

## Getting to know the players

One of the challenges in scoring is getting to know the names of the players on the field, especially if you are new to a team or club, or you are scoring a carnival. It helps if you get to know most of the players in your team and the opposition scorer knows most of their players, but it will also help if you can work out ways to identify the players as well.

Many players will look the same when on the field and wearing their whites, especially batters when they are decked out in pads and helmets. Concentrate on getting to know the distinguishing features of players, and keep a note of them in the scorebook (in pencil so you can erase it later) or on your team list next to the player's name. Binoculars are useful to work out who is who, especially if you are some distance from the action.

As a suggestion, the following lists provide helpful ways to distinguish batters, bowlers and fielders.

### Batters

When differentiating batters, the aim is to be able to easily identify the two current batters. It is easy to identify batters if one has a blue helmet and the other a red helmet, but when a new batter comes in, they may both have the same coloured helmet, so you must find other characteristics. A number or name on the shirt is by far the easiest way, but most teams are not so obliging, especially at cricket below the representative level, so it helps to look for other features:

- Height – is one batter particularly tall or short?
- Build – is one batter particularly thin or stocky?
- Shirts – is one wearing long sleeves, and the other short sleeves?
- Are they left- or right-handed batters (see page 16)?
- Headwear – what colour are their helmets or caps, or is one batting in a floppy hat?
- Hair – do they have long or curly hair, easily seen even when wearing a cap or helmet? Do they have a ponytail?
- Accessories – what colour are their bat handles? What colour are their pad straps (e.g. dark, red, striped)? Are they wearing skins, or a distinctive pad style?
- Complexion – do they have a light or dark complexion?
- Stance – do they have a distinguishing stance (e.g. a very open stance)?

### ***Handy hint***

When obtaining the team list, ask the coach or captain for the batting order and any distinguishing features to help identify players. Changes to the order can always occur during the innings, but it helps in advance if you know that Smith is the only left-handed batter, and Jones always bats in a floppy hat.

## **Bowlers**

When a bowler comes on for the first time, you should note down enough characteristics to be able to recognise if that bowler returns for subsequent spells. Again, a number or name on the shirt is the easiest way, but failing that, look for other features:

- Speed – is the bowler fast, medium or slow?
- Is the bowler left or right arm?
- Hair – what is the hair colour and style (most bowlers remove their caps to bowl, making this easier)?
- Height – is one bowler particularly tall or short?
- Build – is one bowler particularly thin or stocky?
- Shirt – is the bowler wearing long or short sleeves?
- Accessories – does the bowler have coloured stripes on shoes, or coloured plastic bracelets or a sweatband on the wrists? Is the bowler wearing skins?
- Complexion – does the bowler have a light or dark complexion?
- Run-up – does the bowler have a distinctive style (e.g. Joe Dawes took three or four steps on the spot to get started)?

When identifying bowlers, it is vital to catch bowling changes.

### ***Handy hint***

If you don't know the name of a bowler, find out by asking nearby spectators or call out to the nearest fielder 'bowler's name!' Make sure you observe the bowler closely — it can be a bit embarrassing if you have to ask the name of a bowler who has already bowled.

## Fielders

It is important to be able to quickly and easily identify fielders to record catches and run outs. If the team is wearing numbers, endeavour to write these numbers down against the team list you have obtained from the captain prior to the game for easier identification. You should continually scan the field and identify who is fielding in what position, and always be aware of who is in slips and gully, as this is where most catches will be taken.

- Height – is one fielder particularly tall or short?
- Build – is one fielder particularly thin or stocky?
- Shirts – who is wearing long or short sleeves?
- Headwear – who is wearing a baseball cap, a baggy cap or a floppy hat?
- Accessories – are any fielders wearing distinctive shoes, sweat bands, skins, etc.?

### ***Handy hint***

Sometimes the only way to distinguish fielders is through quite minor details — a logo on a shirt, or coloured pockets — so if it comes to that, use your binoculars to identify the fielders, and keep track of these details in the scorebook (in pencil so you can erase it later) or on your notebook.

### *Substitute fielders*

Sometimes teams will play with a 12th man, who may come on to replace another player in the field. Even without a formal 12th man, some teams may use a substitute fielder if required and available.

Under the current laws, the rules around substitute fielders have become a bit more complicated.

Substitute fielders may not bat or bowl; however, they can wicket-keep with the consent of the umpires if they are substituting for a wicket-keeper who has been genuinely injured.

No substitute fielders are permitted to replace a player who has been sent off. If the wicket-keeper is sent off, only another player from the original 11 can wicket-keep, and if a substitute fielder subsequently replaces another fielder (e.g. due to injury), that substitute still cannot wicket-keep.

Any player who is replaced by a substitute for any length of time must serve a 'penalty period' after returning to the field, which is a period equivalent to the amount of time spent off the ground. During this 'penalty time', the player cannot bowl, and, if the innings ends meanwhile, the player cannot bat until the penalty time has been served, or until the player's team has lost 5 wickets.

If a substitute fielder is sent off for a set number of overs, the player they replaced cannot return until the set number of overs for the send off have been completed (see page 107). When the original player returns to the field after the send off period, they need only serve 'penalty time' for the time spent off the field before and after the send off overs.

Watch for any fielding substitutions that might occur, and if a substitute fielder takes a catch, including as a substitute wicket-keeper, write (sub) after the name in the 'How out' section (see pages 43 and 68). Similarly, as previously discussed, watch for any change in wicket-keeper, so that if a replacement wicket-keeper takes a catch, it can be marked as 'wk', to distinguish it from any catches the same fielder may take in the field.

Substitute fielders should not be confused with substitute players (see page 75).

## To distinguish right- and left-hand batters

Some scorers at first find it difficult to distinguish right- and left-hand batters. As this is one of the simplest ways to tell two batters apart once you get the knack, these hints might help.

Pretend you are the umpire at the bowler's end, facing the striker:

- If the batter takes stance on the right side of the wickets (your right), the batter is right-handed. If the batter takes stance on the left side of the wickets, the batter is left-handed.
- If the batter's left arm is facing you, the batter is right-handed. If the right arm is facing you, the batter is left-handed.
- If the batter's rear end is in line with your right arm, the batter is right-handed. If the batter's rear end is in line with your left arm, the batter is left-handed.

These are some suggestions, but there may be another way that works for you. And remember, some players may bat and bowl with different hands, so don't assume that, just because a player bowled left arm, that player will be a left-hand batter.

*Right-hand bat*



*Left-hand bat*



If you were an umpire at the bowler's end, this is how right- and left-hand batters would appear to you.