

Club Scorer Handout

Symbols used by Scorers

Symbol	Situation	Umpire Signal(s)	Scored as
* or Cpt	Captain	n/a	n/a
† or Wkt	Wicket keeper	n/a	n/a
R	Run Out	Out	Completed runs and any penalty runs to count
— (underscore)	Batters end up at "wrong ends" after short run or wicket falling	Short run or fall of wicket	Number of runs or wicket Underlined to show change of ends
W	Wicket falls that is credited to the bowler	No signal to the scorers	Fall of wicket data
P	Penalty runs to count	Penalty runs to batting or bowling side	Penalty runs to batting or bowling side. Extras only
●	No runs scored	n/a	Dot Ball
1, 2, 3 ...etc.	Runs scored off the bat	n/a	Relevant number of runs All debited to batter & bowler
4 or 6	Boundary 4 or 6	Boundary 4 or Boundary 6	4 or 6 (unless agreed differently <i>before</i> the start) All debited to batter & bowler
△ or B Optional: △ △ △ or B1 B2 etc.	Striker does not hit the ball and batters run	Bye	1 or more Bye extras matching number of completed runs No runs debited to batter or bowler Optional dots in triangle to match completed runs
△ or B Optional: △ or B4	Striker does not hit the ball and the ball crosses the boundary	Bye followed by Boundary 4	4 Bye extras No runs debited to batter or bowler Optional 4 dots in triangle
▽ or L Optional: ▽ ▽ ▽ or L1 L2 etc.	Striker attempts to play the ball and batters run	Leg Bye	1 or more Leg Bye extras matching number of completed runs No runs debited to batter or bowler Optional dots in triangle to match completed runs
▽ or L Optional: ▽ or L4	Striker attempts to play the ball and the ball crosses the boundary	Leg Bye followed by Boundary 4	4 Leg Bye extras No runs debited to batter or bowler Optional 4 dots in triangle

Club Scorer Handout

Symbols used by Scorers

Symbol	Situation	Umpire Signal(s)	Scored as
○	No Ball No additional runs scored	No Ball	1 No Ball extra Debited to bowler
① ② ③ etc.	No Ball Striker hits the ball and the batters run	No Ball	One No Ball extra Other runs credited to striker Circle for the No Ball containing numerals for completed runs All debited to bowler
④ ⑥	No Ball Striker hits the ball which crosses the boundary	No Ball followed by Boundary four or six	One No Ball extra Four or six credited to striker Circle for the No Ball containing 4 or 6 All debited to bowler
△ ▽ B L △ ▽ B ² L ³	No Ball Striker does not hit the ball and the batters run	No Ball followed by Bye or Leg Bye	1 run in No Ball extras Additional runs in Bye or Leg Bye extras No runs credited to striker 1 run debited to bowler
△ ▽ B ⁴ L ⁴	No Ball Striker does not hit the ball and the ball crosses the boundary	No Ball followed by Bye or Leg Bye followed by Boundary 4	1 run in No Ball extras Four runs in Bye or Leg Bye extras No runs credited to striker 1 run debited to bowler
□	A free hit No Ball	No Ball followed by Free Hit	Same rules as normal No Ball Optional square instead of circle
+	Wide Ball No additional runs scored	Wide Ball	1 Wide extra Debited to bowler
⦕ ⦕ ⦕ etc.	Wide Ball and batters run	Wide Ball	All runs + Wide penalty in Wide extras Plus sign for the Wide containing a dot in a corner for each completed run All debited to bowler
⦕	Wide Ball and ball crosses the boundary	Wide Ball followed by Boundary 4	5 Wide extras Plus sign for the Wide containing a dot in each corner 5 runs debited to bowler
⦕ ^W	Wide Ball Striker is out Stumped or Hit Wicket	Wide Ball followed by Out	1 Wide extra Debited to bowler Record fall of wicket data

Club Scorer Handout

Umpire's Signals



Pre-signal

One arm held out at approximately 45° angle.

The signal is given when the ball is in play and although for the benefit of the scorers, it does NOT require acknowledgement.

This signal will be followed by another one (usually Bye or Leg Bye) when the ball is dead.



Out

An index finger is raised above the head.

Generally this signal is given when the ball is in play and can be given by either umpire.

This signal is not for the scorers and should NOT be acknowledged.



Boundary Four

Starting with an arm across the chest, extended to full width and back across the chest twice and finishing with the arm across the chest. The signal is given when the ball is dead.

Written in the scorebook as 4, unless accompanied by an extras signal



Boundary Six

Both arms raised above the head.

The signal is given when the ball is dead.

Written in the score book as 6.



No Ball

One arm extended horizontally with a call of No Ball.

The signal is given when the ball is in play and then repeated for the scorers (without the call) when the ball is dead.

Score book symbol is O

Maybe followed by the Bye or Leg Bye signal to indicate that the striker did not hit the ball and/or a Boundary 4 or 6 signal.

Club Scorer Handout

Umpire's Signals



Free Hit

A raised wrist rotated above the head to indicate a Free Hit for the next valid delivery.

This is a No Ball front foot fault that has been penalised with a No Ball free hit for the subsequent valid delivery.

The signal is given when the ball is dead



Wide Ball

Both arms extended horizontally with a call of Wide Ball.

The signal is given when the ball is in play and then repeated for the scorers (without the call) when the ball is dead.

Written in the score book as +
with a series of dots to indicate the additional runs scored

Maybe followed by a Boundary 4 signal.



Bye

An open hand (fingers together) raised above the head
The signal is given when the ball is dead.

Written in the score book as \triangle
(with optional dots to indicate the number of runs scored)

or B
(with optional numerals to indicate the number of runs scored)

May follow the No Ball signal to indicate the ball was not hit by the striker. All additional runs are scored as Byes and only one in No Balls.



Leg Bye

A raised knee is touched with the hand
The signal is given when the ball is dead.

Written in the score book as ∇
(with optional dots to indicate the number of runs scored)

or L
(with optional numerals to indicate the number of runs scored)

May follow the No Ball signal to indicate the ball hit the body of the striker rather than the bat. All additional runs are scored as Leg Byes and only one in the No Balls.

Club Scorer Handout

Umpire's Signals



Revoke Last Signal

Both shoulders are touched simultaneously with the opposite hands.

The signal is given when the ball is dead and can be given by either umpire.

Often followed by another signal (e.g. boundary 4 – revoke last signal – boundary 6)



Dead Ball

The wrists are crossed and re-crossed below the waist with a call of 'Dead Ball'.

The signal is given when the ball is in play (to make the ball dead) and then repeated (without the call) for the scorers.



Short Run

One arm bent upwards touching the near shoulder with the tips of the fingers with a call of 'short run'. The signal is given when the ball is dead and can be given by either umpire

The bowler's end umpire should inform the scorers how many runs have been scored.

The number of runs is reduced by however many runs are short. An underline can be drawn under the symbol or numeral if the batsmen finish up the 'wrong' end.



5 Penalty runs to the batting side

One shoulder is repeatedly and visibly tapped with the opposite hand.

The signal is given when the ball is dead.

A tip to remember if these are to the batting or fielding side is "patting for batting".



5 Penalty runs to the fielding side

One hand is placed on the opposite shoulder. The signal is given when the ball is dead

Club Scorer Handout

Umpire's Signals



Level 3 or 4 conduct - Player suspended

One arm is put out to the side of the body and repeatedly raised and lowered

This signal will be followed by another to indicate if the suspension is for a number of overs or for the rest of the match.

Acknowledge each part separately



Level 3 conduct

Player suspended for a number of overs

Both hands are raised to shoulder height, all fingers spread and palms facing towards the scorers.

This signal follows the one above for player suspension. Acknowledge each part separately



Level 4 conduct

Player suspended for the rest of the match

An index finger is raised, held at shoulder height to the side of the body.

This signal follows the one above for player suspension. Acknowledge each part separately



Power Play

The hand is rotated clockwise from above the head to the waist to indicate a Power Play is due to start.

The signal is given when the ball is dead and before the first delivery of the next over.



New Ball

A ball is held above the head. The signal is given when the ball is dead.

Record the state of play (runs/wickets/overs) when this signal is given



Last Hour

A raised wrist is pointed to with the other hand.

The signal is given when the ball is dead and at the end of the last over before the start of the last hour of play.

Mark this with a thick line down the side of the last bowling boxes used in the bowling analysis

Club Scorer Handout - Dismissals

DISMISSAL	LAW NUMBER	Can Striker be out?	Can non-Striker be out?	Which umpire gives the decision?	Bowler given credit?	Can happen off a No Ball?	Can happen off a Wide?	Runs permitted? (Penalty runs refer to Wides, No Balls and other penalties)
BOWLED	32	Yes	No	Bowler's end	Yes	No	No	No runs allowed
CAUGHT	33	Yes	No	Bowler's end	Yes	No	No	No runs allowed
HIT THE BALL TWICE	34	Yes	No	Bowler's end	No	Yes	No	Penalty runs only to count No other runs allowed
HIT WICKET	35	Yes	No	Striker's end	Yes	No	Yes	Penalty runs to count No other runs allowed
LBW	36	Yes	No	Bowler's end	Yes	No	No	No runs allowed
OBSTRUCTING THE FIELD	37	Yes	Yes	Bowler's end	No	Yes	Yes	Penalty runs and any completed runs to count, unless obstruction prevents a catch being taken
RUN OUT	38	Yes	Yes	Relevant end	No	Yes	Yes	Penalty runs to count. Completed runs count unless injured striker is <u>him/herself</u> Run Out
STUMPED	39	Yes	No	Striker's end	Yes	No	Yes	Penalty run for a Wide No other runs allowed
TIMED OUT	40	Yes	No	Both	No	N/A	N/A	Umpires will confer. Bowler's end umpire will inform scorers

OTHER 'HOW OUT' ENTRIES

NOT OUT
DID NOT BAT
ABSENT

RETIRED NOT OUT – due to illness or injury – clarify with umpire reason for retirement
RETIRED OUT – for anything other than illness or injury – clarify with umpire reason for retirement
CAUGHT & BOWLED - variation of Caught when the bowler takes the catch

Club Scorer Handout

The Duties of a Scorer



MCC Laws of Cricket – Law 3 – The Scorers

1. Appointment of scorers

Two scorers shall be appointed to **record** all runs scored, all wickets taken and where appropriate, number of overs bowled.

2. Correctness of scores

The scorers shall frequently **check** to ensure that their records agree. They shall agree with the umpires, at least at every interval (other than drinks intervals) and at the conclusion of the match, the runs scored, the wickets that have fallen and where appropriate, the number of overs bowled.

3. Acknowledging signals

The scorers shall **accept** all instructions and signals given to them by the umpires and shall immediately **acknowledge** each separate signal.

It is also essential for scorers to be aware of the competition rules that apply to the match that they are appointed to.

RECORD: all entries in the scoring record accurately and legibly, to enable others to make sense of the record. The use of 'standard symbols' is important so that others can understand it.

CHECK: the scoring record frequently with your scorer colleague and the score with the umpires at intervals. Check as often as is practical that all sections of your own scoring record balance (see handout CS09 for more details on balancing).

ACCEPT: the decision and signal(s) from the umpire and always record this within the scoring record. If in doubt use a pencil and check with the umpire as soon as practical.

E.g. If the umpire signals boundary 4 and you saw the ball bounce over the boundary line, you record boundary 4 as signalled and not boundary 6 as seen.

If you only see 5 deliveries bowled in an over, record only 5.

If you see 7 legitimate deliveries bowled in an over, record all 7.

ACKNOWLEDGE: each signal from the umpire clearly and promptly. Multiple signals (such as Byes – Boundary 4) must be acknowledged separately.

Wait until the ball is dead and watch for a possible umpire's signal before recording that delivery.

Ensure your acknowledgement is visible to the umpire especially when scoring from within an enclosed scoreboard.

Move a raised hand vigorously or use something brightly coloured to acknowledge with.

Best practice when only one scorer is present

- Only update one scorebook
- If at all possible, do not operate the scoreboard

Club Scorer Handout

Pre-match Activities



Preparation

- Is your appointment as scorer confirmed?
- Do you know where the ground is located?
- How are you going to get there?
- How long will it take to get there?
- What time should you arrive?
This may depend on match type and how you are travelling
- Do you know the competition type, rules & regulations, ECB directives?
- How should you dress for this type of match?
- Have you got the correct scoring equipment?
- Does the scoring equipment function properly?
- What is required of you as scorer?
E.g. team sheets, score match, live score feeds, report the result

On arrival

- Have you introduced yourself to the relevant people?
Club officers, umpires, captains, other scorers etc.
- Where are you going to score from?
- Where are the relevant facilities?
- Have you welcomed the away scorer if you are the home scorer?
Does the away scorer know where the scoreboard and facilities are?
- Who will operate the scoreboard and do they know how to do it?
If at all possible, this should not be the scorer.

Pre-Match meeting with umpires/captains/scoring colleague

- Confirm the match format, rules & regulations
- Confirm the hours of play and intervals
- Confirm the master clock to use
- Confirm the boundary and allowances
- Agree and confirm any pre-signals
- Agree acknowledgement of signals
- Confirm who will manage the scoreboard
- Obtain team sheets
- Identify who won the toss and what they elected to do

Club Scorer Handout

Scoring Equipment



Essential equipment

- Paper scoring record (scorebook, scoresheet, linear sheet)
- Writing equipment (pencil, pen, coloured fine line pens)
- Eraser and/or correcting materials
- Clock or watch
- MCC Laws of Cricket
- Competition rules and regulations

Recommended equipment

- Score bag to keep everything in
- Signaller (a method of acknowledging umpires' signals)
- Electronic scoring device (computer/tablet containing scoring software)
- WiFi connection (if Live Scores are required)
- Notebook or spare paper
- Binoculars
- Calculator
- Ruler
- Pencil case
- Bulldog clips – may be essential depending on location
- ECB directive cards
- Sunhat / Sunglasses / Sunscreen
- Tom Smith's Cricket Umpiring and Scoring book

Additional items for consideration

- Blank team lists
- Cushion
- Highlighter
- Gloves (fingerless ones are especially useful)
- Bottle of drink
- Fleece – weather/cold protection
- Umbrella
- Insect repellent
- Hand gel
- Tissues
- Antiseptic Wipes

Club Scorer Handout

Dead Ball – Law 20

Occasion	Ball counts in over?	Auto matic?	Called and signalled
Ball is finally settled in hands of the wicket-keeper or bowler	Yes	✓	
A boundary is scored (Law 19.7)	Yes	✓	
A batsman is dismissed	Yes	✓	
Ball is trapped by striker's person and/or equipment	Yes	✓	
Ball lodges in batsman's or umpire's clothing	Yes	✓	
Ball hits fielder's helmet on the ground (Law 28.3)	Yes	✓	
Fielding side and both batsmen cease to regard the ball as in play	Yes	✓	
The umpire is satisfied that the ball in play cannot be recovered	Yes		✓
Either umpire leaves their normal position for consultation	Yes		✓
Leg Byes not to be awarded (Law 23.3)	Yes		✓
Runs disallowed when a runner leaves the crease early (Law 25.7.2)	Yes		✓
Batsman leaving the wicket under a misconception (Law 31.7)	Yes		✓
A serious injury to a player or umpire occurs	Y & N		✓
Either umpire intervenes in a case of unfair play	Y & N		✓
Penalty runs awarded for fielder returning without permission and coming into contact with the ball whilst in play (Law 24.4)	No	✓	
Penalty runs awarded for 'illegal fielding' (Law 28.2)	No	✓	
One or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball	No		✓
Striker is not ready for the delivery provided that the umpire is satisfied there was adequate reason.	No		✓
Striker distracted by noise, movement or other reason whilst preparing to receive or receiving delivery	No		✓
Deliberate attempt to distract the striker (Law 41.4)	No		✓
Deliberate attempt to distract, deceive or obstruct batsman after receiving the ball (Law 41.5)	No		✓
Bowler drops the ball before delivery	No		✓
Ball does not leave bowler's hand other than an attempt to run out the non-striker	No		✓
Ball coming to rest in front of the striker's wicket (Law 21.8)	No		✓
Striker puts his wicket down before bowler has entered his delivery stride (Law 35.1.2)	No		✓
Movement by the wicket-keeper (Law 27.4)	No		✓
Unfair movement by fielders (Law 28.6)	No		✓
Batsmen stealing a run (Law 41.17)	No		✓
Ball delivered by the bowler makes contact with any part of a fielder's person (Law 21.9)	No		✓

The call of 'Over' is made after 6 valid deliveries and *after the ball becomes dead*.

The call of 'Time' is made on the cessation of play before any interval or interruption of play, i.e. *after the ball becomes dead* or at the *conclusion of the match*.

Club Scorer Handout

Penalty Runs



When a bowler bowls a Wide or a No Ball, the MCC Laws of Cricket (laws 21 and 22) state that a penalty run shall be awarded instantly and that it shall be scored in addition to any other runs scored.

The laws also say that these types of penalty runs should be scored as Wide or No Ball extras and NOT in Penalty extras, which is why most scorers don't think of these runs as penalty runs.

Some competition rules award a different number of penalty runs for a No Ball and/or Wide, so it is essential to check your competition rules for this.

Several other Laws of Cricket award penalty runs when a player does something that is considered unfair and it is these incidences (detailed below and overleaf) that are more generally referred to as penalty runs.

- Always 5 runs (unless competition regulations state otherwise)
- May be awarded to either side
- May not be attributed to a delivery
- First innings score is provisional until second innings is complete, in case penalty runs are awarded to batting side in second innings
- The side batting second may start with runs on the board from penalty runs awarded when they fielded in the first innings

How to record if awarded to batting side:-

- 5 runs in penalty (fielding) extras
- Cross 5 runs off cumulative run tally
- 1 in Penalty B column of Score at End of Over
- Make a note of which over/delivery it occurred on and why (if known)
- Optional P in bowling but NOT as a delivery

Note – some penalty runs are awarded in addition to any actual runs scored (see table overleaf). If additional runs are completed, they should be scored in the manner that they were originally achieved (e.g. runs to striker, Byes, Leg Byes).

How to record if awarded to fielding side who have not yet batted:-

- 1 in Penalty F column of Score at End of Over
- Make a note of which over/delivery it occurred on and why (if known)
- Optional P in bowling but NOT as a delivery
- When next innings starts:-
 - 5 runs in penalty (fielding) extras
 - Cross 5 runs off cumulative run tally
 - 5 runs in over '0' of Score at End of Over

How to record if awarded to fielding side who have already batted:-

- 1 in Penalty F column of Score at End of Over
- Make a note of which over/delivery it occurred on and why (if known)
- Optional P in bowling but NOT as a delivery
- Move target score on five runs
- 5 in 'Penalties from other innings' at bottom of batting and bowling sections of the first innings scoresheet. Add to provisional batting total to obtain Final Score for first innings, when second innings is complete

Club Scorer Handout

Penalty Runs



Occasion	Law	Side awarded to	Plus any runs scored?	Counts as a ball in the over?
Deliberate short running	18.5	Fielding	No	Yes
Fielder returning without permission and coming into contact with the ball	24.4	Batting	Yes	No
Batsman practicing on the field of play between the call of play and the call of time.	26.4	Fielding	N/A	N/A
Illegal fielding	28.2	Batting	Yes	No
Ball hits helmet on ground	28.3	Batting	Yes	Yes
Deliberate changing condition of the match ball	41.3	Either	N/A	N/A
Deliberate attempt to distract striker preparing to receive or receiving a delivery	41.4	Batting	No	No
Deliberate distraction, deception or obstruction of either batsman	41.5	Batting	Yes *	No
Time wasting by the fielding side	41.9	Batting	No	N/A
Batsman wasting time	41.10	Fielding	No	N/A
Fielder causes avoidable damage to the pitch	41.12	Batting	No	Yes
Batsman causes avoidable damage to the pitch	41.14	Fielding	No	Yes
Batsmen stealing a run	41.17	Fielding	No	No
Unfair action not covered in the laws	41.19	Either	N/A	N/A
Level 3 offence - player suspended for a number of overs	42.4	Either	N/A	N/A
Level 4 offence - player suspended for the rest of the match	42.5	Either	N/A	N/A

* For infringement of law 41.5, the run in progress will count regardless of whether or not the batsmen have crossed.

Club Scorer Handout

Balancing and Result



BALANCING EQUATIONS

- Total runs = batsmen's runs + all extras
- Total runs = bowler's runs + fielding extras (byes, leg byes, penalties)
- Balls received by all batsmen =
Balls bowled by all bowlers - number of wide deliveries

DEFINING A RESULT

- Side A win by a number of runs
- Side B win by a number of wickets
- Draw (side B score fewer runs than side A but are not all out)
- Tie (scores level and side batting second is all out)
- Umpires award a match (when a side concedes defeat or refuses to play)

Competition regulations may define other possible results.

The match is complete when the winning run is scored.
Everything that happens after this event should be ignored.

WHEN IS AN INNINGS COMPLETE?

- A side is all out
- A team declares or forfeits an innings
- The agreed number of overs have been bowled
- The agreed playing time has been completed

Club Scorer Handout

Attributes of an effective scorer



Listed below (in alphabetical order) are a number of key attributes of an *Effective Scorer*.

Using the scale place an X on where you think you are now and note any positive or negative movement as you go through your season.

Low	ATTRIBUTE	High
	ACCURATE	
	APPROPRIATELY DRESSED	
	COMMUNICATIVE	
	CONFIDENT	
	CONSCIENTIOUS	
	CONSISTENT	
	CO-OPERATIVE	
	DECISIVE	
	ENTHUSIASTIC	
	FACILITATING	
	FLEXIBLE	
	FOCUSED	
	INTERACTIVE	
	KNOWLEDGEABLE	
	METICULOUS	
	ORGANISED	
	PROACTIVE	
	PROFESSIONAL	
	PUNCTUAL	
	RESPECTFUL	
	SUPPORTIVE	
	UNFLAPPABLE	
	WATCHES GAME LIKE A SCORER	
	WELL PREPARED	