
















# This summary sheet has been prepared by the Scorers' Committee of the NSW Cricket Umpires and Scorers Association Inc.



For more information or to find out about cricket scoring courses, email us at [nswcricket Scorers@gmail.com](mailto:nswcricket Scorers@gmail.com)

## MOST COMMON SIGNALS AND SYMBOLS

EVENT	UMPIRES SIGNAL	RECOMMENDED SYMBOL (Cricket Australia games)	OTHER SYMBOLS SOMETIMES USED	NOTES (You must acknowledge each signal from an umpire)
Short Run		Not Applicable	$\cancel{2}$	If a short run signal is given by either Umpire, the batsmen remain at the end where they completed the runs and you must reduce the score by one run (for each signal).
Boundary Four		4	Not Applicable	This occurs when a ball crosses the boundary edge. The Umpire will signal four runs which you must acknowledge. If the Umpire does not signal you must only record the actual runs.
Boundary Six		6	Not Applicable	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. If the Umpire does not signal you must only record the actual runs.
Bye		B	•	This signal from the Umpire indicates that although the batsmen 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.
Leg Bye		L	•	The Umpire will give this signal when the batsmen complete runs after the ball has hit the striker's person and the ball makes no subsequent contact with the striker's bat. You must acknowledge the leg byes signal from the Umpire and record these as leg byes in the sundries section.
Wide Ball		W	X or +	This signal from the Umpire indicates that the ball passed too wide of the striker for the striker to hit it, from the striker's current or original stance. As per the Laws of Cricket, a Wide 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. You must acknowledge the wide signal from the Umpire.
No ball			N	A No ball will be called by the Umpire if s/he deems that the bowler has unfairly delivered the ball under conditions set out in Law 21. You must acknowledge the signal from the Umpire. 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. Depending upon the type of match, and competition rules, the following ball may be deemed a "free hit"
Wicket/Out		X	W or R if run out	There are nine ways that a batsman can be dismissed – obviously some are more common than others. You do not need to understand why an Umpire has given a batsman out but you do need to know how to record the event and whether the bowler is given credit for the wicket. (Refer Table of Dismissals.)
Dead Ball	 (swinging action)	• (When applicable)	Not Applicable	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. 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.

EVENT	UMPIRES SIGNAL	RECOMMENDED SYMBOL (Cricket Australia games)	OTHER SYMBOLS SOMETIMES USED	NOTES
<b>Penalty Runs to Batting Side</b>	 (tapping motion)	5 or P <sub>1</sub>	Not Applicable	Under the Laws of Cricket, 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 will need guidance from the Umpires themselves but the thing to remember is that the five runs are additional penalties – you add five to the score and five to the penalty box runs box. (If you do not have a special place to put penalties write 5 in pencil in your margin and ask the Umpires how they want you to record it.) Always add five to the score of whatever innings you are altering. Penalty runs can also be awarded pursuant to Level 3 & 4 Player Conduct Offences – see Law 2 for a description of these signals which are more complex.
<b>Penalty Runs to Fielding Side</b>		5 or P <sub>1</sub>	Not Applicable	
<b>Signal Revoked</b>		Not Applicable	Not Applicable	The Umpire will give a Signal Revoked signal when s/he wants you to ignore previous signal but you should watch for any new signal.

## TABLE OF DISMISSALS

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	Yes, in some instances.
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, any runs completed plus any penalty extras and/or No ball or wide penalties.
Run Out (Law 38)	Yes	Yes	No	Yes, in some instances.
Stumped (Law 39)	Yes	No	Yes	No
Timed Out (Law 40)	No	No	No	No
Retired – Out (Batsman retiring - Law 25)	No	No	No	No

More information can be obtained from our book “Cricket Scoring – The Basics and Beyond” available from NSWCUA.