CRICKET SCORING

GETTING STARTED

NEW ZEALAND CRICKET
UMPIRES & SCORERS ASSOCIATION

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INTRODUCTION

Cricket Scoring: Getting Started has been produced to help introduce new scorers to the basics of cricket scoring. All instructions have been kept as simple as possible so as not to complicate the early experiences of cricket scoring.

A sister publication, **The Scorers' Companion,** provides a more comprehensive guide to the art of scoring a cricket match, and will be a 'must have' for all those wishing to increase their knowledge of the art.

Graeme Lowrie put together the first scorer training material for the New Zealand Cricket Umpires Association 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.

The six Regional Scoring Managers, alongside 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 all your experiences as a scorer are positive and enjoyable. This is only the start of your scoring career and we are certain you will have plenty of questions to follow. If at any time you have a question or require a little guidance please do not hesitate to contact your Regional Scoring Manager. The contact details for the Regional Scoring Managers

are on the New Zealand Cricket Umpires and Scorers Association website,
www.nzcusa.org.nz

We hope that **Cricket Scoring: Getting Started** will help you get underway with your scoring career. It is really important as a scorer to enjoy yourself. Scoring is a rewarding and enjoyable way to contribute to the game of cricket. As a scorer you not only join the 'Third 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 also remember to have fun and enjoy it!

CONTENTS

EQUIPMENT

This is a list of the basic equipment required to score a game of cricket:

✓ **Scorebook or scoresheets**
A clipboard may be required if loose sheets are being used, especially outdoors

✓ **Pens**
Preferably non-running black or blue ink

✓ **Pencils, ruler, erasers, correction fluid.**

✓ **Spare notebook or pad**
For calculations or notes etc.

✓ **Clock or watch**

✓ **Binoculars**

✓ **Chair**
And a small table would be useful but not always practicable

UMPIRE SIGNALS

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| Play or Bye | Out | Boundary 4 | 5 Runs | Boundary 6 |

| Leg Bye | No Ball | Wide | Short-Run | Dead-Ball |

| New Ball | Revoke Last Signal | 5 Penalty Runs (Batting) | 5 Penalty Runs (Bowling) | Last-Hour |

3 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: ①, ②, ③, ④ 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.

4 SCORING A CRICKET MATCH

BEFORE THE GAME:

1. Arrive at the ground well before the scheduled start of play and introduce yourself to your fellow scorer and to the umpires (if there are any). Ensure the umpires are aware of your scoring position.

2. As a scorer you should always make sure your scoring position has a clear view of the entire ground, but especially the pitch and umpires. If you are outside try to find somewhere protected from the weather (wind, sun, rain).

3. If you are the 'home' scorer let your fellow scorer know where the scoring position is and the location of the toilets, canteen, etc. The two scorers **must** sit together during the match.

4. Check with your Coach/Captain and write down a list of your team's players (preferably in batting order) and provide a copy to your fellow scorer. They will do the same for their team. Write this list in your pad/note book and not in the scorebook/scoresheets at this stage. Record who has won the toss and whether they have chosen to bat or bowl.

5. Make yourself comfortable in your scoring position and complete the headings in the scorebook e.g. BLACKCAPS v AUSTRALIA, Date, Umpires, Scorers, 1st Innings of BLACKCAPS, etc.

AT THE START OF PLAY:

1. Identify the batsman that is taking strike. Do the same for the bowler and record their names in the appropriate place in the scorebook. It is good etiquette to share this information with your fellow scorer. Also share any distinguishing features of the batsmen/bowlers and note them on your pad, especially if you're not familiar with the teams/players.

2. The Umpires will call and signal the start of play. To signal the start of play the Umpire will **raise one hand high above his head with an open palm.** You must acknowledge their signal as this is their check that you are ready for play to commence.

3. If your team is batting it is also good etiquette for you to 'call the game' by telling your partner what is happening; e.g. "1 run to McCullum", "2 byes", "3 runs to Guptill", etc. This teamwork will help to make sure neither of you miss anything. If you feel that you or your fellow scorer has missed something let them know immediately. It is always easier to correct mistakes as they happen rather than finding them later, when more mistakes may have occurred as a consequence of the first.

4. Every ball that is bowled must be recorded. Always record what happens after acknowledging any signals the umpires may make. On occasions the umpire will make two signals after a ball; e.g., 'No Ball and Four Runs' or 'No Ball and Bye'. Both signals must be acknowledged before recording them.

5. There are a number of ways to acknowledge the umpires signals but it is recommended that they are kept as simple as possible, either by a simple wave of the hand high above the head or waving a white cloth high above the head. Whatever way you choose, make the umpires aware of it at your pre-match meeting with them.

DURING THE GAME:

1. It is good practice to have regular checks with your fellow scorer as the game progresses. It is recommended that you check the bowling figures at the end of each over. One of you should say e.g. '5 runs off the bowler, who has the figures of 0 for 5, team total 5'. After the next over '4 runs off the bowler who has the figures of 0 for 4, team total 9' etc.

2. After every five overs the individual batsmen's scores should also be checked.

3. These constant checks are vital to the successful balancing of the books at the end of the innings and match.

4. If you are unsure of the nature of a dismissal or the name of a catcher do not make an undue fuss. It can easily be sorted out at the next available break in play i.e. drinks break or end of the innings by checking with the umpires and/or players.

5. In basic scorebooks always record runs in **THREE PLACES**. The batsman's line, the bowlers' line and the running total. It is very important to **ALWAYS** record the runs in the same sequence after every run; e.g., 2 to the batsman, 2 on the bowler analysis, 2 off the team score. You will develop your own sequence but consistency helps when the pace of the game accelerates as it reduces the likelihood of error.

6. There are several ways that the batting team can add to their total score ie runs made by the batsmen, no-balls, wides, byes, leg byes, penalties and of course it is possible to have no runs off a ball. A simple scoring method for each of these events will be presented in the next section.

7. At the end of the completed first innings tally the batsmen's scores and add any extras. Tally all the bowlers' totals and add any byes or leg byes (and penalties). These tallies must balance, then check that they correspond to the total you have in the 'team total'. Check your totals with your fellow scorer and when you are satisfied you have reached an agreed total for Team 1, inform the umpires and both team captains. Once this has been done you can then have some refreshments and a toilet break.

8. Continue as above for the second innings. At the conclusion of this innings repeat step 7. Although you and your fellow scorer should be aware of the total you **must always** balance the batting, bowling and team total. Once you have both reached an agreed total inform the umpires and both captains of the result of the game.

9. As you score the game you will get plenty of questions as to the individual batsman's totals, bowling figures and team total etc. Only reply if you feel comfortable doing so. If it becomes annoying (or you feel under undue pressure) just politely ask the person to leave. Your job as a scorer is to record every ball, and its consequences, that is bowled during the game. To that end you will need complete concentration.

SCORING PROCESS 5

NO RUNS

Enter a dot in the bowler's box:

N WAGNER	●	
D BRACEWELL		

No other action is necessary.

RUNS

The striker hits the ball and the batsmen run, cross, and make their ground at the other end (change ends). Enter '1' run in the batsman's box:

B McCULLUM	1
M GUPTILL	

And enter '1' run in the bowler's box:

N WAGNER	● 1	
D BRACEWELL		

Also cross off '1' run in the team total:

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

The striker hits the ball and the batsmen cross twice and make their ground at their respective ends, meaning two runs have been scored - enter '2' in the batsman's box:

B McCULLUM	1
M GUPTILL	2

And enter '2' runs in the bowler's box:

N WAGNER	● 1　2	
D BRACEWELL		

Also cross off '2' runs in the team total:

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

This process will continue with the scoring of all further runs (1, 2, 3, 4, 6).

BOUNDARIES will be signalled by the UMPIRE on two occasions:

BOUNDARY FOUR occurs when the ball runs along the ground and crosses the boundary line. The Umpire will call and signal by *waving their extended arm horizontally from side to side in front of their body.*

BOUNDARY SIX occurs when the ball is hit on the full over the boundary line. The Umpire will call and signal by *holding their fully extended arms high above their head with open palms.*

DISMISSALS

When a batsman is dismissed:
- The UMPIRE will indicate the dismissal by **raising one hand high above their head with their index finger extended.**
- Indicate the batsman has been dismissed by drawing a diagonal line beside his last recorded scoring shot.
- Then record the mode of dismissal in the HOW OUT column.
- BOWLED is recorded as 'BOWLED', then record the bowler's name in the BOWLER column.
- CAUGHT is recorded as 'C' or 'CT', then record the catcher's name (e.g., 'CT NETHULA'), then record the bowler's name in the Bowler's column.
- RUN OUT is recorded as 'RUN OUT', then record the name of the fielder who performed the RUN OUT inside brackets beside the words RUN OUT. Remember that the BOWLER **does not** get credited for a RUN OUT.
- CAUGHT and BOWLED is recorded as 'C&B' in the HOW OUT box, then enter the bowler's name in the Bowler's column.

BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	SCORE
B McCULLUM ✳	14126	CT NETHULA	WAGNER	14
M GUPTILL	111	BOWLED	WAGNER	3
R TAYLOR		C&B	BRACEWELL	0
D BROWNLIE	2314	STP van WYK	BRACEWELL	10
D FLYNN	6624	BOWLED	N McCULLUM	18
BJ WATLING †	3214461	RUN OUT (NICOL)		21
J ORAM		LBW	N McCULLUM	0
A ELLIS	22131416	HIT WICKET	MARTIN	20
K MILLS	321321	NOT OUT		12
T BOULT	2222	BOWLED	WAGNER	8
M GILLESPIE	11121	CT MARTIN	FRANKLIN	6

BYES	1243	10	LEG BYES	231	6	WIDES	112	4	NO BALLS	1111	4	EXTRAS	24
												TOTAL	136

To record a dismissal in the BOWLING analysis it is recommended to use either a W or X at the place in the box where the dismissal has occurred:

N WAGNER	1 • 2
	4 W •
	1 - 7

FALL OF WICKETS

In all scorebooks/scoresheets you are required to record the FALL OF WICKETS (FOW). These also provide PARTNERSHIP details.

When a batsman is dismissed record the following:
- Team score at that time
- Dismissed batsman's name
- Not-Out Batsman's name and the runs they have scored at the dismissal
- The number of runs scored in that particular partnership
- Minutes of the partnership, but only if you are confidently recording times

WKT	SCORE	BATSMAN OUT	BATSMAN NOT OUT & SCORE	RUNS	MINS
1	15	GUPTILL	McCULLUM 12	15	22
2	15	TAYLOR	McCULLUM 12	0	2
3	24	McCULLUM	BROWNLIE 5	9	17
4					
5					
6					
7					
8					
9					
10					

If you find that you do not have enough time to complete these do not get flustered – just record the score, then the initials of the batsmen (lightly in pencil). You can return at the end of the innings (or at the end of the match) to complete this section. These details are not vital to the scoring of the match so only complete them if you feel comfortable doing so.

WKT	SCORE	BATSMAN OUT	BATSMAN NOT OUT & SCORE	RUNS	MINS
1	15	MG	BM		
2	15	RT	BM		
3	24	BM	DB		
4					
5					
6					
7					
8					
9					
10					

EXTRAS

The Extras Line is used to record the type and number of runs scored off any delivery where the fielding team concedes extras.

This line is divided into five sections: Byes, Leg Byes, Wides, No Balls, and Penalty Runs.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES

BYES

Should the batsmen cross and make good their ground at their respective ends after a fair delivery and the umpire at the bowlers end **extends their right arm high above their head with an open palm** they are signalling that BYES are to be recorded. This indicates that the batsman has not hit the ball. You must acknowledge the umpire's BYE signal. The run(s) are to be recorded in the BYES box and **not** to the batsman.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4				

Enter a B in the bowlers box with a small number of the number of BYES completed to the upper or lower right of the B, e.g. B4. These runs **do not** count as runs against the bowler.

N WAGNER	• 1 2 B4	
D BRACEWELL		

Cross the number of BYES completed off the team total. It is helpful if you place the BYE and run symbol where the event occurred in case a check is needed later.

0	1	~~2~~	~~3~~	~~4~~	~~5~~	~~6~~	~~7~~B4	8	9
10	11	12	13	14	15	16	17	18	19

LEG BYES

Should the batsmen cross and make good their ground at their respective ends after a fair delivery and the Umpire at the bowler's end **taps their bent, raised knee** they are signalling that LEG BYES are to be recorded. This indicates that the batsman has not hit the ball with the bat, but the ball has touched some part of the batsman's person (but not his bat). You must acknowledge the umpires' LEG BYE signal.

- The run(s) are to be recorded in the LEG BYES box and **not** to the batsman.
- Enter a L in the bowlers box with a small number of the number of LEG BYES completed to the upper or lower right or the L. e.g. L3. These runs **do not** count as runs against the bowler.

- Cross the number of LEG BYES completed off the Team Total. It is helpful if you place a small L where the event occurred if a check is needed later.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3			

N WAGNER	• 1 2 B4 L3	
D BRACEWELL		

0	1	~~2~~	~~3~~	~~4~~	~~5~~	~~6~~	~~7~~B4	~~8~~	~~9~~
~~10~~L3	11	12	13	14	15	16	17	18	19

Remember that BYES and LEG BYES **are not** debited against the bowler. They are credited to the batting side, **but not** to the striker. The runs completed are scored as appropriate extras.

NO BALLS

A NO BALL will be called and signalled by the Umpire if the bowler has unfairly delivered the ball. To signal the NO BALL the umpire will **extend their right arm out horizontally from his body**. You must acknowledge the umpire's NO BALL signal.

A NO BALL is always a 1 run penalty irrespective of what else happens after the ball has been delivered. An extra ball must always be bowled in the same over for every NO BALL bowled in that over.

A NO BALL should be recorded in the bowler's box as a circle. ○ This circle always counts as 1 run. You must acknowledge the umpire's signal for a NO BALL.

- The NO BALL is to be recorded in the NO BALL box and **not** to the batsman.
- Enter a O in the bowlers box. NO BALLS **do** count as runs against the bowler.
- Cross the NO BALL off the Team Total. It is helpful if you place a small ○ where the event occurred if a check is needed later.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3		1	

N WAGNER	• 1 2 B4 L3 ○	
D BRACEWELL		

0	1	~~2~~	~~3~~	~~4~~	~~5~~	~~6~~	~~7~~B4	~~8~~	~~9~~
~~10~~L3	~~11~~○	12	13	14	15	16	17	18	19

If the Umpire signals a NO BALL and the batsman hits the ball and runs are scored, acknowledge the Umpires' NO BALL signal.

Record the NO BALL in the NO BALL box.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3		1 1	

Record the run(s) completed in the batsman's box

B McCULLUM	12
M GUPTILL	2

Enter a ◯ with the number of runs completed inside the circle in the bowler's box:

N WAGNER	◯ 1 2 B4 L3 ②	
D BRACEWELL		

Cross off the number of runs completed **as well as** the NO BALL off the team total. (2 completed runs becomes 3 runs crossed off the team total)

0	1̸	2̶	3̶	4̶	5̶	6̶	7̶B4	8̶	9̶
10̶L3	11̶◯	12̶◯	13̶	14̶	15	16	17	18	19

If the Umpire signals a NO BALL and then signals either a BYE or LEG BYE after the batsmen have run, this is to indicate that the batsman has **not** hit the ball. You will record all runs completed off that delivery as NO BALLS. You must acknowledge **both** signals separately that the Umpire makes.

Record the NO BALLS in the NO BALL box.

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3		1 1 3	

No runs will be recorded in the batsman's box

B McCULLUM	12
M GUPTILL	2

Enter a O with dots inside to indicate the number of runs (byes/leg byes) completed inside the circle in the bowler's box. All these runs **are** counted as runs against the bowler

N WAGNER	● 1 2 B4 L3 ⊙	
D BRACEWELL		

Cross off the number of runs completed **as well as** the NO BALL off the team total. (2 completed runs becomes 3 runs crossed off the team total) Mark each run with the ◯ (NO BALL) icon.

0	1̸	2̶	3̶	4̶	5̶	6̶	7̶B4	8̶	9̶
10̶L3	11̶◯	12̶◯	13̶	14̶	15̶◯	16̶◯	17̶◯	18	19

WIDES

A WIDE will be called and signalled by the Umpire if the ball has passed too wide of the striker to hit it. To signal a WIDE the Umpire will **hold both arms out horizontally with open palms.**
An extra ball must always be bowled in the same over for every WIDE bowled in that over.
You must acknowledge the Umpires WIDE signal. A WIDE is recorded as a : in the bowlers box. If nothing else happens from the ball other than the WIDE there is a 1 run penalty.

Record the WIDE in the WIDE box:

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3	1	1 1 3	

No runs will be recorded in the batsman's box:

B McCULLUM	12
M GUPTILL	2

Enter a ✛ in the bowler's box. All WIDES **are** counted as runs against the bowler:

N WAGNER	• 1 2 B4 L3 ② ✛	
D BRACEWELL		

☺

Cross the WIDE off the team total. Mark each WIDE with the ✛ (WIDE) icon.

0	1̷	2̶	3̶	4̶	5̶	6̶	7̶B4	8̶	9̶
10̶L3	11̶○	12̶○	13̶	14̶	15̶○	16̶○	17̶○	18̶+	19

If the Umpire signals a WIDE and the batsmen run, record the number of runs completed plus the 1 run penalty for the WIDE. Place a dot in each quadrant of the ✛ for the runs completed. I.e. ❖. Remember, you must acknowledge the Umpire's WIDE signal.

Record the WIDE(S) in the WIDES box:

BYES	LEG BYES	WIDES	NO BALLS	PENALTIES
4	3	1 3	1 1	

Do not record anything in the Batsman's box:

B McCULLUM	12
M GUPTILL	2

Enter a ✛ with a dot in each of the quadrants to indicate the number of runs completed in the bowler's box. All WIDES **are** counted as runs against the bowler

N WAGNER	• 1 2 B4 L3 ② ❖	
D BRACEWELL		

Cross off the number of runs completed **as well as** the WIDE off the team total. (2 completed runs becomes 3 WIDES crossed off the team total)

0	1̷	2̶	3̶	4̶	5̶	6̶	7̶B4	8̶	9̶
10̶L3	11̶○	12̶○	13̶	14̶	15̶+	16̶+	17̶+	18	19

PENALTY RUNS

Penalty Runs are more likely to be awarded as the level of cricket increases. In the unlikely event of them being awarded we have given a brief explanation of them here. Penalty Runs awarded to either side are deemed as five extras, but are not tied to a specific ball or bowler. When Penalty Runs are awarded to the Batting Team they are added to the current innings scoresheet. When Penalty Runs are awarded to the Bowling Team they are added to the previous innings scoresheet if they have batted or to the next innings scoresheet if they have not batted.

Penalty Runs (Batting)
Right hand tapping the opposite shoulder.

The bowler's end umpire, normally after consultation with the square leg umpire, will make this signal when the ball is dead to award 5 Penalty Runs to the batting team. Batting Penalty Runs are rare and some playing conditions will not allow them to be awarded by player/umpires, but only by qualified umpires. When they are permitted, however, they usually occur when the ball, being in play, touches a fielding helmet placed on the ground. There are other fielding offences for which Penalty Runs can be awarded, but in no circumstances are they attributed to a particular ball of an over.

Penalty Runs (Bowling)
Left hand tapping the opposite shoulder.

The bowler's end umpire, normally after consultation with the square leg umpire, will make this signal when the ball is dead to award 5 Penalty Runs to the bowling team. Bowling Penalty Runs are rare and some playing conditions will not allow them to be awarded by player/umpires, but only by qualified umpires. When they are permitted, however, they usually occur when the batsmen have already been warned for repeatedly running on the wicket when completing runs. There are other batting offences for which Penalty Runs can be awarded, but in no circumstances are they attributed to a particular ball of an over.

END OF OVER

An over consists of six legal deliveries. No Balls and Wides are not counted as 'balls in an over'. After the bowling of six legal deliveries the Umpire will call "over" and the Umpires and Players will move to their new positions. In the unlikely event that an Umpire miss-counts it is your duty to record only the balls bowled in the over. Do not make a fuss but quietly let the Umpire know at the first available break.

At the end of each over you must record the bowler's figures in the lower part of the box next to his name. These are always cumulative totals.

N WAGNER	2 3 4 1 1 6	- - 1 1 2 1
	0-17	0-22

If no runs were scored off the over this is referred to as a MAIDEN OVER. This is to be recorded by inserting the letter M in the bowler's analysis.

D BRACEWELL	0 0 0 0 0 0	
	0-0	

If the bowler takes a wicket during a MAIDEN OVER this is known as a WICKET MAIDEN and can be recorded two ways in the bowler's analysis, either by placing a W or WM in the bowler's analysis.

N WAGNER	W	WM
	1-22	2-22

Please remember it is good practice to have regular checks with your fellow scorer as the game progresses. It is recommended that you check the bowling figures at the end of each over. One of you should say e.g. '5 runs off the bowler, who has the figures of 0 for 5, team total 5'. After the next over '4 runs off the bowler who has the figures of 0 for 4, team total 9' etc.

END OF INNINGS (BATTING)

At the end of each completed innings of the batting team you must reconcile the BATTING TOTAL. This is done by adding all the individual batsman's scores together, then adding the EXTRAS (including Penalty Runs) to that total. This gives you the BATTING TOTAL.

BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	SCORE
B McCULLUM ✳	14126	CT NETHULA	N WAGNER	14
M GUPTILL	111	BOWLED	N WAGNER	3
R TAYLOR		C&B	BRACEWELL	0
D BROWNLIE	2314	STP van WYK	BRACEWELL	10
D FLYNN	6624	BOWLED	N McCULLUM	18
BJ WATLING †	3214461	RUN OUT (NICOL)		21
J ORAM		LBW	N McCULLUM	0
A ELLIS	22131416	HIT WICKET	MARTIN	20
K MILLS	321321	NOT OUT		12
T BOULT	2222	BOWLED	N WAGNER	8
M GILLESPIE	11121	CT MARTIN	FRANKLIN	6
BYES 1243 10	LEG BYES 231 6 WIDES 112 4	NO BALLS 1111 4	EXTRAS	24
			TOTAL	136

We encourage you to work with your fellow scorer as you balance your BATTING TOTAL. Once you are happy the BATTING TOTAL balances, then check that it agrees with the runs crossed off on the TEAM TOTAL (cumulative total) then move to add and balance the BOWLING TOTAL.

END OF INNINGS (BOWLING)

At the end of each completed innings of the batting team you must also reconcile the BOWLING TOTAL. This is done by adding all the individual BOWLERS figures together, then adding the appropriate EXTRAS (BYES and LEG BYES and any PENALTY RUNS), to that total. This gives you the BOWLING TOTAL. Remember that WIDES and NO BALLS should have already been included in the BOWLING TOTAL.

O = OVERS.   M = MAIDENS.   R = RUNS.   W =WICKETS

BOWLERS	1	2	3	4	5	6	7	8	9	10	O	M	R	W
N WAGNER											10	2	18	3
D BRACEWELL											10	3	22	2
N McCULLUM											10	4	33	2
C MARTIN											10	0	23	1
J FRANKLIN											10	5	24	1
									EXTRAS				16	1RO
									TOTAL		50	14	136	10

We also encourage you to work with your fellow scorer as you balance your BOWLING TOTAL. Once you have completed the bowlers 'figures' and you are happy that the BATTING and BOWLING balances and corresponds with the TEAM TOTAL, your job is complete.

As you have been checking regularly throughout the innings/match the tasks above should not be an onerous task and will help you find any errors sooner (avoids any tension or arguments). These regular checks will help you 'know the total' as the match progresses and the reconciliation of the BATTING/BOWLING/TEAM totals is just to confirm that both scorebooks are the same in **all** respects.

TIMES

As you start off your scoring career you may not wish to record times but should you decide to here is a brief summary of a simple way to do this.

In some scoresheets or scorebooks there is a requirement to add in the time for the individual batsmen, batting partnerships and the teams' innings. These do not have to be a difficult or confusing task.

In the example below B McCullum started his innings at 11:00 and was dismissed at 11:41. This means that both his innings time and his partnership with M Guptill both lasted for 41 minutes.
One minute is always added to the dismissed batsman's time for the incoming batsman's start time.
M Guptill started his innings at 11:00 and was dismissed at 12:06 so his individual batting time was 66 minutes.
The partnership between M Guptill and R Taylor is calculated by counting the minutes from when R Taylor started his innings until M Guptill was dismissed. 11:42 to 12:06 = 24 minutes. This calculation is repeated for all subsequent batsmen and partnerships.

IN OUT	BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	RUNS	MINS
11:00 11:41	B McCULLUM					41
11:00 12:06	M GUPTILL					66
11:42	R TAYLOR					

In this example the innings started at 11:00 and finished when M Gillespie, the 10th and final batsman, was dismissed at 2:30pm. Therefore the innings time was 210 minutes.

IN OUT	BATSMEN	RUNS AS SCORED	HOW OUT	BOWLER	RUNS	MINS
11:00 11:41	B McCULLUM					41
11:00 12:06	M GUPTILL					66
11:42 1:41	R TAYLOR					119
12:07 1:50	D BROWNLIE					103
1:42 1:55	D FLYNN					13
1:51 2:03	BJ WATLING					12
1:56 2:30	J ORAM		NOT OUT			34
2:04 2:10	A ELLIS					6
2:11 2:20	K MILLS					9
2:21 2:25	T BOULT					4
2:26 2:30	M GILLESPIE					4

The not out batsman's minutes are also calculated using this end of innings time, so in this example J Oram's batting time is 34 minutes.

We trust this document has been both informative and helpful. As mentioned in the Introduction we have kept the information simple so as to not complicate your early experiences as a cricket scorer.

A sister publication, *The Scorers Companion*, will provide a more comprehensive guide to the art of cricket scoring. It will be a 'must have' as you progress your scoring career.

If at any stage you have a question please do not hesitate to contact the Regional Scoring Manager in your area. They will be only too pleased to help. Their contact details, as well as a comprehensive range of related information, can be found on the New Zealand Cricket Umpires and Scorers Association website at: www.nzcusa.org.nz