



AUCKLAND UNIVERSITY CRICKET CLUB

SCORING GAMES FOR YEARS 2 – 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, 4

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 given to players at season–end based on statistics obtained from their matches during the season.
3. Statistics of games may also be used by the selectors 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 ensure that the umpires know where you are sitting so you can acknowledge signals 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, in 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) and print a copy of the Score Sheet for Years 2–4 under Draws/Grounds >> Downloads.



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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 go to the Downloads page look under Draws/Grounds.

A bowler gets to bowl an “over”. An “over” is bowled when the bowler bowls 6 fair deliveries. A ‘fair 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 normally gets to bowl an extra delivery. However, the total deliveries bowled in an over cannot exceed 6 in these grades. On completion of the 6 deliveries, the umpire calls “over” and another bowler bowls. In these grades, 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 dismissals 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, Run Out and Hit Wicket.

There are no LBW's or stumpings in Years 2- 4. In senior grades a batsman can be dismissed by hitting the ball twice, handling the ball and timed out but these are not given in Years 2 to 4.

A batsman is out “Bowled” if the bowler delivers a fair delivery and it hits the stumps (and dislodges the bails if there are bails used).

A batsman is out “Caught” if the batsman hits a fair delivery to a fielder and the fielder catches the ball before it hits the ground – and the fielder is in the field of play (i.e. not outside the boundary).

A player is Run Out if after a delivery is bowled, the batsman in an attempt to make a 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 (i.e. the front crease line).



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Batsman Analysis

Record an entry for each ball faced by a batsman. Know who is facing! Check that the coach hasn't changed the batsmen 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 –4 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.

A dismissal results in negative runs. For Years 2 and 3 it is minus 2 runs, and in Years 4 it is minus 3 runs.

A fair delivery that is not scored off is entered as a dot. If runs are scored off the bat the number of runs

is recorded as a numeral – 1, 2, 4 etc. 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).



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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 recorded against the bowler (i.e. runs off the bat, wides and no-balls are recorded against the bowler) and the other runs which aren't, such byes and leg byes.

The Bowler only gets credited with a wicket (W) by getting a batsman out bowled or caught. Note that when a catch is taken, 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 that each player takes 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 bowler's 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 a 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 2 runs to the batting team's total.

If the batsmen also run on a wide, any additional runs are also recorded as “Wides”. For example, they run one run on a wide delivery, the total wides are three. This is recorded by “+1”. The “+” records the two runs for the wide and the “1” is the one run added to the wide to get a total of 3.



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No Ball

In these grades the no-ball is signaled by the square leg umpire (ie the umpire at the striker's end) when the delivery 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 Years 4 and 5, a No Ball is called if the ball bounces more than once or rolls before reaching the popping crease (i.e. the front crease line). The batsman cannot be out Bowled or Caught off a No-ball. If the batsmen decide to run on a Noball, either batsman 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 a No-ball is bowled and two runs are hit off the no-ball, we show in the analysis, 2 no-balls 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 a fair delivery 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 or hand holding the bat up to the wrist) and the batsmen run. If the ball hits 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, or the only runs taken are "Byes" or "Leg-byes".

Scoresheets

Please retain the scoresheets until the end of the season –

- Information from them might be required for Prizegiving (in particular Club records)
- It will be necessary to record your stats to update the stat spreadsheet which will be used for prizegiving for team stats

Last updated 15th November 2021.