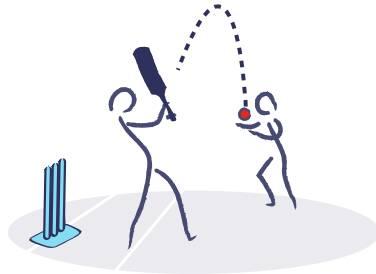


Ways of being out

What players, umpires and scorers should know (N.B. often plastic stumps do not have bails).

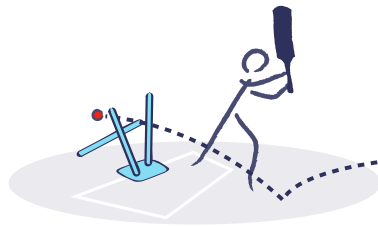
Caught

The fielder catches the ball after the batter hits it and before it bounces on the ground.



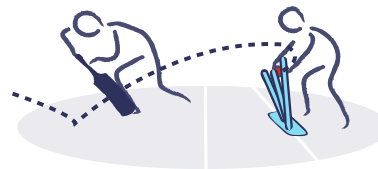
Bowled

The bowler delivers a ball which the batter misses and the ball hits the stumps. If bails are used they have to fall off the wicket (dislodged).



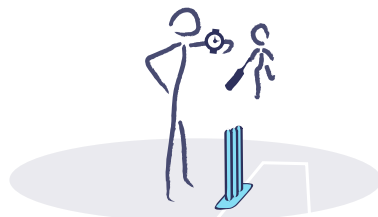
Stumped

The batter or their bat is not behind the crease and the wicketkeeper has broken the stumps with the ball.



Timed out

The batter going in is allowed three minutes to step onto the field of play, from when the last batter was out.



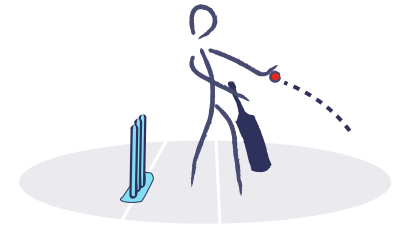
Hit ball twice

The batter is not allowed to hit the ball a second time, but may stop the ball, e.g. to prevent it from hitting the wicket.



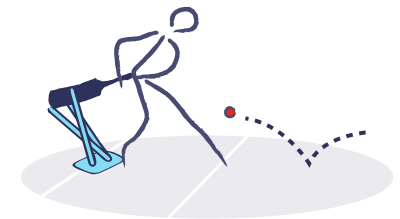
Handled ball

The batter is not allowed to stop the ball hitting the stumps or prevent the ball going to a fielder by use of the hand.



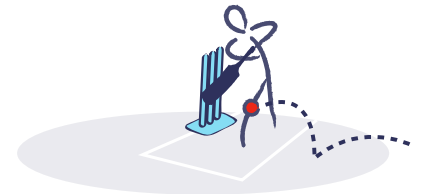
Hit wicket

The batter hits the stumps when trying to play a shot.



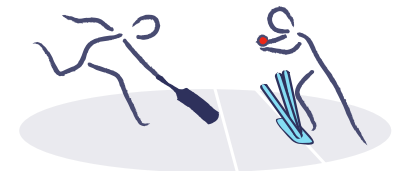
Leg before wicket (LBW)

The ball is prevented from hitting the wicket by hitting the batter on the pads, leg or foot. The umpire must be sure the ball will go on to hit the wicket.



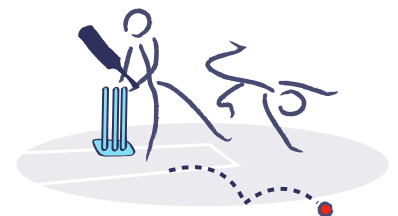
Run out

The fielder or wicketkeeper breaks the stumps with the ball before the batter crosses the crease with either the bat or part of his body.



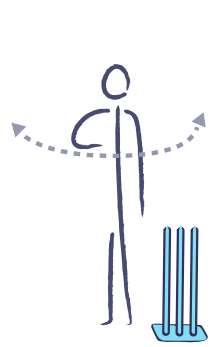
Obstructing the field

The batter is not allowed to prevent the fielding team from reaching the ball.

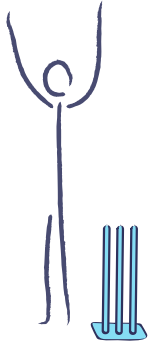


Umpire's signals

The umpires communicate their decisions to players, spectators and scorers using hand signals:



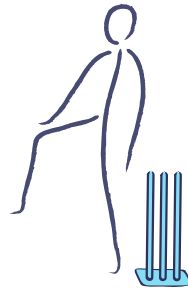
Four runs



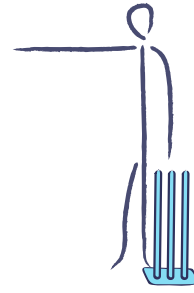
Six runs



Bye



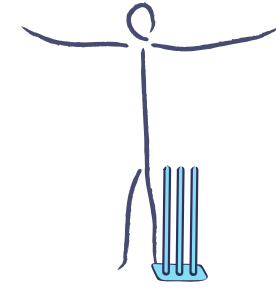
Legs bye



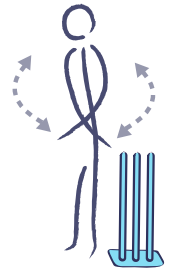
No ball



Out



Wide



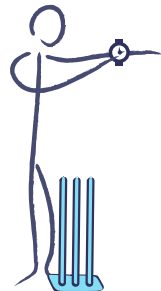
Dead ball



Short run



Penalty runs



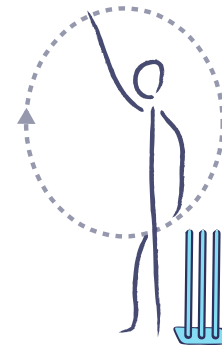
Last hour



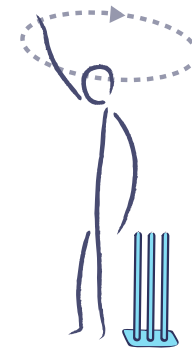
Cancel call



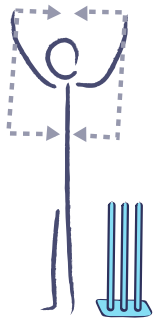
New Ball



Powerplay



Free hit



TV replay

8-a-side scoresheet

Team: _____

Final score: _____

First pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Second pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Third pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Fourth pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Team: _____

Final score: _____

First pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Second pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Third pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Fourth pair	
1 over	2 over
Runs: Wkts:	Runs: Wkts:
End of over total:	End of over total:

Don't forget

Batting team starts with 200 runs
Runs added to total
5 runs deducted if batter is out
Give extra ball for wide or no ball in final over

Example of a 2 over spell (minus 5 runs per wicket)

1 over	2 over
no run	wicket falls
4 runs	1 run
wicket falls	2 runs from a no ball (2+2=4)
wide, no extra run (2+0=2)	one run
no run	3 runs
1 run	no run
7 runs, 1 wicket	9 runs, 1 wicket
200 + 7 = 207 - 5 = 202	202 + 9 = 211 - 5 = 206

Method of scoring on sheet:

- = no run, no wicket
- W** = wicket
- 1/2/3** = runs scored
- = no ball, number of runs written inside
- ⚡ = wide, dots represent runs taken

First pair	
1 over	2 over
• 4 W	W 1 (2)
+ • 4	1 3 •
Runs: 7 Wkts: 1	Runs: 9 Wkts: 1
End of over total: 202	End of over total: 206

Fielding positions

