

**NEW SOUTH WALES
CRICKET UMPIRES' AND SCORERS'
ASSOCIATION Inc.**



**CRICKET
SCORING
THE BASICS AND BEYOND**

(FORMERLY THE FIRST STEPS)

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INTRODUCTION

This manual has been produced by the Scorers' Committee of the New South Wales Cricket Umpires and Scorers Association to help introduce scorers to both basic methods of paper scoring and also some more advanced concepts. It updates and replaces all previous publications written by this Committee from November 1997 (Revised and Reprinted accordingly). This manual has been divided into two Sections – Section One deals with basic scoring methods; whereas Section Two goes on to explain the more advanced concepts of scoring. Beginner scorers, therefore, only need to familiarise themselves with Section One of the manual and should not be 'put off' by the concepts shown in Section Two. Scorers with more experience may find the concepts in Section Two a more challenging way to enjoy their overall scoring experience.

Throughout Section One of the manual there are visual examples of the different occurrences and these should be used in conjunction with the actual sample scoresheet as shown at the back of the manual. The examples have been deliberately shown in simplistic form for ease of reference.

References to the Laws of Cricket are also included throughout the manual. It is **not** essential for scorers to learn all the Laws of Cricket but we have quoted the Law numbers so that any scorer wishing to learn more about scoring can refer to the Laws of Cricket easily.

We hope you learn from this manual and that it makes your scoring experience even more enjoyable for you.

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Yours in cricket,

Scorers' Committee
NSWCUSA

SECTION ONE

THE BASICS

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SCORER ETIQUETTE

Below are some basic suggestions for good scorer etiquette. Some may not apply to your level of cricket but may become appropriate as you score at different levels of the game.

BEFORE PLAY:

1. Arrive at the ground well before the start of play. How long before depends on what type of game it is, the level being played etc.
2. Introduce yourself to your fellow scorer and to the umpires (if you have any). If you are the home scorer let your fellow scorer know where any toilets/canteen facilities are. If appropriate offer them a (non-alcoholic) drink and make sure they are comfortable. Ensure the umpires know where you will be sitting for the day and make sure they can easily see you from the ground. Check times with them (if appropriate) and don't forget to advise them if you move positions throughout the day. It is also important to note that you **MUST** sit next to your fellow scorer to score the match.
3. Write down a list of your players (if possible as a rough batting order) and provide a copy to your fellow scorer.
4. Fill out any paperwork necessary so that you are ready for the day.

AT THE START OF PLAY AND DURING PLAY:

1. Find out which batter is taking strike and enter her/his name as Batter 1 etc. Do the same for the bowlers. It is good etiquette to provide this information to your fellow scorer. i.e. if your team is batting, you should tell them which batter is going in to bat etc. Point out any distinguishing features (right/left handed, colour of helmet/hat, long/short sleeves, colour of bat grip/pad straps etc).
2. The umpire will signal to you at the start of play (and will call 'Play' also). You must acknowledge this signal as s/he is making sure the scorers are ready for the game to commence.
3. If your team is batting, it is good etiquette for you to 'call the game', i.e. you call what happens, e.g. one to Smith or 2 byes etc. This helps to ensure that neither of you miss anything. Remember that there are two of you scoring and you should work as a team to make sure the scores are correct. Obviously if your fellow scorer misses something you should tell them immediately so that they don't make a mistake and then fall behind trying to fix their error. Always acknowledge the umpires signals before you record what happens.
4. Every ball that is bowled has to be recorded. If you are unsure of anything ask the umpires at a convenient time. We do not recommend you disrupt the game to check who took a catch etc.

GETTING STARTED

Basically, a scorer has four duties which are referred to in Law 3 – The Scorers. These are:

- 1) **ACCEPT:** The Scorer may on occasion believe a signal to be incorrect but you must always accept and record the Umpire signals as given. Remember you as Scorers are part of a team of four (which we refer to as “The Third Team”) and you must work together with the Umpires.
- 2) **ACKNOWLEDGE:** Clearly and promptly acknowledge all Umpires signals separately - if necessary hold up a white card or paper if the Umpires are having trouble seeing you. Confer with Umpires about things you are unsure about at intervals.
- 3) **RECORD:** Always write neatly and clearly. Of course, accuracy is always of paramount importance.
- 4) **CHECK:** Do this frequently with both your fellow scorer and the Umpires as detailed later.

SEVEN BASICS OF ‘GOOD’ SCORERS:

- CONCENTRATION:** It is important to maintain a high level of concentration at all times whilst scoring to avoid making simple mistakes.
- COMMUNICATION:** Again, it is essential to maintain good communication between yourself, your fellow scorer, the Umpires etc.
- COMMITMENT:** You must make a commitment to your job as a scorer – for the benefit of your team especially – to doing the best job possible.
- CONSISTENCY:** Scoring techniques can be broken down into routines and it is essential that these routines are followed consistently to ensure no errors are made. Further, whatever symbols you choose to use throughout your scorebook should be kept and used consistently to avoid confusion. Whilst we show you the recommended symbols (as determined by Cricket Australia for all Representative Matches played under its control) as well as other commonly used symbols, it is up to you to decide what symbols you want to use – the most important thing is the consistency.
- CO-OPERATION:** It is essential that you work with your scoring partner in a co-operative and harmonious way. Adapting the manner you call or record things may be necessary to help your fellow scorer if they are inexperienced or just having a bad day. Working well with your partner will both assist in getting the score right (your primary goal) as well as make your day more pleasant.

CONFIDENCE: You must have confidence in your own abilities as a scorer but this must not be confused with arrogance! We all make mistakes and that is why there are two scorers. Learn the art of scoring, the relevant Laws of Cricket and the playing conditions well and 'back yourself'.

COMPETENCY: Nothing beats basic competency. Some people are going to be naturally better at scoring than others, just as is the case with anything in life. Work hard and apply all these basics and competency will follow.

USEFUL RESOURCES:

- The Laws of Cricket 2017 Code (3rd Edition - 2022)
- Local rules – usually called By-Laws or Playing Conditions

Essentially, the Laws of Cricket are the rules governing every game of cricket played, however it is important to note that you should familiarise yourself with any local rules which apply to matches played in your competition as these 'override' what is written in the Laws of Cricket for your particular competition or game.

ADDITIONAL EQUIPMENT:

Each individual scorer may or may not need ALL of these items. It may depend on the location of your scoring position and/or the level at which you are scoring:

- Scorebook (and linear sheets for more experienced scorers)
- Pens - preferably non-run in case your book gets wet. (We recommend scoring in either blue or black pen which are the colours used for representative cricket. If you wish to use additional colours, you could use red for fours and wickets, and green for sixes. However, you may wish to use pencil while you are learning. You should check on any special requirements for your competition prior to purchasing your stationery.)
- Pencils, Ruler, Eraser etc plus bulldog and paper clips (useful on windy days outdoors)
- Spare notepad for calculations
- Clock or watch
- Calculator
- Umbrella (on some grounds you will not be under cover)
- Chair
- Binoculars

HEADINGS:

Always write the details and the date of the game you are scoring for at the top of the scorebook page where provided. Whilst this sounds simple, a lot of people omit this information and it can lead to endless problems later in a season if the scorebook falls apart and the sheets become detached.

PLAYERS:

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

BATTER FACING:

Find out which batter is facing the first ball (known as 'taking strike') and write her/his name down as Number 1 Batter. The next batter is obviously Number 2 and you can also write her/his name down in the space provided. Sometimes you will not get a positive answer from the batters about who is going to face - comments like "We'll decide when we get out there" etc are common. If so just work out which is which as they are walking out to the wicket and watch where they take guard (i.e. who takes strike).

BOWLER:

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

TIME:

When the game is about to commence the Umpire will wave to the scorers and you should acknowledge by returning this wave. The innings commences when the bowler's end umpire calls "Play" or if this can't be heard, when the opening bowler commences their run up.

More experienced scorers will check the time with the Umpires before the game starts to ensure everyone has the same time - if you don't have official Umpires use your own watch.

Write the time for the start of the innings next to the first two batters (in the "Time In" column) as being the time they both started to bat and the innings commenced. As each new batter goes in you should record the time their innings commenced in their Time In column also. There is also a "Time Out" column to record the time they were dismissed.

Calculation of batting times for both individual batters and the team is discussed in Section Two of this manual.

ACKNOWLEDGING SIGNALS:

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

NOTE: There could be more than one signal – e.g. Four runs off a No ball. In this case you must separately acknowledge **BOTH** signals and always ensure you make the separate signals clear. That is, the Umpire must be satisfied that s/he has received two clear and distinct signals from the scorers before s/he proceeds with the game.



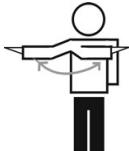



The umpire will signal to the scorers in the order of which the events have occurred and signals can come from either umpire.








The next page shows the different Umpires signals that can be given together with the symbol recommended by Cricket Australia as well as other symbols and notes that you may find helpful.

We reiterate that the symbols that are recommended by Cricket Australia are used in representative matches governed by that Body and it is **not** essential that they are used by you. The most important factor is that you remain consistent in the use of whatever symbols you are comfortable using. It is good practice to use a legend, for example, in the sundries column to show what symbols they are using for each different type of sundry, as shown in the example below. (We have used an 'W' for a wide and a 'X' for a wicket in our examples throughout this manual.)



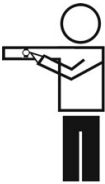
BYES B	13	
LEG BYES L	212	
WIDES W	11	
NO BALLS O	111	

SIGNALS AND SYMBOLS

EVENT	UMPIRES SIGNAL	CRICKET AUSTRALIA RECOMMENDED SYMBOL	OTHER SYMBOLS SOMETIMES USED
Short Run		Not Applicable	
Boundary Four		4	Not Applicable
Boundary Six		6	Not Applicable
Bye		B	<u>2B</u> or B ² = 2 byes <u>4B</u> or B ⁴ = 4 byes
Leg Bye		L	<u>2L</u> or L ² = 2 leg byes <u>4L</u> or L ⁴ = 4 leg byes
SIGNALS AND SYMBOLS CONTINUED ON NEXT PAGE			

Wide Ball		W	<u>1W</u> or W^1 = 2 wides <u>2W</u> or W^2 = 3 wides <u>4W</u> or W^4 = 5 wides
No ball			(2) = no ball+2 runs (2L) = no ball+2 leg byes
Wicket/Out		X	R if run out <u>2R</u> or R^2 for run out+2 runs
Dead Ball*	 (swinging action)	Depends on events before ball considered dead	• only if batter had chance to play the ball with no other events
Penalty Runs to Batting Side (including Level 1 & 2 Player Conduct Offences)	 (tapping motion)	<u>PB</u>	Not Applicable
Penalty Runs to Fielding Side (including Level 1 & 2 Player Conduct Offences)		<u>PF</u>	Not Applicable

SIGNALS AND SYMBOLS CONTINUED ON NEXT PAGE

Signal Revoked (ignore previous signal but watch for a new one)		Not Applicable	Not Applicable
New Ball		Not Applicable	Record where appropriate
Last Hour of Play	 (pointing to wrist/watch)	Not Applicable	Record where appropriate
Level 3 Player Conduct Offence (5 penalty runs to opposition)	Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it. Part 2 - by raising both hands, all fingers spread, to shoulder height, palms facing towards the scorers.	<u>PB</u> or <u>PF</u>	Not Applicable
Level 4 Player Conduct Offence (5 penalty runs to opposition)	Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it. Part 2 - by raising an index finger, held at shoulder height, to the side of the body.	<u>PB</u> or <u>PF</u>	Not Applicable

* **Dead Ball (Law 20)** – the simplest way to differentiate whether a dead ball should be recorded as a dot ball or not is if the striker has an opportunity to play at the ball then it is a dot ball and counted as a legal delivery in the over (unless for instance, a No Ball or Wide is called). If the striker does not have an opportunity to play at the ball then it is not a dot ball and is not counted as a delivery.

HOW TO SCORE

As mentioned earlier, scoring techniques can be broken down into regular routines. In basic scorebooks always record runs in THREE PLACES (this is generally from the top of the page down). It is very important to ALWAYS record what happens in the same sequence and we would recommend from the top of the page to the bottom: i.e. runs to the batter or sundries, runs off the score and runs to the bowler.

Remember there are several ways to add to the batting team's total score: i.e. runs made by the batters, byes, leg byes, No balls, wides, penalties, and of course it is possible to have no score at all off a ball. We will show you a simple scoring method for each of these events throughout Section One of this manual.

In each of the following visual examples, the notations to record are highlighted in red.

NO RUNS:

Just place a dot in the bowler's box (analysis) – no other action is necessary.

G. Brown	•		
P. Mills			

RUNS: (Law 18)

- The striker hits the ball and the batters run, cross and make good their ground at the other end (i.e. change ends).

Each of these actions is worth one run to the striker (the batter who hit the ball) - i.e. if they run three you record three runs.

- Record One (1) (or two or three etc.) to the batter being the striker who has hit the ball.
- Record (or cross off) One (1) from the cumulative score (i.e. cross through one of the squares provided).
- Record One (1) in the bowler's analysis - if it is his first over it will be in the top square of over number one for bowler number one.

In the example below, the bowler, Brown, has bowled two 'dot' balls before having one run taken off his bowling by batter Smith.

A. Smith	1
J. Jones	

	1	2	3	4	5	6	7	8	9
10									

G. Brown	• • 1		
P. Mills			

SHORT RUN(S): (Laws 18.3 and 18.4)

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

If a short run signal is given by the Umpire, the batters remain at the end where they completed the runs and you must reduce the score by one run.

It is important to note here that a short run can be signalled by either the Umpire at the striker's or non-striker's end.

It is recommended practice that you record the number of runs the batters made and then, in both the batter and bowler's analysis, put a line through this number and write the lesser number beside it (see the example below). This makes it easier to trace back should you need to, as the batters do not change their positions.

Therefore, in short, when an Umpire signals short runs, you need to:

- Record One (1) less run to the batter or sundries.
- Record One (1) less run to the cumulative score (not shown on the example).
- Record One (1) less run to the bowler.

A. Smith	3 2
J. Jones	

G. Brown	3 2		
P. Mills			

BOUNDARIES: (Law 19)

FOUR BOUNDARY RUNS:

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

This occurs when a ball hit by a batter crosses the boundary edge (e.g. line, rope, base of fence etc) having first been in contact with the ground within the field of play. The Umpire will signal four runs which you must acknowledge.

You must then:

- Record Four (4) runs to the batter.
- Record (or cross off) Four (4) on the cumulative score;
- Record Four (4) in the bowler's analysis.

You may record fours in red and sixes in green, though the colours you use are a personal choice, just be consistent. Further, how you choose to actually cross off the runs in the cumulative score boxes is up to you – some people like to just use diagonal lines while others indicate four runs with a horizontal line (as shown in the example below). It does not matter which method you choose, as long as you remember to actually cross them off!

You must always record according to the Umpire's signal - even if you think a boundary has been hit but the Umpire does not signal four. In this case you must only record the actual runs completed by the batters. This also applies for a six which may have been signalled as a four. You should make a note and check with the Umpires at a suitable time, such as intervals and breaks in play, to clarify a situation such as this.

Note: It is also possible for the batters to run four runs without the ball crossing the boundary. In this case the Umpire will not signal four but you still record four runs as above. You may choose not to use red to record this type of four so that you can distinguish the 'all run' fours.

A. Smith	24
J. Jones	

	1	2	3	4	5	6	7	8	9
10									

G. Brown	• • 2 4		
P. Mills			

SIX BOUNDARY RUNS:

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

Six runs are scored when a ball lands beyond the boundary on the full or hits the boundary edge on the full.

The Umpire will signal six runs which you must acknowledge.

You must then:

- Record Six (6) runs to the batter.
- Record (or cross off) Six (6) on the cumulative score;
- Record Six (6) in the bowler's analysis.

A. Smith	24
J. Jones	6

	1	2	3	4	5	6	7	8	9
10									

G. Brown	• • 2 4 • •		
	0 - 6		
P. Mills	6		

SUNDRIES:

BYES: (Law 23)

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

This signal from the Umpire indicates that although the batters completed run(s) the striker did not hit the ball. The runs are therefore recorded as byes and you must acknowledge the byes signal from the Umpire.

- Record the number of runs completed in the byes section of your scoresheet (in the sundries column).
- Cross the number of runs completed off the cumulative score (either by a simple diagonal line or, as shown in the example, a 'B' to indicate where the event occurred – this is useful if you need to check back later).
- Record a very small letter 'B' if only one run or a 'B' and the number (e.g. 'B³') in the bowler's analysis. These runs do not count as runs against the bowler.

Note: Some people prefer to just use a dot in the bowler's analysis for byes and leg byes but we recommend using different symbols to again indicate that something did happen off that ball.

BYES	1	
LEG BYES		
WIDES		
NO BALLS		

	1	2	3	4	5	6	7	8	9
10			B						

G. Brown	• • 2 4 • •		
	0 - 6		
P. Mills	6 B		

LEG BYES: (Law 23)

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

The Umpire will give this signal when the batters complete runs after the ball has hit the striker's person and the ball makes no subsequent contact with the striker's bat (see Law 6.3 for more detail re the bat). You must acknowledge the leg byes signal from the Umpire.

- Record the number of runs completed in the leg byes section of your scoresheet (in the sundries column).
- Cross the number of runs completed off the cumulative score (either by a simple diagonal line or, as shown in the example, an 'L' to indicate where the event occurred – again, this is useful if you need to check back later).
- Record a small letter 'L' if only one run or a 'L' and the number (in the example we used two leg byes so 'L²' was recorded) in the bowler's analysis.

These runs do not count as runs against the bowler.

In each of the following visual examples, sundries are highlighted green.

BYES	1	
LEG BYES	2	
WIDES		
NO BALLS		

	1	2	3	4	5	6	7	8	9
10			B	L					

G. Brown	• • 2 4 • •		
	0 - 6		
P. Mills	6 B • • L ² •		
	0 - 6		

WIDE BALL: (Law 22)

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

This signal from the Umpire indicates that the ball passed too wide of the striker for her/him to hit it, from her/his current or original batting stance. You must acknowledge the wide signal from the Umpire.

In EVERY case where a Wide is bowled, no matter what else happens from the ball, the bowler always has to bowl an extra ball in the same over.

(a) Wide recorded as a one run penalty if nothing else happens off the ball.

If the Umpire calls and signals Wide and the batters do not run.

- Record One (1) in the Wides section of your scoresheet (in the sundries column).
- Cross One (1) off the cumulative score (either by a simple diagonal line or, as shown in the example, a 'W' to indicate where the event occurred – again, this is useful if you need to check back later).
- Record a 'W' or a plus (+) in the bowler's analysis. Again, there are several different ways of recording the Wide in the bowler's analysis and whatever symbol you choose to use for a wide is your personal choice but maintain consistency and make sure your entries are clear. (In the example below we have used an 'W' for a wide.)

This counts as one run against the bowler's figures.

BYES	1	
LEG BYES	2	
WIDES	1	
NO BALLS		

	1	2	3	4	5	6	7	8	9
10			B	L		W			

G. Brown	•• 2 4 ••	W	
	0 - 6		
P. Mills	6 B •• L ² •		
	0 - 6		

(b) Wide recorded as a one run penalty when the batters complete run(s):

If the batters complete run(s) and the Umpire has signalled Wide your entries should read:

- Record the number of runs completed PLUS one extra in the Wides section of your sheet; i.e. 1,2,3,4 – this figure includes the one for the wide penalty. (In our example the batters ran two additional runs from the wide delivery so there are three wides recorded).
- Cross off the runs completed PLUS the one extra from the cumulative score (i.e. if the batters complete two runs you record THREE to the cumulative score). Again, this can be done with either a simple diagonal line or, as shown in the example, a 'W' with a line to indicate where the event occurred – again, this is useful if you need to check back later).
- Record the runs scored as Wides in the bowlers analysis using whatever symbol you have chosen – remember the symbol itself counts for one run. Therefore you write your symbol with a small number above it for whatever the batters have run. The completed number of runs PLUS ONE is added to the bowler's cumulative score.

BYES	1	
LEG BYES	2	
WIDES	3	
NO BALLS		

	1	2	3	4	5	6	7	8	9
10			B	L		W			

G. Brown	• • 2 4 • •	W ²	
	0 - 6		
P. Mills	6 B • • L ² •		
	0 - 6		

NO BALL: (Law 21)

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols)

A No ball will be called by the Umpire if s/he deems that the bowler has unfairly delivered the ball under the conditions set out in Law 21. You must acknowledge the signal from the Umpire in all cases.

As per the Laws of Cricket, a No ball is always a one run penalty plus whatever else happens off that ball and an extra ball must always be bowled in the same over.

However, there are several ways in which runs can be recorded from a No ball. In all examples given, we have used a circle to indicate a No ball. The circle always counts as one run – whatever else happens from that ball is written inside the circle and is additional to the one run penalty.

(a) Recording a No ball when nothing else happens off the ball.


If the Umpire calls and signals No ball and the batters do not run:

- Record One (1) in the No ball section of your scoresheet (in the sundries column).
- Cross One (1) off the cumulative score (either by a simple diagonal line or, as shown in the example, an 'O' to indicate where the event occurred – again, this is useful if you need to check back later).
- Record a dot with a circle around it (like a target) in the bowler's analysis.

This counts as one run against the bowler's figures.

BYES	1	
LEG BYES	2	
WIDES	1	
NO BALLS	1	

	1	2	3	4	5	6	7	8	9
10			B	L		W	O		

G. Brown	•• 2 4 ••	W 	
	0 - 6		
P. Mills	6 B •• L ² •		
	0 - 6		

(b) Recording a No ball when the batters score additional runs from the delivery

If the Umpire signals No ball but the batter has hit the ball and runs are scored the runs are recorded as follows:

- Record the number of runs completed by the batters against the striker's analysis with a circle around it to indicate that the runs came from a No ball.
- Record One (1) in the No ball section of your scoresheet (in the sundries column).
- Cross the number of runs completed plus the one run for the No ball penalty off the cumulative score (as shown in the example, by a circle to indicate where the event occurred – again, this is useful if you need to check back later).
- Record the number of runs with a circle around it in the bowler's analysis. These runs all count against the bowler – the circle indicates the one run for the No ball penalty and the number in the circle indicates how many runs the batsmen completed. (In our example the batsmen completed two runs from the No ball).

A. Smith	②
J. Jones	

	①	2	3	4	5	6	7	8	9
10									

NO-BALLS	1	
----------	---	--

G. Brown	②	
	0 - 3	

(c) Recording a No ball when byes or leg byes also occur from the delivery

If the batters run and the Umpire signals byes or leg byes as well as the No ball signal, s/he is simply telling you that the batter did not hit the ball and you record the No ball and the byes or leg byes as separate runs.

These runs are recorded as follows:

- Acknowledge both signals from the Umpire.
- Record the No ball penalty in the No ball section of your scoresheet (in the sundries column).
- Record the number of runs completed in either the Byes or Leg Byes column in the sundries section.
- Cross the number of runs plus the No ball penalty off the cumulative score. Again, we have used an 'O' for No ball and 'B' for Byes in the example.
- Enter the number of runs with a circle around it in the bowler's analysis. Only one run for the No ball penalty will count against the bowler – the circle indicates the one run for the No ball. Remember that Byes and Leg byes do not count against the bowler. Some scorers just use a dot in the circle for this but we recommend using a small 'L' (for leg byes) or 'B' (for byes) to show what really happened from that delivery. This also makes it easier to look back and find any errors later.

In the example below, two (2) byes were scored from a No ball delivery.

BYES	2	
LEG BYES		
WIDES		
NO BALLS	1	

	①	B	3	4	5	6	7	8	9
10									

G. Brown	① B ²	
	0 - 1	

END OF EVERY OVER:

An over is six legal (valid) deliveries (remembering that No balls and wides do not count as balls in the over) and at the end of six balls the over is finished. The Umpire will call “over” and the players will move to their new positions. If the Umpire has miscounted and there have only been five balls or if s/he continues to seven deliveries just keep scoring and record what has happened - whether it be five or seven etc.

It should be noted here that Law 17.5 clearly states that “If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.” The Law further says, “If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, s/he may subsequently call Over as the ball becomes dead after any delivery, even if that delivery is not a valid ball.” That is, if there have been 6 valid balls and the bowler subsequently bowls a wide or no-ball, the umpire upon realising her/his mistake may then call over.

As explained in Law 3 of the Laws of Cricket, it is not your job as a scorer to correct what the Umpire has ruled. If one Umpire continually awards the wrong number of deliveries in an over her/his partner will usually alert her/him to the fact. Some Umpires will actually ask you if they have miscounted at a suitable break in play and you may wish to discreetly mention it to them at this time. However, some Umpires do not like to be told they are ‘wrong’ and you should respect this and only mention it if asked.

At the end of each over you have to record the bowler’s figures in the box that relates to that over – these are always cumulative for each bowler (see the examples given on the following page). e.g. 1-15 means that s/he has taken one wicket so far and 15 runs have been scored off her/his bowling. Add each wicket and all runs every over and ALWAYS confirm these figures with your fellow scorer. This is very important and could save you having problems with balancing the book later. It is easier to find a mistake straight away rather than waiting until the end of the innings. If you are scoring on your own it is important to balance your book regularly and we will discuss balancing later in the manual.

If no runs were scored off the bowler during the over it is called a MAIDEN OVER (remembering that leg byes and byes are not credited against the bowler). Most scorers record this event differently to other overs as this makes adding up the maidens per bowler easier at the end of the innings. Maidens are important to bowlers and you need to keep a clear record. It is up to you how you choose to record the maidens – some scorers join the dots to make a big ‘M’ or write ‘M’ in red ink so it stands out; some highlight the bowler’s box for that over and some just write the score in a different colour – it is up to you, as long as you are consistent in whatever method you choose.

If the bowler takes one or more wickets in a maiden over, this is called a WICKET MAIDEN and, again, you can denote the wicket maiden by highlighting the box or writing ‘WM’ or the score in a different colour – as long as you are consistent and it is clear that it was a wicket maiden.

Some scorebooks also have overs and runs columns; usually at the right of your page. If this facility is included in your scorebook, you should remember to record this information also. It is a useful double check that you have recorded the correct number of runs from each over. Some scorers also record the number of the bowler who bowled the over as well - it is useful if your bowlers are restricted to a certain number of overs and it is also useful in balancing your book.

Here are two examples of how to record maiden overs:

G. Brown	● ● ● ● ● ●	● ● ● ● ● ●
	0 - 0	M

Below is an example of cumulative bowling figures:

	1	2	3	4	5	6	7	8	9
10			B	L		W			
20		O							

G. Brown	● 2 4 ● ● ●	W ● 1 1 3 ● ● ●	
	0 - 6	0 - 13	
P. Mills	6 B ● ● L ² ●	4 1 ● 1 ● ●	
	0 - 6	0 - 12	

(In this example the bowlers have the cumulative bowling figures of 0-13 and 0-12 making the total score off the bowlers as 25 runs. This combined with the one bye and two leg-byes makes the total score 28 as marked off on the cumulative total).

Another useful suggestion regarding bowlers' overs is to make a small line at the end of a bowler's spell (see Brown's bowling above). This just shows when s/he finished bowling each block of overs.

BATTER OUT (FALL OF WICKET):

(Refer to diagram of Umpires signals in the previous section for Signals and Symbols and also to the sample scoresheet at the end of this manual)

There are ten (10) different ways that a batter can be dismissed (nine by the opposition plus retired out) – obviously some are more common than others. You do not need to necessarily understand why an Umpire has given a batter out but you do need to know how to record the event and whether the bowler is given credit for the wicket etc.

Below is a list of the types of dismissals together with the Law of Cricket that it refers to:

1. Bowled (Law 32);
2. Caught (Law 33)*;
3. Hit the Ball Twice (Law 34);
4. Hit Wicket (Law 35);
5. Leg Before Wicket – commonly known as LBW (Law 36);
6. Obstructing the Field (Law 37);
7. Run Out (Law 38)**;
8. Stumped (Law 39);
9. Timed Out (Law 40);
10. Retired Out (Law 25.4).

Obviously the most common of these are bowled, caught, LBW, run out and stumped and you may only ever need to actually use these.

* If a batter is out caught no runs are scored regardless of whether the batters have crossed or not before the catch was taken. The only exception to this is penalty runs (see Law 33.4). Further, if a catch is taken by a substitute fielder the correct scorebook entry is (for example):

CAUGHT SUB (JONES), BOWLED SMITH etc

i.e. the substitute fielder's name is put in brackets not the word 'sub'.

** If a batter is run out, you must enter the completed runs as scored prior to recording the wicket. See Law 38.4 for further information regarding scoring runs when an injured striker is run out.

There is a Table of Dismissals located in Section Two of the manual which includes a summary of all dismissals including information such as whether the bowler gets credit for the dismissal, whether it is possible from a No ball or wide and whether runs are possible. The information following the Table of Dismissals is a little more complicated in some instances and you may wish to discuss this information with a qualified Umpire.

The scoresheet at the end of the manual also shows an example of each dismissal for your reference.

RECORDING THE FALL OF WICKET:

The following procedure should be followed when a batter is dismissed:

1. Draw a line at the end of the batter's scoring - referred to sometimes as ruling off.
2. In the HOW OUT column record just that - bowled, caught (and who by) etc and in the bowler's column write the name of the bowler who took the wicket (remembering that not all wickets are credited to the bowler – see the table on page 38).
3. Record the dismissed batter's total runs in the totals column.
4. Record the time of dismissal in the time out column (if you are keeping this information). You can calculate the minutes batted later if you wish together with adding up the total number of fours and sixes.
5. In the middle of your scorebook record the score at fall of wicket plus (in brackets) the total number of sundries at this point. This figure is important as it will help you find mistakes if your book does not balance at the end of day.
6. Write the name of the batter out.
7. In the box below write the not out batter and her/his score.
8. In the bowlers analysis record a 'X' (or whatever symbol you are using).
9. Record the number of the wicket (1, 2 or 3 etc) in the overs/runs columns down the right hand side of your scoresheet (if it is included) so you know in which over the wicket fell.
10. Write the time in for the new batter and her/his name if you have not already done so.

The most important thing to remember is not to panic - you have a lot to do when the wicket falls but you can catch up later (just do initials in pencil if you have to and catch up later). The most important thing is to **KEEP WATCHING THE GAME!** If another wicket falls immediately and you are still writing you will not know where you are up to. Always watch the game!

As discussed earlier, there are many ways a batter can be out. Some of them are obvious - bowled and caught etc but there are some times you will not be sure how the batter is out. If this happens leave that section blank and ask the Umpire's advice when s/he comes off the field. We don't recommend asking a player how they were out - they will nearly always say they weren't out because they didn't hit it etc - only the Umpire can tell you the correct decision in these cases.

The example on the next page shows how to record a fall of wicket.

Below is an example of how to record the fall of wickets:

BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	TOTALS
S. Baker	24111212>	BOWLED	BROWN	14
D. Howe	63311			

SCORE AT FALL OF EACH WICKET [SUN]	1. 30 [2]
BATSMAN OUT	BAKER
NOT OUT BATSMAN & HIS/HER SCORE	HOWE 14

G. Brown	●● 2 4 ●●	13 ●● 13	●● 2 ●● X
	0 - 6	0 - 14	1 - 16
P. Mills	6 ●●●● L ²	1 1 ● 1 2 1	
	0 - 6	0 - 12	

BALANCING THE SCOREBOOK

You should balance your scorebook regularly to save problems at the end of the day. You should never ever reach the end of a day's play having not balanced your book. We recommend that you should aim to fully balance your scorebook no less than every 10 or so overs.

Practice adding your book up quickly - you will get better the more you practice. Pencil cumulative totals that will help you along the side of the page if necessary (for instance if there are eight batters out you can add up their total and pencil it in until the next wicket falls.)

This is the equation for your book to balance - it must balance TWO ways to the cumulative total (the crossed off squares in the centre of your page). The following excludes penalty sundries – these are added to both the batter cumulative total and the bowler cumulative total. See Section Two for details about penalty runs.

STEP ONE:

RUNS SCORED BY ALL BATTERS
+ *byes, leg byes, wides and No balls* = CUMULATIVE TOTAL

STEP TWO:

RUNS AGAINST ALL BOWLERS
+ *byes and leg byes only* = CUMULATIVE TOTAL

If you balance these two ways your book is correct.

Two extra steps to ensure you have everything correct are as follows:

STEP THREE:

Make sure all the overs bowled by all the bowlers equals the total overs bowled

STEP FOUR:

Check that all wides and no-balls bowled by the bowlers equals the total number recorded in the sundries column

and

that the number of wickets credited to the bowlers plus run-outs (& other non-bowler wickets) equals the total number of wickets fallen.

If it is near the end of play and the scores are very close and you find that you cannot balance, send a message to the Umpires that the scorers have a problem - don't wait until they get off the field! By 'send a message' we mean, tell a fielder nearby or get a player from the sidelines to run on at the end of the over. DO NOT go onto the field yourself!

We cannot emphasise enough the importance of frequent checking with your fellow scorer and frequent balancing of your book!

Refer to the scoresheet at the end of this manual to see a completed and balanced scoresheet.

AT THE END OF THE DAY'S PLAY:

(Refer to the sample scoresheet at the end of this manual)

In most scorebooks there are usually places to record the score at the END OF A DAY'S PLAY when it is NOT the end of the innings or the game (this information is usually found down the left hand side of the scorebook page). You should of course, ALWAYS balance your book at the end of a day's play even if the innings is not finished.

You should also record the number of overs completed, the time play finished and make a note for yourself who bowled the last over and to which batter. Usually Umpires will make a note of this but if you do not have Umpires sometimes the players will ask you if you remember who was facing last week!

AT THE END OF THE INNINGS:

(Refer to the sample scoresheet at the end of this manual)

There are a number of other duties that you must complete to finalise the scoresheet at the end of an innings. As outlined on the previous page, you must ensure your scoresheet is fully balanced. Below is an outline of how to finish your scoresheet ready for balancing:

1. Add up your byes, leg byes, wides and No balls and record the totals in the TOTAL SUNDRIES box.
2. Add this figure to the total of all the batters' runs and record the total in the box marked TOTAL SCORE. This figure as we pointed out before should agree with the cumulative total as crossed off in the squared section. If there are any penalty runs (covered in Section Two of this Manual) these must also be added on to the total score and the total recorded in the AMENDED SCORE box.
3. For each bowler write in the appropriate boxes - total overs bowled, maidens, wides, No balls, wickets and runs.
4. When you add the runs for all bowlers and write beneath it the total of byes and leg byes you should again balance with the cumulative score.
5. Total wickets taken by bowlers PLUS run outs should equal the number of batters out.
6. Total overs bowled should equal the number you have filled in at the right hand overs/runs section.

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

COMMON PROBLEMS WHEN BALANCING YOUR SCOREBOOK:

Sometimes, no matter how vigilant or careful you have been throughout the day, your book just won't add up. This is an awful feeling and one that we hope you can avoid at all costs!

The first thing to remember is not to panic. Most errors can be easily found with some checking. You should also try to avoid having lots of people 'help' you with the problem. Ask for some time and space to try and sort the problem out before you enlist the help of others. You should, however, let your Umpires know that there is a problem immediately. They may be able to assist you and, as they are in control of the game, it is important that they are aware of any problems.

The first step in finding a problem in your scorebook is to check absolutely everything with your fellow scorer – compare all your figures – batter by batter and bowler by bowler. You will often find your mistake this way. However, if you have constantly balanced during the day you will know that the mistake should only be in the last few overs.

Here are some common problems to look for when you are still having problems balancing your scorebook:

- add up all the batters' progressive scores to ensure the totals have been recorded correctly
- check that each bowler's over has been progressively added up correctly
- check that the number of no-balls and wides have been recorded correctly in the sundries section and that they equal the number recorded against the bowlers check the rest of the sundries – often a bye or leg-bye will have been credited to a batter as well as the sundries column by mistake
- check that any unusual events have been recorded correctly
- add everything up again – just in case it was just a faulty calculator or a lapse in concentration!

SUMMARY:

We have only covered the very basics of scoring in this Section and you will usually find that the more you learn, the more you will want to learn! Remember there are people to answer your questions so please do not be afraid to contact the Scorers' Committee for guidance. We will be more than happy to help.

The Scorers' Committee can be reached by email at nswcricket Scorers@gmail.com

GLOSSARY

Some simple explanations of cricketing terms you may come across while scoring:

All-rounder – a player who is talented in more than one area, e.g. usually a batter who can also bowl or a wicket-keeper who is a good batter.

Batting order – the sequence in which the players in the team take their turn to bat.

Bowling spell – the block of overs that a bowler bowls in a row (i.e. alternately from each end, not consecutively as bowlers may not bowl consecutive overs). i.e. if the bowler bowls 5 overs from one end and is then replaced by another bowler it is said that s/he had a 5 over spell.

Dot Ball – when nothing happens from that ball. i.e. the bowler has bowled the ball and there are no runs, wickets etc

Duck/golden/diamond duck/pair – a ‘duck’ is when a batter is out without scoring any runs. A ‘golden duck’ is when s/he is out without scoring any runs from the first ball s/he faces. A ‘diamond duck’ is when s/he is out without facing a ball (e.g. run out). A ‘pair’ is when s/he gets out without scoring any runs in both innings in the same match.

Extras – this is just another word for sundries. It refers to all runs that do not come off the bat, i.e. byes, leg byes, no balls, wides and penalty runs awarded by the umpires.

Hat-trick – when a bowler takes three wickets in three consecutive fair balls. A hat-trick can be taken in consecutive overs (e.g. the last two balls of one over and the first ball of the bowler's next over) or across separate innings (i.e. the last over bowled in the first innings and the bowler's first over in the second innings), however a hat-trick can only occur within the same match.

Interval – a scheduled or planned break in play such as drinks or lunch. An **interruption** to play is an unscheduled break in play such as rain or bad light.

Legal deliveries or valid balls – balls that are able to be counted as balls in an over. No balls and wides are not legal or valid balls/deliveries and cannot be counted in the over. A bowler must bowl six (6) legal or valid balls in each over s/he bowls.

Maiden over – when a bowler bowls an over that does not have any runs scored off it. (It can have byes and leg byes and still be a maiden as these are not scored against the bowler).

Nightwatcher – a batter from the lower order (usually a bowler) who goes into bat at the end of a day's play in order to protect the recognised batter when there is only a short time left to play. They are required to take as much of the strike as possible.

Over – when a bowler bowls six (6) legal or valid balls it is called an over. Each subsequent sets of six balls are classified as separate overs.

Overthrow – when a fielder throws the ball and it either misses or deflects off the stumps or is a poor throw that cannot be taken by the wicketkeeper and then goes past the stumps and the batters are able to take extra runs.

Striker or batter on strike – this refers to the batter who is currently facing the bowler (or quite simply the batter at the wicket-keepers end). The batter at the bowler's or umpire's end is referred to as the non-striker.

Wicket maiden – when the bowler bowls an over with no runs scored off it and also takes a wicket(s) in that same over.

SECTION TWO

BEYOND THE BASICS

CONTENTS

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Attachments:

* Sample scoresheet – please note that this is an **example of a scoresheet only** and has been produced to show the various methods of dismissal. It is not a reproduction of an actual match and therefore does not accurately reflect match information. Further, we have used certain scoring symbols throughout the scoresheet but you do not have to use these symbols if you do not wish to.

TABLE OF DISMISSALS:

(as referred to in Section One under Batter Out (Fall of Wicket))

Type of Dismissal and Law Number	Possible from a Wide?	Possible from a No ball?	Does Bowler get Credit?	Can Runs Occur?
Bowled (Law 32)	No	No	Yes	No
Caught (Law 33)	No	No	Yes	No
Hit the Ball Twice (Law 34)	No	Yes	No	In some instances penalties are awarded. See the information below *.
Hit Wicket (Law 35)	Yes	No	Yes	Yes, wide penalty only.
LBW (Law 36)	No	No	Yes	No
Obstructing the Field (Law 37)	Yes	Yes	No	Yes, runs completed plus any penalty extras and/or No ball or wide penalties. Please see the information below **.
Run Out (Law 38)	Yes	Yes	No	Yes, in some instances. Please see the information below ***.
Stumped **** (Law 39)	Yes	No	Yes	No
Timed Out (Law 31)	No	No	No	No
Batter Retiring ***** (Law 25)	No	No	No	N/A

INFORMATION REFERRED TO IN THE TABLE OF DISMISSALS:

- * Hit the Ball Twice (Law 34.4) – The chances of this actually happening are rare. If you are concerned about this Law, you should read the Law carefully and discuss it with a qualified Umpire for clarification.

Basically, if a ball is lawfully struck more than once, and the umpire is satisfied that s/he would allow runs (i.e. the first strike/hit from the batter is from her/his bat etc) then only the penalty runs are recorded (except if the second strike hits a fielders helmet on the ground Law 28.3). That is, all other runs are disallowed.

If the Umpire is not going to award runs only the penalty for a No ball (if applicable) will stand.

- ** Obstructing the Field (Law 37.5) – Runs completed before the offence plus any penalty runs and No balls or wides are counted once the ball is dead. However, if, in the opinion of the Umpire, the obstruction prevents a catch being taken, the runs completed by the batters before the offence shall not be counted. Other penalties still stand in this instance.

- *** Run Out (Law 38.4) – If a batter is dismissed Run Out, the batting side shall be credited with the runs completed before the dismissal.

However, if a batter with a runner is her/himself dismissed Run Out, then no runs other than penalties shall be scored. This is not to be confused with when the runner is run out where the runs completed before the dismissal shall stand. It is only if the batter, with the runner, is her/himself run out (not her/his runner) that the runs do not count.

- **** Stumped (Law 39) – You should take the time to read this Law and learn the difference between a batter being given out Stumped as opposed to Run Out. In short, a batter is out Stumped (and not Run Out) if s/he is out of her/his ground (from a legal delivery), not attempting a run and the wicketkeeper fairly puts her/his wicket down without the intervention of another member of the fielding side.

You should check with the Umpire how a batter was dismissed if there is any confusion as to whether s/he was given out Stumped or Run out.

- ***** Batter Retiring (Law 25.4) – If the batter is retiring due to illness, injury or other unavoidable cause, s/he is 'Retired – Not Out'. However, if the batter is retiring for any other reason, s/he is 'Retired – Out'. There is no reference in the Laws of Cricket to 'Not Out – Injured' or 'Retired Hurt'.

- # Overthrows, which are covered in Law 19, states (amongst other things) that runs completed by the batters, together with the run in progress if they have crossed at the instant of the throw shall be scored AND IF the throw leads to the ball reaching the boundary. If the overthrow does not reach the boundary, continue counting completed runs as usual until the ball is dead (assuming the ball is fielded and returned to either end of the pitch without further incident).

If the batters are level at the instant of the throw, that run is not counted as a run for the purposes of this Law.

Example: On any ball in the over except the last ball (as this would mean the strike changes with the change of end anyway), the batters have crossed on their second run when the fielder throws the ball to the wicketkeeper who misses it and it then goes over the boundary, the batter will be credited with six (6) runs, i.e. four (4) for the boundary, one (1) completed run plus one (1), the run in progress, as they had crossed when the fielder threw the ball. The batter will retain the strike in this example. If, however, the batters had crossed on their third run, in this example, the batter would be credited with seven (7) runs and the non-striker would be the batter on strike for the next delivery.

In this instance, the Umpire is only required to signal the boundary four and you will need to be aware of how many runs the batters have run (i.e. completed plus the run in progress if they have crossed) at the instant the ball was thrown by the fielder. Some umpires may indicate how many runs you should score by holding up the appropriate number of fingers but, in reality, you may not even be able to see this from where you are sitting so you need to know this information yourself. It is not a requirement of the Laws of Cricket for the Umpires to tell you how many runs are to be scored.

An easy way to tell how many runs are to be credited to the batters (if s/he hit it – as they could be byes for example) in the scenario above is if the batter who was on strike returns to the striker's end. This means they either ran no runs (therefore they had not crossed at the instant of the throw and would only get the four boundary runs) or they ran an even number of runs (e.g. two runs meaning six runs in total). If the batter who was on strike ends up at the non-striker's end, they must have run an odd number of runs (e.g. one run meaning they crossed on the first run at the instant of the throw resulting in five runs in total).

It should also be mentioned that a batter can score five runs (for example) if they have crossed for their fifth run when the ball crosses the boundary. This is covered in Law 19.7.

PENALTY RUNS (Law 41 – Unfair Play):

(Refer to diagram of Umpires signals in the section for Signals and Symbols)

Under the Laws of Cricket 2017 Code (3rd Edition - 2022), five penalty runs can be awarded to either the batting or bowling sides for various breaches of the Laws. The Umpires are the sole judges of what is considered as fair and unfair play.

If this should happen in a game you may need guidance from the Umpires themselves but the thing to remember is that the five runs are additional penalties – you add five to the score and five to the penalty runs box. Always add five to the score of whatever innings you are altering. Place a P₁, P₂ etc for each occurrence of penalty runs in the bowler's analysis to show where the penalty runs occurred (see examples on pages 44 and 45).

Please also remember that penalty runs can be ADDED to an innings – if they are AGAINST the batting side they are ADDED to the previous or next innings of the fielding side, if they are awarded AGAINST the fielding side they are added to the current batting side's innings, i.e. if it is a one innings match and the fielding side batted first you have to go back and add FIVE to their completed innings. If they have NOT BATTED, add FIVE to their next innings.

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

Some examples of how to record penalty runs are shown on the pages following the summary table.

In summary:

- Penalty runs can be awarded to either the batting side or the fielding side. There are two different signals for each of these occurrences.
- Penalty runs are not debited against the bowler.
- Penalty runs must always be added to the most recently completed innings. Penalty runs are never deducted from the total.
- This means a team could be, for example, 0-5 without having batted yet.
- Penalty runs are always in addition to whatever else happens from that delivery (e.g. runs to a batter, or penalties for a no-ball or wide etc).

Penalty runs can be awarded under the following Laws:

Law 24.4	Player returning without permission;
Law 18.5.2	Deliberate short runs;
Law 28.2	Fielding the ball;
Law 28.3	Protective helmets belonging to the fielding side; and numerous parts of
Law 41	Unfair play

A summary table of penalty runs and how a scorer deals with these occurrences is shown on the next page.

PENALTY RUNS TABLE:

The table below details the information required for scorers only (i.e. relevant information or the action needed to be taken by the scorers) when an Umpire signals penalty runs. The table does not show the actions taken by the Umpires in each instance (i.e warnings, consultations, changing the ball and reporting etc). You must always remember that only the Umpires can determine when penalty runs are awarded and they will signal this to you.

5 penalty runs to BATTING side		5 penalty runs to FIELDING side	
Law	Action	Law	Action
24.4 Player returning without permission	<ul style="list-style-type: none"> Ball becomes dead 5 penalty runs awarded Runs completed by batters together with the run in progress if they had crossed at the instant of the offence shall be scored Ball does not count as one of the over 	18.5.2 Deliberate short runs	<ul style="list-style-type: none"> Batters return to original ends Umpire at bowler's end will disallow all runs except No ball, wide or penalties if applicable 5 penalty runs awarded Umpire at bowler's end will notify scorers of how many runs are scored
28.2 Fielding the ball	<ul style="list-style-type: none"> Ball becomes dead 5 penalty runs awarded Runs completed by batters together with the run in progress if they had crossed at the instant of the offence shall be scored Ball does not count as one of the over 	41.10 Batter wasting time	First instance: <ul style="list-style-type: none"> No scorer action Further instances: <ul style="list-style-type: none"> 5 penalty runs awarded
28.3 Protective helmets belonging to the fielding side	<ul style="list-style-type: none"> Ball becomes dead Runs completed by batters before the ball hit the helmet shall be scored together with the run in progress if they crossed at the instant the ball struck the helmet No ball and wide shall stand, if applicable 5 penalty runs awarded See Law 28.3 for a more detailed analysis of different circumstances	41.14 Batter damaging the pitch	First instance: <ul style="list-style-type: none"> No scorer action Further instance: <ul style="list-style-type: none"> Umpire will disallow runs other than any No ball or wide penalty if applicable Batters return to original ends 5 penalty runs awarded
41.3 The match ball – changing its condition	First instance: <ul style="list-style-type: none"> Umpires change ball 5 penalty runs awarded Further instances: <ul style="list-style-type: none"> Umpires change ball 5 penalty runs awarded Bowler taken off – not allowed to bowl again in that innings 		

41.4 Deliberate attempt to distract striker	First instance: <ul style="list-style-type: none"> • Ball becomes dead • Ball does not count as one of the over • Neither batter can be dismissed from that ball • 5 penalty runs awarded 	41.15 Striker in protected area	<ul style="list-style-type: none"> • Umpire calls dead ball • Umpire at bowler's end will disallow all runs except No ball, wide or penalties if applicable • Batters return to original ends • 5 penalty runs awarded
41.5 Deliberate distraction, deception or obstruction of batter	<ul style="list-style-type: none"> • Ball becomes dead • Neither batter can be dismissed from that ball • 5 penalty runs awarded • Ball does not count as one of the over • Batters at wicket decide who faces the next delivery 	41.17 Batters stealing a run	<ul style="list-style-type: none"> • Umpire calls and signals dead ball as soon as batters cross • Batters return to original ends • 5 penalty runs awarded
41.9 Time wasting by fielding side	First instance: <ul style="list-style-type: none"> • Umpire calls dead ball if necessary Further instances: <ul style="list-style-type: none"> • If not during an over, 5 penalty runs awarded • If during an over: Bowler taken off (when ball becomes dead) – not allowed to bowl again in that innings. If applicable, over shall be completed by another bowler. 		
41.12 Fielder damaging the pitch	First instance: <ul style="list-style-type: none"> • No scorer action Further instances: <ul style="list-style-type: none"> • 5 penalty runs awarded 		

Special mention should be made of the following Laws. In these instances, no penalty runs are awarded but other actions that the scorer needs to be aware of will occur:

Laws 41.6 Bowling of dangerous and unfair short pitched deliveries and 41.7 Bowling of dangerous and unfair non-pitching deliveries

- Umpire will signal No ball and upon further instances will take the bowler off and s/he will not be allowed to bowl again in that innings.

Law 41.8 Bowling of deliberate front-foot No ball

- Umpire will signal No ball and will take the bowler off and s/he will not be allowed to bowl again in that innings.

Law 41.13 Bowler running on protected area

- Upon the third instance by the same bowler, the Umpire will take the bowler off and s/he will not be allowed to bowl again in that innings.

Law 41.16 Non-striker leaving her/his ground early

- Umpire will signal Dead ball if the run out attempt is unsuccessful. The ball shall not count as one of the over.

Below is an example of how to record penalty runs to the batting side:

TOTAL SCORE	6 / 236
PENALTY EXTRAS	5
AMENDED SCORE	6 / 241

	1	2	3	4	5	6	7	8	9
10									

G. Brown	● <u>PB</u> ● ● ● ● ●	
	M	

Below is an example of how to record penalty runs to batting side with runs to the batter:

A. Smith	1
J. Jones	

TOTAL SCORE	6 / 236
PENALTY EXTRAS	5
AMENDED SCORE	6 / 241

	1	2	3	4	5	6	7	8	9
10									

G. Brown	1 ^{PB} ● ● ● ● ●	
	0-1	

Below is an example of how to record penalty runs to the fielding side where the fielding side has not batted yet (record PE in the current innings when it occurs):

TOTAL SCORE	
PENALTY EXTRAS	5
AMENDED SCORE	

	1	2	3	4	5	6	7	8	9
10									

PENALTY RUNS (Law 42 – Players’ Conduct):

(Refer to descriptions of Umpires signals in the section for Signals and Symbols)

Under the Laws of Cricket 2017 Code (3rd Edition - 2022), four levels of offence and corresponding actions by the Umpires were introduced and identified as Level 1, Level 2, Level 3 and Level 4 offences. Along with more serious actions, five penalty runs can be awarded to either the batting or bowling sides for various breaches of this Law.

For Level 1 and Level 2 offences, the standard penalty runs signals are used by the Umpires to notify the scorers that five penalty runs should be scored to either the batting or fielding side.

For Level 3 and Level 4 offences, additional signals will be made by the Umpires to notify the scorers that five penalty runs should be awarded and that the more serious level of offence has occurred. In these instances, the scorer should record the five penalty runs as per usual and make a note of the offence in the margin or notes area on the scorebook, including time of the offence, player involved, the score and over number at the time.

Refer to page 13 of this Manual for detailed descriptions of the signals used by the Umpires to notify the scorers of the Level 3 and Level 4 offences. You can also refer to Law 2.13 for this information. Note, competitions in NSW may not apply this Law, but check with your local association if you are unsure.

The most important things to remember are to acknowledge each separate signal to the umpires and to score the penalty runs correctly.

Seek further guidance from the Umpires if you require assistance at the time or contact us if you have any questions regarding penalty runs.

LINEAR SCORING:

The Linear Scoring method was devised by the late Bill Frindall, long time BBC scorer and statistician. This scoring system was believed to be based on a concept initially developed by the Australian scorer, Bill Ferguson, back in 1905 but has been traced back to even earlier than that to a gentleman in England in the late 1800s.

The basis of the linear scoring system is that each line represents an over (unless a wicket falls) and each delivery is recorded only once against the batter who faces it.

It records batters' runs, balls faced, boundaries, match balls, partnership balls, sundries, and overs (innings & bowlers). A linear scoresheet enables its user to determine all sorts of statistical information, for example, who faced a particular delivery from a particular bowler, how many balls a batter has been on 99, how many balls between wickets etc. All of this information is discernable by the scorer using the sheet instantly. To ascertain the same types of statistics from the regular box scoring method (in a standard scoresheet) would take much longer and, in some cases, would not be able to be calculated anyway.

Linear scoring is considered a more advanced scoring technique and is used by all NSWCUA appointed representative scorers in New South Wales.

Although Mr Frindall devised the original linear scoring sheet, many people now adapt this to suit their own needs.

The five overs described on the following page are shown on four different linear score sheets (20 overs of the game have been done to show in more detail what the sheets look like completed). The first example is done on the original Frindall linear score sheet and the following three linear sheets are examples of ones adapted by other scorers. We have also included blank copies of these scoresheets at the end of this manual for your own use.

If you follow the overs, ball by ball, on the linear sheets you can see how the system works. Bracken was the opening bowler and the number '1' in the column next to her/his name is the over number for her/him and so on. All activity in that over is recorded on the same line underneath the name of the batter who faced each individual ball. All the end of over totals etc are cumulative. On the Frindall sheet for example, after the first over there were 8 runs, Batter A (DiVenuto) was 7 runs, Batter B (Dighton) was 0 runs and there was 1 sundry. There were 3 runs scored in the second over, making a total of 11 runs and Divenuto was 10 runs and so on. The balls faced (in the column next to the batters' names) are also cumulative. For example, DiVenuto faced 6 balls in the first over, then 4 balls in the next over to give her/him a total of 10 balls faced and so on.

The best way to practice linear scoring is to either sit and score a game on the TV (although this can be difficult if they don't show the Umpire's signals) or to sit at a game and score. It does take some time to get used to it but it is a very useful tool once you have mastered it. One of the biggest advantages of linear scoring is that it is a constant record of who is on strike at any time. This is a big help if you aren't familiar with the players or if you are scoring with someone who is not as competent or confident. For example, if a batter scores a single on the last ball of an over, s/he must be on strike for the first ball of the next over. One important fact to note with linear scoring is that a No ball is counted as a ball faced but a wide is not.

Keep practising ... it will definitely improve your scoring skills if you can persevere and master the technique of linear scoring.

Match between New South Wales and Tasmania at Bellerive Oval on 29 November, 2003.

Batters: M DiVenuto (on strike) and M Dighton.

1ST OVER (Bracken bowling)

Ball 1: Two runs to DiVenuto
Ball 2: Dot ball faced by DiVenuto
Ball 3: Dot ball faced by DiVenuto
Ball 4: Two runs to DiVenuto
Ball 5: One Wide ball faced by DiVenuto
Ball 6: Dot ball faced by DiVenuto
Ball 7: Three runs to DiVenuto

2ND OVER (Clark bowling)

Ball 1: Dot ball faced by DiVenuto
Ball 2: Dot ball faced by DiVenuto
Ball 3: Dot ball faced by DiVenuto
Ball 4: Three runs to DiVenuto
Ball 5: Dot ball faced by Dighton
Ball 6: Dot ball faced by Dighton

3RD OVER (Bracken bowling)

Ball 1: Dot ball faced by DiVenuto
Ball 2: Three runs to DiVenuto
Ball 3: Dot ball faced by Dighton
Ball 4: Dot ball faced by Dighton
Ball 5: Dot ball faced by Dighton
Ball 6: Four runs to Dighton

4TH OVER (Clark bowling)

Ball 1: Three runs to DiVenuto
Ball 2: Dot ball faced by Dighton
Ball 3: Dot ball faced by Dighton
Ball 4: One run to Dighton
Ball 5: Dot ball faced by DiVenuto
Ball 6: Dot ball faced by DiVenuto

5TH OVER (Bracken bowling)

Ball 1: Dot ball faced by Dighton
Ball 2: Dot ball faced by Dighton
Ball 3: Dot ball faced by Dighton
Ball 4: Dot ball faced by Dighton
Ball 5: Two runs to Dighton
Ball 6: One Leg bye faced by Dighton

NEW SOUTH WALES VS TASMANIA AT BELLERIVE ON 29/11/02
OVAL

Time	BOWLERS				BATSMEN						INNS OF						
	END		END		BATSMAN A			BATSMAN B			NOTES	END OF OVER TOTALS					
	NAME	Ov	NAME	Ov	NAME	Bls	6/4	NAME	Bls	6/4		Ov	Rns	Wks	Bat A	Bat B	St
	BRACKEN				DIVENUTO			DIGHTON									
10:00		1	CLARK		2..2X.3	6						1	8	0	7	0	1
10:06				1	...3	10		..	2			2	11	0	10	0	1
10:11		2			.3	12		...4	6	1		3	18	0	13	4	1
10:16				2	3 ..	15		..1	9			4	22	0	16	5	1
10:22		3					2L	15			5	25	0	16	7	1
10:25				3	2..1	19		21	17			6	31	0	19	10	1
10:30		4			.1	21		21			7	32	0	20	10	1
10:35				4	...1	25		.6	23	1/1		8	39	0	21	16	1
10:39		5	NICHOLSON		.422.5	31	1					9	52	0	34	16	1
10:45	BRADSTREET			1	41	33	1/2	27			10	57	0	39	16	1
10:51		1			...1	37		.1	29			11	59	0	40	17	1
10:56				2	..4.	41	1/3	.1	31			12	64	0	44	18	1
11:02		2			...1	45		1	33			13	66	0	45	19	1
11:07				3		46		W	35				67	1	46	19	2
								PONTING									
								..3	3			14	70	1	46	3	2
11:17		3						..2..1	9			15	73	1	46	6	2
11:20				4	..21	50		1	4	11	1	16	81	1	49	11	2
11:25		4	MacGILL		...1	55		1	12		DRINKS	17	83	1	50	12	2
11:34				1				W	13				83	2	50	12	2
								BIRT									
	KATICH						X3	5			18	87	2	50	3	2
11:38		1						4 4 4	11	1/3		19	99	2	50	15	2
11:42				2	.41	58	1/4	W	12				104	3	55	15	2
								WATSON									
								..	2			20	104	3	55	0	3

MATCH		ING		ROUND		DATE		29-11-03							
NEW SOUTH WALES		VS		TASMANIA		VENUE		BELLERIVE OVAL		PAGE NO.		1			
Bowler Information				Batter Information				Comments				Cumulative Data			
TIME	BOWLER A	BOWLER B	BATTER A	BF	RU	4/6	BATTER B	BF	RU	4/6		PB	BG	RUNS	S
			Di Venuto				Dighton								
10.00	1 Bracken		2..2+.3	6	7						W	6	6	0-8	1
10.06		2 SR Clark	...3	10	10		..20					12	12	0-11	1
10.11	3 Bracken		.3	12	13		...4	6	4	1		18	18	0-18	1
10.16		4 Clark	3	..	15	16	...1	9	5			24	24	0-22	1
10.20	5 Bracken					2L	15	7		L	30	30	0-25	2
10.25		6 Clark	2..1	19	19		21	17	10			36	36	0-31	2
10.30	7 Bracken		.1	21	20		21	10			42	42	0-32	2
10.35		8 Clark	...1	25	21		.6	23	16	1/1		48	48	0-39	2
10.39	9 Bracken		.422.5	31	34	1						54	54	0-52	2
10.45		10 Nicholson	4.1	33	39	2	27	16			60	60	0-57	2
10.51	11 Bradstreet		...1	37	40		.1	29	17			66	66	0-59	2
10.56		12 Nicholson	...4.	41	44	3	.1	31	18			72	72	0-64	2
11.02	13 Bradstreet		...1	45	45		1	33	19			78	78	0-66	2
11.07		14 Nicholson	1	46	46		.W	35	19	1/1		81		1-67	2
							Ponting								
							..3	3	3			3	84	1-70	2
11.14	15 Bradstreet						..2..1	9	6			9	90	1-73	2
11.20		16 Nicholson	..21	50	49		1	4	11	11	1	15	96	1-81	2
11.25	17 Bradstreet		...1	55	50		1	12	12		Drinks	21	102	1-83	2
11.34		18 MacGill					W	13	12	1		22		2-83	2
							Birt								
						+3	5	3		W	5	108	2-87	3
11.38	19 Katich						4..4.4	11	15	3/1		11	114	2-99	3
11.42		20 MacGill	.41	58	55	1	W	12	15			15		3-102	3
							Watson								
							.1	2	0			2	120	3-104	3

BELLERIVE OVAL

INNINGS: TASMANIA

Date: 29/11/03

OVER	TIME	BOWLERS				BATSMEN								EXTRAS						TOTAL	BALLS	
		BOWLER	OV	BOWLER	OV	BATSMAN	6/4	RUNS	BF	BATSMAN	6/4	RUNS	BF	B	LB	W	NB	SUN	P		P'SHIP	INNS
		<u>BRACKEN</u>				<u>Di VENUTO</u>				<u>DIGHTON</u>												
1	10:25		1	<u>CLARK</u>		2..2+.3		7	6											8	6	6
2	10:26				1	...3		10	10	..										11	12	12
3	10:27		2			.3		13	12	...4	1	4	6							18	18	18
4	10:28				2	3 ..		16	15	..1		5	9							22	24	24
5	10:29		3							...2L		7	15	1	1			2		25	30	30
6	10:30				3	2..1		19	19	21		10	17							31	36	36
7	10:31		4			..1		20	21		21								32	42	42
8	10:32				4	...1		21	25	.6	1	16	23							39	48	48
9	10:33		5	<u>NICHOLSON</u>		..422.5	1	34	31											52	54	54
10	10:34	<u>BRADSTREET</u>			1	41	2	39	33		27								57	60	60
11	10:35		1			...1		40	37	.1		17	29							59	66	66
12	10:36				2	..4.	3	44	41	.1		18	31							64	72	72
13	10:37		2			...1		45	45	..		19	33							66	78	78
14	10:38				3	1		46	46	.W		35								67	81	81
										<u>PONTING</u>												
										..3		3	3							70	3	84
15	10:39		3							..2..1		6	9							73	9	90
16	10:40				4	..21		49	50	1 4	1	11	11							81	15	96
17	10:41		4	<u>MACGILL</u>		...1.		50	55	1		12	12							83	21	102
18	10:42				1					W		13								83	22	103
										<u>BIRT</u>												
		<u>KATICH</u>							+3		3	5	1	2			3		87	5	108
19	10:43		1							4..4.4	3	15	11							99	11	114
20	10:44				2	..41	4	55	58	W		12								104	15	118
										<u>WATSON</u>												
										..		2								104	2	120

TEAMS: TASMANIA v NEW SOUTH WALES
 VENUE: BELLERIVE OVAL
 SERIES: ING CUP
 DATE: 29TH NOV 2003

UMPIRES: KJ MCGINNIS - JH SMEATON
 3RD UMPIRE: BW JACKMAN
 SCORERS: R SANDAY

PAGE:

Over	Time	Bowler	Ov	Bowler	Ov	Batsmen	Runs	Balls	4/6	Batsmen	Runs	Balls	4/6	Partnership	Match	Sund	Prog	
		End	N	End	S	A				B				R	B	Balls	ries	Total
						Di Venuto				DIGHTON								
1	10:00	BRACKEN	1			2..2+.3	7	6						8	6	6	1	8
2	06			CLARK	1	...3	10	10		--	0	2		11	12	12	1	11
3	10		2			.3	13	12		...4	4	6		18	18	18	1	18
4	16				2	3 ..	16	15		--1	5	9		22	24	24	1	22
5	20		3							...21	7	15		25	30	30	2	25
6	25				3	2..1	19	19		21	10	17		31	36	36	2	31
7	30		4			.1	20	21		...--	10	21		32	42	42	2	32
8	35				4	...1	21	25		.6	16	23		39	48	48	2	39
9	39		5			.4 22-5	34	31						52	54	54	2	52
10	45			NICHOLSON	1	41	39	33	2	...--	16	27		57	60	60	2	57
11	51	BRADSTREET	1			.1	40	37	2	.1	17	29		59	66	66	2	59
12	56				2	..4.	44	41	3	.1	18	31		64	72	72	2	64
13	11:02		2			...1	45	45	3	1	19	33		66	78	78	2	66
14	07				3	1	46	46	3	..W	19	35		67	81	81	2	67
					3					PONTING								
15	14		3							..3	3	3		3	3	84	2	1-70
16	20				4	..21	49	50	3	..2..1	6	9		6	9	90	2	1-73
17	25		4			...1	50	55	3	1	11	11		14	15	96	2	1-81
18	34			MACGILL	1					1	12	12		16	21	102	2	1-83
					1					W	12	13		16	22	103	2	2-83
					1					BIRT								
19	38	KATICH	1							...+3	3	5		4	5	108	3	2-8
20	42				2	.41	55	53	4	4..4-4	15	11	3	16	11	114	3	2-90
					2					W	15	12	3	21	15	118	3	3-100
					2					WATSON								
										--	0	2		0	2	120	3	3-100

CALCULATING BATTING TIMES:

Calculating batting times doesn't have to be difficult or tricky task. The system below can be used to calculate innings times for both individual batters and the team. It can also be used to calculate partnership times. At first class level you are expected to have all the relevant details at your fingertips and most first class scorers use a system based around this concept.

The system basis is simple – it works by breaking up the hours into smaller time slots and adding the time up as you go – the example below uses 30 minute time slots but some scorers use 10 or 15 minute slots. You only need to use a normal lined notebook and draw a series of columns down the page and use the batter's initials at the tops of the columns. The opening batters' times are the same as the innings time so you don't need to individually calculate their times.

Here's an example using a table.

The game commenced at 11.00am. The opening batter was out at 12.38pm so his batting time is 98 minutes.

Batter Byron Reid (referred to as BR) starts his innings at 12.39pm – write his initials at the top of one of the columns.

The other opening batter was out at 2.26pm so his batting time was 166 minutes.

Batter Justin Peters (referred to as JP) starts his innings at 2.27pm – write his initials at the top of another column.

You can see that at the afternoon tea break BR's batting time is 141 minutes and JP's batting time is 73 minutes.

If JP was dismissed at 3.33pm, the partnership time is simply his batting time – 66 minutes.

Similarly, if BR is dismissed at 3.33pm, the partnership time is still only JR's batting time – 66 minutes.

You simply continue on in this way until the end of the innings, leaving out intervals and delays in play.

	Innings time	BR	JP
11.30	30		
12.00	60		
12.30	90		
1.00 (40 minute lunch)	120	21	
2.00	140	41	
2.30	170	71	3
3.00	200	101	33
3.30	230	131	63
3.40	240	141	73

DUCKWORTH-LEWIS-STERN SCORING METHOD:

This brief explanation has been put together using information taken from several sources and is only designed to be a general overview of the system. For more detailed information, you should visit one of the numerous Duckworth-Lewis-Stern websites on the Internet.

The original Duckworth-Lewis method of resetting target scores in interrupted limited overs matches was developed by Frank Duckworth, a statistician and Tony Lewis, a mathematics lecturer. The method was successfully trialled during the 1997 season by the ICC. The basis of the method is “available resources”, that is that both teams have two resources with which to make as many runs as possible. These resources are the number of overs they still have to receive and their wickets in hand. At any stage in their innings, their further run-scoring capability depends on these two combined resources.

Duckworth and Lewis studied the results of a great number of limited over matches (and this has continued). Their initial research established that to evenly balance a match that has been interrupted, the dominant factors were what they called the ‘resources available’ to each side.

The Duckworth-Lewis method became the Duckworth-Lewis-Stern (DLS) method when Steve Stern, an American mathematician, helped revise the system in 2014.

The DLS system is only used in one-day and Twenty20 games and converts the number of overs remaining and the number of wickets in hand into a “resources remaining” figure. At the start of a normal uninterrupted innings, this is 100%, but as overs are completed or wickets are lost, the resources remaining fall.

Often, if there is an interruption to play while the first team is batting, the team batting second will have to score more runs to win the game (that is more than one more run).

Basically, the reason is that DLS takes into consideration that the team batting first did not have the same amount of resources available to them as the team batting second will have.

In short:

- At the start of the match the team batting first assumes they will have 50 overs to face.
- If rain interrupts play after say the 30th over and the match is reduced to 40 overs a side, the team batting first now only has 10 overs left to set a target whereas they were originally expecting to face a further 20 overs.
- The team batting second, however, knows at the start of their innings that they only have 40 overs to face and therefore have the opportunity to pace themselves accordingly.

Similarly, if the interruption to play occurs while the second team is batting, they will often have to score less runs. This is because DLS takes into consideration that the team batting second did not have the same amount of resources available to them that the team batting first did.

In short:

- The team batting second automatically assumes that they have 50 overs to face.
- If rain interrupts play after say the 30th over of an innings and the overs for the team batting second are reduced to 40, the team batting second now only has 10 overs left to reach the target score, whereas they were expecting to face another 20 overs to reach the total of the team batting first.

The number of wickets in hand is also taken into consideration as part of the DLS calculation as if the team is say 8 wickets down at the time play is interrupted, it is unlikely that their last few batters are going to continue to score runs for an extended period, however if they only have 2 wickets down at the time play is interrupted, then it is more likely that the team will go on to score more runs because they have 8 more batters available.

Another important fact to remember is that the “par” score which is referred to in the program is the score required to TIE the match – the target score is the par score plus one.

The final quirk about DLS is the result and how it is described. When a revised target has been calculated and the match is played out as normal to its completion, the result is described exactly as it is in an uninterrupted match. That is, if Team B achieves the revised target, it wins by the number of wickets it has in hand when it reaches the score. If Team B falls short of the revised target, Team A wins by the margin of runs which Team B fell short by needed to achieve a tie.

However, when a match has to be abandoned with Team B's innings in progress (assuming sufficient overs have been bowled to constitute a match of course), the result is decided by comparing Team B's score with the par score. The winning margin is described in terms of the number runs by which Team B's score differs from the par score regardless of whether Team A or Team B are the winners. The description is then qualified by adding (DLS method) after the result.

For example: If Team B falls 5 runs short of the par score, Team A is declared the winner by 5 runs (DLS method).

Similarly, if Team B exceed the par score by 8 runs when rain abandons play, they are declared the winner by 8 runs (DLS method).

DLS is generally worked out using a computer program. It is important to check that you are using the correct version as the program is updated regularly. Examples of the calculations can be found on dedicated DLS websites on the Internet.

The NSWCUA Scorers' Committee has also produced a DLS Handbook to provide guidance in the use of the DLS program.

COMPUTER/ELECTRONIC SCORING:

We are often asked about scoring on computer and other electronic devices. If you are interested in computer/electronic scoring an ever-increasing number of programs can be found on the web to use on laptops, iPads, iPhones, Android devices and hand held palm pilots. We don't endorse the use of any particular one of these programs and suggest you do your own research to find the program best suited to your needs and those of your club.

Some advantages in using a computer/electronic device to score are:

- After setting both team details (players do not have to be listed in batting order) and commencing the match, a single click of the mouse/tap of the screen is all that is required to score a ball. The computer will allocate the result of the ball (runs, a dot ball, wicket, byes etc.) to the appropriate sections of the score sheet.
- The ability to print out wagon wheels (for batters & bowlers) and other analyses (run rates required, match summary etc.) at any break in play are an asset for captains & coaches.
- Some programs allow the live score to be directly downloaded to the Internet.

However, before contemplating using a computer or electronic device to score a match, we strongly recommend the scorer should have a complete understanding of paper scoring (in a standard scorebook) and experience in scoring under match conditions. You should also have a good understanding of how to score unusual events on the computer program, such as penalty runs, stumped from a wide ball etc and how to fix errors.

The main reason for this is that in the event there is a problem with the computer/electronic device, you must be able to revert to paper scoring as the game will proceed regardless. In some Associations it is recommended that one scorer (etiquette would suggest the visiting scorer must use a score book to provide a written record of the match as required under local rules. We also recommend this course of action, although simply using a linear score sheet whilst scoring on the computer/electronic device would be sufficient.

If you are interested in using a computer or electronic device in your future scoring, it would be a good idea to talk to some of the people currently using them. They would be able to give advice on ways of gaining experience and confidence.

Contact the NSWCUA for names of members who score on computer who would be willing to help with any questions.

We reiterate that the NSWCUA does not recommend any one program, but suggests you may like to search the internet for available cricket scoring programs.

SUMMARY AND CONCLUSION:

We hope that this manual has helped answer some of your questions and also possibly introduced you to some new concepts or different methods of scoring.

This manual is only the start of your scoring career. There is only one sure way to either learn to score or to improve your skills and techniques and that is to PRACTICE. If you are just starting out, you should firstly attend a match where there are two competent scorers and sit with them and watch. Ask lots of questions. Most competent scorers will be more than happy to teach you.

The most important thing you must do as a scorer is enjoy yourself. As a cricket scorer you are joining a huge 'family' of people – players, Umpires, administrators and fellow scorers – who simply love the game of cricket. Scoring can be a fun and challenging way to involve yourself in the game and become part of a team.

There are wonderful opportunities for scorers in this State should you wish to score at a higher level. Details of how you can become a representative scorer can be found on our website.

If you require clarification of any Law issues, you should discuss these with a qualified Umpire.

The Scorers' Committee can be reached by emailing nswcricket Scorers@gmail.com

Happy scoring!

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