

Madison Cricket Association (MCA)

MADISON CRICKET ASSOCIATION (MCA)

www.cricmadison.com

SCORE-CARD ENTRY

GUIDELINES & RULES

2012

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REVISION SUMMARY

Date	Created/ Revised By	Team Name	Change Description
06/26/2011	Apurva Trivedi	Madison Jets	Initial / Draft version of the document
06/29/2011	Rahul B	Madison Jets	MCA_Scorecard Guidelines – Updated based on cricket laws and Guidelines
06/29/2011	Naga Sivaraj	Madison Mavericks	MCA_Scorecard Guidelines - Updated section – 8, 9 & 10 and formatted the document to match with other MCA document template.
06/30/2011	Naga Sivaraj	Madison Mavericks	MCA_Scorecard Guidelines - Updated section – 2, 3, 4, 5, 7, 9 & 10 based on Rahul suggestions.
05/02/2012	Vijay S Merupati	EAGLES	Added Getting Started Section to the document.
05/03/2012	Naga Sivaraj	Chargers	Reviewed and formatted the document – no updates done

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GETTING STARTED

Note: Scorer (herein referred as 'you') should familiarize himself with MCA rules which apply to matches played in the League.

EQUIPMENT:

- Copy of ScoreCard Guidelines.
- Scorebook/Score Card/Counter.
- Pens/Calculator etc.,

HEADINGS:

Always write the game details and the date of game you are scoring for. Sounds simple but a lot of people omit this information and it can lead to endless problems later in a season if the scorebook falls apart!

PLAYERS:

Write down a list of players of both sides before you start. If you have the list, you will be aware of the playing 11 + 1 (to avoid further issues/confusions in the game).

BATSMAN FACING:

Find out which batsman is facing the first ball and write his name down as Number 1 Bat. The next batsman is obviously Number 2 and you can also write his name down in the space provided. Sometimes you will not get a positive answer from the batsmen about who is going to face – comments like “**We’ll decide when we get out there**” etc are common. If so just work out which is which, and watch where they take guard.

BOWLER:

Ask for the name of the opening bowler and write his name in the space for the first bowler and so on.

ACKNOWLEDGING SIGNALS:

It is the Scorer’s responsibility to ALWAYS acknowledge all the Umpire’s signals throughout the match. Keep the signal(s) simple – just a wave by one arm above your head - complicated movements might cause the Umpire to think there is a problem off the field.

Note: There could be more than one signal. E.g. A boundary four off a no ball. In such cases you must acknowledge BOTH signals.

END OF EVERY OVER:

An over is usually six legal balls (Do not count No-Balls and wides as legal balls in the over) and at the end of six balls the over is finished. The Umpire will call “**Over**” and the players will move to their new positions. If the Umpire has miscounted and there have only been five balls or if he continues to seventh delivery, take it to the umpire’s attention and resolve the issue before the next over starts.

Scoring Details

1. Entering 1 Run – 1

- a. Add 1 run to Batsman Tally
- b. Add 1 run to Bowler Tally
- c. Add 1 run to Team Total

2. Entering 2 Runs – 2

- d. Add 2 run to Batsman Tally
- e. Add 2 run to Bowler Tally
- f. Add 2 run to Team Total (Scorer should make sure 2 runs are marked at a time in Team Score)

3. Entering 3 Runs – 3

- g. Add 3 run to Batsman Tally
- h. Add 3 run to Bowler Tally
- i. Add 3 run to Team Total (Scorer should make sure 3 runs are marked at a time in Team Score)

4. Entering 4 Runs – 4

- a. Add 4 run to Batsman Tally
- b. Add 4 run to Bowler Tally
- c. Add 4 run to Team Total (Scorer should make sure 4 runs are marked at a time in Team score)

5. Entering 6 Runs – 6

- a. Add 6 run to Batsman Tally
- b. Add 6 run to Bowler Tally
- c. Add 6 run to Team Total (Scorer should make sure 6 runs are marked at a time in Team score)

6. Entering Dot ball – .

- a. Add . to Batsman Tally
- b. Add . to Bowler Tally

7. Entering Wide – Y

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls. All runs scored as wide will be added to bowler's tally and to the team extras.

Wide Balls will NOT be counted against Batsman TALLY (**Balls Faced**).

- a. 1 additional run – 1y

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- b. 2 additional run – 2y
- c. 3 additional run – 3y
- d. 4 additional run – 4y

8. Entering Byes – b

All runs will be added to team extra; runs will NOT be added to bowler's tally on a Legal ball.

- a. 1 byes – 1b
- b. 2 byes – 2b
- c. 3 byes – 3b
- d. 4 byes – 4b
 - Byes from a Legal ball will be added to Team Extras
 - Byes from a wide ball will be added to Bowlers tally and should be entered as wides
 - Byes from a NO-Ball will be added to Bowlers tally and should be entered as no-balls

9. Entering No-Ball – n

A penalty of one run for a noball shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a noball, shall be scored no balls. All runs scored as noball will be added to bowler's tally.

NO Balls will be counted against Batsman TALLY (**Balls Faced**).

- a. Additional Runs
 - 1 run – **1n**
 - 2 runs – **2n**
 - 3 runs – **3n**
 - 4 runs – **4n**
 - 6 runs – **6n**
- b. Byes from a no ball will be added into bowlers tally and will go into team extras also.
- c. Runs from Batsman on a No-Ball - All the runs scored by batsman and the No-ball has to be included in Bowlers Tally

10. Entering Over-Throw

- All runs scored as a result of overthrow will be added to Batsman Tally and not considered as extra runs, provided the ball touches the bat.
- Overthrows from wide ball byes will be added to team extras and goes in bowler tally and should be entered as wides.
- Overthrows from no ball byes will be added to team extras and goes in bowler tally and should be entered as no-balls.
- Overthrows from legal ball byes which does not touch the bat will be added to team extras