

Criclubs Cheatsheet FCC Ruchi Cup 2018

- 1) Each team will **add 7 players along with Dummy ByeRunner** before Toss. Dummy Byerunner is already added into your roster.
- 2) For Scoring (Wide/ No ball are 2 runs each, 5 bonus runs for scoring 22 in an over):
 - a. **Wide:** Select Wide + Runs (if any are scored) + Wide
 - b. **Noball:** Select Noball + Runs (if any are scored) + Wide
 - c. **Extras 5 runs for scoring 22 runs in an over:** Click on extras and scroll down to select Penalties (p+5). The app incorrectly changes the strike on giving 5 extras. Change batsman on strike. You can add extras before scoring last ball or beginning of next over.
- 3) **Retiring a batsman:** Batsman can be retired by clicking on Actions and retiring a batsman.
- 4) For **last batman use Dummy ByeRunner** as last batsman.
 - a. **NOTE:** Make sure Dummy ByeRunner does not take strike and score runs. So, you would need to change batsman for every 1 or 3 runs or in case of change in over.