

This *Advanced scoring* section covers situations that do not occur very often, and technical scenarios that should be mastered by scorers who wish to be seen as an advanced scorer.

Balls and runs

As an advanced scorer, you will be expected to complete all sections of your scorebook. Entries additional to beginner scorers (depending on scorebook) are:

- balls faced by batters
- time in, time out and innings time in minutes for batters
- minutes, balls and boundaries for batter milestones — 50s, 100s etc.
- partnership balls and minutes
- minutes and balls for partnership milestones — 50s, 100s etc.
- time, minutes and overs for team milestones — 50s, 100s etc.
- runs and overs for each hour of an innings
- match details at each break in innings (lunch, tea and stumps) — score, overs bowled, minutes played, not out batters and their scores, and sundries.

A number of scorebooks available on the market do not have sections dedicated to many of these details. If you are aspiring to become an advanced scorer, you should equip yourself with a scorebook that allows for as much information as possible, otherwise you may need to record details about batter, partnership and innings milestones in the notes section, or wherever there may be space.

To enable the recording of this additional information, you will obviously need to keep track of player minutes and balls faced, partnership minutes and balls. While balls faced for each individual batter can be tracked by recording a dot in their batting record (described in *Basic scoring*), you will be much better equipped to record all the details required by keeping what is known as a second sheet or running sheet.

This is the next step in your evolution to an advanced scorer, and a later section is devoted to using these sheets (see page 71). If you keep a running sheet, you do not need to record dot balls and sundries against batters on the scorebook, only their scoring shots, because you will have an accurate ball-by-ball record on your running sheet, with progressive totals. However, you still need to record dot balls and sundries as they occur in each bowler's overs.

Minutes

To be able to record batter, partnership and team timings, it is necessary to record the start time of the innings, and the times of all wickets and breaks. This is where it becomes very important for you to check with the umpires about which clock they will be using for times, or synchronise your clock with the time they will be using, before the start of play.

The official start time for the match is the time when the umpire signals calls play before the opening bowler starts to run in. If it is only a minute out from the scheduled starting time, you may wish to substitute the scheduled time as the official start time. Record the 'time in' for the two opening batters.

When a wicket falls, record the time of the wicket as the 'time out' for the out batter, and record the 'time in' for the incoming batter as one minute later. At the end of the innings, total all batters minutes and add one minute for each wicket that fell (except if the team is all out. In that case, you add nine minutes, without allowing a minute for the 10th wicket). Then divide by 2 (there are always two batters at the crease at a time), and you should match the total innings time on your running sheet. Similarly, if you total all partnership minutes and add the minute for each wicket, you should match the total innings time. (There is no need to divide by 2 for partnerships, as there is only ever one partnership at the crease at a time).

TIME IN	TIME OUT	MINS	50	100	BATSMAN
10.00	11.58	118			1 Freeman. R.
10.00	10.23	23			2 Reed. C.
10.24					3 Parker. R.
12.40					4 Sexton. R.

You would not record the 'time in' for the new batter as one minute later if the umpires call a break in play at the fall of wicket. In the example, Freeman is out at 11.58. As lunch is scheduled for 12 noon, the umpires will call the lunch break, so Sexton's 'time in' will be

shown as the time the umpire signals start of play for the next session, in this case, 12.40. If the umpires called drinks at the fall of the wicket, you would still show the new batter as starting one minute after the fall of wicket.

Handy hint

You should balance your minutes throughout an innings (e.g every few overs). If at the end of an over they don't balance (e.g. you end up with an odd number not divisible by 2), wait until the next over and try again.

Penalty runs

There are a number of infringements that can be committed by either the batting side or bowling side that will result in the awarding of penalty runs to the opposition. These infringements vary, as does their treatment (e.g. counted as a ball faced, runs scored, batters' ends — see the *Penalty runs ready reckoner* on page 109). Five penalty runs are awarded for each infringement.

Penalty runs awarded to the batting side

The most common penalty is when the ball hits an item of equipment left on the field by the fielding team, usually a helmet behind the wicket-keeper. Five penalty runs are awarded to the batting side. The signal for any penalty runs to the batting side is a repeated tapping of one shoulder with the opposite hand.

Handy hint

Remember, the signal for penalty runs to the batting side is — patting for batting.

Record the five penalty runs in the Penalties box (generally in the same area as Sundries), and add five runs to the progressive score.

BOWLER		1	2	3
1.	Ward. P.	2 4	1 2	4 1
2.	Brown. S.	0-6	0-18	0-18
3.	White. J.	2 3	MI	0-7
4.				

In the bowler's analysis, enter P1 (for the first occurrence). This is NOT added to the bowler's total, but is recorded to show when it occurred.

Make a note in the Notes section of your scorebook of what the penalty is for. If you are unsure, check with the umpire at the next break to find out why the penalty was awarded.

Penalty runs awarded to the bowling side

The signal for penalty runs to the bowling side is placing one hand on the opposite shoulder and holding.

Handy hint

Remember, the signal for penalty runs to the bowling side is — holding for bowling.

When five runs are awarded to the bowling side, the runs must be added to that side's total runs in its most recently completed innings. If the bowling side has not yet batted, the five penalty runs are added to its next innings, which will require you to start a new page for that innings.

Example 1: Team A has batted and is all out for 250. Team B is batting when five penalty runs are awarded to the bowling side (Team A). You must increase the sundries for Team A by the five penalty runs, so the total for Team A is now 255, and the target for Team B is now 256.

Example 2: Team A is batting first and five penalty runs are awarded to Team B, which is bowling. Because Team B has not yet batted, you will have to open a new page for them and award the five penalty runs, so Team B's score is 0-5 before it even starts its innings.

Runs on ball with penalty runs

When penalty runs are awarded to the batting side, depending on the reason for the penalty runs, that side **may be** credited with:

- all runs completed by the batters before the incident or call
- the run in progress when the penalty runs are called. In some cases, the batters must have **crossed**, but in others, they need only have **started** a run (see the *Penalty runs ready reckoner* on page 109 to confirm what runs to score, as this is a very complex area).

For example, the batter plays the ball down to fine leg and completes a run. The fielder returns the ball, but the throw is wide and hits a helmet on the ground. The umpire will award five penalty runs to the batting side. Award 1 run to the batter, add 5 runs to penalty runs, add six runs to the team's progressive score, note the penalty and the 1 run in the bowler's analysis, remembering that only the 1 run will be added to the bowler's figures.

Deliberate short runs

In rare cases, the umpire may consider that a batter has deliberately run short, and will call it as such:

- The batters will be directed to return to their original ends.
- All runs from the delivery, including any boundary, will be disallowed.
- 5 penalty runs will be awarded to the fielding team (see *Penalty runs awarded to the bowling side* opposite for an explanation of how to record them).
- The penalty run for any no ball or wide will still count.
- The umpire will inform you how many runs to score.

Milestones

As an advanced scorer, you should be recording all batter, partnership and innings milestones. Depending on your scorebook, there should be a place to record:

- batters — 50 and 100
- innings — 50 run milestones, up to as much as 500
- innings — overs and runs in each hour.

Individual batter milestones

TIME IN	TIME OUT	MIN	50	100	BATSMAN	
10.00			83m 95b 4s1		1	Freeman. R.
10.00					2	Reed. c.

For batters, record the minutes batted (xm), balls faced (xb) and the number of 4s and 6s in the milestone ($x + x$).

If there is no space for batters' milestones, or if they reach higher milestones than 50 or 100, you should record these in the Notes section or another suitable space on the book.

Partnership milestones

Most books do not have an entry for partnership milestones. You should record these in the Notes section or rule up a suitable space on the book.

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

Record the wicket, the milestone, the minutes and the balls faced. 'The wicket' means the wicket number of the pair

currently batting. If two wickets have already fallen in the innings, then the two current batters form the **third wicket** partnership.

Handy hint

Penalty runs awarded to the batting side are included in partnership runs when recording milestones, but are **not** included when awarded to the bowling side as they are awarded before the innings starts or after it has been completed.

Innings milestones

RUNS	TIME	MINS	OVER
50	10.47	47	12.4
100	11.33	93	24.2
150			
200			
250			

For innings milestones, record the time, the elapsed minutes of play, and the over and ball on which the milestone was reached. A good scorebook will have a dedicated place for this, but again, if not, you could record it in the Notes section, or rule up a space.

You must also record the overs and runs for each hour of play. Take your record from the end of the last over started within the hour. So if play commenced at 10 am, and the 16th over **started** at 10:59 am, the overs bowled in the hour will be 16. If the score **at the end** of the 16th over is 0-23, then the runs scored in the hour will be 23.

HOURS	1	2	3
OVERS	16	15	
RUNS	23	35	

This is not a cumulative record. Therefore, if the 31st over **started** at 11:59 am, the overs bowled in the second hour will be 15 (31–16). If the score **at the end** of the 31st over is 3-58, then the runs scored in the second hour will be 35 (58–23).

End of innings – ball going to boundary

If a match is completed by the team batting second reaching the victory target (see page 55), the final scoring stroke may reach the boundary as a 4 or a 6. However, the number of runs you record will depend on the timing of the ball reaching the boundary:

- It **will count** as a boundary if it **reaches the boundary before** the winning runs have been completed. So if two runs are required for victory, and the ball reaches the boundary before two runs have been completed, the umpire will signal the boundary, and it will count as such for the batter (or sundries), the team's total score and the bowler's figures.
- It **will not count** as a boundary if the **required runs are completed** before the ball reaches the boundary. So if two runs are required for victory, and the two runs are completed before the ball reaches the boundary, only the two runs required for victory will count for the batter (or sundries), the team's total score and the bowler's figures.