

Old Wilsonians Cricket Club



Guide for Scorers

A brief guide for Colts acting as Scorers

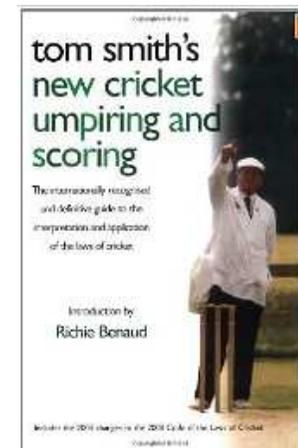
Refer to Tom Smith
for full details of the
Laws of cricket



or see



<http://www.lords.org/laws-and-spirit/laws-of-cricket/>



Scoring Introduction

The Cricket Scorekeeper's art can be as complicated or as simple as you care to make it. It's not simple but it's not rocket science.

It requires concentration, a bit of help in the shape of a team mate who can confirm a signal, how out, or number of runs made, and...

it requires a proper understanding of the hieroglyphs that are the cricket scoring symbols.

You do obviously need to understand the signals given to Scorers by the Umpires. Umpires will always wait for you as Scorer to acknowledge that you have seen their signal. A simple raising of your hand will do.

See the [Umpires Signals Guide](#) for more details.

You will also need to know the names of the batsmen and bowlers in the opposition XI. They will usually have a scorer too so you need to compare notes as the match progresses.

And it's good practice to compare your running score with theirs – it should be the same!

The Scoresheet

Runs and wickets at the end of each over.

Batsmen's names in batting order.

Runs scored by each batsman.

Symbol used to indicate a batsman is out.

Record the method of batsman's dismissal.

Record of bowler responsible for the batsman's dismissal.

Record of progressive team's total.

When a wicket falls record -

1. Team's total
2. Name of batsman out
3. Not out batsman and his score

Record all extras scored.

Total of each type of extra at the end of the innings.

Total score at end of the innings.

Record of each unsuccessful review.

Total of runs scored off each bowler at the end of the innings.

Total of wickets taken by each bowler at the end of the innings.

List of bowler's names to be used by the bowling team.

How to score a complete over.

Progressive total of runs scored off a bowler.

Record of events of an individual over.

Total of overs and maidens bowled off each bowler at the end of the innings.

Wides and no balls recorded against each bowler progressively.

At first glance the scoresheet or scorebook looks pretty complicated.

But it really only breaks down into recording the batsman's score, the bowler's figures, and keeping running totals.

We'll look at each of these in turn....

Scoring symbols

As we said, Scoring requires a proper understanding of the cricket scoring symbols.

So here goes:

Umpire signals:



You record:



Inexperienced scorers often get the NO BALL and WIDE symbols mixed up but remembering which is which is quite easy if you liken the WIDE symbol to the umpires signal for a WIDE - standing arms out to the side in the shape of a cross

Extras symbols

However, it gets a little more complicated when a combination of elements are added to the run of events:



The 'circle' symbol as above indicates NO BALL. But if the batsman hits the ball and scores singles, a boundary 4 or boundary 6 off the delivery, then the runs are marked inside the 'circle'. In practice it is easier to write down the number then 'encircle' it. These are batsman's runs and the NO BALL itself is a NO BALL extra.

More often you might see a NO BALL delivery elude the wicket keeper and the batsmen run byes or the ball runs to the boundary for 4 byes. In this case each bye taken is marked with a 'dot'. Again it is easier to 'encircle' the 'dots'. These and the NO BALL are NO BALL extras.

With WIDE deliveries it is common to see batsmen run byes or the ball run down to the boundary for 4 byes. Again a 'dot' is added for each bye that is run. These and the WIDE are WIDE extras.

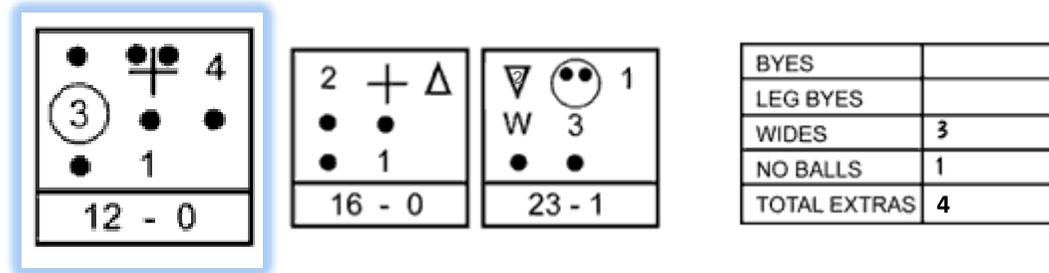
The only other possible addition to the WIDE symbol is if the batsman hits the stumps with his bat or person or the wicket-keeper stumps him. The batsman would be out and a 'W' is added to the WIDE 'cross' symbol. The WIDE is a WIDE extra and the bowler is credited with the wicket.

If more than one Bye or Leg Bye are run, or the ball runs to the boundary, write the number inside the upward or downward triangle symbol. These do **not** count against the bowler.

Bowler's analysis - example

So now we know which symbols to use, how do we interpret them in the batting, bowling, extras and totals analysis?

Well the only way to show this is to give a ball by ball account:



As an example, let's use the bowler analysis for 3 overs as shown above.

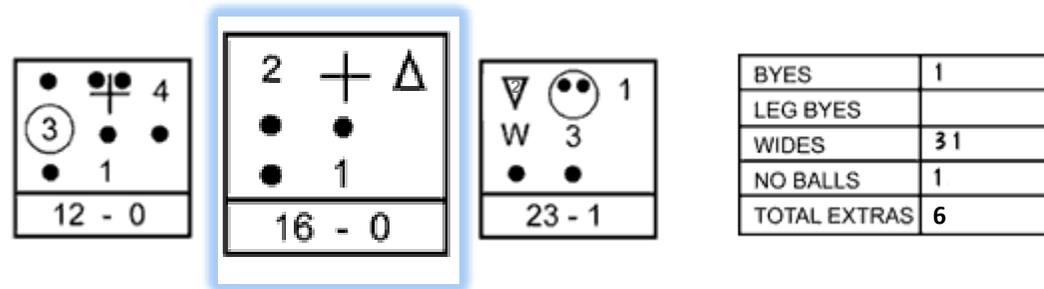
In the first over the bowler bowled a dot ball, then a No-Ball which the batsmen hit and scored 3 runs, another dot ball, then a Wide off which the batsmen ran 2 byes, another dot ball, the batsman scored 1 off the next, 4 off the following and the final delivery of the over was another dot ball. That's 8 deliveries off the over. 6 fair deliveries plus an extra delivery for the No-Ball and an extra delivery for the Wide.

In the over summary, we record **12-0**, that's 12 runs for 0 wickets. 1 for the No-Ball plus 3 the batsmen ran, 1 for the Wide plus the 2 byes, 1 run and 4 runs = 12.

In the batsman's analysis, whether we record delivery by delivery outcome or not, he would be credited with 8 runs off that over (more on this later).

In the EXTRAS analysis we add a total of 4, that is, 1 No-Ball extra and 3 Wide extras and in the total runs tally we should have **12** as our total.

Bowler's analysis – 2nd over



For the next over we have 2 runs, dot, dot, Wide, dot, 1 run, 1 Bye (as these do not count against or for the bowler we do not record how many in the over box).

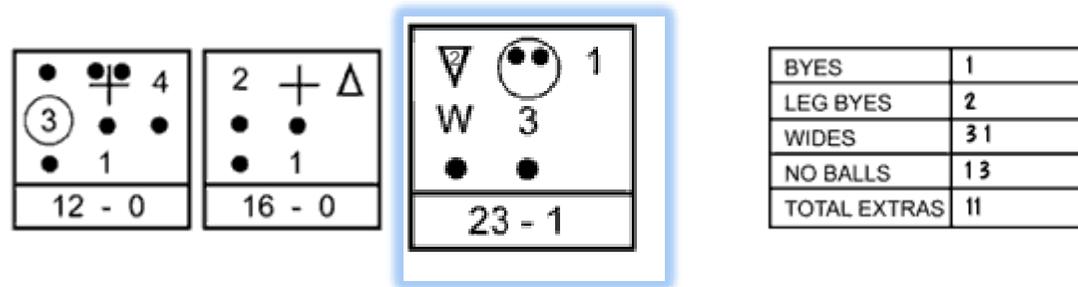
So the bowling totals for this over would be 4 which gives a cumulative total of **16** for **0** wickets.

The batsmen have added 3, 1 BYE has been added to the EXTRAS analysis and 1 has been added to the WIDE extras.

The total runs tally stands at **17**

Remember – Byes do not count against the bowler,

Bowler's analysis – 3rd over



In the third over we have 2 LEG BYES (remember these are not counted in the bowler's analysis), a wicket, a dot ball, a NO BALL with 2 byes, 3 runs, dot and 1 run.

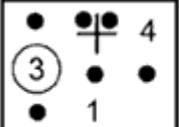
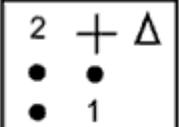
The bowlers cumulative total stands at **23 for 1**.

The batsmen have a total of 15 and there are now a total of 11 EXTRAS (8 bowling and 3 fielding as example above).

So the total runs tally stands at **26**.

NOTE the difference between total runs and the cumulative bowling total should always and only be the number of Byes plus Leg Byes

Tallying the totals

 12 - 0	 16 - 0	 23 - 1
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BYES	1
LEG BYES	2
WIDES	31
NO BALLS	13
TOTAL EXTRAS	11

The total runs tally stands at **26**. How do we check that this is correct? Simply remember that:

1. The total of ALL batsman's scores PLUS ALL extras = **THE TOTAL SCORE**
2. The total of ALL bowler's totals PLUS all FIELDING extras = **THE TOTAL SCORE**
3. The total of ALL batsman's scores PLUS all BOWLING extras = **BOWLING TOTALS**

Do the maths yourself and you'll see the examples above work out exactly.

It's good practice (and much easier and quicker!) to make these checks as the match progresses rather than leaving it to the end of the match.

End of each over

SCORING RATE				
Over No.	Total Score	Wickets	Bowler No.	Runs in Over
1	5	-	1	5
2	9	-	2	4
3	12	1	1	3
4	18	1	2	6
5	20	2	1	2

At the end of each over the scoring rate column is completed.

Here we basically record the cumulative total runs at the end of that over, which is the total runs tally, including Extras.

The difference between this and the total at the end of the previous over gives you the runs scored in the over.

We also record the cumulative number of wickets that have fallen at the end of that over, and finally we record which bowler bowled the over.

If you look at the different example here you see that this also provides a snapshot of how things stand in a match. In this case, 20 runs for the loss of 2 wickets at the end of the 5th over.

Batsman's analysis

Because of the limitations of space on the simpler scoresheets that Colts usually use, we generally only record the batsman's runs in the batting analysis, which is a shame because most players would like some idea of the number of balls faced, their strike rate, numbers of 4s and 6s, time at crease etc.

Properly done, the batsman's analysis would mirror the bowler's over the course of an over. So we would record every dot ball, no ball, wide, scoring ball, bye and leg bye ball delivered in their figures, although of course they are only credited with runs off their bat. This provides us with a total of balls faced over the course and timing of their innings.

Note that when totting up you do not include WIDE deliveries as balls faced by the batsman, although they **are** recorded as a delivery.

“Proper” Scoring

At league and competition level, a club usually has a dedicated scorer per team, so they are often able to record all the niceties such as the bowler's action, the number of deliveries a batsman faces, duration of partnerships, etc, and to use different colour pens for each bowler to aid traceability.

At Colts level this is difficult because there's usually just one scorer who is a player and they are recording figures in those little scorebooks that require the handwriting size of the tooth fairy, when what's really needed is an A3 size scoresheet at least, and all the while they are waiting for a break so they can pad up.

The bowling figures cause problems generally because the poor “volunteer” doing the scoring has never had it explained properly and has just picked it up from a team mate who learned it exactly the same way.

Anyway, that's about it really. At competition level you need to understand and record other details but we're sure you'll find this enough to be getting on with 😊

Mike Pike (the 1st XI Scorer) and Graham Watts (the 2nd XI Scorer) will be very pleased to explain any further details in person, and Old Wilsonians CC will pay for you to go on a **Scorer's Course** if you are interested.