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# Scorer's Guide

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# Basic Glossary for Scorers

## Cricket Score

The number of wickets lost (when a batsman is out) and runs scored by the team so far in the current innings. In Australia, we put the wickets first. Elsewhere, runs are first.

e.g. The score is 4/200 (spoken "*The score is four for two hundred.*")

## Wicket

1. When a batsman is out
2. Three sticks with bails on top at each end of the pitch
3. Another word for pitch

## Run

A run is the unit of scoring in a game of cricket. One run is achieved by the batsmen running between the wickets. Runs are also recorded when the umpire signals a no ball, a wide ball, a bye or a leg-bye.

## Toss

The coin toss that occurs at the beginning of a cricket match to determine which side will bat first.

## Over

A series of six legal balls bowled in sequence by a single bowler. In U12 and U14 games no over shall exceed 8 balls in total, which includes no balls and wides. No balls and wides score one run and are recorded against the bowler by the scorer. A maiden over is an over in which no runs are scored.

## Innings

1. Description of runs scored by the batsman.  
*"He played an exciting innings of 30 runs."*
2. Description of a whole team's performance since they started batting.  
*"South Melbourne has so far scored 4 for 200 in their first innings."*

# Basic Glossary for Scorers

## Scorebook

Contains scoresheets on which detailed records are kept of who scored what and which wickets were taken. Each team keeps their own scoresheet. The two scorers sit together and frequently check that they agree on the score, aiming to have accurate and identical scoresheets at the end of the game. <sup>1</sup>

Statistics recorded include:

### Batsmen

- ♣ number of runs scored (some scorers record every ball faced, including dots)
- ♣ how out (and by which bowler and catcher if applicable)

### Team

- ♣ total runs
- ♣ overs bowled and total score at the end of each over
- ♣ extras (runs scored without the ball hitting the bat e.g. byes and leg-byes, no balls and wides)
- ♣ wickets fallen -  
total at each fall of wicket, outgoing batsman's name and not-out batsman's name
- ♣ total numbers of no balls and wides, byes and leg-byes

### Bowlers:

- ♣ number of overs bowled
- ♣ number of maidens bowled
- ♣ number of no balls and wides
- ♣ number of wickets taken
- ♣ number of runs conceded (i.e. scored off his bowling)

Before the game, write

- ♣ which teams are playing, where and when at the top of the sheet
- ♣ the names of the batsmen into the top section if they have been decided
- ♣ the names of the bowlers into the lower section if order is already decided

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<sup>1</sup> When a game is 'hanging in the balance', the scorers must agree on the totals before the commencement of the last over. If errors are found later, their decisions will stand. This is an amendment to by-law #14, made in 2004.

It is more usual to do at least some of this as the game goes along. Work in pencil at first and have an eraser handy. **It is good practice to score each ball/run from the bowling analysis working up the sheet.** For each run, and also for each no ball and wide, make a diagonal slash in one square of the running total boxes that divide batting (top) from bowling (bottom) analyses.



At the end of the game, fill out the relevant sheet at the back of the scorebook. Record


- ♣ who won the Man of the Match award and who else made notable totals for the day
- ♣ who made wickets, great catches or other notable fielding
- ♣ any additional notes of interest, such as weather interruptions, player injuries, crowd attendance figures, historical records broken during the match, etc.




# Cricket Umpire's signals and how to score them



Before the match, two umpires are appointed, one for each end, to control the game with absolute impartiality. **Umpires need to know the scorers have seen and recorded their decisions.** Raise a hand briefly either to the side or above your head – not in front of your face – to acknowledge the umpire's signals.

EVENT	DESCRIPTION	UMPIRE'S SIGNAL	HOW TO SCORE IT
Over	A series of six legal balls bowled in sequence by a single bowler. In U12 and U14 games no over shall exceed 8 balls in total, which includes no balls and wides. No balls and wides are still recorded against the bowler by the scorer. A maiden over is an over in which no runs are scored.	Usually calls "over"	For the team <ul style="list-style-type: none"> <li>♣ check that no balls or wides are recorded</li> <li>♣ write the total runs scored in the over and the bowler's number in the small boxes on the left side of scoresheet</li> </ul> For the bowler <ul style="list-style-type: none"> <li>♣ add the number of runs scored in the previous over for this bowler and write the total in the lower triangle of the bowler's over – giving a running total of runs scored off each bowler</li> <li>♣ if no runs are scored (maiden over) write <b>M</b> in the lower triangle beside the bowler's name</li> </ul>
Dot Ball	The bowler bowls but nothing happens – no runs of any kind are scored	No signal for a dot ball	<ul style="list-style-type: none"> <li>♣ make a dot beside the bowler's name in the square for the current over</li> <li>♣ some scorers also mark a dot beside the batsman's name</li> </ul>
Run	A run is the unit of scoring in a game of cricket. One run is achieved by each batsman running between the wickets	No signal for single run or for 2 runs or 3 or more actually run	Write <ul style="list-style-type: none"> <li>♣ a number (1, 2, 3 etc.) beside the batsman's name</li> <li>♣ a diagonal slash across one square of the running total boxes that divide batting (top) from bowling (bottom) analyses</li> <li>♣ the same number beside the bowler's name</li> </ul>

EVENT	DESCRIPTION	UMPIRE'S SIGNAL	HOW TO SCORE IT
Four	A four is scored by the ball crossing the boundary, having bounced at least once	A four is signalled by an arm extended horizontally and waved briefly back and forth in a horizontal arc 	Acknowledge the umpire's signal first. Write <ul style="list-style-type: none"> <li>♣ a small number 4 beside the batsman's name</li> <li>♣ 4 again beside the bowler's name in the square for the current over</li> <li>♣ a line through 4 squares in the team's running total</li> </ul>
Six	A six is scored when the ball crosses the boundary without bouncing	A six is signalled by raising both arms straight over the head 	Acknowledge the umpire's signal first. Write <ul style="list-style-type: none"> <li>♣ a small number 6 beside the batsman's name</li> <li>♣ 6 again beside the bowler's name in the square for the current over</li> <li>♣ a line through 6 squares in the team's running total (this makes it easier to check the scores – a 6 is quite an event)</li> </ul>

EVENT	DESCRIPTION	UMPIRE'S SIGNAL	HOW TO SCORE IT
Out	<p>End of batsman's innings because he has been dismissed at which point he has to leave the field.</p> <p>Forms of dismissal include:</p> <ul style="list-style-type: none"> <li>♣ bowled</li> <li>♣ caught</li> <li>♣ run-out</li> <li>♣ stumped</li> <li>♣ hit wicket</li> <li>♣ LBW</li> <li>♣ obstructing the field</li> <li>♣ hit the ball twice</li> <li>♣ handled the ball</li> <li>♣ timed out</li> </ul>	<p>When a batsman is out, the umpire making the decision raises one hand above his head, with the index finger extended</p> 	<p>This event makes the most work for the scorer.</p> <p>For the batsmen, write</p> <ul style="list-style-type: none"> <li>♣ a double arrow head beside the batsman's score like this &gt;&gt;</li> <li>♣ how he went out (bowled, caught, LBW, run out) in the next column</li> <li>♣ the name of the bowler or the fielder who caught the ball in the next column</li> <li>♣ the batsman's total in the next column</li> </ul> <p>For the team, below the batting score, write</p> <ul style="list-style-type: none"> <li>♣ the total runs at the fall of the wicket</li> <li>♣ the name of the out-going batsman and the name of the not-out batsman</li> </ul> <p>For the bowler, write</p> <ul style="list-style-type: none"> <li>♣ an X beside the bowler's name in the square for the current over (X=wicket taken)</li> <li>♣ a number 1 in his total wickets column</li> </ul>
Not Out	<p>A batsman can elect to retire at any time</p> <p>A batsman can also retire (hurt).</p>	<p>There is no formal signal to indicate that a batsman is not out.</p> <p>On appeal, the umpire calls "not out".</p>	<ul style="list-style-type: none"> <li>♣ write a capital R. and the number of runs scored by the batsman beside their name</li> <li>♣ if the batsman does not return before the end of the match, write Not Out in the How Out column</li> </ul>

EVENT	DESCRIPTION	UMPIRE'S SIGNAL	HOW TO SCORE IT
No Ball	<p>An illegal ball, because</p> <ul style="list-style-type: none"> <li>♣ the bowler's front foot lands beyond the crease</li> </ul>  <ul style="list-style-type: none"> <li>♣ the ball was a full toss above the waist</li> <li>♣ the ball pitches on the bowler's half of the wicket</li> <li>♣ ball lands off the pitch</li> </ul> <p>Runs can also be scored off a no ball</p>	<p>A no ball is signalled by holding an arm out horizontally</p> 	<p>Acknowledge the umpire's signal first.</p> <p>For the bowler, write</p> <ul style="list-style-type: none"> <li>♣ a dot with a circle around it beside the bowler's name in the correct square for the current over</li> <li>♣ if runs are scored, write the number of runs and circle them</li> <li>♣ a number 1 in the bowler's total no balls column</li> </ul> <p>For the batting team, write</p> <ul style="list-style-type: none"> <li>♣ a diagonal slash across 1 square of the running total</li> <li>♣ a number 1 in the team's total no balls column</li> </ul> <p>Some scorers also record for the batsman - write</p> <ul style="list-style-type: none"> <li>♣ a dot</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>♣ a run with a circle around it</li> </ul>
Wide	<p>A type of extra in which the ball cannot be hit by the batsman because it is out of his reach. Runs can still be made off a wide ball.</p>	<p>A wide is signalled by holding both arms out horizontally</p> 	<p>Acknowledge the umpire's signal first.</p> <p>For the bowler, write</p> <ul style="list-style-type: none"> <li>♣ a dot with a square around it beside the bowler's name in the correct square for the current over. When runs are scored off a wide ball, write the number of runs with a square around it</li> <li>♣ a number 1 in the bowler's total wide balls column</li> </ul> <p>For the batting team, write</p> <ul style="list-style-type: none"> <li>♣ a slash in one square of the team's running total</li> <li>♣ a number 1 in the team's total wide column</li> </ul>

EVENT	DESCRIPTION	UMPIRE'S SIGNAL	HOW TO SCORE IT
Byes	A bye is a type of extra, when the wicket keeper misses the ball and the ball does not touch anything attached to the batsman and the batsman run	Runs scored as byes are signalled by raising one arm over the head, palm open 	Acknowledge the umpire's signal first.  For the bowler, write ♣ a dot beside the bowler's name in the correct square for the current over  For the batting team, write ♣ for each run, a slash in one square of the team's running total ♣ a number 1 in the team's total byes column  Byes are not recorded against the batsman's score
Leg Byes	Type of extra in which the ball hits any part of the batsman except his bat or gloves when he is attempting to play a stroke or take evasive action and he runs	Leg byes are signalled by raising one leg and tapping the knee with one hand 	Acknowledge the umpire's signal first.  For the bowler, write ♣ a dot beside the bowler's name in the correct square for the current over  For the batting team, write ♣ for each run, a slash in one square of the team's running total ♣ a number 1 in the team's total leg-byes column  Leg-byes are not recorded against batsman's score

<b>EVENT</b>	<b>DESCRIPTION</b>	<b>UMPIRE'S SIGNAL</b>	<b>HOW TO SCORE IT</b>
Dead Ball	<p>A moment determined by the umpire, usually when the bowler fails to deliver the ball. The ball is dead when it lands in the wicket keeper's gloves</p> <p>The batsmen are not allowed to run and cannot be out until the next ball.</p>	If the umpire has to signal dead ball to prevent the players from assuming that the ball is still alive, he waves both arms across each other in front of his abdomen.	<p>Acknowledge the umpire's signal first.</p> <ol style="list-style-type: none"> <li>1. When the bowler fails to deliver the ball, do not record a ball bowled.</li> <li>2. When the ball is dead for other reasons, score as for a no ball</li> </ol> <p>Write</p> <ul style="list-style-type: none"> <li>♣ a dot beside the bowler's name in the correct square for the current over.</li> </ul>
One Short	Signal given by umpire to show that one run should be deducted because the batsman failed to run the full length of the pitch before running back.	One short is signalled by touching the tip of one hand to the same shoulder.	<p>Acknowledge the umpire's signal.</p> <p>Record the correct score.</p>
Revoke last signal	Umpire indicates he has changed his last decision.	Umpire crosses both arms across his chest.	Acknowledge the umpire's signal.

# City of Moorabbin Cricket Association SCORE BOOK

GRADE B MATCH SMDCC Brighton PLAYED AT Albert Park  
 ORGANISED BY SMDCC 1st/2nd INNINGS OF Brighton DATE 8.2.03 ROUND No. 6

OVER	OUT	BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	TOTAL
1		1. C. RUSSELL	1 1 1 1 2 1	Bowled	SPARKES	7
2		2. M. HEAVELL	1 4 1 1	Caught	HILL	7
3		3. R. DIXON				
4		4. L. HUNG				
5						
6						
7						
8						
9						
10						
11						

BATSMEN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Overs	Maidens	Wides	No Balls	Wickets	Runs
1. SPARKES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2. CRISP	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
3. JARVIS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
4. WASSILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

example

Score at end of each over

Batsmen's scores here

Each run, no ball, wide and bye = one square

Score at wicket fall & batsmen's names

Bowling scores here

How batsman out & total runs here

Team extras here

By-law amendment # states that scorers must agree before commencement of the last over. If errors are found later, the decisions will stand.

Bowler's extras here (optional)

- AIMS:**
1. that you and the other team's scorer agree (check frequently) on the score, especially when the game is 'hanging in the balance'
  2. total score on the left side equates with total scores on the right side

# Good Performances

- A batsman scoring 50, or 100, or multiples thereof (make that 30 for our kids)
- A partnership adding 50, or 100, or multiples thereof
- A bowler taking five wickets in a single innings
- A bowler taking ten wickets in a two innings match. (This is an *excellent* performance and a relatively rare feat.)
- A bowler taking a **hat trick**, i.e. three wickets in three successive balls (perhaps in different overs). This is even more rare.

Each of these tasks is usually greeted with enthusiastic applause from the spectators. The crowd also usually applauds significant events as:

- any wicket falling
- a six or a four
- a good over from a bowler (one in which the batsmen have great difficulty scoring runs or playing safely)
- a good athletic effort from a fielder to gather the ball
- the innings total reaching a multiple of 50.

The number of runs scored in an innings average about 3 per match. The variation on these numbers can be quite large, In a first class match, a captain makes his decision on when to declare the innings closed based on the remaining runs to win while ensuring they do not have enough time to score enough

Over a single player's career, the two most important statistics are:

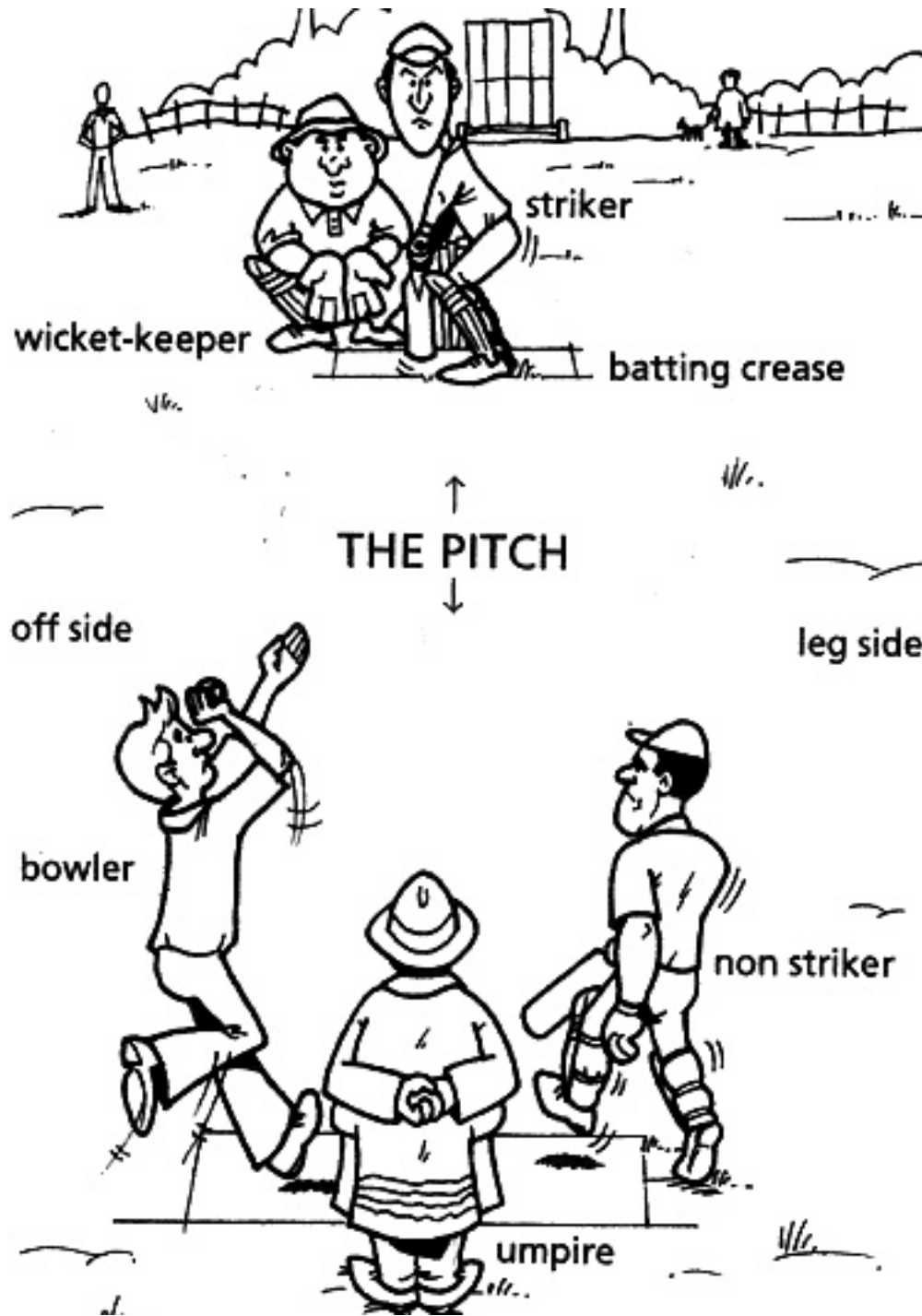
**Batting Average:** The aggregate number of runs scored divided by the number of times the batsman has been out. The higher, the better.

**Bowling Average:** The aggregate runs scored against a bowler divided by the number of wickets taken. The lower, the better.



over for a first class match, and 4 per over in a one-day match. The variation on these numbers can be quite large, In a first class match, a captain makes his decision on when to declare the innings closed based on the remaining runs to win while ensuring they do not have enough time to score enough

A batting average above 30 is very good, 40 is excellent, and 50 is legendary. Sir Donald Bradman's career average was a record 99.94. A bowling average below 25 is considered excellent.



## References

[www.lords.org/cricket/laws](http://www.lords.org/cricket/laws)

<http://www.cs.purdue.edu/homes/hosking/cricket/explanation.htm>

Rob Eastaway What is a googly? Robson books 1999



*'Why is it always raining?'*