

Scoring Basics

Scoring a cricket match can seem daunting, but with a little concentration and preparation it is not rocket science! A good starting point is to learn how to score the traditional way, on paper. Once you have mastered scoring on paper, you can move onto electronic scoring with the various apps available.

The first prerequisite for scorers is to be able to understand the umpires signals. If you are unsure of signals you can refer to the [umpiring basics presentation here](#) for the basic signals. The second is responding to the umpire - he signals to you, as the scorer .. you need to wave back to acknowledge you have received his signal!

The Scorecard

Next you need to understand the layout of a scorecard and what you need to do after:

- each ball, and
- each over or fall of wicket.

After Each Ball

After each ball there are 3 or 4 things you need to do:

1. Mark the batsmans record
2. Mark the bowlers record
3. If any extras, mark the extras record
4. If any score, mark the score tally

After Each Over or fall of wicket, you need to:

1. Complete the overs record after each over (the example scoresheet doesn't have this ... so one less job!)
2. Complete the fall of wicket record at the fall of a wicket.

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BATTSMEN	IN	OUT	RUNS SCORED	SCORING RATE				HOW OUT	BOWLER	TOTAL
				30	100	150				
1 CLARKE								CT POWERMAN	TICKNER D	15
2 RICHARDSON								BOWLED	TICKNER A	36
3 HARRISON								CT CAMPBELL	FOX	11
4 HALLIDAY								CT TICKNER D	TICKNER A	10
5 LATOBIER								BOWLED	TICKNER A	7
6 REDFORD B								CT CONELL	CAMPBELL	0
7 WOOSTER								NOT OUT		16
8 MILLS CLARKE								CT FOX	TICKNER A	2
9 FLYNN								BOWLED	TICKNER A	0
10 MURPHY								NOT OUT		1
11 SLOTT										

BOWLING ANALYSIS										NO BALLS	WIDES	BALLS B'WLD	OVERS	M'DNS	RUNS	WKTS	AV'GE
1	2	3	4	5	6	7	8	9	10								
1 POWERMAN													8	1	17	-	
2 TICKNER D													9	3	8	1	
3 TICKNER A													8	-	37	-	
4 FOX													6	-	12	1	
5 TICKNER A													7	2	18	6	
6 CAMPBELL													6	-	22	1	

EXTRAS 12
TOTAL 116
FOR 2 WKTS.

UMPIRES 1 2 SCORERS 1 2

Marking the score card

Marking the **score tally** is hopefully obvious, just draw a line through the number of runs scored.

Marking the **extras** and **fall of wicket records** are similarly obvious.

Marking the **batsmans record** - you make a mark against a batsman each time he faces a ball (see below for what marks to make!)

Marking the **bowlers record**, and the marks to use are described below:

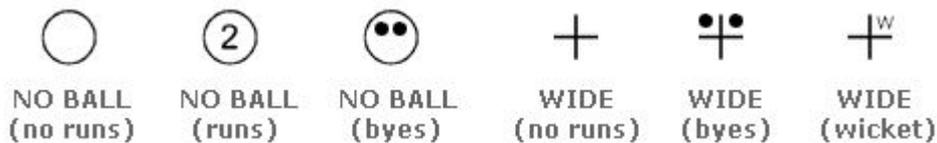
The Markings

So here goes with the hieroglyphs and marks you need to make:



NB~a "Dot Ball" means no runs scored.

Inexperienced scorers often get the NO BALL and WIDE symbols mixed up but remembering which is which is quite easy if you liken the WIDE symbol to the umpires signal for a WIDE - standing arms out to the side in the shape of a cross. So far, so good. However, it gets a little more complicated when a combination of elements are added to the run of events:



NB~ All wides are marked as wides (not byes), all No Balls with byes are just marked as No Balls, tis will become apparent below.

The 'circle' symbol as above indicates NO BALL. But if the batsman hits the ball and scores singles, a boundary 4 or boundary 6 off the delivery, then the runs are marked inside the 'circle'. In practice it is easier to write down the number then 'encircle' it. These are batsman's runs and the NO BALL itself is a NO BALL extra.

More often you might see a NO BALL delivery elude the wicket keeper and the batsmen run byes or the ball runs to the boundary for 4 byes. In this case each bye taken is marked with a 'dot'. Again it is easier to 'encircle' the 'dots'. These and the NO BALL are NO BALL extras.

With WIDE deliveries it is common to see batsmen run byes or the ball run down to the boundary for 4 byes. Again a 'dot' is added for each bye that is run. These and the WIDE are WIDE extras.

The only other possible addition to the WIDE symbol is if the batsman hits the stumps with his bat or person or the wicket-keeper stumps him. The batsman would be out and a 'W' is added to the WIDE 'cross' symbol. The WIDE is a WIDE extra and the bowler is credited with the wicket.

So now we know which symbols to use, how do we interpret them in the batting, bowling, extras and totals analysis?

Well the only way to show this is to give a ball by ball account, for the Bowlers record.

Bowlers Record

NB~From the left, read down then across

			<table border="1"> <tbody> <tr> <td>BYES</td> <td>1</td> </tr> <tr> <td>LEG BYES</td> <td>2</td> </tr> <tr> <td>WIDES</td> <td>3 1</td> </tr> <tr> <td>NO BALLS</td> <td>1 3</td> </tr> <tr> <td>TOTAL EXTRAS</td> <td>11</td> </tr> </tbody> </table>	BYES	1	LEG BYES	2	WIDES	3 1	NO BALLS	1 3	TOTAL EXTRAS	11
BYES	1												
LEG BYES	2												
WIDES	3 1												
NO BALLS	1 3												
TOTAL EXTRAS	11												
12 - 0	16 - 0	23 - 1											

As an example, let's use the bowler analysis for 3 overs shown above. In the first over the bowler bowled a dot ball, then a No-Ball which the batsmen hit and scored 3 runs, another dot ball, then a Wide off which the batsmen ran 2 byes, another dot ball, the batsman scored 1 off the next, 4 off the following and the final delivery of the over was another dot ball. That's 8 deliveries off the over. 6 fair deliveries plus an extra delivery for the No-Ball and an extra delivery for the Wide.

In the over summary, we record 12-0, that's 12 runs for 0 wickets. 1 for the No-Ball plus 3 the batsmen ran, 1 for the Wide plus the 2 byes, 1 run and 4 runs = 12.

In the batsman's analysis, whether we record delivery by delivery outcome or not, he would be credited with 8 runs off that over (more on this later).

In the EXTRAS analysis we add a total of 4. 1 No-Ball extra and 3 Wide extras and in the total runs tally we should have 12 as our total.

For the next over we have 2 runs, dot, dot, Wide, dot, 1 run, Bye (as these do not count against or for the bowler we do not record how many). So the bowling totals for this over would be 4 which gives a cumulative total of 16 for 0 wickets. The batsmen have added 3, BYES (lets call it 1 for this example) have been added to the EXTRAS analysis and 1 has been added to the WIDE extras. The total runs tally stands at 17.

In the third over we have a LEG BYE (as these do not count against or for the bowler we do not record how many but we'll call it 2 for this example) a wicket, a dot ball, a NO BALL with 2 byes, 3 runs, dot and 1 run. The bowlers cumulative total stands at 23 for 1. The batsmen have a total of 15 and there are now a total of 11 EXTRAS (8 bowling and 3 fielding as example above). The total runs tally stands at 26. How do we check that this is correct? Simply remember that:

1. The total of ALL batsman's scores PLUS ALL extras = **THE TOTAL SCORE.**
2. The total of ALL bowler's totals PLUS all FIELDING extras = **THE TOTAL SCORE.**
3. The total of ALL batsman's scores PLUS all BOWLING extras = **THE BOWLING TOTALS.**

Do the math yourself and you'll see the examples above work out exactly.

If your scorecard has it, at the end of each over in the **overs record**, the scoring rate column is completed.

SCORING RATE				
Over No.	Total Score	Wickets	Bowler No.	Runs in Over
1	5	-	1	5
2	9	-	2	4
3	12	1	1	3
4	18	1	2	6
5	20	2	1	2

Here we basically record the cumulative total runs at the end of that over, which is the total runs tally. The difference between this and the total at the end of the previous over gives you the runs scored in the over.

We also record the cumulative number of wickets that have fallen at the end of that over, and finally we record which bowler bowled the over.

If you look at the example here you see that this also provides a snapshot of how things stand in a match. In this case, 20 runs for the loss of 2 wickets at the end of the 5th over.

At league and competition level, a club usually has 1 or 2 dedicated scorers, so they are able to record all the niceties such as the bowler's action, the number of deliveries a batsman faces, duration of partnerships etc. At our level this is difficult purely because there's usually just one scorer who is a player and they are recording figures in those stupid little scorebooks that require the handwriting size of the tooth fairy, when what's really needed is an A3 size scoresheet at least, and all the while they are waiting for a break so they can pad up.

The bowling figures cause problems generally because the poor sod doing the scoring has never had it explained properly and has just picked it up from a team mate who learned it exactly the same way.

Because of the limitations of space, we generally only record the batsmans runs in the batting analysis, which is a shame because most players would like some idea of the number of balls faced and their strike rate.

Properly done, the batsmans analysis would mirror the bowlers over the course of an over. So we would record every dot ball, no ball, wide, scoring ball, bye and leg bye ball delivered in their figures, although of course they are only credited with runs off their bat. This provides us with a total of balls faced over the course of their innings.

Note that when totting up you do not include WIDE deliveries as balls faced although they are recorded as a delivery.

Anyway, that's about it really. At competition level you need to understand and record other details but I'm sure you'll find this enough to be getting on with.