

## ODCA – Guide to Scoring

### INTRODUCTION

This document forms a guide for scoring which should be used for all ODCA matches.

Scoring requires concentration and some help from team mates who may be able to confirm a signal or number of runs. Good teamwork between all scorers will help to eliminate the likelihood of discrepancies in the books at the end of the innings.

### TIPS FOR GOOD SCORING

Pay attention to what is happening on the field and acknowledge **all** signals from the umpire.

Regular communication with the other scorer is essential;

- Both scorers should *a/ways* sit together.
- One scorer should call the runs for the innings (eg. three to Smith)
- One scorer should call the end of the over (eg. Three runs off the over and the score is now two for 38). This is a useful checking tool and will help eliminate discrepancies at the end of the innings.
- Double check that the score adds up in both books at any break in play (eg. Drinks or tea etc)
- When you change scorers, try and complete the details for the delivery just completed before you hand over, or make sure the incoming scorer knows what you have left to do for the delivery.

### BASIC SYMBOLS

●	2	○	+	△	▽	W
DOT BALL	RUNS	NO BALL	WIDE	BYES	LEG BYES	WICKET

### COMPLETING THE MATCH DETAILS SECTION

Complete the details in the section at the top of the scorebook, including;

- Grade (or competition name, if not a grade),
- round no (if known)
- The two teams playing the match
- The venue
- Who won the toss and what they elected to do (i.e. bat or field)
- The names of the official Umpire/s (enter N/A if no official umpire)

### COMPLETING THE BATTING SECTION

- Record the name of the batsmen as the innings progresses. If the batting order does change after you have written the names in, then cross out the number beside the batsman and write in his new batting order position.
- When a batsman is out, draw two parallel lines ( >> ) in the 'Runs Scored' section after all entries for that batsman to show that the innings is complete.

- Record the method of dismissal in the 'how out' column. For catches or stumpings record the fielders name also, if known.
- Write the bowlers name in the 'Bowler' column only if the bowler gets credit for the dismissal (i.e. for bowled, caught, lbw, hit wicket or stumped)
- When a batsman's innings is completed record his total score.

**CUMULATIVE SCORE**

- Use one stroke to cross off each incident of runs scored. i.e. if 3 runs are scored, mark off three runs on the cumulator with one line. If only one run is scored, mark off one run only.

**END OF OVER SCORE**

- At the end of each over enter the total score and total number of wickets fallen in the 'Progressive Score' column at the left hand side of the page.

**THE BOWLING SECTION OF THE SCORING RECORD**


**The over**

- Always record the balls in the over in the same sequence.
- All balls bowled must be entered. If the umpire gives a 7 ball over, then record a 7 ball over. Likewise if the umpire gives a 5 ball over. These overs are still full overs.
- A Maiden over is a complete over by a single bowler in which there is on score against that bowler. A Maiden over cannot contain a Wide ball or a No ball. A part over can never be a Maiden over.
- If a wicket that is credited to the bowler falls, enter a 'W' for that delivery.
- If a wicket credited to the bowler falls in a Maiden over it becomes a 'wicket maiden'.
- Numerals are used only for runs made when the ball has been struck by the bat.

**BYES AND LEG BYES**

- Can be entered as a dot but it is better to use a symbol.

Byes                **B**    or    Triangle, point upwards    

Leg Byes        **L**    or    Triangle, point down        

- Runs made as byes or leg byes are recorded in the appropriate line of fielding extras. They should be recorded in the quantity that they were made, i.e. 1, 2, 3 etc. An example is shown below.

BYES	1
LEG BYES	2
WIDES	3 1
NO BALLS	1 3
TOTAL EXTRAS	11

## WIDES AND NO BALLS

### General

- A one run penalty is awarded for a No ball or a Wide in addition to any other runs made.
- All Wides and No balls count against the bowler in the bowling analysis.
- An over containing a Wide ball or a No ball cannot be a Maiden over.
- If a wicket falls when a Wide ball or No ball has been bowled and there are no other runs, record the 1 run penalty *before* entering the score at the fall of the wicket.

### Recording No balls

The 'circle' symbol as below indicates NO BALL.

If the batsman hits the ball and scores runs 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.

If the batsmen run byes or leg byes off a NO BALL delivery, each bye or leg bye taken is marked with a 'dot'. Again it is easier to 'encircle' the 'dots'. The byes or leg byes are recorded as byes or leg byes and only the NO BALL itself is a NO BALL extra. **(Note this is a change in the 2017 Code of the Laws of Cricket)**



### Recording Wides

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.



### Recording Penalty Runs

The umpire may award 5 Penalty Runs for infringements of the Laws. When this occurs, write 5 in the 'Penalties' section.

### **AT THE FALL OF A WICKET**

- At the fall of each wicket, firstly record any runs or extras scored from the delivery.
- Total up the batsman's score and confirm with your fellow scorer that you have the same total
- Record the total score at 'Fall of Wickets'
- Record the name of the dismissed batsman at 'Outgoing Batsman'
- Record the name and score of the Not Out batsman at 'Not Out Batsman'

### **SUMMARISING THE BOWLING**

- Complete the total number of overs, maidens, runs and wickets for each bowler at the end of the innings
- If an over is incomplete, each fair delivery in the part of the over is expressed as 0.1.

### **AT THE END OF EACH INNINGS**

1. Check the total score by:
  - Total ALL of the batsman's scores PLUS ALL extras and Penalty Runs.
  - Total ALL of the bowler's totals PLUS all FIELDING extras (i.e. Byes and Leg Byes).

These two totals should be the same. If they aren't then re-check your totals. If the scores still do not match then the bowling score will stand as the total.

2. Record the total score and wickets fallen if the team has not been dismissed in the 'Total Score' section. *Note: a team is dismissed if there are no more batsmen available to bat.*

### **AT THE END OF THE MATCH**

1. Record the result of the match in the 'Match Result' section.
  - Eg. 'Draw', 'Tie', 'Team X won 1st Innings', 'Team Z won outright' etc
2. Make sure the official umpire (or both team captains, if no official umpire) records the best and fairest points in the space allocated on the scoresheet.  
*Note: the umpire should also sign all pages of the scorebook at the end of the match.*