CRICKET SCORING
GUIDE PREPARED BY ARMIDALE DISTRICT CRICKET ASSOCIATION

Cricket is a game that is obsessed with statistics.

Cricket Australia is aiming to get everyone who plays cricket into the same database. This is called MyCricket.

Once a player is in MyCricket, they are able to keep track of their statistics from when they started playing as a junior all the way through until they finish playing as Australia’s greatest ever Test Captain.

However, in order to do this, it is important that the people who record and enter a player’s statistics get it right.

There are two elements to this: (1) getting the scoresheet right (scoring correctly), and (2) getting the entry into MyCricket right.

In this document we hope to give some information that will help with point (1) above – the scoresheet. Point (2) is dealt with in our MyCricket Results Entry Guide that includes an example of a correctly completed MyCricket match card. You will find both documents on our website www.armidalecricket.com.au.

SCORING:

While experienced scorers may tell you there are numerous details to keep track of in a scoresheet, there are really only a few fundamental “non-negotiables” when scoring. We shall mention those here. Once you’ve mastered these, you may wish to explore recording additional items, but don’t feel you have to in order to become proficient. Concentrate on the “non-negotiables” first.

1) There will normally be two scorers: one from your team, and one from the opposition. You need to sit together to score.
2) Most scorers find it easier to score in pencil – you will need an eraser and sharpener. A calculator is also handy (or know how to find this function on your phone!)

3) You need to keep track of: batting figures, bowling figures and the team score.

4) You are a **recorder** of the score in a match; you are not running the match. The umpire runs the game and will tell you when something happens that you need to record.

5) **Never tell the umpire what to do.** The umpire may ask questions of you (eg how many balls left in an over) which you may answer. However if, for example, an umpire ends an over after five balls, you simply record those five balls as “over”. If a batsman gets out on the 7th ball of an over he is out! Never yell out to the umpire that he is wrong! Similarly, you may at times, come across spectators who will tell you something like “that ball went for four”. If the umpire didn’t signal “four”, you cannot record a four. Umpires can make mistakes, however it is not your job to correct them.

   **Always watch the umpire to ascertain what you should record in the scorebook.**

6) **Acknowledge the umpire’s signals.** Eg, if the umpire signals “four” to you, you should raise your arm to let him know you have recorded the four.

7) **Regularly communicate with the other team’s scorer** – eg, if John Smith gets a run, say “one to John Smith” so that you both record the run to the same batsman.

8) **It is ok to ask the umpire, or fielders, the name of the bowler** – it is important to record figures against the correct bowler, and it is difficult to change this later if you realise you’ve got it wrong. Similarly for the names of fielders when a wicket is taken.

9) **Record the cumulative total at the end of each over.**

10) **Record player’s surnames** – assume someone who isn’t at the game will be entering results. Write neatly and clearly.

11) **Decide on the symbols you will use** for wides, no-balls and wickets and be consistent. Many scorers use the following symbols:

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   □ wide
   ○ no-ball
   W wicket
   ```

12) **The match ends when the team batting second passes the score of the team batting first. This is when you stop scoring.** In junior matches sometimes the
game continues to give everyone a bat etc, however you rule off the book immediately a result has been achieved, and no player scores are recorded after that point. You will need to indicate to the umpire when this occurs, as he will not know what the exact score is.

13) At the end of the game the two scorebooks should match and teams should agree on the match result before they leave the ground.

**SCORING A MATCH**

At the commencement of the match the umpire will normally signal to the scorers to make sure they are ready. You should raise your arm to let the umpire know you’re right to go.

**Dot balls** – where no runs are scored – record a “dot” against the bowler (in some modified matches eg under 105-125 you also need to record a dot next to the batsman that faced the ball, but this is not necessary if you do not need to retire batsmen after a certain number of balls.)

**Runs** – record runs next to the batsmen, in the cumulative total, and also against the bowler. (Tip: When a batsman has scored a lot of runs it is useful to tally his score and write it lightly underneath to make adding his score easier later on (see below).)

**Wickets** –

a) Record how the batsman got out in the HOW OUT column, along with the fielder if relevant (eg “caught Taylor”) and the name of the bowler in the BOWLER column (if it is a wicket credited to a bowler, eg bowled, caught, stumped, hit wicket, lbw ONLY).

b) Record the batsman’s total

c) Record the score at “fall of wicket” (FOW) and the batsman out at that fall of wicket – there is a designated area on the scoresheet for FOW.

d) Record the wicket in the bowler’s box as “W”

**NOTE:**
- Run outs – do NOT record a wicket against the bowler. Record all fielders involved in the run out in the How Out column. Don’t record the bowler in the bowler column.

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Catches – always record the fielder who took the catch in the How Out column and indicate if it was a wicketkeeper’s catch (eg by “ct wk” meaning “caught wicketkeeper” then the keeper’s name). If you are not sure who the catcher is, find out at a break from the umpire, or players.

Stumping – always record the wicketkeeper who completes the stumping in the How Out column, and the bowler in the Bowler column.

Fall of Wicket (FOW) – record FOW as the batting team total when the wicket fell, and the name of the batsman who is out. You may wish to record the “N.O. batsman” (the not-out batsman), but this is not necessary if you are not working out batting partnerships.

Extras (also called “sundries”) –

Please check local rules as recording varies with some modified games in some age groups – go to www.armidalecricket.com.au to find the relevant rules for your age group/competition.

The below is the “normal” way to record Extras:

1) Byes and Leg Byes – only get scored against extras and in the cumulative total. Byes DO NOT go against the bowler, and are not credited to the batsman. Byes and Leg Byes are technically a “dot” in the bowler’s box, however some scorers find it useful to indicate “B” or “L” to remind them at the end of the over that the team score has increased.

2) No Balls –
   o Symbol Ø
   o No runs completed – one no-ball in extras, and one no-ball against the bowler
   o Byes/Leg Byes run off the no-ball – number of runs completed plus one no-ball all recorded against no-balls extras (these are not recorded as byes/leg byes). Same number of no-balls recorded against the bowler’s figures
     Eg: if the batsman doesn’t hit the ball and runs 2 byes from a no-ball, 3 no-balls get recorded against both extras and the bowler’s figures (nothing to the batsman). 3 runs go to the cumulative total.
   o Runs off the bat run off the no-ball – if the batsman does hit the ball, then the number of runs completed is recorded to the batsman, one no-ball recorded against no-balls sundries. One no-ball plus batsman’s runs recorded against the bowler’s figures. And the no-ball plus runs is added to the cumulative total.
     Eg, if the batsmen run 2 runs off the bat from a no-ball, 2 runs are scored for the batsman, one no-ball gets recorded against sundries and 3 runs (2
runs plus NB) gets recorded against the bowler’s figures. 3 runs go to the cumulative total.

- Most scorers record the extra runs scored off a no-ball inside the circle used for "no-ball" in the bowler’s box.

3) Wides –
   - Symbol □
   - One wide to extras and one wide to the bowler’s figures, plus one to the cumulative total. If the batsmen run, then the number of runs completed is recorded as additional wides and is recorded against the bowler and also in extras - in addition to the original wide.

When recording additional wides against the bowler you would put a “1” inside the box (this indicates a wide plus one (ie two wides).

NOTE: runs off the bat from a wide are IMPOSSIBLE; once the ball is hit it is no longer a "wide". A "wide" is called because the batsman can’t reach it. If an umpire calls a wide after the ball has been hit, he should revoke his signal. Runs scored in this case are runs to the batsman.

BALANCING THE SCOREBOOK

This is the most important “non-negotiable”!

1) At the end of each over, you should compare the runs against the bowler for that over, with the other scorer. You should then also compare the cumulative total. Both these totals should then be recorded on the scoresheet. If you don’t agree with the other scorer you need to work out why and fix the problem. It is much easier to do this over-by-over than to try to find a mistake at the end of the match.

2) You should also regularly “balance” the scorebook. This is NOT the same as checking the bowling/cumulative total at the end of each over.

To “balance”, the following figures in the scoresheet should correspond:

| Batsmen’s runs + extras = cumulative (team) total |
| AND |
| Runs against the bowler + byes + leg byes = cumulative (team) total |

The more often you check that these figures are correct, the easier it will be at the end of the match.
Incorrect scoresheets usually don’t matter until a game becomes very close.

In this situation you will likely have all the players, the coaches and many of the parents hovering over you asking “what’s the score?”, “how many is Jonny on?”, “how many overs are left?” etc. It is easy to get flustered in this situation. Calmly tell people you cannot score and answer questions at the same time – be firm. It is your job to score, not to answer questions. Let them know you are concentrating; tell them that they are welcome to look over your shoulder at the scorebook, but ask them to please be considerate of the people attempting to score.

If you have been regularly checking that your scorebook balances, you can be confident that the score is correct when the match gets tense.

We recommend that you should aim to fully balance your scorebook no less than every ten or so overs – use breaks in play eg, lost balls, changes in fielders, drinks breaks, innings breaks etc as opportunities to balance your scorebook.

If your scorebook doesn’t balance:

1) Make sure you have correctly totalled the batsmen’s individual runs
2) Make sure you take into account the runs scored by the not-out batsmen (as there won’t be a total recorded yet)
3) Make sure all the overs bowled by all the bowlers equals the total overs bowled
4) Check that all wides and no-balls bowled by the bowlers equals the total number recorded in the extras column
5) Check that the bowler’s figures have been correctly totalled
6) Check that the number of wickets credited to the bowlers plus run-outs (and other non-bowler wickets) equals the total number of wickets fallen