QUINNS ROCKS

CRICKET CLUB

STINGRAYS

19   84

SCORER'S HANDBOOK
Under 10/11

QUINNS ROCKS JUNIOR CRICKET CLUB

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QUINNS ROCKS JUNIOR CRICKET CLUB

WELCOME

Thank you for volunteering to take on the position of Scorer for this season at the Quinns Rocks Junior Cricket Club.

Scorers are an essential though often underrated part of the fabric of cricket. If you didn't have scorers, there would be no idea of the result, no record of excellent performances and no individual statistics. Equally, in older age groups, without scorers it would be impossible to construct ladders and to determine which teams had qualified for finals. Identifying those players who had won trophies for batting and bowling would also be impossible!

Scoring for cricket isn't hard, once you know a few basics, and that's where this Scorer's Handbook is intended to help you. It's designed to help you establish effective scoring techniques, as well as tricks and tips that you can use on Match Day to make your job a little easier.

Feel free to pick and choose what you use from this handbook – it is intended only as a guide. If you ever need help or advice about the role of Scorer, please feel free to make contact with a member of the Junior Committee – their contact details can be found on the next page. They will be only too happy to help!

The Committee would like to thank you for being willing to devote time and effort to the role of Scorer. We want you to know that the Scorer's role is essential to the operation of our Junior Teams and that the time and effort you will devote to this role are very much appreciated.

Best wishes for the coming season.

QUINNS ROCKS JUNIOR CRICKET CLUB

COMMITTEE CONTACTS

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OUR MISSION

We work with Junior Cricketers, their families and the wider community to foster a positive, supportive and engaging sporting environment.

Every person involved with our Club will feel included and valued.

Each individual, whether player, parent or coach, will be encouraged to develop their potential, with the emphasis always placed on fun and skill.

OUR VISION

Our Club is built upon a culture of inclusion and a strong commitment to the continuous holistic development of our Players and Members.

Our reputation as the Club of Choice in the northern suburbs will be based upon our active promotion of the Spirit of Cricket and a belief that every individual has a valuable contribution to make to the team.

QUINNS ROCKS JUNIOR CRICKET CLUB

THE STINGRAY WAY

PLAYERS

Listening to and supporting the Team Coach

Playing because you love the game

Putting the team before the individual

PARENTS

Abiding by the Code of Behaviour

Helping out around the Club

Supporting the Umpires

COACHES

Encouraging participants

Displaying control, respect and professionalism

Communicating clearly to Players and Parents

COMMITTEE

Giving all young players a fair go

Communicating clearly to Members

Leading by example

QUINNS ROCKS JUNIOR CRICKET CLUB

SCORER
JOB DESCRIPTION

INTRODUCTION
Every cricket team needs a scorer. Always remember that you usually have another scorer from the opposing team sitting right next to you. Scorers are usually nice people and only too willing to help "train" a novice scorer. Remember too that you are a link between your team and the opposition – be diplomatic and enjoy the experience. Most of the time, scoring is straight - forward but just when you think you've mastered it, you can get into a bit of bother. Things can get hectic when lots of runs are being scored and wickets are falling. Bowlers with short run-ups don't give you much of a spell between balls. Just try to keep your cool and enjoy the scoring experience and remember to keep checking with your fellow scorer and communicate often.

TIPS
• Don't be too parochial – keep pleasure/pain in relation to the game to yourself.
• Don't get too excited if your team is dominating.
• Keep in mind the feelings of the other scorer.
• Don't get too concerned if your team is facing defeat.

RELATIONSHIP TO UMPIRES
The signals used by the umpires are shown overleaf. When an umpire gives a signal make sure your scoring partner has also seen the signal and give the umpire a wave so that he/she know that the signal has been observed. If you are unsure about an umpires signal, it is OK to yell out and seek clarification. If the umpire signals two occurrences (no ball, 4 runs) then you have to signal each occurrence separately. But importantly, d*on't question the umpire.* If they make an error in the number of balls delivered in an over, don't worry about it. If you thought the umpire should have signalled a leg bye, just assume the runs came off the bat and allocate the runs to the batter. **Never forget that the umpire is in charge of the game and his/her word is law**. You should, however, advise the Umpire (or Coaches) if a bowler has bowled the maximum number of overs that can be bowled in a "spell" or if a batsmen has faced his maximum number of balls – see age group rules.

QUINNS ROCKS JUNIOR CRICKET CLUB

SCORER
JOB DESCRIPTION

THE RULES AND LAWS OF CRICKET

It is useful if you know the basic rules of cricket and any local rules that may apply to your competition. For example, in junior club cricket there are rules that relate to the number of balls a batter may face before retiring. It is also useful if you know about the "follow on" rule and the maximum number of overs that a bowler can bowl in a sequence. Note that rules are progressively introduced as players get older. You will need to score in accordance to the age group rules that apply.

GETTING TO KNOW THE PLAYERS

One of the challenges in scoring is getting to know the names of the players on the field. It helps if you have a good idea of most of the players in your team and the opposition scorer knows most of the players in their team.

Many players will look the same when they are at a distance on the field and wearing their whites. Concentrate on getting to know the distinguishing features of players. For example;

• Are they a left or right handed batter or bowler?
• Does the colour of their helmet, cap/hat, hair or bat handle help distinguish them?
• Do they wear long or short sleeves?
• Is the player tall, medium, or short?

You can keep a note of one of these distinguishing features in the score book next to the player's name. At QRJCC, we ask our Under 10 players to wear numbers of the back of their shirts to help distinguish them as scorer's get to know their players by name. You might like to place a list of player's numbers and names inside the front cover of the team scorebook.

SKILLS REQUIRED

• Accuracy
• Concentration

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SCORER CHECKLIST

WHAT TO TAKE TO EACH GAME

- ☐ Scorebook
- ☐ Lead Pencils
- ☐ Sharpener
- ☐ Eraser
- ☐ Coloured Pens (red, blue, black)
- ☐ Calculator
- ☐ Bulldog clip (to hold pages down when it's windy)
- ☐ Scorer's table
- ☐ Scorer's chair
- ☐ Suncream/hat/glasses
- ☐ Drink/snack

With the exception of the last two items on the list, the Club provides scorer's with everything that is needed to do the job. The Team Coach and/or Team Manager will probably bring this equipment to each game (in case a Scorer is absent). You can, of course, customise scoring to your own preferences. Some scorer's like to use pens, while others prefer pencil – the choice is yours.

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TERMS & SIGNALS

Term	Description	Umpire Signal	Scorebook Symbol
Boundary (Four)	Shot that reaches boundary.		**4**
Boundary (Six)	Shot that reaches boundary on the full.		**6**
Byes	Runs taken when ball is not hit by batter.		**B**
Dead Ball	Called by umpire to discount this delivery. Do not record anything. Ball will be re-bowled		
Declaration	When a team captain considers the team has scored enough runs he/she may "declare" the innings closed.	–	
Delivery	A ball bowled by a bowler.	–	
Dot Ball	When no runs result from a "delivery".	–	●
Innings	An innings concludes when 10 batters have been dismissed, a declaration has been made, or the required overs bowled.	–	

Term	Description	Umpire Signal	Scorebook Symbol
Leg Bye	Runs taken after a delivery hits any part of a batter or his/her equipment (other than the bat and gloves).		**LB**
Maiden	An over in which there is no addition to the score (except for byes or leg byes, which are considered to be the "fault" of the wicket keeper and not the bowler).	–	
No-ball	A no ball is a penalty against the fielding team, usually as a result of an illegal delivery by the bowler.		⊙
Out	Batter has been dismissed.		**X**
Over	A sequence of six legal balls delivered by the bowler.	–	
Short Run	The batter does not cross the crease and takes another run without completing the previous run.		Only record completed runs.
Signal Revoked	Umpire changes decision and will re-signal. Watch for new signal.		
Sundries	A collective name for no balls, byes, leg byes and wides. Often called "extras".	–	
Retired	Batter leaves field without being "out". E.G. has faced a maximum number of balls. May return to bat later.	–	
Wide	A delivery too difficult for batter to reach. If the batter touches the ball with his/her bat, it is not a wide.		**W**

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SCORING TIPS

BEFORE THE GAME

Introduce yourself to the opponent's scorer and sit next to them (in the shade). Make sure that all the items you'll need for scoring are at hand. This would include, for example, a pencil (+spares), eraser, pencil sharpener, water, snacks.

SETTING UP

• Begin scoring on a new page for each match.
• Prior to the start of each match, complete all details at the top of the page.
• Find out who won the toss and who will bat first.
• Complete the batting and bowling line-ups in as much detail as possible – note that this can change, so writing in pencil is recommended!

BEGIN SCORING

• When scoring get into a routine.
• Record only what the Umpire signals.
• If in doubt ask the Umpire's to repeat his/her signal and clarify if needed.
• If either scorer doesn't know the name of a bowler, find out by asking nearby spectators or yell out "bowlers name!".
• You should complete three actions after each delivery – batter, bowler, score.
• Work together with the scorer from the opposition team – talk out loud about the entries you are making into the scorebook.
• Compare and confirm scores at the end of each over.

Note – For Under 10s and Under 11s;
• Batters can be out more than once.
• No-balls and Wides are not re-bowled at this age group. So an over has a maximum of six deliveries regardless of ball by ball outcome.
• Team Score is calculated as an average score per wicket, which can be though of as being **Total Team Score** divided by **Total Team Outs.**

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EXAMPLES

AT THE START OF EVERY OVER
- Record the bowler's name
- Identify which batsman who is facing the bowler.

IF A FAIR BALL IS BOWLED….	Scorebook Symbol
AND NO RUNS ARE SCORED… • Record as a dot against the batter and the bowler.	●
AND RUNS ARE SCORED… (for example, 2) • Record the runs against the batsman. • Record the runs against the bowler. • Advance the progressive score.	**2**

IF A NO BALL IS BOWLED….	Scorebook Symbol
AND NO RUNS ARE SCORED… (Umpire will signal No-ball) • Record No ball against the batter - not counted to batters total. • Record No ball against the bowler – counted to bowlers total. • Advance the progressive score by one.	⊙
AND BATTERS RUNS BUT BALL NOT PLAYED WITH BAT… (after No-ball Umpire will signal Bye, for example, 2 byes run) • Record No balls against the batter – not counted to batters total. • Record No balls against the bowler - counted to bowler's total. • Advance the progressive score by three.	(⦂)
AND BATTERS RUN AFTER BALL PLAYED WITH THE BAT… (for example, 2) (Umpire will signal No-ball) • Record No balls against the batter – 2 runs count to batsman total. • Record No balls against the bowler – 1 no ball and 2 runs to bowler's total. • Advance the progressive score by three.	(2)

IF A WIDE BALL IS BOWLED….	Scorebook Symbol
AND BATTERS DON'T RUN… (Umpire signals Wide) • Record Wide against the batter – one counted to batter total. • Record Wide against the bowler – one counted to bowlers total. • Advance the progressive score by one	**W**
AND BATTERS RUN…(For example, 1 run) (Umpire signals Wide) • Record Wides against the batter – 2 wides counted to batter total. • Record Wides against the bowler - 2 wides counted to bowlers total. • Advance the progressive score by two.	**(2W)**
AND BALL REACHES THE BOUNDARY (Umpire signals Wide followed by "4") • Record Wides against the batter – 5 wides counted to batter total. • Record Wides against the bowler – 5 wides counted to bowlers total. • Advance the progressive score by five.	**(5W)**

IF A FAIR BALL IS BOWLED AND NOT HIT BY BATTER….	Scorebook Symbol
AND BATTERS RUN…(For example, 1 run) (Umpire signals Bye) • Record Bye against the batter – 1 bye counted to batter total. • Record Bye against the bowler – 1 bye counted to bowlers total. • Advance the progressive score by one.	**B**
AND BATTERS RUN…(For example, 2 runs) (Umpire signals Bye) • Record Byes against the batter – 2 byes counted to batter total. • Record Byes against the bowler– 2 byes counted to bowlers total. • Advance the progressive score by two.	**(2B)**
AND BALL REACHES BOUNDARY… (Umpire signals Bye followed by "4") • Record Byes against the batter – 4 byes counted to batter total. • Record Byes against the bowler– 4 byes counted to bowlers total. • Advance the progressive score by four.	**(4B)**

IF A FAIR BALL IS BOWLED AND HITS BATTER (NOT BAT)…	Scorebook Symbol
AND BATTERS RUN…(For example, 1 run) • Record Leg Bye against the batter – 1 leg bye counted to batter total. • Record Leg Bye against the bowler – 1 leg bye counted to bowlers total. • Advance the progressive score by one.	**LB**
AND BATTERS RUN…(For example, 2 runs) • Record Leg Byes against the batter – two leg byes counted to batter total. • Record Leg Byes against the bowler– two leg byes counted to bowlers total. • Advance the progressive score by two.	**(2LB)**

IF THE BATTER IS OUT…	Scorebook Symbol
NOTE THAT THERE ARE 10 WAYS TO GET OUT IN CRICKET… Caught, Bowled, Leg Before Wicket (LBW), Stumped, Run Out, Hit Wicket, Handled The Ball, Obstructing the Field, Hit The Ball Twice, Timed Out.	
• Record details of how the batter was dismissed. • Record "X" against the batter. • Record "X" against the bowler.	**X**

IF BATTER RETIRES (THROUGH INJURY OR NUMBER OF BALLS)…	
• Count all scoring balls (not dot balls) and enter total. • Count number of "outs" for batter and enter total. • Confirm totals with other scorer.	

IF BOWLER HAS COMPLETED ALLOTTED NUMBER OF OVERS…	
• Count all scoring balls (not dot balls) and enter total. • Count number of wickets and enter total. • Confirm totals with other scorer.	

WHEN AN INNINGS IS COMPLETE – BALANCING THE BOOK

Batting Section
• Total Team Batting Score
• Total Team Outs

Bowling Section
• Total Team Bowling Score
• Total Team Outs

These should be the same – if not, don't panic! Simply review each of the Batters's and Bowler's totals with the other scorer and you'll find the error.

Calcuate Final Score
• *Total Team Score* divided by *Total Team Outs.*

Check and confirm Final Score with the other scorer.

Scorebook Guide

Batsman Score

Ball by ball 1-6

Number of runs made

Total Outs

Pairs combined Score

BATSMEN	RUNS SCORED BY OVER				Runs	Outs	Total
	1	2	3	4			
PAIR 1							
PAIR 2							

Final Score

Total Outs

Total Runs

TEAM TOTAL

Total Runs / Total Outs

AVERAGE (RUNS/WICKETS)

Bowling Analysis

Ball by ball 1-6

Total wickets taken

Total runs conceded

BOWLER	OVER 1	OVER 2	Total	
			W	R
1				
2				

Progressive Score

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

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CASE STUDY 1
'AN OVER'

Wade is the bowler. Connor is on strike at the beginning of the batting pair's first over. The first ball is blocked (a dot ball); the second ball is hit for a single, so Zac is now on strike. The third ball is a no-ball. Zac takes a big swing at it and scores two. The fourth ball Zac hits for two (so he's still on strike). Zac blocks the fifth ball. Zac has now faced 3 balls, so the batters change ends. Connor is now on strike and hits a four. The scorecard looks like this after the first over;

		RUNS SCORED BY OVER													Runs	Outs	Total
	BATTERS	1			2			3			4						
PAIR 1	Connor	•	1	4													
	Zac	②	2	•													

The batters have scored a total of 9 runs + 1 no ball = 10 off the over.

The scorecard for Wade, the bowler, looks like this;

	BOWLER	OVER 1			OVER 2			Total	
								W	R
1	Wade	•	1	②					
		2	•	4					

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CASE STUDY 2
'END OF PAIR'

At the end of a batting pair's innings, the number of runs scored by each batter is summed (including wides, no-balls, byes and leg byes), plus the total number of times dismissed. Then the total for the pair is filled in. At the end of the pair's innings, the score sheet looks like this;

BATSMEN		RUNS SCORED BY OVER													Runs	Outs	Total
		1			2			3			4						
PAIR	Connor	•	1	4	W	W1	B	X	1	•	•	1	•		11	1	24
1	Zac	②	2	•	W	•	2	LB	2	•	B	X	O		13	1	

At the end of a bowler's overs, the number of wickets taken is record in the 'W' column, and the total runs scored is recorded in the 'R' column (including wides, no balls, leg byes and byes. This is what Wade's final figures look like;

BOWLER		OVER 1			OVER 2			Total	
								W	R
1	Wade	•	1	②	X	•	W	1	13
		2	•	4	1	•	B		

CASE STUDY 3 'RUNNING TOTAL'

For each scoring event, the runs are checked off in this section. A wide scores one, a bye scores one for each run the batters take (same for leg byes). A no ball scores one plus the number of runs taken by the batters if it is hit. So for a no-ball that the batter hits and scores 2 (which looks like k in the batting and bowling section, 3 runs are scored. The running total is updated like this;

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

The scoring shots (or wides/no-balls) in order (from the batting section of the previous two Case Studies) would be: 1,3,2,4,1,2,1,2,1,1,1,2,1,1,1.

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CASE STUDY 4
'TEAM TOTAL'

The first stage in calculating the Team Total is to sum the 'Outs' column and the 'Total' column. This gives the total number of outs ('dismissals'), and the total runs scored.

The Team Total (which is really an average) is calculated by dividing the total number of runs scored by the number of dismissals, like this;

Total Outs

Total Runs

TEAM TOTAL	6	84
AVERAGE (RUNS/WICKETS		14

Total Runs / Total Outs

JUNIOR CRICKET STAGE 1 SCORECARD - 20 OVER GAME

JUNIOR CRICKET 1

HOME TEAM:

AWAY TEAM:

INNINGS OF:

HOME CAPTAIN:

AWAY CAPTAIN:

DATE:

START TIME 1ST BALL:

END TIME LAST BALL:

MATCH DURATION:

VENUE:

TOSS WON BY:

TEMPERATURE AT START:

HOME COACH:

AWAY COACH:

AGE/DIVISION:

BATTER / BALLS

BATTER	BALLS 1–24	Bat #	Runs	BF	4	6	# of Outs
1							
2							
3							
4							
5							
6							
7							
8							
9							

PROGRESSIVE TOTAL SCORE

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170
171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190
191	192	193	194	195	196	197	198	199	200

WICKETS

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60
61	62	63	64	65
66	67	68	69	70
71	72	73	74	75
76	77	78	79	80

PROGRESSIVE OVER SCORE

OV	BOWLER NO.	SCORE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

BOWLER

BOWLER	1	2	3	4	Overs	Maidens	Un Wkts	Wd	Nb	No	Wickets	Runs	Fielding (Caught, Caught WK, RO Ass, RO Un, Stumped)
1													
2													
3													
4													
5													
6													
7													
8													
9													

Runs scored off the bat / TOTAL

															TOTAL
Byes	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Leg Byes	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Wides	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
No Balls	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Total Wickets taken from your team's bowling innings   X4=

TOTAL SCORE

RESULT OF MATCH

UMPIRE/S

UMPIRE/S SIGNATURE

HOME TEAM SCORER'S NAME:

OPPOSITION TEAM SCORER'S NAME:

FOR FURTHER INFORMATION VISIT COMMUNITY.CRICKET.COM.AU