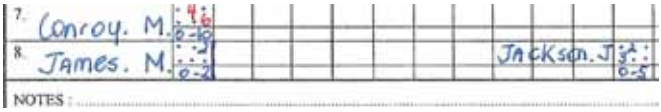
Draw an extra row

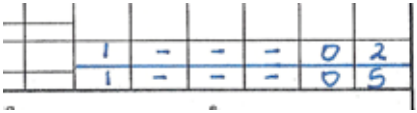
If your scorebook has free space under the bowling section, you can simply draw up an extra row or two, as shown in the example on the left for Francis.

You can then extend that new row to the totals columns.

Share bowlers' rows

Some scorebooks have other information below the bowling section, so there is no room to insert another row. In this case, you may need to have bowlers 'sharing' a row, as shown below. When deciding which bowlers will share a row, try to pick one who is unlikely to come back for a long spell.





When totalling the bowlers' figures at the end of the innings, split the shared row so each bowler can be totalled individually.

Long bowling spells

Most scorebooks allow around 20 to 25 overs per bowler. Again this is usually sufficient for a game, but if a bowler does bowl more than the maximum allowed for, you can continue that bowler on a separate row (starting at the bottom is recommended). The bowler's figures should be totalled in the original row at the end of the innings, but remember to include both rows in the totals.

New ball

After each 80 overs in a two-day or longer match (although this may be varied under local playing conditions), the bowling team can take a new ball. Although many teams take it as soon as available, others may delay this beyond the 80 over mark.The umpire will signal when the new ball is taken by raising the ball above his head and holding it there (see page 21). You must acknowledge the signal and record in your scorebook the number of overs bowled and the score when the new ball is taken.

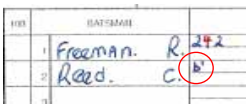
Sundries

Sundries are 'extra' runs added to the batting team's total that are not the result of the striker hitting the ball, and so are not awarded to the striker. Sundries are byes, leg byes, wides and no balls.

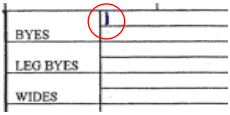
Sundries are recorded in the book as shown below so they can be traced if your scorebook doesn't balance at the end of the innings.

Byes

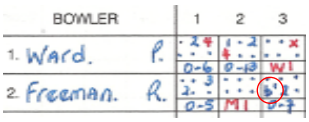
Byes will be signalled by the umpire when the batter does not make contact with the ball, but nevertheless runs are scored. Byes are recorded by a **b**. If the batters cross for one run, b^1 is recorded against the batter, 1 run is put in the Bye section in sundries, and 1 is added to the progressive score. b^1 is recorded in the bowler's column but ***NOT*** added to the bowler's figures. 2, 3 and 4 byes are shown as b^2, b^3 and b^4 respectively. Byes are counted as a ball faced.



Bye against batter



Bye in Byes section



Bye against bowler

When you record byes against the batter and the bowler, you are keeping a record of what happened with that particular ball. However, you must remember that the batter has not hit the ball, therefore the runs do not count towards the batter's total, nor against the bowler's progressive total.

An over that only contains a bye is a maiden over.

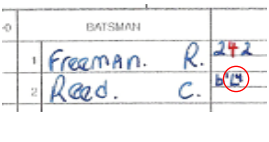
Alternative symbol for bye

An alternative to using the letter 'b' for a bye is to use a triangle —△. This then allows you to insert the number of runs scored off the bye within the triangle —△2—, although it can be a tight squeeze!

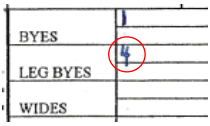
Leg byes

Leg byes will be signalled by the umpire when the batter does not hit the ball with the bat or gloves, but some part of the batter's body makes contact with the ball and runs are scored. Leg byes are shown as **L**. If the batters make

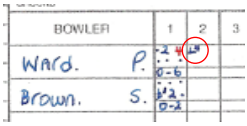
one run, L^1 is recorded against the batter, 1 run is put in the Leg bye column in sundries, and 1 is added to the progressive score. L^1 is recorded in the bowler's column but ***NOT*** added to the bowler's figures. 2, 3 and 4 leg byes are shown as L^2, L^3 and L^4 respectively. They are also counted as a ball faced.



Leg bye against batter



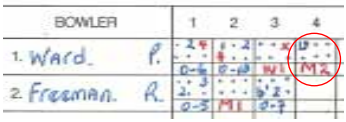
Leg bye in Leg byes section



Leg bye against bowler

As with byes, you only record leg byes against the batter and the bowler as a record of what happened. Again, the batter has not hit the ball, therefore the runs do not count towards the batter's total, nor against the bowler's progressive total.

An over that only contains a leg bye is a maiden over.



Over shown as maiden for both bowler and progressive overs/runs record, despite 4 leg byes having been scored.

Alternative symbol for leg bye

An alternative to using the letter 'L' for a leg bye is to use an inverted triangle — ▽. This then allows you to insert the number of runs scored off the leg bye within the triangle — ▽2 —, although again it can be a tight squeeze!

Handy hint

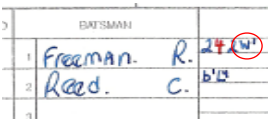
For byes and leg byes scored off a no ball, see page 42.

Wides

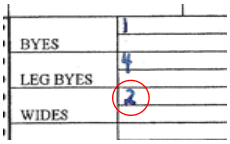
A wide is called when the ball bowled is not within sufficient reach for the batter to hit it by means of a normal cricket stroke. When a wide is signalled by the umpire and no runs are scored, enter a W against the batter, 1 in the

Wides section in sundries, add 1 to the progressive score and enter a W in the bowler's column. Don't forget at the end of the over that the W represents one run against the bowler and has to be added to that bowler's progressive bowling figures.

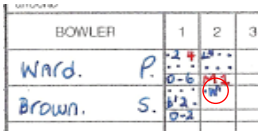
If the batters run when a wide is signalled, it is to be recorded as either W^1, W^2, W^3 or W^4, depending on the number of runs taken. The number of runs PLUS the wide itself will be awarded to the batting side. If one run was completed, enter W^1 against the batter, 2 in the Wides section in sundries, 2 to the progressive score (1 run plus penalty 1) and W^1 in the bowler's figures. If the wide ball goes to the boundary, the umpire will signal the wide first, then the boundary, so this will be shown as 5 runs in the Wides section and on the progressive score, and W^4 against the batter and bowler.



Wide + 1 run against batter



Wide + 1 run in Wides section



Wide + 1 run against bowler

Alternative symbol for wide

An alternative to using the letter 'W' for a wide is to use a plus sign — +. This then allows you to insert dots for the number of runs scored off the wide in the corners of the plus sign — ✢ for a wide plus one run, and ✣ for a wide plus 4 runs. This is a very neat way of showing wides, and is encrouaged by the QCSA.

At the end of the over, remember to add the wide penalty and runs scored off the ball to the bowler's progressive figures. We show the W or W^1 against the batter to show what happened on the ball if we need to reconcile the book. The batter is not credited with the wide or any runs scored off the ball, even though the bowler is, as described above.

Wide balls are not counted as legal deliveries, and therefore must be rebowled. If a bowler bowls one wide ball in an over, then that over will consist of seven balls instead of the usual six, and if the bowler bowls two wide balls, the over will contain eight balls etc. A wide does ***NOT*** count as a ball faced by the batter.

An over which contains a wide cannot be a maiden over.

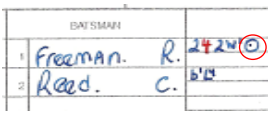
Handy hint

A wide is deemed to have been bowled from the instant the bowler enters the delivery stride. This means that if a batter is dismissed off the wide (e.g. stumped, hit wicket), the wide still counts. This is important if the wicket is the last in an innings, and scores were level prior to the delivery.

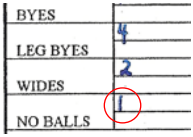
No balls

A no ball can be called for a variety of reasons. The most common reason is that the bowler has overstepped the popping crease with the front foot when delivering the ball, but other reasons include a high full-pitched ball, the ball bouncing more than once before reaching the batter, fielding infringements, and most recently, a bowler breaking the bails with the delivery action.

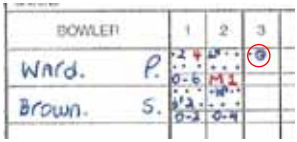
When a no ball is signalled by the umpire and no other runs are scored, enter a ⊙ against the batter, 1 in the No ball section in sundries, 1 to the progressive score and a ⊙ in the bowler's column. Don't forget at the end of the over that the ⊙ represents one run against the bowler and has to be added to that bowler's progressive bowling figures.



No ball against batter



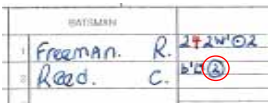
No ball in No balls section

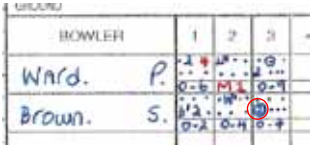


No ball against bowler

When runs are scored from a no ball, enter the runs against the batter with a circle around them, enter 1 in the no ball column under sundries, add the runs plus 1 for the no ball penalty to the progressive score, and the runs with a circle around them in the bowler's column.

For example, if 4 runs are scored, show ④ against the batter, 1 in the no ball column, add 5 to the progressive score (4 runs plus penalty 1) and ④ against the bowler (the circle means that 5 runs are added to the bowler's tally). The reason to show only the runs scored in a circle, rather than the runs and penalty, is so that if there is a dispute in the total runs scored, it is easier to find all the 1s, 2s, 3s, 4s and 6s on a scoresheet than trying to remember that a 5 in the bowler's column is really a 4 plus 1 penalty run.





No ball with runs against batter *No ball with runs against bowler*

It should also be noted that a no ball takes precedence over a wide, if a no ball also happens to be beyond the batter's reach.

No balls are not counted as legal deliveries, and therefore must be rebowled. If a bowler bowls one no ball, then that over will consist of seven balls instead of the usual six, and if the bowler bowls two no balls, the over will contain eight balls etc. A no ball ***DOES*** count as a ball faced by the batter.

An over which contains a no ball cannot be a maiden over.

Byes and leg byes off a no ball

If byes or leg byes are run off a no ball, they are treated the same way as runs to the batters off a no ball. So if two byes are run, then b^2 should also be recorded against the batter (in a circle), two byes and one no ball should be recorded in the sundries section, three runs should be added to the progressive score, and b^2 in a circle should be recorded against the bowler. Only the no ball should be counted in the bowler's progressive bowling figures. (Note, this is a change to the way byes and leg byes off no balls were previously recorded.)

Sundries ready reckoner

	Bye (b)	Leg bye (L)	Wide (W or +)	No ball (⊙)
Counted as run to batter	No	No	No	No*
Counted as ball faced	Yes	Yes	No	Yes
Counted on total score	Yes	Yes	Yes	Yes
Counted against bowler	No	No	Yes	Yes
Counted as legal delivery	Yes	Yes	No	No

** Although the no ball is not counted as a run to the batter, any runs scored off the no ball are, which differs from the other three types of sundries.*

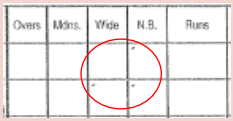
See Wickets ready reckoner on page 50 for when a batter can be out off a no ball.

Handy hint

When an umpire calls a no ball, the batters can still be given out either run out, hitting the ball twice or obstructing the field. This means that if a batter is dismissed off the no ball, the no ball still counts. This is important if the wicket is the last in an innings, and scores were level prior to the delivery.

Handy hint

When a bowler bowls a wide or a no ball, mark a dot in pencil in the wide or no ball box that forms part of that bowler's final bowling summary. That makes it easier to total the number of wides or no balls bowled by each bowler at the end of the innings.



Juniors

Junior cricket has some different requirements concerning sundries, in particular wides, so consult your local competition.

Wickets

There are 9 different ways that a batter can 'get out' or 'be dismissed'. These are:

- bowled
- caught
- leg before wicket (lbw)
- run out
- stumped
- hit the ball twice
- hit wicket
- obstructed the field (including handled the ball)
- timed out.

A batter can also retire, and the circumstances of the retirement will dictate whether you record the batter as 'retired out' or 'retired not out' (see page 48).

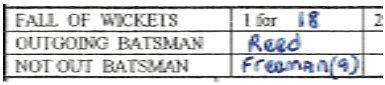
When a wicket falls

When a batter is out, there are three parts of the scorebook to complete — the batter's details, the fall of wicket details and the bowler's analysis. These details should be updated in this order, following the natural routine you have developed of starting at the top of the book and moving down to the bottom. By following this routine, you will not miss entries.

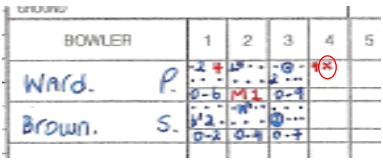
Firstly, close the batter's innings by adding a 'greater than' symbol (>) at the end of the batting record. This signifies the batter is out and you won't inadvertently add any more runs to that batter. In the 'How out' column, enter the method of dismissal (see the *Wickets ready reckoner* on page 50 for the correct way to note each method of dismissal).

In the Bowler column, enter the bowler's name if the method of dismissal is one that gets credited to the bowler (see the *Wickets ready reckoner*). Add up the batter's runs and record this in the runs column, and also total the number of balls faced by the batter, and the number of 4s and 6s if your scorebook has columns for these details. Remember to count the wicket ball to the total balls faced for that batter. Ensure your scoring partner agrees with you on all these details, especially the batter's runs.

Batter 2 – Reed – has been bowled. His innings is marked off (>), the method of dismissal and bowler's name are recorded, and his runs, balls faced and boundaries are totalled.



Next complete the fall of wicket details — the team's total runs, the name of the batter who was out, and the name and score (in brackets) of the not out batter.



In the bowler's analysis, if the method of dismissal is one that the bowler gets credit for (see the *Wickets ready reckoner* on page 50 to determine if the bowler gets credit for the wicket), mark a red X in the analysis.

In most other cases, where the bowler does not get credit for the wicket, place a dot in the bowler's analysis, although there are exceptions to this, including run outs (see *If a batter is run out* below), and methods of dismissal that happen 'between balls' (e.g. retirement and timed out), where you will record nothing against the bowler.

If you and your fellow scorer are unsure of how the batter was out — e.g. was the batter caught behind, bowled or stumped — pencil in the method you believe is correct, and check with the umpires at the next break.

> ***Handy hint***
>
> It may assist you in determining the method of dismissal if you note which umpire gave the batter out, e.g. stumpings are given out by the square leg umpire (see the *Wicket ready reckoner* on page 50).

After all this is complete, add the incoming batter to the scorecard and you are ready to start again.

If a batter is run out

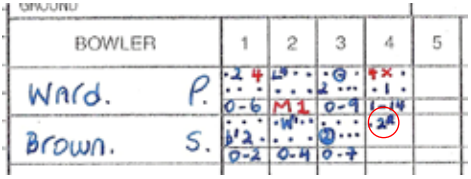
When a batter is run out, the striker will be credited with the runs ***COMPLETED*** before the dismissal. If the batters are going for the first run,

no runs are recorded. If they are going for their second or third run, the ***COMPLETED*** runs are credited to the batter, added to the total score and shown against the bowler. Therefore, if a player is run out going for the third run, the 2 completed runs are awarded to the striker, 2 runs are added to the total score and 2 runs are recorded against the bowler.

You can then proceed to record the wicket. The batter is shown as Run out. Record all fielders involved in the run out in brackets against the batter. If a single fielder has effected the run out by a direct hit, only one name is required, but often the fielder will throw the ball to the wicket-keeper or bowler, who will remove the stumps, so both players involved are credited with the run out. Sometimes, there may be more than two players involved – all fielders involved must be shown.

In the case above, two fielders were involved. White fielded the ball and threw it to Creedon, who removed the bails with it. If White's throw had hit the stumps and removed the bails, only White's name would appear on the scoresheet. Note also that a dot ball is placed against the batter, as the run out occurred while attempting the first run. Alternatively, you could record an 'R' as described below for the bowler.

The bowler's name is not recorded (although it would appear as one of the fielders if applicable) as the bowler is not credited with the wicket. You could show the symbol R in the bowler's analysis to denote when the run out occurred. If there were completed runs, the completed runs are shown in the bowler's analysis, and you could add an R above the runs to indicate the run out (i.e. 2^{R}).



Mankad

A Mankad is a rare type of run out that occurs when a bowler runs out a batter at the non-striker's end who is outside the popping crease while backing up. The attempt at the run out can occur any time between the ball coming into play and the moment when the bowler would have ordinarily released the ball. Because a Mankad occurs before the ball is delivered, it is not counted as a ball for either the batter or the bowler. If the attempt is

unsuccessful, the umpire will signal dead ball. Otherwise, write the wicket up as you would for a run out.

If a batter is caught out

When a batter is caught out, no runs are scored under any circumstances (Rule 32).

The name of the person who took the catch should always be shown, as it could be needed for trophies at the end of the season.

> ***Handy hints***
>
> There may be occasions when you have two players with the same surname in a team. They may be brothers (e.g. Steve and Mark Waugh) or unrelated (e.g. Mark and Peter Taylor). In that case, you should also show the initial of the fielder or bowler to differentiate them.

If the name of the catcher is unknown, you should check with the captain of the fielding team at the next break. The bowler's name is recorded, as the bowler is credited with the wicket. A red X is recorded in the bowler's analysis to record the wicket, as shown on page 46.

> ***Handy hints***
>
> If the batters 'cross' before the catch is taken, the new batter will go to the non-striker's end. Whenever a batter is out caught, check that you have the correct batter facing prior to the next ball being delivered.
>
> If you are unsure of who has taken a catch, pencil in the catcher's fielding position. This will help when confirming the catcher at a break in play.

Sometimes (and increasingly in Twenty20 cricket), there may be two or more fielders involved before the catch is completed (e.g. the ball bounces from the hands of one fielder into the hands of another). Unlike run outs, only the fielder ***completing*** the catch is credited with it.

If a batter retires

A batter can retire at any time, advising the umpire of the reason for the retirement before leaving the field.

Retirement due to injury, illness or being sent off

Batters who retire their innings due to illness, injury or being sent off for a set number of overs are entitled to resume their innings later in the team's overall innings (after the required number of overs for a send off), but only at the fall of a wicket or on the retirement of another batter.

When a batter retires due to illness, injury or being sent off, record the batter's innings details in pencil. In the How out column, record the wicket as 'retired'.

Details pencilled in when batter retires due to illness or injury

If the batter resumes the innings later, these details can be erased. If not, the details can be inked in at the end of the team's innings, with the How out column being changed to 'retired (not out)'.

Details later inked in as retired batter does not resume innings. Note that you could complete some or all of the batter's details in red, as technically, the batter is not out.

When a batter 'retires (not out)', regardless of whether the batter later resumes their innings, the batting partnership details are recorded as for any fall of a wicket; however, technically, the wicket has not fallen, so the partnership is **split**. Draw a vertical line through the cells for the partnership. In the first half, record the team's total runs at the retirement, the name of the retired batter as the batter out, and the not out batter and score. When the next true wicket falls, record the fall of wicket details as normal in the second half of the boxes.

FALL OF WICKETS	1 for 18	2 for 21	3 for 31	4 for 39
OUTGOING BATSMAN	Reed	Parker	Freeman	Sexton
NOT OUT BATSMAN	Freeman (9)	Freeman (9)	Sexton (0)	Tye (1)

Retirement for other reasons

In all other cases, a retired batter's return is at the discretion of the opposition captain, although the circumstances under which a retired batter may resume an innings can be amended under the competition laws and by-laws set by your association. It is a good idea to be familiar with these laws before the start of any competition.

If the batter is sent off for the match, or retires for personal reasons (e.g. to go to a wedding, subject to local competition rules), that batter will be 'retired (out)'.

As with a batter retiring due to illness or injury, record the wicket as 'retired' in the How out column. If you are positive that the batter will not resume the innings (and always in the case of a better sent off for the match), record the wicket as 'retired (out)', but if you are in any way unsure of the reason for the retirement, or the eligibility of the batter to resume the innings later, record it in pencil as per 'retired (not out)', and check with the umpires or captains during the next break in play.

If the batter is 'retired (out)', you can record the fall of wicket details as per a normal wicket, but again, if you are not sure, record a split fall of wicket in pencil, which can be corrected later if needed.

Because retirements have nothing to do with the bowlers, there is no need to record anything in the bowler's analysis. Whatever happened on the ball immediately prior to the retirement (e.g. dot ball, runs, sundries) would be recorded as per normal, then the next thing to go in the bowler's analysis would be the first ball bowled after the retirement.

> ***Juniors***
>
> Junior cricket has some different requirements concerning retirements, so consult with your local competition.

Handy hint

If a batter gets out two ways (and it can happen — e.g. caught and hit wicket), record the method of dismissal that occurred first. But remember that bowled takes precedence over other methods. In a recent Test, the umpire was in the process of giving Shane Watson out lbw when the ball rolled onto the stumps. Therefore, Watson was out bowled, not lbw.

Wickets ready reckoner

	How out column	Credited to bowler?	Bowler's analysis	Out off no ball?
Bowled	bowled	Yes	X	No
Caught	ct. fielder's name	Yes	X	No
LBW	lbw	Yes	X	Yes
Run out*	run out (fielder's name/s)	No	R	No
Stumped	stp. wicket-keeper's name	Yes	X	Yes
Hit ball twice*	hit ball twice	No	.	No
Hit wicket	hit wicket	Yes	X	No
Obstructing the field*	obstructing the field	No	.	Yes
Timed out#	timed out	No	nil	n/a
Retired not out#	retired (not out)	No	nil	n/a
Retired out#	retired (out)	No	nil	

** Dismissals that are not credited to the bowler but which result from the ordinary course of play will only show a dot in the bowler's analysis, unless runs or sundries were* ***completed*** *prior to the dismissal, in which case the runs or sundries are recorded.*
 # Dismissals that happen 'between balls', such as retirements and timed out, are not recorded in the bowler's analysis at all.
NB The former dismissal type of handled ball is now incorporated with obstructing the field.

Breaks in play

Breaks in play can be both formal and informal. Formal breaks include:

- lunch
- tea
- drinks
- stumps (end of the day)
- end of the innings
- end of the match.

Informal breaks occur if there is a weather interruption or an injury time.

In general, breaks in play are an opportunity for you to reconcile your scorebook to ensure that everything balances, but there are also some things you must do at particular breaks.

Stumps

The end of the day's play in a two-day or longer match is called 'stumps'. At stumps, you need to record which batter faced the last ball of the day, who bowled the last over, and the end from which the last over was bowled. This is important so that when the game recommences, which is probably the next week, a bowler does not bowl consecutive overs, consecutive overs are not bowled from the same end, and the correct batter is facing. If your book has no space to record these details, record them in the notes or in a margin.

You should also record the batters' names, individual scores, total sundries, the total score (e.g. 3-46) and the total overs bowled in the innings so far.

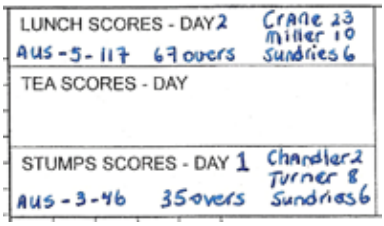
You need to balance your book, and compare your totals with your partner to ensure you agree.

- Add up the not out batters' runs and pencil them in.
- Total all batters' runs and sundries.
- Extend the bowlers' figures to their summary columns and pencil them in.
- Total the bowling figures.
- Compare your bowling figures with your partner.
- Ensure the batting and bowling totals agree with the total score, and with your partner.

Lunch and tea breaks

Most scorebooks will also have a space to record the innings details at lunch and tea breaks as well. As with the stumps break, you should:

- record the batters' names, their individual scores, total sundries, the total score (e.g. 5-117) and the total overs bowled in the match so far in the space provided
- balance your book, and compare your totals with your partner to ensure you agree
- note which batter faced the last ball before the break, and which bowler bowled the last over.



In the example on the left, this innings has gone over two days, so the stumps score is shown from Day 1, and then the lunch score has subsequently been filled in on Day 2.

As lunch and tea are only short breaks, it is not necessary to pencil in the individual batters' totals or the bowlers' summary columns elsewhere on the scoresheet, unless it is likley that weather will interfere with the resumption of play .

Drinks

Most cricket formats will have scheduled drinks breaks (the exception being some Twenty20 formats). These breaks are usually scheduled by time (e.g. at the end of each hour for two-day games or longer, or every 70 minutes for one-day games), although your association may have different rules in relation to the timing (e.g. after every 17 overs). Umpires may decide to have more regular drinks breaks on days of extreme heat for player wellbeing.

Drinks breaks generally last for two to three minutes, and the clock does not stop, so the minutes spent on drinks breaks are counted for batter's times, partnership times and innings times, if you are recording these details.

Informal breaks

Where weather, injury or other circumstances force an informal break in play, the details should be recorded in the Notes section of your scorebook. Note the time of the interruption, and the current score. When play resumes, again note the time, and the total minutes of play lost. The umpires may require you to confirm this information for calculating the number of overs left for the day's play.

End of innings

An innings can be completed in a number of different ways, and what you need to do at the end of the innings will depend on the circumstances:

1. all out — 10 wickets have fallen (or less, if the team is incomplete)
2. declaration — a team declares its innings closed before it is all out
3. end of match — a match is completed when a result is achieved, the time duration of the match is reached or, in a limited overs match, the prescribed number of overs have been bowled.

1. All out

Complete the batting details for the not out batter in red, recording 'not out' in the 'How out' column.

Add up the individual sundries totals (byes, leg byes, wides and no balls) and any penalty runs (see page 60), and extend to 'Total sundries'.

Total the top half of your book by adding batters' runs, total sundries and any penalties to achieve the total score. Note how the sundries row has been totalled, as well as the balls faced and boundary columns.

Extend the bowling analysis for each bowler (total overs, maidens, wides, no balls, runs and wickets). In the second bottom row, record the number of wickets not awarded to a bowler (e.g. run outs) and the total of byes, leg byes and penalties, as these are not included in bowlers' figures (see the circled area on the right).

	Overs	Mdns.	Wide	N.B.	Runs	Wkts.
	5.3	1	-	2	23	2
	6	2	2	1	38	1
	4.3	-	-		25	1
	5	1	1		17	3
	3	-		1	24	1
	2	-			19	0
					3	2
TOTAL	26	4	3	4	149	10

Total all columns, including any part overs. Wickets and runs must balance with the totals in the batting section.

2. Declaration

Complete your book as described above. The batting total is recorded as 'x *wickets* dec for x *runs*', so if the team declares on 151 runs after losing 5 wickets, this will be recorded as '5 dec for 151'.

If the innings is declared at the fall of a wicket, complete the batting details for the not out batter in red, recording 'not out' in the 'How out' column. If the innings is declared without a wicket having fallen (e.g. the team has passed a preordained milestone), the two batters currently on the field will be not out, and should be recorded as such.

If the innings is declared closed and the entire team has not batted, fill in the names of all the players who have not batted. This is so that selectors, statisticians and coaches are aware of the full team that played the game, especially if players are required to play a minimum number of games to qualify for finals.

Declared innings – note two batters' totals are in red, and all batters, including those who did not bat, are listed.

3. End of match

When the match is completed, close the final innings as described above. If the team batting last is not all out, fill in the names of the players who have not batted, as in the *Declaration* example above.

A match may be abandoned without result if the weather or other circumstances make any further play impossible. If this happens during the

first innings, then complete your book as described above, and as with a declaration, fill in the names of all the players who would have batted, but in this case, ensure the full batting list for both teams is included.

The result must then be recorded.

Win

A team can win by bowling out the opposition before it reaches the victory total. In a limited overs match, the victory total is simply the total of the team that batted first, plus one. Record the result as 'Team x wins by x runs' (e.g. if Toombul batted first and scored 250 runs and bowled the opposition out for 200 runs, the result would be 'Toombul wins by 50 runs').

A team can win by passing the victory total before losing all its wickets. Record the result as 'Team x wins by x wickets' (e.g. if Sandgate passes the opposition score having lost 9 wickets, the result would be 'Sandgate wins by 1 wicket').

In a two-day or longer match, both teams must have the opportunity to bat twice in order to achieve an outright result (e.g. a Test match). The victory total required for the team batting last will be the sum of the two innings of the team that batted first plus one, minus the total of the first innings of the team batting last. This is called an outright win, and should be recorded as such (e.g. if University batted first and made a combined score for two innings of 400, and it bowled the opposition out over two innings for a combined total of 375, the result would be 'University wins outright by 25 runs').

In all formats, a win may also be achieved by the umpires awarding the match to one of the teams (e.g. if the umpire considers one team is refusing to play, or a captain refuses to remove a sent-off player from the field). This 'win' should be recorded as 'Match awarded'.

Finally, be aware that many competitions (e.g. Premier Grade, Warehouse Cricket) allow a 'win on first innings', where both teams must have had the opportunity to bat at least once, but there has not been sufficient time for both teams to complete two batting innings to have an outright result (although one or both could have commenced their second inings). To win on first innings, either:

- the team batting second must have exceeded (in its first innings) the first innings total of the team batting first

- the team batting second must have been bowled out (in its first innings) before reaching the first innings total of the team batting first.

You should record if the victory is an outright win or first innings win. So the result would be 'Graybridge wins by 3 wickets on first innings' or 'Graybridge wins outright by 3 wickets'.

> ***Handy hint***
>
> A first innings win is generally allowed in competitions where points are allocated depending on the result (e.g. in the current Brisbane Premier Grade competition). Check your local competition rules to see what applies.

Tie

A match is tied when the team batting second reaches, but does NOT exceed, the total of the team that batted first. In a two-day or longer match, a tie is only achieved if the team batting second is bowled out in its second innings when total scores are level. So if Team A makes 150 and 100 in its two innings (for a total of 250), and bowls Team B out in its second innings when the combined total for Team B is also 250, that is a tie. Otherwise, where no other result is achieved, it is a draw (see below).

In limited overs matches, the number of wickets is not relevant. If Team A makes 8-150 off its allocated overs, a tie is achieved if Team B is bowled out for 150 OR if Team B makes 2-150 and no more off its allocated overs (see *Junior cricket* on page 54 for some variations).

Record this result as 'Match tied'.

Draw

A draw occurs when no ***other*** result is achieved (e.g. a win or a tie). In a limited overs match, this would mean the minimum number of overs for each team to face has not been bowled (generally due to weather). Although this is a draw, and the teams will probably 'split' the points, record the result as 'Match abandoned' (see page 54).

In a two-day or longer match, if an outright win is required for victory (e.g. in a Test), a draw would result if both teams have not had the opportunity to bat twice, or they have, but Team A has been unable to bowl Team B out in its

second innings, and Team B has been unable to reach the victory score by the scheduled end of the match.

If a first innings win is available, a draw would result if both teams have not had the opportunity to bat once, or they have, but Team A has been unable to bowl Team B out in its first innings, and Team B has been unable to reach the first innings victory score by the scheduled end of the match.

Record this result as 'Match drawn'.

Publishing results

Newspapers

Your association may require each day's results to be published in the newspaper or online, or submitted elsewhere in a set format. This responsibility generally falls on the home team, or the home team scorer.

You should check with your team captain or club management whether you need to submit or publish team scores. They will be able to advise you if you need to submit the full score card or abbreviated scores, and the contact details, format and time restrictions for the publication or submission of results.

Your club may also rely on you to record the statistics for individual players in the team across the season for awards, and for publication in the annual report if the club publishes one. Some scorebooks include pages where the progressive individual statistics can be maintained, or you can create your own spreadsheet.

Results databases

Most cricket associations will also required results to be submitted in some format so that points can be allocated and ladders updated. Many associations use the online MyCricket database for this, located at http://mycricket.cricket.com.au. Your club will advise you on what your responsibilities might be in this regard.

See *Computer scoring* on page 85 which discusses programs that enable live scoring to databases such as MyCricket, and may remove the need to do a separate update.

This *Advanced scoring* section covers situations that do not occur very often, and technical scenarios that should be mastered by scorers who wish to be seen as an advanced scorer.

Balls and runs

As an advanced scorer, you will be expected to complete all sections of your scorebook. Entries additional to beginner scorers (depending on scorebook) are:

- balls faced by batters
- time in, time out and innings time in minutes for batters
- minutes, balls and boundaries for batter milestones — 50s, 100s etc.
- partnership balls and minutes
- minutes and balls for partnership milestones — 50s, 100s etc.
- time, minutes and overs for team milestones — 50s, 100s etc.
- runs and overs for each hour of an innings
- match details at each break in innings (lunch, tea and stumps) — score, overs bowled, minutes played, not out batters and their scores, and sundries.

A number of scorebooks available on the market do not have sections dedicated to many of these details. If you are aspiring to become an advanced scorer, you should equip yourself with a scorebook that allows for as much information as possible, otherwise you may need to record details about batter, partnership and innings milestones in the notes section, or wherever there may be space.

To enable the recording of this additional information, you will obviously need to keep track of player minutes and balls faced, partnership minutes and balls. While balls faced for each individual batter can be tracked by recording a dot in their batting record (described in *Basic scoring*), you will be much better equipped to record all the details required by keeping what is known as a second sheet or running sheet.

This is the next step in your evolution to an advanced scorer, and a later section is devoted to using these sheets (see page 71). If you keep a running sheet, you do not need to record dot balls and sundries against batters on the scorebook, only their scoring shots, because you will have an accurate ball-by-ball record on your running sheet, with progressive totals. However, you still need to record dot balls and sundries as they occur in each bowler's overs.

Minutes

To be able to record batter, partnership and team timings, it is necessary to record the start time of the innings, and the times of all wickets and breaks. This is where it becomes very important for you to check with the umpires about which clock they will be using for times, or synchronise your clock with the time they will be using, before the start of play.

The official start time for the match is the time when the umpire signals calls play before the opening bowler starts to run in. If it is only a minute out from the scheduled starting time, you may wish to substitute the scheduled time as the official start time. Record the 'time in' for the two opening batters.

When a wicket falls, record the time of the wicket as the 'time out' for the out batter, and record the 'time in' for the incoming batter as one minute later. At the end of the innings, total all batters minutes and add one minute for each wicket that fell (except if the team is all out. In that case, you add nine minutes, without allowing a minute for the 10th wicket). Then divide by 2 (there are always two batters at the crease at a time), and you should match the total innings time on your running sheet. Similarly, if you total all partnership minutes and add the minute for each wicket, you should match the total innings time. (There is no need to divide by 2 for partnerships, as there is only ever one partnership at the crease at a time).

TIME IN	TIME OUT	MINS	50	100		BATSMAN
10.00	11.58	118			1	Freeman. R.
10.00	10.23	23			2	Reed. C.
10.24					3	Parker. R.
12.40					4	Sexton. R.

You would not record the 'time in' for the new batter as one minute later if the umpires call a break in play at the fall of wicket. In the example, Freeman is out at 11.58. As lunch is scheduled for 12 noon, the umpires will call the lunch break, so Sexton's 'time in' will be shown as the time the umpire signals start of play for the next session, in this case, 12.40. If the umpires called drinks at the fall of the wicket, you would still show the new batter as starting one minute after the fall of wicket.

Handy hint

You should balance your minutes throughout an innings (e.g every few overs). If at the end of an over they don't balance (e.g. you end up with an odd number not divisible by 2), wait until the next over and try again.

Penalty runs

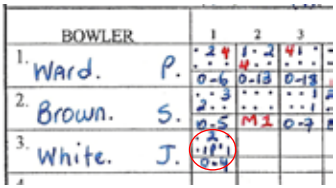
There are a number of infringements that can be committed by either the batting side or bowling side that will result in the awarding of penalty runs to the opposition. These infringements vary, as does their treatment (e.g. counted as a ball faced, runs scored, batters' ends — see the *Penalty runs ready reckoner* on page 109). Five penalty runs are awarded for each infringement.

Penalty runs awarded to the batting side

The most common penalty is when the ball hits an item of equipment left on the field by the fielding team, usually a helmet behind the wicket-keeper. Five penalty runs are awarded to the batting side. The signal for any penalty runs to the batting side is a repeated tapping of one shoulder with the opposite hand.

> ***Handy hint***
>
> Remember, the signal for penalty runs to the batting side is — patting for batting.

Record the five penalty runs in the Penalties box (generally in the same area as Sundries), and add five runs to the progressive score.



In the bowler's analysis, enter P1 (for the first occurrence). This is NOT added to the bowler's total, but is recorded to show when it occurred.

Make a note in the Notes section of your scorebook of what the penalty is for. If you are unsure, check with the umpire at the next break to find out why the penalty was awarded.

Penalty runs awarded to the bowling side

The signal for penalty runs to the bowling side is placing one hand on the opposite shoulder and holding.

> ***Handy hint***
>
> Remember, the signal for penalty runs to the bowling side is — holding for bowling.

When five runs are awarded to the bowling side, the runs must be added to that side's total runs in its most recently completed innings. If the bowling side has not yet batted, the five penalty runs are added to its next innings, which will require you to start a new page for that innings.

Example 1: Team A has batted and is all out for 250. Team B is batting when five penalty runs are awarded to the bowling side (Team A). You must increase the sundries for Team A by the five penalty runs, so the total for Team A is now 255, and the target for Team B is now 256.

Example 2: Team A is batting first and five penalty runs are awarded to Team B, which is bowling. Because Team B has not yet batted, you will have to open a new page for them and award the five penalty runs, so Team B's score is 0-5 before it even starts its innings.

Runs on ball with penalty runs

When penalty runs are awarded to the batting side, depending on the reason for the penalty runs, that side ***may be*** credited with:

- all runs completed by the batters before the incident or call
- the run in progress when the penalty runs are called. In some cases, the batters must have ***crossed***, but in others, they need only have ***started*** a run (see the *Penalty runs ready reckoner* on page 109 to confirm what runs to score, as this is a very complex area).

For example, the batter plays the ball down to fine leg and completes a run. The fielder returns the ball, but the throw is wide and hits a helmet on the ground. The umpire will award five penalty runs to the batting side. Award 1 run to the batter, add 5 runs to penalty runs, add six runs to the team's progressive score, note the penalty and the 1 run in the bowler's analysis, remembering that only the 1 run will be added to the bowler's figures.

Deliberate short runs

In rare cases, the umpire may consider that a batter has deliberately run short, and will call it as such:

- The batters will be directed to return to their original ends.
- All runs from the delivery, including any boundary, will be disallowed.
- 5 penalty runs will be awarded to the fielding team (see *Penalty runs awarded to the bowling side* opposite for an explanation of how to record them).
- The penalty run for any no ball or wide will still count.
- The umpire will inform you how many runs to score.

Milestones

As an advanced scorer, you should be recording all batter, partnership and innings milestones. Depending on your scorebook, there should be a place to record:

- batters — 50 and 100
- innings — 50 run milestones, up to as much as 500
- innings — overs and runs in each hour.

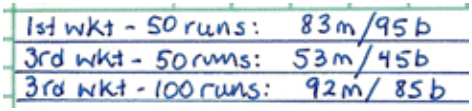
Individual batter milestones

For batters, record the minutes batted (*xx*m), balls faced (*xx*b) and the number of 4s and 6s in the milestone (*x* + *x*).

If there is no space for batters' milestones, or if they reach higher milestones than 50 or 100, you should record these in the Notes section or another suitable space on the book.

Partnership milestones

Most books do not have an entry for partnership milestones. You should record these in the Notes section or rule up a suitable space on the book.



Record the wicket, the milestone, the minutes and the balls faced. 'The wicket' means the wicket number of the pair currently batting. If two wickets have already fallen in the innings, then the two current batters form the ***third wicket*** partnership.

> ***Handy hint***
>
> Penalty runs awarded to the batting side are included in partnership runs when recording milestones, but are ***not*** included when awarded to the bowling side as they are awarded before the innings starts or after it has been completed.

Innings milestones

RUNS	TIME	MINS	OVER
50	10.47	47	12.4
100	11.33	93	24.2
150			
200			
250			

For innings milestones, record the time, the elapsed minutes of play, and the over and ball on which the milestone was reached. A good scorebook will have a dedicated place for this, but again, if not, you could record it in the Notes section, or rule up a space.

You must also record the overs and runs for each hour of play. Take your record from the end of the last over started within the hour. So if play commenced at 10 am, and the 16th over **started** at 10:59 am, the overs bowled in the hour will be 16. If the score **at the end** of the 16th over is 0-23, then the runs scored in the hour will be 23.

HOURS	1	2	3
OVERS	16	15	
RUNS	23	35	

This is not a cumulative record. Therefore, if the 31st over **started** at 11:59 am, the overs bowled in the second hour will be 15 (31–16). If the score **at the end** of the 31st over is 3-58, then the runs scored in the second hour will be 35 (58–23).

End of innings – ball going to boundary

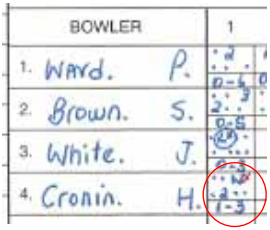
If a match is completed by the team batting second reaching the victory target (see page 55), the final scoring stroke may reach the boundary as a 4 or a 6. However, the number of runs you record will depend on the timing of the ball reaching the boundary:

- It **will count** as a boundary if it **reaches the boundary before** the winning runs have been completed. So if two runs are required for victory, and the ball reaches the boundary before two runs have been completed, the umpire will signal the boundary, and it will count as such for the batter (or sundries), the team's total score and the bowler's figures.
- It **will not count** as a boundary if the **required runs are completed** before the ball reaches the boundary. So if two runs are required for victory, and the two runs are completed before the ball reaches the boundary, only the two runs required for victory will count for the batter (or sundries), the team's total score and the bowler's figures.

Sundries

Wides

A wide ***IS NOT*** counted as a ball faced by the batter or as a partnership ball. When a wide has been called, the only ways a batter can be out are hit wicket, obstructing the field, run out or stumped — the most common dismissal off a wide.



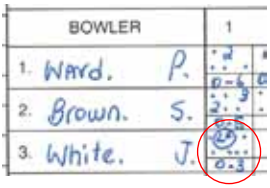
If a batter gets out off a wide ball, firstly record the penalty wide in the sundry column, add 1 to the total score, and show the penalty wide in the bowler's figures. Then you also have to show the wicket. This is not easy to record, but place the X (if the wicket should be credited to the bowler) close to the W to denote the batter is out off that same ball. Using the alternative plus sign for the wide, it might look like this +ˣ.

Complete the batter's and partnership details as normal. It could be that the very first ball the batter faces is called a wide and then the batter is out stumped. That batter is then out for 0 without facing a ball, but the team total advances by 1 run.

No balls

A no ball ***IS*** counted as a ball faced by the batter and a partnership ball. This means if the batter faced an entire over that contained a no ball, that batter's balls faced will increase by seven.

When a no ball is called by the umpire, who then also calls a bye or leg-bye, one run goes to ***no balls***, and the byes or leg byes go to ***their relevant section***. So if the batters run 2 leg byes, 1 run is put in the no ball column, 2 runs in the leg byes column, and 3 runs are added to the progressive score. It would be shown in the bowler's column as L^2 in a circle, but only the no ball is added to the bowler's progressive score (the circle denotes the 1 run penalty for the no ball). The byes and leg byes are signalled to show that the runs are not to go to the batter.



There are also some situations involving no balls that are rarely seen, but that an advanced scorer should be aware of. If the ball bounces more than

once before reaching the batter, the umpire will call no ball. If the ball then comes to a stop before reaching the batter, the umpire will signal dead ball. Previously, the batter could come down the wicket and hit the stationary ball in any direction, but now the dead ball is called to prevent this as a safety precaution. The ball will be recorded as a no ball as normal.

If the umpire signals no ball, and also taps the top of his head with his other hand, the bowler has bowled more than the allowable number of bouncers in an over (i.e. more than one in a single over in a limited over game, more than two in a single over in other games). It is recorded as a normal no ball.

The table below lists the most common infringements that may be called as a no ball, and which umpire may call them.

No ball ready reckoner

	Umpire who may call*	
	Bowler's end	**Square leg**
Front foot infringement	Yes	No
Back foot infringement	Yes	No
More than allowed bouncers in an over	Yes	No
Fast full toss above the waist or slow full toss at head height	Yes	No
Ball bounces over head height of striker	Yes	No
Ball bounces more than once before reaching batter	Yes	No
Wicket-keeper not wholly behind stumps before delivery	No	Yes
More than two fielders behind square leg on leg side	No	Yes
Too many fielders outside circle during fielding restrictions	No	Yes
Bowler breaking wicket in delivering ball	Yes	Yes
Bowler 'throws' ball or delivers it underarm	Yes	Yes
Fielder intercepts delivery before it reaches striker	Yes	No

** See page 66 for no balls that must be called by the third umpire.*

Free hits

In limited over matches, the batter is awarded a 'free hit' when any no ball is called. Firstly, the umpire will signal 'no ball', and then signal the free hit.

The free hit signal is made with the umpire extending one arm straight upwards and moving it in a circular 'lasso' motion (see page 21).

The next ball will become a free hit for whichever batter is facing it, even if they ran a single off the no ball so that the batter who faced the no ball is now at the non-striker's end.

The striker can be dismissed only under the circumstances that apply for a no ball (see page 50), even if the delivery for the free hit is called a wide. If the delivery is another no ball, the free hit will again be signalled for the next ball.

Referred no balls – third umpire

In some competitions (e.g. current domestic one-day competition), if an umpire is uncertain about whether a delivery that resulted in a wicket was a no ball, it may be referred to the third umpire. You need to watch for this, as it is not always clear at some grounds that the delivery has been referred, and it will have an impact on how you score the ball. If the third umpire determines that the delivery was a no ball, the on-field umpire will give the batter not out (unless the dismissal was of a type that can be out off a no ball) and signal to the scorers. The no ball will be recorded as per usual, but ***no other runs will be recorded for the batting side***. The batters will remain at the ends where they finished running, even though any runs do not count.

Front foot no balls – third umpire

In international matches, the third umpire currently has responsibility for determining front foot no balls, and relaying that to the on-field umpires, who will then signal the scorers. This does not affect how you score a no ball (or any runs or byes ensuing from the no ball), but you need to be aware that the no ball signal will not be made as quickly as in other matches, so don't be caught with your eyes down. Teamwork between both scorers and the scoreboard scorer can ensure one set of eyes is always on the field.

Wickets

Advanced scorers record much more detail about all facets of the game than beginners, especially if you are using a running sheet (see page 71). This enables you to record full details for both batters and partnerships when a wicket falls.

Batter details

As well as recording the batter dismissal details explained in *Basic scoring*, you should also:

1. immediately enter the time that the batter was dismissed, and record full details of minutes batted, balls faced, and the number of 4s and 6s
2. enter the time the new batter came to the crease. This should be one minute after the dismissal time, unless a formal break (i.e. lunch, tea or stumps) is called at the fall of wicket (see page 59).

Partnership details

The partnership details required at the fall of wicket in advanced scoring are more in-depth than those described in *Basic scoring.* You should record:

- team total at the fall of wicket
- out batter's name
- not out batter's name and current score
- total runs scored by that partnership
- total partnership minutes
- total balls faced by the partnership
- over and ball when the wicket fell — this is based on the total innings over count, not the partnership over count.

	1		2	
FALL OF WICKET	17		42	
BATSMAN OUT	Reed		Freeman	
BATSMAN N.O.	Freeman (7)		Parker (13)	
PARTNERSHIP	17		25	
MINUTES	23		4[illegible]	
DELIVERIES/OVERS	25	4.1	22	7.6

Full fall of wickets details — note that the fall of wicket total, not out batter's score and overs are progressive, while the other details relate only to the partnership. Also note that, because the second wicket fell at the end of an over, the over is shown as 7.6, not 8.

All of this information can be easily accessed from your running sheet, and a good scorebook will have spaces for it all. If your scorebook does not have space for these details, it may still be helpful to record them somewhere. In case you haven't noticed by now (and you are an advanced scorer), cricketers

are statistic-mad. Most cricket clubs have historical records going back for decades listing such golden nuggets as the highest 10th wicket partnership in Second Grade, or the most partnership stands by an individual in a season in B4 Grade. Therefore, this information will probably be required by the club for its end of season statistics.

Remember

When a batter 'retires out', the full partnership details are recorded as for any fall of wicket.

When a batter 'retires not out', the wicket has not fallen so the partnership is split (see page 48).

Handy hints

Partnership minutes are relatively easy to work out. If it is the first wicket partnership, then it is simply the difference between the start of play and the time the first wicket fell. After that, it is the difference between the starting time of the later of the two batters and the time the wicket fell.

In the example shown, if the second wicket falls at 10.53, regardless of whether it is Freeman or Parker who gets out, the partnership minutes will be 10.53 minus 10.24 (the time Parker came in) — in other words — 29 minutes.

TIME IN	TIME OUT	MINS	50	100		BATSMAN
10.00					1	Freeman R.
10.00	10.23	23			2	Reed C.
10.24					3	Parker R.

The longer a partnership continues, the more complicated the timing can become due to breaks in play. That is why it is much easier to record progressive minutes for each batter on your running sheet. That way, when a wicket falls, you can simply take the progressive total minutes of the later batter at the end of the previous over, and add the minutes from the start of the current over to the wicket to get the partnership minutes.

Catches

If a substitute fielder (not to be confused with a substitute player — see page 75) takes a catch, you must still write in that fielder's name, but put (sub) above or beside it to identify that it was a substitute.

If the wicket-keeper took the catch, write (wk) above or beside the keeper's name. This is useful information for working out trophy winners at the end of the season, but is also useful if the team has changed keepers during the innings, as it helps identify the new player that has come into that position for later statistical purposes.

Run outs – batter with a runner

With runners again allowed in First Class cricket, the laws have been tightened up, especially around the circumstances where runners are allowed (i.e. batter sustains an injury). Further, a runner can be sent off (for either a number of overs or for the match), and the batter for whom the runner is running will also be sent off.

The runner must be attired the same as the injured batter (e.g. helmet, pads), so in these situations, you need to concentrate and watch the batters and runners very closely:

- It can be confusing when the injured batter makes a shot and stays in his ground and the non-striker runs. You might start watching the fielders, waiting for a run out. Instead, you need to watch the non-striker and the runner to count the number of runs completed.
- When there are runners on the field, there is often confusion resulting in run outs, so be ready.
- If the injured batter is on strike, and the wickets are broken at the keeper's end, you must watch carefully to determine if the injured batter or the runner has been given out. These two cases are scored differently.

Runner given out

The runner is subject to the run out laws as if they are the batter. If the runner, in attempting a run from either the striker's or non-striker's end, does not make ground, the injured batter will be run out. Record the run out against the injured batter in the book as normal, ignoring the involvement of the runner. Remember, any completed runs or sundries are recorded as with a normal run out.

Injured batter given out

When an injured batter with a runner is on strike, their ground is only behind the popping crease at the wicket-keeper's end. If the injured batter makes a shot and, forgetting the presence of the runner, sets off on a run, the injured batter may be run out by breaking the wickets at the keeper's end, even if the batter believes they have made their ground at the bowler's end. In this

case, record the run out against the injured batter as normal, **but no runs are recorded**. Any runs or sundries completed are not scored, although penalties for wides and no balls are.

As stated, it can be very confusing, especially if the stumps are broken at one end, but it is the player at the other end (e.g. the injured batter) who is given out. Wait to see which umpire makes the decision, and if you are still unsure which batter was out, watch closely to see which batter leaves the ground — and if the runner accompanies them — before completing your book.

Hit ball twice

Being given out 'hit ball twice' relates to a batter wilfully striking the ball a second time, but there are occasions when it is legal to hit the ball twice (e.g. guarding the wicket). While the decision of out or not out is up to the umpires, there are some important things for scorers to be aware of when a ball is deemed to be ***legally*** struck twice:

- the ball will become automatically dead if it is then fielded as usual, but if it goes up in the air for a potential catch or runs away and the batters run, the umpires will wait for the ball to reach the boundary or for the batters to complete the first run, then signal dead ball
- all runs will be disallowed
- the batters will return to their original ends.

If a run out or catch is effected, the wicket will stand and must be recorded as a normal wicket.

> ***Handy hint***
>
> Scorers should note that, under the new laws, a batter can be out caught, run out or stumped even if the ball rebounds directly onto the stumps or into a fielder's hands from another fielder's or wicket-keeper's helmet.

Miscellaneous

Running sheets

Once you have mastered keeping a tidy and balanced scorebook, you may choose to learn how to keep a running sheet. If you aspire to higher scoring honours (e.g. senior grades, representative and First Class cricket), a running sheet will be a necessity.

Running sheets can be called by a variety of names — second sheets, ball-by-ball sheets, linear sheets — but no matter what you call them, they serve three main purposes:

- They keep a chronological record of the game — who bowled what overs at what time to which batter, and what each batter scored off each over in actual strokes. It makes it much easier to check that everything is balancing during the course of the game, and is particularly helpful if you are having trouble balancing the scorebook at the end of an innings, as you can reconstruct exactly what happened at any given time in the game.
- They keep additional progressive information for which there is no place on the scorebook, but from which you can then transfer details of milestones (e.g. 50s and 100s), partnerships and hourly rates (overs and runs scored) to your scorebook.
- They remove the necessity to track balls faced, including dot balls and sundries, against individual batters on the scoresheet, which can take up unnecessary room, especially if a batter makes a big score. You only need to record the batter's actual scoring shots.

Running sheets come in many different styles. Experienced scorers will often design their own, but there is also a standard one available from the QCSA website that many scorers use. It doesn't matter what it looks like, as long as it enables you to keep progressive track of:

- total innings minutes — needed for hourly rates (overs and runs scored) and team milestones
- total innings balls — needed for overall balancing and team milestones
- balls faced by each batting partnership — needed at the fall of wicket and for partnership milestones
- progressive balls faced, minutes and runs for each batter — needed at the fall of wicket, for individual milestones, and for when the batting captain comes and asks you 'What's Jonesy on?'

- wickets and runs for the innings
- sundries.

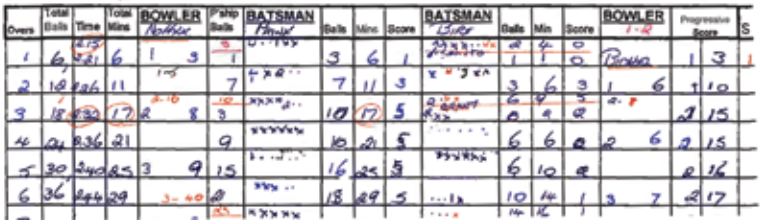
Other things that you can use your running sheet for might include:

- bowlers' spells, as opposed to their overall summary on the scorebook
- breaks in play and other interruptions
- progressive runs needed to achieve the target victory total.

The main thing is to find a style that works for you. Before taking on the challenge of keeping a running sheet at a game, when it may be a distraction to your main scoring duties, practise with it in front of a TV game, or at a game where you are not the official scorer. Once you get used to the rhythm of your chosen running sheet, introduce it to your normal scoring and it will eventually become second nature. Start by keeping minimal information (e.g. the balls — who faced each ball, the progressive balls faced for each batter and the innings balls), then gradually introduce other details such as minutes and sundries until you are comfortable keeping all necessary information.

In the example above, the balls faced by the striker are recorded as usual, and a blue X is used to show balls not faced by each batter. After a wicket, a diagonal line splits the boxes for the partnership balls, and for the out and new batters. The new batter's name is then written above the box for that over. Note also the circled 24 in the 4th over, showing the scorer has checked that the scores balance, and the extension on the right, keeping track of the target score (not necessary in the first innings of the game).

This next example (above) shows a very different style of sheet. On this sheet, only the balls faced are recorded for each batter — there is no corresponding blue X for the non-striker, but the balls are spaced according to their order in the over. There are no columns for bowlers, but the 'spare' column on the far right can be used to record drinks breaks and other stoppages in play.



The last example (above) is similar to the first, but wickets are recorded by red horizontal lines that split the boxes for the partnership balls, and for the out and new batters. The new batter's name is then also written below the split. Note also the red circles, which show that the scorer is keeping a regular check to ensure the minutes for all batters align with the overall innings minutes (see page 59).

Power plays

Limited over matches have power plays, which consist of a preordained number of consecutive overs during which additional fielding restrictions apply. These restrictions relate to the number of fielders allowed outside the fielding circle and the number of fielders who must be in catching positions.

It is helpful if you know the power plays and restrictions in force for the game you are scoring, as it will help you identify why a no ball is called, or you can be ready for the call if you see fielding restriction infringements occurring.

Power plays and fielding restrictions have no affect on how you score, but you should note when they are called, and the overs they cover, in the Notes section of your scorebook. Team captains and coaches will often want to check how many runs, wickets etc. resulted during a particular power play.

Power plays for one day matches essentially divide the innings into fifths. So, for example, in a 50 over innings:

- overs 1–10 — only two fielders are allowed outside the circle
- overs 11–40 — four fielders may be outside the circle
- overs 41–50 — five fielders may be outside the circle.

The umpire will not signal the first power play (overs 1–10), but despite the remaining power plays no longer being discretionary, the umpire will signal the start of the power play, so be watching for this signal.

Once a power play has been called it cannot be reversed.

Discretionary power plays

Discretionary power plays are still used, depending on the competition (e.g. BBL).

- Discretionary power plays generally each comprise half the number of overs played in the automatic power play overs (e.g. 5 per side in a 50 over innings, 4 per side in a 40 over innings).
- A power play will generally become compulsory, and will be called by the umpire, if it has not been taken by the time the number of overs of the power play equals the remaining overs of the innings (or sometimes in the case of a 50 over innings, if the batting power play has not been taken by the end of over 35, the umpire will automatically call it for overs 36–40). You should check with the umpires before the start of play to see when the power play might become compulsory.
- If the number of overs for the match are reduced due to stoppages, the number of overs for the each power play will be reduced. The umpires will make these calculations, and you should check with the umpires for the revised number of overs for each power play.

If you are scoring a limited overs match, you should check with the umpires before the start of play to determine what power plays and fielding restrictions are in force for your game.

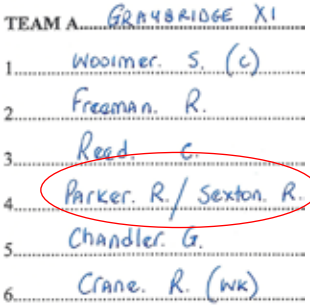
> ***Handy hint***
>
> Although discretionary power plays can be taken at any time after the automatic power play, the batting side will often take its power play as late in the innings as possible, so, for example, in a 50 over innings, be watching for the signal from the umpire at the start of the 36th over (if that is the latest it may be taken) if it hasn't already occurred.

Generally, for a Twenty20 match there is only the one automatic power play of 6 overs at the start of the match (again, there may be exceptions to this).

> ***Power surges***
>
> A recent innovation in BBL is to divide the 6 over power play into a mandatory 4 over power play at the start of each innings, and a discretionary 2 over ***power surge***, which the batting side can call any time after the 11th over.

Substitute players

Some competitions have regulations that allow substitution of players. This is not the same as having a substitute fielder (see page 15). A substitute fielder is not necessarily part of the official team for that game, but a substitute player always is.


TEAM A. GRAYBRIDGE XI

1. Woolmer. S. (c)
2. Freeman. R.
3. Reed. C.
4. Parker. R. / Sexton. R.
5. Chandler. G.
6. Crane. R. (WK)

Some examples of competitions that allow substitute players include:

- The Premier Grade competition — when a player is unavailable for both days of a two-day match, that player can be substituted with another player, usually a player from a lower grade. This will often have a flow-on effect, as the player who is promoted will then be substituted by a lower grade player, and so on. This is colloquially known as 'slashing', with the players who 'share' the match called 'slashed players'. On any official team sheet, they will be recorded as 'Player 1/Player 2' (see left). Teams can have unlimited slashes to replace players selected to play for Queensland (or some other representative level), but are limited to only two slashes for players who are unavailable for other 'social' reasons. Slashes on team lists should be noted with an 'S' or an 'R' to show the reason for the slash.

- Representative one-day matches — if you are scoring at a representative carnival (e.g. national age championships), teams may nominate a 12-player team for a match. Unlike standard 12th man situations, all 12 players will take part in the game. All 12 are permitted to bowl, but only 11 are permitted to bat (with one player being nominated as the 'non-batting player'), and only 11 are permitted to field at any one time.

- Warehouse Cricket — in the interests of ensuring maximum participation, Warehouse has implemented substitution rules for both its two-day and one-day formats. In the two-day format, teams can 'slash' up to two players between days 1 and 2, similar to the 'social' slash in the Premier Grade competition. In the one-day format, teams may nominate 12 players, identifying which two are to 'swap' at some point during the game. Of the two identified players, one will not bat, and if they both bowl, they must 'share' the total number of overs allowed to be bowled by a single player.

- With increasing awareness of the dangers of concussion, many competitions now allow for the full substitution of a player who has suffered a concussion (e.g. Sheffield Shield). What this could mean is that a completely new player may be called in to replaced the concussed player.

In the two-day scenarios above, a player who is not out at the end of the first day and is substituted on the next day's play is recorded as 'retired not out'. The partnership details at the fall of wicket will be split as for any batter retiring not out (see page 44), but the innings of each batter is recorded slightly differently.

The player coming in for the slashed not out batter continues the innings, and is recorded in the same box as the slashed player, as it is counted as the same wicket. The replacement batter's runs are recorded on the second line of the slashed player in the batting section of the scorebook, and the How out section must be split to show the end of both innings.

Handy hint

If a player that you know is to be replaced on the second day comes in to bat late on the first day, rule the potential slash in the batter's list, without actually putting the replacement player's name in. That way, if the slashed player is not out at stumps, you have a neat space to write the replacement player's name in. Otherwise it can be tricky fitting both players' names in. If the slashed player gets out before stumps, you'll just have an empty space under the name. Don't rule up the How out section until you are sure the slashed player has survived to stumps.

X Factor players

Another recent innovation in the BBL is the use of 'X Factor' players. These are players initially listed as the 12th or 13th man on the team list, and who can be substituted for another player in the starting XI any time after the 10th over of the ***first innings of the match***, provided the original player has not batted, or has not bowled more than one over. Both the batting and fielding teams can make this replacement.

Scoring on your own

Ideally you should always score with a partner from the opposition team. However, you may be asked to score on your own. Scoring on your own requires more concentration than if you are with a partner. It is important that you check that your scorebook balances regularly so that you can identify any irregularities that may occur early. If you are on your own, it is highly recommended you position yourself near the batting team or club officials so that you can ask for help if any confusion arises. Always check any points of confusion with the umpire at an appropriate time (i.e. lunch, tea or stumps).

At times you will be scoring with players rather than another scorer. Surprisingly, players will risk life and limb sliding into the fence to save a run, yet show complete indifference when scoring, where a mistake could cost them the game. When scoring with a player, you should take a leading role. You should follow the advice above, concentrate to a higher level, regularly check your book to ensure it balances, and continually compare your book with your partner's to ensure their book is correct. Make sure you 'voice' all entries you make in your book.

If you are scoring with a new scorer, again you will need to take a leading role and provide assistance to your fellow scorer. It is important in this situation to mentor and provide any help and assistance you can, answer their questions and provide advice and instruction where needed. Ensure you 'voice' all entries you make in your book and take responsibility to ensure both books balance.

As an advanced scorer, you may be invited to score for a media organisation or as an online scorer. In these situations, as you are not the official scorer and you are on your own, you will need to ensure you concentrate at your highest level to catch umpires signals, as they will not be signalling directly to you or waiting for your response — they will be signalling to the official scorers.

In these situations, you will not have a partner to help correct any oversights; however, these games will generally be at a higher level, so there should be a scoreboard that you can use to your advantage, or there may be a member of the media organisation's crew willing to act as a second set of eyes for you to note catchers or late umpire's calls, when your eyes may already be down at your book.

Twenty20 matches

You must be on your toes at all times, as these matches are fast and furious, especially if you are scoring women's or junior cricket where bowlers get through their overs quickly. If you find it difficult to keep up with the pace of the match, there are some shortcuts you can take to make your (scoring) life easier.

- Make sure you have all your match details completed for both innings of the match, as far as possible, before the start of play, as there is usually only a 10 or 15 minute break between innings.
- Keep your running sheet as normal, but there is probably no need to keep records of progressive individual or partnership minutes, as there are no breaks, and the innings only goes for 80 minutes. As long as you have the time in and time out for all batters, you can easily count up their total minutes at the end of the innings or match, or during a break in play (a lot of big 6s are scored in Twenty20, so you might get the occasional break while they retrieve the ball).
- Keep track of all partnership details on your running sheet as per normal, but transfer minimal detail to the scorebook as wickets actually fall. Pencil in the out and not out batters numbers, then go back and fill the names in later. The time the batter was out and the team total at the fall of wicket should be recorded in the scorebook straight away, but again you can go back and complete the rest later.
- Keep track of all individual details on your running sheet as per normal, but again transfer minimal detail to the scorebook as wickets actually fall. The catcher/fielder, bowler and batter's runs should be recorded, but the batter's balls faced and boundaries can be completed later.
- Be especially watchful in the last over of each innings. In this over, the batting team will be making one last mad dash to increase their total, and it is not unusual to lose mutiple wickets (usually run outs or attempted 6s) as a result. You will need to make sure you know which batter is out, whether the batters crossed and who the incoming batter is as quickly as possible, because another wicket could fall on the very next ball! Again, only record those details of each fall of wicket that are necessary, and fill in the rest from your running sheet at the end of the innings.
- Although in a standard limited overs match you might complete a bowler's summary at the end of that bowler's allocated overs, this too can wait until the end of the innings.

- At the end of the **innings**, perform your main balancing functions. Total the top half of your scorebook, and complete the bowlers' figures — overs, maidens (usually none), runs, wickets and sundries. Make sure the batting and bowling balance, and you agree with your partner.
- At the end of the **match**, go back and complete all the details that weren't required for balancing — batters, partnerships and milestones. Remember the game only goes for 2½ hours. Staying back 30 minutes after the match to complete the scorebook is still less time than a one-day innings, let alone a full match.

Handy hint

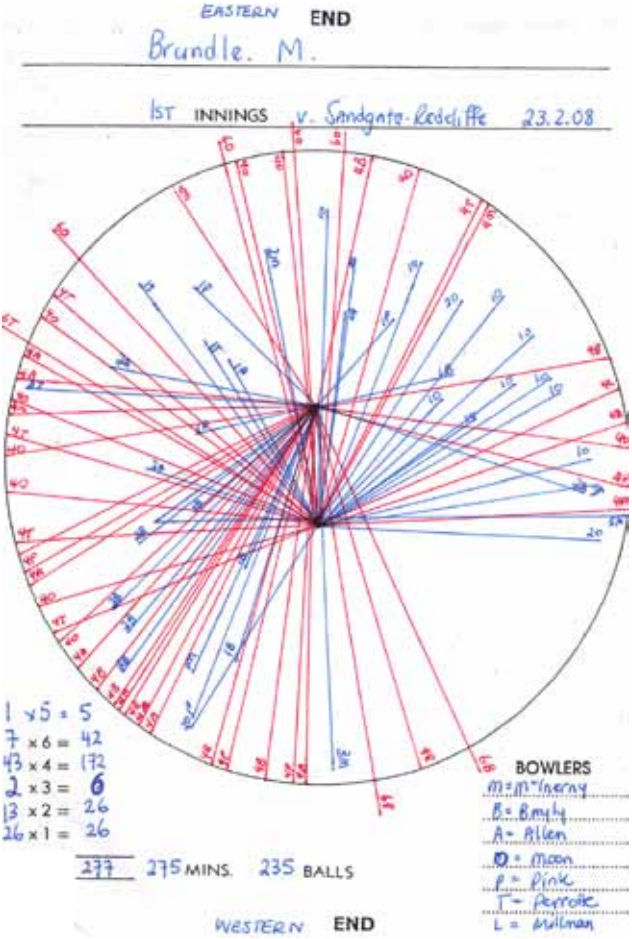
If you make a mistake during a Twenty20 match and need to go back and correct, make sure you let your fellow scorer know, so that one of you is still aware of what is going on out on the field. If your head is down, it is easy to miss a ball in Twenty20 cricket.

Wagon wheels

So you've mastered the running sheet, are a whiz at balancing, and Twenty20 games don't faze you one bit! Looking for a new challenge?

Some cricketers love batting charts, also known as wagon wheels. These are the graphics you often see on TV, which show where a batter has scored runs around the ground.

Without committing yourself, you can make notations on your running sheet about where each scoring shot is hit. Then if a batter makes a significant score, you can recreate the wagon wheel illustrating the innings.



Or, if you've got all your sheets under control, you can maintain the wagon wheels during the innings (but remember — the accuracy of your book and running sheet come first). To avoid wasting paper, you can record wagon wheels in pencil, then return to redo in ink if a batter makes a significant score.

In the wagon wheel on the previous page, each scoring shot is drawn from the end where it was struck. 4s and 6s are shown in red, and all shots show the number of runs scored, and the initial of the bowler they were hit off. In this case, there were three bowlers with surnames starting with M, so Moon is represented by an O and Millman by an L.

The match details are recorded at the top, and the scoring shots are broken down on bottom left. On the back there is provision to record all wicket partnerships that the batter was involved in, and milestone details. A blank wagon wheel, showing both sides, is in the Appendices (page 113).

Calculating target scores

When play is interrupted during a limited overs match (usually because of weather, but a determined streaker could also do the trick), the number of overs for either team may have to be revised to a lesser number, provided that both teams have the opportunity to bat for a preset minimum (e.g. 15 overs each in a scheduled 50 over match, five, or sometimes 10, overs each in a Twenty20 match). This may also result in the need to revise the target needed by the team batting second to win the game.

At higher levels of cricket (including First Class, and First Grade in the Premier Grade competition), the Duckworth/Lewis method is used to determine target scores for the team batting second (see 'Duckworth/Lewis on page 84). For levels of cricket below those that use Duckworth/Lewis, the target score for the team batting second is worked out manually according to a variety of methods — and yes, you will probably be asked to do this! Methods used include:

- adjusted highest scoring overs
- actual run rate at time of interruption versus original required run rate
- countback to score at equivalent over.

In the Brisbane Premier Grade competition for grades below First Grade, target calculation works by breaking down each over faced by Team A according to the number of runs scored off it. The calculation then starts from the minimum overs required for Team B to constitute a match (e.g. 15 overs

for a scheduled 50 over game). You take the 15 overs that scored the most runs for Team A, discount those runs to 82.5% of the total, which gives you the 'par' score that Team B must be after 15 overs. You then continue that calculation, with gradually decreasing discounts, up to the full 50 overs.

Sounds complicated, doesn't it?

Fortunately, to assist you, there are tables available to help you calculate the 'discounted total runs' from Team A's innings to achieve the target for Team B. The discounted total runs give you what is known as a 'par score', so you must add 1 run to get the actual target for Team B.

This is the top half of the current Premier Grade competition form. Here you break down the overs faced by Team A (in this case, Australia) by the number of runs scored off each over. The numbers listed in each column are the actual over numbers. So no runs were scored off overs 1, 2, 12, 19 and 29 (i.e. they were maidens). More than 10 runs were scored off overs 44 and 45 (12 and 16 runs respectively).

ONE DAY MATCHES (50 Overs)
CALCULATION OF TARGET SCORE

MATCH: Australia v England DATE: 3.1.98

TEAM BATTING FIRST: Australia

RUNS PER OVER (including all sundries)	0 RUNS	1 RUN	2 RUNS	3 RUNS	4 RUNS	5 RUNS	6 RUNS	7 RUNS	8 RUNS	9 RUNS	10 RUNS	OTHER	TOTAL
OVER NO.	1	6	3	4	10	16	9	33	21	31	22	44 (12)	
	2	7	8	5	17	34	23	47		32		45 (16)	
	12	11	14	18	35	40	36			46			
	19	13	15	24	39	41	48			50			
	29	28	20	25	43	42							
		30	26	37	49								
			27	38									
TOTAL OVERS	5	6	7	7	6	5	4	2	1	4	1	2	50
TOTAL RUNS	0	6	14	21	24	25	24	14	8	36	10	28	210

In the total overs row, you record the number of overs in which each amount of runs was scored, giving, in this case, a total of 50 overs. In the total runs row, multiply the number of overs in each column, by the number of runs that the column represents (e.g. there were six overs in which 1 run was scored, so the total for that column is 6). Adding across the total runs row should give you the total runs that Team A scored for its innings.

You should note that, in order for this calculation to be accurate, you must include any byes or leg byes scored off the overs, otherwise your total score will not be correct (use the progressive innings score by over column on your running sheet for this).

TARGET SCORE = DISCOUNTED TOTAL RUNS (DTR) + 1

HIGHEST SCORING OVERS

Overs	Runs	%	DTR
15	125	73.75%	92
16	130	74.50%	96
17	135	75.25%	101
18	140	76.00%	106
19	145	76.75%	111
20	149	77.50%	115
21	153	78.25%	119
22	157	79.00%	124
23	161	79.75%	128
24	165	80.50%	132
25	169	81.25%	137
26	172	82.00%	141
27	175	82.75%	144
28	178	83.50%	148
29	181	84.25%	152
30	184	85.00%	156
31	187	85.75%	160
32	190	86.50%	164

Overs	Runs	%	DTR
33	192	87.25%	167
34	194	88.00%	170
35	196	88.75%	173
36	198	89.50%	177
37	200	90.25%	180
38	202	91.00%	183
39	204	91.75%	187
40	205	92.50%	189
41	206	93.25%	192
42	207	94.00%	194
43	208	94.75%	197
44	209	95.50%	199
45	210	96.25%	202
46	210	97.00%	203
47	210	97.75%	205
48	210	98.50%	206
49	210	99.25%	208
50	210	100.00%	210

(PLEASE NOTE THAT FRACTIONS ARE TO BE IGNORED)

In the bottom half of the form, you insert the total runs. To calculate the 'par' score after 15 overs, you add up the total runs scored off the 15 highest scoring overs — in this case, 125 — and multiply it by the 'discount' of 82.5% to get 103 runs. Therefore, if Team B only gets to face 15 overs, it must make 104 to win the match.

You then keep adding overs one at a time, from highest scoring down. The discount gradually decreases with each over, so that by 50 overs (should no interruptions occur to Team B's innings), the par score, in this case, is 210, the same total that Team A achieved. Therefore, as in any other match, Team B needs 211 to win.

You will find the tables for the current Premier Grade competition in the Appendices (see page 111), covering 20 and 50 over games. A 40 over calculator is also available on the QCSA website.

Duckworth/Lewis

This is calculated using a specially designed computer program, and will usually be done by match coordinators — **not by the scorers** (the exception might be at club level, where the scorer acts as a representative of the home club). You will, however, be provided with the calculations so that you are aware of what the revised target is for the team batting second.

Duckworth/Lewis provides a complete breakdown of what score Team B must have accumulated at any stage during its innings, should further interruptions occur. Team B's target will usually increase, not just with each over completed, but also with each wicket that falls.

But again, always be aware that Duckworth/Lewis provides the 'par' score. This means that if Duckworth/Lewis says that Team B must be 250 after 38 overs, you must add 1. Therefore they will need to be 251.

Super overs

The super over — or One1 Eliminator — has been introduced into some competitions with the advent of Twenty20 cricket to ensure a result (e.g. BBL, and semi-finals and finals for Premier Grade) in the event of a tie. Essentially, if scores are level after both teams have completed their allotted overs, both teams get to face one 'super over' to break the tie. There are a number of things you should know about scoring a super over, as they are likely to become more prevalant given Twenty20's rising popularity:

- Check your relevant competition rules to determine which team bats first. If Team A batted first in the main game, some rules allow for Team B to bat first in the super over, while others revert to Team A again.
- Each team will select three batters (i.e. two openers, and one in case a wicket falls) and one bowler for the super overs. Once either team loses two wickets in their super over, that team's over is concluded.
- If, after both teams have played their super over, the game is still tied, the game will be awarded to the team which scored the most boundaries in both its main innings and the super over (at this point, the Premier Grade competition will continue to play super overs until a result is achieved). It is important to note that boundaries in this instance do not include 'all run' 4s, as they do not meet the definition of boundaries in the Laws of Cricket.

- If the game is still tied, the game will be awarded to the team which scored the most boundaries in only its main innings.
- If the game is still tied, the game will be awarded based on a countback of the super over balls, starting from ball 6.

Scoring the super over

At higher levels, a specific sheet will be provided to scorers to score the super overs (if needed). At other levels, the best way to score a super over is to select a fresh bowling line on your scoresheet, and use a separate over box for each ball (i.e. instead of six balls per box). This allows you to identify which batter faces each ball, and also makes it easier if a super over countback is required.

Countback

The countback starts from ball 6 and works backwards. If a countback is required, the first team to have scored more runs scored from a particular ball will be awarded the game. In the example below, both teams scored 2 off ball 6, and 4 off ball 5, but Team A scored 1 off ball 4, while Team B didn't score. Therefore, Team A is the winner.

Runs scored from	Team A	Team B
Ball 6	2	2
Ball 5	4	4
Ball 4	1	0
Ball 3	6	4
Ball 2	1	4
Ball 1	4	4

Computer scoring

Computer scoring is becoming more prevalent, and with the increased use of tablets and smart phones, it will only become more widespread. Currently at First Class level, there is one paper scorer and one computer scorer, and Queensland Cricket is encouraging the use of the MyCricket scoring app to provide live scores for First Grade, and information at close of play for lower grades.

Computers will make our lives easier, but there are a number of points that must be addressed.

Power and internet source

You must have access to sufficient power points, or your device must have a battery life long enough to cover a day's play. Ten-hour battery life would be ideal to cover contingencies. You must also ensure you have access to the internet. Many clubs have wifi available, but you can't go wrong if you always carry your own independent connection (e.g. dongle).

Back-up in case of computer issues

Your device may break or lose power. You should continue to use your second sheet (or your scorebook) so you can reproduce the day's play on paper if you lose your computer version. The second sheet will also allow you to 'catch up' if you need to delete balls to go back and correct an error.

> ***Handy hint***
>
> It is vital that you maintain your paper scoring skills. Not only does it provide a necessary back-up in the case of technological failure, but at representative and First Class matches, there is one paper scorer and one computer scorer, so to aspire for higher honours, you will still need paper scoring skills, including your running sheet.

Teamwork

Remember to continue working with your fellow scorer. If you are operating a computer (and life seems easy), please remember that the manual scorer is continually adding and checking figures, so anything you can do to assist will be greatly appreciated. Keep talking to each other. When you notice a change of bowler or know who has taken a catch etc., make sure you advise your fellow scorer. It's not about who is better, it is about having the correct score at the end of the match. Teamwork is still important.

> ***Handy hint***
>
> As the computer scorer often has less to do than the paper scorer, it may be a good idea for the computer scorer to take responsibility for extra duties such as signalling the umpires, or advising the media (see page 96).

Protection from the weather

Rain will cause obvious problems, but you also need protection from sun and glare to be able to read your computer screen.

Selecting a scoring package

There are many scoring products available; a quick search on the internet will return many programs and apps. There are packages for computers, iPads, iPhones and Android tablets and smart phones. Prices range from free to quite expensive, and features and ease of use also vary from program to program. Before purchasing or committing to a package, have a look at what your fellow scorers may be using, ask them what the pros and cons of each package are, and decide what features you need. Listed below are some points to consider when looking at packages.

Ease of use

You will find all programs and apps are easy to use when scoring dot balls and runs, but you need to check how easy it is to enter wickets and correct mistakes.

You should be able to choose whether batters crossed on a catch or run out, and also be able to swap strike at any time (e.g. if batters did cross, but you did not set this when entering the wicket, or if there are short runs or batters inadvertently go to the wrong end after a break).

Sundries

While entering standard sundries is usually straightforward, you must be able to easily enter runs off these sundries. For example, if there are runs off a no ball, can you enter it as off the bat or byes? You must be able to enter penalty runs.

Screen visibility

It should be easy to read important information on the screen. The main screen should not be cluttered with irrelevant information, but should clearly show the total score, and:

- the two current bowlers' details — overs, maidens, wickets and runs, with an indicator showing the current bowler
- the two current batters' details — runs, balls, 4s, 6s, with an indicator to show the batter on strike. It is important to remember that most computer programs will not accurately record batters' minutes. Officially, an incoming batter's innings starts one minute after the fall of wicket of

the previous batter, but computers will record times based on when you perform the actions of recording the wicket and selecting the new batter. You may have to go in manually after the game to adjust each batters' minutes according to what you have on your running sheet
- the current partnership details — runs, balls, minutes.

The full scorecard should be easily displayed on a secondary screen, rather than cluttering up your main scoring screen (espcially if you are scoring on a small device).

> ***Handy hint***
>
> The total score should be large enough so players can easily read the score over your shoulder — that way they are not bothering you!

Some packages include features such as pitch maps and wagon wheels, but you will need the ability to turn these features off if not needed, as again they may create unnecessary clutter.

Ease of correction

There should be a simple undo feature that allows you to quickly delete the last ball or quickly roll back multiple balls.

It should be easy to edit a player entered incorrectly, for example, if you have entered the wrong name of a bowler, catcher or batter. If a bowler or batter is changed, does the change flow through all subsequent balls or do you need to edit every ball?

Fixtures and teams

A quality package will have access to the fixtures and players that you need to score the game. For example, because MyCricket is the main database for Cricket Australia, its packages allow you to download matches and teams directly, and either sync your scoring back to MyCricket or upload the match once it is over.

You should also be able to list more than 11 players to allow for slashed or replacement players (see page 75).

Scorecards

It may be helpful to be able to print out a scorecard with full details of the match, including partnership details. This will assist the statisticians who are

compiling details for season trophies, and to maintain an historical record for your club or association.

Using your scoring package

Before using your new program or app at a live game, you need to be competent and confident with it, including being familiar with correcting mistakes and how to enter tricky or rarely encountered scenarios, including:

- batters crossing on a catch or run out
- batters running two, but the umpire signals one short
- a run out on the second run with the non-striker out
- run out on the second run of a leg bye
- wide with runs or with a wicket (i.e. stumping down leg side)
- no ball with runs, byes or a wicket
- penalty runs to the batting side, and more difficult, penalty runs to the fielding side, whether they have batted or not
- missed bowler change, when caught in the current over or when caught in the next over
- incorrect batter name entered, when caught in current over or when caught in the next over (does the change flow through?)
- bowler changed mid-over (i.e. bowler is injured)
- umpire calling a five or seven ball over
- batter retiring hurt
- a wicket between balls (i.e. batter timed out) — batter should be 0 runs off 0 balls.

We have developed a script that covers these situations in a Twenty20 scenario. If your package has a demo mode, you can run through the script to become comfortable with all aspects of your package, or trial different packages and evaluate how well they meet your needs.

The script can be viewed and downloaded from the resources page on the QCSA website.

Once you are comfortable with the script, try using your demo mode to score a live game on TV. This will allow you to assess how well your package can be used in real time, especially when more complicated actions are requried (e.g. wickets, runs off sundries).

The preferred packages for Cricket Australia and Queensland Cricket are those connected to MyCricket. If you aspire to higher level honours, you should gain experience in these packages, plus they have the advantage of

direct interface with the MyCricket website, allowing you to download and upload matches, and avoid duplication of data entry:

- MyCricket scoring app — http://mycricket.cricket.com.au/ and click on the 'Live Scoring' link — free, live scoring, synced to MyCricket
- StatsMaster computer program — http://prowess.com.au and click on the 'StatsMaster Cricket' link — allows match results to be uploaded to MyCricket.

Handy hint

Technology can sometimes be unreliable:

- Batteries can die (especially if you forget to charge them before the game).
- Some programs will not allow you to proceed if you are missing information (e.g. a catcher's name).
- Computers crash for all sorts of reasons.

It is therefore recommended that you at least retain a running sheet at the same time as you are scoring on computer, that way, if the worst happens, you can continue to score, and go back and input the game at a later time if necessary.

Elite scoring

If you aspire to become an elite scorer — scoring at First Class or high representative level — you will need to ensure that your skills and knowledge are up to the task. The following list shows what knowledge and abilities you will need, from the very basic things to the advanced:

- ability to score accurately
- ability to communicate with fellow scorer and umpires
- ability to work as a team with fellow scorer and umpires
- ability to calculate over rates
- ability to confirm quickly and accurately prior to informing the media
- legible writing
- ability to complete entire scorebook correctly—
  - headings
  - how outs (including catching positions)
  - fall of wicket
  - runs and overs per hour
  - milestone information
  - partnership information
  - results
  - points
  - total balls faced
  - balancing overs bowled against partnership balls
- identification of **all** players
- knowledge of fielding positions
- ability to keep accurate running sheets
- ability to do Duckworth/Lewis
- an understanding of the Laws of Cricket Australia and relevant ICC rulings
- an understanding of all umpire signals (including penalties)
- willingness to do own research on players prior to match
- willingness to complete match report information if required by match referee
- liaison with team managers and coaches on requested statistical information relating to the match
- monitoring of team records, ground records and individual statistics, and advising the media if milestones or records occur
- willingness to confirm method of dismissal if unsure
- ability to calculate delays and interruptions, and provide umpires with any information they may require at the end of the day (full description of what the interruption was and the time it occurred).

Remember to always conduct yourself in a polite, efficient, professional manner, as you are representing your state or association. The QCSA has developed a range of material, including a code of conduct, that details all expectations of representative scorers. These are available on our website.

Cricket Australia scoresheets

Scoring at representative and elite levels will generally require you to score on scoresheets that you are otherwise unfamiliar with. Some touring overseas sides will bring their own book, or the ICC may develop a scoresheet for a specific tournament. However, most elite scoring will be done on the Cricket Australia scoresheets. In many respects, these sheets are similar to several good quality scorebooks on the market, but there are some differences:

- there is provision for a third umpire and match referee to be named if applicable (not something you will find at club level)
- there is no progressive score section — your running sheet (and all scorers at this level use a running sheet) will keep track of this information for you
- there is provision for the allocation of points at the end of the match (most commonly used for domestic First Class matches)
- the batting and bowling are on two separate sheets
- there is space to record the second and third new ball for the longer versions of the game
- there is a dedicated area to record stoppages.

This section will walk through working with the Cricket Australia sheets, making particular references to the different or additional information required.

Match information

CRICKET AUSTRALIA

MATCH Queensland v Victoria

AT Brisbane ON 22-25 February 2010

1st INNINGS OF Victoria

COMPETITION West-Six Sheffield Shield DATE 22-23 February 2010

Match — always spell the names of the two teams playing in full (e.g. Queensland, not Qld, and Victoria, not Vic).

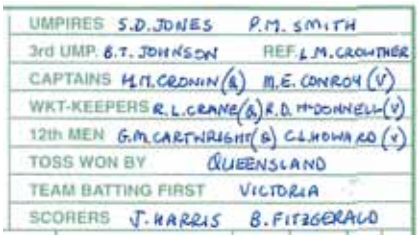
At — the correct name of the venue. Here, 'Brisbane' means the Brisbane Cricket Ground (never just Gabba). If the game is at Allan Border Field, then write that in full. If you are not sure of the correct name — ask!
On — means the full date of the match. In this case, it is a four-day match, so the date is shown spanning those four days.

Innings of — when the toss is confirmed, write that it is the 1st innings of the team batting first, showing the team's full name again. Subsequent sheets will show the 1st innings of the team batting second, and the 2nd innings for both if required (1st or 2nd innings is not necessary for limited overs matches).

Competition — Write the full name of the competition — Alan Pettigrew Shield, Cricket Australia Cup, Under 19 Championships. Check the *Cricket Australia Playing Conditions* booklet for the correct name if you are not sure.

Date — is the full date of the innings only. If it does not go past a single day, then write 22 February 2010. In the example on the previous page, it has gone into the second day, therefore 22–23 February 2010.

Participation details



The information in this section is much as you would normally put for a club game, except that we now have the third umpire and match referee included (if applicable). Write their names as you would the other participants (e.g. S.D. Jones).

Batter's details

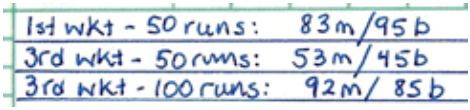
There is little difference between the batting details and your usual scorebook. Ensure that you have the full batter details, and write their surname first, followed by their two initials (e.g. Freeman, R.S.). As an experienced scorer, you should know how to accurately record runs, balls faced, minutes, milestones and dismissal details, and it is essential that all of this information is correctly completed on the scoresheets.

As discussed on page 91, you should have knowledge of player details, and player, team and ground statistics prior to the match. When milestones are reached within the match (e.g. batter scoring 100 runs) or as a result of the match (e.g. Queensland's highest score at the Gabba), you should always

advise the media (see page 96) with full details after confirming them with your fellow scorer — always work as a team.

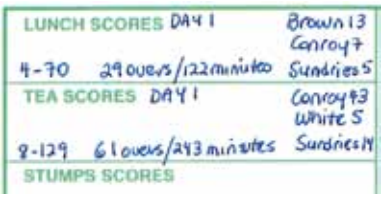
Partnership milestones

Although there is not a dedicated space for partnership milestones on the Cricket Australia scoresheets, there is a nice bit of space under the hours/overs/runs section, that can be ruled up to record them.



Breaks in play

You should already be recording these as an advanced scorer, but when using the Cricket Australia sheets for long forms of the game (e.g. Sheffield Shield, Test matches), the breaks for each day should be allocated per sheet. This means all day 1 breaks will go on the batting sheet for the first innings of the team batting first, regardless of whether that team is bowled out before each break has been taken. Day 2 will then go on the sheet for the team batting second, day 3 on the sheet for the second innings of the team batting first etc. If a Test match goes to a fifth day, the break boxes for the team batting last should be divided by a vertical line to record both day 4 and day 5 breaks (bear this in mind when recording day 4 breaks).



Bowling analysis

As indicated on page 92, the bowling analysis for Cricket Australia scoresheets is on a separate page, and is quite different from your normal scorebook in some respects.

First of all, it has its own section to write abbreviated details of the innings/match.

It also has columns in which to record:

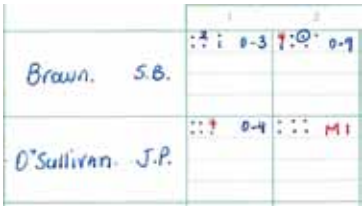
- the time the bowler's spell commenced
- the 'end' from which the bowler is bowling (e.g. north or south)
- the over the spell started

- the score at the time the spell started
- the over the spell ended
- the score at the end of the last over of the spell.

In this example, Brown opened the bowling from the northern end, and was subsequently replaced after the 9th over by White (whose spell therefore started at the 11th over). Brown then started a second spell at 11.02 and over 18, replacing O'Sullivan from the southern end, whose spell ended after the 16th over.

Handy hint

If you rule some lines in pencil in the spell columns, before the start of the match, it will help you to keep this section neat so that the spells are easier to track. Depending on the length of the game, some bowlers may bowl numerous spells.

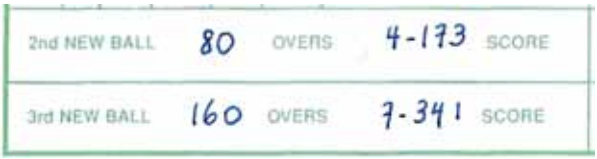
The over boxes for each bowler are also a little different to what you might be used to. They are quite small (in order to fit 40 overs per bowler for the longer versions of the game), and there is no separate box to write the bowler's figures at the end of each over, so there is a bit of a knack to using them neatly and efficiently.

As can be seen on the left, the boxes for each over are self-contained. If you draw a mental line down the middle of each box, record the balls in two rows to the left of the line, and the bowler's figures to the right of the line. If, as in Brown's second over, a no ball or wide is bowled, you can nudge that mental line over slightly to create more room for the balls. The first row for each bowler contains 10 overs. When Brown comes on to bowl his eleventh over, it will be recorded below his first. Note also that bowlers are listed as the batters are — surname, then two initials.

The bowling summaries are then similar to what you might have in your usual scorebook, and should be completed in full as you would for a club

game, including showing byes, leg byes and wickets that are not credited to the bowler (e.g. run outs) before totalling each column (see page 53).

New ball

Most scorebooks have a space in which to write when the second new ball was taken. The Cricket Australia scoresheets also have room for a third new ball, given that they are commonly used for longer forms of the game (e.g. Sheffield Shield over four days), when this is more likely to occur.



Stoppages

As mentioned on page 92, there is a dedicated space to record stoppage details on Cricket Australia scoresheets. You should record the reason for the stoppage (e.g. rain, bad light), and also record the time, the over, the score, the individual batters' scores, and how much time was lost.

DRS and batter's minutes

If you are scoring a match where the Decision Review System is operating (e.g. a Test match), and a wicket is referred, the time that you will record for the fall of wicket will be based on when the DRS decision is made, even if it is referred back to 'umpire's call'. The reason for this is that it can take quite some time for the DRS process to be completed. If the time is based on the original umpire's call of 'out', then the incoming batter's start time could be five minutes before they actually make it to the crease. If they then go out first ball, their batting time could be negative. So base the time on the final DRS decision, allowing the usual minute for the incoming batter.

Media liaison

At First Class level, there will often be various media representatives at the game, covering it for TV, radio, newspaper and internet audiences. While some of the major media entities will have their own scorers, the rest will be relying on the official scorers to provide them, as soon as possible after the event, with details, including:

- wickets — batter out, dismissal details, their runs, balls, minutes and boundaries (see script below)
- the partnership details at the fall of a wicket
- milestone details, including, if possible, details of where the milestone fits in the player's career statistics (e.g. Joe Burns' highest score in Sheffield Shield, Chris Hartley's 8th First Class century)
- a complete scorecard run down at the end of each innings.

You will need to be clear and confident in delivering these details, and should ensure they are delivered in the same order each time. For example, do not give one batter's runs, balls and minutes, and then the next one's runs, minutes and balls, as you may confuse your audience.

Sample script for fall of wicket

Consistency in the order in which fall of wicket details are provided is not only important for the intended audience (the media), but can also help you develop your rhythm in recording these details quickly. Following is a script for a typical wicket:

> *The first wicket for New South Wales: Gavin Steel, caught Freeman, bowled Ward, for 13 runs in 35 minutes off 26 balls, with two 4s.*
>
> *The wicket fell at 32, with the not out bat Mitchell on 15. Partnership of 32 runs in 35 minutes off 39 balls, with the wicket falling at over 6.3.*
>
> *The wicket fell on the third ball of Ward's fourth over, giving him figures of 3.3 overs, one maiden, 1 for 15.*
>
> *The next batter for New South Wales is Rod Parker.*

It is important to remember that this information must be relayed to the media ***before the next ball is bowled*** (although this can sometimes be difficult in Twenty20 matches where the incoming batter has less time to reach the crease).

As there is always one paper scorer and one computer scorer at each First Class match, it is recommended that the computer scorer undertakes this task, as the paper scorer will be busy completing all the relevant sections of the scoresheets.

Handy hint

To assist you in collating details for the media as quickly as possible, it is recommended that you maintain a 'skeleton' scoresheet, even if you are scoring on computer and keeping a running sheet. Record only those details that you will need for media announcements.

Code of conduct and essential procedures

The QCSA has prepared a code of conduct and essential procedures to ensure scorers representing the association at the elite level understand what is expected of them.

The code of conduct includes:

- the expected level of professional conduct
- dress standards and behaviour.

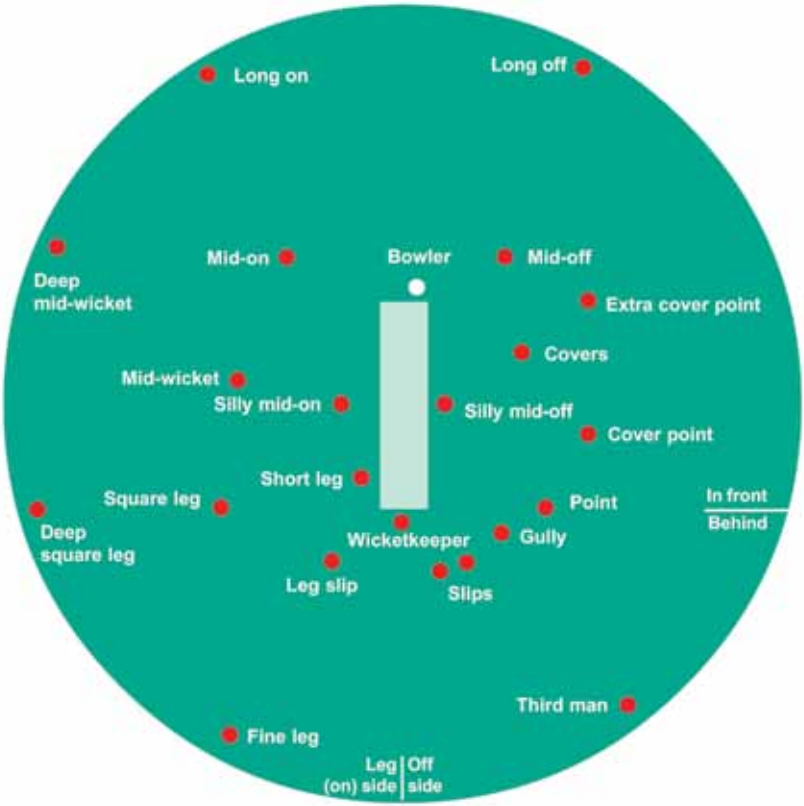
The essential procedures cover the duties of an elite scorer:

- prior to the game, including research, preparation of statistics and timely arrival at the match
- during the game, including player recognition, teamwork and balancing
- after the game, including the final balance, ensuring scorecards are complete and correct, and checking that all milestones have been accurately recorded.

Both documents are available in the Resources section of the QCSA website.

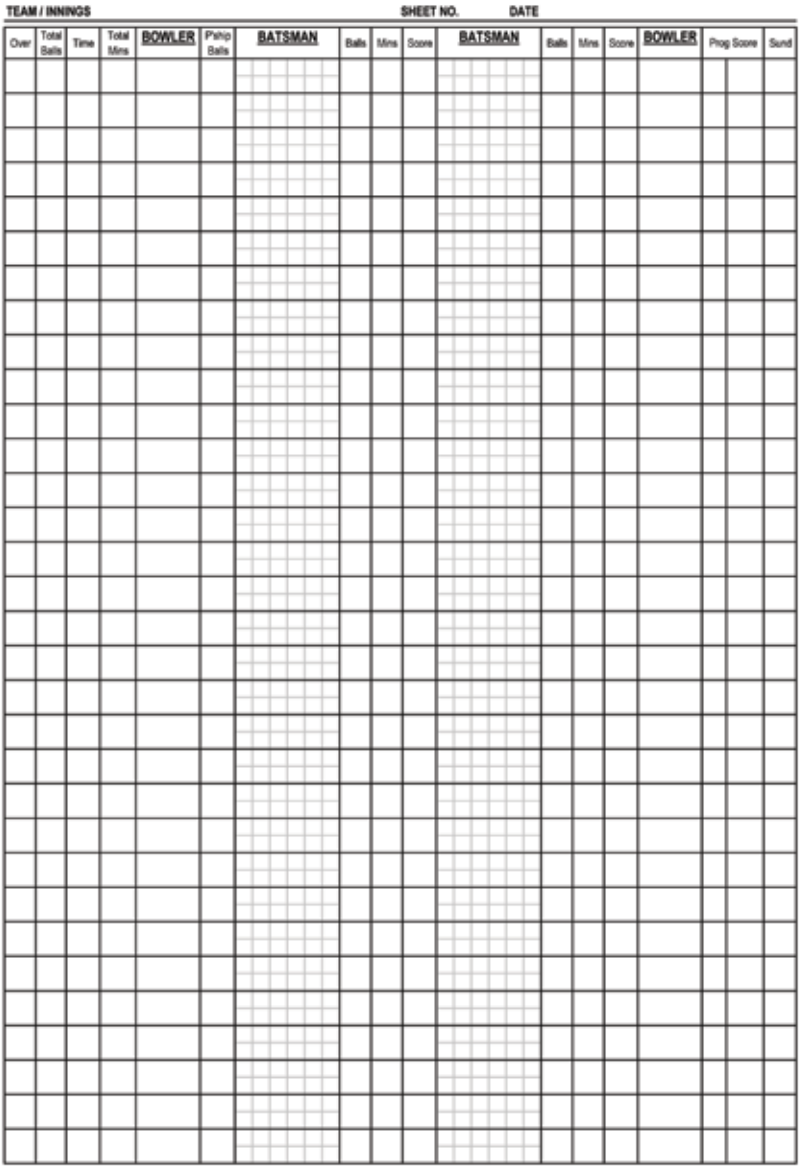
The resources found in these appendices are available on the QCSA website – www.qcsa.qld.cricket.com.au

Fielding positions

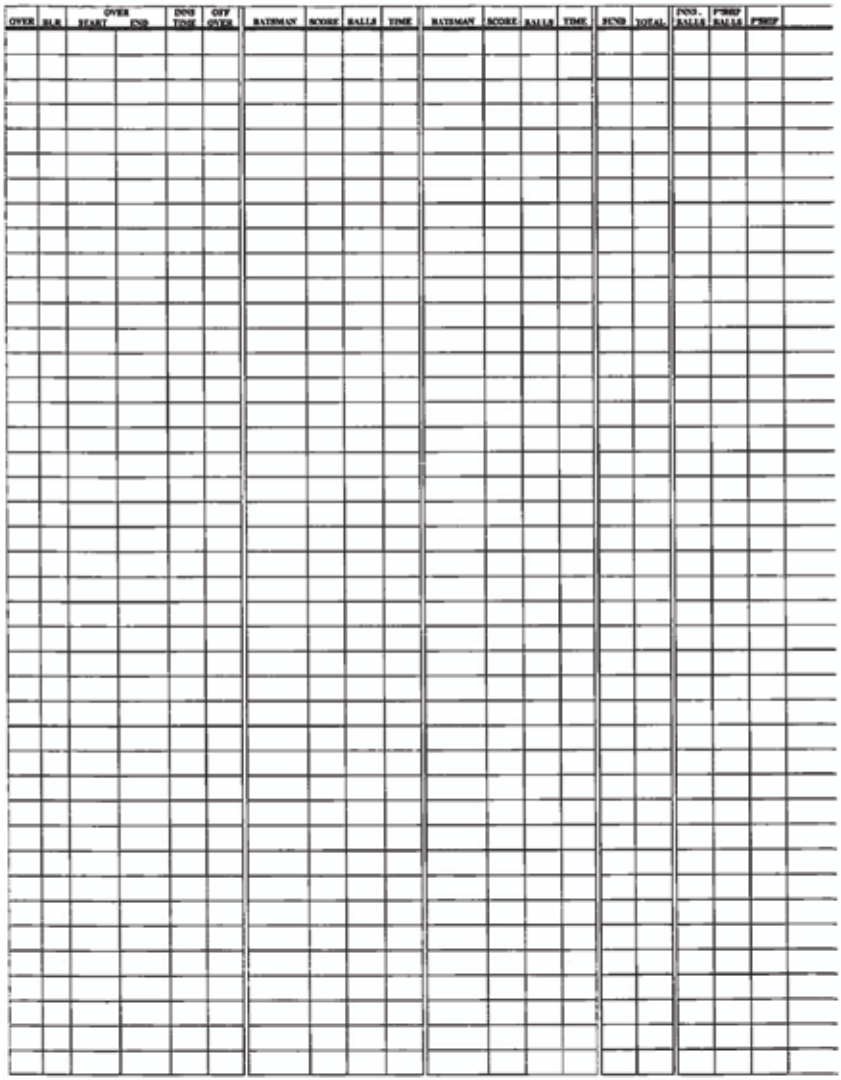


Fielding positions for a right-handed batter. Obviously, for a left-handed batter, these would be reversed.

Sample running sheets

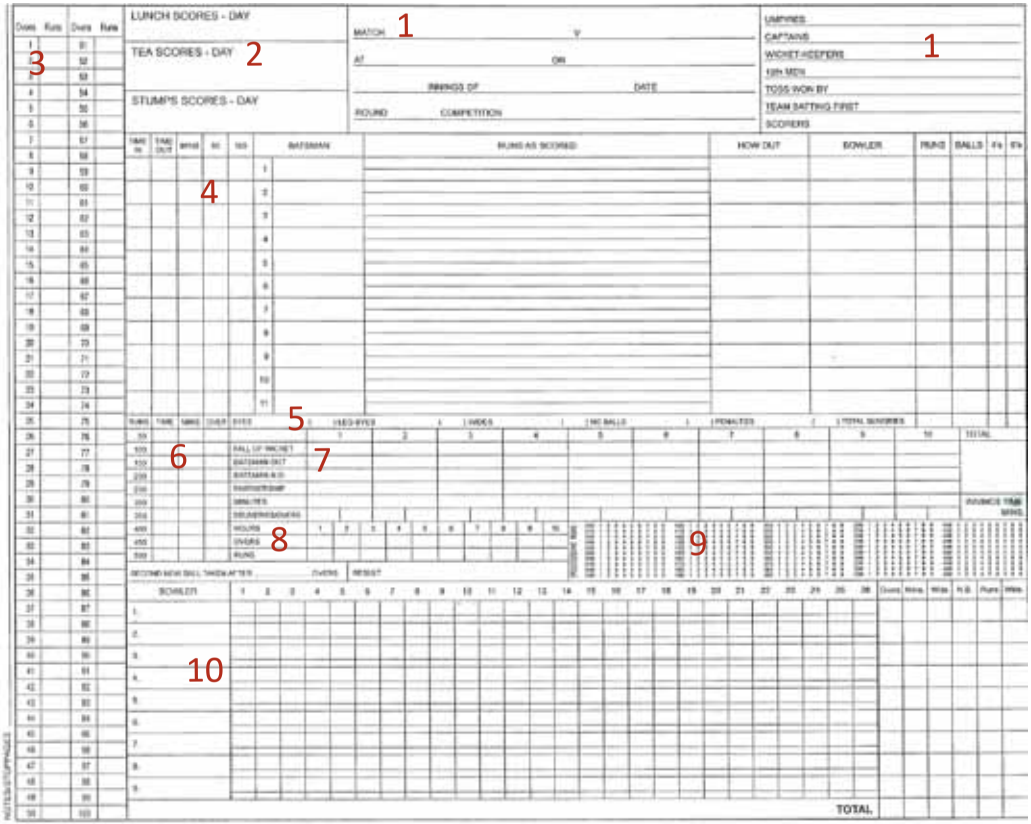


This is the standard running sheet available from the QCSA website.

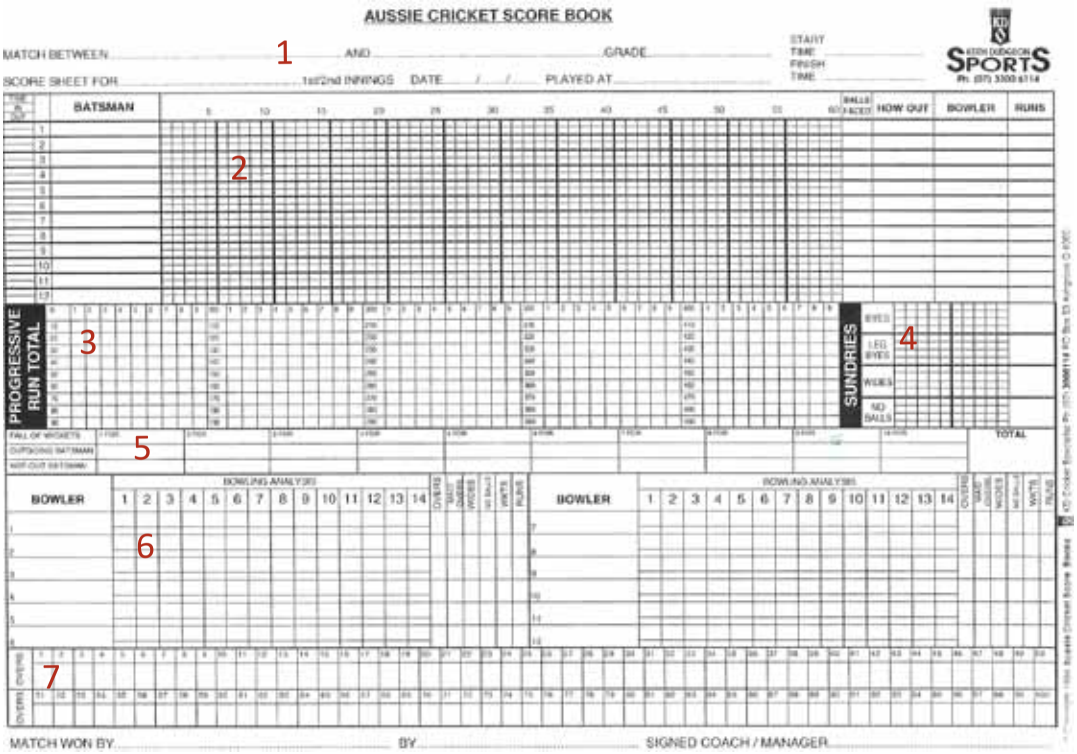


Another style of sheet — the main thing is to find a style that suits you.

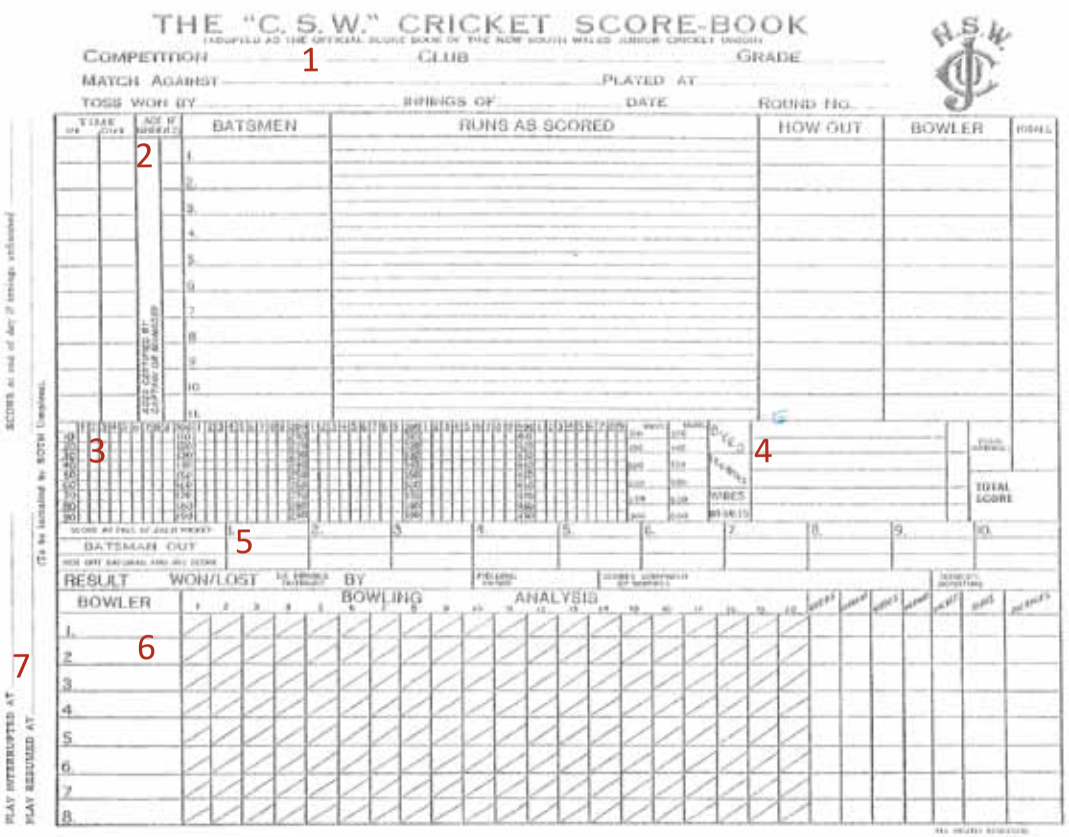
1. Match details
2. Lunch, tea and stumps information
3. End of over information
4. Batter milestones
5. Sundries
6. Team milestones
7. Fall of wicket details
8. Overs per hour
9. Progressive score
10. Bowling analysis



1. Match details
2. Special ruling to count balls faced
3. Progressive score
4. Sundries
5. Fall of wicket details
6. Bowling analysis
7. End of over information



1. Match details
2. Age for junior players
3. Progressive score
4. Sundries
5. Fall of wicket details
6. Bowling analysis
7. Stoppages



Ready reckoners

Sundries ready reckoner

	Bye (b)	Leg bye (L)	Wide (W or +)	No ball (⊙)
Counted as run to batter	No	No	No	No
Counted as ball faced	Yes	Yes	No	Yes
Counted on total score	Yes	Yes	Yes	Yes
Counted as run against bowler	No	No	Yes	Yes
Counted as legal delivery	Yes	Yes	No	No

Wickets ready reckoner

	How out column	Credited to bowler?	Bowler's analysis	Out off no ball?
Bowled	bowled	Yes	X	No
Caught	ct. fielder's name	Yes	X	No
LBW	lbw	Yes	X	No
Run out*	run out (fielder's name/s)	No	R	Yes
Stumped	stp. wicket-keeper's name	Yes	X	No
Hit ball twice*	hit ball twice	No	.	Yes
Hit wicket	hit wicket	Yes	X	No
Obstructing the field*	obstructing the field	No	.	Yes
Timed out#	timed out	No	nil	n/a
Retired not out#	retired (not out)	No	nil	n/a
Retired out#	retired (out)	No	nil	n/a

** Dismissals that are not credited to the bowler but which result from the ordinary course of play will only show a dot in the bowler's analysis, unless runs or sundries were **completed** prior to the dismissal, in which case the runs or sundries are recorded.*
 # Dismissals that happen 'between balls', such as retirements and timed out, are not recorded in the bowler's analysis at all.
NB The former dismissal type of handled ball is now incorporated with obstructing the field.

No ball ready reckoner

	Umpire who may call*	
	Bowler's end	**Square leg**
Front foot infringement	Yes	No
Back foot infringement	Yes	No
More than allowed bouncers in an over	Yes	No
Fast full toss above the waist or slow full toss at head height	Yes	No
Ball bounces over head height of striker	Yes	No
Ball bounces more than once before reaching batter	Yes	No
Wicket-keeper not wholly behind stumps before delivery	No	Yes
More than two fielders behind square leg on leg side	No	Yes
Too many fielders outside circle during fielding restrictions	No	Yes
Bowler breaking wicket in delivering ball	Yes	Yes
Bowler 'throws' ball or delivers it underarm	Yes	Yes
Fielder intercepts delivery before it reaches striker	Yes	No

** See page 66 for no balls that must be called by the third umpire.*

Player conduct

Four levels of offences have been introduced in the laws (Law 42) around unacceptable conduct by players:

- Level 1 — includes such acts as mistreating the ground or equipment, showing dissent, using obscene language, appealing excessively
- Level 2 — includes showing serious dissent, inappropriate and deliberate physical contact with another player, throwing the ball at a player or umpire
- Level 3 — includes intimidating an umpire, threatening to assault a player
- Level 4 — includes inappropriate and deliberate physical contact with an umpire, physically assaulting a player.

The umpires will report any offending player after the match, but they now also have on-field action they can take. In all cases, the umpire will call time and inform the player's captain of the offence. From there, it will depend on the level of offence:

- Level 1 — provided no previous offences have been committed by the team, the player will receive a first and final warning. Any further offence by the team, including another level 1 offence, will result in 5 penalty runs to the opposition (plus any relevant penalties for that level).
- Level 2 — regardless of whether any previous offences have been committed by the team, 5 penalty runs will be awarded to the opposition.
- Level 3 —
    - The captain must remove the offending player from the ground for a set number of overs — for a limited overs match, this will be for one-fifth of the total overs for the innings, otherwise for 10 overs.
    - The umpire will award 5 penalty runs to the opposition.
    - The captain will be warned that any further offence by the team, including a level 1 offence, will result in a further 5 penalty runs to the opposition.
    - If the team is fielding, no substitute fielder is permitted to replace the sent off player, and if the sent off player is the wicket-keeper, only a member of the starting 11 can wicket-keep in the player's absence.
    - The player may bowl immediately on returning to the ground; however, if the innings ends before the suspension has been completed, the player may not bat until the full suspension has been served.

- If the player is a not out batter, the player may resume their innings at the next fall of wicket after the suspension has been completed. If the player does not reusme their innings (e.g. innings ends), they are recorded as 'Retired – not out'.
- If the player is a dismissed batter, the suspension will start in the next innings, and the player cannot act as runner during the innings in which they were suspended.

- Level 4 —
  - The captain must remove the offending player from the ground for the match.
  - The umpire will award 5 penalty runs to the opposition.
  - The captain will be warned that any further offence by the team, including a level 1 offence, will result in a further 5 penalty runs to the opposition.
  - If the team is fielding, no substitute fielder is permitted to replace the sent off player, and if the sent off player is the wicket-keeper, only a member of the starting 11 can wicket-keep in the player's absence. The player will also be 'Retired – out' for any subsequent batting innings by that team.
  - If the player is a not out batter, the player must be recorded as 'Retired – out' for this and any subsequent batting innings by that team.
  - If the player is a batter who has already been dismissed, the original wicket will stand, and the player must be recorded as 'Retired – out' for any subsequent batting innings by that team.

Additional information

- If the offending player is a substitute fielder or a runner, the player for whom they are substituting or running will suffer the same penalty (but will not be reported after the match).
- If the captain refuses to remove the offending player, the umpire can award the match to the opposition.
- If both captains refuse the umpires call to remove a player, the umpire will instruct all players to leave the field, and there will be no result.

Penalty runs ready reckoner – batting

Infringement	Ball counts?[1]	Ball faced?	Runs count?[2]	End batters return to[4]
Fielder returns without permission	No	Yes	Yes	finished runs
Illegal fielding (e.g. using cap or clothing)	No	Yes	Yes	finished runs
Ball strikes fielding helmet on ground	Yes	Yes	Yes	finished runs
Deliberate deception or obstruction of batter (mock fielding)	No	Yes	Yes[2]	choice[4]
Deliberate attempt to distract striker	No	Yes	N/A	N/A
Illegal practice on field	N/A	N/A	N/A	N/A
Ball tampering	N/A	N/A	N/A	N/A
Time wasting	N/A	N/A	N/A	N/A
Damaging the pitch	Yes	Yes	No[3]	original
Other unfair actions	umpires call based on circumstances			
Level 1–4 conduct offence	N/A	N/A		original

1. *Where penalty runs have been awarded in play (i.e. where the batter has had an opportunity to play at the ball) but the ball **does not** count as one of the over, it is treated like a no ball — all things that happened off that ball (sundries, runs) are recorded, and the ball counts as a ball faced by the batter.*
2. *For most penalty runs, where the runs made by the batters also count, finished runs mean all **completed** and any run in progress provided the batters **have crossed** at the time the penalty call is made. However, the runs counted for mock fielding are those completed and any run **started** — the batters do not have to have crossed.*
3. *Where runs do not count, no balls and wides are still to be counted.*
4. *In most cases, the end that the batters return to is guided by the type of penalty. However, in the case of mock fielding, the batters choose which ends to return to.*

Penalty runs ready reckoner – bowling

Infringement	Ball counts?[1]	Ball faced?	Runs count?[2]	End batters return to[4]
Illegal practice on field	N/A	N/A	N/A	N/A
Ball tampering	N/A	N/A	N/A	N/A
Time wasting	N/A	N/A	N/A	N/A
Damaging the pitch	Yes	Yes	No[3]	original
Other unfair actions	umpires call based on circumstances			
Level 1–4 conduct offence	N/A	N/A		original
Deliberate short run	Yes	Yes	No[3]	original
Striker in protected area	Yes	Yes	No[3]	original
Batters stealing a run	N/A	N/A	No[3]	original

Handy hint

Remember, the umpire will tell you which team to award the penalty runs to — 'patting for batting' and 'holding for bowling'.

Brisbane Premier Grade target score calculations

ONE DAY MATCHES (50 Overs)
CALCULATION OF TARGET SCORE (modified 13/14)

MATCH: _____ DATE: _____

TEAM BATTING FIRST:

RUNS PER OVER (including all sundries)	0 RUNS	1 RUN	2 RUNS	3 RUNS	4 RUNS	5 RUNS	6 RUNS	7 RUNS	8 RUNS	9 RUNS	10 RUNS	OTHER	
OVER NO.													
													TOTAL
TOTAL OVERS													
TOTAL RUNS													

TARGET SCORE = DISCOUNTED TOTAL RUNS (DTR) + 1

HIGHEST SCORING OVERS

Overs	Runs	%	DTR
15		73.75%	
16		74.50%	
17		75.25%	
18		76.00%	
19		76.75%	
20		77.50%	
21		78.25%	
22		79.00%	
23		79.75%	
24		80.50%	
25		81.25%	
26		82.00%	
27		82.75%	
28		83.50%	
29		84.25%	
30		85.00%	
31		85.75%	
32		86.50%	

Overs	Runs	%	DTR
33		87.25%	
34		88.00%	
35		88.75%	
36		89.50%	
37		90.25%	
38		91.00%	
39		91.75%	
40		92.50%	
41		93.25%	
42		94.00%	
43		94.75%	
44		95.50%	
45		96.25%	
46		97.00%	
47		97.75%	
48		98.50%	
49		99.25%	
50		100.00%	

FRACTIONS ARE TO BE IGNORED

TWENTY20 MATCHES
CALCULATION OF TARGET SCORE

MATCH: _____ DATE: _____

TEAM BATTING FIRST:

RUNS PER OVER (including all sundries)	0 RUNS	1 RUN	2 RUNS	3 RUNS	4 RUNS	5 RUNS	6 RUNS	7 RUNS	8 RUNS	9 RUNS	10 RUNS	OTHER	
OVER NO.													
													TOTAL
TOTAL OVERS													
TOTAL RUNS													

TARGET SCORE = DISCOUNTED TOTAL RUNS (DTR) + 1

HIGHEST SCORING OVERS

Overs	Runs	%	DTR
10		85.00%	
11		86.50%	
12		88.00%	
13		89.50%	
14		91.00%	
15		92.50%	
16		94.00%	
17		95.50%	
18		97.00%	
19		98.50%	
20		100.00%	

FRACTIONS ARE TO BE IGNORED

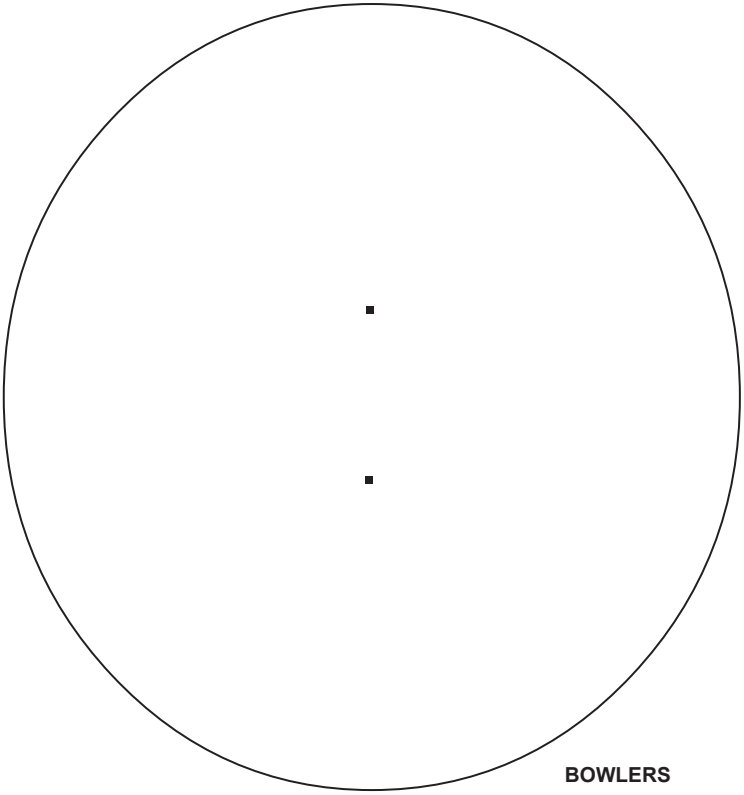
Wagon wheels

END

BATSMAN . . . . . DATE . . . . . .

. . . . INNINGS V. . . . . AT . . . . . .

. . . . . RUNS OFF . . . . . BALLS IN . . . . . MINUTES



BOWLERS

. . . . . X 6 =

. . . . . X 4 =

. . . . . X 3 =

. . . . . X 2 =

. . . . . X 1 =

TOTAL =_____

END

PARTNERSHIPS

WKT	RUNS	BALLS	MINS

50 RUNS	**BALLS**	**MINS**	**X 4**	**X 6**
100 RUNS	**BALLS**	**MINS**	**X 4**	**X 6**
150 RUNS	**BALLS**	**MINS**	**X 4**	**X 6**
200 RUNS	**BALLS**	**MINS**	**X 4**	**X 6**

The reverse side of a wagon wheel, on which you can record partnership details, and individual milestones for the batter.

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