

Wickets

Advanced scorers record much more detail about all facets of the game than beginners, especially if you are using a running sheet (see page 71). This enables you to record full details for both batters and partnerships when a wicket falls.

Batter details

As well as recording the batter dismissal details explained in *Basic scoring*, you should also:

1. immediately enter the time that the batter was dismissed, and record full details of minutes batted, balls faced, and the number of 4s and 6s
2. enter the time the new batter came to the crease. This should be one minute after the dismissal time, unless a formal break (i.e. lunch, tea or stumps) is called at the fall of wicket (see page 59).

Partnership details

The partnership details required at the fall of wicket in advanced scoring are more in-depth than those described in *Basic scoring*. You should record:

- team total at the fall of wicket
- out batter's name
- not out batter's name and current score
- total runs scored by that partnership
- total partnership minutes
- total balls faced by the partnership
- over and ball when the wicket fell — this is based on the total innings over count, not the partnership over count.

	1	2
FALL OF WICKET	17	42
BATSMAN OUT	Reed	Freeman
BATSMAN N.O.	Freeman (9)	Parker (13)
PARTNERSHIP	17	25
MINUTES	23	42
DELIVERIES/OVERS	25 4.1	22 7.6

Full fall of wickets details — note that the fall of wicket total, not out batter's score and overs are progressive, while the other details relate only to the partnership. Also note that, because the second wicket fell at the end of an over, the over is shown as 7.6, not 8.

All of this information can be easily accessed from your running sheet, and a good scorebook will have spaces for it all. If your scorebook does not have space for these details, it may still be helpful to record them somewhere. In case you haven't noticed by now (and you are an advanced scorer), cricketers

are statistic-mad. Most cricket clubs have historical records going back for decades listing such golden nuggets as the highest 10th wicket partnership in Second Grade, or the most partnership stands by an individual in a season in B4 Grade. Therefore, this information will probably be required by the club for its end of season statistics.

Remember

When a batter ‘retires out’, the full partnership details are recorded as for any fall of wicket.

When a batter ‘retires not out’, the wicket has not fallen so the partnership is split (see page 48).

Handy hints

Partnership minutes are relatively easy to work out. If it is the first wicket partnership, then it is simply the difference between the start of play and the time the first wicket fell. After that, it is the difference between the starting time of the later of the two batters and the time the wicket fell.

In the example shown, if the second wicket falls at 10.53, regardless of whether it is Freeman or Parker who gets out, the partnership minutes will be 10.53 minus 10.24 (the time Parker came in) — in other words — 29 minutes.

TIME IN	TIME OUT	INNS	50	100	BATSMAN
10.00					1 Freeman R.
10.00	10.23	23			2 Reed C.
10.24					3 Parker R.

The longer a partnership continues, the more complicated the timing can become due to breaks in play. That is why it is much easier to record progressive minutes for each batter on your running sheet. That way, when a wicket falls, you can simply take the progressive total minutes of the later batter at the end of the previous over, and add the minutes from the start of the current over to the wicket to get the partnership minutes.

Catches

If a substitute fielder (not to be confused with a substitute player — see page 75) takes a catch, you must still write in that fielder’s name, but put (sub) above or beside it to identify that it was a substitute.

If the wicket-keeper took the catch, write (wk) above or beside the keeper's name. This is useful information for working out trophy winners at the end of the season, but is also useful if the team has changed keepers during the innings, as it helps identify the new player that has come into that position for later statistical purposes.

Run outs – batter with a runner

With runners again allowed in First Class cricket, the laws have been tightened up, especially around the circumstances where runners are allowed (i.e. batter sustains an injury). Further, a runner can be sent off (for either a number of overs or for the match), and the batter for whom the runner is running will also be sent off.

The runner must be attired the same as the injured batter (e.g. helmet, pads), so in these situations, you need to concentrate and watch the batters and runners very closely:

- It can be confusing when the injured batter makes a shot and stays in his ground and the non-striker runs. You might start watching the fielders, waiting for a run out. Instead, you need to watch the non-striker and the runner to count the number of runs completed.
- When there are runners on the field, there is often confusion resulting in run outs, so be ready.
- If the injured batter is on strike, and the wickets are broken at the keeper's end, you must watch carefully to determine if the injured batter or the runner has been given out. These two cases are scored differently.

Runner given out

The runner is subject to the run out laws as if they are the batter. If the runner, in attempting a run from either the striker's or non-striker's end, does not make ground, the injured batter will be run out. Record the run out against the injured batter in the book as normal, ignoring the involvement of the runner. Remember, any completed runs or sundries are recorded as with a normal run out.

Injured batter given out

When an injured batter with a runner is on strike, their ground is only behind the popping crease at the wicket-keeper's end. If the injured batter makes a shot and, forgetting the presence of the runner, sets off on a run, the injured batter may be run out by breaking the wickets at the keeper's end, even if the batter believes they have made their ground at the bowler's end. In this

case, record the run out against the injured batter as normal, **but no runs are recorded**. Any runs or sundries completed are not scored, although penalties for wides and no balls are.

As stated, it can be very confusing, especially if the stumps are broken at one end, but it is the player at the other end (e.g. the injured batter) who is given out. Wait to see which umpire makes the decision, and if you are still unsure which batter was out, watch closely to see which batter leaves the ground — and if the runner accompanies them — before completing your book.

Hit ball twice

Being given out ‘hit ball twice’ relates to a batter wilfully striking the ball a second time, but there are occasions when it is legal to hit the ball twice (e.g. guarding the wicket). While the decision of out or not out is up to the umpires, there are some important things for scorers to be aware of when a ball is deemed to be **legally** struck twice:

- the ball will become automatically dead if it is then fielded as usual, but if it goes up in the air for a potential catch or runs away and the batters run, the umpires will wait for the ball to reach the boundary or for the batters to complete the first run, then signal dead ball
- all runs will be disallowed
- the batters will return to their original ends.

If a run out or catch is effected, the wicket will stand and must be recorded as a normal wicket.

Handy hint

Scorers should note that, under the new laws, a batter can be out caught, run out or stumped even if the ball rebounds directly onto the stumps or into a fielder’s hands from another fielder’s or wicket-keeper’s helmet.