

Scoring Basics

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ICC Development Program with alterations by Mira Koshy

BASICS

ALWAYS record what is signalled
- even though you may not agree
(check any queries with umpires at next interval)

ALWAYS acknowledge the signals given by umpire

- umpires should give separate signals for each
part of the incident - scorers must
acknowledge each one **SEPARATELY**

For example:

4 LEG BYES



BASICS

**ALWAYS enter information in the same sequence
(one that suits you) e.g.:**

- **bowler's analysis**
- **batsman's (or extras) column**
- **cumulative total**

**this routine will become second nature and
will help to reduce errors**

BASICS

The following will ALWAYS be true:

- all batsmen's runs + all extras = cumulative total
- all bowlers' totals + **fielding extras** = cumulative total
(*fielding extras are Byes, Leg byes and Penalties*)
- all batsmen's runs + **bowlers' extras**
= all bowlers' totals
(*bowlers' extras are No balls and Wides*)}

These equations must be checked regularly.

If any of them is incorrect, re-check with your colleague

SCORING ROUTINES – Level 1

At the end of every over check with your colleague:

- runs scored in the over *8 off the over*
- current analysis of that bowler *bowler 4 for 56*
- cumulative total *total is 102 for 6
(including 23 extras)*

SCORING ROUTINES – Level 1

At the fall of each wicket check with your colleague:

- outgoing batsman's name/number
- method of dismissal
- names of personnel involved in dismissal (Bowlers name!)
- outgoing batsman's score
- Score at fall of wicket
- Agree cumulative total
- Name of incoming batsman

SCORING ROUTINES – Level 2

At the fall of each wicket check with your colleague:


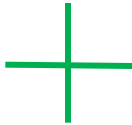

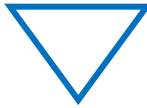
- (Number of balls faced by outgoing batsman)

TIME

- Time of dismissal
- Number of minutes batsman was in
- Time new batsman starts his innings

SCORING ROUTINES – Level 1

At the end of an innings check:

- time the innings closed
- agree totals for following with your colleague:
 - **No balls** 
 - **Wides** 
 - **Byes** 
 - **Leg byes** 
 - **Penalties**
- agree final total with colleague and umpires

SCORING ROUTINES – Level 1

End of an innings check of bowling analysis

- agree final analysis of each bowler
 - (balls bowled = *overs* × 6 + *No balls & Wides*)
 - **Wides**
 - **No balls**
 - **overs**
 - **maidens**
 - **runs**
 - **wickets**
 - (average = *runs* ÷ *wickets*)

SCORING ROUTINES – Level 1

End of an innings check of batting analysis

- agree total runs scored by batsmen
- agree total extras

SCORING ROUTINES

Check any unresolved queries with umpires

Once all your checks have been made

AGREE THE RESULT OF THE MATCH

LAW 21 - THE RESULT

Types of result

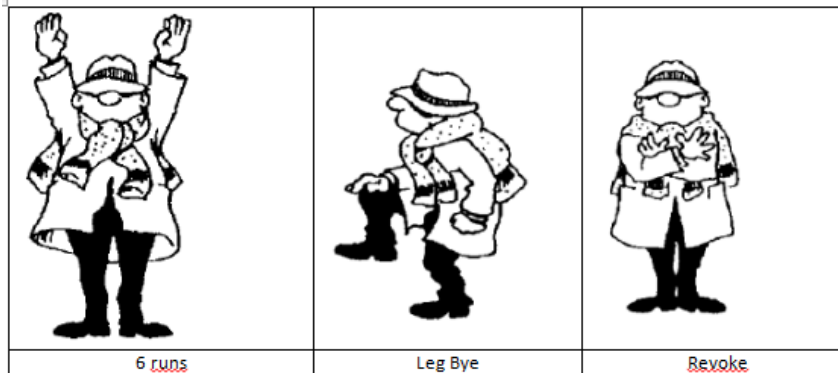
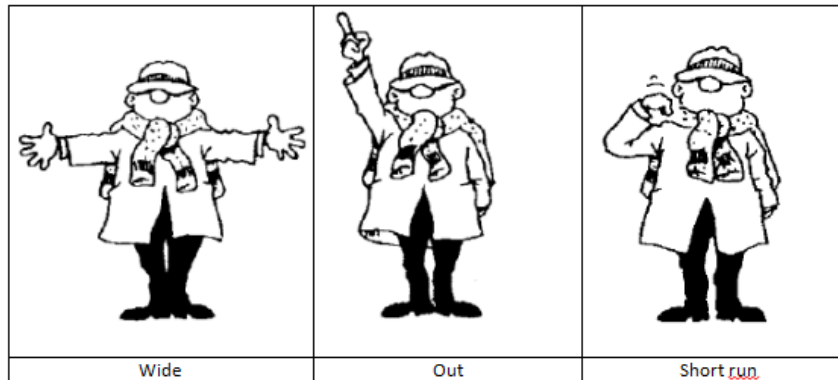
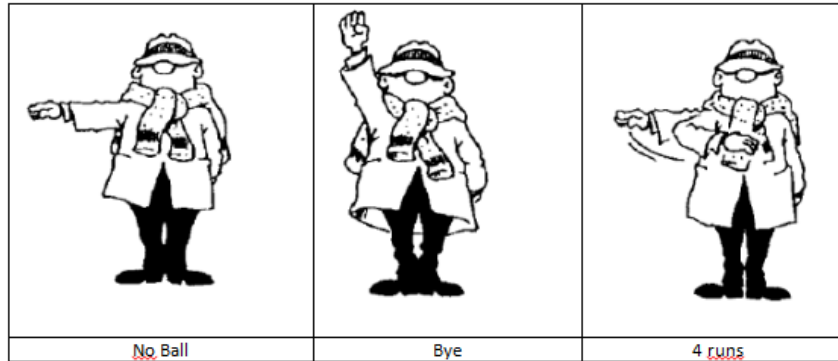
- if side batting **FIRST** wins it is expressed by **xxx runs**
(xxx being difference between the total scores)
- if side batting **LAST** wins it is expressed by **xxx wickets**
(xxx being number of wickets left to fall)
- if scores are **EQUAL** and side batting last is **ALL OUT**,
the result is a **TIE**
- a match which is left undecided, ie. neither side has won,
lost, nor is it a tie, the result is a **DRAW**

MY CHECKLIST

My Checklist

Material	<ul style="list-style-type: none">- Scorebook/Scoresheet (Clipboard)- Pencil, eraser, ...- Calculator, watch (mobile phone)- ...
Info	<ul style="list-style-type: none">- <u>Playerlist</u>- Who's batting first- How many overs- ...
Specials	-

UMPIRE SIGNALS



MODES OF DISMISSAL



Reference table
Modes of Dismissal

ENTRY IN SCORING RECORD	UMPIRE WHO GIVES DECISION	DOES BOWLER GET CREDIT	POSSIBLE FROM A 'NO BALL'	POSSIBLE FROM A 'WIDE'	POSSIBLE RUNS SCORED BY STRIKER
Bowled	Bowler's end	Yes	No	No	None at all
Caught	Bowler's end	Yes	No	No	None at all
L.B.W.	Bowler's end	Yes	No	No	None at all
Stumped	Striker's end	Yes	No	Yes	None at all
Hit wicket	Striker's end	Yes	No	Yes	None at all
Run out	The umpire at the end where the run out takes place	No	Yes	Yes	All completed runs
Handled the ball	Bowler's end	No	Yes	Yes	All completed ones
Obstructing the field	Bowler's end	No	Yes	Yes	All completed ones - but if a catch is prevented no runs are scored
Hit the ball twice	Bowler's end	No	Yes	No	Only those resulting from overthrows
Timed out	Bowler's end	No	Not applicable	Not applicable	None at all