PlayHQ

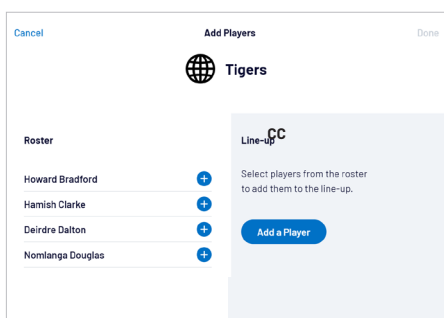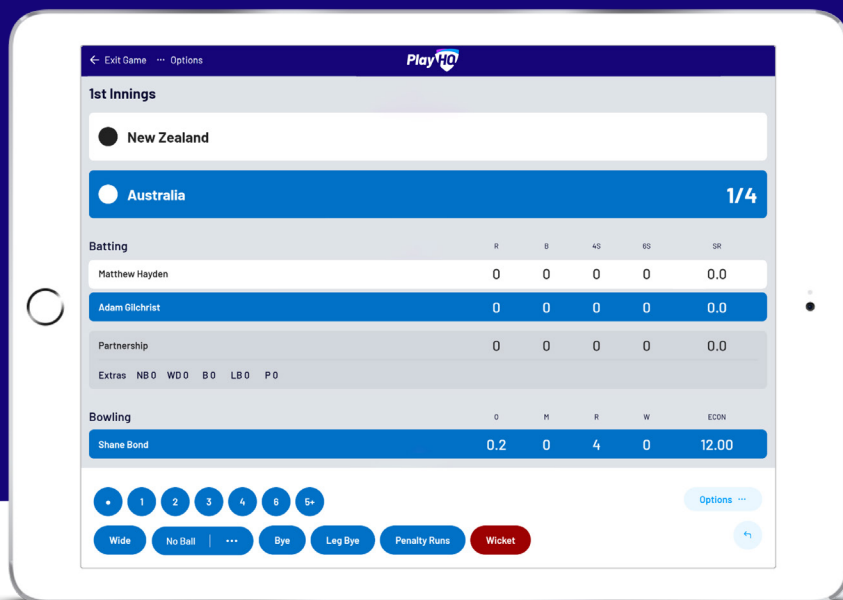# Electronic Scoring Guide

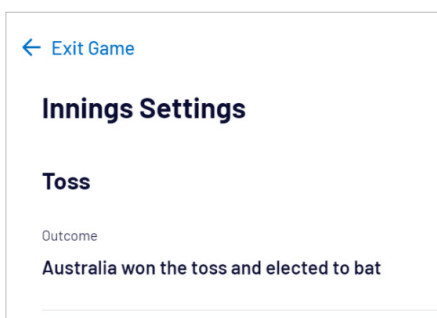CRICKET | MARCH 2022

Managing the lineup

Select **Edit Teams** 👥 to bring up the lineup editor.

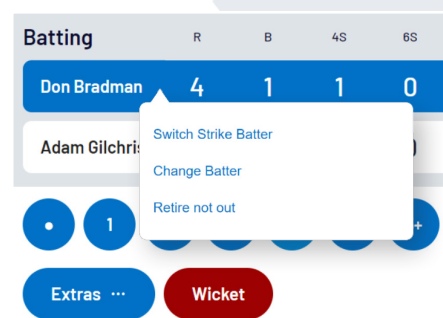Click on ➕ or ➖ to move players in and out of the lineup.

To add a fill-in, click **ADD A PLAYER** and provide required player information.

Start innings

Once you've entered the toss outcome, chosen the opening batsman and opening bowler, you can proceed to **START INNINGS**.
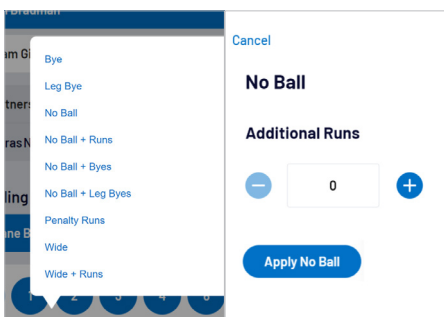
If you can't find a batsman or bowler, you can still click **Edit Teams** 👥 .

Record ball by ball events

After each over, it's important to double check that the correct batman is on strike along with the correct bowler. Record the runs scored, wickets and extras after each ball.
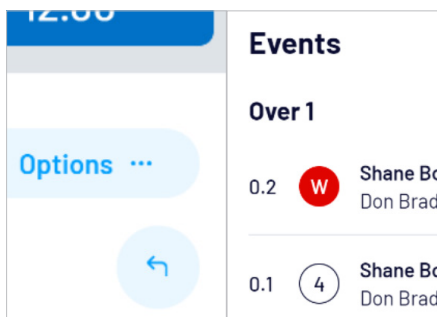
The team scores, event log, batting stats, bowling stats and partnerships will all update accordingly. If you need to switch strike batter, change batter or retire the batsman not out, simply click on the batsman you wish to action.

Extras

When you click **EXTRAS**, a menu of options will appear including byes, leg byes, no balls, penalty runs and wides.

To avoid confusion, it's important to note that when selecting **No Ball**, you should not count the the No Ball as an additional run. These additional runs are attributed to the batsman on strike.
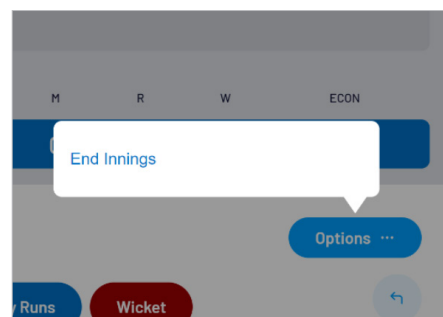
Undo ball event

Unfortunately for batsman, they can't undo their mistakes. But lucky for you, you can.

Simply click on the ↩ button to undo the last ball event.

Alternatively, you can click the 🗑 under the **Events** log.

Submit game result

To manually end an innings prior to over limit being reached or the batting team being all out, select **OPTIONS** and **END INNINGS**.

Once the innings of the second batting team ends, you will be provided the option to complete the game. To do this select **SUBMIT GAME RESULT**.