

# Scoring – Under 10

## Scoring rules /procedures applying to cricketers in U 10 age group

- 1 Find a good vantage point (preferably with some shade and where you won't need to keep moving as the sun comes over) where you can see the umpire and the game without being disturbed by players or parents. Introduce yourself to the other scorer as you need to sit together.
- 2 Make sure you have sharp pencils and a rubber (and preferably a calculator). A table or a folder to place the scorebook on is handy.
- 3 Obtain list of both team in batting order if possible.
- 4 Fill out headings in scorebook with date, venue and teams.
- 5 Divide the number of balls by the number of batsmen who will be playing. Mark off in the scorebook with a solid line the number of balls each player will face. In U10 there are 15 overs (90 balls) each.
- 6 Work out a system for telling the batsmen apart (eg one is wearing helmet, one is left handed – consider putting notes against their name such as H for helmet)
- 7 Every ball that is bowled must be recorded. If no runs are scored a dot is placed against the batsman and the bowler.
- 8 Where runs occur, they must be placed against the batsman, added to the total score and recorded in the bowler's column.
- 9 Where sundries (wides, no balls, leg byes or byes) occur they are recorded against the batsman and the bowler – there is no record of sundries kept in modified cricket.
- 10 Work from the top of the page, filling in the necessary sections as you go down. The block in the centre is a running total of runs to date.
- 11 At the end of each over, record the total runs to date and the number of wickets that have fallen in the boxes at the end of the page. Total the runs in the bowler's column and compare the total score with your fellow scorer. Every few overs compare batsmen's individual scores.
- 12 Before a batsman comes close to the end of his allotted balls, let the umpire or manager know. For instance, call out "two more balls for Robert".
- 13 If you need to, stop play though this should be avoided if at all possible.
- 14 At the end of the day, the number of runs scored by the batsmen should exactly equal the number of runs taken from the bowlers. If these don't reconcile, the total recorded at the end of the scoresheet is definitive. Then total up the number of wickets that have fallen, multiple this by three and deduct from the total runs scored.

## SIGNALS AND TYPES OF DELIVERIES/RUNS

### Signals

Scorers must acknowledge signals by the umpires (Law 4.3). The signals are:

Boundary four	waving the arm from side to side across the body
Boundary six	raising both arms above the head
Bye	raising an open hand above the head
Leg bye	by touching the raised knee with the hand
Wide	extending both arms horizontally
Dead ball	crossing and recrossing both arms below the waist (no runs are scored) and ball is rebowled.
No ball	extending one arm horizontally
Short run	by bending the arm upwards to touch the nearest shoulder with finger tips. One less run is added to the score and the batsman has one less run added to his total.

### **Byes**

Byes are recorded as B but are added to the batsman and bowler's figures.

### **Leg byes**

Leg byes are shown as L but are added to the batsman and bowler's figures

### **No balls**

Record an N – add one to batsman, one to bowler and one to the total. Any runs scored from the ball are also added to the batsman and bowler. For example, if a 4 is scored from a no ball you would write N+4. No balls are not rebowled.

### **Wides**

Record a W – add one to batsman, one to bowler and one to the total. Any runs scored from the ball are also added to the batsman and bowler. For example, if a 4 is scored from a no ball you would write W+4. Wides are not rebowled.

### **Run outs**

If a batsman is caught no run is scored under any circumstances (Law 32).

If a player is run out going for his first run, no runs are shown and he is shown as run out. The wicket is not credited to the bowler. If a player is run out going for a subsequent run only the completed runs are credited to the batsman, added to the score and shown against the bowler.

### **Wickets**

Fall of wickets are shown as X in the bowler's figures. When a wicket falls, complete the details of how the batsman was out, name of bowler (except if the wicket is a run out) and how many runs were made plus the score at the fall of the wicket plus the name of the not out batsman. X is also marked against the batsman for that ball.