SCOREBOOK ENTRIES

Event	Symbol	Cross-off the Tally	Notes
Captain	✳		In the Batsmen's section enter ✳ alongside the Captain's name
Wicket-keeper	†		In the Batsmen's section enter † alongside the Wicket-keeper's name
Wicket - Bowler's credit	w	None	In the Striker's line & Bowling analysis enter w – No runs are scored except No-balls & Wides
The batsmen do not run	• Dot	None	In the Striker's line & Bowler's analysis enter a dot
No signal - The batsmen complete run/s	Numerals 1 2 3 etc	The run/s	In the Striker's line & Bowler's analysis enter a numeral for each run scored – Striker is credited with the runs, they came off the bat
No-ball signalled – The batsmen do not run	○	1 for the No-ball	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ One run is entered in the No-ball line of Bowling extras - Striker is not credited
No-ball signalled - The batsmen complete run/s	① ② ③ ④ or ⑥	1 for the No-ball plus the run/s	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ Insert a numeral in each symbol for each run scored – Striker is credited with the runs off the bat One run plus the runs scored are entered in the No-ball line of Bowling extras
No-ball / Byes signalled - The batsmen complete run/s	☺ ☺ ☺ or ☺	1 for the No-ball plus the run/s	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ Insert a dot in each symbol for each run scored - Striker is not credited with any runs One run plus the runs scored are entered in the No-ball line of Bowling extras
Wide signalled - The batsmen do not run	+	1 for the Wide	In the Striker's line & Bowler's analysis enter the Wide symbol + One run is entered in the Wide line of Bowling extras – Striker is not credited
Wide signalled - The batsmen complete run/s	+ + + or +	1 for the Wide plus the run/s	In the Striker's line & Bowler's analysis enter the Wide symbol + Insert a dot in the quadrants of each symbol for each run scored One run plus the runs scored are entered in the Wide line of Bowling extras- Striker is not credited
Bye signalled - The batsmen complete run/s	Δ	The run/s	In the Striker's line & the Bowler's analysis enter the Bye symbol Δ A dot may be inserted in each symbol for each run scored – Striker is not credited with any runs Enter the runs scored in the Byes line of Fielding extras. Do not add numerals to this symbol
Leg-bye signalled - The batsmen complete run/s	∇	The run/s	In the Striker's line & the Bowler's analysis enter the Leg-bye symbol ∇ A dot may be inserted in each symbol for each run scored – Striker is not credited with any runs Enter the runs scored in the Leg-byes line of Fielding extras. Do not add numerals to this symbol
Wide signalled – Striker dismissed - Stumped or Hit-wicket	+ʷ	1 for the Wide	One run is entered in the Wide line of Bowling extras - Striker is not credited In the Bowling analysis and in the Striker's line enter the Wide symbol + & w for the wicket
Did not bat			At the conclusion of an innings, any team members who did not bat, record their names in the Batting section - enter Did not bat
Unable to bat			At the conclusion of an innings, any team member unable to bat because of injury or illness, enter Absent alongside his name
Maiden over or Wicket Maiden	M or W		A completed over in which the Bowler concedes no runs - No-balls & Wides are runs conceded - Byes or Leg-byes are not
An acceptable alternative is to record in the Striker's line only the runs scored to his credit. Byes, Leg-byes & No-balls are balls faced – Wides are not balls faced			

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DISMISSALS

Method	Which umpire?	Credit to		Possible off a		Notes
		Bowler	Fielder	No-ball	Wide	
Bowled	Bowlers end	Yes	No	No	Impossible	Bowled takes precedence over all other dismissals No runs are scored
Timed-out	Bowlers end	No	No	No	No	An incoming batsman must be in position to play within 3 minutes of the previous batsman's dismissal A delivery is not required
Caught	Bowlers end	Yes	Yes	No	Impossible	Caught takes precedence over all dismissals except Bowled No runs are scored Record Caught-Sub if caught by a substitute
Handled the ball	Bowlers end	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the incident are scored
Hit the ball twice	Bowlers end	No	No	Yes	Impossible	Only the striker is dismissed Runs can only be scored as overthrows or as Penalties
Hit-wicket	Strikers end	Yes	No	No	Yes	The striker must break his stumps with his person or bat on receiving the delivery or immediately after when setting out for his first run Any delay negates this dismissal
Leg Before Wicket	Bowlers end	Yes	No	No	Impossible	Bowled – if the ball having touched the striker or his bat then breaks his stumps
Obstructing the field	Bowlers end	No	No	Yes	Yes	If the obstruction prevents a catch the Striker is dismissed – the bowler does not get the credit & no runs are scored Either batsman can be dismissed otherwise Only runs completed before the incident are scored
Run-out	Respective end	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the dismissal are scored If an injured Striker is himself Run-out, no runs are scored
Stumped	Strikers end	Yes	No	No	Yes	Only the Wicket-keeper can effect this dismissal Run-out if another fielder involved
Retired	Bowlers end	No	No	Yes	Yes	Record first in pencil – he may resume his innings If not, when the innings has concluded record in ink either; Retired Not-out (if sick or injured) - or - Retired Out

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Print both sides of A4 card then cut in half - reverse inverted