

Junior Cricket Scorebook Instructions

Before The Game

Complete the game details at the top of the scorecard:

- Team names
- Date
- Venue
- Coach names

Write the batters' names in the order they are expected to bat.

Write the bowlers' names in the order they are expected to bowl.

During The Match

DOT BALLS (NO RUNS) - If the batter faces a ball and does not score, place a dot in:

- The batter's box
- The bowler's box

RUNS - If the batter scores runs, write the number of runs in:

- The batter's box
- The bowler's box
- Cross the runs off in the progressive total score box each time runs are scored.



Umpire Signal 4 -

This means 4 runs to the batter, and is signalled by the umpire moving their arm in a sweeping motion side to side.



Umpire Signal 6 -

This means 6 runs to the batter, and is signalled by the umpire putting both hands in the air simultaneously.

NO BALLS - If a no ball is bowled, place an O in:

- The batter's box
- The bowler's box
- The progressive total score box

NO BALLS



Umpire Signal No Ball -

This means an additional run to the batting side, and is signalled by the umpire stretching one arm out horizontally.

- If a runs is made off the bat place a 1 inside the O, those runs are credited to the batter, 1 run off the bat 1 goes to the batter's score, 2 runs against the bowler and 2 onto the total.
- If runs are made but not off the bat, 0 runs to the batter, 2 runs to the total

WIDES - If a no ball is bowled, place an W in:

- The batter's box
- The bowler's box
- The progressive total score box
- If an additional run is made from the wide ball, write 2W, for 2 runs enter 3W etc

WIDES



Umpire Signal Wide -

This means an additional run to the batting side, and is signalled by the umpire stretching both arms out horizontally.

BYES - If a the ball is bowled, batter does not hit it but runs are made. Enter a B in

- The batter's box
- The bowler's box
- Add the runs to progressive total score box
- If an additional run is made, write 2B or 3B etc

BYES



Umpire Signal Bye -

This means an additional run to the batting teams total but not a particular batter, and is signalled by the umpire stretching one arm up vertically.



Umpire Signal Leg Bye -

This means an additional run to the batting teams total but not a particular batter, and is signalled by the umpire lifting one leg and patting it repeatedly.

WICKETS

For Stage 1

- If a bowler takes a wicket, write X in the batter's box.
- Write W in the bowler's box.
- Update the number of outs box.
- Add the wicket to the bowler's wicket box.

For stage 2 and 3:

- Record how the batter got out.
- Write the fielder's name, if applicable.
- Write the bowler's name, if applicable.
- Record the batter's runs scored.
- Record the number of balls faced.



Umpire Signal Wicket -

This means that the batter is out, and must leave the crease. It is signalled by the umpire extending their arm vertically, with one finger outstretched.

End Of Each Over

Add up the bowler's over.

Fill in the bowler's over details.

Complete the progressive over total box at the end of each over.

Retirement Rules

Watch when a batter is close to their retirement ball limit.

Let the coach know when the batter has three balls remaining before retirement.

When the batter reaches their ball limit:

- Add up the batter's score.
- Add up the balls faced.
- Record the details clearly in the scorebook.

After The Game

Check that:

- Batter totals are complete.
- Bowler totals are complete.
- Wickets/outs are recorded.
- Progressive total matches the final score.

SETUP

1. These overall match details assist with identifying the match later on

2. Here's where the batters' names go

3. Here's where the bowlers' names go

CJCC STAGE 2 SCORECARD

HOME TEAM: _____

AWAY TEAM: _____

VENUE: _____

DATE: / /

TEAM BATTING: _____

TOSS WON BY: _____

SCORER: _____

AGE/DIVISION: _____

TIME OF FIRST BALL: _____

DRINKS: _____

LAST BALL: _____

BATTERS

NO.	1	2	3	4	5	6	7	8	9	10	11
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											

BOWLERS

NO.	1	2	3	4	5	6	7	8	9	10	11
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											

PROGRESSIVE TOTAL SCORE

OVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															

RUNS SCORED OFF THE BAT

OVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															

TIP: The table shows how many balls each batter should face before retiring, dependent on how many players are in the team

RUNS



Umpire Signal 4 -

This means 4 runs to the batter, and is signalled by the umpire moving their arm in a sweeping motion side to side.



Umpire Signal 6 -

This means 6 runs to the batter, and is signalled by the umpire putting both hands in the air simultaneously.

1. Write down the ball next to the batter. If it was their first ball, it should go in the first box.

One run = 1
Two runs = 2
Etc.

CJCC STAGE 2 SCORECARD

HOME TEAM: _____

AWAY TEAM: _____

VENUE: _____

DATE: / /

TEAM BATTING: _____

TOSS WON BY: _____

SCORER: _____

AGE/DIVISION: _____

TIME OF FIRST BALL: _____

DRINKS: _____

LAST BALL: _____

BATTERS

NO.	1	2	3	4	5	6	7	8	9	10	11
1	Player A										
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											

BOWLERS

NO.	1	2	3	4	5	6	7	8	9	10	11
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											

PROGRESSIVE TOTAL SCORE

OVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															

RUNS SCORED OFF THE BAT

OVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															

2. Add a mark to the progressive total score

3. Add the ball to the bowler's over

HOME TEAM: _____

AWAY TEAM: _____

VENUE: _____

DATE: / /

TEAM BATTING: _____

TOSS WON BY: _____

SCORER: _____

AGE/DIVISION: _____

1. Add a mark to the batting score

Player A

2. Add a mark to the progressive total score

3. Add the 'O's to the bowler's over

3. Then a mark to the No Balls (O) tally

BYES



Umpire Signal Bye -

This means an additional run to the batting teams total but not a particular batter, and is signalled by the umpire stretching one arm up vertically.



Umpire Signal Leg Bye -

This means an additional run to the batting teams total but not a particular batter, and is signalled by the umpire lifting one leg and patting it repeatedly.

1. Write down a 'B' next to the batter

CJCC STAGE 2 SCORECARD

HOME TEAM: _____ TEAM BATTING: _____ TIME OF: _____
 AWAY TEAM: _____ TOSS WON BY: _____ FIRST BALL: _____
 VENUE: _____ SCORER: _____ DRINKS: _____
 DATE: / / AGE/DIVISION: _____ LAST BALL: _____

1. Write down a 'B' next to the batter

2. Add a mark to the progressive total score

3. Then a mark to the Byes (B) tally

4. Add the 'B' to the bowler's over

WICKETS



Umpire Signal Wicket -

This means that the batter is out, and must leave the crease. It is signalled by the umpire extending their arm vertically, with one finger outstretched.

1. Write down a 'X' next to the batter

CJCC STAGE 2 SCORECARD

HOME TEAM: _____ TEAM BATTING: _____ TIME OF: _____
 AWAY TEAM: _____ TOSS WON BY: _____ FIRST BALL: _____
 VENUE: _____ SCORER: _____ DRINKS: _____
 DATE: / / AGE/DIVISION: _____ LAST BALL: _____

1. Write down a 'X' next to the batter

2. Then add the details to the wickets column, including How Out, the Fielder (if a Run Out or Catch) and Bowler (if Bowled or a Catch)

3. Fill in the Fall of Wicket details

4. Add the 'X' to the bowler's over

When there is a break in play, count up the player's runs, balls faced and 4s and 6s. NOTE: Extras, such as Byes, Leg Byes, No Balls and Wides, count as balls faced, but not runs scored to the batter.