U9 and U11 GIRLS PAIRS CRICKET SCORING – Lynley Griffiths

Basics - This guide is for **novice scorers.**   You will need a score sheet, a couple of very sharp pencils, a sharpener and an eraser.

The opposition's scorer next to you might be a little more experienced than you – don't forget to ask for help and remember to frequently check with them their runs total, batting and bowling analyses – it is reassuring for both of you.

The Score Sheets– Below is an example of a score sheet.

The top section of the sheet is mainly about batting and runs

- The total runs at any point in time and at the end of overs, including who bowled the over
- Strikers/batters and their runs and outs
- How the batters were out
- Their total runs
- The Extras

The bottom section is mainly about Bowlers, the runs they concede and wickets they take

The Match - Consult your local Youth Cricket League Competition Rules for specific information relevant to your district.

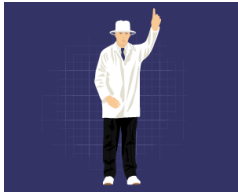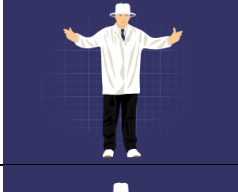Teams generally consist of 8 players per side, unless team managers agree in advance that it can be 6 or 10 players per side.

Each team will usually bowl

- 12 - 6 ball overs, if 6-a-side
- 16 - 6 ball overs, if 8-a-side
- 20 - 6 ball overs, if 10-a-side

HOW DO YOU KNOW WHAT TO SCORE ? THE UMPIRE'S SIGNALS

images   http://news.bbc.co.uk/sportacademy/hi/sa/cricket/rules/umpire_signals/newsid_3810000/3810015.stm

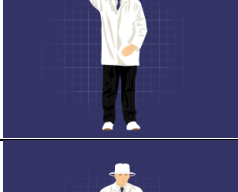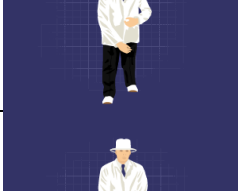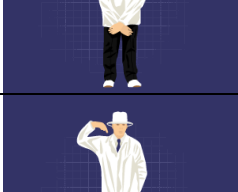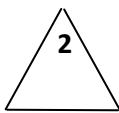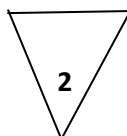| Umpire's Signal	The Meaning	The Basics
	Out	The raised finger from the umpire is the signal all batsmen dread. As soon as that finger goes up, the batsman has to go.
	Six runs given	When the ball is hit clean over the boundary (no bounces or touching the ground) the umpire will signal a six by raising both hands above his head.
	Four runs given	When a ball is hit to the boundary but bounces or rolls along the ground first the umpire signals a four. The boundary four is signalled by waving an arm from side to side, finishing with the arm across the chest. Each umpire has his own way of doing this.
	Wide	A delivery too wide for a batsman to play a shot. It is signalled with both arms outstretched. The umpire will judge a delivery to be wide if it is out of the reach of the batsman and he is unable to play a correct cricket shot.
	No Ball	This is signalled by an arm raised at shoulder height. The most common no ball is the foot-fault; a bowler bowling too many intimidating deliveries in an over or bowling a full-toss above the batsman's waist can also be no-balled or too many bounces before it reaches the batsman
	Bye	If a delivery passes the batsman and fielder and a run is scored, it is known as a bye. It is a legal delivery passing the stumps with the ball touching neither the bat nor the batsman's body. The umpire's signal is one arm stretched above the body
	Leg Bye	Called when a ball hits any part of the batsman's body (except the hand holding the bat) and not the bat. It is signalled with a hand touching the umpire's raised knee.
	Dead ball	This indicates the previous bowl is cancelled and is signalled by the crossing of the wrists below the knee. It can be the result of many things including a serious injury to a player, batsman not being ready, dropped ball etc.
	One Short	A batsman failing to make his ground when turning between runs is guilty of one short. This would be called when a batsman is running two or more, but fails to make his ground and puts his bat in short at one of the turns.

- As you mark down any of these you generally acknowledge you have seen the signal by gesturing towards the umpire.
- Do not anticipate a call, a ball may look like it is rolling for a four but count the runs taken anyway – the fielders could get there in time.
- The umpire is always right, even if they signal end of over after 5 or 7 bowls instead of required 6 etc (happens occasionally) they are right.

Cricket Scoring -----   Entries, Points & Symbols

Event	Symbol	Score on Tally	Notes
Captain	✴		This symbol is used wherever the Captain's name is recorded.
Wicket-keeper	†		This symbol is used wherever the Wicket-keeper's name is recorded.
Wicket – player is out	W Bowlers symbol ≫ Strikers symbol	None	•If a wicket falls to **the Bowler's credit** (see below) enter **W** in the Bowling analysis- no runs can be scored except if bowled as *No-ball*s and *Wides.* Runs can be scored if **Run Out** – see below •Enter this **>>** symbol in the Striker's/Batter's analysis
No-runs	• Dot	None	If no runs are scored enter a Dot in the Bowling analysis.
Runs scored to the Striker's/Batter's credit	Numbers **1 2 3** etc	The runs scored	•All runs scored off the Striker's/Batter's bat are entered as numerals. •Enter the numerals in **both** the Bowling analysis and in the Striker's/Batter's line.
No-ball - no runs taken	O	2 for the *No-ball*	•In the Bowling analyses enter the *No-ball s*ymbol. •**Two runs** are entered in the *No-ball line* of *Bowling extras*
No-ball one **BYE** run (i.e. not hit off bat) The umpire signals no ball then the bye/leg bye symbol	⊙	2 for the *No-ball* and 1 bye for the run = 3	•In the Bowling analyses enter the *No-ball s*ymbol with one dot inside it. – Each run taken is a dot in the middle of the circle so two runs would be two dots inside circle •For this ⊙ a total of 3 runs would be entered in the *No-ball line* of *Bowling extras*
No-ball - Runs scored to the Striker'/Batter's credit – the batter **hit the ball** and ran! The umpire signals no ball only	① ② ③ ④ etc.	2 for the *No-ball* **plus** the runs scored	•If runs are scored to the Striker'/Batter's credit. Numerals are inserted for each run scored off the bat. •In the Striker's/**Batter's line enter the number of runs scored**. •In the Bowling analysis enter the *No-ball* symbol and insert the number of runs scored off the bat inside the circle. **Two runs only** are entered in the *No-ball line* of *Bowling extras*.
Wide - no runs	┼	2 for the *Wide*	•In the Bowling analysis, enter the *Wide symbol*. •**Two runs** is entered in the *Wide line* of *Bowling extras*
Wide With 2 Byes run	• ┼ •	2 for the *Wide* **plus** the number of runs scored	•Enter the wide symbol plus a dot for each run taken in the Bowler's analysis – in this case two dots is two runs taken •Two runs **plus** the number of runs scored are entered in the *Wide line* of *Bowling extras*. = 4 for example given •**If the batsman hit the ball, it can't have been a wide, any runs taken go to the batsman.**
Wide and out Striker has hit own stumps or is stumped by keeper	w ┼	2 for the *Wide*	•In the Bowling analysis, enter the *Wide symbol* with a w. The bowler is credited with the wicket. •Two runs is entered in the *Wide line* of *Bowling extras*
Byes Runs scored but ball has **not been hit**	△ 2	The runs scored – in this example 2 runs -	•In the Bowling analysis enter the *Byes* symbol. A number can be placed in the symbol for each run taken . (Technically you shouldn't put a number in the triangle as that would usually indicate the ball was hit. However, at this level and as novices it may be easier) •Enter the number of runs scored in the *Byes line* of *Fielding extras*.
Leg-Byes Runs scored but ball hit leg or body of striker **not bat**	▽ 2	The runs scored – in this example 2 See above	•In the Bowling analysis enter the *Leg-Byes* symbol . A number can be placed in the symbol for each run taken. •Enter the number of runs scored in the Leg-byes line of *Fielding extras*.

Recording dismissals

Outs to the Bowler's credit (for these you write W in the Bowler analysis >> in the Batter analysis and the following in the 'Summary How Out' column)   N.B . LBW is usually not ever given in this age group

B   Bowled
C   Caught (if space/time please also record catcher's name)
S   Stumped (if space/time please also record Stumper's name; 99.9% of time it's the wicket keeper)
H   Hit Own Wicket

Outs not to the Bowler's credit   (for these you write either a dot ball or the number of runs scored in the Bowler analysis >> in the Batter analysis, with credit for any full runs taken before the out, and the following in the 'Summary How Out' column)

R O   Run out - there is no **W** in the bowlers column but put RO in How Out column of Batter Analysis and RO in
            wickets column of bowler analysis

So now we know which symbols to use, how do we interpret them in the batting, bowling, extras and totals analysis?

When scoring score horizontally in the Bowling Analysis an example would look like

Scoring horizontally – for example if 5 balls have been bowled - a no run, a no-ball, a wide with two runs taken, a three and wicket (a caught out), it should look like this	• O •┃ 3 W
	    •┃
	    •

In the Batting Analysis it would look like

Batter no. 1's name	3
Batters no. 2's name	>>

In the Extras Analysis at this stage it would look like

Byes	Leg Byes	Wides	No balls
		4	2

Some more examples - Bowling Analysis first 4 overs

Bowler	Over 1	Analysis	Over 2	Analysis
Bowler 1	• O •┃ 3 W • •┃ (1 wicket for 9 runs) **1 - 9***	A no run, a no-ball, a wide with two runs taken, a three, caught out , a no run	1 2 • ⊙ • ⟨2⟩ **Runs = 6**	1 run, 2 runs, a no run, a no-ball with 1 run taken, a no run and 2 run bye
NOTES	When a batter goes out the batters changes ends, unless the out was on the last ball of an over. The 5 runs off for the **W** are **not taken off** the batter's or bowler's totals but are taken off the total sum of runs taken/lost columns and at the analysis at the end of the match		The 2 run byes above are put on Extras BUT they are not added to the bowling totals (1 + 2+ ⊙ = 6) or put on bowling extras	
Bowler 2	③ • 2 1 O ┼┼ **Runs = 12**	A no-ball 3 runs hit, no run, 2 runs, 1 run, no-ball, wide	• 1 • • ▽⟨1⟩ • **Runs = 1**	A no run, 1 run, a no run, a no run, a 1 run leg bye, a no run
NOTES	The 3 runs hit off the no ball go on batsman's total, 2 goes in the Extra's no-ball column so the total of 5 for the no ball (3 hit + 2 for the bowl) is added to the bowlers total		The 1 run leg bye above is put on Extras BUT not added to the bowling totals (which is why the bowling total is only 1) or put on bowling extras	

After 4 overs or completion of their bowling session add the runs and wickets for individual bowlers in each of their bowled overs to give their cumulative total in the **Runs Wkts** columns of the score sheet.

U9 and Girls U11 Complete the Score Sheet - The Basics

In the Extras Analysis at this stage after 4 overs it would look like

Byes	Leg Byes	Wides	No balls
2	1	4 2	2 2 2 3

The Batting Analysis at this stage would look like

	Runs taken and Wickets lost	Summary How Out
Batters name	3 2 1 1	
Batters name	>> 3 2 1	C

3

In the total score analysis it would look like – top right of sheet

200	Sum of runs taken/lost						
202	206	209	**204**	209	211	212	214
216	217	219	222	224	225	226	

The **5 runs** are initially deducted here for the first Wicket

Overs analysis – again top right

Ovr – over   Rns –runs   Bwl -Bowler

Ovr	Rns	Bwl
0	200	
1	204	1
2	216	2
3	224	1
4	226	2

Later, at the final analysis stage, the wickets are add and multiplied by five, this number is then deducted from the sum total of Runs and Extras scored to give the **FINAL SCORE** . As a cross check, the Final Score should match the final number in each of the total score and overs analysis boxes (examples above) at the end of the innings

Total Runs & Wickets		
Total Extras		
Plus	200	
Sub Total		
Less Wickets x 5		
Final Score		

How to check

- 200   + The total of ALL batsman's scores PLUS ALL extras SUBTRACT W (wickets) x 5 **= THE TOTAL SCORE.** $200 + 13 + 18 - 5 = 226$
- 200   + The total of ALL bowler's totals PLUS all FIELDING extras (Byes/Leg Byes) SUBTRACT W x 5**= THE TOTAL SCORE.** $200 + 28 + 3 - 5 = 226$ *Bowling total is 228*
- The total of ALL batsman's scores PLUS all BOWLING extras **= THE BOWLING TOTALS.**
  $13 + 15 = 228$

Batting Analysis - Because of the limitations of space and time we generally only record the batsman's runs taken, as above, in the batting analysis. Batters would like some idea of the number of balls faced and their strike rate.   An example using the 4 overs above is below.   Once proficient you may have time and feel competent to complete the Batting analysis in this format – it is not expected of you though

	Runs taken and Wickets lost	How out
Batters name	• o •┼ 3 •• 2 1 1 • ⟋2⟍ • • ▽1	
Batters name	>> 3 O ┼ 2• ⊙ • 1 •	C

To help you analyse this - in the table below the symbols are spaced to show you where batters change ends within overs so you can see who is facing the bowler

	Runs taken and Wickets lost	How out
Batters name	• o •┼ 3 • • 2 1 1 • ⟋2⟍ • • ▽1	
Batters name	>> 3 O ┼ 2 • ⊙ • 1 •	C

How to do it In time you will devise your own system but as a start point --- Score in a circular movement through the sheet.   We generally start with runs taken/lost – it is important this column is as accurate as you can get it, it acts as the main cross reference point for all other batting/bowling/extras analysis. Move across to batter and score their runs if the ball was hit and runs taken, or score if they were out, move down to extras and write in the relevant number if it was an extra (remember a 'hit' no ball with runs taken - the number of runs is given to the batter PLUS a 2 is scored in the no ball extras column), move down to bowler and put in the symbol relevant to the bowling / number of runs taken, fill in the bowling extras if you have time but this can be done later, then go back to the top right to start again with the next bowl.

At the end of the over
- Add the bowling totals and place in the bottom right corner of bowlers over box, as shown earlier
- Put the sum total of all runs taken in the overs analysis and the bowler number for that over, as above.

Other factors to consider – Consult your local Youth Cricket League Competition Rules for specific information relevant to your district. An example is detailed below

NORTH HAMPSHIRE YOUTH CRICKET LEAGUE: COMPETITION RULES - SUMMER 2013
Under 9 League Competition and Girls Under 11
Please note that these playing conditions are intended as a general guide for both Leagues. For most players, managers and helpers, this is often their first taste of competitive cricket. Therefore, we would like to stress that it should be fun and enjoyable for all. We encourage all managers to agree on the most suitable format well in advance of the date of the fixture.

Teams	Teams should consist of 8 players per side, unless team managers agree in advance that it can be 6 or 10 players per side
Duration	The match will consist of 12 overs, if 6-a-side, 16 overs, if 8-a-side, 20 overs, if 10-a-side.
Batting	Each team will bat in pairs for 4 overs and start on a total of 200 runs. Runs are added to this total in the normal manner and, at the fall of each wicket, 5 runs will be deducted and the batters will swap ends, except if the wicket falls on the last ball of an over.
Bowling	The bowling quotas vary depending on the number of colts in each side: Where 6-a-side, at least 5 players must bowl a minimum of 1 over each, but can not bowl more than 3 overs in total. Where 8-a-side, at least 6 players must bowl a minimum of 1 over each, but can not bowl more than 3 overs in total. Where 10-a-side, at least 6 players must bowl a minimum of 1 over each, but can not bowl more than 4 overs in total. In respect of the No Ball regulation on the number of bounces that a delivery can make before it is deemed a no-ball, managers should agree to 2 or 3 bounces; noting that if taken 2 or more bounces then if the ball hits the wicket it should be deemed a no-ball. The last over of an innings must contain **6 legal balls** (Wides /No Balls <u>still</u> score 2 runs), 6 good balls must be bowled – bye and leg byes are classed as good balls it is only wides and no balls that have to be re-bowled.
Scoring of extras	**No Balls**: score **2 runs** to extras (any runs scored from the bat from a no ball, over and above the 2 extras, will be given to the batsman, or extras in the case of leg byes or byes), no extra ball is to be allocated. **Wides**: score **2 runs** to extras (any runs scored as **byes** from a wide delivery, over and above the 2 extras, will be added to the **<u>Wides total</u>**), no extra ball is to be allocated.

Home Team   vs Away Team   Date XXX   Toss won by Home/Away   Who decided to Bat/ Bowl

Batting analysis - Team Name   **Weather**   **1ˢᵗ Innings**   **2ⁿᵈ Innings**

No	Batter's name	Runs taken and Wickets lost	Summary How Out*	Runs	Wickets Lost		Sum of runs taken/lost						Ovr	Rns	Bwl
						200							0	200	
													1		
1													2		
2													3		
3													4		
4													5		
5													6		
6													7		
7													8		
8													9		
9													10		
10													11		

Extras	Byes △	Leg Byes ▽	Wides ┼	No balls ◯	Total Runs & Wickets							12		
					Total Extras							13		
					Plus	200						14		
					Sub total							15		
					Less Wickets x 5							16		
					Final Score							17		

Bowling analysis - Team Name   **Over Number**   **Bowling Extras**

No	Bowler's name	1	2	3	4	Runs	Wkts	┼	◯	*How Out
1										**B** bowled **S** stumped
2										**C** caught **H** hit own wicket
3										
4										**RO** run out Score runs or dot in bowler (**not W**) **RO** in
5										
6										
7										Batter How Out and **RO** Bowling Wkts
8										
9										
10										

(Over Number table also shows rows 18, 19, 20 in the right Ovr/Rns/Bwl column)

Score sheet for 6, 8 and 10 a side pairs game   Cross Check   -   200 + Bowlers Total = _____ + ___ Byes/Leg Byes = _____ - Wickets x 5 _____ = _____ FINAL SCORE

Home Team AAAAAAAA vs Away Team BBBBBBBB   Date XXX   Toss won by Home/~~Away~~   Who decided to Bat/~~Bowl~~

Batting analysis - Team Name   AAAAAAAA   **Weather - fine**   **1st Innings   ~~2nd Innings~~**

No	Batter's name	Runs taken and Wickets lost	Summary How Out*	Runs	Wickets Lost
1	Daniels *	1 1 1 1		4	
2	Samuels	2 3		5	
3	George	1 1 1 1		4	
4	Field	4 2 >> 4 >>	B B	10	2
5	Thomas	1 1 1 1		4	
6	Butterworth +	2 3		5	
7	Goodby	2 4 >> 4	C	10	1
8	Bell	>> 2 1 >>	B C	3	2
9	Brooks	2 1 >>	RO	3	1
10	Steel	1 1 5 1 1		9	

Sum of runs taken/lost

200

201	203	204	205	207	208	211	212
214	218	219	221	222	224	219	220
223	224	228	232	227	229	230	232
233	234	236	237	240	243	238	240
242	246	248	249	244	246	248	252
254	256	258	253	255	257	258	260
261	262	267	269	271	272	275	276
271							

Ovr 0	Rns 200	Bwl
1	201	1
2	204	2
3	207	1
4	211	2
5	218	3
6	221	4
7	223	3
8	229	4
9	230	5
10	233	6
11	236	5
12	240	6
13	246	7
14	246	8
15	258	7
16	257	8
17	257	3
18	260	4
19	269	2
20	271	1

Extras

	Byes △	Leg Byes ▽	Wides ┼	No balls O	Total Runs & Wickets	57	6
	1 4 5		223223222222 2223 35	22 4	Total Extras	44	
					Plus	200	
					Sub total	301	
					Less Wickets x 5	30	
					Final Score	271	

Bowling analysis -
Team Name BBBBBBBB

Over Number

No	Bowler's name	1	2	3	4 -notes	Runs	Wkts	Bowling Extras ┼ O
1	Brown	• • • 1 • • 1	• 1 • • 2 • 3	┼ • • 1 • ┼ _ 1 • 7	8 balls last over as 2 wides bowled	11	RO	2 3
2	Stafford	• ┼ • • 1 • 3	1 • • • • 3 4	• • 1 1 5 • ┼ 9	No runs scored RO	16		2 2
3	Mendez	• △1 O • 4 • 6	1 2 W 1 ┼ • • 7	• • • • • • 0		13	1	3 2
4	Bathia	• 1 ┼ • • • 3	1 4 △4 W ┼ • 7	1 • • 2 • • 3		13	1	2 2
5	Chapman	• • • 1 • • 1	• 1 • • 2 • 3			4		
6	Chowdhury	• ┼ • • 1 • 3	1 • • • • 3 4			7		2
7	Simmons	┼ • W 2 • ┼ 4 11	┼ • 4 O ┼ ┼ 12			23	1	3 2 2 2 2
8	Whelan	2 1 • • W ┼ 5	• • • W ┼ • ┼ 4	7 balls this over Umpire couldn't count!		9	2	2 2 2

*How Out
B bowled
S stumped
C caught
H hit own wicket

RO run out
Score runs or dot in bowler **(not W)** RO in Batter How Out and RO Bowling Wkts

200 + Bowlers Totals 96 = 296 + 5 Bye/Leg Bye = 301 - 6x5 (30) Wickets = 271 TOTAL SCORE

Score sheet for 6, 8 and 10 a side pairs game