

## AUCC

### Scoring games for Years 2 through to 4

#### Overview

This is intended to assist AUCC parents and friends that are kindly assisting with the scoring of the games of cricket AUCC year 2, 3 or 4 teams play against other teams from AUCC, Grafton or Parnell on Saturday mornings.

Scoring is not only about keeping the correct totals of runs scored by each side in a game but to record the game in such a way that the contributions made by each player while batting, bowling and /or fielding are recorded and measured.

#### Why is scoring correctly important?

The reasons include:

1. So that the result is correct.
2. Prizes / awards are awarded to players at year end based on statistics obtained from their matches during the season.
3. Statistics of games may also be used by a selector of a Club Representative team to short list potential team players.

#### How to record the game

##### Strategy

Be it in senior or junior cricket each team's scorer should introduce his or her self to the opposition scorer at the beginning of the game and the scorers should sit next to each other during the game so they can assist each other and ensure the scores agree at any point in time. Also sit where you can see the umpires and the umpire knows where you are sitting so you can signal to the umpire when necessary.

The normal rules of cricket have been modified for juniors and accordingly the score sheets too have been modified along with the approach to scoring.

In cricket at more senior levels, each scorer records what happens each delivery in both the bowling and batting analysis and maintains the total.

However, with years 2 to 4 all that the Club requires is that as an AUCC scorer, you record ***just the batting analysis when your team is batting*** (not recording the oppositions bowling in the bowling analysis as is usual) and ***just the bowling analysis when your team is fielding and bowling***.

By doing this, it effectively halves the normal scoring analysis while ensuring all the relevant statistical information the Club needs is recorded. The game is also able to be scored more quickly and easily and on one score sheet.

To obtain a copy of the score sheet go to the club website ([www.aucc.co.nz](http://www.aucc.co.nz)) and print a copy of the Score Sheet for years 2 – 4 under Draws/Grounds >> Downloads.

#### Outline of the rules

Each scorer should have a copy of the rules for the grade at their side on Saturday. A scorer should have read and be familiar with the rules to assist them in scoring. To obtain a copy go to the club website and look under Junior Grade info in your grade (yr 2, 3 or 4) and click on "Rules".

A bowler gets to bowl an "over". An "over" is bowled when the bowler bowls 6 good deliveries. A good delivery does not include a wide or a no-ball. If a bowler bowls a ball that is signaled by the umpire as a no-ball or wide, the bowler gets to bowl an extra delivery. However, the total deliveries bowled by a bowler cannot exceed 8 in an over in these grades. On completion of the 6 good deliveries or after 8 deliveries, the umpire calls "over" and another bowler bowls. In years 2 and 3, each player ordinarily gets two overs each game unless there are more or less than 8 players, in which case some bowlers may get less or more overs. The rules state what happens in these circumstances.

Runs that are taken or scored when the ball hits the bat are credited as runs to a batsman.

However, runs that result from wides, no-balls (unless hit in which case additional runs are credited as runs and not extras) and byes and leg byes are called "Extras" and noted separately (see the legend on the score sheet). Note in the batting analysis that after a batsman has batted the total runs are recorded, the number of runs lost from outs are recorded and the net total of these two are the "Net Runs" total. The "extras" are also counted and recorded. The total of "net runs" and "extras" recorded in the batting analysis should be the "total runs".

A batsman may be out a number of ways. The only relevant ones for years 2 - 4 are:

Bowled, caught and run out.

There are no LBWs in years 2- 4. There are no stumpings in years 2 to 4.

In senior grades a batsman can be dismissed by hitting the ball twice, handling the ball and time out but these are not given in years 2 to 5.

A batsman is out "bowled" if during the bowlers delivery the ball hits the stumps and dislodges the bails (if there are bails used).

A batsman is out caught if the batsman hits a delivery to a fielder and the fielder catches the ball before it hits the ground and the fielder is in the field of play (and the ball has not been called a no-ball by the umpire).

A player is run out if after a delivery is bowled, the batsman in an attempt to run leaves his crease and the ball hits the stumps at either end before the batsman has made his ground at that end. Making his ground means getting his bat or body on the ground behind the popping crease (ie the front crease line).

#### Batsman Analysis

Enter an entry for each ball faced by batsman against the bowler who bowled it. Know who is facing. Check that the coach hasn't changed the batsmen facing to rotate strike.

Also players must swap ends after a dismissal.

A batsman remains batting until the end of this partnership irrespective of the number of dismissals. In years 2 and 3 where the games are 16 overs batting for each side, then where there are 8 in a team, each batting pair will have a partnership of 4 overs batting. In year 4, the games are 20 overs batting for each side, with each pair batting for 5 overs.

A dismissal results in negative runs. For years 2 and 3 it is minus 2 runs and in year 4 it is minus 3 runs.

A good delivery that is not scored off is entered as a dot. If runs are scored off the bat the number of runs is recorded. If an extra is bowled the type is recorded accordingly. At the end of an over, two things happen need to happen:

1. You add up the number of runs and extras that resulted while each batsman was facing and you place the totals in the "T" column for each batsman after the over. The two totals should add to the total net runs credited to the team in the over.

2. The total number of runs the team has after that over should be recorded in the “Cumulative Score” total under the batsmen analysis – eg if after the first over 6 runs were scored, 6 is entered. If in the second over 4 runs were scored, then after the second over, the total of 10 runs should be shown. Thus at the end of each over you know the exact team score. Note you should agree the number of runs off the over and the new cumulative score total after each over with the opposition scorer.

When a partnership is finished the analysis of how the runs scored while each batsman was facing can be recorded under Runs, Outs (runs lost for each wicket) and Extras.

If you can record it during the game, but if pushed for time, the breakdown of the total should be completed at the end of each innings.

“Extras” include “wides”, “no-balls”, “byes” and “leg byes” (see below for a description of what these are and how to record them).

### **What to record in the Bowling Analysis when your side is Fielding**

The bowler has each delivery of his or her “over” recorded in the analysis.

Refer to the legend on the scoresheet for help with symbols. Distinguish what runs get credited as being taken off the bowler (ie runs off the bat, wides and no-balls are credited against the bowler) and other runs that aren't, such as byes and leg byes.

The Bowler only gets credited with a wicket (w) by getting a batsman out bowled or caught. Note where a catch is taken by someone, although the bowler gets the credit for the wicket in the bowling analysis, *you also need to record the name of the person who took the catch*. This is done in the box to the bottom right hand corner of the score sheet titled “Fielding Stats” where you record the number of run outs and catches players take in a game. These details are recorded for statistical purposes.

Please note when a Run Out (RO) takes place “RO” is recorded in the bowling analysis rather than “W”. This is because although runs are lost for the dismissal, the run out is not credited as a wicket taken by the bowler when we record the bowlers statistics so we need to be able to identify this. The name of the person who principally contributed to the run out is recorded in the “Fielding Stats” box to the bottom right hand corner of the score sheet where we record the number of run outs and catches players take in a game (mentioned earlier). The person credited with the run out is usually the thrower who hit the stumps or threw it to the wicket keeper or bowler, unless the throw was so poor that the bowler or wicket keeper had to do most of the work to obtain the run out. The umpire should advise the name of the person who should be credited with the run out. Remember it is for AUCC stats that this is recorded (other EDCA sides may not be interested in this).

#### *Wide*

A wide is bowled when the ball is judged wide by the umpire at the bowlers end. It is usually when the ball leaves the cut pitch area before or at the time the ball reaches the batsman facing. The symbol “+” records the wide in the bowler’s analysis and counts as a run to the batting team’s total.

If the batsmen also run on a wide, the additional runs are added to the wide delivery. Eg they run one run on a wide delivery, the total wides are two. This is recorded by “+1”. The “+” records one run for the wide and the “1” is the one run added to the wide to get a total of 2.

#### *No-ball*

In years 2-4 the no-ball is signaled by the square leg umpire (ie the umpire at the batsman’s end) when the ball bowled is either a full toss (passes the batsman without bouncing first) above waist height or a bouncer (ball bounces then passes) above the batsman’s shoulder. Also in year 4, a no ball is called if the

ball bounces more than once or rolls before reaching the popping crease (ie the front crease line). The batsman cannot be out bowled or caught off a no-ball. If the batsmen decide to run on a no-ball, either batsmen can be run out. The no-ball is recorded by a circle "O". If a batsman hits a no-ball and takes runs, we record in a similar fashion to that when recording additional runs off a wide. Note, however, that such runs are credited to the batsman. Assume we bowl a no-ball and two runs are hit off the no-ball, we show in the analysis, 1 no-ball and 2 runs to the batsman as runs (O2, or the number 2 with a circle around it), for a total of three runs scored.

### *Byes and Leg byes*

A bye is where the ball is bowled and the batsman doesn't hit the ball or the ball doesn't hit the batsman, and the batsmen take a run. It is usually when the wicketkeeper misses the ball and the batsmen run. This is recorded in the analysis by showing "B". Again if 2 byes are run, the recording of the two byes is shown by "B1". Think one run for the B and one more is shown by putting one. Three byes would be recorded as "B2".

Leg byes are like byes but instead the ball hits the batsman's body (without hitting the bat) and the batsmen run. If the ball hit the batsman's leg without hitting the bat and the batsmen run four runs, the 4 leg byes would be recorded as "LB3".

(Note – if byes or leg-byes are taken off a no-ball, all runs are recorded as no-balls. The best way to record this is a circle with dots inside it, where the number of dots corresponds to the number of byes or leg-byes taken by the batsmen.)

### *"Maiden" over*

A "maiden" is an over during which no runs are recorded as taken or the only runs taken are "byes" or "leg byes".

## **Bill Hart Trophy**

This form need only be completed by teams in years 3 to 6.

Year 2 does not complete.

The scorer should print a form off the website each week and take it to the game. See under Draws/Grounds >> Downloads on the website [www.aucc.co.nz](http://www.aucc.co.nz). The scorer should ensure the opposition scorer or coach (or team representative) completes and **signs** the form after each game. The scorer should retain until the end of the year when the forms are required by the Club. Failure to be able to produce signed forms at year end may mean those points awarded by the opposition team for that game do not count.

## **Statistics Entry**

After the game, the Club requires that the score sheet summaries be entered into the Club's junior match and statistics database system – ClubGroups. The data is used for prizegiving at the end of the season

Each team will be provided with a login and username for ClubGroups, together with a "How To" guide on using the system. It is recommended that the stats entry be done by the same person each week, which might be the Coach, regular scorer if the team has one, or another designated volunteer.

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