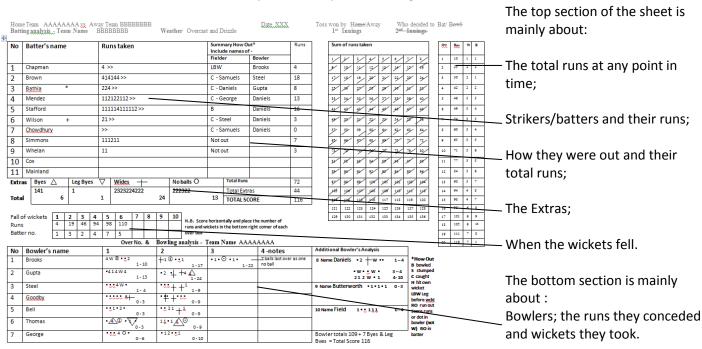
U11 - U17 SCORING MANUAL – Lynley Griffiths

Equipment - you will need a manual with scoring sheets, a couple of very sharp pencils or a propelling pencil, a sharpener and an eraser.



The score sheets – Below is an example of a completed scoring sheet from this manual.

The opposition's scorer next to you might be a little more experienced than you, frequently check with them their runs total, batting and bowling analyses, it is reassuring for both of you. If you are unsure of a call check with them and ask for their guidance or help, remember it is supposed to be fun at this level of competitive cricket.

The Match –

Teams usually consist of 11 players per side.

The match usually consists of 20 6-ball overs per innings except if deemed a Late Start and therefore subject to a reduction of overs to both innings. Check your local competition rules for specific information on the overs reduction requirements of a late start.

The last over of an innings must contain 6 legal/good balls (Wides /No Balls still score 2 runs but must be re-bowled).

15/15 Cup

The team should consist of 9 players per side

The match will consist of 15 8-ball overs per innings

The last over of an innings must contain **8 legal/good balls** (Wides /No Balls **still** score 2 runs but must be rebowled).

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

Umpire's Signal	The Meaning	Interstanding Statement Statem Statement Statement State
	Out	•An out is signalled by the umpire raising their finger on one arm above their head.
M		•As soon as the out signal is given, the batsman has to leave the pitch.
	Six runs given	•A six is signalled by the umpire raising both hands above his head.
		•The ball has been hit over the boundary (no bounces or touching the ground).
	Four runs given	•A boundary four is signalled by the umpire waving an arm from side to side, finishing with the arm across the chest. Each umpire has his own way of doing this.
<u>N</u>		•The ball has been hit to the boundary but bounces or rolls along the ground first .
	Wide	•A wide is signalled by the umpire outstretching both arms.
		•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	•A no ball is signalled by the umpire raising one arm to shoulder height.
		•The most common no balls are a foot-fault; a bowler bowling too many intimidating deliveries in an over . Bowling a full-toss above the batsman's waist can also be no-balled or too many bounces before it reaches the batsman.
	Вуе	•A bye is signalled by the umpire stretching one arm above the body.
		•This is signalled when a delivery passes the batsman and fielder but a run is still scored . It is a legal delivery passing the stumps with the ball touching neither the bat nor the batsman's body.
	Leg Bye	•A leg bye is signalled by the umpire with a hand touching their raised knee.
		•This is signalled when a ball hits any part of the batsman's body (except the hand holding the bat) but not the bat.
	Dead ball	•A dead ball is signalled by the crossing of the umpire's wrists below their knee.
		•This indicates the previous bowl is cancelled and is signalled by. It can be the result of many things including a serious injury to a player, a batsman not being ready, dropped ball etc.
	One Short	•One short is signalled by the umpire touching their shoulder with the hand of the same arm.
		•This is signalled 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.
	Five penalty runs	• Five penalty runs are signalled by the umpire bringing one arm across their chest and touching the opposite shoulder. If they tap that shoulder, the penalty runs are awarded to the batting side. If they rest their hand there, the penalty runs are given to the fielding team.
		•This is signalled when there is dangerous or unfair bowling, deliberate distraction of a batsman or ball tampering.
	Cancel last call	•Cancel last call is signalled by the umpire crossing both hands across their chest and tpuching the opposite shoulder with each hand.
		It is signalled when the umpire thinks a mistake has been made and wants to alter the previous call. This is a signall that is very rarely used.

• As you score 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 a four but count the runs taken anyway, the fielders may get there in time.

• The umpire is always right, even if they signal end of over after 5 or 7 balls instead of the usual 6 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 Wicket – player is out	† W Bowlers symbol	None	This symbol is used wherever the Wicket-keeper's name is recorded. • 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 <i>No-balls</i> and <i>Wides</i> . Runs can be scored if Run Out – see below
	Strikers symbol		 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.
<i>No-ball</i> - no runs taken <i>No-ball</i> one BYE	0	2 for the <i>No-ball</i> 2 for the	 In the Bowling analyses enter the <i>No-ball symbol</i>. Two runs are entered in the <i>No-ball line</i> of <i>Bowling extras</i> In the Bowling analyses enter the <i>No-ball symbol</i> with one dot
run (i.e. not hit off bat) The umpire signals no ball then the bye/leg byes symbols	Θ	<i>No-ball</i> and 1 bye for the run = 3	 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 <i>No-ball line</i> of <i>Bowling extras</i>
No-ball - Runs scored to the Striker's/Batter's credit – the batter hit the ball and ran! The umpire signals no ball only	1) ② 3) ④ etc.	2 for the <i>No-ball</i> 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 <i>No-ball</i> symbol and insert the number of runs scored off the bat inside the circle. Two runs only are entered in the <i>No-ball line</i> of <i>Bowling extras</i>.
<i>Wide</i> - no runs		2 for the <i>Wide</i>	 In the Bowling analysis, enter the Wide symbol. Two runs is entered in the Wide line of Bowling extras
<i>Wide</i> With 2 Byes run	•	2 for the <i>Wide</i> 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 <i>Wide line</i> of <i>Bowling extras.</i> = 4 for example given If the batsman hit the ball, it can't have been a wide, any runs taken go to the batsman.
<i>Wide and</i> out Striker has hit own stumps or is stumped by	<u>_w</u>	2 for the <i>Wide</i>	 In the Bowling analysis, enter the Wide symbol with a w. The bowler is credited with the wicket. Enter this >> symbol in the Striker's/Batter's analysis Two runs is entered in the Wide line of Bowling extras
keeper Byes Runs scored but ball has not been hit	2	The runs scored - in this example 2 runs	 In the Bowling analysis enter the <i>Byes</i> 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 is easier) Enter the number of runs scored in the <i>Byes line</i> of <i>Fielding extras</i>.
Leg-Byes Runs scored but ball hit leg or body of striker not bat	2	The runs scored – in this example 2	 In the Bowling analysis enter the <i>Leg-Byes</i> symbol. A number can be placed in or adjacent to the symbol for each run taken. Enter the number of runs scored in the Leg-byes line of <i>Fielding extras</i>.
Penalty runs This is rare at junior level	P 5 in the extras box	5	The penalty runs are added to the extras score of the side awarded the penalty. Enter the letter P and 5 in or under the extra's grid and add to the extras in the over analysis. If awarded to the fielding side and they have yet to bat award the 5 at the start of their innings.

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 'How Out' column

- Bowled
- Caught (also record catcher's name)
- Leg Before Wicket (LBW)
- Stumped (also record Stumper's name; 99.9% of time it's the wicket keeper)
- Hit Wicket

'Outs' not to the Bowler's credit - For these you write either a dot ball or the 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 'How Out' column

Common

• Run out (please also record fielder's name)

Uncommon

- Hit the ball twice
- Obstructing the field
- Handled the ball
- Timed out

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

When scoring on the sheets provided score horizontally in the Bowling Analysis

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 a Wicket (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	>>

Wickets

Fall of wickets	1	2	3	4	5	6
Runs	3					
Batter number	2					

In the Extras Analysis at this stage it would look like

Byes	
Leg Byes	
Wides	4
No balls	2
Total	
Extras	

Some more examples - Bowling Analysis first 4 overs Bowler analysis should tally only the runs off the bowler not the team total

	Over 1	Over 2				
Bowler 1	• O • 3 W •	Bowler 1	1 2 • 0 •			
A no run, a no-ball, a wide with two runs taken, a three, caught out , a no run	• 1 - 9	1 run, 2 runs, a no run, a no-ball with 1 run taken, a no run and 2 run bye The 2 byes are put on fielding extras and not included in the bowers total	1- 15			
Bowler 2	③ • 2 1 O	Bowler 2	• 1 • • _ •			
A no-ball 3 runs hit, no run, 2 runs, 1 run, no- ball, wide	0 - 12	A no run, 1 run, a no run, a no run, a 1 run leg bye, a no run The 1 leg bye is put on fielding extras and not included in the bowers total	0 - 13			

You can also mark the byes with the runs number adjacent to the triangle symbol if it is easier as there is not much space.

Add the runs and wickets for individual bowlers in each of their bowled overs to give their cumulative total e.g. after 2 bowled overs Bowler 1 has 1 wicket for 15 runs, Bowler 2 has 0 wickets for 13 runs – *Remember* Byes and Leg Byes are not counted in the bowling analysis - they are Fielding Extras

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

Byes	2
Leg Byes	1
Wides	4 2
No balls	2223
Total	
Extras	

The Batting Analysis at this stage would look like

	Runs	How Out	Bowler	Runs
Batter 1 name	3321			
Batter 2 name	>>	Caught - Insert Name	Insert Name	0
Batter 3 name	211			

Fall of wickets	1	2	3	4	5	6	7	8	9	10
Runs	3									
Batter number	2									

In the total score analysis it would look like - top right of book

1⁄	¥,	3	4	5⁄	6	7	8	9	
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30⁄
31	32	33	34	35	36	37	38	39	40

Overs analysis – again top right

Over	Runs	W or Wickets	B or Bowler
1	9	1	1
2	21	1	2
3	29	1	1
4	31	1	2

How to check

The total of ALL batsman's scores PLUS ALL extras = THE TOTAL SCORE.

13 + 18 = 31

The total of ALL bowler's totals PLUS all FIELDING extras (Byes and Leg Byes) = **THE TOTAL SCORE.** 28 + 3 = 31

The total of ALL batsman's scores PLUS all BOWLING extras = THE BOWLING TOTALS.

13 + 15 = 28

Batting Analysis

Scoring is very face paced and because of the limitations of space and time we generally only record the batsman's runs taken, as above in the batting analysis. However, batters would like some idea of the number of balls faced and their strike rate. An example using the 4 overs above is below.

	Runs taken and Wickets lost
Batter's name	$ \bullet \circ \bullet 3 3 \circ \bullet 1 \bullet $
Batter's name	>>
Batter's name	$\cdot \cdot 2 1 1 \frac{1}{2} \cdot \cdot \frac{1}{1}$

Once proficient you may have time and feel competent to complete the Batting analysis in this format – it is not initially expected of you though.

Again, based on the four overs above and 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 Wick	ets lost			
Batter's name	• 0_•3	3	°+	2• ⊙	• 1 •
Batter's name	>>				
Batter's name	•	• 2 1		1 • 2	•• 1

How to fill in the score sheet

In time you will devise your own system but as a start point --- Score in a circular movement through the sheet. It is usually best to start with runs taken, top right of the sheet, // with a diagonal slash through each number for the runs taken – 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. Some scorers mark a single horizontal line for continuous runs, so four runs would be a continuous line through 4 numbers or 2 a continuous line through 2 numbers. This is personal preference; you will get practiced at your system e.g. see below

21 ′	22	23 /	24	25	26	27	-28	29	30⁄

Move across to the batter 's section and score their runs if the ball was hit and runs taken, 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 the bowler 's section and put in the symbol relevant to the bowling / number of runs taken then go back to the top right to start again with the next bowl. If you have time and a wicket was taken there is a column for Fall of Wickets where you place the TOTAL run number at that fall of wicket (not the end of that over) and the batting number of the batter whose wicket was taken. There is often a bit of time for this as the team tend to celebrate a wicket.

At the end of the over put the sum total of all runs taken and sum total of all wickets taken in the overs column, as above. If you have time record the bowler's number in the column adjacent to the sum total of runs/wickets taken columns, as above.

Other factors to consider

YOUTH CRICKET LEAGUE: COMPETITION RULES - SUMMER 2013

Batting

U11 Strikers/Batters can only play for 4 overs they must retire at the end of these four overs or on reaching 20 runs, whichever comes soonest. They can return in the order they left the pitch after every player in the team has had a bat and if there are wickets and overs in hand. The **SCORER must** tell the coach when 2**0 /4 overs is near** and when **20/4 overs has been reached**

If a batter is retired it is best not to enter anything in batman's 'How Out' column until the innings has closed since retired batters can return. At the end of the innings 'Retired Not Out' goes in the retired batters column.

U13 and U16 Girls Strikers/Batters have no overs limits but must retire after completing 30 runs, they can return as detailed above in U11 The **SCORER must** tell the coach when **30 is near** and when **30 has been reached**

If a batter is retired it is best not to enter anything in batman's 'How Out' column until the innings has closed since retired batters can return. At the end of the innings 'Retired Not Out' goes in the retired batters column.

U15 and U17 Strikers/Batters have no overs limits but must retire after completing 50 runs, they can return as detailed above in U11. The **SCORER must** tell the coach when **50 is near** and when **50 has been reached**

If a batter is retired it is best not to enter anything in batman's 'How Out' column until the innings has closed since retired batters can return. At the end of the innings 'Retired Not Out' goes in the retired batters column.

Bowling

- A minimum of **6 bowlers** must be used by the fielding side in any one innings. The maximum number of overs that any one bowler may bowl is
- 20-over or 18-over innings, maximum number of overs = 4
- 16-over or 14-over innings, maximum number of overs = 3
- The last over of an innings must contain 6 legal balls (Wides /No Balls still score 2 runs) but there have to be 6 GOOD/VALID BOWLS.

Local Youth Cricket League Competition Rules will detail additional information relevant to your district.

	e Team AAAAAAA ng analysis - Team I	•	/ Team BBBBBBBB BBBBBBB	We	ather Overcas	t and D	Drizzle	Date XX	ίX
No	Batter's name		Runs taken			Sumn	nary How O de names of		Runs
						Fielde	er	Bowler	
1	Chapman	4	4 >>			LBW		Brooks	4
2	Brown	4	414144 >>			C - S	amuels	Steel	18
3	Bathia *	2	224 >>			C - D	aniels	Gupta	8
4	Mendez	:	112122112 >>			C - G	ieorge	Daniels	13
5	Stafford	:	111114111112 >>			В		Daniels	16
6	Wilson +	2	21 >>			C - S	teel	Daniels	3
7	Chowdhury	;	>>			C - S	amuels	Daniels	0
8	Simmons	:	111211			Not o	out		7
9	Whelan	:	11			Not o	out		3
10	Сох								
11	Mainland								
Extra	as Byes 🛆 🛛 L	Leg Byes 🛛 🗸	7 Wides —		No balls O	•	Total Runs	•	72
	141 1	1	2323224222		222322		Total Ext	ras	44
Tota	I 6	2	1	24		13	TOTAL SO	CORE	116

8

9

Toss	won 1 st	by F Inni		/Awa	у	$\frac{W}{2^{nd}}$	ho de Inn	cided ings -	to	Bat/ I	Bowl	
	-	of ru		en				8~		Ovr	Rns	Γ
	1	X	3	4	5	6	V	8		1	10	
	8	10	V	12	13	JA/	<u>کار</u>	16		2	23	
	17	18	19	28	21	22	28	24		3	30	
	25	2 6	27	×	29	30	У	¥		4	42	
	33	34	35	36	37	38	39	40		5	46	
	41	42	42	A	48	46	AT	48		6	49	
	49	50	51	52	58	54	55	56		7	54	
	57	58	59	60	61	62	63	64		8	60	
	65	<u>66</u>	67	68	69	78	¥	72		9	63	
	73	X	75	<i>76</i>	H	78	79	80		10	71	
	81	% 2	*	84	85	<i>.</i> %	,81	×		11	77	
	89	90	21	92	<i>9</i> 3	94	<u>95</u>	96		12	84	
	97	98	99	100	101	182	103	104		13	90	
	105	106	107	108	109	M	М	J12		14	94	
	113	114	иs	116	117	118	119	120		15	98	
	121	122	123	124	125	126	127	128		16	98	
	129	130	131	132	133	134	135	136		17	101	
										18	105	

1	10	1	1
2	23	2	2
3	30	2	1
4	42	2	2
5	46	3	3
6	49	3	4
7	54	3	3
8	60	3	4
9	63	3	5
10	71	3	6
11	77	3	5
12	84	3	6
13	90	3	7
14	94	4	8
15	98	4	7
16	98	6	8
17	101	6	9
18	105	6	10
19	111	7	8
20	116	7	1

W B

Fall of wickets	1	2	3	4	5	6	7
Runs	4	19	46	94	98	110	
Batter no.	1	3	2	4	7	5	

10 N.B. Score horizontally and place the number of runs and wickets in the bottom right corner of each over box

Over No. & Bowling analysis - Team Name AAAAAAAA

No	Bowler's name	1	2	3	4 -notes	Additional Bowler's Analysis	
1	Brooks	4 W ② • • 2 1 - 10	+1 1 •• 1	•1•0•1•	Z balls last over as one was a no ball -rebowled	8 Name Daniels • 2 $+$ W • • 1-4	*How Out B bowled
2	Gupta	•4 1 4 W 4 1 - 13	• 2 • + + 4 \bigwedge_{1-24}			• W • • W • 3-4 2 1 2 W • 1 4-10	S stumped C caught
3	Steel	•••4W• 1-4	•••++ ¹ 1-9			9 Name Butterworth •1•1•1 0-3	H hit own wicket
4	Goodby	0-3	••••				LBW Leg before wckt
5	Bell	••1•2•	•• ²¹ + ¹ ₀₋₉			10 Name Field 1 • • 111 0 - 4	RO run out Score runs or dot in
6	Thomas	•410•1	11•1 <u>1</u> 0 0-9				bowler (not W) RO in
7	George	••• 4 O • 0 - 6	• 1 2 • • 1 0 - 10			Bowler totals 109 + 7 Byes & Leg Byes = Total Score 116	batter

No	Batter	's nam	е			Ru	ns ta	ken						nary How Ou de names of		Runs		Sum	n of ru	ns tak	en					Ovr	Rns	w
													Field	er	Bowler			1	X	3/	¥	5/	6/	V	8/	1	1	-
1	Daniels	*				111	.142>	>					В		Mendez	10		9	10	11	12	13	JA	- هار	16	2	4	-
2	Samuels	5				231	.11>>						LBW		Bathia	8		17	18	19	28	21	22	28	24	3	7	-
3	George					144	1>>						C - I	Brown	Chowdhury	10		25	26	27	X	28	30	Х	32	4	11	-
4	Field					2>>	•						C - V	Vhelan	Simmons	2		33	34	35	36	37	38	39	40	5	18	-
5	Thomas					142	<u>'</u> >>						В		Chowdhury	7		41	42	43	JA .	45	46	47	48	6	21	-
6	Butterw	orth +	-			421	.41>>						В		Stafford	12		49	58	51	52	52	54	55	56	7	28	1
7	Goodby	,				24>	·>						В		Whelan	6		57	58	59	60	61	62	63	64	8	39	2
8	Bell					>>							C - C	hapman	Whelan	0		65-	<u>66</u>	67	68	69	79	2	72	9	50	2
9	Brooks					211	.1						Not	out		5		73	74	75	76	H	78	79	80	10	51	3
10	Steel					5>>	•						RO	Whelan		5		81	×	88	84	85	*	,81	\$ \$	11	61	3
11	Gupta												Not	out		0		89	90	91	92	98	94	98	96	12	68	4
Extra	as Bye	s 🛆	L	eg By	es	\bigtriangledown	Wic	les	+		No b	alls O		Total Runs		65		27	98	99	100	101	102	103	184	13	78	5
	. 14		_				223	2232	22222		2222	2		Total Extr	as	52		105	196	107	108	100	M	М	M	14	83	6
Tota			5							37			10	TOTAL SC	ORE	117		113	14	Ъ	X 16	117	118	119	120	15	95	6
Fall o	f wickets	1	2	3	4	5	6	7	8	9	10	N.B. Sco	re horiz	ontally and pl	ace the number o	f		121 129	122 130	123 131	124 132	125 133	126 134	127 135	128 136	16 17	99 99	7
Runs			2 37		4 64	5 70	81	9 5	102	116	10		wickets		n right corner of	-		129	150	151	132	155	134	155	150	17	102	7
Batt	er no.	1	2	3	5	4	7	8	6	10		each ove	er box													19	109	8
		LI					0\	er N	o. &	Bowli	ng ana	lysis - Te	eam Na	ame BBB	BBBBB											20	117	9
No	Bowle	r's nan	ne			1				2			3		4 -notes		_	itional			-							
1	Brown					•	••1	••	0 - 1		••2•	0 - 4	·+·	• 1 • 1 1 1	<u>8</u> balls last o wides were		8 N	ame Wł	nelan	21	• • W	+	- 1-5	<u> </u>	How Out bowled			
2	Stafford					•-	+••	1•	0 - 3		•••3	0 - 7	• • W	-	7 balls this of 14 inaccurate v	over Umpire with coun t				•••	w_	• +	_ 2 - 9	9 s c	stumped caught			
3	Mendez	2				•2	Δ)•4•	0 - 6		W 1 +	1 - 13	••••	1 -	13		9 Na	ame Ma	inlan	d 🕂 ,	4 O	++	_ 0 -12	2 w	hit own ricket			
4	Bathia					•	¹ +•	••	0-8	1 4	A w		1••2	2•• 1-	13		1							be	BW Leg efore wckt O run out			
5	Chapma	an				+	<u> </u>	• 2 •		• 0	• 4 • 2	• 0 - 21					10 N	ame						- So OI	core runs r dot in			
6	Chowdh	nury				• '	W••1	L•	1 - 1	• •	-w•						1							w	owler (not /) RO in			
7	Simmor	IS				+	W 2 •	<u>+</u> 4	0 - 1			2 - 0					Bow	lers 11	2 + 5 E	5/LB =	Total	Score	117	Da	atter			

Section - 2

Match score sheets

	e Team ng analys	sis -	Tean	n Nai	me		VS	s Av	vay T	Team_				v	Weath	er		Dat	te		Tos 1 st	ss wor Inni	n by ngs	Hom	e/Aw	2 nd	V Inni	Vho de ings	ecided	l to	Bat/	Bow	1
No	Batter's	s na	me			R	Runs	take	en							nary How O de names of			Runs		Sum	of ru	ns tak	en					0	vr	Rns	W	В
															Fielde	er	Bow	ler			1	2	3	4	5	6	7	8	1				
1																					9	10	11	12	13	14	15	16	2				
2																					17	18	19	20	21	22	23	24	3	i.			
3																					25	26	27	28	29	30	31	32	4	÷			
4																					33	34	35	36	37	38	39	40	5	,			
5																					41	42	43	44	45	46	47	48	6	,			
6																					49	50	51	52	53	54	55	56	7	'			
7																					57	58	59	60	61	62	63	64	8	;			
8																					65	66	67	68	69	70	71	72	9	,			
9																					73	74	75	76	77	78	79	80	1	0			
10																					81	82	83	84	85	86	87	88	1	1			
11																					89	90	91	92	93	94	95	96	1	2			
Extra	as Byes	\triangle		Leg	Byes	∇	7 W	/ides	_	-		N	o balls	0		Total Runs	;			-	97	98	99	100	101	102	103	104	1	3			
										1						Total Ext	tras				105	106	107	108	109	110	111	112	1	.4			
																TOTAL S	CORE				113	114	115	116	117	118	119	120		.5			
E . U	6 · · · · · ·	. г		•	2			6	-	0	0	40	_								121	122	123	124	125	126	127	128		6			
Runs	of wickets	S	1	2	3	4	5	6	7	8	9	10	N.B			tally and plac					129	130	131	132	133	134	135	136		.7			
	er numbe	er												s and w r box	ickets in	the bottom	right co	rner of each												9			
		L				l		0	ver N	lo. &	Boy	wlin	ig ana	lysis -	Team	Name														20			
No	Bowler	's n	ame				1				2				3		4	4		Addit	ional	Bowle	r's An	alysis									
1																				8 Na	me							low Οι bowled					
2																											S	stumpe	ed				
3																				9 Nar	ne						н	caught hit own					
4																				-								cket W Leg					
5																				10 Na	ame							fore wc ວ run oເ					
																				10100	inc						Sco	ore runs dot in					
6																											bo	wler (no					
7																				Bowle		ls + By	es & I	Leg By	yes =	Total) RO in tter	I				

	e Team ing analysis ·	• Tea		ıme		V	s Av	vay T	eam_				,	Weath	er		Dat	e			ss woi Inni		Hom	e/Aw	/ay 2 nd		Who ing
No	Batter's n				R	uns	take	en						Sumr	nary How C de names o			Runs			n of ru		ken				<u>8</u>
														Field	er	Bo	owler			1	2	3	4	5	6	7	8
1																				9	10	11	12	13	14	15	16
2																				17	18	19	20	21	22	23	24
3																				25	26	27	28	29	30	31	32
4																				33	34	35	36	37	38	39	40
5																				41	42	43	44	45	46	47	48
6																				49	50	51	52	53	54	55	56
7																				57	58	59	60	61	62	63	64
8																				65	66	67	68	69	70	71	72
9																				73	74	75	76	77	78	79	80
10																				81	82	83	84	85	86	87	88
11																				89	90	91	92	93	94	95	96
Extra	as Byes 🛆	7	Leg	g Byes		N	Vides	_	<u> </u>		No	o ba	alls O		Total Runs	;				97	98	99	100	101	102	103	104
															Total Ext	ras				105	106	107	108	109	110	111	112
															TOTAL S	COR	E			113	114	115	116	117	118	119	120
Fall	of wickets	1	2	3	4	5	6	7	8	9	10	٦								121 129	122 130	123 131	124 132	125 133	126 134	127 135	128
Runs		-	2	3	4	5	0	-			10	N			tally and pla		e number of corner of each			129	150	151	152	155	154	155	15
Batt	er number												over box	ickets in	the bottom	ngin	comer of each										
							0	ver N	o. &	Bo	wling	g aı	nalysis -	Team	n Name												
No	Bowler's ı	nam	е			1				2				3			4			tional	Bowle	r's An	alysis				
1																			8 Na	ame							How bow
2																										s	stur
3																			9 Na	me						н	caug hit c
4																										LE	icket 3W Le
																			10 N	ame							efore 0 rui
5																				anne						So	core i r dot
6																										bo	owlei
7																			Bowl Score	er tota e	ıls + By	/es & I	Leg B	yes =	Total		/) RO
																			-								

ngs		r	1	1
	Ovr	Rns	W	В
8	1			
16	2			
24	3			
32	4			1
40	5			
48	6			
56	7			
64	8			1
72	9			
80	10			
88	11			
96	12			
104	13			
112	14			
120	15			
128	16			
136	17			
	18			
	19			
	20			1

*How Out B bowled S stumped C caught H hit own wicket LBW Leg before wckt RO run out Score runs or dot in bowler **(not** W) RO in