

Scoring cricket games

A scorer's first aim is to provide an indisputable record of the game as it was played. It may be used many weeks after the game to compile averages or for a number of other reasons. It may also be kept for years after the event.

Scorers should be developed by introducing parents to the skill early. Encourage them to use the correct symbols from the start as it avoids problems later on.

Scorers

Scorers should be elected from each team and should sit together to minimise errors and inconsistencies. Scorers should be equipped with:

- Fine pencil (0.5mm propelling pencil B lead, or similar)
- Rubber
- Scorebook or score sheets
- Copy of the rules of play (see Junior Grade handbook)
- Watch

Scoring “soft” ball cricket games (JCUH “Kiwi” and “Midget” grades)

Kiwi and Midget grades are supplied with separate score sheets and the instructions are given on those sheets. The information below applies to the filling in of scorebooks for hardball games. However the symbols given should be developed early by all scorers in order to generate consistency.

Scoring “hard” ball cricket games

Scorers must know and be able to recognise umpiring signals, especially to distinguish between those, which are similar. They must acknowledge these signals immediately and **should never assume they have missed a signal or that the umpire has failed to give one**. For example the scorer may believe a leg bye has been scored because he is too far away to have detected that the ball did hit the bat and that the runs should be credited to the batsman. Unless the leg bye is signalled by the umpire and run taken must be regarded as a score to the batsman on strike, even if the scorer is certain the umpire has made a wrong decision.

If the signal given is unclear or the reasons for it are not understood, then the scorer should seek clarification during the next interval.

Another common occurrence in lower grade cricket is the umpire allowing too many or too few balls in an over. The scorer should record that number and only raise the matter with the umpire if it persists or the umpire seeks clarification. However for beginner umpires the scorer can shout out from the boundary to remind the umpire to call “over”.

Scorers should sit together and confer after each over. This should stop any errors creeping in to the scorebooks.

The Scorebook

Although there are various styles of scorebook design available, the essential parts are the same. Regular scorers will come to favour a layout, which they are comfortable with. Many scorers have developed their own format. Often they are the only ones who can use this because of the complexities involved. Many school teams however rely on the range of traditional scorebooks with the selections below.

- The batting order
- Record of the batsman's score
- How dismissed
- Running total
- Record of all extras
- The fall of wickets
- The bowlers' names
- Bowling analysis summary

The amount of detail depends on the ability and experience of the scorer and the needs of the team concerned. A scorebook can be transformed into a diverse summary of the game and can give a very full understanding of the pattern of the game well after the event.

Some scorers use different colours to denote bowlers and batsmen or add every possible detail about playing conditions, timing of innings etc.

The Kookaburra "Cumulative" scoring book is recommended. A single innings game will require 4 pages. The scorebook is made up of a number of sections.

The top page is for the batters' analysis. The cumulative run score, the "fall of wickets" and the extras and sundries are also recorded on the top page. Some scorers only score runs in the batter's analysis and some scorers account for every ball whether runs are scored or not. The latter method is recommended by our club as it allows the easier investigation of scoring errors.

The lower page is for the bowler's analysis. Each small box contains the results of a bowler's over. The Kookaburra book allows for up to 10 bowlers. The bowler's analysis is completed at the end of the game in the columns on the right hand side of the bottom page.

Symbols

Many different types of symbols are used to record the different types of runs, extras and sundries, these will be covered below.

- Dot ball, no run scored off the bowler
- 1-6 One to six runs scored off the bowler
- w Wicket – bowler captures a wicket
- M Maiden – a maiden over is bowled, no runs off 6 balls
- W Wicket maiden – maiden over plus a wicket taken

- + Wide ball bowled by bowler
- ⊕ Wide ball bowled by bowler, 1 bye run
- ⊕⊕ Wide ball bowled by bowler, 2 byes run
- ⊕⊕⊕ Wide ball bowled by bowler, 3 byes run
- ⊕⊕⊕⊕ Wide ball bowled by bowler 4 byes run
- w⊕ Wide ball bowled and wicket taken

- L Signifies one leg bye
(some cricket books use a “∇” symbol but JCUH recommends the easier to remember “L” symbol)
- B Signifies one bye
(some cricket books use a “Δ” symbol but JCUH recommends the easier to remember “B” symbol)

- No ball bowled and no runs taken
- ① No ball bowled and batter hits the ball and runs 1
- ② No ball bowled and batter hits the ball and runs 2
- ③ No ball bowled and batter hits the ball and runs 3
- ④ No ball bowled and batter hits the ball and runs 4

- ⊙ No ball bowled and one bye run by batters
- ⊙⊙ No ball bowled and 2 byes run by batters
- ⊙⊙⊙ No ball bowled and 3 byes run by batters
- ⊙⊙⊙⊙ No ball bowled and 4 byes run by batters

- * Used to denote the captain
- † Used to denote the wicket keeper

The Bowling analysis

The bowling analysis is not necessary to determine the result. It is for checking and to record the bowling performances.

There is a box for recording the deliveries of each over, always record the deliveries in the same order (the order does not matter, but be consistent). Remember that if required 2 extra bowls can be recorded as shown.

1	7	4
2	8	5
3		6

or

1	7	2
3	8	4
5		6

- Numerals should only be used if the ball was struck by the bat (and the runs are thus credited to the batter).
- If no runs are scored the entry is a dot.

Maiden overs are shown by linking the dots to make a large “M”. Remember a maiden cannot contain No balls or Wides.

Byes and **Leg Byes** are only possible off a fair ball (ie not off a no ball- see below) and are shown in the analysis by a ‘B’ or “L”. The number of runs will be shown in the Extras. Byes are seen as a wicketkeepers (fielder’s side) error but Leg Byes are ‘acts of God’!

No Balls are more difficult.

If a “No Ball” is bowled it is scored as a circle. If runs come from the bat a numeral is placed in the circle. The numerals in the circle are runs credited to the batter.

If byes are run off the No Ball then dots are placed in the circle. Extra dots represent extra No Balls. Remember the circle itself represents 1 No Ball extra. No Balls are viewed as bowler’s errors. If the umpires signal a Wide and a No Ball the **No Ball** shall always supersede the wide (ie you cannot have both).

Wides

Wides cannot be struck. They are represented by a plus sign. Dots around the plus sign represent the number of runs off the wide. Remember the plus sign itself represents 1 Wide. Wides are bowler’s errors.

Bowler's summary

No Balls and Wides are totalled at the end of the bowler's overs. Remember to count circles and plus signs as single No Balls and Wides respectfully. Dots in circles or around plus signs are added on to the tallies. The total number of balls, maidens and overs bowled is also tallied. Runs taken off the bowling are added, equivalent to the cumulative running total. The number of wickets taken is also recorded. Finally for the sake of statistics the average is calculated usually as runs/wicket eg 15 runs for 3 wickets taken = 5

The Batting analysis

The batting analysis can be scored in a number of ways:

1. A good way for a new scorer is to use exactly the same symbols that go in the bowler's analysis to go on the batter's line. In this way each bye, wide, etc can be easily reconciled with who bowled it and who faced it. This method is recommended by our club (see table below). NB- When totalling the strikers score only total the numbers (runs off bat) and ignore all the symbols.
 2. A second method is to provide most of the detail in the bowler's analysis and in the batter's analysis just put a dot if nothing was scored off the bat and put 1,2,3, etc for runs scored off the bat.
 3. A third method is only to mark put in actual runs scored off the bat. "Dot" balls are not shown. This scoring method is the minimum that can be used.
- Record every delivery.
 - A single diagonal line should be used to show the end of an over.
 - A double diagonal line should be used to show the end of the batter's innings. For batter's dismissed without facing a ball just write "no balls faced" followed by //
 - Record the method of dismissal.
 - For the batter's statistics wides are not included as they are not genuine balls faced.

Cumulative run score

The fall of wickets is usually a block of numbers. By striking off the runs as they occur a cumulative total is easily shown. Strike through the numbers to represent the number of runs scored at a time. For example: ~~1-2-3-4~~ ~~5-6~~ ~~7~~ ~~8-9-10~~ means that the first runs scored was a boundary 4, followed by 2 runs, a single then 3 runs.

Fall of wickets

Record the fall of wickets as the cumulative number of runs made by the batting side at the time of that dismissal.

End of Game

At the end of the game ensure that all boxes are filled in and that you agree with the other scorer.

To ensure you tally add the total runs made by the batting side to all sundries and extras. This should agree with the total of all the runs scored off the bowling in the Bowling analysis sheet. This latter total will already include Wides and No balls but not Byes or Leg byes (as they are not counted against the bowler). Hence Byes and Leg byes must be added to the total runs scored off the bowlers for the two totals to agree.

Summary

- S** Sharpen your pencil, have a rubber available too
- C** Confirm and acknowledge the umpire's signals
- O** Observe every ball that is bowled
- R** Record every ball that is bowled in the scorebook
- I** Identify your scoring position for the umpires
- N** Neatness and accuracy is required at all times
- G** Gather all the information and check that the batting, bowling and extras tally correctly

Scoring Entries

Situation	Striker's credit?	Batter's analysis	Sundries		Extras		Bowler's analysis
			Byes	Leg Byes	No balls	Wides	
Fair ball – no runs taken	No	•					•
Fair ball – 1-3 runs off bat	Yes	1-3					1-3
Fair ball – boundary 4 or 6	Yes	4 or 6					4 or 6
Fair ball – batters run 1 bye	No	B	1				B
Fair ball – batters run 2 byes	No	B	2				B
Fair ball – batters run 4 byes	No	B	4				B
Fair ball – batters run 1 leg-byes	No	L		1			L
Fair ball – batters run 2 leg-byes	No	L		2			L
Fair ball – batters run 4 leg-byes	No	L		4			L
No ball bowled - Batter hits and runs 1	Yes	①			1		①
No ball bowled - Batter hits and runs 2	Yes	②			1		②
No ball bowled - Batter hits and runs 4	Yes	④			1		④
No ball bowled - Batter does not hit ball and does not run	No	○			1		○
No ball bowled - Batter does not hit ball and runs 1	No	⊙			2		⊙
No ball bowled - Batter does not hit ball and runs 2	No	⊘			3		⊘
No ball bowled - Batter does not hit ball and runs 4	No	⊚			5		⊚
Wide ball bowled – no byes run	No	+				1	+
Wide ball bowled - 1 bye run	No	⊥				2	⊥
Wide ball bowled - 2 byes run	No	⊦				3	⊦
Wide ball bowled – 4 byes run	No	⊨				5	⊨
Wide ball bowled - Batter is out and bowler gets credit (stumped or Hit wicket only)	No	w⊥				1	w⊥
Wicket		/					w
Maiden over							Large M

Print this sheet out and stick in your folder or scorebook

Sample – for the sake of simplicity in this example each bowler bowls a whole over to each batter.

Batsman	Time		Runs scored	Scoring rate			How out	Bowler	Total
	in	out		50	100	150			
1 Waugh	1.30	2.05	•• •+•4/23••0•②•//				caught	Hadleigh	12
2 Bradman	1.30		••L⊙1•2/61•1••/⊘•• •••//				not out		12
3 Cairns	2.08		B•+ 23•/				not out		5

The Tally

29 runs
+ 14 extras
43

Byes	
Leg byes	
Wides	### III
No balls	

} = 2
} = 12
14

Bowlers	1	2	3	4	No balls	Wides	Balls B'wid	Overs	MDN overs	Runs	W'kts	Av'ge
1 Hadleigh	• 4 • • + 1 •	2 ② • 3 • 0 • • •	W • + B 2 3		2	3		3	0	22	1	22
	0-6	0-15	1-22									
2 Crowe	• 2 ⊙ • L •	6 ! • • •	⊘ • 1 • • • •		2	5		3	0	19	0	
	0-5	0-13	0-19									

41 runs
+ 2 byes & leg byes
43

41