



UMPIRES & SCORERS  
ASSOCIATION

# CRICKET SCORING

**GETTING STARTED**

**2023**



30C

13C

29C

54C

38C

6C

6C

NICHOLLS

MITCHELL

BLUNDELL

BRACEWELL

HENRY

WAGNER

SOUTHEE

0

73C





# INTRODUCTION

**Cricket Scoring: Getting Started** has been produced to help introduce new Scorers to the basics of cricket scoring. All instructions have been kept as simple as possible so as not to complicate the early experiences of cricket scoring.

Graeme Lowrie put together the first Scorer training material for the New Zealand Cricket Umpires Association in 2005 and we must acknowledge the work that Graeme, as author, put into the first ever comprehensive guide of cricket scoring in New Zealand.

We trust all your experiences as a Scorer are positive and enjoyable. This is only the start of your scoring career and we are certain you will have plenty of questions to follow. If at any time you have a question or require a little guidance, please visit the New Zealand Cricket Community Hub, [www.play.nzc.nz](http://www.play.nzc.nz)

We hope that *Cricket Scoring: Getting Started* will help you get underway with your scoring career. It is really important as a Scorer to enjoy yourself. Scoring is a rewarding and

enjoyable way to contribute to the game of cricket. As a Scorer you not only join the 'Third Team' (Umpires and Scorers) in a match but you also join the wider family of the game that we love so much.

There are exciting rewards for Scorers throughout New Zealand and a very good pathway has been developed from scoring at Junior Cricket level through to the very highest honour of scoring a Test Match. These opportunities exist but they do require hard work, patience and dedication.

We wish you all the very best with the scoring you do, whatever level you begin at or aspire to. Remember the most important things you need as a Scorer are concentration, consistency and accuracy, but also remember to have fun and enjoy it!



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End of Innings  
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## PLAYHQ





# EQUIPMENT

This is a list of the basic equipment required to score a game of cricket:



## SCOREBOOK OR SCORESHEETS

A clipboard may be required if loose sheets are being used, especially outdoors



## PENS

Preferably non-running black or blue ink



## PENCILS, RULER, ERASERS, CORRECTION FLUID



## SPARE NOTEBOOK OR PAD

For calculations or notes etc.



## CLOCK OR WATCH



## BINOCULARS



## CHAIR

A small table would be useful but not always practicable

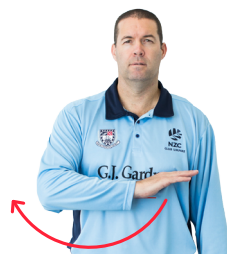
# UMPIRE SIGNALS



**PLAY/BYE**



**OUT**



**BOUNDARY 4**



**BOUNDARY 6**



**POWER PLAY**



**LEG BYE**

**SHORT-RUN****WIDE****REVOKE LAST  
SIGNAL****DEAD-BALL****NO BALL****NEW BALL****5 PENALTY RUNS  
(BATTING)****5 PENALTY RUNS  
(BOWLING)****LAST-HOUR**



# SCORING SYMBOLS

The recommended scoring symbols are:

Dot	●	Fair delivery with no runs scored
Numerals	1 2 3 4 5 6	Respective runs scored off the bat to the striker's credit
No Ball	○	This symbol counts as one run. Add numerals within the circle for each run scored off the bat to the striker's credit: ①, ②, ③ ④ and ⑥. Add one dot within the circle for each additional run not scored off the bat (No Ball/Byes): ○ (2 No Balls) ○● (3) ○●● (4) and ○●●● (5)
Wide	+	This symbol counts as one run. Add one dot to each of the quadrants for each additional run (multiple Wides): + (2 Wides) +● (3) +●● (4) and +●●● (5)
Byes	B	Followed by a superscript ( <b>B<sup>1</sup></b> , <b>B<sup>2</sup></b> , <b>B<sup>3</sup></b> , <b>B<sup>4</sup></b> ) numeral indicating the number of Byes completed
Leg Byes	L	Followed by a superscript ( <b>L<sup>1</sup></b> , <b>L<sup>2</sup></b> , <b>L<sup>3</sup></b> , <b>L<sup>4</sup></b> ) numeral indicating the number of Leg Byes completed
Wicket	X or W	For a dismissal to the bowler's credit (Bowled, Caught, Leg Before, Wicket, Stumped, or Hit Wicket)
Run Out	R	For a run-out dismissal (not to the bowler's credit) and followed by superscript ( <b>R<sup>1</sup></b> , <b>R<sup>2</sup></b> , <b>R<sup>3</sup></b> ) numeral indicating the number of runs completed
Captain	*	To denote both Captains
Wicket-Keeper	†	To denote both Wicket-Keepers



# SCORING A CRICKET MATCH

## BEFORE THE GAME

1. Arrive at the ground well before the scheduled start of play and introduce yourself to your fellow Scorer and to the Umpires (if there are any). Ensure the Umpires are aware of your scoring position.
2. As a Scorer you should always make sure your scoring position has a clear view of the entire ground, but especially the pitch and Umpires. If you are outside try to find somewhere protected from the weather (wind, sun, rain).
3. If you are the 'home' Scorer let your fellow Scorer know where the scoring position is and the location of the toilets, canteen, etc. The two Scorers must sit together during the match.
4. Check with your Coach/Captain and write down a list of your team's players (preferably in batting order) and provide a copy to your fellow Scorer. They will do the same for their team. Write this list in your pad/note book and not in the scorebook/scoresheets at this stage. Record who has won the toss and whether they have chosen to bat or bowl.
5. Make yourself comfortable in your scoring position and complete the headings in the scorebook e.g. BLACKCAPS v AUSTRALIA, date, Umpires, Scorers, 1st Innings of BLACKCAPS, etc.

## AT THE START OF PLAY

1. Identify the batter that is taking strike. Do the same for the bowler and record their names in the appropriate place in the scorebook. It is good etiquette to share this information with your fellow Scorer. Also share any distinguishing features of the batters/bowlers and note them on your pad, especially if you're not familiar with the teams/players.
2. The Umpires will call and signal the start of play. To signal the start of play the Umpire will **raise one hand high above their head with an open palm**. You must acknowledge their signal as this is their check that you are ready for play to commence.
3. If your team is batting it is also good etiquette for you to 'call the game' by telling your partner what is happening; e.g. "1 run to Bates", "2 byes", "3 runs to Green", etc. This teamwork will help to make sure neither of you miss anything. If you feel that you or your fellow Scorer has missed something let them know immediately. It is always easier to correct mistakes as they happen rather than finding them later, when more mistakes may have occurred as a consequence of the first.
4. Every ball that is bowled must be recorded. Always record what happens after acknowledging any signals the Umpires may make. On occasions the Umpire will make two signals after a ball; e.g., 'No Ball and Four Runs' or 'No Ball and Bye'. Both signals must be acknowledged before recording them.
5. There are a number of ways to acknowledge the Umpires signals but it is recommended that they are kept as simple as possible, either by a simple wave of the hand high above the head or waving a white cloth high above the head. Whatever way you choose, make the Umpires aware of it at your pre-match meeting with them.



## DURING THE GAME

1. It is good practice to have regular checks with your fellow Scorer as the game progresses. It is recommended that you check the bowling figures at the end of each over. One of you should say e.g. '5 runs off the bowler, who has the figures of 0 for 5, team total 5'. After the next over '4 runs off the bowler who has the figures of 0 for 4, team total 9' etc.
2. After every five overs the individual batter's scores should also be checked.
3. These constant checks are vital to the successful balancing of the books at the end of the innings and match.
4. If you are unsure of the nature of a dismissal or the name of a catcher do not make an undue fuss. It can easily be sorted out at the next available break in play i.e. drinks break or end of the innings by checking with the Umpires and/or players.
5. In basic scorebooks always record runs in THREE PLACES. The batter's line, the bowlers' line and the running total. It is very important to ALWAYS record the runs in the same sequence after every run; e.g., 2 to the batsman, 2 on the bowler analysis, 2 off the team score. You will develop your own sequence but consistency helps when the pace of the game accelerates as it reduces the likelihood of error.
6. There are several ways that the batting team can add to their total score ie runs made by the batters, no-balls, wides, byes, leg byes, penalties and of course it is possible to have no runs off a ball. A simple scoring method for each of these events will be presented in the next section.
7. At the end of the completed first innings tally the batter's scores and add any extras. Tally all the bowlers' totals and add any byes or leg byes (and penalties). These tallies must balance, then check that they correspond to the total you have in the 'team total'. Check your totals with your fellow Scorer and when you are satisfied you have reached an agreed total for Team 1, inform the Umpires and both team captains. Once this has been done you can then have some refreshments and a toilet break.



1. Continue as above for the second innings. At the conclusion of this innings repeat step 7. Although you and your fellow Scorer should be aware of the total you must always balance the batting, bowling and team total. Once you have both reached an agreed total inform the Umpires and both captains of the result of the game.
2. As you score the game you will get plenty of questions as to the individual batter's totals, bowling figures and team total etc. Only reply if you feel comfortable doing so. If it becomes annoying (or you feel under undue pressure) just politely ask the person to leave. Your job as a Scorer is to record every ball, and its consequences, that is bowled during the game. To that end you will need complete concentration.



27C

177L

53C

40C

53C

14C

49C

73C

1L

18C

4

30.

RAVAL

LATHAM

WILLIAMSON

TAYLOR



NICHOLLS

GRANDHOMME

WATLING

SANTNER

SOUTHEE

WAGNER

BOULT

EXTRAS

# SCORING PROCESS

## NO RUNS

Enter a dot in the bowler's box:

A Kerr	•	
S Devine		

No other action is necessary

## RUNS

The striker hits the ball and the batters run, cross, and make their ground at the other end (change ends). Enter '1' run in the batter's box:

S Bates	1	
M Green		

And enter '1' run in the bowler's box:

A Kerr	• 1	
S Devine		

Also cross off '1' run in the team total:

0	<del>1</del>	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

The striker hits the ball and the batters cross twice and make their ground at their respective ends, meaning two runs have been scored - enter '2' in the batter's box:

S Bates	1	
M Green	2	

And enter '2' run in the bowler's box:

A Kerr	• 1 2	
S Devine		

Also cross off '2' run in the team total:

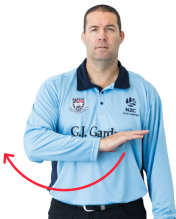
0	<del>1</del>	<del>2</del>	<del>3</del>	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

This process will continue with the scoring of all further runs (1, 2, 3, 4, 6).

BOUNDARIES

will be signalled by the UMPIRE on two occasions:

BOUNDARY FOUR occurs when the ball runs along the ground and crosses the boundary line. The Umpire will **call and signal by waving their extended arm horizontally from side to side in front of their body.**



BOUNDARY SIX occurs when the ball is hit on the full over the boundary line. The Umpire will **call and signal by holding their fully extended arms high above their head with open palms.**



## DISMISSALS

When a batter is dismissed:

- The Umpire will indicate the dismissal by **raising one hand high above their head with their index finger extended**.
- Indicate the batter has been dismissed by drawing a diagonal line beside their last recorded scoring shot.
- Then record the mode of dismissal in the HOW OUT column.
- BOWLED is recorded as 'BOWLED', then record the bowler's name in the BOWLER column.
- CAUGHT is recorded as 'C' or 'CT', then record the catcher's name (e.g., 'CT ROWE'), then record the bowler's name in the bowler's column.
- RUN OUT is recorded as 'RUN OUT', then record the name of the fielder who performed the RUN OUT inside brackets beside the words RUN OUT. Remember that the BOWLER does not get credited for a RUN OUT.
- CAUGHT and BOWLED is recorded as 'C&B' in the HOW OUT box, then enter the bowler's name in the bowler's column.



BATTER			RUNS AS SCORED				HOW OUT			BOWLER			SCORE
S Bates *			1 4 1 2 6 /				CT G Plimmer			R Mair			14
M Green			1 1 1 /				BOWLED			R Mair			3
L Down			/				C&B			S Devine			0
Izzy Gaze †			2 3 1 4 /				STP K Martin			S Devine			10
B Halliday			6 6 2 4 /				BOWLED			A Kerr			18
R Burns			3 2 1 4 4 6 1 /				RUN OUT (M Penfold)						21
B Bezuidenhout			/				LBW			M Penfold			0
H Jensen			3 2 1 3 2 1 /				HIT WICKET			H Rowe			12
L Kasperek			2 2 2 /				NOT OUT						6
J Kerr			1 1 1 2 1 /				BOWLED			M Penfold			6
L Tahuhu							CT H Rowe			A Kerr			0
BYES	1243	10	LEG BYES	231	6	WIDES	122	5	NO BALLS	111	3	EXTRAS	24
										TOTAL			114

To record a dismissal in the BOWLING analysis it is recommended to use either a W or X at the place in the box where the dismissal has occurred:

R Mair	1	•	2
	4	W	•
	1 - 7		

FALL OF WICKETS

In all scorebooks/scoresheets you are required to record the FALL OF WICKETS (FOW). These also provide PARTNERSHIP details.

When a batter is dismissed record the following:

- Team score at that time
- Dismissed batter’s name
- Not-Out batter’s name and the runs they have scored at the dismissal
- The number of runs scored in that particular partnership
- Minutes of the partnership, but only if you are confidently recording times

WKT	SCORE	BATTER OUT	BATTER NOT OUT & SCORE	RUNS	MINS
1	15	M Green	S Bates 12	15	22
2	15	L Down	S Bates 12	0	2
3	24	S Bates	I Gaze 5	9	17
4					
5					
6					
7					
8					
9					
10					

If you find that you do not have enough time to complete these do not get flustered – just record the score, then the initials of the batter (lightly in pencil). You can return at the end of the innings (or at the end of the match) to complete this section. These details are not vital to the scoring of the match so only complete them if you feel comfortable doing so.

WKT	SCORE	BATTER OUT	BATTER NOT OUT & SCORE	RUNS	MINS
1	15	M G	S B		
2	15	L D	S B		
3	24	S B	I G		
4					
5					
6					
7					
8					
9					
10					

## EXTRAS

The Extras Line is used to record the type and number of runs scored off any delivery where the fielding team concedes extras.

This line is divided into five sections: Byes, Leg Byes, Wides, No Balls, and Penalty Runs.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES

**BYES**

Should the batters cross and make good their ground at their respective ends after a fair delivery and the Umpire at the bowler's end **extends their right arm high above their head with an open palm** they are signalling that BYES are to be recorded.

This indicates that the batter has not hit the ball. You must acknowledge the Umpire's BYE signal. The run(s) are to be recorded in the BYES box and not to the batter.



BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4				

Enter a B in the bowlers box with a small number of the number of BYES completed to the upper or lower right of the B, e.g. B<sup>4</sup>. These runs do not count as runs against the bowler.

A Kerr	• 1 2 B <sup>4</sup>	
S Devine	2	

Cross the number of BYES completed off the team total. It is helpful if you place the BYE and run symbol where the event occurred in case a check is needed later.

0	1	2	3	4	5	6	7 B <sup>4</sup>	8	9
10	11	12	13	14	15	16	17	18	19





## LEG BYES

Should the batters cross and make good their ground at their respective ends after a fair delivery and the Umpire at the bowler's end **taps their bent, raised knee** they are signaling that LEG BYES are to be recorded. This indicates that the batter has not hit the ball with the bat, but the ball has touched some part of the batter's person (but not their bat). You must acknowledge the Umpires' LEG BYE signal.



- The run(s) are to be recorded in the LEG BYES box and not to the batter.
- Enter a L in the bowlers box with a small number of the number of LEG BYES completed to the upper or lower right or the L. e.g. L<sup>3</sup>. These runs do not count as runs against the bowler.
- Cross the number of LEG BYES completed off the Team Total. It is helpful if you place a small L where the event occurred if a check is needed later.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3			

A Kerr	<ul style="list-style-type: none"> <li>• 1 2</li> </ul> B <sup>4</sup> L <sup>3</sup>	
S Devine	2	

0	1	2	3	4	5	6	7 B <sup>4</sup>	8	9
<del>10 L<sup>3</sup></del>	11	12	13	14	15	16	17	18	19

Remember that BYES and LEG BYES are not debited against the bowler. They are credited to the batting side, but not to the striker. The runs completed are scored as appropriate extras.

NO BALLS

A NO BALL will be called and signalled by the Umpire if the bowler has unfairly delivered the ball. To signal the NO BALL the umpire will **extend one of their arms out horizontally from their body**. You must acknowledge the Umpire’s NO BALL signal.



A NO BALL is always a 1 run penalty irrespective of what else happens after the ball has been delivered. An extra ball must always be bowled in the same over for every NO BALL bowled in that over.

A NO BALL should be recorded in the bowler’s box as a circle. This circle always counts as 1 run. You must acknowledge the Umpire’s signal for a NO BALL.

- The NO BALL is to be recorded in the NO BALL box and not to the batter.
- Enter a O in the bowlers box. NO BALLS do count as runs against the bowler.
- Cross the NO BALL off the Team Total. It is helpful if you place a small ○ where the event occurred if a check is needed later.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3		1	

A Kerr	• 1 2 B <sup>4</sup> L <sup>3</sup> O	
S Devine	2	

0	1	2	3	4	5	6	7 B <sup>4</sup>	8	9
10 L <sup>3</sup>	11 ○	12	13	14	15	16	17	18	19

If the Umpire signals a NO BALL and the batter hits the ball and runs are scored, acknowledge the Umpires' NO BALL signal.

Record the NO BALL in the NO BALL box

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3		1 1	

Record the run(s) completed in the batter's box

S Bates	12
M Green	2

Enter a O with the number of runs completed inside the circle in the bowler's box

A Kerr	• 1 2 B <sup>4</sup> L <sup>3</sup> ②	
S Devine		

Cross off the number of runs completed as well as the NO BALL off the team total. (2 completed runs becomes 3 runs crossed off the team total)

0	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	<del>6</del>	<del>7 B<sup>4</sup></del>	<del>8</del>	<del>9</del>
<del>10 L<sup>3</sup></del>	11 O	12 O	<del>13</del>	<del>14</del>	15	16	17	18	19

If the Umpire signals a NO BALL and then signals either a BYE or LEG BYE after the batters have run, this is to indicate that the batter has not hit the ball. You will record all runs completed off that delivery as NO BALLS. You must acknowledge both signals separately that the Umpire makes.


Record the NO BALLS in the NO BALL box:

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3		1 1 3	






No runs will be recorded in the batter’s box

S Bates	12
M Green	2

Enter a O with dots inside to indicate the number of runs (byes/leg byes) completed inside the circle in the bowler’s box. All these runs are counted as runs against the bowler

A Kerr	<div> <div>• 1 2</div> <div>B<sup>4</sup> L<sup>3</sup> </div> </div>	
S Devine		

Cross off the number of runs completed as well as the NO BALL off the team total. (2 completed runs becomes 3 runs crossed off the team total) Mark each run with the O (NO BALL) icon.

0	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	<del>6</del>	<del>7 B<sup>4</sup></del>	<del>8</del>	<del>9</del>
<del>10 L<sup>3</sup></del>	11 	12 	<del>13</del>	<del>14</del>	15 	16 	17 	18	19

## WIDES

A WIDE will be called and signalled by the Umpire if the ball has passed too wide of the striker to hit it. To signal a WIDE the Umpire will **hold both arms out horizontally with open palms**.



An extra ball must always be bowled in the same over for every WIDE bowled in that over.

You must acknowledge the Umpires WIDE signal. A WIDE is recorded as a + in the bowlers box. If nothing else happens from the ball other than the WIDE there is a 1 run penalty.

Record the WIDE in the WIDE box:

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3	1	1 1 3	

No runs will be recorded in the batter’s box:

S Bates	12
M Green	2

Enter a + in the bowler’s box. All WIDES are counted as runs against the bowler:

A Kerr	<div> <div>• 1 2</div> <div>B<sup>4</sup> L<sup>3</sup> ☹️ +</div> </div>	
S Devine		

Cross the WIDE off the team total. Mark each WIDE with the + (WIDE) icon.

0	1	2	3	4	5	6	7 B <sup>4</sup>	8	9
10 L <sup>3</sup>	11 ○	12 ○	13	14	15 ○	16 ○	17 ○	18 +	19

If the Umpire signals a WIDE and the batter’s run, record the number of runs completed plus the 1 run penalty for the WIDE. Place a dot in each quadrant of the + for the runs completed. I.e. ⚡ Remember, you must acknowledge the Umpire’s WIDE signal.

Record the WIDE(S) in the WIDES box:

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3	1 3	1 1 3	

Do not record anything in the batter’s box:

S Bates	12
M Green	2

Enter a ⚡ with a dot in each of the quadrants to indicate the number of runs completed in the bowler’s box. All WIDES are counted as runs against the bowler

A Kerr	<div> <div>• 1 2</div> <div>B<sup>4</sup> L<sup>3</sup> ⚡ ⚡</div> </div>	
S Devine		

Cross off the number of runs completed as well as the WIDE off the team total. (2 completed runs becomes 3 WIDES crossed off the team total)

0	1	2	3	4	5	6	7 B <sup>4</sup>	8	9
10 L <sup>3</sup>	11 ○	12 ○	13	14	15 +	16 +	17 +	18 +	19

---

## PENALTY RUNS

Penalty Runs are more likely to be awarded as the level of cricket increases. In the unlikely event of them being awarded we have given a brief explanation of them here. Penalty Runs awarded to either side are deemed as five extras, but are not tied to a specific ball or bowler. When Penalty Runs are awarded to the Batting Team they are added to the current innings scoresheet. When Penalty Runs are awarded to the Bowling Team they are added to the previous innings scoresheet if they have batted or to the next innings scoresheet if they have not batted.

### Penalty Runs (Batting)

#### Any hand tapping the opposite shoulder

The bowler's end umpire, normally after consultation with the square leg umpire, will make this signal when the ball is dead to award 5 Penalty Runs to the batting team. Batting Penalty Runs are rare and some playing conditions will not allow them to be awarded by player/umpires, but only by qualified umpires.

When they are permitted, however, they usually occur when the ball, being in play, touches a fielding helmet placed on the ground. There are other fielding offences for which Penalty Runs can be awarded, but in no circumstances are they attributed to a particular ball of an over.



### Penalty Runs (Bowling)

#### Any hand holding the opposite shoulder

The bowler's end Umpire, normally after consultation with the square leg Umpire, will make this signal when the ball is dead to award 5 Penalty Runs to the bowling team. Bowling Penalty Runs are rare and some playing conditions will not allow them to be awarded by player/umpires, but only by qualified Umpires.

When they are permitted, however, they usually occur when the batters have already been warned for repeatedly running on the wicket when completing runs. There are other batting offences for which Penalty Runs can be awarded, but in no circumstances are they attributed to a particular ball of an over.



END OF AN OVER

An over consists of six legal deliveries. No Balls and Wides are not counted as ‘balls in an over’. After the bowling of six legal deliveries the Umpire will call “over” and the Umpires and players will move to their new positions. In the unlikely event that an Umpire misscounts it is your duty to record only the balls bowled in the over. Do not make a fuss but quietly let the Umpire know at the first available break.

At the end of each over you must record the bowler’s figures in the lower part of the box next to their name. These are always cumulative totals.

A Kerr	2	3	4	-	-	1
	1	1	6	1	2	1
	0-17			0-22		

If no runs were scored off the over this is referred to as a MAIDEN OVER. This is to be recorded by inserting the letter M in the bowler’s analysis.

S Bates	0	0	0	
	0	0	0	
	0-0			

If the bowler takes a wicket during a MAIDEN OVER this is known as a WICKET MAIDEN and can be recorded two ways in the bowler’s analysis, either by placing a W or WM in the bowler’s analysis.

A Kerr	W	WM
	1-22	2-22

Please remember it is good practice to have regular checks with your fellow Scorer as the game progresses. It is recommended that you check the bowling figures at the end of each over.

One of you should say e.g. ‘5 runs off the bowler, who has the figures of 0 for 5, team total 5’. After the next over ‘4 runs off the bowler who has the figures of 0 for 4, team total 9’ etc.





## END OF INNINGS (BATTING)

At the end of each completed innings of the batting team you must reconcile the BATTING TOTAL. This is done by adding all the individual batter's scores together, then adding the EXTRAS (including Penalty Runs) to that total. This gives you the BATTING TOTAL.

BATTER			RUNS AS SCORED				HOW OUT			BOWLER			SCORE
S Bates *			1 4 1 2 6 /				CT G Plimmer			R Mair			14
M Green			1 1 1 /				BOWLED			R Mair			3
L Down			/				C&B			S Devine			0
Izzy Gaze †			2 3 1 4 /				STP K Martin			S Devine			10
B Halliday			6 6 2 4 /				BOWLED			A Kerr			18
R Burns			3 2 1 4 4 6 1 /				RUN OUT (M Penfold)						21
B Bezuidenhout			/				LBW			M Penfold			0
H Jensen			3 2 1 3 2 1 /				HIT WICKET			H Rowe			12
L Kasperek			2 2 2 /				NOT OUT						6
J Kerr			1 1 1 2 1 /				BOWLED			M Penfold			6
L Tahuu							CT H Rowe			A Kerr			0
BYES	1243	10	LEG BYES	231	6	WIDES	122	5	NO BALLS	111	3	EXTRAS	24
										TOTAL			114

We encourage you to work with your fellow Scorer as you balance your BATTING TOTAL. Once you are happy the BATTING TOTAL balances, then check that it agrees with the runs crossed off on the TEAM TOTAL (cumulative total) then move to add and balance the BOWLING TOTAL.

END OF INNINGS (BOWLING)

At the end of each completed innings of the batting team you must also reconcile the BOWLING TOTAL. This is done by adding all the individual BOWLERS figures together, then adding the appropriate EXTRAS (BYES and LEG BYES and any PENALTY RUNS), to that total. This gives you the BOWLING TOTAL. Remember that WIDES and NO BALLS should have already been included in the BOWLING TOTAL.

O = OVERS      M = MAIDENS      R = RUNS      W = WICKETS

BOWLERS	1	2	3	4	5	6	7	8	9	10	O	M	R	W
A Kerr											10	2	12	2
S Devine											10	3	16	2
R Mair											10	4	27	2
M Penfold											10	0	17	2
H Rowe											10	5	18	1
								EXTRAS					24	1RO
								TOTAL			50	14	114	10

We also encourage you to work with your fellow Scorer as you balance your BOWLING TOTAL. Once you have completed the bowlers ‘figures’ and you are happy that the BATTING and BOWLING balances and corresponds with the TEAM TOTAL, your job is complete.

As you have been checking regularly throughout the innings/match the tasks above should not be an onerous task and will help you find any errors sooner (avoids any tension or arguments). These regular checks will help you ‘know the total’ as the match progresses and the reconciliation of the BATTING/BOWLING/TEAM totals is just to confirm that both scorebooks are the same in all respects.



## TIMES

As you start off your scoring career you may not wish to record times but should you decide to here is a brief summary of a simple way to do this.

In some scoresheets or scorebooks there is a requirement to add in the time for the individual batters, batting partnerships and the teams' innings. These do not have to be a difficult or confusing task.

In the example below S Bates started her innings at 11:00 and was dismissed at 11:41. This means that both her innings time and her partnership with M Green both lasted for 41 minutes.

*One minute is always added to the dismissed batter's time for the incoming batter's start time.*

M Green started her innings at 11:00 and was dismissed at 12:06 so her individual batting time was 66 minutes.

The partnership between M Green and L Down is calculated by counting the minutes from when L Down started her innings until M Green was dismissed. 11:42 to 12:06 = 24 minutes. This calculation is repeated for all subsequent batters and partnerships.

IN OUT	BATTER	RUNS AS SCORED	HOW OUT	BOWLER	RUNS	MINS
11:00 11:41	S Bates					41
11:00 12:06	M Green					66
11:42	L Down					

In this example the innings started at 11:00 and finished when L Tahuhu, the 10th and final batter, was dismissed at 2:30pm. Therefore the innings time was 210 minutes.

IN OUT	BATTER	RUNS AS SCORED	HOW OUT	BOWLER	RUNS	MINS
11:00 11:41	S Bates					41
11:00 12:06	M Green					66
11:42 1:41	L Down					119
12:07 1:50	I Gaze					103
1:42 1:55	B Halliday					13
1:51 2:03	R Burns					12
1:56 2:30	B Bezuidenhout		NOT OUT			34
2:04 2:10	H Jensen					6
2:11 2:20	L Kasperek					9
2:21 2:25	J Kerr					4
2:26 2:30	L Tahuhu					4

The not out batter's minutes are also calculated using this end of innings time, so in this example B Bezuidenhout's batting time is 34 minutes.





## GETTING STARTED SCORING

PlayHQ has been launched as New Zealand Cricket's new scoring and administrative platform, providing more efficient ways for clubs and associations to operate. While it is important to first understand paper scoring, PlayHQ is an obvious next step for community level Scorers.

Check out the below resources in order to familiarise yourself with the platform ahead of the summer!

### ACCESSING PLAYHQ

To access the electronic scoring application, navigate to <https://score.playhq.com> using a compatible electronic scoring device and web browser, enter your PlayHQ account credentials, and then select 'Log In'.

### PLAYHQ E-SCORING GUIDE

PlayHQ's 'Cricket Electronic Scoring Guide' has been designed to guide you through everything you need to know about Electronic Scoring with PlayHQ. This includes a pre-match and game-day checklist, best practice for Scorers, setting up a game, and more - **PlayHQ E-Scoring Guide (PDF)**

### SUPPORT RESOURCES

PlayHQ have developed a range of support resources to help E-Scorers better understand the platform. Check these out by clicking on this link - **PlayHQ Support Resources (online)**

### VIRTUAL E-SCORING TOOL

PlayHQ have developed a 'Virtual E-Scoring Tool' to allow Scorers to practice their E-Scoring ahead of the season. Access the tool now by clicking on this link - **Virtual E-Scoring Tool (online)**

## NOTES

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[illegible]



# NGĀ MIHI

We trust this document has been both informative and helpful.

As mentioned in the introduction we have kept the information simple so as to not complicate your early experiences as a cricket Scorer.

If at any stage you have a question please do not hesitate to contact the MA Scoring Lead in your area. They will be only too pleased to help. Their contact details, as well as a comprehensive range of related information, can be found on the New Zealand Cricket Community Hub at:

[www.play.nzc.nz](http://www.play.nzc.nz)





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