



UMPIRES & SCORERS
ASSOCIATION

V NEW ZEALAND

BATSMEN OUT B RUNS FALL

GUPTILL	LB	2	1	1
WILLIAMSON	LB	1	22	2
LATHAM	CW	4	50	3
TAYLOR	CW	3	21	4

**THE SCORER'S
COMPANION**

Introduction

The Scorer's Companion has been produced as a comprehensive guide to the art of scoring a cricket match, and is a 'must have' for all those who wish to advance from club level to the ultimate goal of scoring International cricket.

Graeme Lowrie put together the first complete scorer training material 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. Graeme passed away in 2014 but the work he did on training material for umpires and scorers still provides the basis for today's resources.

The six Regional Scoring Managers, along-side NZC's National Scoring Manager, have edited and updated the original training aides. Together, this group have scored over 700 First Class matches and hope to pass on some of their valuable experience, and love of the game of cricket, to assist you with your scoring experiences.

We trust that *Cricket Scoring: Getting Started* helped provide you with the basics of cricket scoring and that now *The Scorer's Companion* will help take you to the next level. However, if at any time you have any questions or require some guidance, please do not hesitate to contact your Regional Scoring Manager, whose contact details are on the New Zealand Cricket Umpires and Scorers Association website, www.nzcusa.org.nz.

This website also has other resources that scorers should access and become familiar with, including links to the Marylebone Cricket Club's *Laws of Cricket*, the *Playing Conditions* for New Zealand Cricket's various tournaments and competitions (please contact your local association for club and district *Playing Conditions*), and PDFs of the NZC Four Innings Batting, Four Innings Bowling, and Two Innings match scoresheets used throughout this publication. As scorer's running sheets are 'individualised', these are not on the website, but your Regional Scoring Manager will be able to show you some examples to help begin developing your own.

Scoring is a rewarding and enjoyable way to contribute to the game of cricket. As a scorer you not only join the '3rd 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 most important of all, have fun and enjoy it!

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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: ①②③④ 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 ¹ , B ² , B ³ , B ⁴) numeral indicating the number of Byes completed.
Leg Byes:	L	Followed by a superscript (L ¹ , L ² , L ³ , L ⁴) 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 (R ¹ , R ² , R ³) numeral indicating the number of runs completed.
Captain:	*	To denote both Captains.
Wicket-Keeper:	†	To denote both Wicket-Keepers.

Umpire Signals

The umpires use 17 signals (Law 3.14) to communicate with the scorers. Many of the signals are given with a 'call' for the players' benefit and then, when the ball is dead, the signal is repeated to the two scorers.

When the ball is in play, the bowler's end umpire may signal (and call) Wide or Dead Ball, while either umpire may also signal (and call) No Ball or signal Dismissed. With the exception of Dismissed, these signals will be repeated to the scorers when the ball is dead.

When the ball is dead, the umpires may also signal any of the following signals, or relevant combination thereof, to the scorers:

- **Scorers Ready**
- **Boundary 4**
- **Boundary 6**
- **No Ball (and Free Hit)**
- **Wide Ball**
- **Bye**
- **Leg Bye**
- **Penalty Runs (Batting)**
- **Penalty Runs (Bowling)**
- **Short Runs**
- **Five Runs**
- **Dismissed**
- **Dead Ball**
- **Revoke Last Signal(s)**
- **New Ball**
- **Last Hour**

The scorers must promptly acknowledge each separate signal (Law 4.3) using a light or towel. The signalling umpire must then wait for each signal to be acknowledged before allowing play to proceed (Law 3.14b). The 17 umpire signals are as follows:



Scorers Ready (Law 16.1)

One hand with an open palm held high above the head.

The bowler's end umpire makes this signal, when they are about to allow play to begin, to check that the scorers are ready.

After receiving the scorers' acknowledgement, the umpire will call 'play' and the match clock starts, with the time recorded in both the opening batsmen's batting lines.

This signal and acknowledgement is repeated after every Interval and Interruption where the players leave the field and the match clock is stopped, which then re-starts on this signal.



Boundary 4 (Law 19)

Either arm waved from side to side in front of the body.

If, after hitting the striker's bat, the ball reaches or crosses the boundary having touched the ground within the field of play, a Boundary 4 is scored. The bowler's end umpire will signal when the ball is dead, and this may follow signals of No Ball (the batsman hit the ball), Wide Ball, Bye, or Leg Bye (the batsman did not hit the ball).

Record the boundary to the striker's credit, or to appropriate Extras.



Boundary 6 (Law 19)

Both hands with open palms held high above the head.

If, after hitting the striker's bat, the ball first pitches outside the field of play, or is deflected or carried over the boundary by a fielder, a Boundary 6 is scored. The bowler's end umpire will signal when the ball is dead, and this may follow a signal of No Ball (but never after a signal of Wide Ball, Bye, or Leg Bye), when the batsman has hit the ball.

Record the boundary to the striker's credit, and 1 to No Balls if required.



No Ball (and Free Hit, Law 24)

One arm extended horizontally to the side.

When the ball is in play, either umpire can make this signal (with a 'call') and then repeat it to the scorers when the ball becomes dead, for all illegitimate deliveries. If no runs are completed by the batsmen, 1 run is credited to the batting side as a No Ball extra.

If the batsmen complete additional runs off the bat, these are credited to the striker and the original No Ball run is credited as a No Ball extra. If runs are scored without the bat, the umpire will also signal Bye or Leg Bye and all runs, including the original No Ball run, are credited to the batting team as No Balls.

If a competition's Playing Conditions specify it, the delivery after a No Ball will be a Free Hit, on which the striker cannot be dismissed Bowled, Caught, Leg Before Wicket, or Stumped. The bowler's end umpire will signal Free Hit, just after repeating the No Ball signal when the ball is dead, by circling one hand high above their head. No scoring entry is required for the Free Hit.

A No Ball counts as a ball faced by the batsman, but not as a ball of the over. Record the No Ball and any additional runs as required.



Wide Ball (Law 25)

Both arms extended horizontally to the side.

When the ball is in play, the bowler's end umpire can make this signal (with a 'call') and then

repeat it to the scorers when the ball becomes dead. If no runs are completed by the batsmen, 1 run is credited to the batting team as a Wide extra.

If the batsmen complete additional runs, which cannot be off the bat as the ball has passed the striker too wide for them to play the ball (Law 25), these are also credited as Wide extras, including a Boundary 4.

The Wide does not count as a ball faced by the batsman or as a ball of the over. Record the Wide run(s) as required.



Bye (Law 26.1)

One hand with an open palm held high above the head.

When the ball is dead, the bowler's end umpire will make this signal when the ball has passed the striker without contacting their bat or person. All runs completed by the batsmen, or a Boundary 4, are credited to the batting team as Bye extras.

The Bye delivery counts as a ball faced by the batsman and as a ball of the over. Record the Bye(s) as extras accordingly.



Leg Bye (Law 26.2)

One hand tapping a bent raised knee.

When the ball is dead the bowler's end umpire will make this signal when the ball has contacted the striker, but not their bat. All runs completed by the batsmen, or a Boundary 4, are credited to the batting team as Leg Bye extras.

The Leg Bye delivery counts as a ball faced by the batsman and as a ball of the over. Record the Leg Bye(s) as extras accordingly.



Penalty Runs (Law 42.17)

Either hand tapping the opposite shoulder.

When the ball is dead, the bowler's end umpire will make this signal to indicate that 5 Penalty Runs have been awarded to the batting side. In most cases, the umpires will consult each other before making this signal, and other signals may follow (e.g., Penalty Runs may be awarded at the same time as Byes or Leg Byes for the preceding delivery).

Record the 5 Penalty Runs in the Extras row in the current innings.

Either hand held on the opposite shoulder.

When the ball is dead, the bowler's end umpire will make this signal to indicate that 5 Penalty Runs have been awarded to the bowling side. In most cases, the umpires will consult each other before making this signal, and other signals may follow (e.g., Penalty Runs may be awarded at the same time as Byes or Leg Byes for the preceding delivery).

Record the 5 Penalty Runs in the Extras row of the bowling team's most recently completed innings or, if they have not yet batted, in their first innings.



Short Run(s) (Law 18)

Either arm bent at the elbow with fingers touching the top of the same shoulder for one short run.

When the ball becomes dead, either umpire may signal the scorers (with a 'call') to indicate that at least one of the batsmen failed to ground their bat behind the batting crease when completing the runs. Only the number of completed run(s) will be credited to the striker, or extras.

Thus, if an umpire signals 'one short' the number of runs to be credited will be one less than what the batsmen ran. Likewise, if an umpire signals 'two short' the number of runs to be credited will be two less than what the batsmen ran.

If both umpires signal 'one short' when the batsmen ran two, no runs are scored. If both umpires signal when the batsmen ran three, they will consult to determine how many runs will be credited. Once confirmed, one umpire will re-signal to confirm the number of runs to be disallowed.

Short run(s) do not require the batsmen to change ends, so they may be at the wrong end of the pitch as suggested by the score; in this case, underline the scoring symbol for these deliveries.



Five Runs (Law 19.7)

Either hand held high above the head showing five fingers.

The bowler's end umpire makes this informal signal when the ball is dead, usually after the batsmen have run one and the fielding team has conceded four overthrows, and thus five runs are to be credited to either the striker or extras. This is not a signal for Penalty Runs.

Record the 5 Runs to the striker or extras as appropriate. Dismissed (Laws 30 to 39)



Dismissed (Laws 30 to 39)

A pointing index finger from an arm extended high above the head.

Following an appeal, either umpire may dismiss a batsman while the ball is in play or dead, which informs everyone that a batsman is out. This is the only signal that is not directed to the scorers and does not require scorer acknowledgement.

On most dismissals, the batsman will 'Walk', accepting that they have been fairly dismissed, but a batsman is entitled to wait for the umpire's decision. If the batsman is mistaken, the umpire changes their decision, or the fielding captain withdraws the appeal, the umpire is required to request the batsman to resume his innings. If scorers are uncertain about the mode of a dismissal they should check with the umpires as soon as possible.

Record the time of the dismissal and complete all relevant details on each dismissal.



Dead Ball (Law 23)

Crossing and re-crossing the wrists below the waist.

Either umpire may make this signal (with a 'call'), when the ball is in play or dead, to inform everyone that the ball is no longer considered to be in play. This instance most commonly occurs when the bowler's end umpire does not believe that the striker has made a legitimate attempt to hit the ball before running a Leg Bye, so they will signal Dead Ball. The batsmen will resume their original ends, no runs will be scored, but the ball counts as one of the over.

On other occasions, either umpire may signal Dead Ball because:

- They wish to stop all play and consult;
- One or both bails are dislodged off the striker's wicket;
- The striker is not ready to receive a delivery;
- The striker is distracted and steps back from their stance;
- The bowler drops the ball or stops their run up;
- A player or umpire is injured;
- They need to award Penalty Runs to either team;

If Dead Ball is called and signalled before the striker has received the delivery, it does not count as a ball of the over.



Revoke the Last Signal(s) (Law 3.14)

Both arms crossed across the chest with hands touching the opposite shoulder.

Either umpire may make this signal, when the ball is dead, to cancel their previous signal(s). The umpire may signal again, but if there is no subsequent signal, the striker gains credit for any runs scored (e.g., cancelling a Leg Bye) and the ball counts as a ball of the over.

Make any scoresheet adjustments required by Revoke Last Signal.



New Ball (Law 5.4)

A ball held high in the air above the head.

The bowler's end umpire will make this signal, after a minimum number of overs have been completed (not less than 75, but specified in a competition's Playing Conditions) and informing the batsmen that the New Ball has been taken. The New Ball may be taken at any point after the minimum number of overs have been completed, including part-way through an over.

If the umpires replace a damaged or lost ball with one of similar usage, this is not a New Ball, so the overs completed with the original ball do count towards the minimum number of overs before the next New Ball is available. Also, when a New Ball is taken part-way through an over, that over counts as a whole over towards the minimum number of overs required before the next New Ball is available.

Record the over and ball numbers, time, and score when each New Ball is taken.



Last Hour (Law 16)

A hand held high with the other hand touching the raised wrist.

The bowler's end umpire will call and signal the start of the Last Hour of the match, which usually begins after a drinks break is taken at the end of the penultimate hour of the match, so the signal is made immediately prior to the start of the first over of the Last Hour.

The Last Hour of a match will include a minimum number of overs, usually 15 but specified in a competition's Playing Conditions. However, the 'Last Hour' may be longer than 60 minutes IF the minimum number of overs takes longer than this to be bowled, or it may include more than the minimum number of overs IF more are bowled within the 60 minutes.

Record the time and over number when the Last Hour signal is given.

Scoring a Cricket Match

This section details the tasks that scorers must undertake before, at the start of, during, and after a cricket match. There may also be other tasks that arise on 'match day' that scorers should be willing to undertake, or assist other match officials in completing, to help ensure the smooth running of the match.

Before the Match

In *Cricket Scoring – Getting Started*, these pre-match scorer duties were identified:

- Arrive at the ground well before the scheduled start of play and introduce yourself to your scoring partner and, if they have been appointed, the umpires
- Ensure that the umpires are aware of your scoring position and your method of acknowledging their signals;
- Ensure your scoring position has a clear view of the ground, and especially the pitch. If your position is outside make sure you have some protection from sun, rain, and wind;
- If you are the 'home' scorer make sure the visiting scorer knows where the toilets and shop are, and ensure that you both sit together during the match;
- Exchange team lists with your scoring partner and find out which team has won the toss and whether they have decided to bat or bowl.

For scorers beginning to score at senior club, District Association, or Major Association or New Zealand Cricket tournament level, it is your responsibility to have a comprehensive knowledge of the competition Playing Conditions prior to 'match day', but these additional pre-match tasks are also recommended:

- If there is one, also introduce yourself to the appointed match referee and/or match manager;
- Confirm the umpires full initials and correct spelling of their surnames;

- Confirm with the umpires the scheduled hours of play and interval times, including drinks;
- In multi-day matches, confirm the minimum overs in the day and for the New Ball;
- In limited overs matches, confirm the overs per side and overs per bowler;
- In non-competition warm-up matches, also check with the umpires if batsmen will be allowed to 'Retire Out' (with no option to return) and/or 'Retire Not Out' (with the option to return), as this has implications for how the scoresheet is completed;
- Synchronise your watch/clock with that of the umpires, so the official time is coordinated;
- If one or both umpires will have a handheld radio for communicating with the scorers, test these before play;
- Ascertain who will operate the scoreboard, and confirm the means of communication with them so that the scoreboard is as accurate as possible during the match;
- One scorer should attend the toss to confirm which team wins it, whether they choose to bat or bowl, and to receive final 'team lists' from both teams;
- Confirm with each team's captain, coach, or manager their intended batting order (which may change during the game) and, if numbered shirts are being worn, each player's number.

After the toss, return to your scoring position and enter all pre-match details – including both team names, batting team, competition name & round number, the venue, date(s), toss winner, umpires & match referee, scorers, captains, wicket-keepers, and 12th men – onto the scoresheets (Figure 1) and, if one is being used, into any electronic scoring device. In conjunction with your scoring partner, confirm all players' full initials and correct spelling of their surnames, both team's intended batting order, and player's shirt numbers.

<i>Auckland</i>		v	<i>Wellington</i>		BATTING INNINGS OF	<i>Wellington</i>			
COMPETITION	<i>Ford Trophy</i>	ROUND	<i>4</i>	VENUE	<i>Eden Park Outer Oval</i>	DATE	<i>23/1/17</i>	TOSS	<i>Auckland</i>
UMPIRES	<i>WR Knights & TJ Parlane</i>	SCORERS	<i>EA Campell RS Dixon</i>		THIRD UMPIRE	<i>PD Jones</i>			
CAPTAINS	<i>RJ Nicol & M4/W Papps</i>	WICKET KEEPERS	<i>B Cachopa & TA Blundell</i>		TWELFTH MEN	<i>MS Chapman & FJ Corson</i>			

Figure 1

This *Scorer's Companion* uses the New Zealand Cricket scoresheets in all its illustrations, but all scorebooks/scoresheets will have a Match Details section similar to Figure 1. The NZC Four Innings (Batting), Four Innings (Bowling) and Two Innings (Batting & Bowling) scoresheets, as well as the *Feedback Cricket Live Scoring Edition User Manual*, can all be downloaded from www.nzcusa.org.nz/content/pcs-and-resources/default.aspx.

If you are scoring a multi-day match, then before play on subsequent days you should check with the umpires if there are any changes to the scores from the previous day (e.g., changing leg byes to runs, or vice versa, and amend the scoresheets/electronic scoring if so), if there have been any replacement players as may be allowed by the competition's Playing Conditions (and, if so, note on the scoresheets or change in the electronic scoring), and confirm the hours of play, minimum overs, and interval times for the day (if these have changed due to bad weather). It is also useful to confirm, from the end of the previous day's play, which batsman must face the first ball and which bowler cannot bowl the first over of the new day's play.

Whether it is the first day of a multi-day match or a limited overs match, you are now ready for play to begin.

At the Start of Play

In *Cricket Scoring – Getting Started*, these scorer duties at the start of play were identified:

- Identify the two opening batsmen and bowlers, share this information with your scoring partner, and record the player names as required;
- Watch for and promptly acknowledge the bowler's end umpire's 'Scorers' Ready' signal (and 'Play' call);
- Begin 'calling the game' with your scoring partner to aid player identification and avoid errors;
- Promptly acknowledge all umpire signals during the game and enter the scoring symbols or electronic data as required;

For higher levels of cricket, more advanced scorers should also:

- Record the time play commences alongside both opening batsmen in their 'IN' boxes of the batting analysis section of the NZC scoresheet (see Figure 6);
- Confirm that the players on the field match your team lists, and if there are any discrepancies (other than a legitimate sub-fielder) inform the umpires, match referee, or match manager immediately;
- Identify where the fielding captain is positioned (as their signals to fielders may help you anticipate bowling changes, etc) and, if possible, who the bowler of the second over will be.

Scorers are now ready to begin scoring the match.

During the Match

In *Cricket Scoring – Getting Started*, these in-match scorer duties were identified:

- Regularly check bowler's figures, batsmen's statistics, partnership and innings totals with your scoring partner, at the end of overs and at breaks in play, to help minimise errors;
- If you are unsure of the mode of a dismissal or the name of a catcher, continue scoring and check with the umpires and/or players as soon as possible;
- Enter the scoring symbols for each delivery in the appropriate places of the scoresheet, and develop your own sequence of doing so – again, this will help avoid errors;
- At the end of each innings, add the batting team's runs and check that this matches the bowling team's runs conceded, and after the match's last innings confirm the match result;
- Provide scoring information to players, coaches, and other observers if it is convenient, but if it is an inconvenient time politely ask them to wait while you complete your scoring tasks.

Again, for higher levels of cricket, more advanced scorers should also:

- Regularly glance at *both* umpires, as they could call Over or Time (at the end of a session) early, call & signal Dead Ball to consult, and award Penalty Runs when the ball is dead;

- Promptly acknowledge all signals by the umpires, remembering that the square leg umpire may also signal at any time, and there may be more than one signal for any delivery;
- Call the names of each batsman as they come to the crease and the name of each bowler at the start of each over;
- Call the runs off the over, bowler's figures, and batting team total at the end of each over, e.g. '5 runs off the over, Southee has 1 for 10, team total 27 for 2', etc;
- Call the individual batsmen's scores, balls faced, and partnership runs and balls after every five overs, or at whatever interval works best for you and your scoring partner;
- As usual, record each ball, runs, and extras in the appropriate sections of the NZC scoresheet, including crossing-off runs on the cumulative tally, as detailed in the next section;
- At the start of each over, check if there has been a change of bowler since the previous over at that end and, if so, confirm this with your scoring partner so that you both have the correct bowler;
- Scorers should also regularly check the facing batsman with each other, e.g. at the start of each over, after a break or interval, and especially following a Run Out or a Caught when the batsmen crossed;
- Scorers should also regularly check the individual scores, minutes batted, and balls faced for both Not Out batsmen with their scoring partner;
- Either umpire may make the Out signal when a wicket falls, but scorers do not need to acknowledge this signal, and the Out signal will not be made when the batsman 'walks', believing they have been fairly dismissed (e.g., bowled or caught);
- When a wicket falls, confirm with your scoring partner which batsman has been dismissed (it may be the non-striker), the method of dismissal, and any fielder(s) involved;
- If there is any doubt about the method and/or fielder(s), scorers should check with the umpires, via radio if these are being used or at the next interval if not;
- Scorers should confirm and make note of the total innings minutes at every interval, so that time played since then can easily be added to this number, to ease the calculation of total minutes at the end of an innings;
- Similarly, scorers should regularly check that the number of overs multiplied by six, plus any deliveries in a part over, plus the number of No Balls bowled (not the number of No Ball runs) equals the number of balls faced (including No Balls but excluding Wides) by all batsmen, to also ease the calculation of total balls bowled/faced at the end of an innings;
- After noting the relevant information at each scheduled or unscheduled interval, and communicating with the umpires if necessary, scorers should leave their sitting position to stretch, eat & hydrate, and go to the bathroom. Scorers should also mentally 'switch off' for as long as possible but return to their position well in-advance of the resumption of play;
- If scorers have to leave their scoring position during play, they should do so at a Drinks break, but if it is while play is in progress their scoring partner should only attend to their own work so that scorers can update their work easily, then double-check with their scoring partner when they have 'caught-up';
- At the end of a day's play in a four innings match, note the time that play actually finished (not the scheduled time) for calculating the innings time and not out batsmen's times;
- At the end of the second innings of a four innings match, if the batting team has just been dismissed for 100 runs or more less than the team who batted first's total in a two-day match, 150 or more in a three- or four-day match, or 200 or more in a five-day match, check with the umpires if the Follow-On has been enforced and the trailing team will bat again. DO NOT take anyone else's word on the enforcement or not of the Follow-On;
- At the last scheduled break in a four innings match (i.e., Tea), confirm with the umpires the over number and/or time that the Last Hour will begin, and whether or not a Drinks break will be taken at the end of the penultimate hour. Thus, scorers can be ready to acknowledge the umpire's signal when the Last Hour begins;
- Regular checks with your scoring partner will ensure that balancing the various batting, bowling, and innings information at the end of each innings, and especially at the end of the match, will not be an onerous task and should merely confirm that the scoresheets and electronic scoring (or both sets of scoresheets) are the same in all respects;

- The team batting last, in either a two- or four-innings match, may reach the target in a number of ways, and scorers must be aware of what runs are scored in these scenarios:
 - Scores level, the batsmen complete one run before the ball reaches the boundary = only the 1 run is scored;
 - Scores level, the striker hits the ball to the boundary but the batsmen do not run = the boundary (4 or 6) is scored;
 - Scores level, a Wide is called as the wicket-keeper stumps the striker = only the Wide is scored, as the ball is automatically dead (match over), so the dismissal does not count;
 - Two to win, a No Ball is called and the batsmen complete one run before the ball reaches the boundary = only the No Ball and single are scored, and not the boundary;
- Thus, as soon as the winning run is scored, and however this happens the ball is dead and match is over;
- Record the actual Time the winning run was scored, the final wicket was taken, or when the maximum match overs were completed or time expired;

At the End of the Match

After recording all the details associated with the last ball of the game, scorers should then:

- Ensure that the Batting Analysis (plus extras), Bowling Analysis, and Cumulative Tally all balance with the Innings Totals on all scoresheets and match your partner's scoresheets;
- Ensure that all sections of the scoresheets have been completed and also balance with and in all ways match any official electronic scoring of the match;
- Confirm the Match Result with the umpires and, if required, complete any result card or match reports for the appropriate match authorities (umpires, match referee, or manager);
- If required, also calculate the two team's respective Over Rates for the match, as there may be penalties imposed if the minimum rate specified in the Playing Conditions are not met;
- Retain the scoresheets or ensure these are handed to the appropriate match authority;

Scoring with the NZC Scoresheets

This section explains the various sections of New Zealand Cricket's Four Innings Batting, Four Innings Bowling, and Two Innings match scoresheets. As each scorer will develop their own 'scoring process', including their individual running sheet (see the next section) there is no 'set order' to completing the scoresheet sections, but a consistent process is recommended in order to establish a rhythm and thus minimise errors. NZC's scoresheet sections are as follows:

Match Details

As explained in *Before the Match* (and Figure 1), scorers should complete the Match Details section prior to the commencement of play, as well as the Innings information at the bottom of the Four Innings Bowling scoresheet (Figure 2). When play is about to commence, in both Four and Two Innings matches, enter the name of the ground's end from which the first ball will be bowled.

UMPIRES <i>IJ Gould & PR Reiffel</i>	SCORERS <i>AJ Feely & GE McGowan</i>	INNINGS DATE <i>13 March 2017</i>
CAPTAINS <i>KS Williamson & HM Amla</i>	WICKET KEEPERS <i>BJ Watling & G De Kock</i>	TWELFTH MEN <i>DJ Bracewell & KJ Abbott</i>

Figure 2

Bowling Analysis

The Bowling Analysis is the most important section of the scoresheet because it is the most frequently used, as the scoring symbol for every delivery must be recorded here (Figure 3), even when no runs are scored. Thus, the Bowling Analysis section provides a reference for all other

parts of the scoresheet and enables information for every over, all bowlers, and the overall innings to be calculated and recorded, both while the innings is in progress and at the completion of the innings.

If No Runs are scored:	• a dot
If Batsman's Runs are scored:	1, 2, 3, 4, 5, or 6
If a No Ball is bowled:	O with dots (Byes/Leg Byes) or numerals (Batsmen's Runs)
If a Wide is bowled:	+ with dots only (multiple wides)
If Byes are signalled:	B with superscript numerals (e.g., B ²)
If Leg Byes are signalled:	L with superscript numerals (e.g., L ⁴)
If a Bowler's Dismissal is affected:	W or X
If a batsman is Run-out , enter:	R with superscript numerals (e.g., R ¹)

NB: When entering runs off a No Ball or multiple No Balls (Byes/Leg Byes), write the numeral or dot(s) first and then encircle them, as it is easier than trying to enter these inside a circle.

Scoring Symbols for the Bowling Analysis section (abbreviated from Page 4)

Figure 3

The Bowling Analysis is divided into a grid, with vertical columns for the bowler's names, each of their overs, and their total Overs bowled (O), Maidens bowled (M), Runs conceded (R), Wickets taken (W), and Wides & No Balls bowled, and horizontal rows for the bowler's name, the scoring symbols for every delivery of each of the bowler's overs, and the bowler's overall figures, which are completed at the end of the innings (Figure 4). Each bowler's name is entered in the order in which they first bowl. The boxes for each over contain a line at the top for the innings over number (left-hand side) and its start time (right-hand side) to be entered at the beginning of each over. Similarly, there is a line at the bottom of each over for each bowler's cumulative bowling figures of the number of wickets claimed and the total runs conceded (in the traditional 'wickets – runs' format) to be entered in the left-hand corner, and the total team score to be entered in the right-hand corner, at the end of each over.

'broken' in order to leave the X or W for the wicket visible, and scorers may also use a different colour to highlight the 'M' or 'W'. After a wicket maiden, its number of wickets is also added to the bowler's previous over's cumulative figures in the line under the 'W' (with no change to their runs, obviously). This practice means that a wicket maiden breaks the 'M-1', 'M-2', 'M-3' sequence, but this should be resumed the next time the bowler bowls a maiden over; e.g., 'M-1', '1-12', 'M-3'. Maiden overs and wicket maidens may include Byes, Leg Byes, or Penalty Runs, as these runs are not debited against the bowler. A maiden over that includes a wicket that is not credited to the bowler (Run Out, Timed Out, Handled Ball, Hit the Ball Twice, and Obstructing the Field) is not a wicket maiden.

BOWLERS		1	2	3	4	5	6	7	8	9	10
Jamieson	KA	1 10:00	3 10:11	5 10:19	7 10:26	9 10:36	29 12:00	31 12:07			
		•• × U • 1	••• 1 4 •	••••• 4	• 1 •• 4 •	• 1 1 •• 2	1 1 4 + 1 ••	••• 1 2 •			
McCord	BEW	1-1 2	1-6 7	1-10 13	1-15 18	1-19 22	1-27 86	1-30 93			
		2 10:07	4 10:15	6 10:21	8 10:30	10 10:40	12 10:50	41 12:40	43 12:47		
Shipley	HB	M-1 2	0-2 9	0-2 13	1-2 18	2-4 24	M-4 29	2-9 141	2-15 153		
		4 10:45	13 10:54	15 11:04	17 11:17	45 12:54					
		0-5 29	0-10 34	0-18 47	0-25 56	2-27 169					

Figure 4

The Bowling Analysis needs to be completed in a standard way, not only to aid the scoring process but also so that other users of the scoresheet can read the information according to cricket convention. The following instructions, in conjunction with Figure 4, explain this process. The scoring symbol for each legitimate and illegitimate delivery should be entered in horizontal rows within the main part of the over box. As many deliveries as possible should be entered in the top horizontal row, which allows space for extra deliveries if No Balls and/or Wides, which must be re-bowled, are delivered.

A maiden over, in which the bowler does not concede any runs (Batsmen's Runs, No Balls, or Wides), is completed by a capital letter 'M' written over the six scoring symbols. In addition, 'M-1' is written in the cumulative figures line to indicate that bowler's first maiden in the innings, with subsequent maiden overs being labelled 'M-2', 'M-3', etc. Similarly, a wicket maiden, in which the bowler also claims at least one wicket, is completed by a capital letter 'W' written over the six scoring symbols. The 'W' may be

When a bowler finishes a spell (bowling consecutive overs at one end) or completes their allocated overs (e.g., 4 overs in a Twenty20 match), draw a vertical line over the printed line at the right-hand edge of the over box. When a new bowler bowls, enter their name in the next available Bowler's line, and the next over number and its start time in the top row of their first over box, as usual. An incomplete over at the end of an innings is not a maiden over or a wicket maiden, even if no runs debited against the bowler have been scored. Likewise, an incomplete over bowled by an injured bowler, or their replacement, is not a maiden over or a wicket maiden, even if no runs debited against them have been scored. In this situation, draw the vertical line along the right-hand edge of the injured bowler's incomplete over box, as this is the end of their spell, although they may bowl again later. Also, enter the replacement bowler's deliveries in their first over box if they have not bowled before or, if they have already bowled, in the over box following their last over.

When a No Ball is bowled, encircle any dots (multiple No Balls, when Byes or Leg Byes are also signalled) or numerals (Batsman's Runs) as the scoring symbol in the over box. When a Wide is bowled, enter the + sign as the

scoring symbol in the over box, along with dots in the four quadrants to signify the number of additional runs scored (multiple Wides). When Bye is signalled, enter a B with a superscript numeral of the number of Byes scored as the scoring symbol in the over box, e.g., B² for two Byes. When Leg Bye is signalled, enter an L with a superscript numeral of the number of Leg Byes scored as the scoring symbol in the over box, e.g., L⁴ for four Leg Byes. As Penalty Runs are not tied to a specific delivery or bowler, when these are signalled they do not need to be recorded in the Bowling Analysis, but see the sections on the Extras Line, Cumulative Tally, and Notes Section.

When a wicket falls, enter the X or W symbol for both dismissals to the bowler's credit (Bowled, Caught, Leg Before Wicket, Stumped, or Hit Wicket) and dismissals not to the bowler's credit (Timed Out, Handled Ball, Hit the Ball Twice, and Obstructing the Field), but remember that any dismissal off a No Ball (circle the X or W, as usual) or a Timed Out dismissal do not count as a ball of the over. A Run Out is also not to the bowler's credit, but enter R as the dismissal symbol, with a superscript numeral to represent the number of runs completed before the run out was effected, e.g., R¹ for a run out attempting the second run (i.e., the first completed run counts). See Figure 23 for the key points relating to each dismissal method.

Whenever the score suggests the batsmen are at the 'wrong ends' of the pitch, underline the scoring symbol for the delivery on which this change occurs; i.e., (a) when the striker is dismissed caught having crossed with the non-striker while running between the wickets before the catch was completed, (b) when a batsman is dismissed run out at either end and dependent on the number of runs already completed, and (c) when there is a short run as the batsmen do not change ends for the next delivery.

At the end of an innings, each Bowler's Line should be completed by entering the bowler's figures in the right-hand columns:

- Their total number of Overs bowled is read from the column header of their last over, with part-overs expressed as ':1' for one delivery, ':2' for two deliveries, etc;
- Their total number of Maidens bowled is read from the last maiden in the cumulative figures line, remembering to add one if the last maiden was a wicket maiden;

- Their total number of Runs conceded is also read from the last over in the cumulative figures line, plus any runs conceded in the final part over, if there is one;
- The total number of Wickets taken is again read from the last over in the cumulative figures line, also plus any wickets taken in the final part over, if there is one;
- If a bowler's figures include no Maidens, Runs, or Wickets, enter a 0 in these boxes;
- The total number of Wides and No Balls are added from the over boxes in each Bowler's Line, and these numbers as well as the total number of runs conceded on these Wides and No Balls should be entered, usually in the format '1 / 4' or 1 '(4)';
- If a bowler's total figures include no Wides and/or No Balls, enter a 0, leave blank, or use a dash in these boxes.

Finally, if the umpires miscount the legitimate deliveries in an over, do not add extra or ignore real deliveries – record every actual ball of the over, as delivered.

O	M	R	W	Wides	No Balls
10	0	56	2	3/7	0
8	0	56	1	6	1
10	0	55	1	3/5	0

Figure 5

Batting Analysis

The Batting Analysis section is the second most frequently used section, as all runs scored by the individual batsmen are recorded here (Figure 6). At the start of each innings, enter the two opening Batsmen's names (with, if these are known, their full initials), with the striker facing the first delivery at the top of the list and enter the innings start time in the IN box for both. Record each batsmen's Runs As Scored throughout their innings alongside their name, including any runs off No Balls inside a circle. In order to add-up a batsman's score easier, insert a small dash in their Runs As Scored sequence when they reach 10, 20, 30, etc; or at whatever interval is most convenient. When a batsman reaches 50, 100, or 150 enter their innings Minutes and Balls faced in the appropriate box. If a batsman reaches 200, 250, etc. record this information in the Notes Section.

If a batsman retires hurt, enter in pencil the time in their OUT box, 'Retired Hurt' in their How Out box (leave the Bowler box empty), and their Runs, Minutes, Balls, 4s and 6s as for a dismissed batsman, as they may resume their innings later at the fall of a subsequent wicket or another retirement. When a Retired Hurt batsman resumes their innings, erase the information entered in pencil and continue scoring as usual. If they do not resume their innings before the team innings is completed, overwrite the Retired Hurt information in pen and enter the double-slash to end their Runs As Scored sequence, as for a normal dismissal.

At the end of an innings, enter the actual time play finished into the last two batsmen's OUT box, using the same time for both a dismissed and a not out batsman (if the

IN	MINUTES & BALLS FOR				BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	RUNS	MINS	BALLS	4s	6s
	50	100	150	200									
1411					FA Swartz	//	Bowled	Sheat	0	7	9	-	-
1418													
1411	78m	168m			R Raindra	13224 ² 144 ³ 11144 ² 1144 ² 21311 ² 1111124 ² 1314 ² 1111111112 ²	LBW	Parker	102	169	116	10	-
1717	57b	115b											
1419					TM Johnson	1444 ² //	c. Russell	Thatcher	13	44	22	3	-
1503													

Figure 6

When a batsman is dismissed, record the time in their OUT box and enter a double-slash (//) at the end of their Runs As Scored sequence. With your scoring partner, confirm the method of dismissal and identify the catcher or fielder(s) involved, and record these details in the How Out box, using the appropriate abbreviation; e.g., 'c. Williamson' if Williamson was the catcher. If the dismissal is to the bowler's credit, enter their name in the Bowler box. If the dismissal was a run out, enter 'Run Out' in the 'How Out' box and the fielder(s) names in brackets in the Bowler box, e.g., 'Run Out / (Guptill)' if Guptill effected a run out.

Then complete the Runs, Minutes, Balls, 4s and 6s boxes for the dismissed batsman. Enter the name of the incoming batsman in the next available space on the Batsmen list, as well as the time their innings started (which is one minute after the previous dismissal, unless that dismissal prompted an interval, in which case the new batsman's innings start time will be the time play resumes after that break). Scorers can also denote the batting team's captain (Ⓔ) and wicketkeeper (†) next to their names on the Batsmen's list.

innings ends with the fall of the last wicket) or both not out batsmen (if an innings ends with a declaration, the winning run being scored, or the maximum number of overs or scheduled time being completed). If an innings ends with a dismissal, complete the dismissed batsman's line as above, use 'Not Out' in the remaining batsman's How Out box, and then enter their other innings information as per a dismissal. If both batsmen remain Not Out at the end of an innings, use this method for both batsmen's lines. Do not enter the double-slash (//) for Not Out batsmen, who can be highlighted by using a different colour to dismissed batsmen; usually the traditional 'red ink'.

If not all batsmen batted in a completed innings, enter their name(s) in an approximate or known batting order and write 'Did Not Bat' in the 'Runs As Scored' box(es), but leave their Runs, Minutes, Balls, and 4s & 6s boxes empty (i.e., do not use a zero or a dash). When there are multiple such batsmen, insert a parenthesis across the Batsmen's Lines and write 'Did Not Bat' only once, on the middle row of this group. Similarly, if a batsman who was required to bat (i.e., their team lost their penultimate wicket) but was unable to do so because of injury or illness, write 'Absent' in their How Out box and again leave their other batting line boxes empty. The reason for the absence does not need to be entered.

Extras Line

The Extras Line is used to record the type and number of runs scored off any delivery on which the fielding team concedes extras, so it is divided into five sections: Byes, Leg Byes, Wides, No Balls, and Penalties (Figure 7). The run(s) for all types are entered as a numeral into the appropriate section when they occur, including multiple No Balls (No Ball/Byes or No Ball/Leg Byes). Penalties

are always 5 runs and are entered into this section of the current innings scoresheet only if they are awarded to the batting team. If Penalty Runs are awarded to the bowling team, the 5 is entered into the Penalties section of their previous completed batting innings or, if they have not yet batted, on the scoresheet for their next batting innings.

BYES	<u>24</u>	6	LEG BYES	<u>11</u>	2	WIDES	<u> 53 </u>	20	NO BALLS	<u>11</u>	2	PENALTIES	<u>—</u>	—
------	-----------	---	----------	-----------	---	-------	---------------------	----	----------	-----------	---	-----------	----------	---

Figure 7

Cumulative Tally

When all runs and extras are scored, cross-off the Cumulative Tally as a continuous record, a quick reference to the total score, and for checking purposes (Figure 8). Cross-off single Batsmen's Runs diagonally and multiple Batsmen's Runs horizontally for the number of runs scored, which can be extended into the next row of ten when required. When crossing-off extras, use the appropriate symbol (circle for No Ball, plus sign for Wide Ball, B for Bye, and L for Leg Bye) over the first run, with a horizontal line for additional runs. Similarly, use a P with a horizontal line across five runs when Penalty Runs are awarded to the batting team, or on the bowling team's previous or next batting innings scoresheet when Penalty Runs are awarded to them. Finally, when the target score for the last innings of a match is determined, highlight or circle this on the Cumulative Tally of the final innings score-sheet, and do so again if this target is revised in a limited overs match.

During play, scorers should regularly check that the individual scores of all batsmen plus all extras and that the runs conceded by all bowlers plus Byes, Leg Byes, and Penalty Runs both equal the Cumulative Tally.

0	1	2	3	4	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9
20	1	2	3	4	5	6	7	8	9
30	①	2	3	④	⑤	6	7	8	⑨
40	1	②	3	4	5	6	7	8	9
50	1	2	3	4	5	6	7	8	9
60	1	②	3	4	5	6	7	8	9
70	1	2	3	4	5	6	⑦	8	9
80	1	2	③	④	⑤	6	7	8	9
90	1	2	3	4	5	6	7	8	9
100	1	2	3	4	5	6	7	8	9

Figure 8

Fall of Wickets

After entering each dismissal in the Bowling Analysis section and completing the dismissed batsmen's line, enter the Over and Ball number (where the colon is pre-printed), team score, dismissed Batsmen's names, and the not out Batsmen's names and their score into the Fall of Wickets section (Figure 9). Remember to complete the Fall of Wickets section when a day's play, innings, or match ends with a dismissal, but also use the Batsmen dismissed box for one of the not out batsmen (and their score) when an innings or match ends with two not out batsmen, along with the final team total.

WKT	SCORE	BATSMEN	BATSMEN NOT OUT & SCORE
1 5:3	31	DAWSON	DAVIDSON 13
2 18:2	94	CASE	DAVIDSON 37
3 29:2	158	DAVIDSON	McCLURE 30

Figure 9

If a batsman retires hurt, enter in pencil the Fall of Wicket information as usual, as a reference for when the Retired Hurt batsman left the crease, but as this does not count as an actual dismissal or additional partnership replace this information in pen at the fall of the next wicket.

Partnership Details

After completing the Fall of Wicket information, complete the Partnership Details section with the Runs, Minutes, and Balls for each partnership (Figure 10). In limited overs matches, the pace-of-play may mean scorers are unable to do this immediately after each wicket, but it can be completed later as the required information is calculated from the Fall of Wickets information. As above, when a batsman retires hurt enter the partnership information in pencil, as a record of the partnership ended by the Retired Hurt, but replace this when the next partnership is completed. Also complete the Partnership Details section when an innings ends with two Not Out batsmen, entering the unbroken partnership details and highlighting this by using a different colour to completed partnerships; as with Not Out batsmen, this is usually the traditional 'red ink'.

RUNS	MINS	BALLS	MINUTES & BALLS FOR		
			50	100	150
31	24	33			
63	51	78	40m 50b		
64	38	66	24m 44b		

Figure 10

The Partnership Details section also enables the Minutes and Balls for each partnership's 50, 100, 150 etc. to be recorded. Enter these as each milestone is reached, and if a partnership exceeds the highest value on the Two Innings or Four Innings Batting scoresheets record this information in the Notes Section.

Innings Milestones

As an innings progresses, enter the Time, Minutes, and Balls when the batting team reaches each half-century or century (i.e., 50, 100, 150, 200, etc.) in the Innings Milestones section (Figure 11). Then, calculate and enter the Minutes and Balls taken for the last 50 (i.e., the minutes and balls between 50 and 100). In Four Innings matches, also record the Time (underneath the hour number, where the colon is pre-printed), Runs, and Overs at each hour of the innings (i.e., 60 minutes after the start of the innings, 120 minutes, 180 minutes, etc). If an over is in progress when the time for the next 'hour' arrives, wait until the end of the over and then record the details at that point.

RUNS	TIME	MINS	BALLS	LAST 50	
				MINS	BALLS
50	10.43	43	59		
100	11.22	82	120	39	61
150	11.48	108	165	26	45

Figure 11

Unscheduled Interruptions

When an unscheduled interruption for which the umpires and players leave the field occurs, record the reason (e.g., bad light or rain) under Stoppages and enter the time play was suspended (Time Off), the Over & Ball number, the time play resumed (Time On), and the Overs Lost (if any) or the Minutes Lost on the Two Innings or Four Innings scoresheets, respectively (Figures 12 and 13). Do not use this section for unscheduled interruptions where the umpires and players do not leave the field (e.g., a lost ball or injury) or for scheduled breaks such as Drinks, Lunch, or Tea (see the Session Information section below).

STOPPAGES	TIME OFF	OVER & BALL	TIME ON	MINS LOST
Bad Light	5.15pm	37.2	5.47pm	32
Rain	10.46am	51.1	11.50am	64

Figure 12

STOPPAGES	TIME OFF	OVER & BALL	TIME ON	OVERS LOST
Rain	1642	34.1	1659	0
Rain	1748	45.2	1809	1

Figure 13

Revised Targets

When a limited overs match is shortened and the Duckworth-Lewis-Stern (DLS) system is used to revise the second innings target, enter the new target and number of overs (and possibly balls) in the Revised Target section of the Two Innings scoresheet (Figure 14). There is space for up to four revisions, but if there are more record these in the Notes Section. Also be aware that there is room for the final DLS Target Runs and Overs in the Match Result section at the bottom (see Figure 21).

1	DLS TARGET	247	RUNS OFF	49	OVERS
2	DLS TARGET	_____	RUNS OFF	_____	OVERS
3	DLS TARGET	_____	RUNS OFF	_____	OVERS
4	DLS TARGET	_____	RUNS OFF	_____	OVERS

Figure 14

Session Information

In the Session Information section at the bottom of the Four Innings Batting scoresheet, enter the time, innings score, extras, overs, and minutes at each Lunch, Tea, and Stumps intervals, and the Date of each break in case an innings lasts longer than one day (Figure 15). If there is room, also note the not out batsmen's scores and the next session's start time.

DATE	LUNCH SCORE	TEA SCORE	STUMPS SCORE
20/2	74/3 Williamson 7* McCullum 37* Inns 122m Overs 26 Ex 1 L6	273/6 Watling 6* Southee 5* Inns 241m Overs 50 Ex 9 (216 SW 2nb)	

Figure 15

New Ball

When a second or third New Ball is taken in a Four Innings match, enter the Time, Over, and Score in the New Ball section at the bottom of the Four Innings Bowling scoresheet (Figure 16). Test Matches and NZC First Class Conditions allow a New Ball to be taken by the fielding captain at any point after 80 overs, but other competitions may have a different number, so scorers should be aware of the New Ball allocation before the match starts. If a New Ball is taken part-way through an over (e.g., after 80:3 overs), the remainder of that over bowled with the New Ball counts as a full over towards the next New Ball (i.e., the third New Ball would be available after 160 overs). Finally, do not use this section for replacement balls when balls are only damaged or lost; it is for New Balls only.

NEW BALL	TIME	OVER	SCORE
SECOND	3.46	80-1	245/2
THIRD			

Figure 16

Innings Totals

At the end of each innings, the Innings Total sections on the Four Innings Batting, Four Innings Bowling, and both on the Two Innings scoresheets need to be completed and must balance with each other (i.e., batting and bowling) and with your scoring partner's totals, and across both scoresheets and electronic scoring. It is recommended that these totals are confirmed before they are entered onto the scoresheet, in case a discrepancy needs to be resolved first.

Beginning with the batting totals in both Four Innings and Two Innings matches (Figures 17 & 18), add the total for all five extras types together and enter these in the Runs box on the Extras Line. Then add the Runs column totals for all batsmen and total extras and enter this as the innings total next to the word TOTAL, then add the number of wickets lost in the innings on the horizontal line next to

EXTRAS	8	250	453	$\frac{38}{0}$
TOTAL 245		FOR 10		WICKETS DECLARED
OVERS	74.5			
RUNS PER OVER	3.27			
INNINGS TIME (AFTER DEDUCTIONS)	250			
OVER RATE	17.95			

Figure 17

the word FOR. If an innings in a Four Innings match is not declared, cross-out the word DECLARED in this box. Then enter the total number of Overs bowled and the Runs Per Over (innings total divided by overs bowled, using Base 10 decimals for part overs) for the whole innings. On the Four Innings Batting scoresheet, after checking with the umpires for any additional minutes deductions to those already allowed under the competition's Playing Conditions, also enter the Innings Time and calculate the Over Rate for the innings (Overs bowled divided by [Innings Time divided by 60]). Then complete the Extras Line by entering the total Innings Minutes (all minutes excluding intervals and interruptions), Balls (total overs multiplied by six, plus any deliveries in a part over, plus No Balls bowled), 4s and 6s (hit by the batsmen) in their respective boxes. These calculations are summarised in the Scoring Formula table (see Figure 23).

Next, the bowling totals in both Four Innings and Two Innings matches (Figure 19) are completed by first entering on the Extras Line the total Byes, Leg Byes, and Penalty Runs (awarded to the batting team) into the Runs column, and the total number of wickets not credited to a bowler during the innings into the Wickets column. Then, from all the bowlers' completed innings figures in the Bowling Analysis section, add and insert in the Total line the number of Overs bowled (completed and part overs), Maidens bowled (including wicket maidens), Runs conceded (including the Byes, Leg Byes, and Penalty Runs sub-total), Wickets taken (including those not credited to the bowlers), and Wides & No Balls (both the number bowled and runs value for each, as explained in the Bowling Analysis section) in the Innings.

TOTAL 313	FOR 10	OVERS	50.0
	WICKETS	RUNS PER OVER	6.26

Figure 18

EXTRAS			6B 2L	2R		
TOTAL	50	1	313	10	14/20	2

Figure 19

NB: As the team who has just completed their batting innings may subsequently be awarded Penalty Runs when they are fielding, in which case their batting innings total will change, it is suggested that the Extras and Innings Totals are initially entered in **pencil** and only written in pen once the team's subsequent bowling innings has been completed.

Notes Sections

Use the Notes Sections on the Four Innings Batting and Two Innings scoresheets for any other significant information relating to the innings (Figure 20), e.g. if a player is replaced under the competition's Playing Conditions, an explanation of any Penalty Runs, or Retired Hurt (time, team score, and over & ball number for when the batsman retired hurt and, if they did, resumed their innings) information.

NOTES
<i>Rain at 12.23 164/3 24ov</i>
<i>JC 46 NK 38 Ex 14</i>
<i>Match Restarted 2.45</i>
<i>Reduced to 46 overs per side</i>

Figure 20

Match Result

After the end of innings information for the last innings of a match has been completed, calculate the Match Result with your scoring partner and confirm this with the umpires. The Match Result is calculated as follows:

- The batting team wins by their number of WICKETS remaining when they reach the winning target before the bowling team dismisses them;
- The fielding team wins by the number of RUNS short of the winning target minus one when they dismiss the team batting last;
- The fielding team wins by an INNINGS and the number of RUNS short of making the fielding team bat again if they have an innings in-hand;
- The batting team wins by PENALTY RUNS if the umpires award these after play has ceased, and the addition means their innings total achieves the final innings target;
- If the fielding team claims the last wicket with the batting team requiring one run to win, the match is a TIE;
- If neither team can achieve any of the above in a four innings match, the result is a DRAW;
- If a limited overs match is called off with no play occurring the match is ABANDONED;
- If a limited overs match is called-off after some play, but the minimum number of overs per side as per the competition's Playing Conditions has not been possible, the result is NO RESULT;
- If the Duckworth-Lewis-Stern system is used to revise a second innings target, the result is per RUNS and WICKETS as above, but with '(DLS METHOD)' in brackets afterwards;
- If rain terminates a Two Innings match in the second innings, the batting team will win by the number of RUNS they are ahead of the DLS Par Score, with '(DLS METHOD)' used.

Enter the Match Result, which is always expressed by the margin of victory for the winning team (i.e., 'BLACKCAPS won by 6 wickets', not 'Australia lost by 6 wickets') at the bottom of the Four Innings Bowling (Figure 21) and Two Innings scoresheets. As noted in the Revised Target section, also enter the final Duckworth-Lewis-Stern target runs and total overs for shortened Two Innings matches (Figure 22). If scorers wish, they can complete the Match Result section on all scoresheets used for the match, but it must be entered on the last innings scoresheet at least.

<i>First</i> INNINGS OF	<i>New Zealand</i> v <i>Australia</i>
FIRST BALL FROM	<i>Northern</i> END
MATCH RESULT	<i>New Zealand won by 4 wickets</i>

Figure 21

FIRST BALL FROM	<i>Northern</i>	END
MATCH RESULT	<i>Canterbury U19 won by 17 runs (DLS Method)</i>	
FINAL DUCKWORTH-LEWIS-STERN TARGET	<i>247</i>	RUNS OFF <i>49</i> OVERS

Figure 22

The scoresheets for both Four Innings and Two Innings matches will now be complete, providing a complete historical record of player performances and the match result.

Methods of Dismissal summary information

DISMISSAL METHOD	WHICH UMPIRE?	CREDIT TO BOWLER?	CREDIT TO FIELDER?	POSSIBLE OFF A NO BALL?	POSSIBLE OFF A WIDE?	NOTES
BOWLED	Bowler's	Yes	No	No	No	Bowled takes precedence over other dismissals
TIMED-OUT	Bowler's	No	No	No	No	An incoming batsman has 3 minutes to take strike
CAUGHT	Bowler's	Yes	Yes	No	No	Use 'c.' in How Out column of Batsman's Line
HANDLED BALL	Bowler's	No	No	Yes	Yes	Either batsman can be dismissed on the delivery
HIT THE BALL TWICE	Bowler's	No	No	Yes	No	The only runs that can be scored are from overthrows or Penalties
HIT WICKET	Striker's	Yes	No	No	Yes	Only when playing a shot or setting-off for a run
LEG BEFORE WICKET	Bowler's	Yes	No	No	No	If the ball breaks the stumps after hitting the striker, the dismissal Bowled takes precedence
OBSTRUCTING THE FIELD	Bowler's	No	No	Yes	Yes	If the obstruction prevents a catch the striker is dismissed. Runs scored before the obstruction count
RUN OUT	Either	No	No	Yes	Yes	Either batsman can be dismissed. Runs scored before the stumps are broken count
STUMPED	Striker's	Yes	Yes (Wicket-Keeper)	No	Yes	Only the wicket-keeper can affect this dismissal. If another fielder is involved it is a Run Out
RETIRED HURT	Bowler's	No	No	Yes	Yes	Either batsman can Retire Hurt at any time

Scoring Formulae

Innings Time in Minutes	Elapsed time since the innings started	Minus all intervals and interruptions
Partnership Minutes	Elapsed time since the partnership started	Plus all Extras (including Penalty Runs)
Cumulative Tally	Runs scored by all batsmen	Plus all Extras (including Penalty Runs)
Cumulative Tally	Runs conceded by all bowlers	Plus Byes, Leg Byes, and Penalty Runs
Runs Conceded by all Bowlers	Runs scored by all batsmen	Plus No Balls and Wides
Balls Bowled and Balls Faced	Completed Overs x6 + part over deliveries	Plus the number of No Balls bowled
Runs Per Over	Innings Total divided by Completed Overs x6	(and include part overs as decimals, e.g. :1 = .166)
Over Rate	Total Innings Overs divided by Innings Hours	Innings Hours = Innings Time in Minutes divided by 60)
Penalty Runs awarded	Credited to the non-offending team	Debited against the offending team
Bowler's Economy Rate	Runs conceded divided by their total overs bowled	(and include part overs as decimals, e.g. :1 = .166)
Batsman's Strike Rate	Runs scored divided by their balls faced	(Multiplied by 100)

Figure 24

Running Sheets

In order to help them complete these scoresheets (or any electronic scoring system), experienced scorers use an additional sheet called a Running Sheet, because it keeps a 'running tally', updated at the end of each over, of key pieces of information throughout an innings; e.g., the two not out batsmen's runs scored and balls faced, the total innings and partnership balls, and the team's score. Effectively, the Running Sheet is a worksheet that enables scorers to check key totals quickly at any point during an innings. A scorer's Running Sheet is individual to them, and they tend to develop their own over time, as they gain more experience and competence, in order to suit their own 'scoring process'. Consequently, there is no 'standard' or 'correct' Running Sheet, but an example is provided below (Figure 25). The match details are entered across the top, each column is named and each row allows for the scoring symbols of each over to be entered, separated by the batsman on strike, and all values are added to the running tally at the end of each over. When a batsman is dismissed, the new batsman is entered in their column, and obviously their runs, balls, and the partnership balls go back to zero.

INNINGS OF:				VERSUS:						DATE:		
Ov No	Bow/Over	Start Time	Inns Total	Batsman 1			Batsman 2			Total Extras	P'Ship Balls	Total Balls
				F	BF	SCR	F	BF	SCR			
1												
2												
3												

Figure 25

A Running Sheet is also a convenient place to note other useful information that is not otherwise recorded on the scoresheets; e.g., dropped catches and missed stumpings, the time and over at which the Last Hour begins, or when play is temporarily halted by an injury or lost ball. Finally, the Running Sheet is also a good means of confirming which batsman will face the first ball and which bowler cannot bowl the first ball or over after a break (Lunch, Tea, Stumps, or an Unscheduled Interruption).

Conclusion

We trust that *The Scorer's Companion* has been informative and will help you develop your scoring skills as you advance from Junior Cricket into local club, district, and national tournament cricket. As mentioned in the introduction, please also make use of the resources on the www.nzcosa.org.nz website and your Regional Scoring Manager, who has a wealth of experience and knowledge and are there to assist your development as a scorer. We wish you all the success with your scoring career.



NEW ZEALAND 370 & 50/1					
AUSTRALIA 505					
LATHAM	33	(55)	60.0		
WILLIAMSON	16	(45)	35.6		
	O	M	R	W	rpo
HAZLEWOOD	7.3	2	17	0	2.3
M MARSH	3	1	2	0	0.7
THIS OVER . . .					RR 2.7
OVERS	18.3	3:53			
REMAIN	25.3			DRS NZL 2 AUS 2	



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NEW ZEALAND

BATSMEN OUT B RUNS FALL

GUPTILL	LB	2	1	1
WILLIAMSON	LB	1	22	2
LATHAM	CW	4	50	3
TAYLOR	CW	3	21	4

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