

# The art of scoring at cricket

*By Judy Harris and Bruce Carey*

Every cricket team needs a scorer. This guide should get you started in the art of scoring. Always remember that you usually have another 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.

Remember that you are a link between your team and the opposition – be diplomatic and enjoy the experience. 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.

Most of the time, scoring is straight-forward but just when you think you've mastered it, you can get into a bit of bother. Things can get hectic when lots of runs are being scored and wickets are falling. Bowlers with short run-ups don't give you much of a spell between balls. Just try to keep your cool and enjoy the scoring experience and remember to keep checking with your fellow scorer and communicate continuously.

## Getting to know the players

One of the challenges in scoring is getting to know the names of the players on the field. It helps if you have a good idea of most of the players in your team and the opposition scorer knows most of the players in their team. It will help you enormously if you get to know the opposition players as well.

Many players will look the same when on the field and wearing their whites. Concentrate on getting to know the distinguishing features of players eg:

- Left or right handed batter or bowler
- Colour of helmet, cap, hat, hair or bat handle
- Long or short sleeves
- Tall, medium, short
- Light or dark complexion
- Fast, medium or slow bowler
- Characteristics of a bowlers run-up

You can keep a note of one of these distinguishing features in the score book next to the player's name (in pencil so you can erase it later). Binoculars are useful to work out who is who especially when you are some distance from the action.

Find out who won the toss and who will bat first. You should endeavour to get the batting order before the innings commences but be aware that changes to the order could occur during the innings.

If either scorer doesn't know the name of a bowler, find out by asking nearby spectators or yell out "bowlers name!". Make sure you observe that bowler closely – it can be a bit embarrassing if you have to ask the name of a bowler who has already bowled.

If you don't know who took a catch, ask someone in the team during a break in play or even the umpires.

## You and the umpires

The signals used by the umpires are at the back of this handout. When an umpire gives a signal make sure your scoring partner has also seen the signal and give the umpire a wave so that he/she know that the signal has been observed. If you are unsure about an umpires signal, it is OK to yell out and seek clarification or perhaps wait until a drinks break, but usually it is best to sort it out on the spot. If the umpire signals two occurrences (no ball, 4 runs) then you have to signal each occurrence separately.

## Don't question the umpire eg.

- If they make an error in the number of balls delivered in an over, don't worry about it
- If you thought the umpire should have signalled a leg bye, just assume the runs came off the bat and allocate the runs to the batter. (see section on leg byes)
- **Never forget that the umpire is in charge of the game and his word is law.**

You should however advise the umpires if a bowler has bowled the maximum number of overs that can be bowled in a "spell" (while official umpires keep a record of these things, "unofficial" umpires in junior cricket may not).

## The rules and laws of cricket

It is useful if you know the basic rules of cricket and any local rules that may apply to your competition eg in junior club cricket there are rules that relate to the number of balls a batter may face before retiring. It is also useful if you know about the "follow on" rule and the maximum number of overs that a bowler can bowl in a sequence.

### Follow on:

- 150 runs in 3 or 4 day match
- 100 runs in a 2 day match

### Bowlers in a 50 over match:

- 10 overs each maximum

## Before the game starts

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 to your scoring partner and write their name down somewhere on your score book
- Familiarise yourself with the scorebook. They are all similar but there are many different styles. Your scoring partner could possibly have a scorebook that differs from yours
- Write down the details at the top of the page - who's playing who, date, venue
- It is useful to have a list of the players in both teams
- It is desirable to get the batting order from the captain or coach. Write the batter's name as he/she comes 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.

### Equipment required

- Folding chair
- Table (nice to have but not essential)
- Pencils (click pencil or have a pencil sharpener)
- Highlighting pens
- Eraser
- Clips to secure your page in windy weather
- Small ruler
- Umbrella – (preferably a large one) to protect your book in the event of a shower of rain
- Hat, sunscreen, water
- Binoculars (not essential but useful)
- Calculator (again not essential if you are good at addition)
- White-out

### When the game commences

The umpire should give you a wave to make sure you are ready (acknowledge this). Note that every ball bowled must be recorded. It is preferable to "voice" your additions to the score book as you add them. That way your scoring partner should make exactly the same entries as you do and let you know of any need for corrections if you make an error.

### What to do when

#### A dot ball is bowled

If there is no run scored from a ball it is referred to as a "dot ball"

1. Add a dot to the batter facing
2. Add a dot to the bowler

#### A run is scored off the bat

Concentrate on counting the number of runs scored rather than seeing if the ball will reach the boundary (that is the umpire's job)

Start at the top of the scorebook and work down

1. Allocate the runs scored to the batter
2. Add to the progressive total (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

3. Allocate the runs scored to the bowler

#### A "No ball" is bowled

1. *if no run is scored off the no ball*

- Show a ⊙ for the batter
- Add 1 to the progressive total
- Add 1 to the "no balls" box in "sundries"
- Enter a ⊙ for the bowler

2. *if a batter hits a no ball for e.g. 3 runs*

This results in the addition of 4 runs to the total score (3 runs to the batter and 1 to sundries).

- Enter ③ against the batter who hit the ball
- Enter 1 to the "no balls" box in "sundries"
- Add 4 to the progressive score
- Enter a ③ for the bowler (counted as 4 runs)

3. *If a no ball goes past the keeper for four*

In this instance the umpire should give 4 signals in this order: "no ball", "bye" (or "leg byes"), "4 runs" and then should finish up again with the "no ball" signal (you have to acknowledge each signal from the umpire separately).

- Add a 4B (or 4L) in a circle for the batter
- Add 5 to the progressive score
- Enter 5 (4111) in the "no balls" box of "sundries"
- Enter a 4B (or 4L) in a circle for the bowler

Although byes (or leg byes) are signalled, they are counted as no balls. The umpire signals byes (or leg byes) so that the scorer knows that the runs are not to be credited to the batter.

The reason for putting 4B in a circle for the batter is so that you can find the 4 byes off a no ball in both the batting and bowling entries. This helps to minimise errors.

4. *If one umpire (square leg) calls no ball and the other signals a wide*

- Treat the delivery as a "no ball" (as this should be the first call) resulting in the addition of one run to the score. The umpire who has signalled "wide" usually cancels his signal.

#### A wide is bowled

*If no runs are taken*

1. Show a "w" for the batter but this is not classed as a ball faced
2. Add 1 to the "wides" box in sundries
3. Add 1 to the progressive score
4. Add a "w" to the bowlers figures (this equates to one run to be added to that over)

Again, the reason for putting a "w" against the batter is so that it can be located in both batting and bowling entries to minimise errors.

*If the ball goes past the keeper and say 2 runs are taken*

This results in 3 runs to the score

1. Show W2 for the batter but this is not counted as a ball faced
2. Add 3 to the progressive score

- Add 3 (111) to the "wides" box in sundries
- Add W2 to the bowlers figures (3 runs)  
Again, the reason for putting W2 against the batter is so that the entry can be located in both batting and bowling entries to minimise errors.

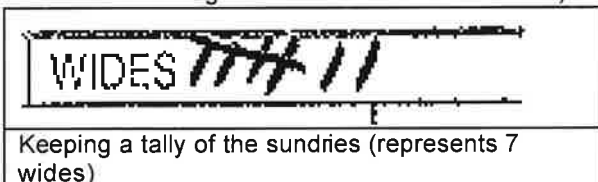
### The batsmen run byes or leg byes

While wides and no balls result in a penalty for the bowler, byes and leg byes are considered to be the "fault" of the wicket keeper and hence do not count against the bowler.

- Show (e.g.) 3B (3 byes) or 2L (2 leg byes) for the batter (to record what has happened with that particular ball but the runs are not counted for the batsman as the runs did not come off the bat). It is however a ball faced.
- Add to the progressive score
- Add the number of runs to either "byes" or "leg byes" (depending upon the umpire's signal) in the sundries section
- It should be shown as (e.g.) 3B (3 byes) or 2L (2 leg byes) in the bowling figures to help when doing a balance – but the byes are not added to the bowlers figures.
- If you record byes or leg byes against the batter and the bowler, you are keeping a record of what happened with that particular ball bowled. However you must remember that the batsman has not hit the ball therefore the runs are not recorded against him or the bowler. An over that only contains a leg bye or bye is a maiden over.

### Keeping a running total of the sundries scored

It is best to keep the tally in multiples of 5 (four upright strikes and a diagonal stroke to mark the 5<sup>th</sup> run)



### Keeping track of a batters innings

Keep a record of the number of balls faced. This is useful information in deciding if or when a batter should retire (in juniors) and is useful information for the coach and player to analyse the innings after the match.

With some junior scorebooks, it is useful to rule columns just wide enough to record 5 balls. This makes it easy to add up the number of balls faced by the batter.

Make a note when a batter reaches a score close to 25 and track their innings so that you can let your team know when a batter has scored a half century (or even a century!). Keep checking the progressive scores with your other scorer.

Some scorebooks have provision for recording the time a batter starts and finishes an innings. This is optional but it can be useful for analysing an innings

BATSMAN	5	10	15	20			
A. WHITE	1	4	2	1	>		
T. BROWN	2	14	4	22	4/4	1	25

The record for the batsmen

### When a batter gets out

- Put a > symbol at the end of the batting record so that you won't inadvertently add any more runs for this batter
- Show how the batter got out – eg caught Smith bowled Brown (if you don't know the name of the catcher ask the team in the next break). This is most important – clubs have trophies for the fieldsmen who took the most catches for the season.
- If a substitute player took the catch write in that person's name and put (sub) above it. If the wicket keeper took the catch write wk above the keepers name – this is useful information for working out trophy winners at the end of the season. Sometimes at junior level, more than one player can be a keeper in a match. However at senior level, a wicket keeper could be out injured so it needs to be recorded when a 'keeper takes a catch.
- In "fall of wicket" write the name of the "outgoing" as well as the "not out" batter and the progressive score at the dismissal for use in calculating runs scored in the partnership. If you don't have time to write their name in full, put their batting number in the column (in pencil) and fill their name in later.
- Add a "X" symbol against the batsman (don't forget it is a ball faced – unless the ball bowled was a wide)
- Add a "X" symbol in the bowling record
- Enter the time that the batter was dismissed
- Add up the batter's score and check with your other scorer.

### If a batter is run out

Note that if a batter is run out you record an<sup>®</sup>. Add the completed number of runs to the score eg if there was a runout going for the third run the batter is accredited with the 2 runs completed by the batsmen. Although it is sometimes difficult, you need to record who took part in the run out e.g. (Run out White/Brown). This shows that fielder White relayed the ball to Brown who broke the stumps. In some clubs, fieldsmen are awarded trophies for the number of run outs during the season. Again, ask the players if you are uncertain.

### If a batter retires

- Record "Retired, not out" or "Retired, out" as appropriate in the "how out" column and record the total runs they accrued.

- Note the progressive score for use in determining the number of runs in the partnership

#### At the end of an over

- Add up the number of runs taken off the over as well as any wickets taken and add these values to the figures for the bowler's previous over as in the following example. See example below

BOWLER		1	2	3	4
J. BLACK	1	W 20	W 10	W 12	W 11
S. PINK	2	W 10	M 11	W 12	W 11
	?	0-5	1-6	1-12	

Bowlers figures

- A record is kept of the score at the end of each over.
- Either on the side of the page or sometimes at the bottom of the page are numbered boxes. Use these boxes to record the progressive scores after each over. Over 1 = box 1 and the space beside it is the progressive score. Against that, you can record the bowler's number.

#### At the end of a bowling spell

Make a thick vertical line after the last over bowled in a spell.

#### During a drinks break

It is a good idea to do a balance of your scorebook (refer to next section) with your other scorer

#### Balancing the score at the end of an innings.

- Make sure that you have the total runs scored by each batter in the "totals" column.
- Check that the other scorer has the same scores for each batter – if there is a difference then proceed independently and see if one of the scorebooks balances.
- Add up the number of sundries (confirm with other scorer)
- Add up the runs scored by the batsmen and the sundries (confirm with other scorer)
- the total should equal the progressive total

You can also do another check as follows:

- Add up the runs conceded by the bowlers
- Add this total to the number of byes and leg byes
- the total should equal the progressive score

#### What happens if the score doesn't balance?

If you are unable to locate an error, assume that the progressive total is correct. Both scorebooks should agree on this since you should have been confirming this figure with each other after every scoring shot or at the end of each over. To balance, first check that all the batsmen's scores add up across the page, that you both have the same amount of sundries.

#### End of match

Scorebooks have provision for a summary of the bowler's figures – number of overs, maidens, wides, no balls, runs and wickets.

Should you have any problems, please don't hesitate to call Judy Harris (Queensland Cricket Scorer) on (w) 3292 3124 (h) 3263 5780 or (mob) 0407 738792.

It is hoped that this will make your life easier as a scorer. Remember to communicate at all times with your other scorer and enjoy the day.


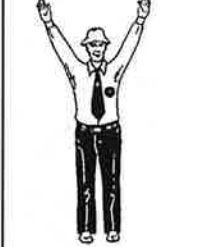

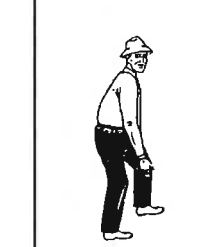
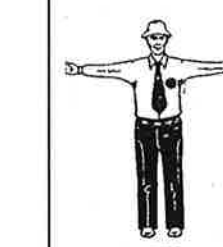
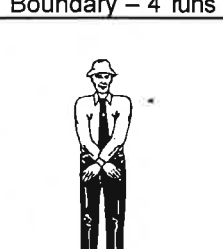

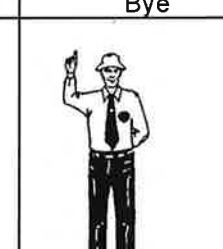
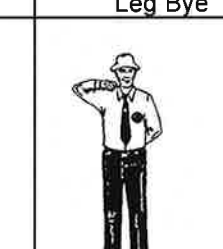
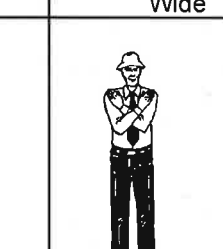
**Symbols used in scoring**

No ball (no runs off the bat)	⊙	Wide	W
3 runs scored off a no ball	③	A wicket	X
Bye	B	End of batter's innings	>
Leg Bye	L	Batter run out	R

**A Glossary for Scorers (not from the official law book)**

<b>Byes</b>	Runs taken when a delivery is not hit by the batter but is missed by the keeper (umpire will signal)	<b>Leg bye</b>	Runs taken after a delivery hits any part of a batter or his/her equipment (other than the bat and gloves). Umpire will signal
<b>Dead ball</b>	Called by the umpire when say a bowler drops the ball during a delivery or there is a "bad bounce" off the edge of a concrete wicket	<b>Maiden over</b>	An over in which there is no addition to the score (except for byes or leg byes which are considered to be the "fault" of the wicket keeper and not the bowler)
<b>Declaration</b>	When a team captain considers the team has scored enough runs he/she may "declare" the innings closed.	<b>Over</b>	A sequence of 6 good bails delivered by a bowler (wides and no balls do not count as a good ball)
<b>Delivery</b>	A ball bowled by a bowler	<b>Sundries</b>	A collective name for no balls, byes, leg byes and wides
<b>Dot ball</b>	When no runs result from a "delivery"	<b>Retired</b>	When a batter is recalled (or is injured) without being dismissed
<b>Innings</b>	An innings concludes when either 10 of the 11 players have been dismissed or a "declaration" is made	<b>Wide</b>	A delivery considered by the umpire to be unreasonably difficult for the batter to reach. If the batter touches the ball with his/her bat, it is not a wide.

**Umpires signals**

				
Boundary - 4 runs	Boundary - 6 runs	Bye	Leg Bye	Wide
				
Dead ball	No ball	Out	One run short	Revoking a call