



The scorer's job is one that requires considerable concentration and it is essential for scorers from each team to sit side by side. This way, they can compare scores, change of bowlers, incoming batsmen, names of fieldsmen who took catches etc.

Arrive at the game in plenty of time. Obtain a list of your team from the captain (in batting order if possible) and keep it handy for you both to see. Always fill out the headings on your scorebook with the details of the match, date, venue, round number etc.

Every ball bowled **must** be recorded. If no runs or sundries occur, then record a dot against the batsman and also in the bowler's column.

When runs occur, they have to be recorded against the batsman, added to the total score and recorded in the bowler's column, comparing runs and total score with your fellow scorer.

When sundries occur, they have to be recorded in the appropriate sundries column, added to the total score and shown in the bowler's column (see below) and don't forget to compare with your fellow scorer. Work from the top of the page, filling in the relevant sections as you go down the page.

At the end of each over, total runs in bowler's column and compare total score with your fellow scorer. Every few overs, also compare batsmen's individual scores.

BYES

Byes are recorded as **B**. This is shown as 1 in the Bye column in sundries, one to the total score and shown as B1 in the bowler's column but **NOT** added to the bowler's figures. (See example below). Two, three and four byes are shown as B2, B3 and B4 respectively.

LEG BYES

Leg Byes are shown as **L**. This is shown as 1 in the Leg Bye column in sundries, one to the total score and shown as L1 in the bowler's column but **NOT** added to the bowler's figures. (See example below). Two, three and four leg byes are shown as L2, L3 and L4 respectively.

The reason byes and leg byes are shown as either B or L is so that they can be traced in case the book does not total at the end of the game.

	BYES (B)	LEG BYES (L)
counted as runs to batsman	NO	NO
counted as ball faced by batsman	YES	YES
counted on total score	YES	YES
counted as runs against the bowler	NO	NO
counted as legal ball bowled	YES	YES

NO BALLS -

When a no ball is bowled and no other runs are scored, enter a 0 in the bowling column, enter 1 in the no ball column under sundries and add 1 run to the progressive run total. (Don't forget at the end of the over that the 0 represents one run against the bowler and has to be added to his progressive score). When runs are scored from a no ball, enter the runs against that batsman with a circle around them, enter the runs in the bowler's column with a circle around them and add total runs to the progressive score. e.g. If 4 runs have been struck, show ④ against the batsman, 1 in the no ball column, add 5 to the total score (4 runs plus penalty 1) and ④ against the bowler (noting that the circle meaning that 5 runs are added to the bowler's tally). The reason to show only 4 in a circle is so if there is a dispute in the total runs scored, it is easier to find all the 1's, 2's, 3's, 4's and 6's on a scoresheet than trying to remember that a 5 in the bowlers column is really a 4 plus 1 penalty run.

When a no ball is called by the umpire who then proceeds to call leg-bye (to indicate to the scorer that the batsman did not touch the ball) all runs go to **no balls**. For example, if the batsmen run 2, then 3 runs are put in the no ball column. It would be shown in the bowler's column as (2L) and 3 runs are added to the bowler's progressive score, remembering again that the circle denotes 1 run penalty as per above.

The byes and leg byes are only signalled to show that they were not to go the batsman (Law 24.9).

Generally the **FIRST** call the umpire makes is the one shown in the scorebook. If a wide and no ball are called for the one ball, then it is recorded as no ball because in most instances (regardless of the order the umpire calls the wide and no ball), it is the no ball error that would have occurred first.

An over which contains a no ball cannot be a maiden over.

WIDES -

A wide is shown as W in the bowling column (meaning one run is added to the bowler's figures, one run is recorded in the Sundries column against Wides and one run is added to the total). For more than one wide (example Umpire signals byes) it is to be recorded as either W2, W3, or W4 depending on the number of runs batsmen take. Don't forget that if the batsmen run 2 then **three** runs are recorded (2 byes plus penalty one run for the wide) in sundries column as wides, 3 added to total score and W2 (3 runs) credited against bowler.

An over which contains a wide cannot be a maiden over.

	WIDES (W)	NO BALLS (N)
counted as runs to batsman	NO	NO
counted as legal ball faced by batsman	NO	YES
counted on total score	YES	YES
counted as runs against the bowler	YES	YES
counted as legal ball bowled	NO	NO

CATCHES

Catches should always be shown with the name of the person who took the catch. This is most important for trophies at the end of the season. If the name of the catcher is unknown, scorer's should always check with the captain of that team at the first break. If the catch has been taken by a substitute fielder, then his name should be recorded as Ct. J. Bloggs (sub). When a wicketkeeper takes a catch, by putting a small w-k above his name denotes him as the wicketkeeper. This is important for trophies at the end of the season.

Law 32: If a batsman is caught, no run is scored under any circumstances.

RUN OUTS

When a player is run out going for his first run, no runs are recorded and he is shown as out RUN OUT. The wicket is **not** credited to the bowler but if no runs are recorded you could show a red **R** in the bowler's analysis to denote when it happened. When a player is run out going for his second or third run, only the **completed** run/s are credited to the batsman, added to the total score and shown against the bowler. Therefore if a player is run out going for his **third** run, only the runs he has **completed** (in this case 2 runs have been completed) are shown against him, 2 runs added to the total score and 2 runs recorded against the bowler. You could show the **R** above the runs scored to denote when the run out occurred in the bowler's analysis.

DEAD BALL

When a dead ball is called by the umpire and the batsmen have run, no runs are to be recorded and the batsmen will return to their respective ends. The ball is recorded as being faced by the batsman. If, however, the bowler dropped the ball before delivery and the umpire signals dead ball, nothing is recorded.

FALL OF WICKETS are shown as **X** in the bowler's analysis.

When a wicket falls, complete time batsman was out, how batsman was out, name of bowler and how many runs batsman made. Score at fall of wicket, name of batsman out, name of batsman not out plus his score in brackets.

END OF BOWLING SPELL

When a bowler is taken off, a thick vertical line beside the over he last completed will indicate the end of his spell.

MAIDEN OVERS

When a maiden over is bowled, show a large M for that over - this makes it easier to add up number of maidens bowled.

PROTECTIVE HELMETS

Law 41.3

If the helmet belonging to the fielding side is on the ground within the field of play and the ball, while in play, strikes it, the ball shall become dead. 5 penalty runs shall then be awarded to the batting side. Law 18.11 (b) then goes on to say that "When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the Laws, the batting side shall be credited with

- (i) all runs completed by the batsmen before the incident or call and
- (ii) the run in progress if the batsmen have crossed at the instant of the incident or call and
- (iii) any penalties that are applicable.

Again, they are scored as 5 penalty runs but the batsmen are awarded the runs they have completed (or leg byes or bye runs completed) prior to the ball hitting the helmet.

PENALTY RUNS - Law 42.17

Five penalty runs awarded to the batting side.

The Law states: "The umpire will signal by repeated tapping of one shoulder with the opposite hand." (Remember - patting means batting). "Penalty runs are shown as penalty extras and shall be in addition to any other penalties. They shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery and shall be in addition to any runs from those deliveries. The batsmen shall not change ends solely by reason of the 5 run penalty."

Explanation: The runs shall immediately be added to the total score of the batting side and should be shown as P1 in the bowler's analysis (if it is the first occurrence of penalty runs). This is **NOT** added to the bowler's total but is only to show when it occurred. Make a note in the Notes/Comments column of what the penalty is for. P2 would mean the second instance of a penalty. Check with the umpire at the first break as to why the penalty was awarded.

SIGNALS

Law 4.3 - The scorers shall accept all instructions and signals given to them by the umpires. The law states that scorers shall immediately acknowledge each separate signal.

It is imperative that you become familiar with umpires signals. They are as follows:

Boundary Four	By waving the arm from side to side across the body.
Boundary Six	By raising both arms above the head.
Bye	By raising an open hand above the head.
Leg Bye	By touching the raised knee with the hand.
Wide ball	By extending both arms horizontally.
Dead Ball	By crossing and re-crossing both arms below the waist (no runs are scored).
No Ball	By extending one arm horizontally.
Short Run	By bending the arm upwards to touch the nearest shoulder with the tips of the fingers. One less run is put to the score (e.g. if the batsmen run 2 and short run is signalled, the batsman who struck the ball has only 1 run recorded against his name.)
Revoking a Call	By crossing arms across chest. (e.g. Used when umpire has signalled a 6 then realises it was only 4 runs.)

These signals should be acknowledged **promptly** by the scorers by waving an arm or hat above your head.

Good luck with your scoring and remember to compare continually with your fellow scorer. That way, you will be able to quickly pick up and correct any errors.

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