

## Elite scoring

If you aspire to become an elite scorer — scoring at First Class or high representative level — you will need to ensure that your skills and knowledge are up to the task. The following list shows what knowledge and abilities you will need, from the very basic things to the advanced:

- ability to score accurately
- ability to communicate with fellow scorer and umpires
- ability to work as a team with fellow scorer and umpires
- ability to calculate over rates
- ability to confirm quickly and accurately prior to informing the media
- legible writing
- ability to complete entire scorebook correctly—
  - headings
  - how outs (including catching positions)
  - fall of wicket
  - runs and overs per hour
  - milestone information
  - partnership information
  - results
  - points
  - total balls faced
  - balancing overs bowled against partnership balls
- identification of **all** players
- knowledge of fielding positions
- ability to keep accurate running sheets
- ability to do Duckworth/Lewis
- an understanding of the Laws of Cricket Australia and relevant ICC rulings
- an understanding of all umpire signals (including penalties)
- willingness to do own research on players prior to match
- willingness to complete match report information if required by match referee
- liaison with team managers and coaches on requested statistical information relating to the match
- monitoring of team records, ground records and individual statistics, and advising the media if milestones or records occur
- willingness to confirm method of dismissal if unsure
- ability to calculate delays and interruptions, and provide umpires with any information they may require at the end of the day (full description of what the interruption was and the time it occurred).

Remember to always conduct yourself in a polite, efficient, professional manner, as you are representing your state or association. The QCSA has developed a range of material, including a code of conduct, that details all expectations of representative scorers. These are available on our website.

## Cricket Australia scoresheets


Scoring at representative and elite levels will generally require you to score on scoresheets that you are otherwise unfamiliar with. Some touring overseas sides will bring their own book, or the ICC may develop a scoresheet for a specific tournament. However, most elite scoring will be done on the Cricket Australia scoresheets. In many respects, these sheets are similar to several good quality scorebooks on the market, but there are some differences:

- there is provision for a third umpire and match referee to be named if applicable (not something you will find at club level)
- there is no progressive score section — your running sheet (and all scorers at this level use a running sheet) will keep track of this information for you
- there is provision for the allocation of points at the end of the match (most commonly used for domestic First Class matches)
- the batting and bowling are on two separate sheets
- there is space to record the second and third new ball for the longer versions of the game
- there is a dedicated area to record stoppages.

This section will walk through working with the Cricket Australia sheets, making particular references to the different or additional information required.

### Match information

---

**CRICKET AUSTRALIA**

---

MATCH	Queensland	V	Victoria
AT	Brisbane	ON	22-25 February 2010
1ST INNINGS OF	Victoria		
COMPETITION	West-Bix Sheffield Shield	DATE	22-23 February 2010

---

**Match** — always spell the names of the two teams playing in full (e.g. Queensland, not Qld, and Victoria, not Vic).

**At** — the correct name of the venue. Here, ‘Brisbane’ means the Brisbane Cricket Ground (never just Gabba). If the game is at Allan Border Field, then write that in full. If you are not sure of the correct name — ask!

**On** — means the full date of the match. In this case, it is a four-day match, so the date is shown spanning those four days.

**Innings of** — when the toss is confirmed, write that it is the 1st innings of the team batting first, showing the team’s full name again. Subsequent sheets will show the 1st innings of the team batting second, and the 2nd innings for both if required (1st or 2nd innings is not necessary for limited overs matches).

**Competition** — Write the full name of the competition — Alan Pettigrew Shield, Cricket Australia Cup, Under 19 Championships. Check the *Cricket Australia Playing Conditions* booklet for the correct name if you are not sure.

**Date** — is the full date of the innings only. If it does not go past a single day, then write 22 February 2010. In the example on the previous page, it has gone into the second day, therefore 22–23 February 2010.

### Participation details

UMPIRES	S.D. JONES	P.M. SMITH
3rd UMP.	B.T. JOHNSON	REF. L.M. CROWTHER
CAPTAINS	M.H. CRONIN (A)	M.E. CONROY (V)
WKT-KEEPERS	R.L. CRANE (A)	R.D. McDONNELL (V)
12th MEN	G.M. CARTWRIGHT (A)	C.L. HOWARD (V)
TOSS WON BY	QUEENSLAND	
TEAM BATTING FIRST	VICTORIA	
SCORERS	J. HARRIS	B. FITZGERALD

The information in this section is much as you would normally put for a club game, except that we now have the third umpire and match referee included (if applicable). Write their names as you would the other participants (e.g. S.D. Jones).

### Batter’s details

There is little difference between the batting details and your usual scorebook. Ensure that you have the full batter details, and write their surname first, followed by their two initials (e.g. Freeman, R.S.). As an experienced scorer, you should know how to accurately record runs, balls faced, minutes, milestones and dismissal details, and it is essential that all of this information is correctly completed on the scoresheets.

As discussed on page 91, you should have knowledge of player details, and player, team and ground statistics prior to the match. When milestones are reached within the match (e.g. batter scoring 100 runs) or as a result of the match (e.g. Queensland’s highest score at the Gabba), you should always

advise the media (see page 96) with full details after confirming them with your fellow scorer — always work as a team.

### Partnership milestones

Although there is not a dedicated space for partnership milestones on the Cricket Australia scoresheets, there is a nice bit of space under the hours/

1st wkt - 50 runs:	83m/95b
3rd wkt - 50 runs:	53m/45b
3rd wkt - 100 runs:	92m/85b

overs/runs section, that can be ruled up to record them.

### Breaks in play

You should already be recording these as an advanced scorer, but when using the Cricket Australia sheets for long forms of the game (e.g. Sheffield Shield,

LUNCH SCORES DAY 1		Brown 13
4-70	29 overs/122 minutes	Conroy 7
TEA SCORES DAY 1		Sundries 5
8-129	61 overs/243 minutes	Conroy 43
STUMPS SCORES		White 5
		Sundries 14

Test matches), the breaks for each day should be allocated per sheet. This means all day 1 breaks will go on the batting sheet for the first innings of the team batting first, regardless of whether that team is bowled out before each break has been taken. Day 2 will then go

on the sheet for the team batting second, day 3 on the sheet for the second innings of the team batting first etc. If a Test match goes to a fifth day, the break boxes for the team batting last should be divided by a vertical line to record both day 4 and day 5 breaks (bear this in mind when recording day 4 breaks).

### Bowling analysis

As indicated on page 92, the bowling analysis for Cricket Australia scoresheets is on a separate page, and is quite different from your normal scorebook in some respects.

First of all, it has its own section to write abbreviated details of the innings/match.

15T	INNINGS OF	Victoria	v	Queensland	BOWLING ANALYSIS
-----	------------	----------	---	------------	------------------

It also has columns in which to record:

- the time the bowler's spell commenced
- the 'end' from which the bowler is bowling (e.g. north or south)
- the over the spell started

- the score at the time the spell started
- the over the spell ended
- the score at the end of the last over of the spell.

TIME ON	END	OVERS FROM	SCORE ON	OVER TO	SCORE OFF	BOWLER
10.00	N	1	0	9	25	Brown. S.B.
11.02	S	18	41			
10.03	S	2	3	16	37	O'Sullivan. J.P.
10.39	N	11	28			White. J.M.

In this example, Brown opened the bowling from the northern end, and was subsequently replaced after the 9th over by White (whose spell therefore started at the 11th over). Brown then started a second spell at 11.02 and over 18, replacing O'Sullivan from the southern end, whose spell ended after the 16th over.

### Handy hint

If you rule some lines in pencil in the spell columns, before the start of the match, it will help you to keep this section neat so that the spells are easier to track. Depending on the length of the game, some bowlers may bowl numerous spells.

The over boxes for each bowler are also a little different to what you might be used to. They are quite small (in order to fit 40 overs per bowler for the longer versions of the game), and there is no separate box to write the bowler's figures at the end of each over, so there is a bit of a knack to using them neatly and efficiently.

	1	2
Brown. S.B.	:2 i 0-3	4 :0 0-9
O'Sullivan. J.P.	:7 0-4	:: M1

As can be seen on the left, the boxes for each over are self-contained. If you draw a mental line down the middle of each box, record the balls in two rows to the left of the line, and the bowler's figures to the right of the line. If, as in Brown's second over, a no ball or wide is bowled,

you can nudge that mental line over slightly to create more room for the balls. The first row for each bowler contains 10 overs. When Brown comes on to bowl his eleventh over, it will be recorded below his first. Note also that bowlers are listed as the batters are — surname, then two initials.

The bowling summaries are then similar to what you might have in your usual scorebook, and should be completed in full as you would for a club

game, including showing byes, leg byes and wickets that are not credited to the bowler (e.g. run outs) before totalling each column (see page 53).

### *New ball*

Most scorebooks have a space in which to write when the second new ball was taken. The Cricket Australia scoresheets also have room for a third new ball, given that they are commonly used for longer forms of the game (e.g. Sheffield Shield over four days), when this is more likely to occur.

2nd NEW BALL	80	OVERS	4-173	SCORE
3rd NEW BALL	160	OVERS	7-341	SCORE

### *Stoppages*

As mentioned on page 92, there is a dedicated space to record stoppage details on Cricket Australia scoresheets. You should record the reason for the stoppage (e.g. rain, bad light), and also record the time, the over, the score, the individual batters' scores, and how much time was lost.

STOPPAGES	3.45pm - rain interruption - over 68.3 - 4-152 - Conway (55) & White (8) - 10m.
-----------	---

### *DRS and batter's minutes*

If you are scoring a match where the Decision Review System is operating (e.g. a Test match), and a wicket is referred, the time that you will record for the fall of wicket will be based on when the DRS decision is made, even if it is referred back to 'umpire's call'. The reason for this is that it can take quite some time for the DRS process to be completed. If the time is based on the original umpire's call of 'out', then the incoming batter's start time could be five minutes before they actually make it to the crease. If they then go out first ball, their batting time could be negative. So base the time on the final DRS decision, allowing the usual minute for the incoming batter.

### *Media liaison*

At First Class level, there will often be various media representatives at the game, covering it for TV, radio, newspaper and internet audiences. While some of the major media entities will have their own scorers, the rest will be relying on the official scorers to provide them, as soon as possible after the event, with details, including:

- wickets — batter out, dismissal details, their runs, balls, minutes and boundaries (see script below)
- the partnership details at the fall of a wicket
- milestone details, including, if possible, details of where the milestone fits in the player's career statistics (e.g. Joe Burns' highest score in Sheffield Shield, Chris Hartley's 8th First Class century)
- a complete scorecard run down at the end of each innings.

You will need to be clear and confident in delivering these details, and should ensure they are delivered in the same order each time. For example, do not give one batter's runs, balls and minutes, and then the next one's runs, minutes and balls, as you may confuse your audience.

### *Sample script for fall of wicket*

Consistency in the order in which fall of wicket details are provided is not only important for the intended audience (the media), but can also help you develop your rhythm in recording these details quickly. Following is a script for a typical wicket:

*The first wicket for New South Wales: Gavin Steel, caught Freeman, bowled Ward, for 13 runs in 35 minutes off 26 balls, with two 4s.*

*The wicket fell at 32, with the not out bat Mitchell on 15. Partnership of 32 runs in 35 minutes off 39 balls, with the wicket falling at over 6.3.*

*The wicket fell on the third ball of Ward's fourth over, giving him figures of 3.3 overs, one maiden, 1 for 15.*

*The next batter for New South Wales is Rod Parker.*

It is important to remember that this information must be relayed to the media **before the next ball is bowled** (although this can sometimes be difficult in Twenty20 matches where the incoming batter has less time to reach the crease).

As there is always one paper scorer and one computer scorer at each First Class match, it is recommended that the computer scorer undertakes this task, as the paper scorer will be busy completing all the relevant sections of the scoresheets.

### ***Handy hint***

To assist you in collating details for the media as quickly as possible, it is recommended that you maintain a 'skeleton' scoresheet, even if you are scoring on computer and keeping a running sheet. Record only those details that you will need for media announcements.

## **Code of conduct and essential procedures**

The QCSA has prepared a code of conduct and essential procedures to ensure scorers representing the association at the elite level understand what is expected of them.

The code of conduct includes:

- the expected level of professional conduct
- dress standards and behaviour.

The essential procedures cover the duties of an elite scorer:

- prior to the game, including research, preparation of statistics and timely arrival at the match
- during the game, including player recognition, teamwork and balancing
- after the game, including the final balance, ensuring scorecards are complete and correct, and checking that all milestones have been accurately recorded.

Both documents are available in the Resources section of the QCSA website.