



MORDIALLOC
REDBACKS



MCC
BLOODHOUNDS
est. 1885

Getting Started

- Have a couple pens at the ready
- Get Our Team List with Names and Numbers off the Team Manager
- Copy the Opposition's Player Names from your opposition's scorebook
- Fill out the Header area of the Score Page with Home Team, Away Team, Toss won by, Date and Grade
- Always write in the Initial and Surname of each Player e.g. J. Smith, if there are two with same initial and surname then make sure to put their full names in.

BATSMAN FACING

- Find out whose facing the first ball and write them in the Number 1 Batsman position, put their partner in the No2 position

BOWLER

- Find out the opening bowlers name and put them in the number 1 Bowler position and so on.....

SCORERS ACKNOWLEDGING SIGNALS:

It is your responsibility to ALWAYS acknowledge all the Umpire's signals throughout the match. Keep the signal(s) simple – just a wave by one arm above your head - complicated movements might cause the Umpire to think there is a problem off the field.

Getting Underway

- Follow the **same routine** as you go through the over. The FOUR scoring sections on each innings score page.

The Batsman score section

The Innings score table

The Extras Section

The Bowlers score section

- Always fill in each in the same order: i.e. write in the runs for the batsman (if Any), add the runs to the innings scorecard, then fill in the bowling section.
- See overleaf for an example bowler's over

SYMBOLS USED IN THE BOWLERS OVER BOX

Digits: 1,2,3,4,5,6 etc for runs scored against the bowler

“W”: Used to indicate the bowler has bowled a WIDE ball

- : “Dot” used to indicate that a fair ball was bowled but no runs were scored

○ : “Dot” in a circle to indicate that the bowler has bowled a “No Ball”

① : a digit within a circle to indicate that the bowler bowled a “ No Ball” but the batsman scored a run off that ball.

X : a “ X” is to indicate that the bowler has taken a wicket
(note – don't put in a X if there is a run-out even if the bowler made the run out)



*Always go on the Umpire's Signal and always check with your score partner
Mark “WK” against the Wicket Keeper(s) in the bowling team*

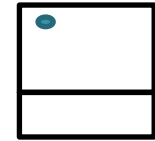


**Mordialloc Cricket Club
SCORERS HELP GUIDE**

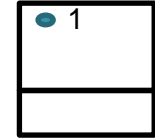
HOW TO SCORE EACH OVER – EXAMPLE OVER

| | |
|--|--|
| FAIR BALL BOWLED, NO RUN SCORED | Put a “Dot” in the current over box for the bowler, wait for the next ball |
| FAIR BALL BOWLED, BATSMAN HITS A RUN (SAY THEY GET SCORE A SINGLE) | Put a “1” in the Batsman runs section, add a run to the innings scorecard, and put a “1” in the current bowler’s over. |
| FAIR BALL BOWLED, BATSMAN IS BOWLED | IN Batsman section: After the last score by the batsman in their score box put “>>” in “How Out” section put “bowled”, & the Bowler’s Name in the Bowler column, add up their score and write this in their Total box. IN the Innings Score table – do nothing IN the Bowlers current over – put in a “X” ENSURE the incoming batsman’s name is the next one on the Batsmen listing |
| BOWLER BOWLS A WIDE | IN the Batsman Section – do nothing IN the Innings score table – add a run IN The Extras Section – put in the Wides Box a “1” IN the Bowlers current over – put in a “W” Note: the bowler will have to re-bowl this ball |
| FAIR BALL BOWLED BATSMAN HITS A SIX | IN the Batsman Section – write “6” IN the Innings Score Innings – add six runs IN the Bowlers current over – put in “6” |
| FAIR BALL BOWLED BATSMAN SCORE A RUN WHICH UMPIRE DECLARES A “LEG BYE” | IN the Batsman Section – add nothing IN the innings score table add a run IN the Extras Section – put in a “1” in the Leg Bye box IN the Bowlers current over box – put in a “Dot” |
| FAIR BALL BOWLED NO RUN SCORED. UMPIRE CALLS “OVER” | IN the Batsman Section – add nothing IN the Innings Score Table – add nothing IN the Bowlers Current Over – add a “Dot” IN the Bowlers Current Over Total up the wickets and runs. e.g wickets = 1, runs off the over = 1 + 6 + 1(for the wide) = 8 runs. Write this as “1/8” |

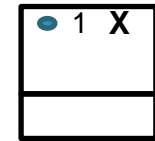
Bowlers Current Over Box



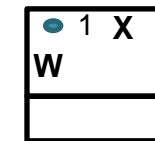
AFTER BALL ONE



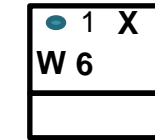
AFTER BALL TWO



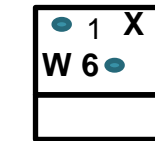
AFTER BALL THREE



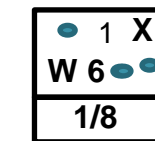
AFTER BALL FOUR



AFTER BALL FIVE



AFTER BALL SIX





AFTER BALL SEVEN

NOTE: Bowlers Over totals are cumulative totals so if this bowler’s 2nd over they got another 1 wicket and 8 runs, then in the 2nd over box you would write “2/16” e.g 1/8 + 1/8 and so on....ALWAYS CHECK SCORE WITH YOUR SCORER PARTNER AT END OF EACH OVER..ALSO: At end of the over put the Innings Current Wickets and runs AND THE Bowler Number against the Current OVER.



SUNDRIES (EXTRAS)

| TYPE | UMPIRE SIGNAL AND DESCRIPTION | SCORER TO |
|------------------|--|---|
| WIDE | Umpire signals with their two arm outstretched; Ball has been deemed to be too wide for the batsman to play the ball from their normal stance; The ball is live but must be re-bowled. | Add a run to the Innings score table, add a “1” to the Wide box in the Extras Section; write in a “W” in the bowler’s current over box. (NOTE: if the batsman successfully run a single (or more) from the wide ball then you add those runs to the Wides. In the Bowler’s Current over you write 2W if they ran the extra run 3W if they ran 2. |
| NO BALL | Umpire signals with One Outstretched. Ball has be deemed not to be fair (foot over the popping crease, ball over waist high, ball missed the pitch, or if they break the wicket at the Bowler’s end). The ball is live but the batsman cannot be dismissed except for run out or handled the ball. | Add a run to the Innings Score Table; add a “1” to the No Ball box in the Extras Section; Put in a “Dot” within a circle in the Bowler’s Current over box.  if the batsman a run off a no ball then add the run they made to the batsman as normal, and one to the no ball extras as normal, therefore two runs added to the innings score table. Ins the bowlers over box place the number of runs scored by the batsman in a circle. E.g  |
| LEG BYE | Umpire signals with one leg raised bent at the knee and taps his knee. Leg Bye is where the batsman takes a run when the ball strikes him but doesn’t touch his bat or gloves. | Add the run (or the number of runs taken) to the Innings score card, add the runs to the Leg byes Extras box, and place a normal “Dot” in the bowler’s Current over box. Don’t add any runs to the Batsmen’s score. |
| BYE | Umpire signals with one arm fully raised above their head. Bye is where a run is taken by the batsman usually where the Wicketkeeper misses the ball, the Ball hasn’t hit the batsman, their pads or their bat. | Add the run (or the number of runs taken) to the Innings score card, add the runs to the Byes Extras box, and place a normal “Dot” in the bowler’s Current over box. Don’t add any runs to the Batsmen’s score. |
| DEAD BALL | Umpire signals by waving his hands in front of his body. Dead ball is re bowled. | Ignore. |



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Finishing Up – End of the Innings

At the end of the Innings check Runs, Wickets, Overs with your Scoring Partner
Always ensure all the Fielder Details for the Batsman's dismissals are entered e.g.
Ensure Fall of Wicket (Batsman Out/Not out Batsman) Section is kept updated as well.

| BATSMAN | RUNS AS SCORED | HOW OUT | BOWLER | RUNS | |
|----------------|-------------------|---------------------|----------|--------------------|---------------|
| 1. R.SMITH | 1, 1, 1, 4, 4, 3, | Bowled | P.Morris | 14 | |
| 2. P. BROWN | | Run Out (K.Miller) | | 0 | |
| 3. R. McDONALD | 1,1,1,1,1 | Caught & Bowled | P.Morris | 5 | |
| 4. L. DENNING | 2, 2, 2, 2, 1 | Caught (J.Bilson) | P.Morris | 9 | |
| 5. F. FRIEND | 1 | Run Out (F.Bond) | | 1 | |
| 6. G. HORLING | 2 | LBW | K.Miller | 2 | |
| 7. D. SMYTH | 4,4,4,4,4,2 | Caught (G.Boraston) | K.Miller | 22 | |
| 8. S. SPELLING | 6,2,1,1,4,4 | Bowled | K.Miller | 18 | |
| 9. W. BROWN | 1,1 | Caught (F.Bond) | K.Miller | 2 | |
| 10. G. GREEN | 4,4 | Bowled | P.Morris | 8 | |
| 11. A. MILLER | 1,1,1 | Not | Out | 3 | |
| | BYES | 1,1,1,1,1,1,1 | 7 | RUNS SCORED | 84 |
| | LEG BYES | 1,1 | 2 | EXTRAS | 22 |
| | WIDES | 1,1,1,1,1,1,1,1 | 8 | | |
| | NO BALLS | 1,1,1,1,1 | 5 | TOTAL RUNS | 10/106 |

Mordialloc Cricket Club SCORERS HELP GUIDE

| | | | | | | | | | | |
|-----------------|----------------|----------------|------------------|------------------|------------------|----------------|--------------------|----------------|----------------|-----------------|
| Fall of Wicket | 1 for 0 | 2 for 10 | 3 for 22 | 4 for 33 | 5 for 34 | 6 for 39 | 7 for 83 | 8 for 91 | 9 for 97 | All Out 106 |
| Batsman Out | P.Brown | R.McDonald | R.Smith | F.Friend | L.Denning | G.Horling g | D.Smyth | S.Spelling | W.Brown | G.Green |
| Not Out Batsman | R.Smith (0) | R.Smith (4) | L.Denning (3) | L.Denning (7) | G.Horling (0) | D.Smyth (2) | S.Spelling (12) | W.Brown (1) | G.Green (4) | A.Miller (3) |