feedback CRICKET

LIVE SCORING EDITION
USER MANUAL

NEW ZEALAND CRICKET

feedback CRICKET

> Contents

1. Setting-Up the Laptop

Set-up the laptop as standard, plugging-in the power adaptor and mouse (Figure 1:1).

Push the power button at the top left of the keyboard to start the laptop. No password is required to log-on.
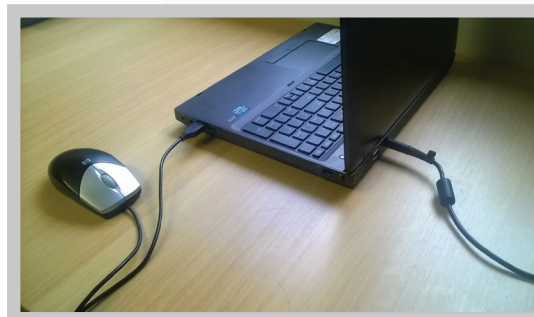
Figure 1:1

2. Connecting to the Internet

Once the laptop has started, connect to the internet by one of the three following means:

2.1 Local Area Connection (LAN)

A LAN is the preferred means of connecting to the internet and should always be used when a hardwire internet connection is available by plugging the ethernet cable into the network port (Figure 2:1).

The laptop will take a few seconds to detect and activate the internet connection, when the computer screen icon (circled in yellow) will appear in the right-hand corner of the Taskbar (Figure 2:2).

Figure 2:1

Figure 2:2

2.2 Wireless Network Connection

This is the next preferred means of connecting to the internet and should be used when a hardwire connection is not available. Click on the Wireless Network icon at the bottom right-hand corner of the Taskbar, select the appropriate network, and click Connect (Figure 2:3).

Figure 2:3

If the laptop has not connected to this Wireless Network before, a password prompt will appear. Once the password is entered the laptop will connect to the internet, and as it will save this password it will do so automatically in future.

When connected, the Wireless Network icon will display the internet connection strength at the bottom right-hand corner of the Taskbar (Figure 2:4)

Figure 2.4

2.3 Vodafone Mobile Connect

Use this connection when no other internet connection is available. Double-click on the Vodafone Mobile Connect icon in the centre of the Desktop and then click connect (Figure 2:5).

When connected, the signal strength icon will display at the bottom right of the Taskbar (see Figure 2:4).

Whichever means of connecting to the internet is used check that the internet connection is active by double-clicking on the Internet Explorer icon in the middle of the Desktop. Check that the www.blackcaps.co.nz homepage loads, and also navigate to another webpage to ensure the connection.

Figure 2.5

3. Logging-In to Feedback Cricket

Now that the internet connection is active, open the Feedback Cricket software by double-clicking on the NZC Live Scoring Edition icon in the middle of the Desktop (Figure 3:1).
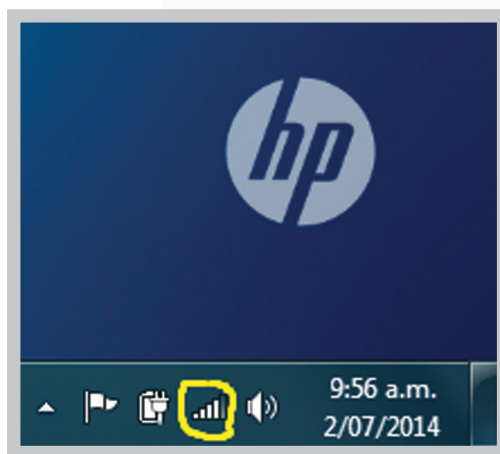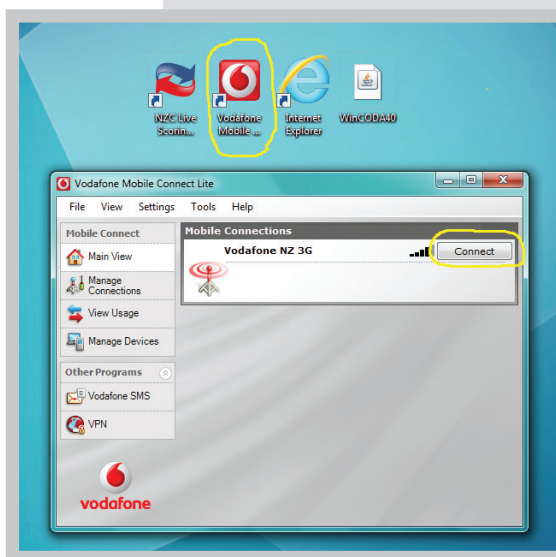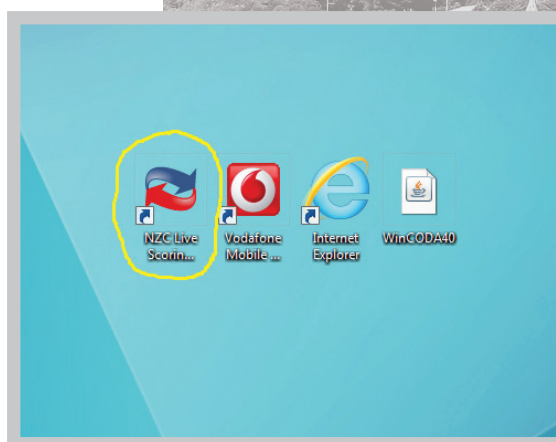

Figure 3.1

Enter the Username and Password supplied by New Zealand Cricket's System Administrator and click OK or push Enter to login (Figure 3:2).

NB: On opening, Feedback Cricket will check if a software update is available. If so, a small dialog box will appear and display a green progress bar as it downloads the update package. This process will take 1-2 minutes and when finished the login page will open, as above.

Figure 3:2

4. Opening a Match

Once logged-in, open a match by clicking File and then select either a New Match, Open an Incomplete Match, or Open a Completed Match from the dropdown menu (Figure 4:1).

4.1 Starting a New Match

Click on File -> New Match and the list of matches available to be scored will be displayed (Figure 4:2).

Click on the appropriate match to highlight it in blue and then click OK (or double-click on the match line).

NB: *If any of the match details (Date, Teams, Match Type, Competition, or Ground) are incorrect, contact your System Administrator immediately so that the error can be fixed before the match starts.*
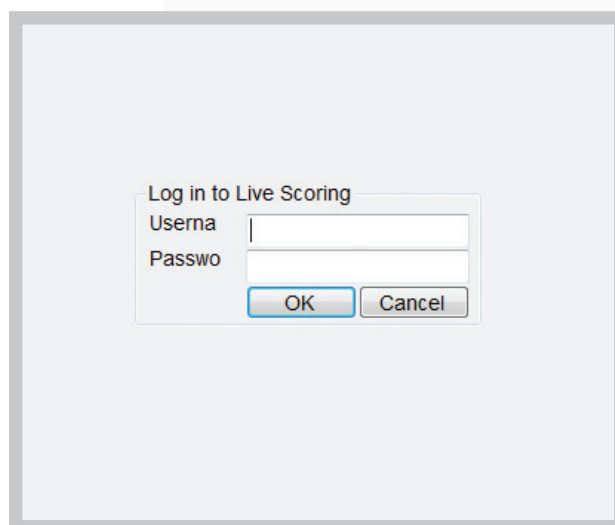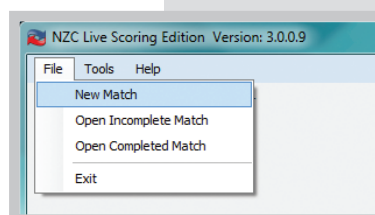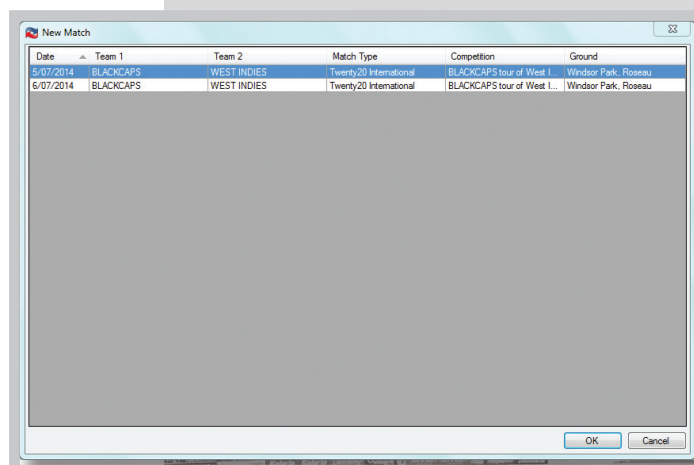

Figure 4:1

Figure 4:2

The Match Setup window will now be displayed, allowing the players (including captain, wicketkeeper, and 12th men identification) and match officials (umpires, scorers, and referee) to be selected (Figure 4:3).

The players initially displayed will be those that played in the last live scored match featuring either team.

To make changes to these Playing XIs, highlight a player who is not playing in the current match and click Remove. Then click on the down arrow at the top of the team lists to select the player who is playing from the dropdown list of all players who have previously played for this team, and click Add.

Repeat this step for all player changes.

If the required player has not played for this team before, click List All Players and begin typing in the Surname Search box to select the appropriate player(s) from all players in the database (Figure 4:4).

Figure 4:3

Figure 4:4

If the required player is not in the database (i.e., the player is making their live scoring debut), click on the Add Debut Player button to display the Add Team Player window (Figure 4:5).

Create a new player by typing in their initial(s), without any full stops or spaces between them, followed by one space before their surname (e.g., AB Cotter), and then click OK.

NB: *Leave the Left Handed Batsman checkbox un-checked, even if the player is left-handed, as this is no longer required in the player database.*

The debut player will now be listed in the player dropdown box and can be added to the team as above. If a player is incorrectly added to a Playing XI during the setup process click the Remove button.

When all 11 players are entered for both teams, highlight the necessary players and use the Up and Down buttons to the left of each team list to move them into their appropriate batting positions.

NB: *It is helpful, but not vital, to obtain the batting orders before setup – this will make the scoring process easier and ensure the batting orders on the website scorecards are as accurate as possible.*

If the teams nominate a 12th Man, include them in the 12th position on the team lists, then use the dropdown lists to select the Captain, Wicketkeeper, and 12th Man for both teams.
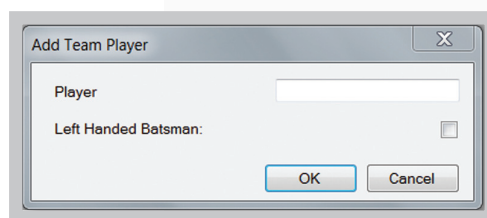

Figure 4:5

NB: *If the match is '11 bat, 11 bowl', enter the player who will not bat in the 12th position on the team list for both teams, but do not select a 12th Man for either team. If the match has more than 12 players per team (pre-season warm-up or tour matches), add up to 14 players per side, with the likely non-batsmen in positions 12 – 14. If the match has more than 14 players, or more than 11 batsmen, per side contact your System Administrator.*

From the respective dropdown lists select as appropriate the Match Referee, the two on-field Umpires (Umpire 1 & Umpire 2), the TV Umpire, the 4th Umpire, and the two Official Scorers (Scorer 1 & Scorer 2).

As with players, the full list of referees, umpires, and scorers can be accessed by clicking on Get Referee List, Get Umpire List, and Get Scorer List. Similarly, new referees and umpires can be added by clicking on Add Referee or Add Umpire, but to add a new scorer contact the System Administrator immediately.

When all the Match Setup details are complete, click OK to create the live scoring match and check that the scorecard has appeared on www.blackcaps.co.nz. Scoring can now begin, as detailed in Section 5.

NB: *Do not click OK until after the toss, even if all the Match Setup details are confirmed, as this will publish the playing XIs on www.blackcaps.co.nz before this information should be publically available. After clicking OK, the software will begin sending all the match information, which may take 1 – 2 minutes. If the cursor remains circulating for more than five minutes contact your System Administrator.*

4.1.1 Starting Weather Delayed Matches

If the start of a match is delayed by rain or a ground delay (e.g., wet outfield), setup the match by only entering the Match Officials (referee, umpires, and scorers), tick the Start Match With No Players checkbox (bottom left-hand corner of the Match Setup window, see Figure 4:3), and click OK.

This will create the match, then go to Tools -> Pre-Match Breaks (see Section 9.8) and select the delay (Rain, Bad Light, or Ground Delay) and click OK. Check that the scorecard is on www.blackcaps.co.nz.

When a start time is confirmed, click on the Add Players button to return to the Match Setup window and enter the players for the two teams (the Match Officials will have been retained) as above and click OK.

4.2 Opening an Incomplete Match

To continue scoring a match-in-progress (i.e., on any day after the first day in a multi-day match or a current match during which Feedback Cricket has been closed), click File -> Open Incomplete Match, (Figure 4:6).

Feedback Cricket will display a list of incomplete matches – as with opening a new match, highlight the required match and click OK (or double-click on the match line) to open the match.

NB: *A live scoring match already created on one laptop can be downloaded to another laptop for scoring to continue. To do this, select the match as above and click OK when asked to download the match. However, the Innings Timer (see Section 5.1) will not work on the new laptop, so batsmen's minutes and innings time will need to be manually entered via Tools -> Set Batting Time (see Section 9.2).*
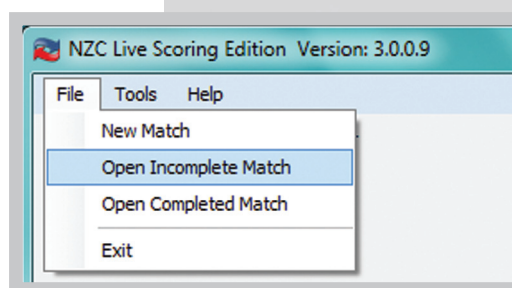

Figure 4:6

4.3 Opening a Completed Match

To open a match that has been completed (i.e., to edit a match after it has finished), click File -> Open Completed Match, highlight the required match, and click OK (or double-click on the match line) to open the match (Figure 4:7).

The process for editing a completed match is detailed in Section 6 and Section 9.
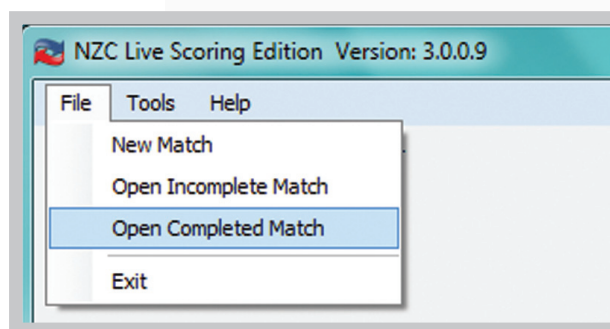

Figure 4:7

5. Scoring a Match

Once the live scoring match is created, Feedback Cricket will display the Score Card window (Figure 5:1).

5.1 Pre-Match Tasks

Before play commences, a number of tasks need to be completed. First, click Scoring Panel, select the Won Toss and Batting Team from the dropdown arrows, and click OK (Figure 5:2).
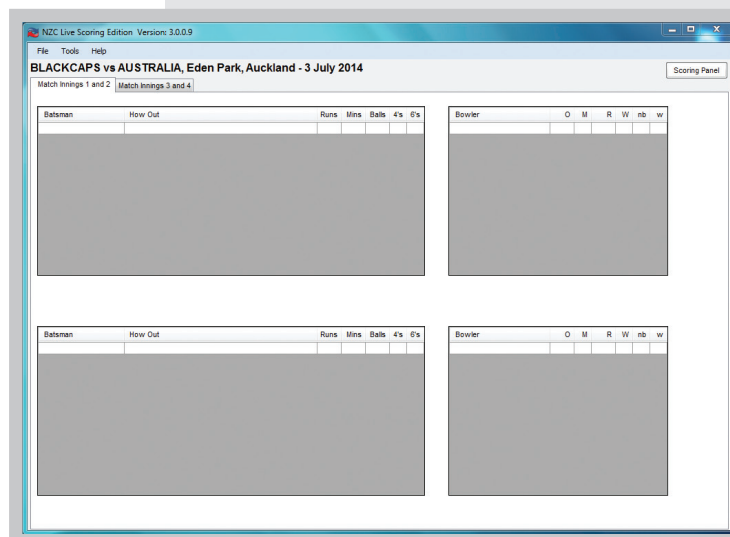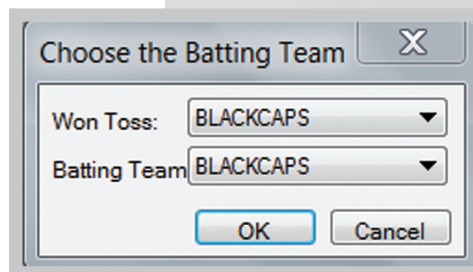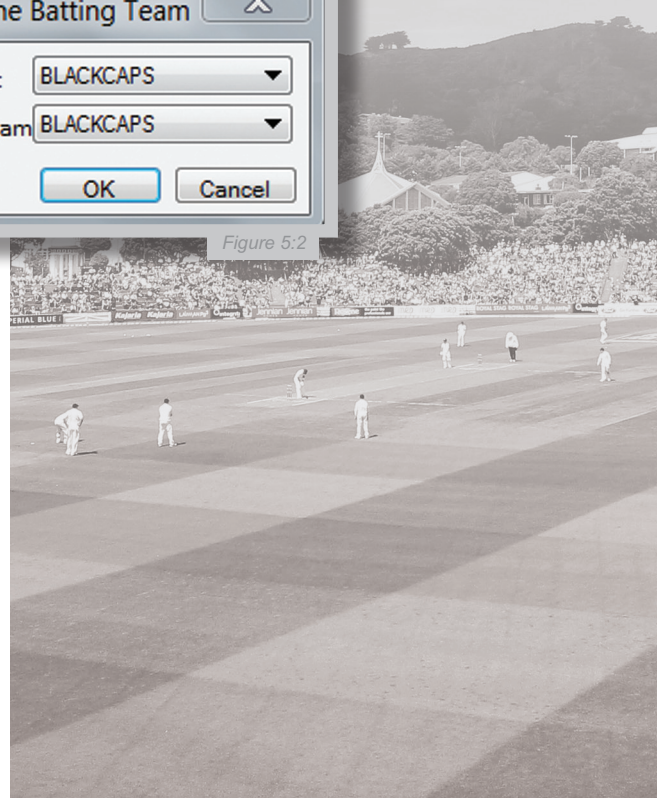

Figure 5:1

Figure 5:2

The Scoring Panel will then open (Figure 5:3 – note that this is for a limited overs match).

NB: *If incorrect Won Toss or Batting Team information is selected, this can be re-entered by returning to the Score Card and clicking Scoring Panel again, but this must be done before a ball is scored.*

Next, under Innings Timer (at the bottom right corner), click the Auto Update Off button to turn on the timing for batsmen's and innings minutes (Figure 5:4).

This clock will automatically start when the first ball is scored, stop when any break that requires the players to leave the field is entered, and auto-restart when the first ball after such a break is scored.

NB: *As this timer runs off the laptop clock, check that this is correct before play starts. If not, click on the clock at the right hand side of the Taskbar to update it. This will also update the clock on the Scoring Panel.*

If it is a multi-day match, there will be an Overs Remaining box below the Score Panel clock (Figure 5:5).

Click on the Enter Overs Remaining link and enter the minimum number of Overs Remaining for the day's play (e.g., 90 in a Test match), and click OK. When the 4th innings of the match starts, enter the Overs Remaining for Last Innings, and click OK (Figure 5:6).

Both numbers will count down automatically as each over is ended, but they will need to be manually changed if there is any reduction due to a change of innings or bad weather.
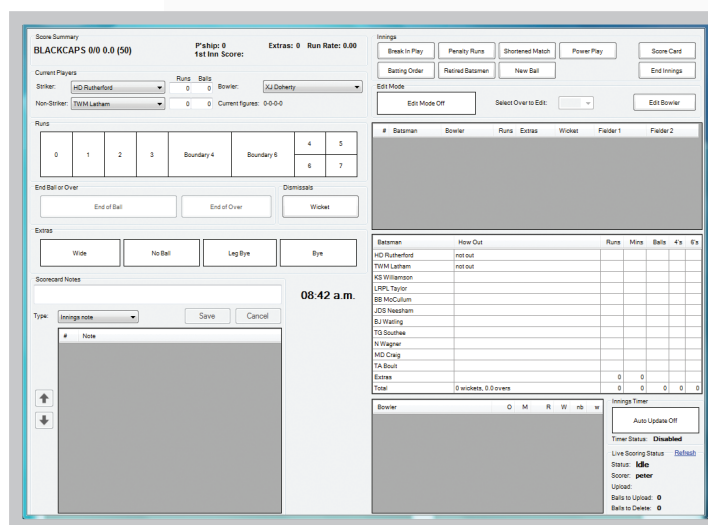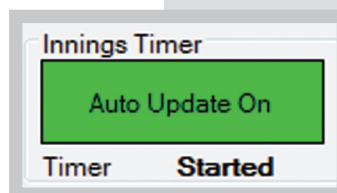

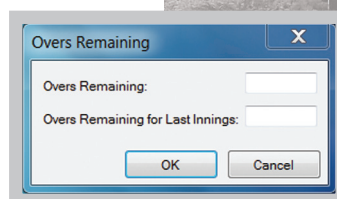*Figure 5:3*

Figure 5:4

Figure 5:5

Figure 5:6

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NB: *If the 4th innings of a match begins with more than a full day's play remaining, the minimum number of overs on the full day(s) is added to the minimum Overs Remaining on the day the 4th innings begins, as the Overs Remaining for Last Innings number is used to calculate the 4th innings Required Run Rate.*

Finally, just as play is about to commence, check that the Striker, Non-Striker, and Bowler are correct in the Current Players section. If any of these need to be changed, click on the relevant dropdown arrow and select from the player lists that will be displayed. Then, use the Batting Order button to make these changes 'permanent' and display correctly on the website scorecard (see Section 7.2); e.g. the batsman who faces the first ball is number one on the batting scorecard. The system is now ready for play to begin.

5.2 The Scoring Process

To score the match, use the buttons in the Runs (Figure 5:7), End Ball or Over (Figure 5:8), Extras (Figure 5:9), and Dismissals (Figure 5:10), and boxes on the Score Panel.

Figure 5:7

5.2.1 Scoring Runs

• For a dot ball, click 0 (Figure 5:7) then End of Ball (Figure 5:8);

• For any runs scored off the bat, click the appropriate Runs (Figure 5:7) then End of Ball (Figure 5:8);

• For a boundary 4 or 6 off the bat, click Boundary 4 or Boundary 6 then End of Ball. If the batsmen run 4, click 4 then End of Ball;

• For a single with 4 overthrows, click 5 then End of Ball. Also use 6 and 7 for overthrow situations;

• For any runs scored off a no-ball, click the appropriate Runs button, No Ball, then End of Ball.
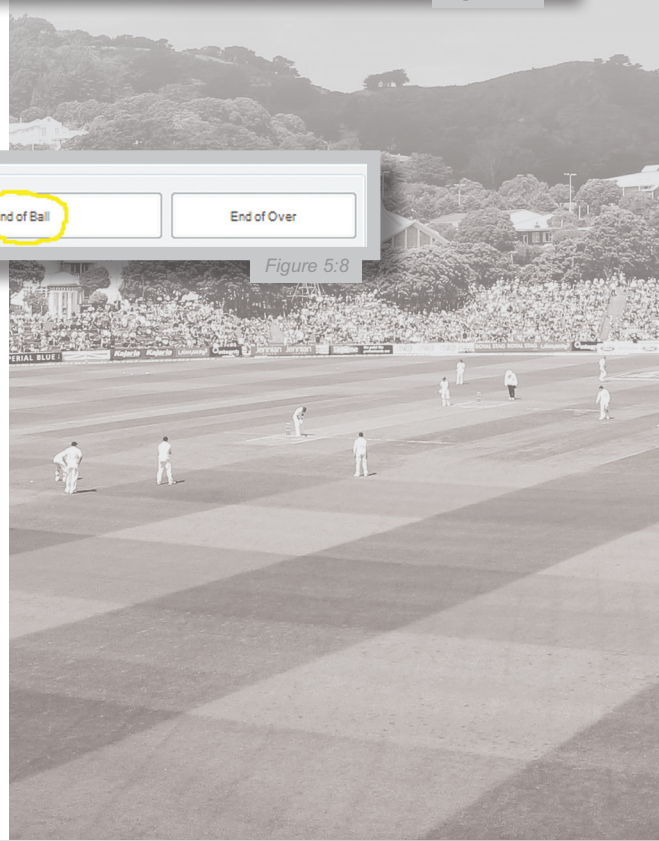
Figure 5:8

5.2.2 Scoring Extras

Figure 5:9

- For a single wide, click Wide (Figure 5:9) then End of Ball (Figure 5:8) to add one run;

- For multiple wides, click the Runs (Figure 5:7) completed by the batsmen (4 if it goes to the boundary, which will show as 5 in the runs column of the current over box, to signify the correct total wides), Wide (Figure 5:9), then End of Ball (Figure 5:8);

- For a single no ball, click No Ball (Figure 5.9) then End of Ball (Figure 5:8) to add one run;

- For multiple no-balls, click the Runs (Figure 5:7) completed by the batsmen (4 if it goes to the boundary, which will also show as 5 in the runs column of the current over box), No Ball then, depending on the umpire's signal, either Bye or Leg Bye (Figure 5:9), and End of Ball (Figure 5:8);

- For leg bye(s) or bye(s), click the Runs completed by the batsmen (4 if it goes to the boundary), Leg Bye or Bye, then End of Ball;

- For instructions on scoring Penalty Runs, see Section 7.3.

Feedback Cricket will automatically swap the Striker and Non-Striker when singles, threes, or fives are scored (runs or extras), and at the end of each over. However, changes to Striker and Non-Striker will need to be made manually when the batsmen cross when a catch is taken, a 'one short' is signalled, or a run out is affected with a run (or runs) completed on the same delivery.

NB: *As each delivery is scored, its relevant data for the current over will appear in the box below the Edit Mode section. The scorecards below this current over box will also update automatically.*
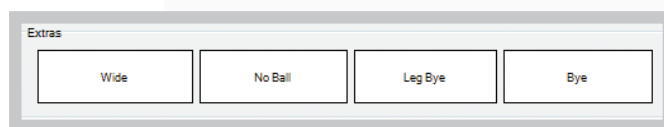
5.2.3 Entering a Dismissal

From the Dismissals box (Figure 5:10), click Wicket and select the Dismissal type from the dropdown list (Figure 5:11).

If the Non-Striker has been dismissed (e.g., in Run Outs) use the dropdown arrow to change the Batsman.

If a dismissal involves a fielder or wicketkeeper (i.e., Caught, Stumped, or Run Out), select the player from the dropdown arrow for Fielder 1. For Run Outs involving multiple fielders/wicketkeeper, select all additional players from the Fielder 2, Fielder 3, etc dropdown arrows.

If a substitute fielder is involved in a dismissal, type their name into the Sub-Fielder box and click Add – they will now appear at the bottom of the Fielder dropdown lists and can be selected from there.

Once all dismissal data has been entered, click OK and then End of Ball to complete the dismissal.

5.2.4 Ending an Over

After the 6th (legitimate) ball of each over is scored, click End of Over (Figure 5:12) then Yes (Figure 5:13). If End of Over is clicked accidentally or a 7th ball is bowled, click No to continue the over.
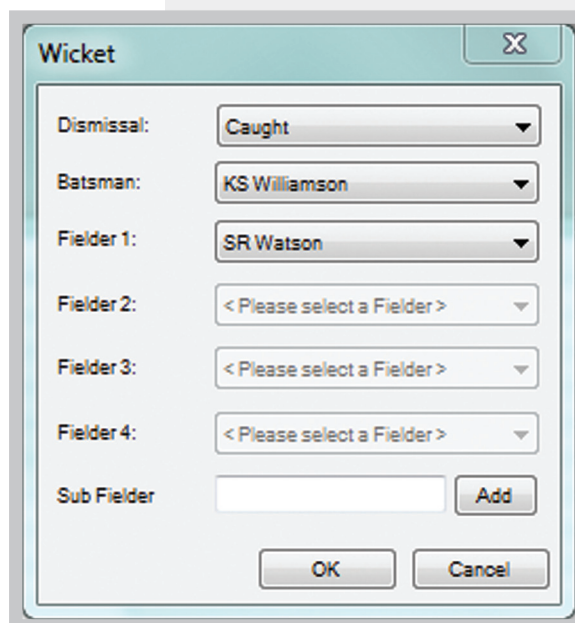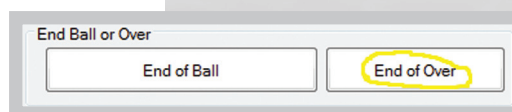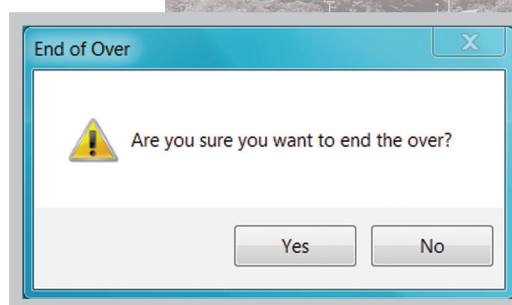

Figure 5:10

Figure 5:11

Figure 5:12

Figure 5:13

If Yes is clicked accidentally, see Section 6 to Add a New Ball to an over. After completing an over, a New Over window will appear identifying the Current Batsman (striker) and Current Bowler (Figure 5:14).

This window prompts a visual check that the correct Current Players are selected at the start of each over.

If it is not the prompted Current Batsman who is actually on strike, then it is likely a scoring error has been made – unless the batsmen have somehow illegitimately changed ends, which is extremely unlikely.

In this situation, immediately change the Striker so that scoring can continue correctly while the error is resolved by clicking on the Striker dropdown arrow and selecting the correct player (Figure 5:15).

If it is not the prompted Current Bowler who is about to bowl, then there has been a bowling change as Feedback Cricket 'remembers' who bowled the last over from each end.

To change the bowler at each bowling change, click on the Bowler dropdown arrow and select the new bowler from the list (Figure 5:16).

Also use this function if a bowler is injured during an over and another bowler completes the over. This occurrence will result in part overs for both bowlers (Figure 5:17).
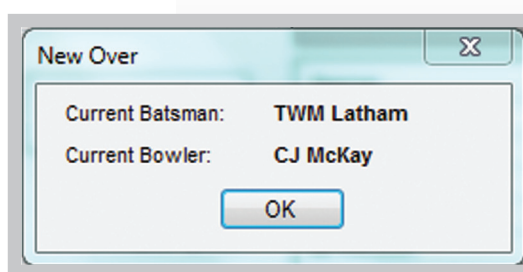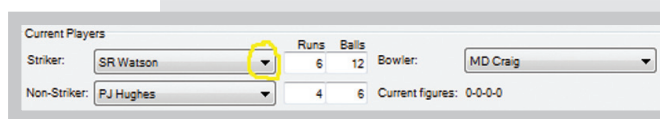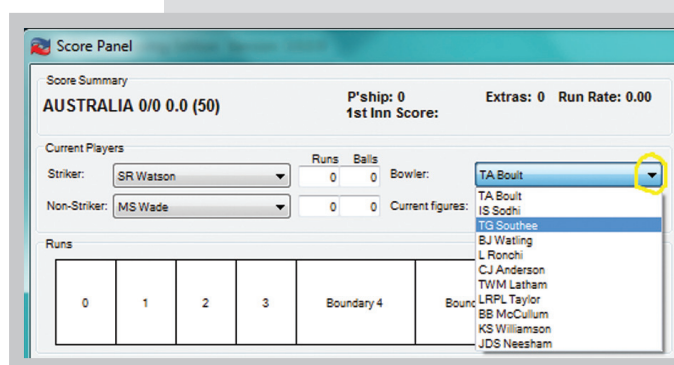

Figure 5:14

Figure 5:15

Figure 5:16

Figure 5:17

5.3 Scoring with Keyboard Shortcut Keys

Scoring can also be done using keyboard shortcut keys, rather than the mouse point-and-click method described above. To do this, enable the keyboard shortcut keys by pressing the K button when on the Score Panel (and without the Scorecard Notes text box selected). The Score Panel heading will display 'Keyboard Scoring Enabled' (Figure 5:18).

Once enabled, the keyboard shortcut keys are:

- 0, 1, 2, 3, 4 (Boundary), 5, and 6 (Boundary) for Runs;
- W for Wide
- N for No Ball
- L for Leg Bye
- B for Bye
- X for Wicket
- Comma (,) for End Ball
- Full stop (.) for End Over
- Enter for 'Yes' to End Over and New Over prompts

When keyboard scoring is enabled, the mouse point-and-click method will still work, and will be required to select batsmen, bowlers, and fielders from dropdown lists. Disable the keyboard shortcut keys by pressing the K button again.
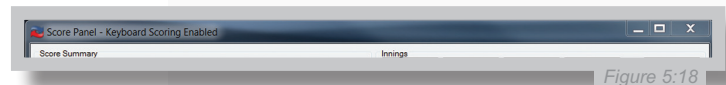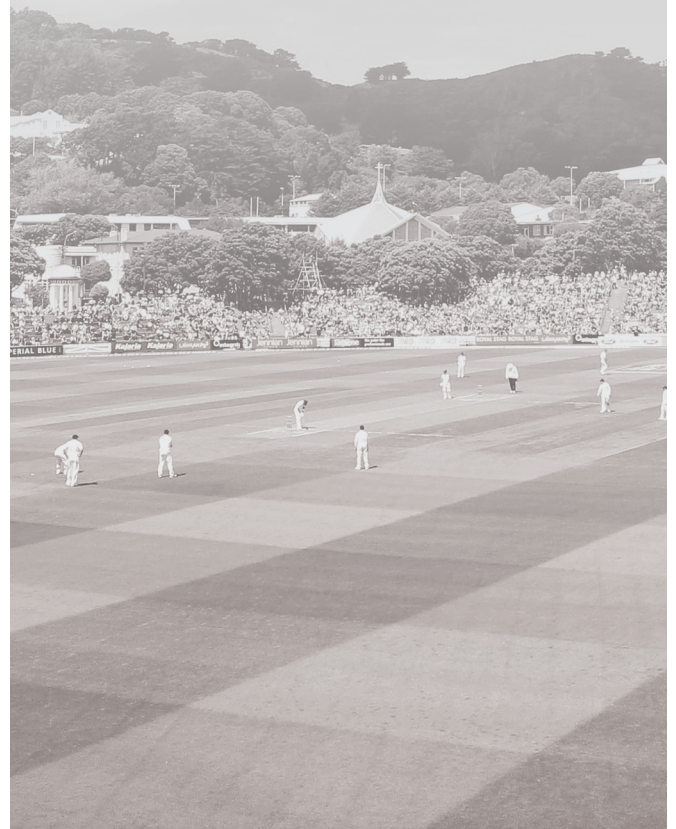

Figure 5:18

6. Editing a Ball or Over

Figure 6:1

To edit a delivery in the current over, click the Edit Mode button (Figure 6:1), left-click on the ball to be edited in the current over box, and then right-click anywhere along this line (Figure 6:2).

Select Edit Ball, make the required changes, click Update (usually the End of Ball button) and then Yes.

To edit a delivery in a previous over, click Edit Mode, use the dropdown arrow to Select Over to Edit (Figure 6:3), edit the required deliveries as above, click Update and then Yes.

Figure 6:2

If a whole over has been scored with the wrong bowler, click Edit Mode then the Edit Bowler button (Figure 6:1), use the dropdown arrow to select the correct bowler, and then click OK (Figure 6:4).

The Add New Ball function is used to add a ball to an over when it has been missed, or after the Delete Last Ball function has been used to correct the order of deliveries in an over.

NB: *Exit Edit Mode by re-clicking the red button. Check that the correct Striker, Non-Striker, and Bowler are selected – sometimes Feedback Cricket will retain the Current Players from the edits just completed.*
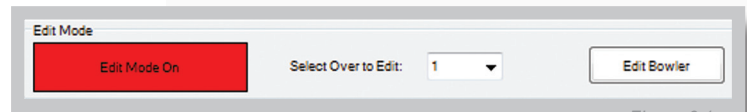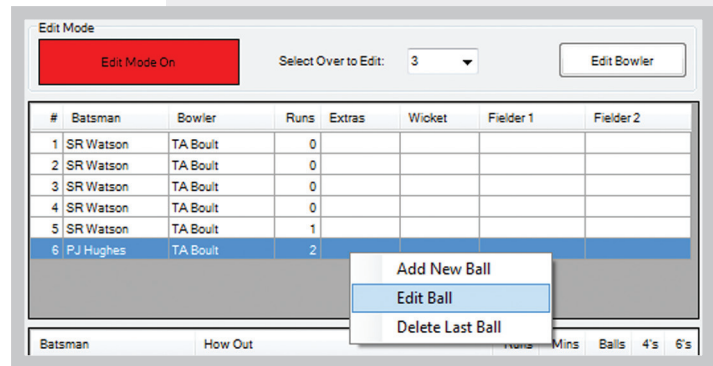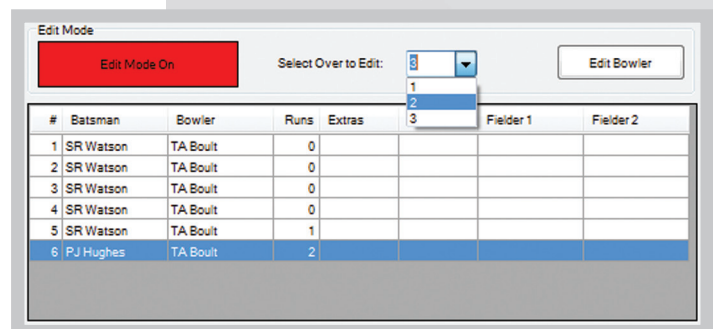

Figure 6:3

Figure 6:4

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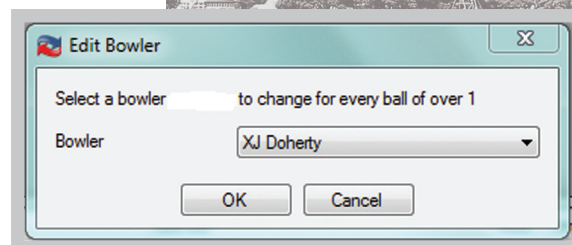
7. Innings Buttons

The collection of Innings Buttons at the top right-hand corner of the Score Panel enables other important information related to each innings, in both multi-day and limited over matches, to be recorded.

Figure 7:1

7.1 Break in Play

When a scheduled or unscheduled Break in Play occurs, click this button (Figure 7:1), select the appropriate Break from the window (Figure 7:2), and click OK:

The Break in Play option is only to be used when there is a delay (e.g., serious injury that does not require the players to leave the field). The other nine options cover scenarios where players do leave the field.

The Change of Innings option is only used when there is a 10-minute (in multi-day or 50 over matches) or the usual 'half-time' break (in Twenty20 matches) between innings.

The Lunch and Tea options are used as appropriate in multi-day matches and, respectively, for the usual break between innings in 50 over Day matches (Lunch) and 50 over Day/Night matches (Tea).

To delete a Break, right-click on the required break in the Previous Break list and click Delete Break.
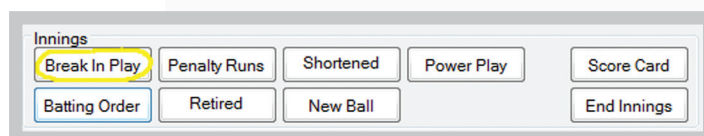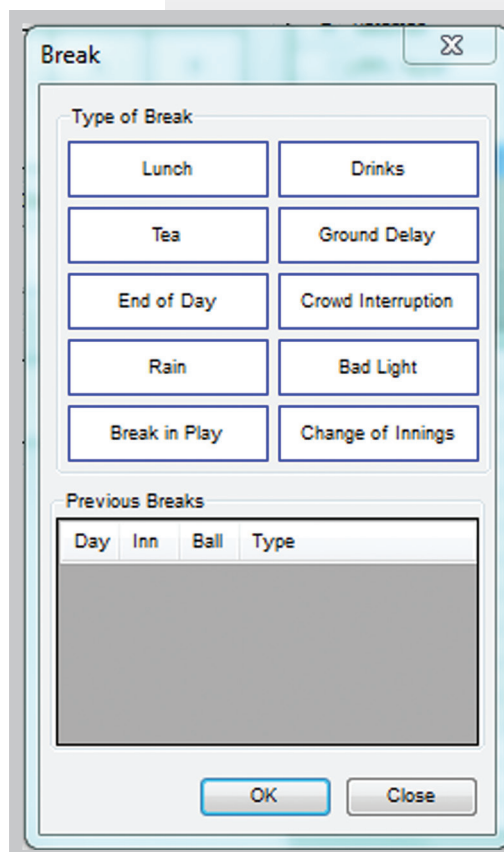

Figure 7:2

7.2 Batting Order

At the start of each innings, Feedback Cricket auto-selects the Striker, Non-Striker, and incoming batsmen in order from the two team lists created before play in the Match Setup window.

If one or both of the first two players on these lists are not the opening batsman/batsmen, click on the Batting Order button (Figure 7:3), select the player(s) that is/are opening, use the Up button to move them into positions one and/or two, and click OK (Figure 7:4).

If a batting order has been obtained after the Match Setup was completed, make any other required changes to the Batting Order by using the Up and/or Down buttons as soon as possible.

After a dismissal, if the incoming batsman is not the auto-selected Striker, return to the Batting Order and amend as above.

If time is limited before the next ball needs to be scored, the Striker and/or Non-Striker can be quickly changed by clicking on the respective dropdown arrows and selecting the correct batsman for one or both. The Batting Order can then be changed after the next ball, or at the end of the over.

If the batsmen crossed during a dismissal (Caught or Run Out), swap the (incoming) Striker and the (not out) Non-Striker so that the latter is on strike, by using the Striker dropdown arrow and selecting the existing batsman. The new batsman will become the Non-Striker, but if this player is different to the pre-selected player use the Non-Striker dropdown arrow to select the correct incoming batsman.
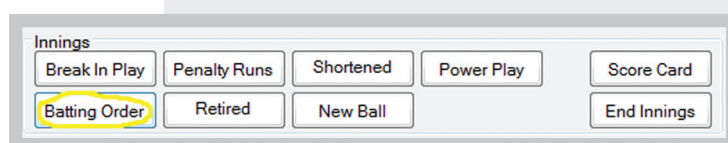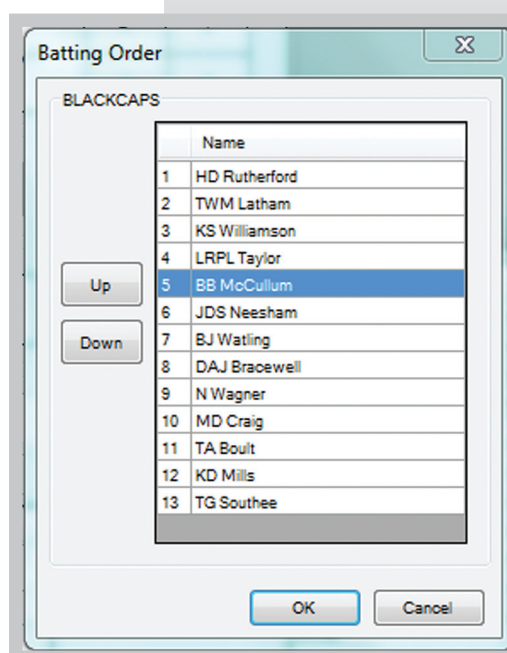

Figure 7:3

Figure 7:4

7.3 Scoring Penalty Runs

If either team incurs a penalty, confirm with the on-field umpires (or, if present, the match referee) the Law that has been breached, and click the Penalty Runs button (Figure 7:5).

Figure 7:5

Select the appropriate Law from the Penalty Runs Offence dropdown list, and click OK (Figure 7:6).

For the 12 Penalty Runs Offences on the list from the Laws, the Penalty Runs Awarded will default to 5 runs and automatically add these to the appropriate (batting or bowling) team.

For the three other Penalty Runs Offences (Slow Over Rate, Other Penalty – Batting, and Other Penalty – Bowling) on the list, the Penalty Runs Awarded needs to be entered using the Up and Down arrow keys.

Figure 7:6

To delete Penalty Runs, right-click on the required penalty from the Penalty Runs Awarded For This Match list, and click Delete Penalty.

If the appropriate Law is not known at the time of the penalty, select either the Other Penalty – awarded to batting side or Other Penalty – awarded to bowling side, enter the number of Penalty Runs to be Awarded, and then click OK.

When the appropriate Law for the penalty has been confirmed with the umpires, delete the Other Penalty as above, then select the appropriate Law to add the Penalty Runs back in.
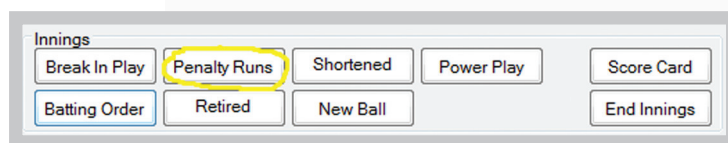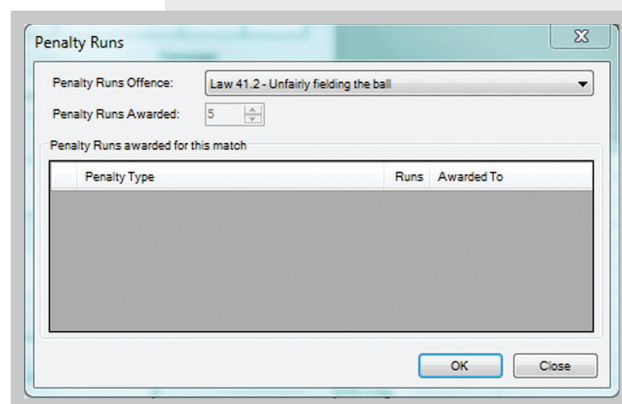
7.4 Retired Batsmen

If a batsman retires, confirm whether they are 'retiring out' and will not return or are 'retiring hurt' and may return later in the innings, and click the Retired Batsmen button (Figure 7:7).

Figure 7:7

On the Retire Batsman tab, the Striker will be pre-selected as the retiring batsman – if it is the Non-Striker who is retiring, use the Batsmen dropdown arrow to select them instead. Select whether the batsman is Retired Out or Retired Hurt (Not Out will be highlighted initially) and click OK (Figure 7:8).

A Retired Out batsman cannot be 'un-retired', so this option is only to be used when it is certain a batsman will not resume their innings later. If there is uncertainty when they retire, use the Retired Hurt function.

NB: *Retired Out is usually only used in pre-season warm-up or tour matches with more than 12 players.*

Figure 7:8

When a Retired Hurt batsman returns to the crease, click Retired Batsman, select the Retired Hurt tab, click Un-Retire for the selected batsman, and then Yes to confirm (Figure 7:9).
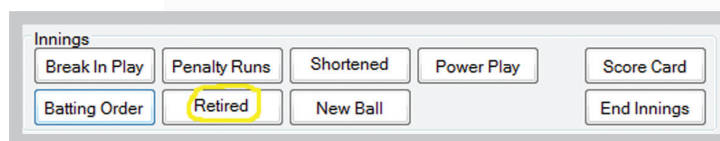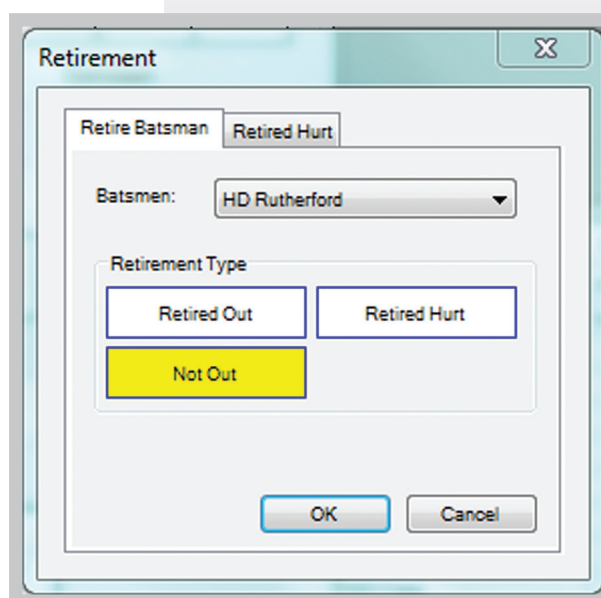

Figure 7:9

feedback CRICKET
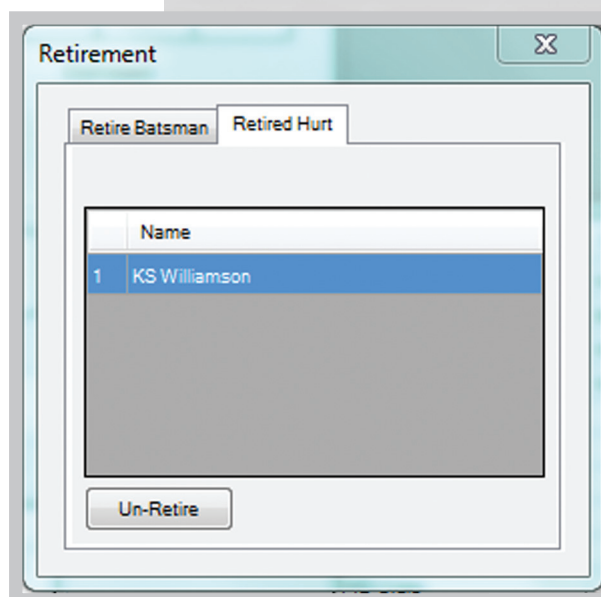
7.5 Shortened Match

If a limited overs (50-over or Twenty20) match is reduced by bad weather (before or during play), confirm the overs lost and any revised target, and click Shortened Match (Figure 7:10).

Figure 7:10

If the overs per team are reduced before the end of the first innings, under the First Innings question select Yes and enter the Revised Overs in the box (each time there is a reduction), then click OK (Figure 7:11).

This information will automatically produce a first innings Scorecard Note on the website scorecard and correctly calculate the Required Run Rate (displayed at centre-top of the Score Panel) in the 2nd innings.

As the second innings will be similarly reduced, under the Second Innings question select Yes and enter the Revised Target – Runs and Revised Target – Overs, then click OK (Figure 7:12).

NB: *If the Duckworth Lewis system does not produce a different target than one run more than the team batting first's total, still enter this target in the Runs box. See Section 10 re the Duckworth Lewis system.*

Figure 7:11

This information will automatically produce a second innings Scorecard Note on the website scorecard and correctly calculate the Required Run Rate in the second innings.

If the overs per team are reduced again (either during the innings break or the second innings), repeat this process with the new Revised Target – Runs and Revised Target – Overs entered.

NB: *Updating this information during a Shortened Match is critical for the accuracy of the live scoring.*
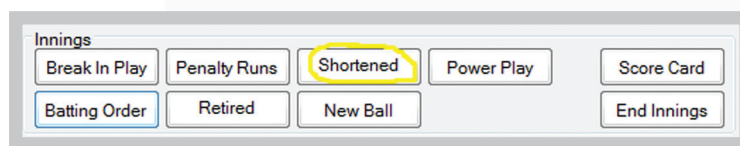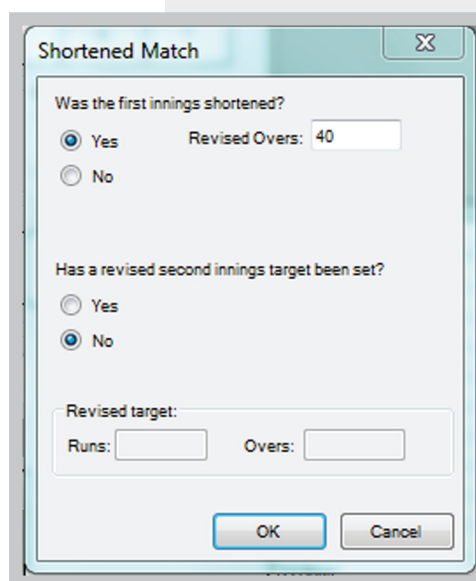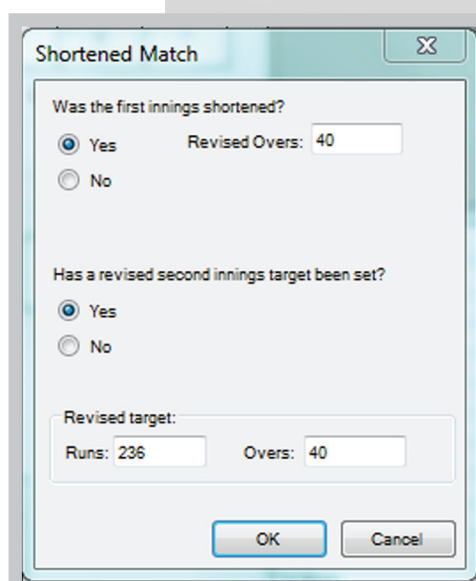

Figure 7:12

7.6 New Ball

When the second (or subsequent) New Ball is taken in a multi-day match, clicking this button will highlight the 0 button while awaiting any other scoring data and End of Ball (Figure 7:13).

A Scorecard Note will be automatically generated when End of Ball has been entered.

Figure 7:13

7.7 Power Play

In 50 over matches, the first (or compulsory) Power Play is built-in to the system and a Scorecard Note will automatically be generated identifying the First Power Play as Overs 0.1 – 10.0 on the website scorecard.

When the batting team takes the second Power Play click Power Play (Figure 7:14).

Figure 7:14

Then click the Start Second button and Yes to confirm the start of the second Power Play (Figure 7:15).

If the Power Play information is not entered when it begins, click on the Power Play button again, then Edit to adjust the Start Over, and click Save. The length of the two Power Plays can also be adjusted here.

As above, the compulsory Power Play for both innings is pre-set at 10 overs and this automatically produces a Scorecard Note. However, if a match is reduced before play starts, or the second innings is reduced before 10 overs have been bowled, the Shortened Match data will be used to re-calculate the number of overs in the compulsory Power Play according to an in-built table that automatically produces an amended Scorecard Note.
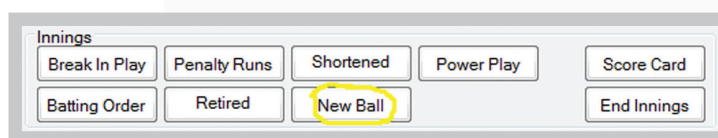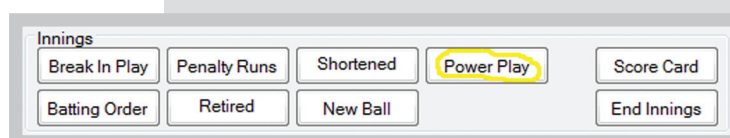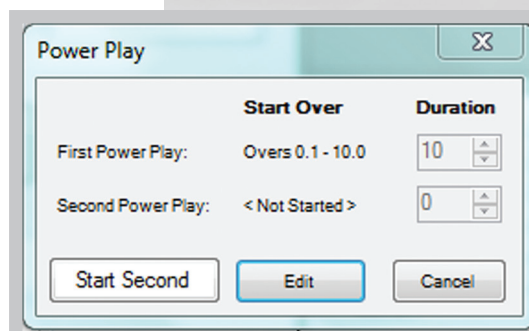

Figure 7:15

However, if the number of overs in the compulsory (and/or batting) Power Play advised by the umpires is different from the Feedback Cricket number, the umpires' number should be used. In this situation, go to Power Play, use the Edit function to adjust the Duration of the Power Play(s), and click Save (Figure 7:16).

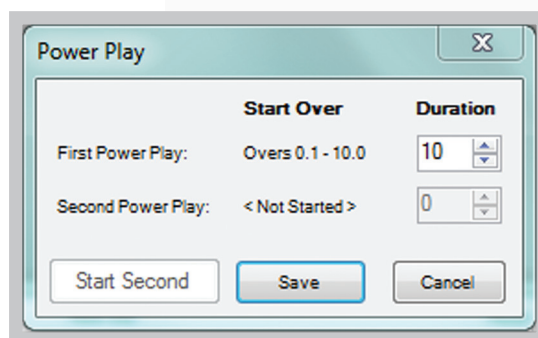*Figure 7:16*

7.8 Score Card

To exit the Scoring Panel window, click Score Card to display all Match Innings (1 & 2 on one tab and in multi-day matches 3 & 4 on a second tab) and access the Tools (Section 9) menu (Figure 7:17).

Figure 7:17

7.9 End Innings

At the end of each innings, click End Innings to select how the current innings has ended (Figure 7:18).

If a multi-day match is 'called off early' because there is no chance of an outright result for either team, use End of Overs to end the last innings of the match. Also use this option at the end of the first innings in a limited overs match (Figure 7:19).

When ending the last innings of a match, the Target Reached option will be available for a successful run chase in either a multi-day or limited overs match. Select the appropriate end to each innings and click OK.
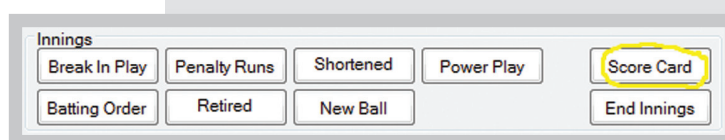

Figure 7:18

Figure 7:19

7.10 Completing a Match

When the last innings of a match is ended, this window will appear (Figure 7:20).

Click Yes to confirm the match has finished and return to the Score Card panel. See Section 9 on editing a match after it has been completed and Section 9.6 on entering the Match Result.
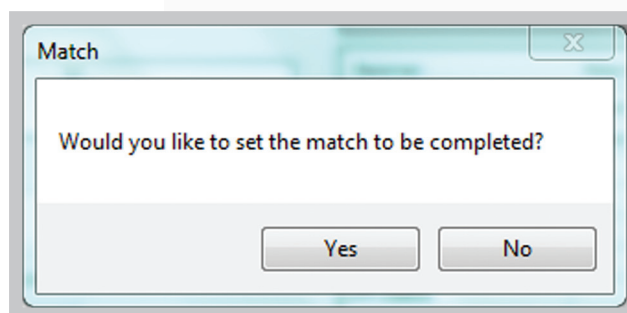
Figure 7:20

8. Scorecard Notes

At the bottom left of the Score Panel is the Scorecard Notes box, which provides additional information on the website scorecard. There are two Types (Figure 8:1) under the dropdown arrow: Innings Notes and Milestone Notes.

Most Innings Notes are auto-generated by the scoring process and will appear in sequential order, e.g.:

Figure 8:1

- Batting Team 50s, 100s, 150s, etc (Overs, Balls, and Extras)

- Batting Team total at innings breaks (Drinks, Lunch, Tea, Rain, End of Day, etc)

- Individual 50s, 100s, 150s, etc (Balls, 4s, 6s)

- Partnership 50s, 100s, 150s, etc (Batsmen's scores and Extras)

- New Ball (Total, Overs, and Batsmen's scores)

- Retired Hurt (Batsman, Team Total, Batsman's Score and Overs)

- Retired Hurt returning (Team Total and Overs)

- Penalty Runs (Law breached)
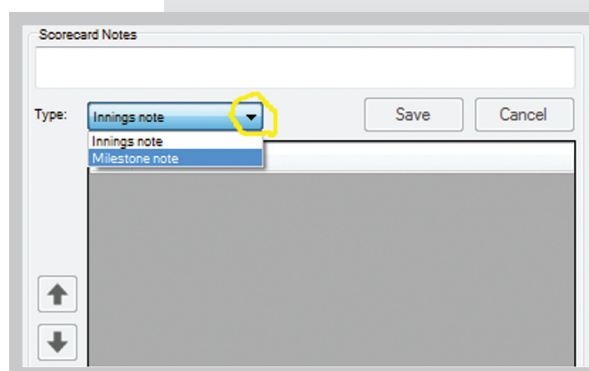
However, further Innings Notes can be manually generated by the scorer and should include:

- Minutes for Batting Team 50s, 100s, 150s, etc in the same format as the automated Innings Note

- Minutes for Individual 50s, 100s, 150s, etc in the same format as the automated Innings Note

- Minutes for Partnership 50s, 100s, 150s, etc in the same format as the automated Innings Note

In addition, scorers can use the manual Innings Note function for other match related information, e.g.:

- Ball Changes due to lost or out-of-shape balls;

- Serious Injuries to players or umpires;

- Replaced/Replacement Players.

All Milestone Notes are manually generated, but should only include significant milestones, e.g.:

- Individual career milestones, such as a player's highest score, best bowling, or total runs or wickets in the current match format (e.g., 5,000 runs in First Class cricket);

- Team records, such as highest team total, highest individual score (e.g., Brendon McCullum's 302), highest partnerships, best innings or match bowling figures;

- Ground records, such as highest team total, highest individual score, highest partnerships, best innings or match bowling figures, etc.

Manual Scorecard Notes are generated by selecting the required Type from the dropdown arrow, typing in the white text box, and clicking Save. To Edit or Delete manual notes, right-click on the Note in the list.

Scorecard Notes will appear in the Note list in sequential order, but if the manual notes are generated out-of-sequence they can be moved into the correct order with the up and down arrow buttons.

Automatic Scorecard Notes cannot be deleted, but they can be edited (as above), although they should not require editing so this function should be rarely used.

9. Editing a Match

All aspects of a match can be edited via the Score Card window by clicking on the Tools menu, as follows:

9.1 Edit Match

Go to Tools -> Edit Match to edit a ball or over from a previous innings, including after the match has been completed, select the required Innings (1, 2, 3, or 4 from Figure 9:1), and turn on Edit Mode as usual.

Complete the necessary edits as per Section 6: All edits should update the website scorecard within a couple of minutes.

9.2 Set Batting Time

If the batsmen's and innings minutes generated by the auto-timer vary from the official minutes, go to the Tools -> Set Batting Time menu and select the required Innings (1, 2, 3, or 4 from Figure 9:2).

Type the correct minutes into each cell of the Minutes column as required, then click Save Time (Figure 9:3). Ideally, this
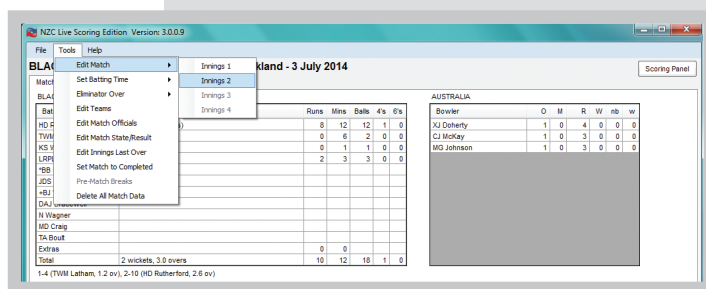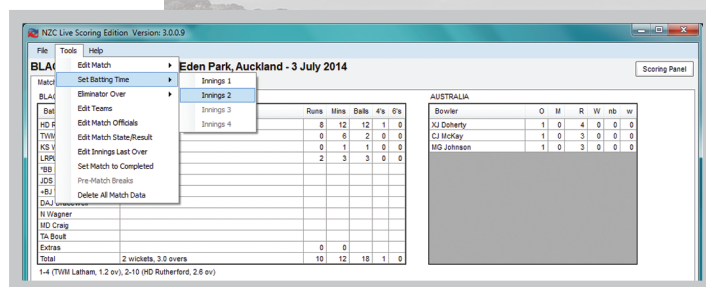

Figure 9:1

Figure 9:2

Figure 9:3

will be done soon after a batsman with incorrect minutes is dismissed, but it can be done at the end of each innings. Ensure that all these minutes are the same as those entered on the match scoresheets.

9.3 Eliminator Over

If a Twenty20 match finishes as a Tie and the One Over Per Side Eliminator (OOPSE) is to be played, go to Tools -> Eliminator Over -> Score Eliminator Over 1 (Figure 9:4), select the team to bat first, and click OK (Figure 9:5).

The Score Panel window will re-open and scoring can resume as normal – including End Innings -> End of Overs after Eliminator Over 1, then go to Tools -> Eliminator Over -> Score Eliminator Over 2.

When Eliminator Over 2 is finished, End Innings as usual, but in Tools -> Edit Match State/Result enter, e.g., 'Match Tied (BLACKCAPS won the Eliminator Over by 4 runs)'. See Section 9.6 for more details.

9.4 Edit Teams

If a player has been incorrectly entered in the team list at Match Setup, go to Tools -> Edit Teams (Figure 9:6) and click on the player to be replaced to highlight them in blue (Figure 9:7).

Under Replace Selected Player, click Existing Player for the full list of players and search by typing the surname in the text box – the below list will jump to the corresponding part of the database (Figure 9:8).
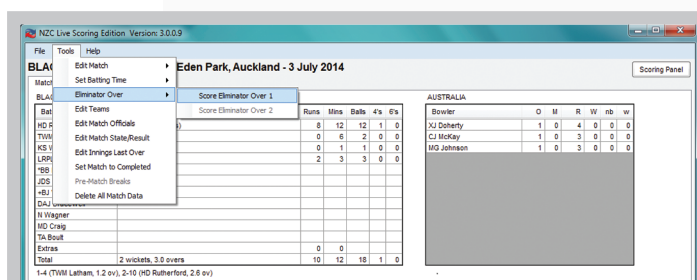
Figure 9:4
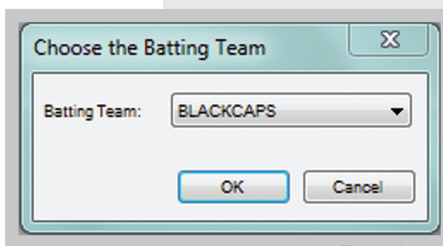
Figure 9:5
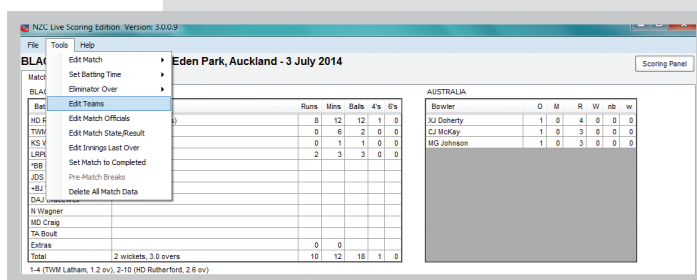
Figure 9:6

Figure 9:7

Select the correct player and click OK. If the required player is not on this list (i.e., they are making their debut), click Cancel and then, still under Replace Selected Player, click Debut Player to go to the Add Team Player window and create a new player, as in Match Setup, and click OK (Figure 9:9).

NB: *This function is only for errors made at Match Setup; i.e., replacing a wrongly selected player.*

If 'replacement players' are allowed to take a full part in a multi-day match after it has started, then perform the above edits but use the Add Substitute to Team buttons, instead of the Replace Selected Player buttons, for Existing Player or Debut Player options.

Figure 9:8
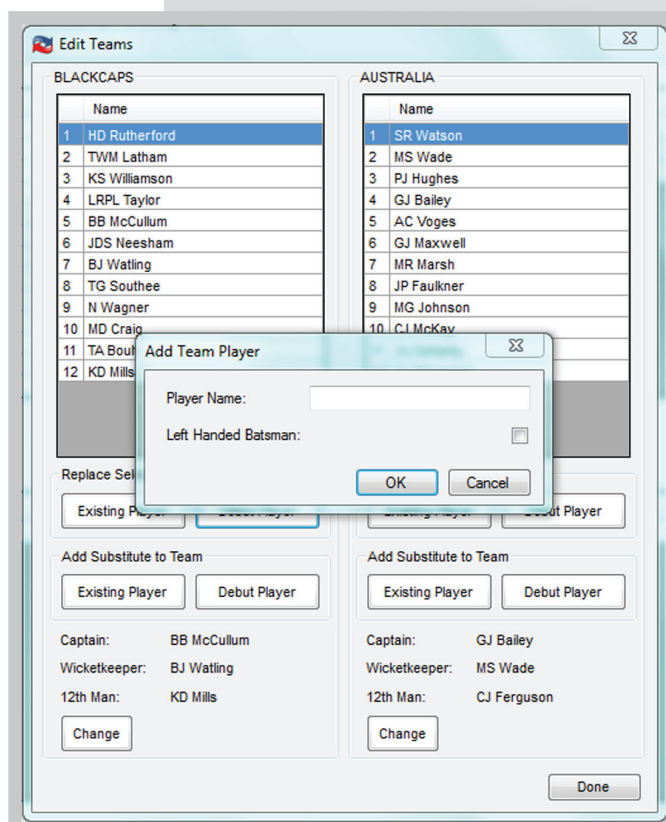
Figure 9:9

When the Replacement Player has been selected or created, click OK to add them to the bottom of the team list (Figure 9:10).

Return to the Score Panel and use the Batting Order function to move the Replacement Player into the correct batting position. Also shift the Replaced Player to the lowest position, which will remove them from the current innings' batting scorecard on the website.

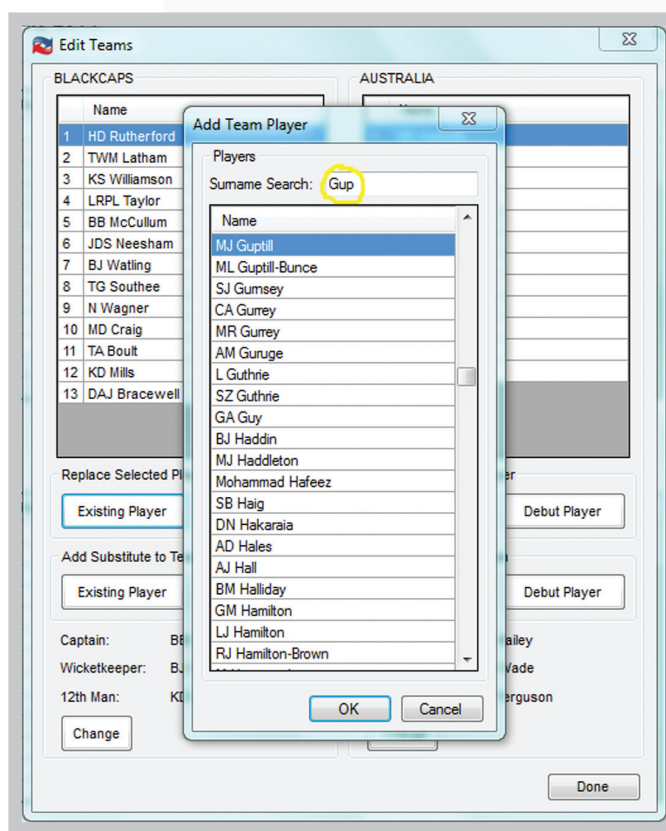Now check the website scorecard to ensure that the Replaced Player's name is still associated with their batting and bowling performances in previous innings, prior to the Replacement Player joining the match.

Finally, if an error has been made naming the two Captains, Wicketkeepers, and 12th Men at Match Setup, these can also be changed under Edit Teams by clicking Change and selecting the correct player(s) from the corresponding dropdown lists (Figure 9:11).

Click OK after the changes have been made for each team and then Done to exit the Edit Teams window.

NB: *Changes to the Captain, Wicketkeeper, and 12th Men may not display on the website scorecard until after the next ball has been scored.*

Figure 9:10

Figure 9:11

9.5 Edit Match Officials

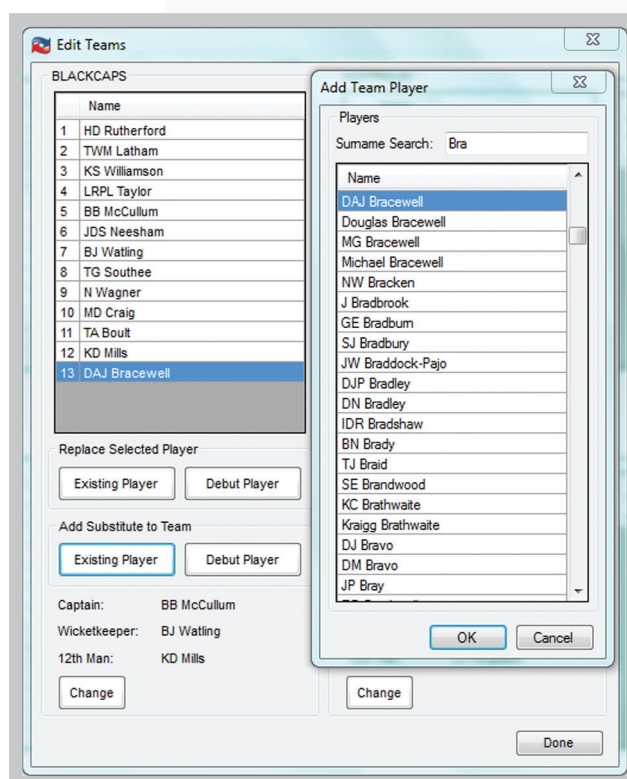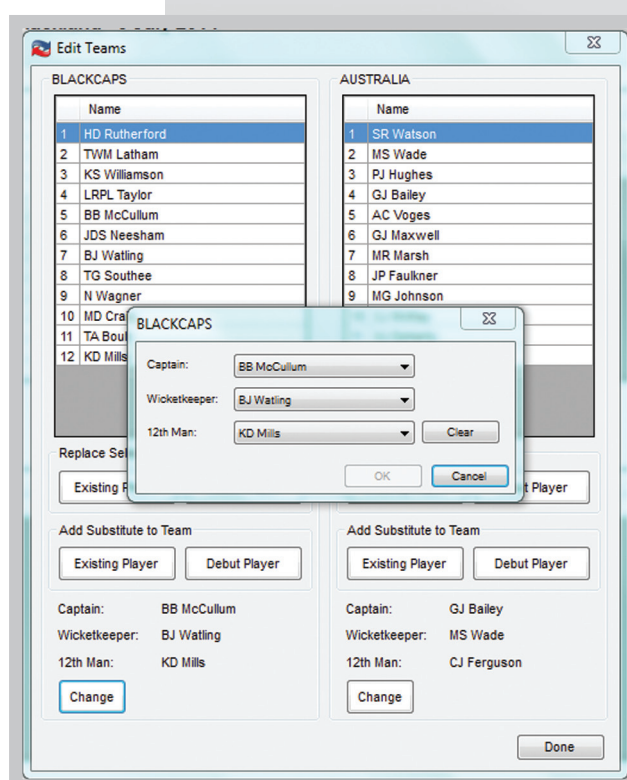If any of the Match Officials have been incorrectly entered at Match Setup, go to Tools -> Edit Match Officials (Figure 9:12) and select the correct Umpire, Referee, or Scorer from the dropdown lists on the Edit Match Officials window and click OK (Figure 9:13).

NB: *Do not use this function if a Match Official is replaced during a match. Instead, create a Scorecard Note (Innings) that explains who has been replaced by whom, and why.*

9.6 Edit Match State / Result

The Tools -> The Edit Match State / Result (Figure 9:14) option has two purposes.

First, when a match is being affected by bad weather, updates can be provided by typing a short message into the No Play State text box at the top of the Edit Match Result window and clicking OK (Figure 9:15).

For example, during a Ground Delay the umpires may decide to do an inspection in an hour's time, so a message 'Umpire Inspection at 3pm' can be entered. Subsequent updates can be typed over this message.

NB: *The No Play State message will display on the live scoring match icon on the website homepage. When play begins or re-starts, ensure that all text is deleted from this box to remove the last message.*
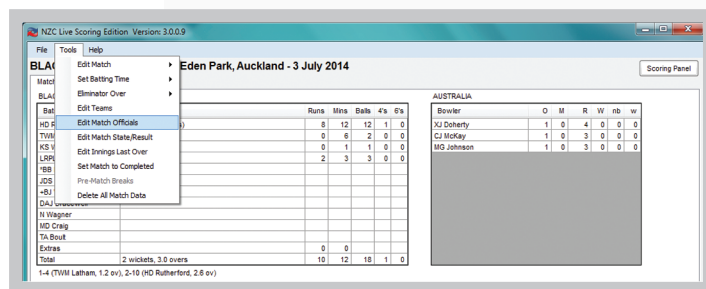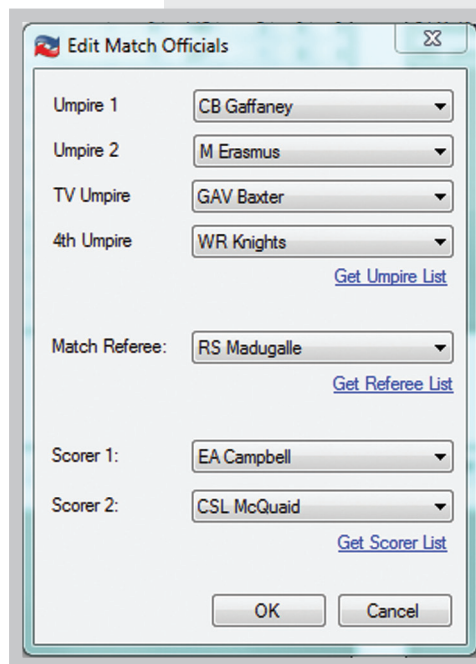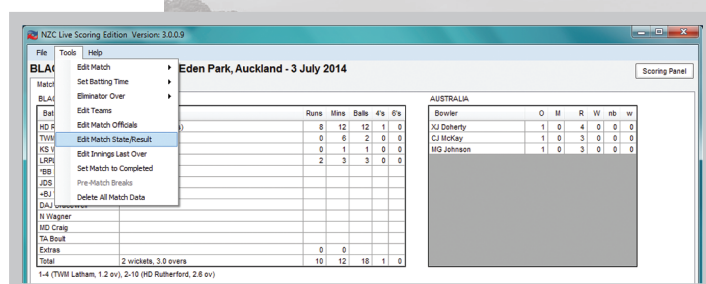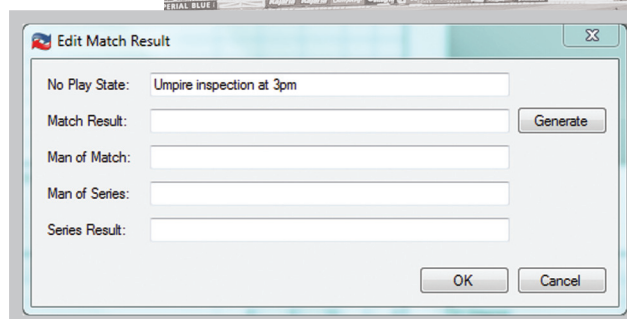

Figure 9:12

Figure 9:13

Figure 9:14

Figure 9:15

Second, after the last innings has been ended and the match is complete, Feedback Cricket will calculate the Match Result and display this in the second text box of the Edit Match Result window (Figure 9:16).

If this automated Match Result is incorrect, or no result is showing, click Generate. If it remains incorrect, type in the correct Match Result (with the winning team name in CAPITALS), click OK, and check that this comes through on the website scorecard.

In Duckworth Lewis (D/L) matches, the Match Result must be entered manually, with '(D/L Method)' added after the winning team and margin, e.g. 'BLACKCAPS won by 25 runs (D/L Method)' (Figure 9:17).

NB: Currently, the Man of Match, Man of Series, and Series Result text boxes can be ignored.

9.7 Edit Innings Last Over

If an innings ends part-way through an over but End of Over is accidentally clicked before the innings is ended, the current bowler's and innings total overs will be incorrectly rounded-up to a complete over.

To correct both errors, go Tools -> Edit Innings Last Over (Figure 9:18), select the required Innings using the dropdown arrow. Last Over will then display the number of the incorrectly completed last over for that innings, click Un-End Over (Over Status will change from Over Ended to Over Not Ended), and then OK (Figure 9:19).

Figure 9:16

Figure 9:17

Figure 9:18

Figure 9:19

The Score Card will revert back to the correct part-over for the bowler of the last over and innings overs.

NB: *Edit Innings Last Over will un-end other overs, although Edit Mode -> Add New Ball should be used to add additional ball(s) to an incorrectly completed over (see Section 6). However, Edit Innings Last Over does not un-end an innings, so if End Innings has been used incorrectly contact the System Administrator.*

9.8 Set Match to Completed

When a match is completed correctly, Feedback Cricket will automatically set the match to completed.

However, in some cases (e.g., when a multi-day match is 'called-off early' as a draw or when a match is abandoned without a ball bowled) this completion may not occur correctly.

Thus, after confirming the Match Result, go to the Tools menu and if Set Match to Completed is still selectable (i.e., the text is in black, not grey) click on this to complete the match properly (Figure 9:20).

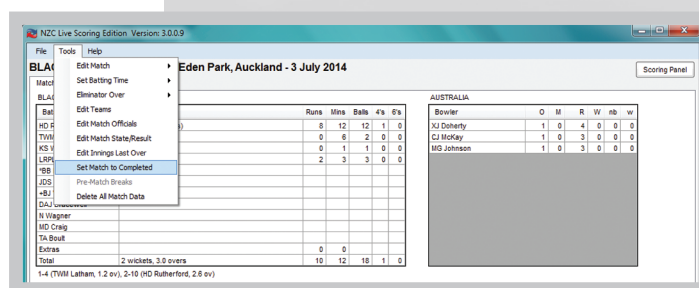**NB:** *If a match is accidentally completed, contact your System Administrator immediately.*

Figure 9:20

9.9 Pre-Match Breaks

If the Start Match With No Players function is used, the appropriate Pre-Match Break (Figure 9:21) must be entered, and if necessary continually updated, until play starts (Figure 9:22).

For example, if a match is delayed because of Rain, which then stops and the ground is being prepared for play, this should be changed to Ground Delay, then back to Rain if the rain returns before play starts.

In multi-day matches, session breaks should also be entered; so Rain before play that persists until the scheduled lunch interval should be changed to Lunch, and back to Rain if it is still raining at the scheduled post-Lunch resumption of play.

Updating Pre-Match Breaks will ensure that the Day and Session numbers, at the top of the website scorecard, are always correct and, in conjunction with the No Play State messages, keep viewers well informed of the situation in matches affected by bad weather.

Figure 9:21

9.10 Delete All Match Data

Occasionally, Feedback Cricket may have problems with bad data, technical 'bugs', and/or a poor internet connection that requires its database to be 'cleared'. The Delete All Match Data function does this, but it is not to be used unless your System Administrator directs you to do so.
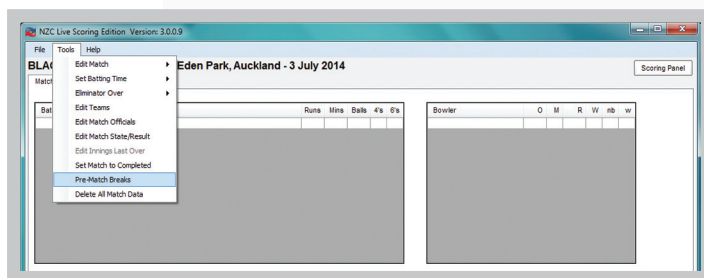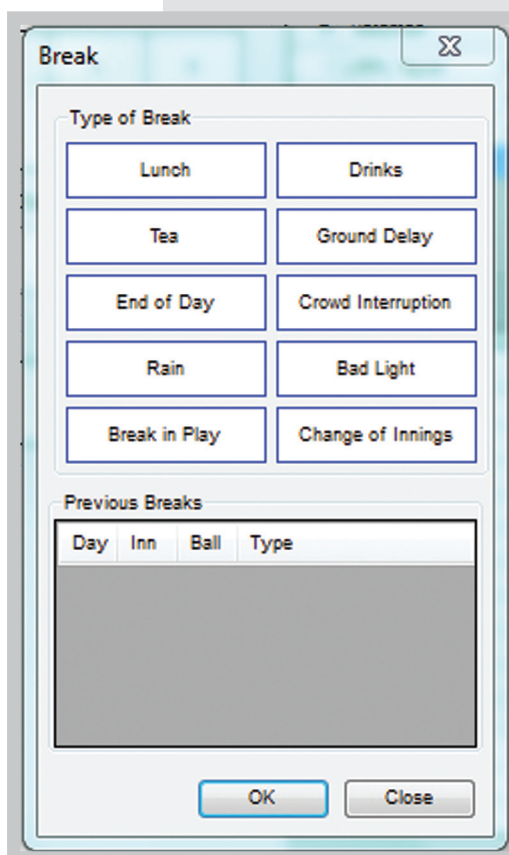

Figure 9:22

10. The Duckworth-Lewis System

The ICC's Duckworth – Lewis system is used to recalculate the second innings target score in all One Day Internationals and Twenty20 Internationals.

New Zealand Cricket also uses the Duckworth – Lewis system for the same purposes in the Ford Trophy, HRV Twenty20, Women's Domestic One Day and Twenty20 competitions, and all national tournaments (Provincial A, Under 19s, Women's Under 21s, and Under 17s).

During these competitions and tournaments, the two Official Scorers appointed by NZC also act as Duckworth – Lewis Managers, and are responsible for producing the D/L Par Score Sheet.

This section is a brief guide on how to operate the D/L system and to print the Par Score Sheets.

10.1 Performing Duckworth - Lewis Calculations

Double-click on the WinCODA 4.0 Desktop icon to open the Duckworth – Lewis software (Figure 10:1).

Click either the ODI: 50 overs/innings or Twenty20 button, depending on the current match type.

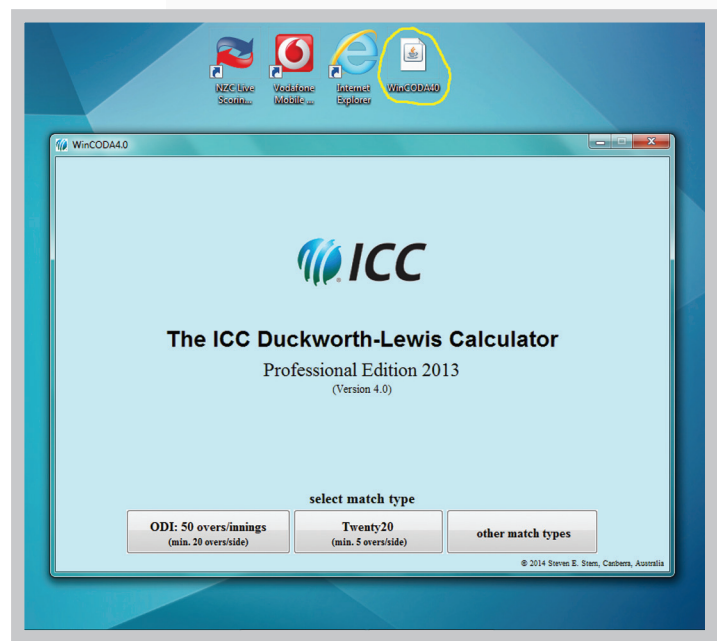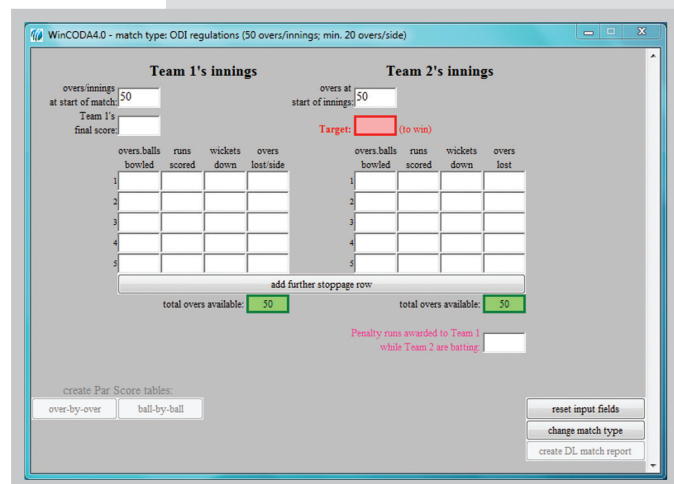For a 50-over match, this window will appear (Figure 10:2).

Figure 10:1

Figure 10:2

For a Twenty20 match, this window will appear (Figure 10:3), which is used here for demonstration.

If there are no weather interruptions before the break between innings, the Par Score Sheet still needs to be produced – even if there is no threat of bad weather for the second innings.

NB: *If a match is shortened before play starts, e.g. to 15 overs per side, the Duckworth – Lewis system is only required after the 1st innings, as above. It is not required to re-calculate the 2nd innings Target.*

To do this, enter Team 1's final score in the text box (circled in yellow) at the end of the 1st innings (e.g., 165 after 20 overs), which will automatically generate the Target to win in the red box (Figure 10:4).

To create the Par Score table, click the over-by-over button (NB: the ball-by-ball option will not be required in an un-shortened match). The Par Score table will open in a new window (Figure 10:5).

The Par Score in each cell is the score that Team 2 needs to be on, at the end of each over for the relevant number of wickets down, in order to Tie the match; so add one run to each cell for the winning Target.

Click the print table button to produce a copy of the Par Score table, write the Target (e.g., 166) at the top, and the Match Manager (or an assistant) will photocopy and distribute it to those who require a copy.

Figure 10:3

Figure 10:4

Table of over-by-over Par Scores

overs bowled	overs remaining	0	1	2	3	4	5	6	7	8	9
0	20	0	7	16	27	42	60	83	109	135	153
1	19	6	13	21	32	45	62	84	109	135	153
2	18	13	19	26	36	49	65	86	110	135	153
3	17	20	25	32	41	52	67	87	110	135	153
4	16	27	32	38	46	56	70	89	111	135	153
5	15	34	38	44	51	61	73	90	111	135	153
6	14	41	45	50	56	65	77	92	112	135	153
7	13	49	52	56	62	70	80	94	113	135	153
8	12	56	59	63	68	75	84	97	114	135	153
9	11	64	67	70	74	80	88	100	115	135	153
10	10	72	74	77	81	86	93	103	117	135	153
11	9	81	82	84	88	92	98	106	119	136	153
12	8	89	90	92	95	98	103	110	121	136	153
13	7	98	99	100	102	105	109	115	124	137	153
14	6	107	107	108	110	112	115	120	127	138	154
15	5	116	116	117	118	120	122	125	131	140	154
16	4	125	125	126	127	128	129	131	135	142	154
17	3	135	135	135	136	136	137	138	141	145	154
18	2	145	145	145	145	145	146	146	147	150	155
19	1	155	155	155	155	155	155	155	155	156	158
20	0	165	165	165	165	165	165	165	165	165	165

TableID(4.0): 20-165/20   Wed Jul 09 07:51:48 NZST 2014

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Figure 10:5

In shortened matches, enter the overs and balls bowled, runs scored, wickets down, and overs lost per side (to be advised by the umpires) at any interruption that reduces the number of overs for either or both innings (Figure 10:6). Do not enter any data if an interruption does not cause a reduction in overs.

Enter the relevant data for all interruptions that reduce the overs in either innings – if there are more than 5, click the add further stoppage row button to enter the data for the 6th and subsequent interruptions.

At the conclusion of the 1st innings enter Team 1's final score in the text box (Figure 10:6).

In the example (Figure 10:6), the first innings was interrupted after 6 overs and 1 ball bowled with 48 runs scored for 1 wicket down and 5 overs lost per side, and Team 1's final score was 127 off 15 overs.

Because Team 1 began their innings with the expectation of facing 20 overs, the Target has been amended to 132 (to win), as per the red cell, off 15 total overs available, as per the green cell.

To create the Par Score tables, click on the over-by-over or ball-by-ball button – at the innings break, only use the over-by-over option initially, as the ball-by-ball option will only be required if the 2nd innings is terminated by another weather interruption part-way through an over.

Clicking the over-by-over button will produce the Par Score table (Figure 10:7) for the 2nd innings.

Print the Par Score table, as above, for copying and distribution to those that require it. Scorers should check with the umpires before play if they want a copy, but always keep a copy for themselves.

Figure 10:6

Figure 10:7

In an 'on-again, off-again' match, scorers should be prepare to do the Duckworth – Lewis calculations a number of times, and in a tight time-frame, given the possibility of short interruptions reducing the number of overs – The teams at least should have the new Par Score Tables before play resumes.

10.2 Printing the Duckworth - Lewis Par Score Table

When the print table button is clicked, this window will appear (Figure 10:8).

Check that the loaded Printer Name is correct against the actual printer (make and model number). If not, click the dropdown arrow (highlighted in yellow) and select the correct printer. If there is time to print more than one copy, use the up arrow key to select the Number of Copies required, and click OK.

NB: If the printer has been supplied by New Zealand Cricket, it will either be a Canon iP90 or iP100.

Occasionally, a portable printer may generate another 'copy' of itself on the laptop when it is plugged into a different USB port. To ensure that the laptop is attempting to print to the correct 'copy', always select the highest 'copy number' from the dropdown list under Printer Name, e.g. Copy 1 (Figure 10:9).

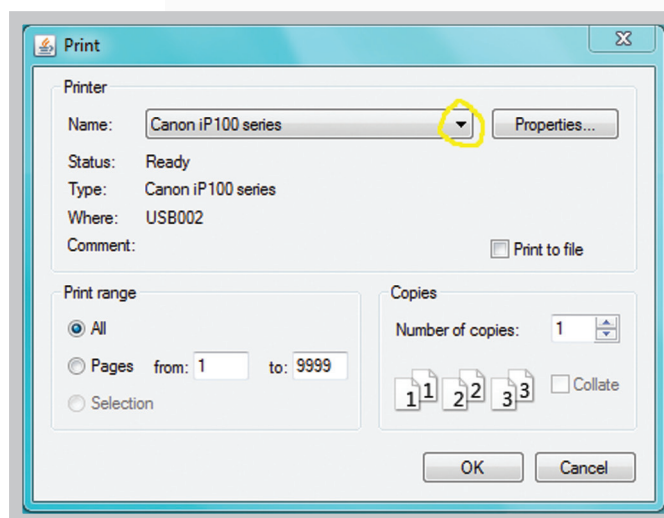If the printer is still not printing, contact your System Administrator.
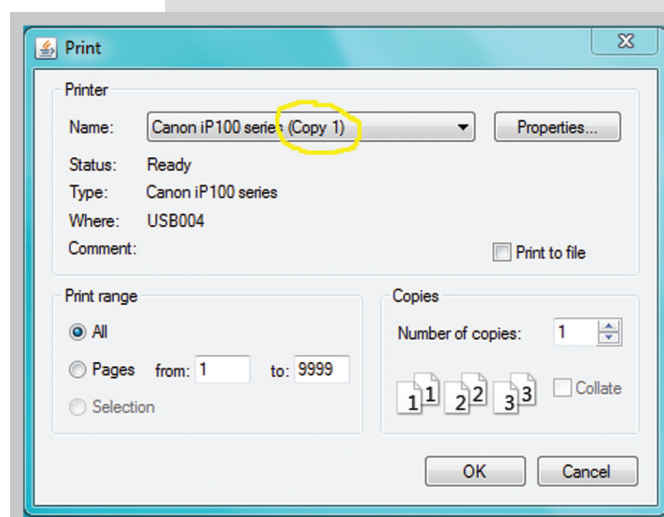

Figure 10:8

Figure 10:9

11. Exiting, Disconnecting, and Shutting Down

Figure 11:1

When the day's play is finished and all edits have been completed:

Exit Feedback Cricket by clicking File -> Exit (Figure 11:1).

Disconnect from the Vodafone Mobile Connect internet connection by double-clicking on the Desktop icon and clicking Disconnect.

If the laptop is connected to the internet via a Local Area Network or Wireless Network connection, simply shutdown the laptop as below.

Turn-off the laptop by clicking on the Windows button at the bottom-left of the Taskbar and clicking Shutdown.

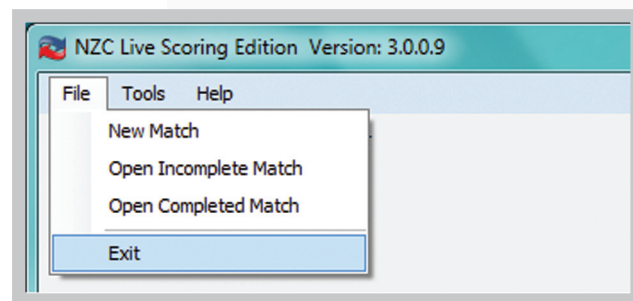Pack away all equipment, including all power cords and printer cables.

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