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Willow Scorebook Introduction

WELCOME

" There is seldom more than one proficient scorer in a cricket club. This is partly because the task is undervalued and more often due to the complexities of scoring. Many clubs survive without a good scorer at all thus depriving themselves of accurate match results and analysis. This can lead to all manner of problems not least of which being match disputes. Although the final decision rests with the umpires and team captains, it is more often the match scorer(s) whom bear the brunt of accusation when the Scoreboard, Scorebook and Players relate different opinions upon the current or final match position.

How often too, do the most diligent of scorers, find fault in their own manual scoring? In providing an accurate analysis mistakes can often be made leaving the result in question when batting totals do not equal bowling totals. Finding such mistakes can be impossible.

Smaller clubs fare worst in these respects even with competent scorers. The nature of the amateur game complicates the task of scoring. How often are both teams player lists produced before the game? How often are batting orders changed and juggled? Is the scoreboard kept up to date fully ball by ball? "

The **Willow Scorebook** has been designed to address these concerns and to extend the ability of even the most professional scorer by providing one touch scoring, full match analysis and extended features previously available only to the highly financed television and radio networks. The Willow Scorebook is also an asset for any cricket coach.

The Willow Scorebook offers facilities such as :-

One key entry for common scoring operations.

Comprehensive event selection.

Support for Innings suspension for Rain, Light, Lunch, Tea or Drinks.

Match Save & Load.

From 5 to 11 players per team plus substitute.

Recording of Captains & Wicket Keepers.

Radial Charts for batsmen and bowlers.

Automatic calculation of match result.

View previous match positions while the match is in progress.

Byes & Leg Byes are indicated in bowlers analysis.

Recording of a batsman's time in & out, balls received & time at crease.

Full control over printing.

Scoreboard & Score sheet display.

Match Summary display.

Run Rate Graph depiction.

Manhattan Graphs.

Automatic or manual batsman/bowler selection.

Automatic or manual timing of events.

Automatic or manual end of over

Recording of Weather & Pitch condition.

Local Customs.

Match or Innings notes.

One or two innings matches.

Support for no-balls of one or two run value.

Customisable windows display.

Separate Windows for All Scorebook Analyses.

Online Help

The Laws Of Cricket

Support for Cricket Statistics for Windows

EddSON hope that The Willow Scorebook is all you expected it to be and more. Please read the Product Support section of this Help guide for further product and support information.

Product Support

Willow Scorebook includes everything required to run and be used effectively by a competent Windows user with cricket knowledge. The package includes software supplied on 3.5" disk or CD, registration, contact and licence information. The software is supplied with installation and set-up routines, the program itself and this on-line help.

If you experience problems using this package, or the instruction manual and on-line help do not satisfactorily answer your questions then DO NOT despair, further assistance is at hand.

Undocumented changes to the program, instructions or on-line help are recorded in a README file found on the installation disk or CD. Read this file before proceeding further (Use the Windows Notepad to open the README file to view its contents).

EddSON provide support for Willow Scorebook either through the supplier channel or directly. We strongly advise that you contact your supplier with initial queries.

EddSON will provide product support to all their customer's subject to terms & conditions in place at the time service is provided. Special consideration should be made by customers outside the United Kingdom. Contact EddSON over the telephone, by email or in writing using the contact information supplied with the package. When requesting product support you will be asked for your serial number. Please be ready if you telephone or mark the serial number clearly on correspondence.

Product training, consultancy and data collection are all services offered by EddSON. Further details can be given on enquiry.

Willow Scorebook is under constant review and change. Your installation disks are marked with the supplied version, release and revision levels (e.g. v1.01 r001 indicates version 1 release 01 revision 001, the first issue of the package). Revisions are invariably minor bug fixes and slight improvements, which would not be included in a formal software release. These revisions can be supplied to you free of charge or at cost price if this involves materials. Contact EddSON for revision details. New versions or releases of the software are chargeable although EddSON attempt to keep such charges to a minimum. EddSON do not believe in forcing their customers to pay for a product twice. EddSON's upgrade charges and the upgrades themselves are available through either the supplier channel or directly from EddSON.

The Laws of Cricket

The Laws Of Cricket, 1980 Code, Second Edition - 1992, 1993 May, have been reproduced by kind permission of Marylebone Cricket Club.

Printed copies of the Laws of Cricket (currently 3 pounds sterling for hardback and 1 pound 50 pence for softback) with full notes and interpretations may be obtained from:

Marylebone Cricket Club
(MCC Book Shop)
Lord's Cricket Ground
London. NW8 8QN
England
(44) 0171-289 5686

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Law 1 - The Players

1. NUMBER OF PLAYERS & CAPTAIN

A match is played between two sides each of eleven Players, one of whom shall be Captain. In the event of the Captain not being available at any time a Deputy shall act for him.

2. NOMINATION OF PLAYERS

Before the toss for innings, the Captain shall nominate his Players who may not thereafter be changed without the consent of the opposing Captain.

Notes

(a) More Or Less Than Eleven Players A Side

A Match may be played by agreement between sides of more or less than eleven players but not more than eleven players may field.

Law 2 - Substitutes & Runners: Batsman or Fieldsman Leaving The Field: Batsman Retiring: Batsman Commencing Innings

1. SUBSTITUTES

In normal circumstances, a substitute shall be allowed to field only for a player who satisfies the Umpires that he has become injured or become ill during the match. However, in very exceptional circumstances, the Umpires may use their discretion to allow a Substitute for a player who has to leave the field for wholly acceptable reasons, subject to consent being given by the opposing Captain. If a player wishes to change his shirt, boots, etc., he may leave the field to do so (no changing on the field) but no substitute will be allowed..

2. OBJECTION TO SUBSTITUTES

The opposing Captain shall have no right of objection to any player acting as substitute in the field, nor as to where he shall field; however, no substitute shall act as wicket-keeper.

3. SUBSTITUTE NOT TO BAT OR BOWL

A Substitute shall not be allowed to bat or bowl.

4. A PLAYER FOR WHOM A SUBSTITUTE HAS ACTED

A Player may bat, bowl or field even though a substitute has acted for him.

5. RUNNER

A runner shall be allowed for a batsman who, during the match is incapacitated by illness or injury. The player acting as runner shall be a member of the batting side and shall, if possible, have already batted in that innings.

6. RUNNER'S EQUIPMENT

The player acting as runner for an injured batsman shall wear the same external protective equipment as the injured batsman.

7. TRANSGRESSION OF THE LAWS BY AN INJURED BATSMAN OR RUNNER

An injured batsman may be out should his runner break any one of Law 33: (Handled the Ball), Law 37: (Obstructing the Field) or Law 38: (Run Out). As striker he remains himself subject to the Laws. Furthermore, should he be out of his ground for any purpose and the wicket at the wicket-keeper's end be put down he shall be out under Law 38: (Run Out) or Law 39: (Stumped) irrespective of the position of the other batsman or the runner and no runs shall be scored.

When not the striker, the injured batsman is out of the game and shall stand where he does not interfere with the play. Should he bring himself into the game in any way then he shall suffer the penalties that any transgression of the Laws demands.

8. FIELDSMAN LEAVING THE FIELD

No Fieldsman shall leave the field or return during a session of play without the consent

of the Umpire at the Bowler's end. The Umpire's consent is also necessary if a Substitute is required for a Fieldsman, when his side returns to the field after an interval. If a member of the fielding side leaves the field or fails to return after an interval and is absent from the field for longer than 15 minutes, he shall not be permitted to bowl after his return until he has been on the field for at least that length of playing time for which he was absent. This restriction shall not apply at the start of a new day's play.

9. BATSMAN LEAVING THE FIELD OR RETIRING

A Batsman may leave the field or retire at any time owing to illness, injury or other unavoidable cause, having previously notified the Umpire at the Bowler's end. He may resume his innings at the fall of a wicket, which for the purposes of this Law shall include the retirement of another Batsman.

If he leaves the field or retires for any other reason he may only resume his innings with the consent of the opposing Captain.

When a Batsman has left the field or retired and is unable to return owing to illness, injury or other unavoidable cause his innings is to be recorded as 'retired, not out'. Otherwise it is to be recorded as 'retired, out'.

10. COMMENCEMENT OF A BATSMAN'S INNINGS

A Batsman shall be considered to have commenced his innings once he has stepped on to the field of play.

Notes

(a) Substitutes & Runners

For the purpose of these Laws allowable illnesses or injuries are those which occur at any time after the nomination by the Captains of their teams.

Law 3 - The Umpires

1. APPOINTMENT

Before the toss for innings two Umpires shall be appointed, one for each end, to control the game with absolute impartiality as required by the Laws.

2. CHANGE OF UMPIRE

No Umpire shall be changed during a match without the consent of both Captains.

3. SPECIAL CONDITIONS

Before the toss for innings, the Umpires shall agree with both Captains on any special conditions affecting the conduct of the match.

4. THE WICKETS

The Umpires shall satisfy themselves before the start of the match that the wickets are properly pitched.

5. CLOCK OR WATCH

The Umpires shall agree between themselves and inform both Captains before the start of the match on the watch or clock to be followed during the match.

6. CONDUCT & IMPLEMENTS

Before and during a match the Umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the Laws.

7. FAIR & UNFAIR PLAY

The Umpires shall be the sole judges of fair and unfair play.

8. FITNESS OF GROUND, WEATHER & LIGHT

(a) The Umpires shall be the sole judges of the fitness of the ground, weather and light before play.

(i) However, before deciding to suspend play or not to start play or not to resume play after an interval or stoppage, the Umpires shall establish whether both Captains (the Batsmen at the wicket may deputy's for their Captain) wish to commence or to continue in the prevailing conditions; if so, their wishes shall be met.

(ii) In addition, if during play, the Umpires decide that the light is unfit, only the batting side shall have the option of continuing play. After agreeing to continue to play in unfit light conditions, the Captain of the batting side (or a Batsman at the wicket) may appeal against the light to the Umpires, who shall uphold the appeal only if, in their opinion, the light has deteriorated since the agreement to continue was made.

(b) After any suspension of play, the Umpires, unaccompanied by any of the Players or Officials shall, on their own initiative, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Immediately the Umpires decide that play is possible they shall call upon the Players to resume the game.

9. EXCEPTIONAL CIRCUMSTANCES

In exceptional circumstances, other than those of weather, ground or light, the Umpires may decide to suspend or abandon play. Before making such a decision the Umpires shall establish, if the circumstances allow, whether both Captains (the Batsmen at the wicket may deputise for their Captain) wish to continue in the prevailing conditions: if so their wishes shall be met.

10. POSITION OF UMPIRES

The Umpires shall stand where they best see any act upon which their decision may be required.

Subject to this over-riding consideration the Umpire at the Bowler's end shall stand where he does not interfere with either the Bowler's run up or the Striker's view.

The Umpire at the Striker's end may elect to stand on the off instead of the leg side of the pitch, provided he informs the Captain of the fielding side and the Striker of his intention to do so.

11. UMPIRES CHANGING ENDS

The Umpires shall change ends after each side has had one innings.

12. DISPUTES

All disputes shall be determined by the Umpires and if they disagree the actual state of things shall continue.

13. SIGNALS

The following code of signals shall be used by umpires who will wait until a signal has been answered by a Scorer before allowing the game to proceed.

Boundary 4	by waving the arm from side to side.
Boundary 6	by raising both arms above the head.
Bye	by raising an open hand above the head
Dead Ball	by crossing and re-crossing the wrists below the waist.
Leg Bye	by touching a raised knee with the hand.
No Ball	by extending one arm horizontally.
Out	by raising the index finger above the head. If not the Umpire shall call 'Not Out'.
Short Run	by bending the arm upwards and by touching the nearer shoulder with the tips of the fingers.
Wide	by extending both arms horizontally.

14. CORRECTNESS OF SCORES

The Umpires shall be responsible for satisfying themselves on the correctness of the scores throughout and at the conclusion of the match (See [Law 21.6](#) - Correctness of Result).

Notes

(a) Attendance of Umpires

The Umpires should be present on the ground and report to the Ground Executive or the equivalent at least 30 minutes before the start of a day's play.

(b) Consultation Between Umpires and Scorers

Consultation between Umpires and Scorers over doubtful points is essential.

(c) Fitness Of Ground

The Umpires shall consider the ground as unfit for play when it is so wet or slippery as to deprive the Bowlers of a reasonable foothold, The fieldsmen, other than the deep fielders, of the power of free

movement, or the Batsmen the ability to play their strokes or to run between the wickets. Play should not be suspended merely because the grass and the ball are wet and slippery.

(d) Fitness Of Weather & Light

The Umpires should only suspend play when they consider that the conditions are so bad that it is unreasonable or dangerous to continue.

Law 4 - The Scorers

1. RECORDING RUNS

All runs scored shall be recorded by Scorers appointed for the purpose. Where there are two Scorers they shall frequently check to ensure that the score sheets agree.

2. ACKNOWLEDGING SIGNALS.

The Scorers shall accept and immediately acknowledge all instructions and signals given to them by the Umpires.

Law 5 - The Ball

1. WEIGHT & SIZE

The ball, when new, shall weight not less than 5½ ounces/155.9g., nor more than 5¾ ounces/163g.: and shall measure not less than 8.13/16 inches/22.4 cm., nor more than 9 inches/22.9 cm. in circumference.

2. APPROVAL OF BALLS

All balls used in matches shall be approved by the Umpires and Captains before the start of the match.

3. NEW BALL

Subject to agreement to the contrary, having been made before the toss, either Captain may demand a new ball at the start of each innings.

4. NEW BALL IN MATCH OF 3 OR MORE DAYS DURATION

In a match of 3 or more days duration, the Captain of the fielding side may demand a new ball after the prescribed number of overs has been bowled with the old one. The Governing Body for cricket in the country concerned shall decide the number of overs applicable in that country which shall be not less than 75 six-ball overs (55 eight-ball overs).

5. BALL LOST OR BECOMING UNFIT FOR PLAY

In the event of a ball during play being lost or, in the opinion of the Umpires, becoming unfit for play, the Umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the Batsmen.

Notes

(a) Specifications

The specifications, as described in 1. above shall apply to top-grade balls only. The following degrees of tolerance will be acceptable for other grades of ball.

(i) Men's Grades 2-4

Weight: 5.5/16 ounces/150g. to 5.13/16 ounces/165g.

Size: 8.11/16 inches/22.0cm. to 9.1/16 inches/23.0cm.

(ii) Women's

Weight: 4.15/16 ounces/140g. to 5.5/16 ounces/150g.

Size: 8.1/4 inches/21.0cm. to 8.7/8 inches/22.5cm.

(iii) Junior

Weight: 4.5/16 ounces/133g. to 5.1/16 ounces/143g.

Size: 8.1/16 inches/20.5cm. to 8.11/16 inches/22.0cm.

Law 6 - The Bat

1. WIDTH & LENGTH

The bat overall shall not be more than 38 inches/96.5cm. in length; the blade of the bat shall be made of wood and shall not exceed 4¼ inches/10.8cm. at the widest part.

Notes

(a) The blade of the bat may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 inches/1.56mm. in thickness.

Law 7 - The Pitch

1. AREA OF PITCH

The Pitch is the area between the bowling creases. It shall measure 5ft/1.52m. in width on either side of a line joining the centre of the middle stumps of the wickets (See Law 8 - The Wickets).

2. SELECTION & PREPARATION

Before the toss for innings, the Executive of the Ground shall be responsible for the selection and preparation of the pitch; thereafter the Umpires shall control its use and maintenance.

3. CHANGING THE PITCH

The pitch shall not be changed during a match unless it becomes unfit for play, and then only with the consent of both Captains.

4. NON-TURF PITCHES

In the event of a non-turf pitch being used, the following shall apply:-

- (a) Length: That of the playing surface to a minimum of 58ft. (17.68m.)
- (b) Width That of the playing surface to a minimum of 6ft. (1.83m.)

(See Law 10, - Rolling, Sweeping, mowing, Watering the Pitch & Re-Marking of Creases).
Note (a)

Law 8 - The Wickets

1. WIDTH & PITCHING

Two sets of wickets, each 9 inches/22.86cm. wide, and consisting of three wooden stumps with two wooden bails upon the top, shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12m. between the centres of the two middle stumps.

2. SIZE OF STUMPS

The stumps shall be of equal and sufficient size to prevent the ball from passing between them. Their tops shall be 28 inches/71.1cm, above the ground, and shall be dome-shaped except for the bail grooves.

3. SIZE OF BAILS

The bails shall be each 4.1/8 inches/11.1cm. in length and when in position on the top of the stumps shall not project more than 1/2 inch/1.3cm. above them.

Notes

(a) Dispensing with Bails

In a high wind the Umpires may decide to dispense with the use of bails.

(b) Junior Cricket

For Junior Cricket, as defined by the local Governing Body, the following measurements for the Wickets shall apply:-

Width 8 inches/20.32cm.

Pitched 21 yards/19.20m.

Height 27 inches/68.58cm.

Bails each 3.7/8 inches/9.84cm. in length and should not project more than 1/2 inch/1.3cm. above them

Law 9 - The Bowling, Popping & Return Creases

1. THE BOWLING CREASE

The bowling crease shall be marked in line with the stumps at each end and shall be 8ft. 8 inches/2.64m. in length, with the stumps in the centre.

2. THE POPPING CREASE

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel with the bowling crease. It shall have the back edge of the crease marking 4ft./1.22m. from the centre of the stumps and shall extend to a minimum of 6ft./1.83m. on either side of the line of the wicket.

The popping crease shall be considered to be unlimited in length.

3. THE RETURN CREASE

The return crease marking, of which the inside edge is the crease, shall be at each end of the bowling crease and at right angles to it. The return crease shall be marked to a minimum of 4ft./1.22m. behind the wicket and shall be considered to be unlimited in length. A forward extension shall be marked to the popping crease.

Law 10 - Rolling, Sweeping, Mowing, Watering the Pitch & Re-Marking of Creases

1. ROLLING

During the match the pitch may be rolled at the request of the Captain of the batting side, for a period of not more than 7 minutes before the start of each innings, other than the first innings of the match, and before the start of each day's play. In addition, if after the toss and before the first innings of the match, the start is delayed, the Captain of the batting side may request to have the pitch rolled for not more than 7 minutes. However, if in the opinion of the Umpires, the delay has had no significant effect upon the state of the pitch, they shall refuse any request for the rolling of the pitch.

The pitch shall not otherwise be rolled during the match.

The 7 minutes rolling permitted before the start of a day's play shall take place not earlier than half an hour before the start of play and the Captain of the batting side may delay such rolling until 10 minutes before the start of play should he so desire.

If a Captain declares an innings closed less than 15 minutes before the resumption of play, and the other Captain is thereby prevented from exercising his option of 7 minutes rolling or if he is so prevented for any other reason the time for rolling shall be taken out of the normal playing time.

2. SWEEPING

Such sweeping of the pitch as is necessary during the match shall be done so that the 7 minutes allowed for rolling the pitch provided for in 1. above is not affected.

3. MOWING

(a) Responsibility of Ground Authority & of Umpires

All mowings which are carried out before the toss for innings shall be the responsibility of the Ground Authority. Thereafter they shall be carried out under the supervision of the Umpires, (See Law 7.2 - Selection & Preparation).

(b) Initial Mowing

The pitch shall be mown before play begins on the day the match is scheduled to start or in the case of a delayed start on the day the match is expected to start.

(c) Subsequent Mowing in a Match of 2 or More Days' Duration

In a match of two or more days' duration, the pitch shall be mown daily before play begins. Should this mowing not take place because of weather conditions, rest days or other reasons the pitch shall be mown on the first day on which the match is resumed.

(d) Mowing of the Outfield in a match of 2 or More Days' Duration

In order to ensure that conditions are as similar as possible for both sides, the outfield shall normally be mown before the commencement of play on each day of the match, if ground and weather conditions allow.

4. WATERING

The pitch shall not be watered during a match.

5. RE-MARKING CREASES

Whenever possible the creases shall be re-marked.

6. MAINTENANCE OF FOOT HOLES

In wet weather, the Umpires shall ensure that the holes made by the Bowlers and Batsmen are cleaned out and dried whenever necessary to facilitate play. In matches of 2 or more days' duration, the Umpires shall allow, if necessary, the re-turfing of foot holes made by the Bowler in his delivery stride, or the use of quick-setting fillings for the same purpose, before the start of each day's play.

7. SECURING OF FOOHOLDS & MAINTENANCE OF PITCH

During play, the Umpires shall allow either Batsman to beat the pitch with his bat and players to secure their footholds by the use of sawdust, provided that no damage to the pitch is so caused, and Law 42 (Unfair Play) is not contravened.

Notes

(a) Non-Turf Pitches

Law 10 applies to turf pitches.

The game is played on non-turf pitches in many countries at various levels. Whilst the conduct of the game on these surfaces should always be in accordance with the Laws of Cricket, it is recognised that it may be necessary for Governing Bodies to lay down special playing conditions to suit the type of non-turf pitch used in their country.

In matches played against Touring Teams, any special playing conditions should be agreed in advance by both parties.

(b) Mowing of the Outfield in a Match of 2 or More Days' Duration

If, for reasons other than ground and weather conditions, daily and complete mowing is not possible, the Ground Authority shall notify the Captains and Umpires, before the toss for innings, of the procedure to be adopted for such mowing during the match.

(c) Choice of Roller

If there is more than one roller available the Captain of the batting side shall have a choice.

Law 11 - Covering The Pitch

1. BEFORE THE START OF A MATCH

Before the start of a match complete covering of the pitch shall be allowed.

2. DURING A MATCH

The pitch shall not be completely covered during a match unless prior arrangement or regulations so provide.

3. COVERING BOWLERS' RUN-UP

Whenever possible, the Bowlers' run-up shall be covered, but the covers so used shall not extend further than 4ft./1.22m. in front of the popping crease.

Notes

(a) Removal of Covers

The covers should be removed as promptly as possible whenever the weather permits.

Law 12 - Innings

1. NUMBER OF INNINGS

A match shall be of one or two innings of each side according to agreement reached before the start of play.

2. ALTERNATE INNINGS

In a two innings match each side shall take their innings alternately except in the case provide for in Law 13 (The Follow-On).

3. THE TOSS

The Captains shall toss for the choice of innings on the field of play not later than 15 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start.

4. CHOICE OF INNINGS

The winner of the toss shall notify his decision to bat or to field to the opposing Captain not later than 10 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start. The decision shall not thereafter be altered.

5. CONTINUATION AFTER ONE INNINGS OF EACH SIDE

Despite the terms of 1. above, in a one innings match, when a result has been reached on the first innings the Captains may agree to the continuation of play if, in their opinion, there is a prospect of carrying the game to a further issue in the time left (See Law 21 - Result).

Notes

(a) Limited Innings - One Innings Match

In a one innings match, each innings may, by agreement, be limited by a number of overs or by a period of time.

(b) Limited Innings - Two Innings Match

In a two innings match, the first innings of each side may, by agreement, be limited to a number of overs or by a period of time.

Law 13 - The Follow-On

1. LEAD ON FIRST INNINGS

In a two innings match the side which bats first and leads by 200 runs in a match of five days or more, by 150 runs in a three-day or four-day match, by 100 runs in a two-day match, or by 75 runs in a one-day match, shall have the option of requiring the other side to follow their innings.

2. DAY'S PLAY LOST

If no play takes place on the first day of a match of 2 or more days' duration, 1. above shall apply in accordance with the number of days' play remaining from the actual start of the match.

Law 14 - Declarations

1. TIME OF DECLARATION

The Captain of the batting side may declare an innings closed at any time during a match irrespective of its duration.

2. FORFEITURE OF SECOND INNINGS

A Captain may forfeit his second innings, provided his decision to do so is notified to the opposing Captain and Umpires in sufficient time to allow 7 minutes rolling of the pitch (See Law 10 - Rolling, Sweeping, Mowing, Watering the Pitch & Re-Marking of Creases). The normal 10 minute interval between innings shall be applied.

Law 15 - Start of Play

1. CALL OF PLAY

At the start of each innings and of each day's play and on the resumption of play after any interval or interruption the Umpire at the Bowler's end shall call "play".

2. PRACTICE ON THE FIELD

At no time on any day of the match shall there be any bowling or batting practice on the pitch. No practice may take place on the field if, in the opinion of the Umpires, it could result in a waste of time.

3. TRIAL RUN-UP

No Bowler shall have a trial run-up after "play" has been called in any session of play, except at the fall of a wicket when an Umpire may allow such a trial run-up if he is satisfied that it will not cause any waste of time.

Law 16 - Intervals

1. LENGTH

The Umpire shall allow such intervals as have been agreed upon for meals, and 10 minutes between each innings.

2. LUNCHEON INTERVAL - INNINGS ENDING OR STOPPAGE WITHIN 10 MINUTES OF INTERVAL

If an innings ends or there is a stoppage caused by weather or bad light within 10 minutes of the agreed time for the luncheon interval, the interval shall be taken immediately.

The time remaining in the session of play shall be added to the agreed length of the interval but no extra allowance shall be made for the 10 minutes interval between innings.

3. TEA INTERVAL - INNINGS ENDING OR STOPPAGE WITHIN 30 MINUTES OF INTERVAL

If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the agreed time for the tea interval, the interval shall be taken immediately.

The interval shall be of the agreed length and, if applicable, shall include the 10 minute interval between innings.

4. TEA INTERVAL -CONTINUATION OF PLAY

If at the agreed time for the tea interval, nine wickets are down, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.

5. TEA INTERVAL - AGREEMENT TO FOREGO

At any time during the match, the Captains may agree to forego a tea interval.

6. INTERVALS FOR DRINKS

If both Captains agree before the start of a match that intervals for drinks may be taken, the option to take such intervals shall be available to either side. These intervals shall be restricted to one per session, shall be kept as short as possible, shall not be taken in the last hour of the match and in any case shall not exceed 5 minutes.

The agreed times for these intervals shall be strictly adhered to except that if a wicket falls within 5 minutes of the agreed time then drinks shall be taken out immediately.

If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the agreed time for a drinks interval, there will be no interval for drinks in that session.

At any time during the match the Captains may agree to forego any such drinks interval.

Notes

(a) Tea Interval - One- Day Match

In a one-day match, a specific time for the tea interval need not necessarily be arranged, and it may be agreed to take this interval between the innings of a one-innings match.

(b) Changing the Agreed Time of Intervals

In the event of the ground, weather or light conditions causing a suspension of play, the Umpires, after consultation with the Captains, may decide in the interests of time-saving, to

bring forward the time of the luncheon or tea interval.

Law 17 - Cessation of Play

1. CALL OF TIME

The Umpire at the Bowler's end shall call "time" on the cessation of play before any interval or interruption of play, at the end of each day's play, and at the conclusion of the match (See Law 27 - Appeals).

2. REMOVAL OF BAILS

After the call of "time", the Umpires shall remove the bails from both wickets.

3. STARTING A LAST OVER

The last over before an interval or the close of play shall be started provided the Umpire, after walking at his normal pace, has arrived at his position behind the stumps at the Bowler's end before time has been reached.

4. COMPLETION OF THE LAST OVER OF A SESSION

The last over before an interval or the close of play shall be completed unless a Batsman is out or retires during that over within 2 minutes of the interval or the close of play or unless the Players have occasion to leave the field.

5. COMPLETION OF THE LAST OVER OF A MATCH

An over in progress at the close of play on the final day of a match shall be completed at the request of either Captain even if a wicket falls after time has been reached.

If during the last over the Players have occasion to leave the field the Umpires shall call "time" and there shall be no resumption of play and the match shall be at an end.

6. LAST HOUR OF MATCH - NUMBER OF OVERS

The Umpires shall indicate when one hour of playing time of the match remains according to the agreed hours of play. The next over after that moment shall be the first of a minimum of 20 6-ball overs, (15 8-ball overs), provided a result is not reached earlier or there is no interval or interruption of play.

7. LAST HOUR OF MATCH - INTERVALS BETWEEN INNINGS & INTERRUPTIONS OF PLAY

If, at the commencement of the last hour of the match, an interval or interruption of play is in progress or if, during the last hour there is an interval between innings or an interruption of play, the minimum number of overs to be bowled on the resumption of play shall be reduced in proportion to the duration, within the last hour of the match, of any such interval or interruption.

The minimum number of overs to be bowled after a resumption of play shall be calculated as follows :-

(a) In the case of an interval or interruption of play being in progress at the commencement of the last hour of the match, or in the case of a first interval or interruption a deduction shall be made from the minimum of 20 6-ball overs (or 15 8-ball overs).

(b) If there is a later interval or interruption a further deduction shall be made from the minimum number of overs which should have been bowled following the last resumption of play.

(c) These deductions shall be based on the following factors :-

(i) The Number of overs already bowled in the last hour of the match or, in the case of a later interval or interruption in the last session of play.

(ii) The number of overs lost as a result of the interval or interruption allowing one 6-ball over for every full three minutes (or one 8-ball over for every full four minutes) of interval or interruption.

(iii) Any over left uncompleted at the end of an innings to be excluded from these calculations.

(iv) Any over of the minimum number to be played which is left uncompleted at the start of an interruption of play shall be completed when play is resumed and to count as one over bowled.

(v) An interval to start with the end of an innings and to end 10 minutes later, an interruption to start on the call of "time" and to end on the call of "play".

(d) In the event of an innings being completed and a new innings commencing during the last hour of the match, the number of overs to be bowled in the new innings shall be calculated on the basis of one 6-ball over for every three minutes or part thereof remaining for play (or one 8-ball over for every four minutes or part thereof remaining for play); or alternatively on the basis that sufficient overs be bowled to enable the full minimum quota of overs to be completed under circumstances governed by (a), (b) and (c) above. In all such cases the alternative which allows the greater number of overs shall be employed.

8. BOWLER UNABLE TO COMPLETE AN OVER DURING LAST HOUR OF THE MATCH

If, for any reason, a Bowler is unable to complete an over during the period of play referred to in 6. above, Law 22.7. (Bowler Incapacitated or Suspended during an Over) shall apply.

Law 18 - Scoring

1. A RUN

The score shall be reckoned by runs. A run is scored :-

- (a) So often as the Batsman, after a hit or at any time while the ball is in play, shall have crossed and made good their ground from end to end.
- (b) When a boundary is scored (See Law 19 - Boundaries).
- (c) When penalty runs are awarded. See 6. below.

2. SHORT RUNS

- (a) If either Batsman runs a short run, the Umpire shall call and signal "one short" as soon as the ball becomes dead and that run shall not be scored. A run is short if a Batsman fails to make good his ground on turning for a further run.
- (b) Although a short run shortens the succeeding one, the latter, if completed shall count.
- (c) If either or both Batsman deliberately run short the Umpire shall, as soon as he sees that the fielding side have no chance of dismissing either Batsman, call and signal "dead ball" and disallow any runs attempted or previously scored. The Batsman shall return to their original ends.
- (d) If both Batsman run short in one and the same run, only one run shall be deducted.
- (e) Only if three or more runs are attempted can more than one be short and then, subject to (c) and (d) above, all runs so called shall be disallowed. If there has been more than one short run the Umpires shall instruct the Scorers as to the number of runs disallowed.

3. STRIKER CAUGHT

If the Striker is Caught, no run shall be scored.

4. BATSMAN RUN OUT

If a Batsman is Run Out, only that run which was being attempted shall not be scored. If, however, an injured Striker himself is run out no runs shall be scored (See Law 2.7 - Transgression of the Laws by an Injured Batsman or Runner).

5. BATSMAN OBSTRUCTING THE FIELD

If a Batsman is out Obstructing the Field, any runs completed before the obstruction occurs shall be scored unless such obstruction prevents a catch being made in which case no runs shall be scored.

6. RUNS SCORED FOR PENALTIES

Runs shall be scored for penalties under Laws 20 (Lost Ball), Law 24 (No Ball), Law 25. (Wide Ball), Law 41.1. (Fielding the Ball) and for boundary allowances under Law 19. (Boundaries).

7. BATSMAN RETURNING TO WICKET HE HAS LEFT

If while the ball is in play, the Batsman have crossed in running, neither shall return to the wicket he has left even though a short run has been called or no run has been scored as in the case of a catch. Batsmen, however, shall return to the wickets they originally left

in the cases of a boundary and of any disallowance of runs and of an injured Batsman being, himself, run out (See Law 2.7 - Transgression of the Laws by an Injured Batsman or Runner).

Notes

(a) Short Run

A Striker taking stance in front of his popping crease may run from that point without penalty.

Law 19 - Boundaries

1. THE BOUNDARY OF THE PLAYING AREA

Before the toss for innings, the Umpires shall agree with both Captains on the boundary of the playing area. The boundary shall, if possible, be marked by a white line, a rope laid on the ground, or a fence. If flags or posts only are used to mark a boundary, the imaginary line joining such points shall be regarded as the boundary. An obstacle, or person, within the playing area shall not be regarded as a boundary unless so decided by the Umpires before the toss for innings. Sight-screens within, or partially within, the playing area shall be regarded as the boundary and when the ball strikes or passes within or under or directly over any part of the screen, a boundary shall be scored.

2. RUNS SCORED FOR BOUNDARIES

Before the toss for innings, the Umpires shall agree with both Captains the runs to be allowed for boundaries, and in deciding the allowance for them, the Umpires and Captains shall be guided by the prevailing custom of the ground. The allowance for a boundary shall normally be 4 runs, and 6 runs for all hits pitching over and clear of the boundary line or fence, even though the ball has been previously touched by a Fieldsman, 6 runs shall also be scored if a Fieldsman, after catching a ball, carries it over the boundary (See [Law 32](#) - Caught, Note (a)). 6 runs shall not be scored when a ball struck by the Striker hits a sight screen full pitch if the screen is within, or partially within, the playing area, but if the ball is struck directly over a sight screen so situated, 6 runs shall be scored.

3. A BOUNDARY

A boundary shall be scored and signalled by the Umpire at the Bowler's end whenever, in his opinion :-

- (a) A ball in play touches or crosses the boundary, however marked.
- (b) A Fieldsman with ball in hand touches or grounds any part of his person on or over a boundary line.
- (c) A Fieldsman with ball in hand grounds any part of his person over a boundary fence or board. This allows the Fieldsman to touch or lean on or over a boundary fence or board on preventing a boundary.

4. RUNS EXCEEDING BOUNDARY ALLOWANCE

The runs completed at the instant the ball reaches the boundary shall count if they exceed the boundary allowance.

5. OVERTHROWS OR WILFUL ACT OF A FIELDSMAN

If the boundary results from an overthrow or from the wilful act of a Fieldsman, any runs already completed and the allowance shall be added to the score. The run in progress shall count provided that the Batsmen have crossed at the instant of the throw or act.

Notes

(a) Position of Sight-Screens

Sight screens should, if possible, be positioned wholly outside the playing area, as near as possible to the boundary line.

Law 20 - Lost Ball

1. RUNS SCORED

If a ball in play cannot be found or recovered any fieldsman may call "lost ball" when 6 runs shall be added to the score; but if more than 6 have been run before "lost ball" is called, as many runs as have been completed shall be scored. The run in progress shall count provided that the Batsmen have crossed at the instant of the call of "lost ball".

2. HOW SCORED

The runs shall be added to the score of the Striker if the ball has been struck, but otherwise to the score of byes, leg-byes, no-balls or wides as the case may be.

Law 21 - The Result

1. A WIN - TWO INNINGS MATCHES

The side which has scored a total of runs in excess of that scored by the opposing side in its two completed innings shall be the winners.

2. A WIN - ONE INNINGS MATCHES

(a) One innings matches, unless played out as in 1. above, shall be decided on the first innings (but see Law 12.5 - Continuation After One Innings of Each Side).

(b) If the Captains agree to continue play after the completion of one innings of each side in accordance with Law 12.5 (Continuation After One Innings of Each Side) and a result is not achieved on the second innings, the first innings result shall stand.

3. UMPIRES AWARDING A MATCH

(a) A match shall be lost by a side which, during the match,

- (i) refuses to play, or
- (ii) Concedes defeat,

and the Umpires shall award the match to the other side.

(b) Should both Batsman at the wickets or the fielding side leave the field at any time without the agreement of the Umpires, this shall constitute a refusal to play and, on appeal, the Umpires shall award the match to the other side in accordance with (a) above.

4. A TIE

The result of a match shall be a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings.

If the scores of the completed innings of a one-day match are equal, it shall be a tie but only if the match has not been played out to a further conclusion.

5. A DRAW

A match not determined in any of the ways as in 1, 2, 3 and 4. above shall count as a draw.

6. CORRECTNESS OF RESULT

Any decision as to the correctness of the scores shall be the responsibility of the Umpires (See Law 3.14 - Correctness of Scores).

If, after the Umpires and Players have left the field, in the belief that the match has been concluded, the Umpires decide that a mistake in scoring has occurred, which affects the result, and provided time has not been reached, they shall order play to resume and to continue until the agreed finishing time unless a result is reached earlier.

If the Umpires decide that a mistake has occurred and time has been reached, the Umpires shall immediately inform both Captains of the necessary corrections to the scores and, if applicable, to the result.

7. ACCEPTANCE OF RESULT

In accepting the scores as notified by the scorers and agreed by the Umpires, the

Captains of both sides thereby accept the result.

Notes

(a) Statement of Results

The result of a finished match is stated as a win by runs, except in the case of a win by the side batting last when it is by the number of wickets still then to fall.

(b) Winning Hit or Extra

As soon as the side has won, see 1 and 2. above, the Umpire shall call "time", the match is finished, and nothing that happens thereafter other than as a result of a mistake in scoring, see 6. above, shall be regarded as part of the match.

However, if a boundary constitutes the winning hit - or extras - and the boundary allowance exceeds the number of runs required to win the match, such runs scored shall be credited to the side's total and, in the case of a hit to the Striker's score.

Law 22 - The Over

1. NUMBER OF BALLS

The ball shall be bowled from each wicket alternatively in overs of either 6 or 8 balls according to agreement before the match.

2. CALL OF "OVER"

When the agreed number of balls has been bowled, and as the ball becomes dead or when it becomes clear to the Umpire at the Bowler's end that both the fielding side and the Batsmen at the wicket have ceased to regard the ball as in play, the Umpire shall call "over" before leaving the wicket.

3. NO BALL OR WIDE BALL

Neither a no ball nor a wide ball shall be reckoned as one of the over.

4. UMPIRE MISCOUNTING

If an Umpire miscounts the number of balls, the over as counted by the Umpire shall stand.

5. BOWLER CHANGING ENDS

A Bowler shall be allowed to change ends as often as desired provided only that he does not bowl two overs consecutively in an innings.

6. THE BOWLER FINISHING AN OVER

A Bowler shall finish an over in progress unless he be incapacitated or be suspended under [Law 42.8](#) (The Bowling of Fast Short Pitched Balls), [Law 42.9](#) (The Bowling of Fast High Full Pitches), [Law 42.10](#) (Time Wasting) and [Law 42.11](#) (Players Damaging the Pitch). If an over is left incomplete for any reason at the start of an interval or interruption of play, it shall be finished on the resumption of play.

7. BOWLER INCAPACITATED OR SUSPENDED DURING AND OVER

If, for any reason, a Bowler is incapacitated while running up to bowl the first ball of an over, or is incapacitated or suspended during an over, the Umpire shall call and signal "dead ball" and another Bowler shall be allowed to bowl or complete the over from the same end, provided only that he shall not bowl two overs, or part thereof, consecutively in one innings.

8. POSITION OF NON-STRIKER

The Batsman at the Bowler's end shall normally stand on the opposite side of the wicket to that which the ball is being delivered, unless a request to do otherwise is granted by the Umpire.

Law 23 - Dead Ball

1. THE BALL BECOMES DEAD, WHEN :-

- (a) It is finally settled in the hands of the Wicket Keeper or the Bowler.
- (b) It reaches or pitches over the boundary.
- (c) A Batsman is out.
- (d) Whether played or not, it lodges in the clothing or equipment of a Batsman or the clothing of an Umpire.
- (e) A ball lodges in a protective helmet worn by a member of the fielding side.
- (f) A penalty is awarded under Law 20. (Lost Ball) or Law 41.1. (Fielding the Ball)
- (g) The Umpire calls "over" or "time"

2. EITHER UMPIRE SHALL CALL & SIGNAL "DEAD BALL", WHEN :-

- (a) He intervenes in a case of unfair play.
- (b) A serious injury to a Player or Umpire occurs.
- (c) He is satisfied that, for an adequate reason, the Striker is not ready to receive the ball and makes no attempt to play it.
- (d) The Bowler drops the ball accidentally before delivery, or the ball does not leave his hand for any reason, other than in an attempt to run out the Non-Striker, (See Law 24.5 - Bowler Attempting to Run Out Non Striker Before Delivery).
- (e) One or both bails fall from the Striker's wicket before he receives delivery.
- (f) He leaves his normal position for consultation.
- (g) He is required to do so under Law 26.3. (Disallowance of Leg-Byes), etc.

3. THE BALL CEASES TO BE DEAD, WHEN :-

- (a) The Bowler starts his run up to bowling action.

4. THE BALL IS NO DEAD, WHEN :-

- (a) It strikes an Umpire (unless it lodges in his dress).
- (b) The wicket is broken or struck down (unless a Batsman is out thereby).
- (c) An unsuccessful appeal is made.
- (d) The wicket is broken accidentally either by the Bowler during his delivery or by a Batsman in running.
- (e) The Umpire has called "no ball" or "wide".

Notes

- (a) Ball Finally Settled

Whether the ball is finally settled or not - see 1a above - must be a question for the Umpires alone to decide.

- (b) Action on Call of "Dead Ball"

(i) If "dead ball" is called prior to the Striker receiving a delivery the Bowler shall be allowed an additional ball.

(ii) If "dead ball" is called after the Striker receives a delivery the Bowler shall not be

allowed an additional ball, unless a "no-ball" or "wide" has been called.

Law 24 - No Ball

1. MODE OF DELIVERY

The Umpire shall indicate to the Striker whether the Bowler intends to bowl over or round the wicket, over arm or underarm, or right or left-handed. Failure on the part of the Bowler to indicate in advance a change in his mode of delivery is unfair and the Umpire shall call and signal "no ball".

2. FAIR DELIVERY - THE ARM

For a delivery to be fair the ball must be bowled not thrown, see Note (a) below. If either Umpire is not entirely satisfied with the absolute fairness of a delivery in this respect he shall call and signal "no ball" instantly upon delivery.

3. FAIR DELIVERY - THE FEET

The Umpire at the bowler's wicket shall call and signal "no ball" if he is not satisfied that in the delivery stride :-

(a) the Bowler's back foot landed within and not touching the return crease or its forward extension

or

(b) some part of the front foot whether grounded or raised was behind the popping crease.

4. BOWLER THROWING AT STRIKER'S WICKET BEFORE DELIVERY

If the Bowler, before delivering the ball, throws it at the Striker's wicket in an attempt to run him out, the Umpire shall call and signal "no ball" (See [Law 42.12](#). - Batsman Unfairly Stealing a Run & [Law 38](#). - Run Out)

5. BOWLER ATTEMPTING TO RUN OUT NON-STRIKER BEFORE DELIVERY

If the Bowler, before delivering the ball, attempts to run out the non-Striker, any runs which result shall be allowed and shall be scored as no balls. Such an attempt shall not count as a ball in the over. The Umpire shall not call "no ball" (See [Law 42.12](#). - Batsman Unfairly Stealing a Run).

6. INFRINGEMENT OF LAWS BY A WICKET-KEEPER OR A FIELDSMAN

The Umpire shall call and signal "no ball" in the event of the Wicket-Keeper infringing [Law 40.1](#) (Limitation of On-Side Fieldsman) or [Law 41.3](#). (Position of Fieldsmen).

7. REVOKING A CALL

An Umpire shall revoke the call "no ball" if the ball does not leave the Bowler's hand for any reason (See [Law 23.2](#). - Either Umpire Shall Call and Signal "Dead Ball").

8. PENALTY

A penalty of one run for a no ball shall be scored if no runs are made otherwise.

9. RUNS FROM A NO BALL

The Striker may hit a no ball and whatever runs result shall be added to his score. Runs made otherwise from a no ball shall be scored no balls.

10. OUT FROM A NO BALL

The Striker shall be out from a no ball if he breaks Law 34. (Hit the Ball Twice) and either Batsman may be Run Out or shall be given out if either breaks Law 33. (Handled the Ball) or Law 37. (Obstructing the Field)

11. BATSMAN GIVEN OUT OFF A NO BALL

Should a Batsman be given out off a no ball the penalty for bowling it shall stand unless runs are otherwise scored.

Notes

(a) Definition of a Throw

A ball shall be deemed to have been thrown if, in the opinion of either Umpire, the process of straightening the bowling arm, whether it be partial or complete, takes place during that part of the delivery swing which directly precedes the ball leaving the hand. This definition shall not debar a Bowler from the use of the wrist in the delivery swing.

(b) No Ball not Counting in Over

A no ball shall not be reckoned as one for the over (See Law 22.3. - No Ball or Wide Ball)

Law 25 - Wide Ball

1. JUDGING A WIDE

If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

The Umpire shall not adjudge a ball as being wide if :-

- (a) The Striker, by moving from his guard position, causes the ball to pass out of his reach.
- (b) The Striker moves and thus brings the ball within his reach.

2. PENALTY

A penalty of one run for a wide ball shall be scored if no runs are made otherwise.

3. BALL COMING TO REST IN FRONT OF THE STRIKER

If a ball which the Umpire considers to have been delivered, comes to rest in front of the line of the Striker's wicket, "wide" shall not be called. The Striker has a right, without interference from the fielding side, to make one attempt to hit the ball. If the fielding side interfere, the Umpire shall replace the ball where it came to rest and shall order the Fieldsmen to resume the places they occupied in the field before the ball was delivered.

The Umpire shall call and signal "dead ball" as soon as it is clear that the Striker does not intend to hit the ball, or after the Striker has made one unsuccessful attempt to hit the ball.

4. REVOKING A CALL

The Umpire shall revoke the call if the Striker hits a ball which has been called "wide".

5. BALL NOT DEAD

The ball does not become dead on the call of "wide ball" (See [Law 23.4](#). - The Ball is Not Dead).

6. RUNS RESULTING FROM A WIDE

All runs which are run or result from a wide ball which is not a no ball shall be scored wide balls, or if no runs are made one shall be scored.

7. OUT FROM A WIDE

The Striker shall be out from a wide ball if he breaks [Law 35](#). (Hit Wicket) or [Law 39](#). (Stumped). Either Batsman may be Run Out and shall be out if he breaks [Law 33](#). (Handled the Ball) or [Law 37](#). (Obstructing the Field).

8. BATSMAN GIVEN OUT OFF A WIDE

Should a Batsman be given out off a wide, the penalty for bowling it shall stand unless runs are otherwise made.

Notes

(a) Wide Ball not Counting in Over

A wide ball shall not be reckoned as one of the over (See Law 22.3. - No Ball or Wide Ball).

Law 26 - Bye & Leg-Bye

1. BYES

If the ball, not having been called "wide" or "no ball" passes the striker without touching his bat or person, and any runs are obtained, the Umpire shall signal "bye" and the run or runs shall be credited as such to the batting side.

2. LEG-BYES

If the ball, not having been called "wide" or "no ball" is unintentionally deflected by the Striker's dress or person, except a hand holding the bat, and any runs are obtained the Umpire shall signal "leg-bye" and the run or runs so scored shall be credited as such to the batting side.

Such leg-byes shall only be scored if, in the opinion of the Umpire, the Striker has :-

- (a) Attempted to play the ball with his bat, or
- (b) Tried to avoid being hit by the ball.

3. DISALLOWANCE OF LEG-BYES

In the case of a deflection by the Striker's person, other than in 2(a) and (b) above, the Umpire shall call and signal "dead ball" as soon as one run has been completed or when it is clear that a run is not being attempted or the ball has reached the boundary.

On the call and signal of "dead ball" the Batsman shall return to their original ends and no runs shall be allowed.

Law 27 - Appeals

1. TIME OF APPEALS

The Umpires shall not give a Batsman out unless appealed to by the other side which shall be done prior to the Bowler beginning his run-up or bowling action to deliver the next ball. Under Law 23.1.(g) (The Ball Becomes Dead) the ball is dead on "over" being called; this does not, however, invalidate an appeal made prior to the first ball of the following over provided "time" has not been called (See Law 17.1. - Call of Time)

2. AN APPEAL "HOW'S THAT?"

An appeal "How's That?" shall cover all ways of being out.

3. ANSWERING APPEALS

The Umpire at the Bowler's wicket shall answer appeals before the other Umpire in all cases except those arising out of Law 35. (Hit Wicket) or Law 39. (Stumped) or Law 38. (Run Out) when this occurs at the Striker's wicket.

When either Umpire has given a Batsman not out, the other Umpire shall, within his jurisdiction, answer the appeal or a further appeal, provided it is made in time in accordance with 1. above (Time of Appeals).

4. CONSULTATION BY UMPIRES

An Umpire may consult with the other Umpire on a point of fact which the latter may have been in a better position to see and shall then give his decision. If, after consultation, there is still doubt remaining the decision shall be in favour of the Batsman.

5. BATSMAN LEAVING HIS WICKET UNDER A MISAPPREHENSION

The Umpires shall intervene if satisfied that a Batsman, not having been given out, has left his wicket under a misapprehension that he has been dismissed.

6. UMPIRE'S DECISION

The Umpire's decision is final. He may alter his decision, provided that such alteration is made promptly.

7. WITHDRAWAL OF AN APPEAL

In exceptional circumstances the Captain of the fielding side may seek permission of the Umpire to withdraw an appeal providing the outgoing Batsman has not left the playing area. If this is allowed, the Umpire shall cancel his decision.

Law 28 - The Wicket Is Down

1. WICKET DOWN

The wicket is down if :-

(a) Either the ball or the Striker's bat or person completely removes either bail from the top of the stumps. A disturbance of a bail, whether temporarily or not, shall not constitute a complete removal, but the wicket is down if a bail in falling lodges between two of the stumps.

(b) Any player completely removes with his hand or arm a bail from the top of the stumps, providing that the bail is held in that hand or in the hand of the arm so used.

(c) When both bails are off, a stump is struck out of the ground by the ball, or a player strikes or pulls a stump out of the ground, providing the ball is held in the hand(s) or in the hand of the arm so used.

2. ONE BAIL OFF

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail, or to strike or pull any of the three stumps out of the ground in any of the ways stated in 1. above.

3. ALL THE STUMPS OUT OF THE GROUND

If all the stumps are out of the ground, the fielding side shall be allowed to put back one or more stumps in order to have an opportunity of putting the wicket down.

4. DISPENSING WITH BAILS

If owing to the strength of wind, it has been agreed to dispense with the bails in accordance with Law 8. Note (a) (dispensing with Bails) the decision as to when the wicket is down is one for the Umpires to decide on the facts before them. In such circumstances and if the Umpires so decide the wicket shall be held to be down even though a stump has not been struck out of the ground.

Notes

(a) Remaking the Wicket

If the wicket is broken while the ball is in play, it is not the Umpire's duty to remake the wicket until the ball has become dead (See Law 23. - Dead Ball). A member of the fielding side, however, may remake the wicket in such circumstances.

Law 29 - Batsman Out Of His Ground

1. WHEN OUT OF HIS GROUND

A Batsman shall be considered to be out of his ground unless some part of his bat in his hand or his person is grounded behind the line of the popping crease.

Law 30 - Bowled

1. OUT BOWLED

The Striker shall be out bowled if :-

- (a) His wicket is bowled down, even if the ball first touches his bat or person
- (b) He breaks his wicket by hitting or kicking the ball on to it before the completion of a stroke, or as a result of attempting to guard his wicket (see Law 34.1. - Out - Hit the Ball Twice).

Notes

- (a) Out Bowled - Not L.B.W.

The Striker is out Bowled if the ball is deflected on to his wicket even though a decision against him would be justified under Law 36. (Leg Before Wicket).

Law 31 - Timed Out

1. OUT TIMED OUT

An incoming Batsman shall be out Timed Out if he wilfully takes more than two minutes to come in - the two minutes being timed from the moment a wicket falls until the new batsman steps on to the field of play.

If this is not complied with and if the Umpire is satisfied that the delay was wilful and if an appeal is made, the new Batsman shall be given out by the Umpire at the Bowler's end.

2. TIME TO BE ADDED

The time taken by the Umpires to investigate the cause of the delay shall be added at the normal close of play.

Notes

(a) Entry in Score Book

The correct entry in the score book when a Batsman is given out under this Law is "timed out", and the Bowler does not get credit for the wicket.

(b) Batsmen Crossing on the Field of Play

It is an essential duty of the Captains to ensure that the in-going Batsman passes the out-going one before the latter leaves the field of play.

Law 32 - Caught

1. OUT CAUGHT

The Striker shall be out Caught if the ball touches his bat or if it touches below the wrist his hand or glove, holding the bat, and is subsequently held by a Fieldsman before it touches the ground.

2. A FAIR CATCH

A catch shall be considered to have been fairly made if :-

- (a) The Fieldsman is within the field of play throughout the act of making the catch.
 - (i) The Act of making the catch shall start from the time when the Fieldsman first handles the ball and shall end when he both retains complete control over the further disposal of the ball and remains within the field of play.
 - (ii) In order to be within the field of play, the Fieldsman may not touch or ground any part of his person on or over a boundary line. When the boundary is marked by a fence or board the Fieldsman may not ground any part of his person over the boundary fence or board, but may touch or lean over the boundary fence or board in completing the catch.
- (b) The ball is hugged to the body of the catcher or accidentally lodges in his dress or, in the case of the Wicket-Keeper, in his pads. However, a Striker may not be caught if a ball lodges in a protective helmet worn by a Fieldsman, in which case the Umpire shall call and signal "dead ball" (See [Law 23](#). - Dead Ball)
- (c) The ball does not touch the ground even though a hand holding it does so in effecting the catch.
- (d) A Fieldsman catches the ball, after it has been lawfully played a second time by the Striker, but only if the ball has not touched the ground since being first struck.
- (e) A Fieldsman catches the ball after it has touched an Umpire, another Fieldsman or the other Batsman. However a Striker may not be caught if a ball has touched a protective helmet worn by a Fieldsman.
- (f) The ball is caught off an obstruction within the boundary provided it has not previously been agreed to regard the obstruction as a boundary.

3. SCORING OF RUNS

If a Striker is caught, no runs shall be scored.

Notes

- (a) Scoring from an Attempted Catch

When a Fieldsman carrying the ball touches or grounds any part of his person on or over a boundary marked by a line, 6 runs shall be scored.

- (b) Ball Still in Play

If a Fieldsman releases the ball before he crosses the boundary, the ball will be considered to be still in play and it may be caught by another Fieldsman. However, if the original Fieldsman returns to the field of play and handles the ball, a catch may not be made.

Law 33 - Handled The Ball

1. OUT HANDLED THE BALL

Either Batsman on appeal shall be out Handled the Ball if he wilfully touches the ball while in play with the hand not holding the bat unless he does so with the consent of the opposite side.

Notes

(a) Entry in Score Book

The correct entry in the score book when a Batsman is given out under this Law is "handled the ball", and the Bowler does not get credit for the wicket.

Law 34 - Hit The Ball Twice

1. OUT HIT THE BALL TWICE

The Striker, on appeal, shall be out Hit the Ball Twice if, after the ball is struck or is stopped by any part of his person, he wilfully strikes it again with his bat or person except for the sole purpose of guarding his wicket: this he may do with his bat or any part of his person other than his hands, but see Law 37.2. (Obstructing a Ball From Being Caught). For the purpose of this Law, a hand holding the bat shall be regarded as part of the bat.

2. RETURNING THE BALL TO A FIELDSMAN

The Striker, on appeal, shall be out under this Law, if, without the consent of the opposite side, he uses his bat or person to return the ball to any of the fielding side.

3. RUNS FROM BALL LAWFULLY STRUCK TWICE

No runs except those which result from an overthrow or penalty, (See Law 41. - The Fieldsman) shall be scored from a ball lawfully struck twice.

Notes

(a) Entry in Score Book

The correct entry in the score book when the Striker is given out under this Law is "hit the ball twice", and the Bowler does not get credit for the wicket.

(b) Runs Credited to the Batsman

Any runs awarded under 3. above as a result of an overthrow or penalty shall be credited to the Striker, provided the ball in the first instance has touched the bat, or, if otherwise as extras.

Law 35 - Hit Wicket

1. OUT HIT WICKET

The Striker shall be out Hit Wicket if, while the ball is in play :-

(a) His wicket is broken with any part of his person, dress, or equipment as a result of any action taken by him in preparing to receive or in receiving a delivery, or in setting off for his first run, immediately after playing, or playing at, the ball.

(b) He hits down his wicket whilst lawfully making a second stroke for the purpose of guarding his wicket within the provisions of Law34.1. (Out Hit The Ball Twice).

Notes

(a) Not Out Hit Wicket

A Batsman is not out under this Law should his wicket be broken in any of the ways referred to in 1(a) above if :-

(i) It occurs while he is in the act of running, other than in setting off for his first run immediately after playing at the ball, or while he is avoiding being run out or stumped.

(ii) The Bowler after starting his run-up or bowling action does not deliver the ball; in which case the Umpire shall immediately call and signal "dead ball".

(iii) It occurs whilst he is avoiding a throw-in at any time.

Law 36 - Leg Before Wicket

1. OUT L.B.W

The Striker shall be out L.B.W. in the circumstances set out below :-

(a) Striker Attempting to Play the Ball

The Striker shall be out L.B.W. if he first intercepts with any part of his person, dress or equipment a fair ball which would have hit the wicket and which has not previously touched his bat or a hand holding the bat, providing that :-

(i) The ball pitch, in a straight line between wicket and wicket or on the off side of the Striker's wicket, or was intercepted full pitch.

and

(ii) The point of impact is in a straight line between wicket and wicket, even if above the level of the bails.

(b) Striker Making No Attempt to Play the Ball

The Striker shall be out L.B.W. even if the ball is intercepted outside the line of the off-stump, if, in the opinion of the Umpire, he has made no genuine attempt to play the ball with his bat, but has intercepted the ball with some part of his person and if the other circumstances set out in (a) above apply.

Law 37 - Obstructing The Field

1. WILFUL OBSTRUCTION

Either Batsman, on appeal, shall be out Obstructing the Field if he wilfully obstructs the opposite side by word or action.

2. OBSTRUCTING A BALL FROM BEING CAUGHT

The Striker, on appeal, shall be out should wilful obstruction by either Batsman prevent a catch being made.

This shall apply even though the Striker causes the obstruction in lawfully guarding his wicket under the provisions of Law 34 (see Law 34.1 - Out Hit the Ball Twice).

Notes

(a) Accidental Obstruction

The Umpires must decide whether the obstruction was wilful or not. The accidental interception of a throw-in by a Batsman while running does not break this Law.

(b) Entry in Score Book

The correct entry in the score book when a Batsman is given out under this Law is "obstructing the field", and the bowler does not get credit for the wicket.

Law 38 - Run Out

1. OUT RUN OUT

Either Batsman shall be out Run Out if in running or at any time while the ball is in play - except in the circumstances described in Law 39. (Stumped) - he is out of his ground and his wicket is put down by the opposite side. If, however, a Batsman in running makes good his ground he shall not be out Run Out, if he subsequently leaves his ground, in order to avoid injury, and the wicket is put down.

2. "NO BALL" CALLED

If a no ball has been called, the Striker shall not be given Run Out unless he attempts to run.

3. WHICH BATSMAN IS OUT

If the Batsman have crossed in running, he who runs for the wicket which is put down shall be out; if they have not crossed, he who has left the wicket which is put down shall be out. If a Batsman remains in his ground or returns to his ground and the other Batsman joins him there, the latter shall be out if his wicket is put down.

4. SCORING OF RUNS

If a Batsman is run out, only that run which is being attempted shall not be scored. If however and injured Striker himself is run out, no runs shall be scored (See Law 2.7. - Transgression of the Laws by an Injured Batsman or Runner).

Notes

(a) Ball played on to Opposite Wicket

If the ball is played on to the opposite wicket neither Batsman is liable to be Run Out unless the ball has been touched by a Fieldsman before the wicket is broken.

(b) Entry in Score Book

The correct entry in the score book when the Striker is given out under this Law is "run out", and the Bowler does not get credit for the wicket.

(c) Run Out off a Fieldsman's Helmet

If, having been played by a Batsman, or having come off his person, the ball rebounds directly from a Fieldsman's helmet on to the stumps, with either Batsman out of his ground, the Batsman shall be "Not Out".

Law 39 - Stumped

1. OUT STUMPED

The Striker shall be out Stumped if, in receiving the ball, not being a no-ball, he is out of his ground otherwise than in attempting a run and the wicket is put down by the Wicket-Keeper without the intervention of another Fieldsman.

2. ACTION BY THE WICKET-KEEPER

The Wicket-Keeper may take the ball in front of the wicket in an attempt to Stump the Striker only if the ball has touched the bat or person of the Striker.

Notes

(a) Ball Rebounding from Wicket-Keeper's Person

The Striker may be out Stumped if in the circumstances stated in 1. above, the wicket is broken by a ball rebounding from the Wicket-Keeper's person or equipment other than a protective helmet or is kicked or thrown by the Wicket-Keeper on to the wicket.

Law 40 - The Wicket-Keeper

1. POSITION OF WICKET-KEEPER

The Wicket-Keeper shall remain wholly behind the wicket until a ball delivered by the Bowler touches the bat or person of the Striker, or passes the wicket, or until the Striker attempts a run. In the event of the Wicket-Keeper contravening this Law, the Umpire at the Striker's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.

2. RESTRICTION ON ACTIONS OF THE WICKET-KEEPER

If the Wicket-Keeper interferes with the Striker's right to play the ball and to guard his wicket, the Striker shall not be out, except under Laws 33. (Handled the Ball), Law 34. (Hit the Ball Twice), Law 37. (Obstructing the Field) and Law 38. (Run Out).

3. INTERFERENCE WITH THE WICKET-KEEPER BY THE STRIKER

If in the legitimate defence of his wicket, the Striker interferes with the Wicket-Keeper, he shall not be out, except as provided for in Law 37.2. (Obstructing a Ball from Being Caught).

Law 41 - The Fieldsman

1. FIELDING THE BALL

The Fieldsman may stop the ball with any part of his person, but if he wilfully stops it otherwise, 5 runs shall be added to the run or runs already scored; if no run has been scored 5 penalty runs shall be awarded. The run in progress shall count provided that the Batsmen have crossed at the instant of the act. If the ball has been struck, the penalty shall be added to the score of the Striker, but otherwise to the score of byes, leg-byes, no balls or wides as the case may be.

2. LIMITATION OF ON-SIDE FIELDSMEN

The number of on-side Fieldsmen behind the popping crease at the instant of the Bowler's delivery shall not exceed two. In the event of infringement by the fielding side the Umpire at the Striker's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.

3. POSITION OF FIELDSMEN

Whilst the ball is in play and until the ball has made contact with the bat or the Striker's person or has passed his bat, no Fieldsman, other than the Bowler, may stand on or have any part of his person extended over the pitch (measuring 22 yards/20.12m. x 10ft./3.05m.). In the event of a Fieldsman contravening the law, the Umpire at the bowler's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter (See Law 40.1. - Position of Wicket-Keeper).

4. FIELDSMAN'S PROTECTIVE HELMETS

Protective helmets, when not in use by members of the fielding side, shall only be placed, if above the surface, on the ground behind the Wicket-Keeper. In the event of the ball, when in play, striking a helmet whilst in this position, five penalty runs shall be awarded, as laid down in Law41.1 and Note(a).

Notes

(a) Batsmen Changing Ends

The 5 runs referred to in 1. above are a penalty and the Batsmen do not change ends solely by reason of this penalty.

Law 42 - Unfair Play

1. RESPONSIBILITY OF CAPTAINS

The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

2. RESPONSIBILITY OF UMPIRES

The Umpires are the sole judges of fair and unfair play.

3. INTERVENTION BY THE UMPIRE

The Umpire shall intervene without appeal by calling and signalling "dead ball" in the case of unfair play, but should not otherwise interfere with the progress of the game except as required to do so by the Laws.

4. LIFTING THE SEAM

A Player shall not lift the seam of the ball for any reason. Should this be done, the Umpires shall change the ball for one, of similar condition to that in use prior to the contravention. See Note (a).

5. CHANGING THE CONDITION OF THE BALL

Any member of the fielding side may polish the ball provided that such polishing wastes no time and that no artificial substance is used. No-one shall rub the ball on the ground or use any artificial substance or take any other action to alter the condition of the ball.

In the event of a contravention of this Law, the Umpires, after consultation, shall change the ball for one of similar condition to that in use prior to the contravention.

This Law does not prevent a member of the fielding side from drying a wet ball, or removing mud from the ball. See Note (b).

6. INCOMMODING THE STRIKER

An Umpire is justified in intervening under this Law and shall call and signal "dead ball" if, in his opinion, any Player of the fielding side incommodes the Striker by any noise or action while he is receiving a ball.

7. OBSTRUCTION OF A BATSMAN IN RUNNING

It shall be considered unfair if any Fieldsman wilfully obstructs a Batsman in running. In these circumstances the Umpire shall call and signal "dead ball" and allow any completed runs and the run in progress or alternatively any boundary scored.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

The bowling of fast short pitched balls is unfair if, in the opinion of the Umpire at the Bowler's end, it constitutes an attempt to intimidate the Striker. See Note (d).

Umpires shall consider intimidation to be the deliberate bowling of fast short pitched balls which by their length, height and direction are intended or likely to inflict physical injury on the Striker. The relative skill of the Striker shall also be taken into consideration.

In the event of such unfair bowling, the Umpire at the Bowler's end shall adopt the

following procedure :-

- (a) In the first instance the Umpire shall call and signal "no ball", caution the Bowler and inform the other Umpire, the Captain of the fielding side and the Batsmen of what has occurred.
- (b) If this caution is ineffective, he shall repeat the above procedure and indicate to the Bowler that this is a final warning.
- (c) Both the above caution and final warning shall continue to apply even though the Bowler may later change ends.
- (d) Should the above warnings prove ineffective the Umpire at the Bowler's end shall :-
 - (i) At the first repetition call and signal "no ball" and when the ball is dead direct the Captain to take the Bowler off forthwith and to complete the over with another Bowler, provided that the Bowler does not bowl two overs or part thereof consecutively (See Law 22.7. - Bowler Incapacitated or Suspended during an Over).
 - (ii) Not allow the Bowler, thus taken off, to bowl again in the same innings.
 - (iii) Report the occurrence to the Captain of the batting side as soon as the Players leave the field for an interval.
 - (iv) Report the occurrence to the Executive of the fielding side and to any governing body responsible for the match who shall take any further action which is considered to be appropriate against the Bowler concerned.

9. THE BOWLING OF FAST HIGH FULL PITCHES

[Previous Law 42.9 and Note (e) deleted, and replaced with the following amendment, approved by the MCC at a Special General Meeting held on 5th May, 1993. This amendment applies to all grades of cricket with immediate effect.]

The bowling of fast high full pitches is unfair.

A fast high full-pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of a Batsman standing upright at the crease. Should a Bowler bowl a fast high full-pitched ball, either Umpire shall call and signal "no-ball" and adopt the procedure of caution, final warning, action against the bowler and reporting as set out in Law 42.8 above.

10. TIME WASTING

Any form of time wasting is unfair.

- (a) In the event of the Captain of the fielding side wasting time or allowing any member of his side to waste time, the Umpire at the Bowler's end shall adopt the following procedure :-
 - (i) In the first instance he shall caution the Captain of the fielding side and inform the other Umpire of what has occurred.
 - (ii) If this caution is ineffective he shall repeat the above procedure and indicate to the Captain that this is a final warning.
 - (iii) The Umpire shall report the occurrence to the Captain of the batting side as soon as the Players leave the field for an interval.
 - (iv) Should the above procedure prove ineffective the Umpire shall report the occurrence to the Executive of the fielding side and to any governing body responsible for that match who shall take appropriate action against the Captain and the Players concerned.
- (b) In the event of a Bowler taking unnecessarily long to bowl an over the Umpire at the Bowler's end shall adopt the procedures, other than calling of "no ball", of caution, final warning, action against the Bowler and reporting as set out in 8. above.

(c) In the event of a Batsman wasting time (see Note (f) other than in the manner described in Law 31. (Timed Out), the Umpire at the Bowler's end shall adopt the following procedure :-

- (i) In the first instance he shall caution the Batsman and inform the other Umpire at once, and the Captain of the batting side, as soon as the Players leave the field for an interval, of what has occurred.
- (ii) If this proves ineffective, he shall repeat the caution, indicate to the Batsman that this is a final warning and inform the other Umpire.
- (iii) The Umpire shall report the occurrence to both Captains as soon as the Players leave the field for an interval.
- (iv) Should the above procedure prove ineffective, the Umpire shall report the occurrence to the Executive of the batting side and to any governing body responsible for that match who shall take appropriate action against the Player concerned.

11. PLAYERS DAMAGING THE PITCH

The Umpires shall intervene and prevent Players from causing damage to the pitch which may assist the Bowlers of either side. See Note (c).

- (a) In the event of any member of the fielding side damaging the pitch the Umpire shall follow the procedure of caution, final warning and reporting as set out in 10(a) above.
- (b) In the event of a Bowler contravening this Law by running down the pitch after delivering the ball, the Umpire at the Bowler's end shall first caution the Bowler. If this caution is ineffective the Umpire shall adopt the procedures, other than the calling of "no ball", of final warning, action against the Bowler and reporting as set out in 8. above.
- (c) In the event of a Batsman damaging the pitch the Umpire at the Bowler's end shall follow the procedures of caution, final warning and reporting as set out in 10(c) above.

12. BATSMAN UNFAIRLY STEALING A RUN

Any attempt by the Batsman to steal a run during the Bowler's run-up is unfair. Unless the Bowler attempts to run out either Batsman - See Law 24.4 Law 24. (Bowler Throwing at the Striker's Wicket Before Delivery) and Law 24.5 Law 24. (Bowler Attempting to Run Out Non-Striker Before Delivery) - the Umpire shall call and signal "dead ball" as soon as the Batsmen cross in any such attempt to run. The Batsmen shall then return to their original wickets.

13. PLAYER'S CONDUCT

In the event of a player failing to comply with the instructions of an Umpire, criticising his decision by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall, in the first place report the matter to the other Umpire and to the Player's Captain requesting the latter to take action. If this proves ineffective, the Umpire shall report the incident as soon as possible to the Executive of the Player's team and to any Governing Body responsible for the match, who shall take any further action which is considered appropriate against the Player or Players concerned.

Notes

(a) The Condition of the Ball

Umpires shall make frequent and irregular inspections of the condition of the ball.

(b) Drying of a Wet Ball

A wet ball may be dried on a towel or with sawdust.

(c) **Danger Area**

The danger area on the pitch, which must be protected from damage by a Bowler, shall be regarded by the Umpires as the area contained by an imaginary line 4ft./1,22m. from the popping crease, and parallel to it, and within two imaginary and parallel lines drawn down the pitch from the points on that line 1ft./30.48cm. on either side of the middle stump.

(d) **Fast Short Pitched Balls**

As a guide, a fast short pitched ball is one which pitches short and passes, or would have passed, above the shoulder height of the Striker standing in a normal batting stance at the crease.

(e) [Eliminated by amendment to Law 42.9.]

(f) **Time Wasting by Batsmen**

Other than in exceptional circumstances, the Batsman should always be ready to take strike when the Bowler is ready to start his run-up.

Help With Help

The help feature you are now using can help you to find information with any feature of **Willow Scorebook**. You can either press the **F1** key before performing a Scorebook function or you can choose help from the Willow Scorebook menu and then use either the **Search** or **Index** features of this help to find specific information.

The search feature produces a list of topics in alphabetical order on which you can obtain help or you can use the index feature to hone in on information.

To select the **Search** feature either click on the search button above or press the '**S**' key.

To access the elements from the **Index** click on highlighted option as you did to display this screen.

If you want to return to the previous help screen click the **Back** button or press the '**B**' key.

Once you have finished with help select the Exit option from the File menu.

For further information about using the help feature refer to your Windows documentation

Help With Menus

This section of the Willow Scorebook Help feature details information about how to use the options available from the Willow Scorebook main menu. The main menu should be displayed at all times during your use of the Willow Scorebook although some features may be reserved from use during the scoring process.



The main menu above provides the main control features of Willow Scorebook but also displays information during the scoring of a match.

Section **A** is used for message display throughout your use of Willow Scorebook and should be monitored carefully to ensure your scoring actions are completed satisfactorily.

Section **B** displays the name of the current match. If the area shows {Untitled} then the match has not been saved. The name displayed in this section is the name you give to the file as you save the match.

Section **C** is the menu area and contains all the options and features you will require as you use Willow Scorebook. The following topics of this help guide explain each menu option in detail.

Section lines **D** & **E** are only displayed once a match has commenced. Line **D** contains the name of the Home and Away teams, the venue or name of the ground, the date the match started and a short description of weather during the current innings. Line **E** contains the current innings number and team, the winner of the toss, the type of match being played and the state of the pitch, all taken from the information entered through the Match Setup option.

The following sub menu's are available from the Willow Scorebook main menu :-

File Menu - The File menu provides functions for saving and loading matches, printing, product defaults and exiting the product.

Ball Menu - The Ball menu allows the entry of all combinations of deliveries and subsequent actions during a match. This encompasses Dot balls, Wides, No-Balls, Byes and Leg byes, Wickets and Runs and any combination thereof during the play of one delivery.

View Menu - The View menu allows you, the scorer, to view the state of play at the end of a previous innings.

Events Menu - The Events menu provides functions not catered for by the Ball menu. This includes all actions which can occur whilst the ball is not in play. The Events menu contains options for Bowling changes, Batting changes, Innings and match commencement, postponement and cancellation.

Options Menu - The Options menu allows you, the scorer, to change the method in which you score. This covers the automatic or manual entry of information, the display and the undo ball feature.

Setup Menu - The Setup menu enables you to change match or innings details such as

the type and make up of match, teams or innings.

Windows Menu - The Windows Menu lists the various information displays possible both during and after a match. This includes Scoreboard, Batting and Bowling details, Fall of Wickets, Overs, Match and Score sheet analysis

Help Menu - The Help menu gives several options for accessing information about Willow Scorebook. You are accessing part of this Help system now.

The File Menu

The File menu provides functions for saving and loading matches, beginning a new match, printing match details, saving product defaults and exiting from the product. The following options are available from this sub menu. :-

New - The New menu option is used to begin scoring a new cricket match.

Open - The Open menu option is used to continue scoring or view the result of a previously saved match.

Save - The Save menu option is used to store scoring details from the current match to your computers hard or floppy disk.

Save As - The Save As menu option is used to store scoring details from the current match to your computers hard or floppy disk under a new name.

Export Match - The Export Match menu option is used to store scoring details from the current match to either the CSF (Cricket Scorebook Format) or the DIF (Data Interchange File).

Save Defaults - The Save Defaults menu option is used to store the default match settings you wish to be used for New matches.

Preferences - The Preferences menu option is used to change parameters used by Willow Scorebook for start up purposes.

Print - The Print menu option is used when a paper report of the current match is required.

Printer Setup - The Printer Setup menu option is used to alter the windows output device and associated settings.

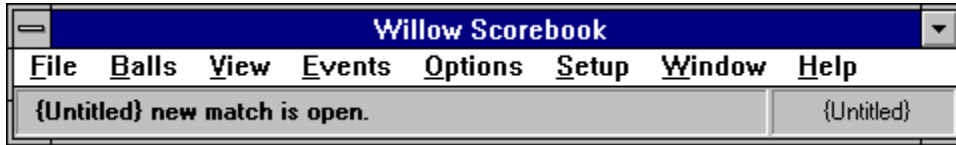
Page Setup - The Page Setup menu option is used to format a page with headers, footers and margins before printing.

Run CSfW - The Run CSfW menu option can be used to start the compatible statistics product Cricket Statistics for Windows (aka Top Score for Windows).

Exit - The Exit menu option is used to close Willow Scorebook and return you to the control of Windows.

Creating A New Match

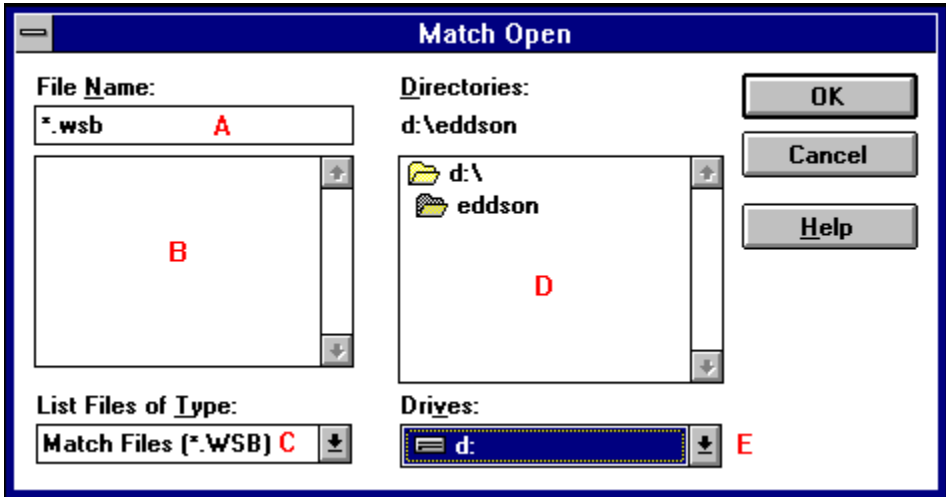
A new match may be created using the [New](#) option, available from the [File](#) menu. The [New](#) option should be used at the start of each new match. A blank, untitled Scorebook will be created and you may then go about setting up the match options and details available from the [Match Setup](#) option.



The screen shot above shows the result of the [New](#) match option. As the new match has not yet been saved the match title currently reads {Untitled}.

Opening A Saved Match

In the course of a match you will have saved the Scorebook during breaks from play such as the end of a days play or during lunch or tea. If you have subsequently switched off your computer or simply exited from Willow Scorebook you will need to reload the match in order to continue with scoring. The [Open](#) option, available from the [File](#) menu is used for this purpose. After selecting the [Open](#) option you will be presented with a typical Windows Open window as displayed below.



Section **A** displays the name of the file currently selected for loading. If no file is currently selected the display will read ***.WSB**. If you know the name and location of the file you wish to open then type the name in this box.

Section **B** displays the available files for opening from the current directory. Normally only files with the extension **.WSB** will be shown.

Section **C** lists the type of files that may be searched for. This may either be **.WSB** files or all files.

Section **D** indicates the directory structure you may search through in order to find the match you wish to open. In the example above the **d:\eddson** directory is currently selected.

Section **E** lists the drives which may be selected in order to find the match you wish to load. The example above indicates that the second hard disk drive, **d:** is currently selected.

Once you have selected the match file name you wish to open or have typed the name directly into the box described in section **A** , you should click on the **OK** button to open the file. The file will be read into Willow Scorebook and the display will change to reflect the point at which the match was saved. Scoring can now continue. If the **Cancel** option is clicked then no action will be taken and you will be returned to the Willow Scorebook menu without opening a match.

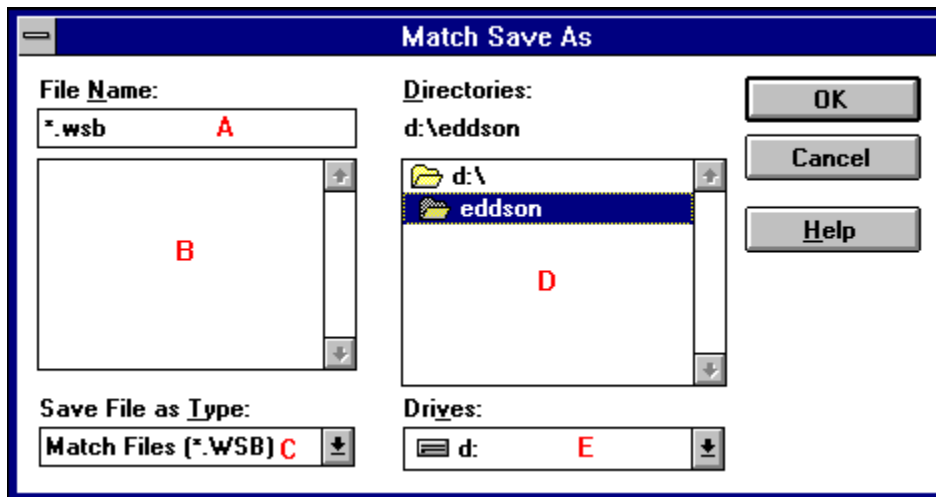
Saving A Match

In the course of a match you will be required to save the current state of your Scorebook so that you may return to it during another days play or after lunch or tea for example. To save a match two options are available. The [Save](#) option, available from the [File](#) menu should be used for matches you have previously saved. When a match is saved for the first time you must designate where you wish to save the match and what name you wish to give the file. For further information on saving a file for the first time refer to the next topic [Saving A Match With A New Name.](#)

The [Save](#) option stores all the Scorebook information for the current match in the associated file and returns you directly to the Scorebook for further entry. You are recommended to save the match at regular intervals throughout play.

Saving A Match With A New Name

In the course of a match you will be required to save the current state of your Scorebook so that you may return to it during another days play or after lunch or tea for example. The [Save As](#) option should be used to save matches which have not been saved before and for saving a match under a new name. After selecting the [Save As](#) option you will be presented with a typical Windows Save window as displayed below.



Section **A** displays the name of the file currently selected for saving. You may either select a file from the list provided or type the name of your new file manually.

Section **B** displays the files previously saved in the current directory. Normally only files with the extension .WSB will be shown.

Section **C** lists the type of files that may be searched for. This may either be .WSB files or all files.

Section **D** indicates the directory structure you may search through in order to find the area in which to save your match. In the example above the d:\eddson directory is currently selected.

Section **E** lists the drives which may be selected. The example above indicates that the second hard disk drive, d: is currently selected.

Once you have typed in your new file name in section **A**, or have selected a previously saved match to overwrite from section **B**, you should click on the [OK](#) button to save the match. The file, containing all the Scorebook information will be written to the disk. You will then be returned to the Willow Scorebook to continue scoring. If the [Cancel](#) option is clicked then no action will be taken and you will be returned to the Willow Scorebook menu without saving the match information.

Exporting A Match

Despite Willow Scorebook's versatility, it is not capable of acting as a cricket match database allowing for league record keeping or the generation of statistics. You will need another package to enable you to generate and keep such records. Contact EddSON to see whether a suitable product exists within our range or alternatively use the Export Match option to create a file in one of the three supported export formats described below.

1) The Export Match option creates a DIF (Data Interchange File) containing details of the current match. The DIF format is suitable for creating data to be manipulated by most of the regular spreadsheet or database packages available. The DIF is a text file containing text and numerical fields separated by commas. Text is enclosed in double quotation marks and numbers are simply delimited by commas. An example line of a DIF is displayed below :-

"A Field Of Text",2,10,123,"2nd Field Of Text","Even More Text"

The example contains three pieces of text (The 1st , 5th and 6th fields) and three numbers. Notice that all fields are separated by commas and that all text is enclosed in double quotes, even the text which begins with a numeric character.

The DIF format is understood by a number of software packages and can be imported as a spreadsheet file or as part of a database. By using common commercial application software such as Microsoft Excel, Lotus 1-2-3 or Borland Dbase etc you can build your own method of analysing Willow Scorebook data. You should consult the documentation provided with your software for information on how to import a DIF.

Willow Scorebook creates a DIF containing general Match information and Batting, Bowling and Fall Of Wicket analysis for each innings played.

2) The second Export method creates a file compatible with the CSF (Cricket Scorebook Format) standard which is specifically designed to allow cricket match data to be manipulated by many different Cricket software packages. The excellent [Cricket Statistics for Windows](#) is one such example which supports the CSF standard. Click here for further information on [Cricket Statistics for Windows](#)

3) The third Export method creates a file compatible with the Cricket Statz statistics product which uses the MXP (Match Export Format). Click here for further information on [Cricket Statz](#)

Saving Default Settings

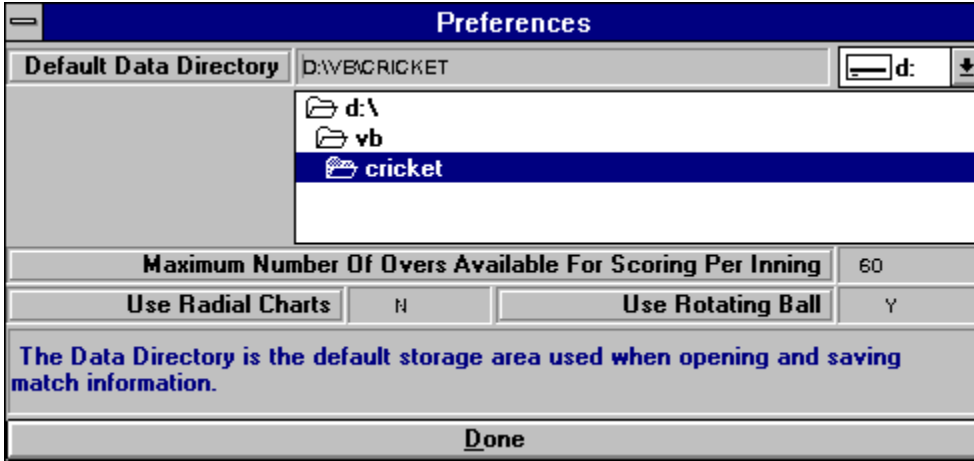
It is likely that you will find you use Willow Scorebook with a regular set of options, the options which define the type of match you are scoring and those which affect the way in which you score. The [Save Defaults](#) option is used to record these settings so that they may be called back for each new match. After selecting the [Save Defaults](#) option you will be asked to confirm your request to overwrite the previous default settings. If you click the [Yes](#) button then the following settings will be saved :-

1. Whether you will record the batsman's scoring positions before or after the ball. (See [The Options Menu](#))
2. Whether you require timing to be performed automatically, manually or not at all. (See [The Options Menu](#))
3. Whether you require the selection of the next batsman to be performed automatically or manually. (See [The Options Menu](#))
4. The match settings. (See [Match Setup](#))
5. The innings setup of weather and pitch conditions. (See [Innings Setup](#))
6. The default page settings. (See [Page Setup](#))

The default settings are stored in a file called OPTDEF.CKT which is stored in the Willow Scorebook program directory.

Preferences

The Willow Scorebook relies on several parameters set by Preferences to describe how Willow Scorebook should configure itself when started. The Preference settings are stored in a file called [WSB.INI](#) which can be located in your Windows directory. The Preferences option allows you to change these Initialisation settings through the Willow Scorebook interface. Any changes that you make to the Preferences will only take effect the next time Willow Scorebook is loaded as the [WSB.INI](#) file is only read once. The following initialisation settings may be altered using the Preferences option.



1. The Default Data Directory.

When Willow Scorebook is installed the default Data Directory will be C:\WSB\MATCH. If this is not the directory in which you want to store your Match files use the Preferences option to change the path. You can either type the required path or select it using the Drive and Directory lists. When changed the Default Data Directory will be used for file open and file save operations when you next load Willow Scorebook.

2. The Memory Allocation Value.

In order to store the Scorebook details Willow Scorebook must allocate enough memory to handle the maximum number of overs to be played in each innings of a match. The Memory Allocation value specifies the maximum number of overs for an innings which can be scored. To preserve Windows memory you should set this value above the number of overs you expect in each innings. In a limited over game you will know the maximum number of overs per innings. For example in a 50 over match the Memory Allocation value should be set at about 60. If you are scoring a Test match you would increase this value to perhaps 300. The Memory Allocation value should always be greater than 20 and less than 1000. The default value is 100. If you have no concerns over the use of Windows memory then set this value set to 300.

If you have set a value too low for the actual number of overs being played in a game then you will have to save the match, increase the Memory Allocation value, exit from Willow Scorebook and then restart Willow and reload the saved match.

3. Use Radial Charts.

Willow Scorebook uses a large number of Windows Resources. This can sometimes cause problems when running other applications whilst Willow Scorebook is active. In order

to reduce the number of resources used by Willow Scorebook you can turn off the Radial Charts, Run Rate Graph & Manhattan Graph features thus disabling the Scoring Position Entry, Scoring Position View (Batsmen), Scoring Position View (Bowlers), Run Rate Graph and Manhattan Graph Windows. This will give a typical 20% resource saving. If you want to use Radial Charts, Run Rate Graphs or Manhattan Graphs set the Preferences value to 'Y'. If you wish to preserve a greater number of free Windows resources set this value to 'N'.

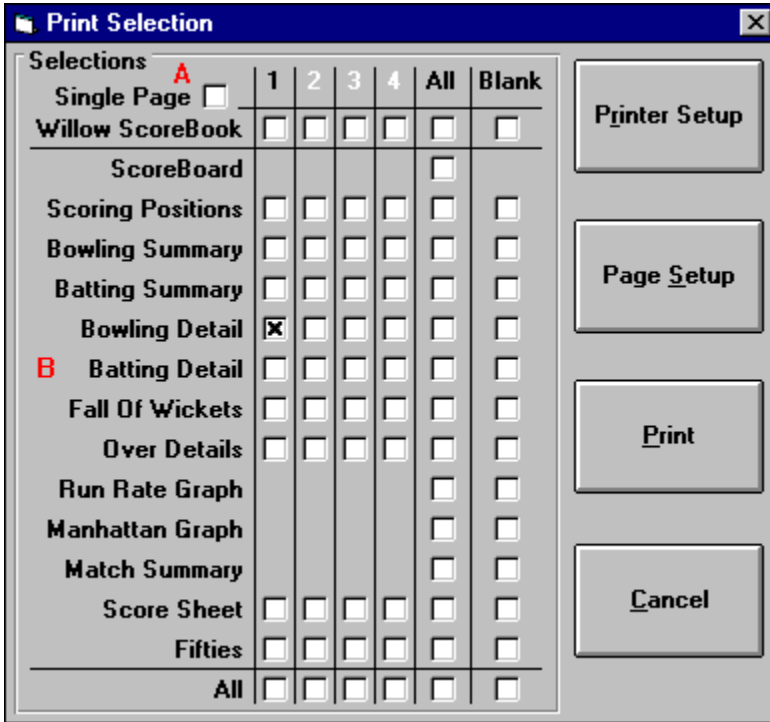
4. Ball Rotation.

When Willow Scorebook loads a spinning Cricket Ball logo appears. This logo slows the speed at which Willow Scorebook loads. If you wish to speed the loading of Willow Scorebook change the Ball Rotation value to 'N'.

Printing

During or after the completion of a match it will be important for you to obtain a printed copy of the Scorebook and other details recorded during play. The [Print](#) option provides facilities for printing a number of different match and innings reports or even blank reports so that you can score manually should you wish?

The Print option displays the following window so that specific print selections can be made.



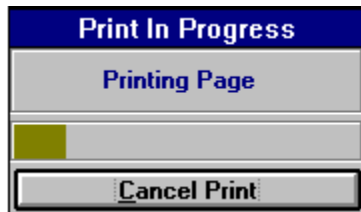
Section **B** indicates the list of reports available from the [Print](#) window. This matches the options available from the [Windows Menu](#) with the exception of the Fifties option which duplicates the [Scoresheet List 50's](#) option. Each report has a number of selection boxes adjacent to the report heading. Reports may either be printed once for each innings or once for the entire match. Only the [Scoreboard](#), [Run Rate Graph](#) and [Match Summary](#) reports fall into the latter category. The [All](#) options at the base of the window may be used to tag all the reports above for printing.

Section **A** indicates the innings or blank selection availability of each report type. Up to four innings can be selected for printing. Only those innings currently played or being played may be selected. This is indicated by the innings number colour. If the colour is black then the options below may be selected. If the colour is white then the options below may not be selected. The [Blank](#) and [All](#) options will always be available. The [All](#) option can be used as a quick way to select all the available innings for a particular report type. The [Blank](#) option may be selection to generate an empty report.

Also note the Single Page option in the top left. If your printer is set to portrait then you can toggle this option and select the Willow Scorebook options to produce a print of both Batting and Bowling scorebook details on a single page.

To begin the print process click on the [Print](#) button once you have marked the reports you wish to print.

Once the [Print](#) button has been selected and printing has begun the Printing In Progress box will appear indicating the current page, the total number of pages to print and the percentage of the current page printed. The Cancel option may be used at any time to cancel all current printing. The cancellation may take a few seconds.



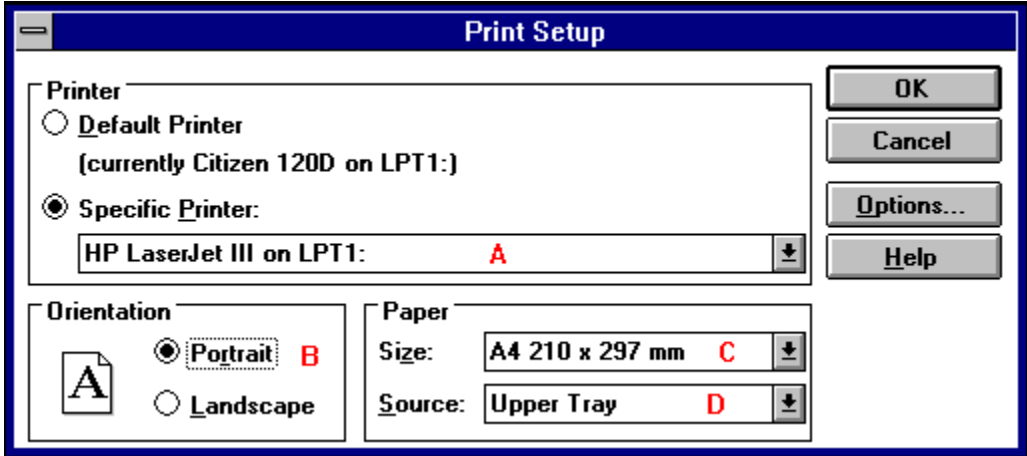
The [Printer Setup](#) and [Page Setup](#) options duplicate the options found on the File menu for convenience.

The [Cancel](#) option may be used to abort the printing selection screen.

The time taken to print reports varies depending upon the type of report selected (Scorebook reports take the longest time as they are the most complex), the orientation of the page required for the report, the type of printer selected for printing and the speed of your machine. As a guideline printing a one page report should begin printing within five minutes although many reports are generated within a few seconds.

Printer Setup

Windows provides a number of configuration options for printing not least of which is the selection of the type of printer you wish to use, the orientation of the page, the type of paper being used and the source for that paper. The Printer Setup option allows you to change these settings as seen below.



Section A provides a list of printers defined to windows which may be used for printing. If the printer you intend to use is not available from this list then refer to your windows manual.

Section B indicates whether you wish reports to be generated vertically or horizontally on the page. Selections are for portrait printing and landscape printing. Click on the button you wish to use. Most Willow Scorebook reports should be produced in landscape mode for the best results although an exception is the Scoreboard.

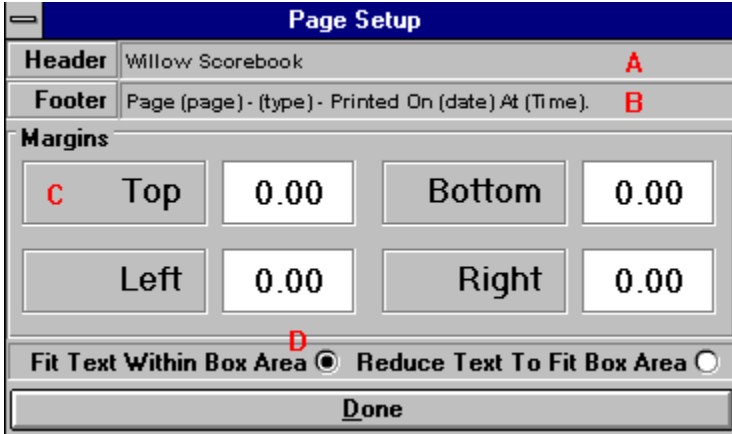
Section C indicates the size of paper to be used for printing. Selection here will usually result in a choice between A4 and Letter although other options are often available. Ensure that the selection here is matched by the size of your paper.

Section D indicates the source of the paper used for printing. Laser printers are often provided with multiple 'bins'. Often the default choice is the most suitable selection here. You should consult your printer documentation for further assistance should problems arise with source selection.

Many other options are available for different printers. Click on the options button to find out what other alterations can be made to your printer setup. Settings for quality of output, graphic selection, memory usage and colour differentiation are often available from this option. You should consult your printer and windows manual for further information.

Page Setup

It may be important for your pages to be clearly marked by a header or footer or you may wish to set a distinct margin for your reports. The Page Setup option allows these options to be set and will be used as settings for each page of your reports.



Section **A** indicates the current **Header** text which will be displayed at the top of each printed report page. The header may contain plain text or can incorporate a number of defined values set by Willow Scorebook at the time of printing. These values are described below.

Section **B** indicates the current **Footer** text which will be displayed at the bottom of each printed report page. The footer may contain plain text or can incorporate a number of defined values set by Willow Scorebook at the time of printing. These values are described below.

- (page)** - The current page number of the report is substituted for the brackets and text.
- (type)** - A short description of the report is substituted for the brackets and text.
- (inns)** - The innings number of the report is substituted for the brackets and text.
- (date)** - The current date in dd/mm/yy format is substituted for the brackets and text.
- (time)** - The current time in hh:mm format is substituted for the brackets and text.

Values may be typed in either upper or lower case but must be defined within parenthesis.

Both standard text and values can be mixed on both Header and Footer lines as seen in the example above.

Section **C** offers the ability to change the size of margins, top and bottom, left and right of the page. All margin values are defined in centimetres and no checks are made upon the validity of margin selection. You should ensure that the size of margins are suitable for the type of report and the size and orientation of the paper selected within the Printer Setup option. Most reports will be generated satisfactorily with no margin settings at all.

[Note - We have found that some Epson dot matrix printers, LQ and LX range which use the Microsoft Universal Printer Driver do not scale correctly and hence printed information can be lost on the right and bottom margins. We suggest that you set the Margin values as follows to overcome these problems. Left = 0.5, Right=0.5, Top=0, Bottom=6]

Section **D** provides a toggle option for selecting how textual information is printed. The left hand option 'Fit Text Within Box Area' is the default selection and ensures that text is shrunk to fit within the confines of the print templates. The 'Reduce Text To Fit Box Area' selection ensures that text is printed at the same height but not necessarily in full. Experimentation with this option may be necessary to produce the print output you desire.

Once you are satisfied with the page settings options you can click the [Done](#) option to return to the main menu.

Run Cricket Statistics for Windows

The Run CSfW option (Sometimes displayed as Run TSfW - Top Score For Windows) will only be enabled if you have successfully installed the Cricket Statistics for Windows product on your PC and Willow can locate the product. CSfW is compatible with the Willow Cricket Scorebook and provides club statistics facilities not present within the Willow Cricket Scorebook. If this product is installed on your system then you can use this option to automatically start the product. By selecting this option you switch control from Willow to CSfW. When you close CSfW control will be returned to Willow.

Exiting Willow Scorebook

When a match has been completed or a break in play has been reached you may wish to close down Willow Scorebook and turn off your machine. Select the Exit option to unload Willow Scorebook and return control to the Windows environment.

If you have not saved a Scorebook you will be asked to confirm your request to exit from Willow Scorebook.

The Ball Menu

The Ball menu provides functions for recording each delivery as it is bowled and the resulting entries which should be placed in the Scorebook. The Ball menu duplicates a number of functions also found on the Options Icon Palette but also provides more extensive features.

You are recommended to use the Options Icon Palette for most scoring activities but reference should be made to the Ball menu when uncommon scoring activities are required. A complete description of scoring functions are listed in the following sections.

Dot - The Dot option is used to enter a dot ball into the Scorebook analysis.

Runs - The Runs option is used to enter one or more runs scored by the current batsman into the Scorebook analysis.

Wides - The Wides option is used to enter one or more wides bowled by the current bowler into the Scorebook analysis.

No Balls - The No Ball option is used to enter one or more no balls bowled by the current bowler into the Scorebook analysis.

Byes - The Byes option is used to enter one or more byes run by the batsman into the Scorebook analysis.

Leg Byes - The Leg Byes option is used to enter one or more leg byes run by the batsman into the Scorebook analysis.

Wicket - The Wicket option is used to enter the fall of a batsman's wicket into the Scorebook analysis.

Entry Of A Dot Ball

The entry or recording of a dot ball, (a delivery in which no runs are scored either by the batting team or by the fault of the bowler), may be made in two ways. A dot ball may be scored by using the dot icon from the Options Icon Palette or by selecting the Dot ball option from the Ball menu. Both methods perform the same functions :-

1. The delivery is recorded.
2. The current batsman is recorded as facing a dot ball.
3. The over and bowler analysis are updated by one delivery.
4. No addition is made to the score.

If you are recording the stroke play of batsmen, it is not necessary to record a dot ball using the Set Scoring Positions entry window.

Entry Of Runs

The entry of runs, (a delivery in which the current batsmen makes contact with bat on ball and then makes good, runs between wickets) may be recorded in two ways. A run or runs may be scored by using one of the icons from the Options Icon Palette or by selecting the Runs option from the Ball menu. Both methods perform similar functions.

The Options Icon Palette provides icon options for the recording of either 1, 2, 3, 4, 5 or 6 runs without any complication such as the fall of a wicket during the run scoring process. The Options Icon Palette is the most convenient method for recording the scoring of runs under normal conditions but will not cater for every eventuality. The **Runs** option from the Ball menu offers a number of choices as displayed below.

Runs Event	
Runs Scored	2 A
Wicket Falls Due To	Run Out B
Batsman Out	J.Clark C
Done D	

Section **A** indicates the number of runs scored by the batsman from the delivery. This may be from 0 to 9 runs. If 0 is entered as the number of runs scored then any subsequent changes to the form will not be recognised and the entry of runs will be aborted. If you are registering a fall of wicket when no runs are scored then you should refer to the wicket option specific to the batsman's demise. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Section **B** indicates whether a wicket falls during the course of a batsman making runs. If no wicket has fallen during the delivery then the default selection, 'No Wicket' will be appropriate. If a wicket does fall during the course of a batsman scoring runs then one of the following types of dismissal may be recorded :-

1. Run Out
2. Handed The Ball
3. Obstructing Field
4. Hit Ball Twice

If a wicket does fall while the batsman is scoring runs the name of the batsman out should be selected in section **C**. The current batsman is selected by default although the non striker may also be chosen from the list.

Once all selections have been made the **Done** option, identified in section **D** may be used to confirm the delivery information. If you wish to cancel the delivery you may choose close from the Runs window pull down options, top left.

The example shown above indicates that the current batsman scored two runs and then his partner J.Clark was run out attempting a third run. Run Outs are one example of a situation when batsman can change ends through unusual play. You should pay special attention to such situations as they may require the scorer to alter the ends at which the batsmen stand using the Batsman Change Ends option, after recording the wicket.

Entry Of Wides

The entry of wides, (a delivery which is deemed unplayable by the umpires) may be recorded in two ways. A single wide may be scored by using the wide icon from the Options Icon Palette or by selecting the Wides option from the Ball menu. Both methods perform similar functions.

The Options Icon Palette provides an icon option for recording the delivery of one wide without any complication such as the fall of a wicket during the scoring process. The Options Icon Palette is the most convenient method for recording the scoring of one wide under normal conditions but will not cater for every eventuality. The Wides option from the Ball menu offers a number of choices as displayed below.

Wides Event	
Wides Scored	1 A
Did The Batsmen Run	N B
Wicket Falls Due To	Stumped C
Batsman Out	J.Clark D
Done E	

Section **A** indicates the number of runs scored from the wide delivery. This may be from 0 to 9 wides. If 0 is entered as the number of wides scored then any subsequent changes to the form will not be recognised and the entry of wides will be aborted. If you are registering a fall of wicket when no runs are scored then you should refer to the wicket option specific to the batsman's demise. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery. Only one wide may be scored if a batsman is out Hit Wicket or Stumped.

Section **B** indicates whether the Batsmen ran on the wide or not. In most cases this selection will be made for you but if only one wide is scored then you will need to tell the scorebook whether the batsman ran or not. Depending upon your selection the batsmen may have changed ends.

Section **C** indicates whether a wicket falls during the course of wides. If no wicket has fallen during the delivery then the default selection, 'No Wicket' will be appropriate. If a wicket does fall during the course of wides then one of the following types of dismissal may be recorded :-

1. Run Out
2. Handed The Ball
3. Obstructing Field
4. Hit Wicket
5. Stumped

If a wicket does fall after wides are scored the name of the batsman out should be selected in section **D**. The current batsman is selected by default although the non striker may also be chosen from the list if a wicket falls due to Run Out, Handled The Ball, or Obstructing Field.

Once all selections have been made the Done option, identified in section **E** may be used to confirm the delivery information. If you wish to cancel the delivery you may choose close from the Wides window pull down options, top left.

The example shown above indicates that the current batsman was stumped off a wide.

Run Outs are one example of a situation when batsman can change ends through unusual play. You should pay special attention to such situations as they may require the scorer to alter the ends at which the batsmen stand using the Batsman Change Ends option, after recording the wicket.

Entry Of No Balls

The entry of no balls, (a delivery which is deemed unfair by the umpire at the bowlers end) may be recorded in two ways. A single no ball may be scored by using the no ball icon from the Options Icon Palette or by selecting the No Ball option from the Ball menu. Both methods perform similar functions.

The Options Icon Palette provides an icon option for recording the delivery of one no ball without any complication such as the fall of a wicket during the scoring process or other runs accruing from the No Ball. The Options Icon Palette is the most convenient method for recording the scoring of one No Ball under normal conditions but will not cater for every eventuality. The **No Ball** option from the Ball menu offers a number of choices as displayed below.

First however here is a brief explanation of how Willow deals with the complexity of scoring No Balls. There are a growing number of Cricket formats in use throughout the World from the one day game through to full Tests. Due to the requirements of each format new rules concerning No Balls have been introduced. There are currently four known varieties of No Ball format. Before you even start scoring a match you should consider the No Ball format you will need to use. The four formats are configurable from the Match Setup panel and are thus :-

a) The current MCC No Ball rule and the rule still used for Test Matches states that 'A penalty of one run for a no ball shall be scored if no runs are made otherwise'. Thus if a bowler bowls a No Ball and the batsman hits the ball to the boundary then the batsman would be attributed with four additional runs, the score would advance by four and the bowlers analysis would increase by four and the bowler would be obliged to repeat the delivery. However if the bowler bowled a No Ball and no other runs were made then the Score would advance by one run and the bowlers analysis would do likewise with the penalty now directly attributable to the No-Ball. On the Match Setup panel you can configure this basic format by entering (1).

b) In some Formats the penalty for a No Ball is not one run but two runs. The rules for scoring still obey those in point a) above except that if the Batsman hit a single off the No Ball then the penalty would be split between batsman (one run) and the No Balls total (one run) although the bowlers analysis would increase by two. In this example the score would also advance by two. On the Match Setup panel you can configure this option using the value (2). This is the least used of the four types of No Ball. It does contain the most anomalies after all.

c) Increasingly used in one day matches the third format is a derivative of point a). The penalty associated with the No Ball is still one but any additional runs scored from the No-Ball are always scored in addition to the No Ball penalty. To use point a) again as an example if a bowler bowls a No Ball and the batsman hits the ball to the boundary then the batsman would be attributed with four additional runs, the score would advance by five (No Ball = 1, Batsman = 4), the bowlers analysis would increase by five and the bowler would be obliged to repeat the delivery. However if the bowler bowled a No Ball and no other runs were made then the Score would advance by one run and the bowlers analysis would do likewise. This format is commonly known as '+1 No Ball Scoring' although to configure this format on the Match Setup panel you should enter (-1).

d) The last of the four formats takes the penalty value from point b) ie two and the method from point c) additive and is commonly known as '+2 No Ball Scoring'. To configure this format on the Match Setup panel you should enter (-2).

Once you know and have configured the appropriate No Ball scoring format you can

then begin to score No Balls. Very basic No Balls can be scored using the Options Icon Palette but you may find it easier and more consistent to always use the Ball, No Ball menu option. By using this menu option a new panel is displayed with five fields. These five fields provide inputs covering all the combinations of No Ball possible and these are described below.

No Balls Event	
1 No Balls Scored +	1 A
Did The Batsmen Run	Y B
Runs Scored From	No Balls C
Wicket Falls Due To	No Wicket D
Batsman Out	E
Done F	

Section **A** indicates the number of runs scored from the no ball delivery in addition to the standard penalty of a No Ball (Note that the rules differ for 1 or 2 value penalty No Balls). This entry may be from 0 to 9. The value registered as No Balls by default is the number set for the value of a no ball using Match Setup. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery. You should not enter the No Ball penalty in this field only the runs scored from the bat or as byes, leg byes or wides.

Section **B** indicates whether the Batsmen ran on the no ball or not. In most cases this selection will be made for you but if only one wide is scored then you will need to tell the scorebook whether the batsman ran or not. Depending upon your selection the batsmen may have changed ends.

Section **C** indicates whether additional runs are attributed to the batsman or as no balls. If a no ball is called by the umpire and the batsman subsequently plays the ball with the bat and makes good ground between the wickets then the no ball is recorded as an extra ball in the over but the runs scored are contributed towards the batsman's total (either instead of or in addition to the No Ball penalty). If byes or leg byes are scored from a no ball then those runs are scored as no balls. Remember to use the up and down arrows to display your selection and then click on your selection to highlight it.

Section **D** indicates whether a wicket falls during the course of a no ball delivery. If no wicket has fallen during the delivery then the default selection, 'No Wicket' will be appropriate. If a wicket does fall during the course of a no ball then one of the following types of dismissal may be recorded. Remember to highlight the entry :-

1. Run Out
2. Handed The Ball
3. Obstructing Field
4. Hit Ball Twice

If a wicket does fall on a No ball the name of the batsman out should be selected in section **E**. The current batsman is selected by default although the non striker may also be chosen from the list. Remember to highlight your selection.

Once all selections have been made the **Done** option, identified in section **F** may be used to confirm the delivery information. If you wish to cancel the delivery you may choose close from the No Balls window pull down options, top left.

The example shown above indicates that one no ball was scored and contributed as a no

ball and no wicket fell. This example would also result had the No Ball icon been selected from the Options Icon Palette.

Run Outs are one example of a situation when batsman can change ends through unusual play. You should pay special attention to such situations as they may require the scorer to alter the ends at which the batsmen stand using the Batsman Change Ends option, after recording the wicket.

Summary

Matches may be played where the value of a no ball is recorded as either **1** or **2** for the batting side. In exceptional circumstances you may be required to score a match using both ie **1** for regular no balls and **2** for an illegal bouncer. You may also enter a minus value of either **-1** or **-2**. There are therefore four different values that can be entered for the No Ball Value and these are scored in different ways.

1 or +1 A penalty of one run is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS NOT also added to the score. This is the traditional and default option.

2 or +2 A penalty of two runs is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS NOT also added to the score.

-1 A penalty of one runs is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS also added to the score.

-2 A penalty of two runs is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS also added to the score.

Entry Of Byes

The entry of byes, (a delivery which makes no contact with the bat but is run by the batsman) may be recorded in two ways. A single bye may be scored by using the bye icon from the Options Icon Palette or by selecting the Byes option from the Ball menu. Both methods perform similar functions.

The Options Icon Palette provides an icon option for the recording the delivery of one bye without any complication such as the fall of a wicket during the scoring process. The Options Icon Palette is the most convenient method for recording the scoring of one bye under normal conditions but will not cater for every eventuality. The [Byes](#) option from the Ball menu offers a number of choices as displayed below.

Byes Event	
Byes Scored	2 A
Wicket Falls Due To	Obstructing The Field B
Batsman Out	G. Eavis C
Done D	

Section **A** indicates the number of runs scored from byes. This may be from 0 to 9 byes. If 0 is entered as the number of byes scored then any subsequent changes to the form will not be recognised and the entry of byes will be aborted. If you are registering a fall of wicket when no runs are scored then you should refer to the wicket option specific to the batsman's demise. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Section **B** indicates whether a wicket falls during the course of byes. If no wicket has fallen during the delivery then the default selection, 'No Wicket' will be appropriate. If a wicket does fall during the course of byes then one of the following types of dismissal may be recorded :-

1. Run Out
2. Handed The Ball
3. Obstructing Field

If a wicket does fall after byes are scored the name of the batsman out should be selected in section **C**. The current batsman is selected by default although the non striker may also be chosen from the list.

Once all selections have been made the [Done](#) option, identified in section **D** may be used to confirm the delivery information. If you wish to cancel the delivery you may choose close from the Byes window pull down options, top left.

The example shown above indicates that the non striker was out obstructing the field after the scoring of 2 byes.

Run Outs are one example of a situation when batsman can change ends through unusual play. You should pay special attention to such situations as they may require the scorer to alter the ends at which the batsmen stand using the Batsman Change Ends option, after recording the wicket.

Entry Of Leg Byes

The entry of leg byes, (a delivery which makes contact with the batsman and is run by the batsman) may be recorded in two ways. A single leg bye may be scored by using the leg bye icon from the Options Icon Palette or by selecting the Leg Byes option from the Ball menu. Both methods perform similar functions.

The Options Icon Palette provides an icon option for the recording the delivery of one leg bye without any complication such as the fall of a wicket during the scoring process. The Options Icon Palette is the most convenient method for recording the scoring of one leg bye under normal conditions but will not cater for every eventuality. The [Leg Byes](#) option from the Ball menu offers a number of choices as displayed below.

Leg Byes Event	
Leg Byes Scored	3 A
Wicket Falls Due To	No Wicket B
Batsman Out	C
Done D	

Section **A** indicates the number of runs scored from leg byes. This may be from 0 to 9 byes. If 0 is entered as the number of leg byes scored then any subsequent changes to the form will not be recognised and the entry of leg byes will be aborted. If you are registering a fall of wicket when no runs are scored then you should refer to the wicket option specific to the batsman's demise. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Section **B** indicates whether a wicket falls during the course of leg byes. If no wicket has fallen during the delivery then the default selection, 'No Wicket' will be appropriate. If a wicket does fall during the course of leg byes then one of the following types of dismissal may be recorded :-

1. Run Out
2. Handed The Ball
3. Obstructing Field

If a wicket does fall after leg byes are scored the name of the batsman out should be selected in section **C**. The current batsman is selected by default although the non striker may also be chosen from the list.

Once all selections have been made the **Done** option, identified in section **D** may be used to confirm the delivery information. If you wish to cancel the delivery you may choose close from the Leg Byes window pull down options, top left.

The example shown above indicates that 3 leg byes were scored and no wicket fell.

Run Outs are one example of a situation when batsman can change ends through unusual play. You should pay special attention to such situations as they may require the scorer to alter the ends at which the batsmen stand using the Batsman Change Ends option, after recording the wicket.

Entry Of Wickets

The Wicket menu provides selections for recording the various methods of dismissal for a batsman. The Wicket menu duplicates the Wicket icon found on the Options Icon Palette :-

Bowled - The Bowled option is used to record the dismissal of a batsman by being bowled out.

Caught - The Caught option is used to record the dismissal of a batsman by being caught.

LBW - The LBW option is used to record the dismissal of a batsman leg before wicket.

Run Out - The Run Out option is used to record the dismissal of a batsman by being run out.

Stumped - The Stumped option is used to record the dismissal of a batsman by being stumped.

Hit Wicket - The Hit Wicket option is used to record the dismissal of a batsman by hitting their own wicket.

Timed Out - The Timed Out option is used to record the dismissal of a batsman by being timed out.

Handled The Ball - The Handled Ball option is used to record the dismissal of a batsman who handles the ball.

Hit Ball Twice - The Hit Ball Twice option is used to record the dismissal of a batsman who has hit the ball twice.

Obstructing Field - The Obstructing Field option is used to record the dismissal of a batsman who has obstructed the fielding side.

Entry Of The Dismissal Of A Batsman 'Bowled'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Bowled** option from the Ball Wicket menu registers the dismissal of the current striker and credits the current bowler with the wicket. Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

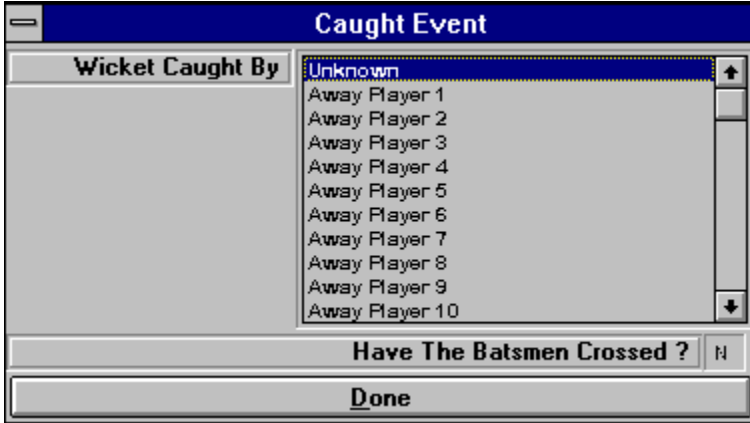
If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Caught'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Caught** option from the Ball Wicket menu registers the dismissal of the current striker and credits the current bowler with the wicket. The name of the fielder and whether the batsmen have crossed is also recorded using the panel displayed below.



If the name of the fielder is not known then select **Unknown** from the fielder list. If the ball is caught by a substitute fielder select **Substitute Fielder**, otherwise choose the fielder from the list of players.

Should the batsmen cross during the Caught dismissal you can record the changing of ends by entering **Y** in the **Have The Batsmen Crossed** option. The default of **N** indicates the batsmen have not crossed. Should the recording of the Batsmen crossing not be recorded at this point you can also use the Batsman Change Ends option after the dismissal.

Once the fielder has been selected the **Done** option may be used to confirm the wicket. If you wish to cancel the wicket you may choose close from the Caught Event window pull down options, top left.

Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'LBW'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **L.B.W** option from the Ball Wicket menu registers the dismissal of the current striker and credits the current bowler with the wicket. Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Run Out'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Run Out** option from the Ball Wicket menu registers the dismissal of the current striker but does not credit the current bowler with the wicket. The option offers a number of choices as displayed below.

Run Out Event	
Runs Scored	A
Batsman Out	Home Player 1 B
Run Out Backing Up ?	C
Done D	

Section **A** indicates the number of runs scored during the course of the run out. This may be from 0 to 9 bytes. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Section **B** indicates whether the striker or non striker is the batsman run out.

Section **C** indicates whether the non striker was run out backing up. In this eventuality no ball will have been bowled. Section **C** is only available if the number of Runs defined in **A** is '0' and the non striker is selected. Enter a 'Y' in this section to indicate a run out of the non striker backing up.

Once all selections have been made the **Done** option, identified in section **D** may be used to confirm the wicket. If you wish to cancel the wicket you may choose close from the Run Out Event window pull down options, top left.

Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Stumped'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Stumped** option from the Ball Wicket menu registers the dismissal of the current striker and credits the current bowler with the wicket. The name of the wicket keeper involved in the stumping is also recorded using the panel displayed below.



The wicket keeper currently identified using the Match Setup option is identified at the top of the list of potential keepers. If the regular wicket keeper has been incapacitated the selection of the replacement keeper may be made from the list.

Once the wicket keeper has been selected the **Done** option may be used to confirm the wicket. If you wish to cancel the wicket you may choose close from the Stumping Event window pull down options, top left.

Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Hit Wicket'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The [Hit Wicket](#) option from the Ball Wicket menu registers the dismissal of the current striker and credits the current bowler with the wicket. Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Timed Out'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Timed Out** option from the Ball Wicket menu registers the dismissal of the batsman yet to take to the field of play but does not credit the current bowler with the wicket. Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side. The **Timed Out** option is only available following the fall of a wicket caused by an on field dismissal. The option will not be available after a break in play even if the fall of a wicket preceded or preempted the break in play.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Handled Ball'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Handled Ball** option from the Ball Wicket menu registers the dismissal of the current striker but does not credit the current bowler with the wicket. The option offers a number of choices as displayed below.

Handled Ball Event	
Runs Scored	1 A
Batsman Out	J.Clark B
Done C	

Section **A** indicates the number of runs completed before the batsman handled the ball. This may be from 0 to 9 byes. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Section **B** indicates whether the striker or non striker handled the ball.

Once all selections have been made the **Done** option, identified in section **C** may be used to confirm the wicket. If you wish to cancel the wicket you may choose close from the Handled Ball Event window pull down options, top left.

Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Hit Ball Twice'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Hit Ball Twice** option from the Ball Wicket menu registers the dismissal of the current striker but does not credit the current bowler with the wicket. The option offers a number of choices as displayed below.



Hit Ball Twice Event	
Runs Scored	2 A
Done	B

Section **A** indicates the number of runs completed before the striker hit the ball illegally for the second time. This may be from 0 to 9 byes. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Once all selections have been made the **Done** option, identified in section **B** may be used to confirm the wicket. If you wish to cancel the wicket you may choose close from the Hit Ball Twice Event window pull down options, top left.

Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Entry Of The Dismissal Of A Batsman 'Obstructing Field'

The fall of a wicket may be recorded in two ways. The wicket may be scored by selecting the wicket icon from the Options Icon Palette followed by the type of dismissal or by selecting the type of dismissal from the Ball Wicket menu. Both methods perform the same function.

The **Obstructing Field** option from the Ball Wicket menu registers the dismissal of the current striker but does not credit the current bowler with the wicket. The option offers a number of choices as displayed below.

Obstructing Field Event	
Runs Scored	1 A
Batsman Out	G. Eavis B
Done C	

Section **A** indicates the number of runs completed before the batsman obstructed the field. This may be from 0 to 9 byes. Willow Scorebook will not provide facilities for more than 9 runs to be scored from one delivery.

Section **B** indicates whether the striker or non striker obstructed the field.

Once all selections have been made the **Done** option, identified in section **C** may be used to confirm the wicket. If you wish to cancel the wicket you may choose close from the Obstructing Field Event window pull down options, top left.

Batting, bowling and fall of wicket analysis are updated to reflect the loss to the batting side.

If Automatic Timing is enabled then the time at which the wicket fell will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time out will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

The View Menu

The View menu enables you to view the Scorebook of a completed innings. Up to four innings can be displayed as well as the current innings. You may not update the Scorebook whilst viewing a completed innings :-

View Current Innings - The View Current Innings option is used to return to the innings in which play is commencing having viewed the Scorebook of a previous innings.

View 1st Innings - The View 1st Innings option is used to view the completed Scorebook for the 1st innings of the match.

View 2nd Innings - The View 2nd Innings option is used to view the completed Scorebook for the 2nd innings of the match.

View 3rd Innings - The View 3rd Innings option is used to view the completed Scorebook for the 3rd innings of the match.

View 4th Innings - The View 4th Innings option is used to view the completed Scorebook for the 4th innings of the match.

View Current Innings

The View Current Innings menu option is used to return to Scorebook entry after viewing a completed innings. During the viewing of completed innings, Scorebook entry is not available. To return to the current innings and enable scoring again the View Current Innings option should be used.

View 1st Innings

During the scoring process it is often necessary to refer back to a completed innings. The View Innings options provides this facility. At any time during the scoring of the second, third or fourth innings or after the match is concluded, you may select the View 1st Innings option to bring back the completed first innings details. Once the view is active, scoring entry is made unavailable. The Windows options can be used to obtain displays of the first innings details. Once viewing is complete use the View Current Innings option to re-enable scoring of the current innings.

View 2nd Innings

During the scoring process it is often necessary to refer back to a completed innings. The View Innings options provides this facility. At any time during the scoring of the third or fourth innings or after the match is concluded, you may select the View 2nd Innings option to bring back the completed second innings details. Once the view is active, scoring entry is made unavailable. The Windows options can be used to obtain displays of the second innings details. Once viewing is complete use the View Current Innings option to re-enable scoring of the current innings.

View 3rd Innings

During the scoring process it is often necessary to refer back to a completed innings. The View Innings options provides this facility. At any time during the scoring of the fourth innings or after the match is concluded, you may select the View 3rd Innings option to bring back the completed third innings details. Once the view is active, scoring entry is made unavailable. The Windows options can be used to obtain displays of the third innings details. Once viewing is complete use the View Current Innings option to re-enable scoring of the current innings.

View 4th Innings

During the scoring process it is often necessary to refer back to a completed innings. The View Innings options provides this facility. At any time during after the match is concluded, you may select the View 4th Innings option to bring back the completed fourth innings details. Once the view is active, scoring entry is made unavailable. The Windows options can be used to obtain displays of the fourth innings details. Once viewing is complete use the View Current Innings option to re-enable scoring of the current innings.

The Events Menu

The Events menu provides for the entry of all Scorebook material not covered by the Ball menu and covers all actions which cannot be counted as a delivery. This includes Batting events such as retirements, Bowling events such as a change of bowler or the voluntary or forced retirement of a bowler, Innings events to start, conclude or postpone the conclusion of an innings and Match events to begin or conclude a match. This menu is divided into four categories :-

Batting Events - The Batting Events sub menu provides facilities to change the ends at which the two batsman stand, to retire a batsman not out, to retire a batsman out or to allocate a runner for an injured batsman.

Bowling Events - The Bowling Events sub menu provides facilities to change the bowler, to force the end of an over, to remove a bowler who has transgressed the laws of cricket at the request of the umpire, to retire an injured or incapacitated bowler, to record an umpires warning to a bowler, to record the use of substitute fielders and to record bowling styles.

Innings Events - The Innings Events sub menu provides facilities to commence or recommence an innings, to postpone play due to bad light, rain or other unforeseen act, to break for lunch, tea or drinks, to allow the batting side to declare or forfeit an innings and to allow the batting side to enforce the follow on.

Match Events - The Match Events sub menu provides facilities to commence a match, to abandon a match and to conclude a match due to concession, conclusion or refusal by one or other side.

Note Events - The Notes Events allows the scorer to record special events as the match progresses.

Batting Events

The Batting Events menu provides for the entry into the Scorebook when the batsman change ends against the normal or predictable course of play, when a batsman is forced to retire injured or incapacitated or when a batsman is forced to retire but is considered out :-

Batsman Change Ends - This option allows the scorer to update the state of play so that the two batsman change ends.

Batsman Retires Out - When a Batsman retires without the permission of the umpire or leaves the field for no good reason the batsman should be given Retired Out and this action should be recorded in the Scorebook using this option.

Batsman Retires Not Out - When a Batsman retires not out due to injury, illness or incapacitation with the agreement of the umpires record the action in the Scorebook using this option.

Runners - When a Batsman becomes injured or incapacitated and uses a runner you may record the action in the Scorebook using this option.

The Batsman Change Ends Event

After a catch, run out, the obstruction of a fielder, the illegal handling of the ball or other exceptional circumstances the scorer may be required to change the ends at which the batsman stand. This is most common with the dismissal of a batsman Caught when both batsman have crossed while attempting a run but the ball has been caught before the run is completed. Although no runs are scored the incoming batsman will now be on strike and the scoring analysis will need to be changed to reflect this. The Batsman Change Ends event is used for this purpose. The entry is made only to the score sheet and does not affect either batting or bowling statistics.

The Batsman Retires Out Event

If, during the course of play, a batsman leaves the field without good reason or without the umpires and opposing captains permission he may be given out. The recording of such a circumstance should be made using the Batsman Retires Out event.



Section **A** indicates whether the striker or non striker is the batsman retiring out.

Once the selection has been made the **Done** option, identified in section **B** may be used to confirm the retirement. If you wish to cancel the retirement you may choose close from the Batsman Retires Out window pull down options, top left.

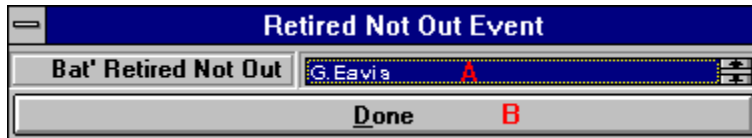
If Automatic Timing is enabled then the time of the retirement will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

The Batsman Retires Not Out Event

If, during the course of play, a batsman is forced to leave the field due to illness or injury with the consent of the umpires they may be given not out and allowed to resume batting at the fall of a wicket. The recording of such a circumstance should be made using the Batsman Retires Not Out event.



Section **A** indicates whether the striker or non striker is the batsman retiring not out.

Once the selection has been made the **Done** option, identified in section **B** may be used to confirm the retirement. If you wish to cancel the retirement you may choose close from the Batsman Retires Out window pull down options, top left.

If Automatic Timing is enabled then the time of the retirement will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time will be recorded if No Timing is set.

If Automatic Batsman Selection is enabled then the new batsman will be recorded by Willow Scorebook. If Manual Batsman Selection is set then you will be requested to select the next batsman.

If Automatic Timing is enabled then the time at which the new batsman takes to the field will be recorded by Willow Scorebook. If Manual Timing is enabled then you will be requested to enter the date and time. No time in will be recorded if No Timing is set.

Runners

When a batsman becomes injured or otherwise incapacitated they may require and call upon the services of a team mate to act as a runner. To record this event on the Score Sheet the Batsman Uses Runner event may be used to record the selection of the batsman requiring the runner and then the player acting as the runner.

Bowling Events

The Bowling Events menu provides for the entry into the Scorebook when the bowler is changed at the end of an over or during an over if a bowler retires or is removed, when a bowler retires or is removed and when the scorer needs to end an over :-

Bowling Change - This option allows the scorer to update the Scorebook to reflect a change of bowler.

Bowler Retires - This option allows the scorer to record when a bowler is forced to retire due to injury, illness or incapacitation of some kind.

Bowler Removed - This option allows the scorer to record when a bowler has been removed by the umpire having transgressed the laws of cricket.

New Ball - This option allows the scorer to record the taking of the new ball.

Replacement Ball - This option allows the scorer to record the taking of the replacement ball.

Warn Bowler For Running On The Pitch - This option allows the scorer to record when a bowler is warned for running on the pitch.

Warn Bowler For Short Pitch Deliveries - This option allows the scorer to record when a bowler is warned for bowling short pitched deliveries.

Warn Bowler For Bowling Beamers - This option allows the scorer to record when a bowler is warned for bowling beamers.

Bowler Comes Around The Wicket - This option allows the scorer to record when a bowler comes around the wicket.

Bowler Comes Over The Wicket - This option allows the scorer to record when a bowler comes over the wicket.

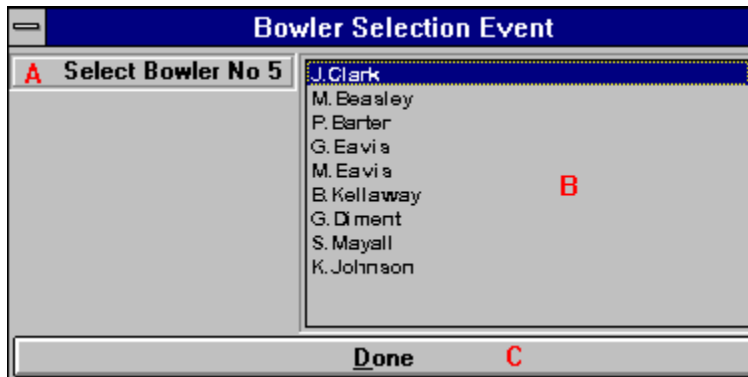
Style Of Bowling - This option allows the scorer to record a bowlers style of bowling.

Change Of Fielder - This option allows the scorer to record when a fielder is changed or substituted.

Forcing The End Of Over - This option allows the scorer to force the end of an over when either, the over has ended with too few balls delivered, the over has ended with too many balls delivered or when the Automatic End Of Over feature is turned off.

The Bowling Change Event

When a bowler finishes their spell and a new bowler is brought on to bowl the Bowling Change event is used to reflect the change. The bowling analysis is updated to indicate the end of a bowlers spell and that they have been replaced. The new bowler is chosen from a list of the remaining players within the fielding side eligible to bowl. (This list will also include the wicket keeper.)



Section **A** indicates the number of the bowler being selected should a new bowler be chosen. There is no requirement to select a new bowler and the list indicates both those members of the fielding side who have and have not yet bowled during this innings. In the example above four bowlers have been used so far and should a new bowler be chosen, this would make five.

Section **B** is the list of eligible bowlers. The list is presented in reverse batting order with bowlers currently used during the innings listed first.

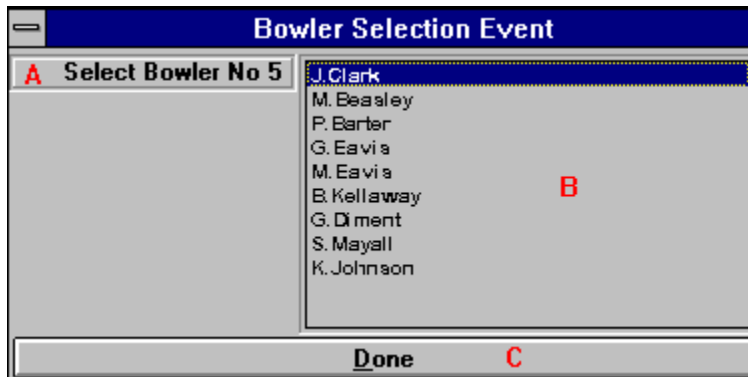
Once the bowler has been selected the **Done** option, identified in section **C** may be used to confirm the selection. If you wish to cancel the change of bowler you may choose close from the Bowler Selection window pull down options, top left.

The change of a bowler may only be carried out at the end of an over.

The Bowler Retires Event

If, during the course of play, a bowler is forced to leave the field due to illness or injury with the consent of the umpires the remaining deliveries will be bowled by another eligible bowler. In order to record the retirement of a bowler during an over the Bowler Retires event should be used. The bowling and score sheet analysis will be updated to reflect the retirement.

The new bowler is chosen from a list of the remaining players within the fielding side eligible to bowl. (This list will also include the wicket keeper.)



Section **A** indicates the number of the bowler being selected should a new bowler be chosen. There is no requirement to select a new bowler and the list indicates both those members of the fielding side who have and have not yet bowled during this innings. In the example above four bowlers have been used so far.

Section **B** is the list of eligible bowlers. The list is presented in reverse batting order with bowlers currently used during the innings listed first.

Once the bowler has been selected the **Done** option, identified in section **C** may be used to confirm the selection. If you wish to cancel the retirement of a bowler you may choose close from the Bowler Retires window pull down options, top left.

The Bowler Removed Event

If, during the course of play, a bowler is removed due to the bowling of fast short pitched balls, fast full pitched deliveries, time wasting or damaging the pitch as adjudicated by the umpires, the remaining deliveries will be bowled by another eligible bowler. In order to record the removal of a bowler during an over the Bowler Removed event should be used. The bowling and score sheet analysis will be updated to reflect the removal.

The new bowler is chosen from a list of the remaining players within the fielding side eligible to bowl. (This list will also include the wicket keeper.)

The screenshot shows a software window titled "Bowler Selection Event". On the left side, there is a label "A Select Bowler No 5". On the right side, there is a list of names: J. Clark, M. Beasley, P. Barter, G. Eavis, M. Eavis, B. Kellaway, G. Diment, S. Mayall, and K. Johnson. A red letter "B" is placed to the right of the list. At the bottom of the window, there is a "Done" button and a red letter "C".

Section **A** indicates the number of the bowler being selected should a new bowler be chosen. There is no requirement to select a new bowler and the list indicates both those members of the fielding side who have and have not yet bowled during this innings. In the example above four bowlers have been used.

Section **B** is the list of eligible bowlers. The list is presented in reverse batting order with bowlers currently used during the innings listed first.

Once the bowler has been selected the **Done** option, identified in section **C** may be used to confirm the selection. If you wish to cancel the removal of a bowler you may choose close from the Bowler Removed window pull down options, top left.

The New Ball Event

During a match of some length, typically a two innings, three to five day match, the bowling side will be in a position to take a new ball as agreed between Captains before the start of the match. To record this event the New Ball event should be used. The Score sheet will be updated to indicate that the New Ball has been taken.

The Replacement Ball Event

During a match the original ball may become damaged or lose its shape. The umpires may then decide that the ball should be replaced by one of similar age and wear. To record this event the Replacement Ball event should be used. The Score sheet will be updated to indicate that a Replacement Ball has been taken.

Bowler Warned For Running On Pitch Event

During a match a bowler may run down the centre of the wicket during their follow through. Umpires may warn bowlers who repeatedly transgress the laws regarding running on the pitch. To record this event the Bowler Warned - Running On Pitch event should be used. The Score sheet will be updated to indicate that the bowler has been warned for this offence.

Bowler Warned For Short Pitch Bowling Event

During a match a bowler repeatedly bowl short pitched deliveries to the batsmen. Umpires may warn bowlers who repeatedly transgress the laws regarding short pitched deliveries. To record these events the Bowler Warned - Short Pitch event should be used. The Score sheet will be updated to indicate that the bowler has been warned for this offence.

Bowler Warned For Bowling Beamers Event

During a match a bowler repeatedly bowl beamer deliveries to the batsmen. Umpires may warn bowlers who repeatedly transgress the laws regarding beamer deliveries. To record these events the Bowler Warned - Beamer event should be used. The Score sheet will be updated to indicate that the bowler has been warned for this offence.

Bowler Comes Around The Wicket Event

During a match a bowler may decide to change from over to around the wicket. To record this event the Bowler Comes Around Wicket event should be used. The Score sheet will be updated to indicate that the bowler has changed to around the wicket.

Bowler Comes Over The Wicket Event

During a match a bowler may decide to change from around to over the wicket. To record this event the Bowler Comes Over Wicket event should be used. The Score sheet will be updated to indicate that the bowler has changed to over the wicket.

Style Of Bowling Event

The style of bowling a bowler extolls can be recorded using the Bowling Style Event. There are several styles to choose from which are presented in list form to be selected from. Following the first delivery of a bowler use the Bowler Style event to record the style of bowling and should the bowler change styles use the event again to record the change. The following styles are available:

LF Left Arm Fast
RF Right Arm Fast
LFM Left Arm Fast Medium
RFM Right Arm Fast Medium
LM Left Arm Medium
RM Right Arm Medium
LMF Left Arm Medium Fast
RMF Right Arm Medium Fast
SLA Left Arm Slow Orthodox
OB Right Arm Off Break
LB Right Arm Leg Break
RSM Right Arm Slow Medium
SLC Left Arm Slow Chinamen
LBG Leg Break And Googly
LOB Lob Bowler
UA Underarm Bowling (Not strictly a style)

Fielding Change Event

During a match fielding players may be substituted after consent from umpires and captains. To record players leaving and taking to the field the Fielding Change event should be used. The Score sheet will be updated to indicate that a fielder has been changed or substituted.

The End Of Over Event

Willow Scorebook provides facilities for the automatic or manual ending of an over. If you have selected to manually end each over then the End Of Over event should be used for this purpose.

At the end of each over Willow Scorebook checks for the end of the match or innings, updates the bowling and over analysis and identifies the next expected bowler.

The End Of Over event option is only available when Manual End Of Over has been selected from the Options menu. If the bowlers end umpire should incorrectly call or not call the end of the over before or after the delivery of all 6 or 8 balls as applicable to the match in progress you should use the Manual End Of Over option from the Options menu to turn on the manual calculation of deliveries and then use the End Of Over event to record the umpires call of end of over.

Innings Events

The Innings Events menu provides the scorer with the ability to commence or recommence an innings, to postpone play due to bad light, rain or other unforeseen act, to register a break for lunch, tea or drinks, to allow the batting side to declare or forfeit an innings and to allow the batting side to enforce the follow on.

Commence Innings - This option allows the scorer to begin scoring a new innings.

Recommence Innings - This option allows the scorer to register the continuation of an innings after a break for lunch, tea, drinks, bad light, rain or an unforeseen circumstance.

Stumps - This option allows the scorer to register the cessation of play when stumps are called by the umpires.

Bad Light Stops Play - This option allows the scorer to register the cessation of play caused by bad light as agreed by umpires and batsman.

Rain Stops Play - This option allows the scorer to register the cessation of play caused by rain as agreed by umpires and batsman.

Play Is Stopped Due To Unforeseen Circumstances - This option allows the scorer to register the cessation of play caused by unforeseen circumstances e.g. pitch invasion, snow, natural or unnatural disaster.

An Innings Is Declared - This option allows the scorer to register the end of an innings following a declaration from the batting team.

Forcing The Follow On - This option allows the scorer to register the forced follow on of the previous batting team on their second innings.

Forfeit Of An Innings - This option allows the scorer to register the forfeit of second innings by the team expected to bat.

An Innings Is Abandoned - This option allows the scorer to register the abandonment of an innings.

Stumps - This option allows the scorer to register the cessation of play when stumps are called by the umpires.

Taking Lunch - This option allows the scorer to register the taking of a lunch break.

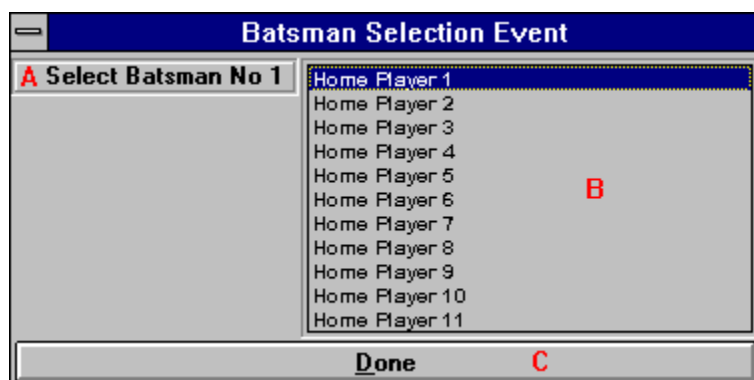
Taking Tea - This option allows the scorer to register the taking of a tea break.

Taking Drinks - This option allows the scorer to register the taking of a drinks break.

Run Coda - This option allows the scorer to run the Willow CODA module to produce Duckworth / Lewis calculations for rain affect One-Day matches.

Commencing An Innings

To begin the second, third or fourth innings of a match the Commence An Innings option should be used to initialise the Scorebook for the new innings. Depending upon the settings for automatic or manual batsman and timing selection the commencement of an innings may be followed by the selection of the opening batsmen and the recording of the time at which the innings begins. If the manual selection of batsmen and timing has been chosen then the following panels will be displayed at the commencement of an innings.



Batsman Selection Event	
A Select Batsman No 1	Home Player 1
	Home Player 2
	Home Player 3
	Home Player 4
	Home Player 5
	Home Player 6
	Home Player 7
	Home Player 8
	Home Player 9
	Home Player 10
	Home Player 11
	B
Done C	

Section **A** indicates the number of the batsman being selected. In the example above the opening batsman is being selected.

Section **B** is the list of eligible batsman. The list is presented in batting order as entered through the Match Setup option.

Once the batsman has been selected the **Done** option, identified in section **C** may be used to confirm the selection. You may not abort this panel when starting an innings or match.



Batsman Time In Event	
Time Batsman In	03-09-1994 00:28:38 A
Done B	

Section **A** indicates the entry of date and time for the incoming batsmen. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when starting an innings or match.

Recommencing An Innings

Should an innings be suspended due to lunch, dinner or tea or in the event of bad light or weather or other factors then to resume the innings the Recommencing An Innings option should be used. The Scorebook is re-opened at the point of suspension and the play resumed. The resumption of play will be recorded in the score sheet.

Time Of Innings Resommencement Event	
Time Of Innings	03-09-1994 00:54:01 A
Done B	

Section **A** indicates the entry of date and time for the re commencement of the innings. Although any text may be entered for the date and time the format shown above should be adhered.

You will also be asked to specify the number of overs lost during the suspension if this is applicable. The default entry is '0' which indicates that the stoppage does not constitute a loss of overs.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when recommencing an innings.

Stumps

Once a days play has been completed in a match extended over more than one day the umpires will call 'stumps' and play will be suspended. To record this cessation of play use the Stumps option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommended. If the manual selection of timing has been chosen from the Options menu then the a panel will be displayed allowing you to enter the time at which play ceased.

Bad Light Stops Play

If, during the course of play, the innings should be suspended due to bad light, the recording of such an instance should be performed using the Bad Light Stops Play option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommended. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.



Time Of Bad Light Event	
Time Of Bad Light	03-09-1994 01:03:24 A
Done B	

Section **A** indicates the entry of date and time for the suspension of play due to bad light. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending an innings.

Rain Stops Play

If, during the course of play, the innings should be suspended due to rain, the recording of such an instance should be performed using the Rain Stops Play option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommended. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.



Time Of Rain Event		
Time Of Rain	03-09-1994 01:05:58	A
Done		B

Section **A** indicates the entry of date and time for the suspension of play due to rain. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending an innings.

Play Is Stopped Due To Unforeseen Circumstances

If, during the course of play, the innings should be suspended due to unforeseen circumstance, the recording of such an instance should be performed using the Play Is Stopped Due to Unforeseen Circumstance option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommended. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.

Time Of Other Stoppage Event	
Time Of Other Stoppage	03-09-1994 01:07:53 A
Done B	

Section **A** indicates the entry of date and time for the suspension of play due unforeseen circumstance. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending an innings.

An Innings Is Declared

During the course of a match the captain of the batting team may declare an innings at any time. In order to record this event the Innings Is Declared option is used. The Scorebook will be updated to reflect the declaration and then closed to prevent further additions. The score sheet will record the time at which the innings closed. If Automatic Timing is set then this will be done automatically. However, if the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.



Time Of Declaration Event		
Time Of Declaration	03-11-1994 23:05:30	A
Done		B

Section **A** indicates the entry of date and time for the declaration of an innings. Although any text may be entered for the date and time the format shown above should be adhered to.

Once the time has been entered the **Done** option, identified in section **B**, may be used to confirm the selection. You may not abort this panel when declaring an innings.

Forcing The Follow On

During a two innings match the captain of the batting side, having batted first and scored a total in excess of the agreed amount above that of the team batting second may force this team to bat again. This may only be actioned before the commencement of the innings. The Follow On option is used to record this event in the Scorebook.

Forfeit Of An Innings

During a two innings match an innings may be made forfeit by the captain of the batting side in order to increase the chance of a conclusion to the match. This may only be actioned before the commencement of the innings. The Forfeit An Innings option is used to record this event in the Scorebook.

An Innings Is Abandoned

Due often to poor weather but under other circumstances also an innings may be abandoned. This option will be particularly useful for one day matches in which an innings abandonment is common.

Taking Lunch

When lunch is taken during an innings the recording of the event should be performed using the Lunch option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommended. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed (This also applies to the taking of Tea, Drinks or the suspension of play for any other reason).

Time Of Lunch Event	
Time Of Lunch	03-11-1994 23:38:23 A
Done B	

Section **A** indicates the entry of date and time at which lunch is taken. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending an innings.

Taking Tea

When tea is taken during an innings the recording of the event should be performed using the Tea option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommended. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.

Time Of Tea Event	
Time Of Tea	03-11-1994 23:41:17 A
Done B	

Section **A** indicates the entry of date and time at which tea is taken. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending an innings.

Taking Drinks

When Drinks are taken during an innings the recording of the event should be performed using the Drinks option. The score sheet will be updated to reflect the suspension of play and further entry to the Scorebook will be halted until the Innings is Recommenced. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.

Time Of Drinks Event		
Time Of Drinks	03-11-1994 23:44:00	A
Done		B

Section A indicates the entry of date and time at which drinks are taken. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the Done option, identified in section B may be used to confirm the selection. You may not abort this panel when suspending an innings.

Run CODA

During the course of One-Day matches where rain and bad weather has affected the match and overs have been lost you may find it useful to employ the Duckworth/Lewis method of calculating revised totals. In order to calculate revised totals you must use the CODA (Cricket One-Day Analysis) which analyses the match, predicts scores and thus can recommend revised totals. The Willow CODA Module is an additional piece of software which can be used with Willow to this end. Click the Run CODA option to start this additional module.

Match Events

The Match Events menu provides the scorer with the ability to commence a match, abandon a match and to conclude a match due to concession, conclusion or refusal to play by one or other side :-

Commence Match - This option allows the scorer to begin scoring a match.

Match Abandoned - This option allows the scorer to register a match as being abandoned.

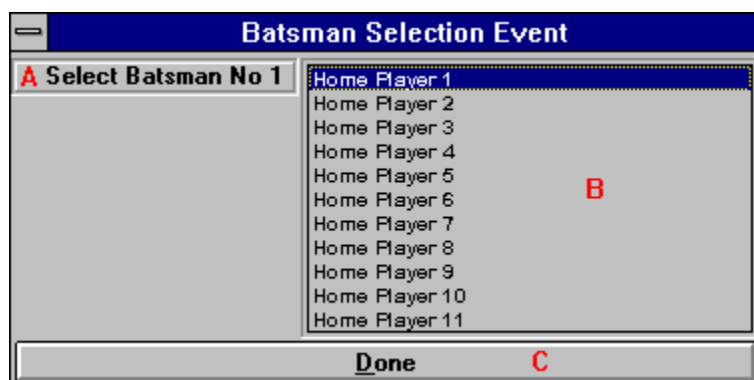
Refusal To Play - This option allows the scorer to register the conclusion of a match by virtue of one or other side refusing to continue play.

Concede A Match - This option allows the scorer to register the concession of a match.

Conclude A Match - This option allows the scorer to register the conclusion of a match.

Commencing A Match

To begin a match and start the first innings the Commence A Match option should be used to initialise the Scorebook for the new match and innings. Depending upon the settings for automatic or manual batsman and timing selection the commencement of a match may be followed by the selection of the opening batsmen and the recording of the time at which the innings begins. If the manual selection of batsmen and timing has been chosen then the following panels will be displayed at the commencement of the match.



Batsman Selection Event	
A Select Batsman No 1	Home Player 1 Home Player 2 Home Player 3 Home Player 4 Home Player 5 Home Player 6 Home Player 7 Home Player 8 Home Player 9 Home Player 10 Home Player 11
Done	

Section A indicates the number of the batsman being selected. In the example above the opening batsman is being selected.

Section B is the list of eligible batsman. The list is presented in batting order as entered through the Match Setup option.

Once the batsman has been selected the Done option, identified in section C may be used to confirm the selection. You may not abort this panel when starting an innings or match.

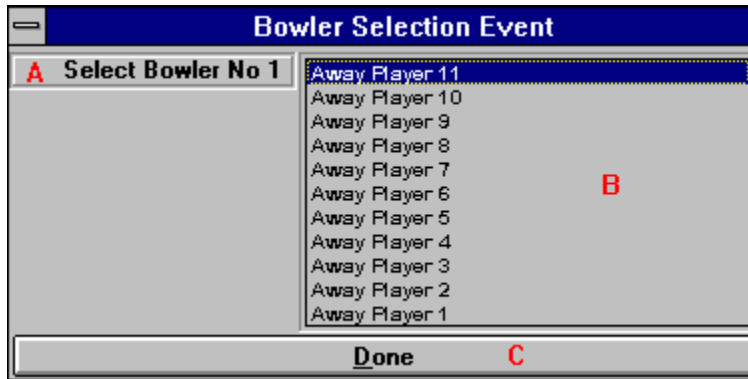


Batsman Time In Event	
Time Batsman In	03-09-1994 00:28:38
Done	

Section A indicates the entry of date and time for the incoming batsmen. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the Done option, identified in section B may be used to confirm the selection. You may not abort this panel when starting an innings or match.

Having selected opening batsman and recorded times of entry as necessary the scorer must register the opening bowler. A list of all eleven eligible bowlers is presented for selection. (This list will also include the wicket keeper.)



Section **A** indicates the number of the bowler being selected as the opening bowler. Section **B** is the list of eligible bowlers. The list is presented in reverse batting order. Once the bowler has been selected the **Done** option, identified in section **C** may be used to confirm the selection. You may not cancel the selection of opening bowler.

Match Abandoned

Should a match have to be abandoned the Match Abandoned option should be used to record the lack of a result in the Scorebook. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.



The image shows a dialog box titled "Time Of Match Abandonment Event". It has a blue header bar with a minus sign on the left. Below the header, there is a text input field labeled "Time Of Match" containing the text "03-12-1994 00:00:10". To the right of the input field is a red letter "A". At the bottom of the dialog box, there is a button labeled "Done" with a red letter "B" to its right.

Section **A** indicates the entry of date and time at which the match was abandoned. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

A Refusal To Play

If, during the course of play, a team refuse to continue playing then the umpires shall be forced to award the match to the other side. The recording of such an instance should be performed using the Refusal To Play option. The following panel will be displayed so that the scorer may select the team which has refused to play (This also applies to matches ended by concession or conclusion).

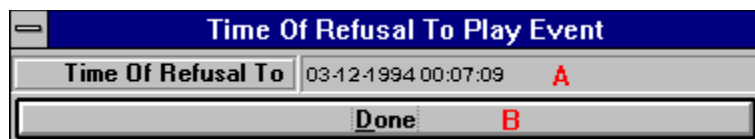


The screenshot shows a dialog box titled "Refused To Play Event". It has a blue header bar with a minus sign on the left. Below the header is a text input field containing "A Which Team Has Refused To Play (H/A) H". At the bottom of the dialog is a button labeled "Done" with a red letter "B" next to it.

Section **A** indicates whether the 'H'ome or 'A'way team have refused to play.

Once the Home or Away team have been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

The result will then be entered into the Scorebook. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.



The screenshot shows a dialog box titled "Time Of Refusal To Play Event". It has a blue header bar with a minus sign on the left. Below the header is a text input field containing "Time Of Refusal To 03-12-1994 00:07:09 A". At the bottom of the dialog is a button labeled "Done" with a red letter "B" next to it.

Section **A** indicates the entry of date and time at which the match was concluded due to a refusal to play. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

Concede A Match

If a team concedes defeat then the umpires shall award the match to the other side. The recording of such an instance should be performed using the Concede A Match option. The following panel will be displayed so that the scorer may select the team which has conceded.

Conceded Defeat Event	
A	Which Team Has Conceded Defeat (H/A) <input type="text" value="H"/>
Done B	

Section **A** indicates whether the 'H'ome or 'A'way team have conceded defeat.

Once the Home or Away team have been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

The result will then be entered into the Scorebook. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.

Time Of Match Concession Event	
Time Of Match	03-12-1994 00:12:55 A
Done B	

Section **A** indicates the entry of date and time at which the match was concluded due to concession. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

Conclude A Match

If a match is concluded due a rearranged target in a limited overs match or for an exceptional condition then the umpires shall award the match accordingly. The recording of such an instance should be performed using the Conclude A Match option. The following panel will be displayed so that the scorer may select the team which has won the match by conclusion.



The screenshot shows a dialog box titled "Won By Conclusion Event". It has a blue header bar with a minus sign on the left. Below the header is a text input field containing "A Which Team Has Won By Conclusion (H/A) H". At the bottom of the dialog is a button labeled "Done" followed by a red letter "B".

Section **A** indicates whether the 'H'ome or 'A'way team have won the match by conclusion.

Once the Home or Away team have been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

The result will then be entered into the Scorebook. If the manual selection of timing has been chosen from the Options menu then the following panel will be displayed.



The screenshot shows a dialog box titled "Time Of Match Conclusion Event". It has a blue header bar with a minus sign on the left. Below the header is a text input field containing "Time Of Match 03-12-1994 00:18:03 A". At the bottom of the dialog is a button labeled "Done" followed by a red letter "B".

Section **A** indicates the entry of date and time at which the match was concluded. Although any text may be entered for the date and time the format shown above should be adhered.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection. You may not abort this panel when suspending a match.

The Note Event

Every Cricket Match is different and has its own unique incident. As scorer you will often want to reflect such special events in the scorebook. In order to record these events the Note option should be used which provides a free form text entry box for your note.

Notes are displayed in the Score sheet Window at the point in the innings at which they were recorded.

The Options Menu

The Options menu provides the scorer with the ability to tailor Willow Scorebook to suit both the match play and the type of scoring required. A number of features of Willow Scorebook may be carried out automatically, without the scorers intervention but this does not always suit. The options menu also provides facilities to control the Options Icon Palette display which can be displayed both horizontally and vertically. The options menu also contains the Undo feature which erases a mistake in scoring :-

Vertical Display Of Options Icon Palette - This option sets the display of the Options Icon Palette to vertical.

Horizontal Display Of Options Icon Palette - This option sets the display of the Options Icon Palette to horizontal.

Extended Display Of Options Icon Palette - This option sets the display of the Options Icon Palette to the extended 36 option palette.

Extended Horizontal Display Of Options Icon Palette - This option sets the display of the Options Icon Palette to the extended 36 option palette in a horizontal orientation.

Set Batsman Scoring Positions After Ball - This option allows the recording of the batsman's strokes to be made after having previously recorded the result of the delivery.

Set Batsman Scoring Positions Before Ball - This option allows the recording of the batsman's strokes to be made before recorded the result of the delivery.

Undo Ball - This option allows the scorer to undo the previous delivery thus allowing the delivery to be entered again correctly.

Set Automatic Timing - This option, when set, uses the PC system date and time to record the times at which batsman begin and end their innings and the times at which innings are commenced or at the cessation or conclusion of play.

Set Manual Timing - This option, when set, forces the scorer to record the times at which batsman begin and end their innings and the times at which innings are commenced or at the cessation or conclusion of play.

Set No Timing - This option, when set, will ignore all requirements for setting the times at which batsman begin and end their innings and the times at which innings are commenced or at the cessation or conclusion of play by leaving these details blank in the Scorebook.

Set Automatic Batsman Selection - This option, when set, causes Willow Scorebook to automatically select batsman in order of their definition in the Match Setup when an innings is commenced or at the fall of a wicket.

Set Manual Batsman Selection - This option, when set, forces the scorer to select the opening batsman at the start of an innings and the new batsman at the fall of a wicket.

Set Automatic End Of Over - This option, when set, causes Willow Scorebook to mark the end of an over by calculating the number of balls bowled in the over.

Set Manual End Of Over - This option, when set, forces the scorer to mark the end of the over.

Set Automatic Match Saving - This option can be used to ensure that a match is saved at regular intervals in various formats.

Vertical Display Of Options Icon Palette

The Options Icon Palette, used for one click entering of common scoring functions, contains twelve options which may be displayed vertically as two columns of six rows or horizontally as two rows of six columns. The default selection is to display the Options Icon Palette vertically as indicated below. The display of the palette may be changed at any time during the scoring process.



Further help is offered in the section [Help With The Options Icon Palette](#) .

Horizontal Display Of Options Icon Palette

The Options Icon Palette, used for one click entering of common scoring functions, contains twelve options which may be displayed vertically as two columns of six rows or horizontally as two rows of six columns. The horizontal display of the options icon palette is indicated below. The display of the palette may be changed at any time during the scoring process.



Further help is offered in the section [Help With The Options Icon Palette](#) .

Extended Display Of Options Icon Palette

The Extended Options Icon Palette, used for one click entering of common scoring functions, contains thirty six options as opposed to the twelve offered by the vertical and horizontal displays of the standard Options Icon Palette. The default selection is to display the standard Options Icon Palette vertically. The display of the palette may be changed at any time during the scoring process.



Further help is offered in the section [Help With The Options Icon Palette](#) .

Extended Horizontal Display Of Options Icon Palette

The Extended Horizontal Options Icon Palette differs from the Extended Options Icon Palette in that it provides two rows of eighteen icons rather than the six by six display of the Extended Options Icon Palette. You should note that this may not display fully on some monitors.

Further help is offered in the section [Help With The Options Icon Palette](#) .

Set Batsman Scoring Positions After Ball

Willow Scorebook provides facilities for scoring the positional play of a delivery following or before the recording of the delivery. When a batsman scores runs from a delivery two independent scoring mechanisms can be employed; the number of runs scored is one element and the position on the field to which the ball was struck is the other. As scorer you may decide to record the score first and the position second. On the other hand you may wish to record the position first and score second. Two options are provided to enable you to set which of these two methods you wish to use. You must remember to be consistent in your approach and are recommended to select one of these methods and use it whenever you use Willow Scorebook.

If you want to score the position second, which is the default and most natural of the two choices, then select the Score Positions After Ball option.

Refer to the [Set Scoring Positions](#) window selection for more information.

Set Batsman Scoring Positions Before Ball

Willow Scorebook provides facilities for scoring the positional play of a delivery following or before the recording of the delivery. When a batsman scores runs from a delivery two independent scoring mechanisms can be employed; the number of runs scored is one element and the position on the field to which the ball was struck is the other. As scorer you may decide to record the score first and the position second. On the other hand you may wish to record the position first and score second. Two options are provided to enable you to set which of these two methods you wish to use. You must remember to be consistent in your approach and are recommended to select one of these methods and use it whenever you use Willow Scorebook.

If you want to score the position first then select the Score Positions Before Ball option.

Refer to the [Set Scoring Positions](#) window selection for more information.

Undo Ball

One of the most important features of Willow Scorebook is the ability to undo or erase mistakes in scoring. Even the most diligent of scorers are guilty of guessing umpires calls before they are signalled or making incorrect assumptions about the score. If you, for example, see the striker stroke the ball into the outfield and see three runs accrue it is only natural to record three runs before noticing the umpires signal of one short. In this example and the many others which you will undoubtedly encounter it will be imperative for you to erase the score for the delivery and to replace it with the correct result.

Willow Scorebook holds the position of play for up to six deliveries enabling you, as scorer to undo each of the past six deliveries in turn should you need to. The Undo Ball option will reset the Scorebook to the position prior to the recording of the last delivery.

There are occasions when you will not be able to undo scoring mistakes and as such some care should be taken before confirming these events. The Undo option is disabled after the conclusion or suspension of an innings or match or once a match is saved and then reopened. Events such as 'changing the ends at which the batsmen stand', although not strictly a delivery are counted as such for the undo option thus reducing the actual deliveries which can be undone. It should be noted that it is not possible to adjust the Scorebook at the end of an innings as is sometimes done in village cricket, to ensure the Scorebook tallies. Willow Scorebook reduces the likelihood of such mistakes to a minimum.

Set Automatic Timing

Willow Scorebook provides facilities for recording the time at which certain events take place. Such events include the times at which batsmen are out or take to the field and the times at which innings commence, conclude or are suspended due to weather or interval. These events can be recorded automatically by Willow Scorebook, manually by you the scorer, or not at all.

The Automatic Timing option, when set, performs the recording of timed events automatically by using your computer's internal date and time settings. If you use the Automatic Timing option you should ensure that your computer's date and time are set correctly.

You must select Automatic Timing, Manual Timing or No Timing, before you commence a match. Although you can change from Automatic Timing to Manual or No Timing during a match you may not change from Manual to Automatic. You should consider this selection carefully before commencing the match.

Set Manual Timing

Willow Scorebook provides facilities for recording the time at which certain events take place. Such events include the times at which batsmen are out or take to the field and the times at which innings commence, conclude or are suspended due to weather or interval. These events can be recorded automatically by Willow Scorebook, manually by you the scorer, or not at all.

The Manual Timing option, when set, will force Willow Scorebook to request times from you, the scorer, during the recording of the instances above. A time entry panel will be displayed similar to the one indicated below.



Batsman Time In Event	
Time Batsman In	14-03-1994 14:43 A
Done B	

Section **A** indicates the current time as known by your computer but will then allow you to edit this field. Times should be recorded as displayed above. The date should be entered first in **DD-MM-YYYY** format followed by a space and then the time in **HH:MM** format using twenty four hour notation. No checks are performed on the entry of this field but the convention will help you identify times when viewing the score sheet.

Once the time has been entered the **Done** option, identified in section **B** may be used to confirm the selection.

You must select Automatic Timing, Manual Timing or No Timing, before you commence a match. You may not change this selection during the match.

Set No Timing

Willow Scorebook provides facilities for recording the time at which certain events take place. Such events include the times at which batsmen are out or take to the field and the times at which innings commence, conclude or are suspended due to weather or interval. These events can be recorded automatically by Willow Scorebook, manually by you the scorer, or not at all.

The No Timing option, when set, will force Willow Scorebook to ignore the recording of times for all the instances above.

You must select Automatic Timing, Manual Timing or No Timing, before you commence a match. You may not change this selection during the match.

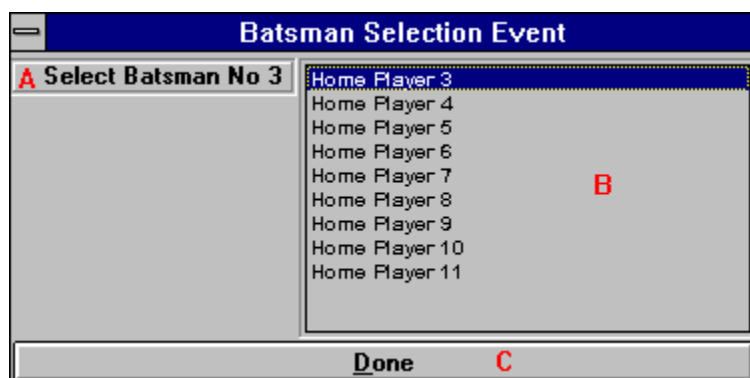
Set Automatic Batsman Selection

Willow Scorebook provides facilities for the automatic or manual selection of the next incoming batsman during innings. If Automatic Batsman Selection is chosen from the Options menu then, at the fall of a wicket or incapacitation of a batsman, the next batsman will be automatically be recorded in the Scorebook. The batsmen are picked in order from the list of batsmen entered through the Match Setup option. When the fourth wicket falls for example, the sixth batsman will be selected from the Match Setup list for the batting team.

Automatic or Manual Batsman selection can be changed at any time during play. You should remember however, that if you are using Automatic Batsman Selection you must switch to manual batsman selection before recording the wicket if the order of batsman will change. If you are not a member of the batting team or party to the captains decisions then you should set the selection to Manual.

Set Manual Batsman Selection

Willow Scorebook provides facilities for the automatic or manual selection of the next incoming batsman during innings. If Manual Batsman Selection is chosen from the Options menu then, at the fall of a wicket or incapacitation of a batsman, you will be requested to choose the next incoming batsman from the Batsman Selection list as indicated below. Only those batsman still eligible to bat will be displayed and this list will contain any batsmen who have retired not out during the innings.



Section **A** indicates the number of the batsman being selected.

Section **B** is the list of eligible batsmen. The list is presented in batting order as entered in Match Setup.

Once the batsman has been selected the **Done** option, identified in section **C** may be used to confirm the selection.

If only retired not out batsman remain eligible to bat then the Check Not Out panel will be displayed before Batsman Selection as indicated below. This panel is used to determine whether the innings is concluded or whether a Retired Not Out batsman will retake the field to bat.



The entry panel below **A** can be changed to **Yes** or **No** to indicate whether the innings will continue.

Once the batsman has been selected the **Done** option, identified in section **B** may be used to confirm the selection.

Automatic or Manual Batsman selection can be changed at any time during play.

Set Automatic End Of Over

Willow Scorebook provides facilities for the automatic or manual ending of an over. If you select the Automatic End Of Over option then Willow Scorebook will check and record the end of over automatically. Willow Scorebook will count the balls delivered in the over and once 6 or 8 balls are reached (as defined in Match Setup) the Scorebook will be updated to reflect the end of over. When Automatic End Of Over is selected the End Of Over event will be disabled.

Under most circumstances Automatic End Of Over should be used to record entries in the Scorebook. However should an umpire incorrectly count the number of balls in the over you will need to change to manual selection temporarily in order to record the extra or missing ball(s).

Automatic or Manual End Of Over selection can be changed at any time during play.

Set Manual End Of Over

Willow Scorebook provides facilities for the automatic or manual ending of an over. If you select to manually end each over then the End Of Over event should be used for this purpose.

The End Of Over event option is only available when Manual End Of Over has been selected. If the bowlers end umpire should incorrectly call or not call the end of the over before or after the delivery of all 6 or 8 balls as applicable to the match in progress you should use the Manual End Of Over option to turn on the manual calculation of deliveries and then use the End Of Over event to record the umpires call of end of over.

Set Automatic Match Saving

Everyone is forgetful sometimes and computers can 'glitch' in many different ways. To protect you against such minor and major disasters the Willow Scorebook provides facilities for automatically saving match information while you score. The Automatic Save Option allows you to perform a Match Save at the completion of every over or more frequently at the completion of each delivery. You can carry on and concentrate on the matter of scoring rather than be concerned whether the match is saved safely.

When you click the Auto Save option a panel will be displayed providing you with a number of auto save facilities.

Auto Save Setup

Willow Match Save Format (.WSB)
 Save Every Ball Save At End Of Over Use Unique Filenames

Cricket Scorebook Format (.CSF)
 Save Every Ball Save At End Of Over

Data Interchange Format (.DIF)
 Save Every Ball Save At End Of Over

Hypertext Markup v3 (.HTM)
 Save Every Ball Save At End Of Over
C:\WSB\Match\DEFAULT.TPT

Electronic Scoreboard
 Save Every Ball Save At End Of Over
C:\WSB\MATCH\DEFAULT.ESB
 Show A Countdown Of 20 Overs Show Score At Fall Of Last Wicket

To auto save files in the Willow Scorebook Match Save format.

Done

You may save files in either the normal Willow match save format **WSB** (which you should note is the only method of reading files back into Willow and as such should be your default option) or in Cricket Scorebook Format **CSF**, or as a Data Interchange Format **DIF** file, or as a set of **HTML** pages suitable for viewing by an Internet Web Browser such as Microsoft Explorer or Netscape Navigator or as an Electronic ScoreBook file **ESB** which may link directly to an electronic scoreboard. You may choose any number of these formats simultaneously together with their associated options.

WSB. Willow Scorebook files may be saved automatically at the end of every over or at the conclusion of each and every delivery. You may also choose to create Unique Filenames for each saved copy of the match. If you choose not to create unique files then the default match filename will be used (You will be prompted for a filename if one has not yet been provided. The Save As option describes this process in more detail). If you choose to create unique filenames then each time the WSB file is saved it will be given a unique filename and an extension of **TMP**. You should ensure that you regularly tidy your data directory of

TMP files if you use this method as significant disk space can be used through this method. However it does provide you with the best protection against data corruption and scoring errors.

CSF. Cricket Scorebook Format files may be saved automatically at the end of every over or at the conclusion of each and every delivery. Refer to the [Export Match](#).for further information.

DIF. Data Interchange Format files may be saved automatically at the end of every over or at the conclusion of each and every delivery. Refer to the [Export Match](#).for further information.

HTML. Hyper Text Markup files in version 3 format may be saved automatically at the end of every over or at the conclusion of each and every delivery. HTML files are created based on a template identified using the [Browse Templates .TPT](#) button. A DEFAULT.TPT template file is supplied with Willow but you can create your own using a text editor. The DEFAULT.TPT file contains several lines of text. Each line fits one of four categories which are explained below.

INNINGS *n*

The **INNINGS** line enables you to select which of four innings you wish the following **PROCESS** lines to deal with. The value of **n** should be from 1 to 4 where 1 is the first innings of the match and 4 is the last inning of a two innings game. An **INNINGS** line should always precede one or more **PROCESS** lines.

PROCESS *input output*

The **PROCESS** line enables you to identify an input and output file. The **input** file will be a text file encoded in HTML v3 format which includes variable identifiers for match information. Each variable is preceded by a **#** character. Each variable contains two letters followed by two numbers. An **INPUT.HTM** file is provided so that you can see how this process works but you will need to edit or create your own **input** files yourself. The **PROCESS** command forces the **input** file to be read and each variable is then converted to the text equivalent of the field value to which it is associated. This new, filled, file is then written to the **output** file name ready for web publishing.

RUN *program parameters*

The **RUN** line enables you to execute a secondary **program** from within Willow. Although it doesn't have to be, this could very well be an FTP (File Transfer Protocol) program to transmit your **output** file(s) to your hosted web site. You may supply the name of the **program** you wish to run together with any **parameters** necessary. If you wish to publish Willow scored matches in real time to the Internet through a PPP or SLIP connection then we recommend that you look at the SDFTP scripted FTP utility. The author can be contacted at pgsoft@ix.netcom.com. At the time of writing the latest versions of the SDFTP programs (1.38 for 16bit and 1.50 for 32 bit) are available from <http://www.shareware.com>.

MESSAGE *message*

The **MESSAGE** enables you to send messages to the Willow operator informing them of template script progress.

The HTML output option provides a flexible and practical method of publishing real time scoring information across the globe. You are advised however to seek technical assistance with matters concerning Internet connectivity in relation to this activity.

ESB. Electronic Scoreboard files may be saved automatically at the end of every over or at the conclusion of each and every delivery. ESB files are created using a unique name provided through the [Set Electronic Scoreboard File](#) command. Once the file is identified and the automatic save is enabled then a record is written to the defined file which can then be read and interpreted ready for display on an electronic scoreboard. Each Electronic Scoreboard is different however and you are advised to consult with EddSON to find the appropriate action to enable you to display Willow information on your Electronic

Scoreboard.

Two additional options are provided for Electronic Scoreboard Entry. If the [Show A Countdown Of 20 Overs](#) option is set then for limited over matches the current number of overs output as part of the ESB file will contain the number of overs left rather than those bowled in the inning once 20 or fewer remain in the inning.

If the [Show Score At Fall Of Last Wicket](#) is set then the ESB file will no longer be output with the opponents total but will instead contain the score for the current inning at which the last wicket fell.

If you have selected any of the above five Save As options then a tick will appear against the Save As option on the Options menu to indicate that some method of automatic saving has been enabled.

The Setup Menu

The Setup menu provides two options for setting up match details and innings details before commencing either match or innings:-

Match Setup - This option provides the scorer with facilities to ensure pre match details are set before the start of play.

Player Setup - This option provides the scorer with the ability to define the names of the players for each team before and during a match.

Innings Setup - This option provides the scorer with facilities to ensure pre innings details are set before the start of play for each innings.

Match Setup

Before the start of a cricket match, the scorer will prepare a Scorebook by entering pertinent information regarding teams, dates and times, type of match, number of overs etc. This information will be entered before the commencement of the first innings. Willow Scorebook provides for the entry of this information through the Match Setup option.

The Match Setup option will be automatically invoked when a new match (Refer to the File New menu option) is opened but can also be selected during play.

The Match Setup panel is presented as a list of editable fields which can be navigated by using the tab key (to move forward to the next field) and shift tab (to move backward to the previous field). The Match Setup panel is displayed and described below. At various stages throughout a match the entry of Match Setup information may be prohibited. You cannot, for example, change the number of balls in an over after the start of a match nor set the match result before the match has concluded. Such fields are displayed in dark grey.

The Match Setup panel below contains the letters **A** to **Z** plus **n** displayed in red. Each field identified by these letters is described in a section below. After the description of each Match Setup field letters in blue indicate when the field may be entered or changed. A **B** indicates the field may be edited Before the commencement of a match. A **D** indicates the field may be changed during a match and an **A** indicates the field may be updated after the conclusion of a match.

The Match Setup panel, when displayed before a match is commenced, is filled with default values. These default values may be changed and stored using the Save Defaults option. As many of the default values will need to be changed for each match, facilities are provided for clearing fields. If the **CTRL** and **DELETE** keys are pressed whilst editing a field the current contents of the field will be cleared. If the **CTRL**, **SHIFT** and **DELETE** keys are pressed then all text fields within the Match Setup window will be cleared.

Once the fields in the Match Setup panel have been entered you should use the **Done** option to close the window and save your settings.

Match Setup			
Name Of Home Team	Home Team	A	
Name Of Away Team	Away Team	B	
Name Of Ground	Ground Name	C	
Type Of Match	Friendly	D	
Date Of Match	04/01/1996	E	Days In Match (1-5) 1 F
Name Of Top End	End 1	G	
Name Of Bottom End	End 2	H	
Match Notes	I		
Name Of Umpires	Umpire 1	J	Umpire 2 K
Name Of Scorers	Scorer 1	L	Scorer 2 M
Local Customs	None N		
n Should Wides be recorded as balls faced by the batsmen (Y/N)	N		
Players Per Team	11	O	Toss Won By (H/A) H P
No' Of Innings (1/2)	1	Q	Overs Per Innings 40 R
Value For No-Ball (1/2)	1	S	Balls In Over (6/8) 6 T
Result Notes	U		
Points For Home Team	0	V	Points For Away Team 0 W
Result Details	No result X		
The name of the home team.			
Done		Y	Set Match Result Z

A/B Name Of Home Team / Name Of Away Team

The cricket match is played between a home team and an away team, regardless of whether the match venue should be one of the teams regular pitch. In the event that both teams are playing away from their regular ground or that both teams play regularly on the same ground, the scorer must decide which team shall be deemed to be playing at home and which is playing away. The name of each team should then be typed into the entry fields beside the Name Of Home Team and Name Of Away Team.

B,D,A

C Name Of Ground

The name of the venue at which or ground on which the match is played should be entered for the Name Of Ground.

B,D,A

D Type Of Match

The entry of Type Of Match should encompass whether the match is Friendly, League or Cup, Amateur, County/Province or International. You should decide upon the standard which suits your matches best and adhere to your standard for all games.

B,D,A

E Date Of Match

The Date on which the match starts should be entered for Date Of Match. The current date, as known by your computer, will be entered automatically for you. You may change the date but should adhere to the **DD-MM-YYYY** format provided.

B

F Days In Match (1/5)

The maximum number of days allowed for the match may be entered in Days In Match. The number of days should be entered as a number from 1 to 5.

B

G/H Name Of Top End / Name Of Bottom End

Many grounds have names for each end of the wicket. You may enter names for each end under the headings Name Of Top End and Name Of Bottom End. Which end you decide is top and which is bottom is an arbitrary decision but one you should try to be consistent with when recorded the score of many matches on the same ground.

B,D,A

I Match Notes

As scorer, you may want to make special comment about a match before or during play to serve as a reminder when examining the match detail at a later date. The Match Notes section allows the free form entry of text.

B,D,A

J/K Name Of Umpire 1 / Name Of Umpire 2

If umpires have been assigned to adjudicate a match then their names should be entered. If players are acting as umpires during part of a match (amateur cricket) you are recommended to record one or both umpires as N/A (Not Applicable).

B,D,A

L/M Name Of Scorer 1 / Name Of Scorer 2

If scorers have been assigned to score a match then their names should be entered. If players are acting as scorers during part of a match (amateur cricket) you are recommended to record one or both scorers as N/A (Not Applicable).

B,D,A

N Local Customs

Many grounds have Local Customs to reduce ambiguity with regard to the normal laws of the game or to stress those laws. A ground may have a tree within the boundary which constitutes four runs if hit regardless of whether the ball is still in flight or has bounced. Such local customs or agreements made by both captains should be entered prior to the start of the match.

B,D,A

n Wides as balls faced by the batsmen

There is some discussion over whether wide balls should be recorded as balls faced by the batsmen. Under normal circumstances this value should be set to **No** but if your

competition or governing organisation determine that wides should be recorded as balls faced by the batsmen then set this field to **Yes**.

B

O **Players Per Team**

Most games of cricket are played between teams of eleven players. Some matches may be played with less, such as six a side cricket or indoor cricket. The number of players in a team should be entered in the Players Per Team section. Willow supports from 5 to 15 players.

B

P **Toss Won By (H/A)**

The result of the toss before a match is recorded using the Toss Won By entry. If the Home team captain wins the toss an **H** should be entered. If the Away captain wins an **A** should be entered.

B

Q **No' Of Innings (1/2)**

Each cricket match is comprised of one or two batting and fielding innings for each team. You should enter either **1** or **2** against the Number Of Innings section as appropriate to the match.

B,D,A

R **Overs Per Innings**

Matches may be played with limited overs for the batting side or with an unlimited number of overs. If an unlimited match will be played you should enter **0** in the Overs Per Innings section. If the match is to be played in limited overs you should enter the number of overs allowed.

B,D,A

S **No Ball Value(1/2/-1/-2)**

Matches may be played where the value of a no ball is recorded as either **1** or **2** for the batting side. In exceptional circumstances you may be required to score a match using both ie **1** for regular no balls and **2** for an illegal bouncer. You may also enter a minus value of either **-1** or **-2**. There are therefore four different values that can be entered for the No Ball Value and these are scored in different ways.

1 or +1 A penalty of one run is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS NOT also added to the score. This is the traditional and default option.

*The current MCC No Ball rule and the rule still used for Test Matches states that '**A penalty of one run for a no ball shall be scored if no runs are made otherwise**'. Thus if a bowler bowls a No Ball and the batsman hits the ball to the boundary then the batsman would be attributed with four additional runs, the score would advance by four and the bowlers analysis would increase by four and the bowler would be obliged to repeat the delivery. However if the bowler bowled a No Ball and no other runs were made then the Score would advance by one run and the bowlers analysis would do likewise with the*

penalty now directly attributable to the No-Ball. On the Match Setup panel you can configure this basic format by entering (1).

2 or +2 A penalty of two runs is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS NOT also added to the score.

In some Formats the penalty for a No Ball is not one run but two runs. The rules for scoring still obey those in the first point above except that if the Batsman hit a single off the No Ball then the penalty would be split between batsman (one run) and the No Balls total (one run) although the bowlers analysis would increase by two. In this example the score would also advance by two. On the Match Setup panel you can configure this option using the value (2). This is the least used of the four types of No Ball. It does contain the most anomalies after all.

-1 A penalty of one runs is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS also added to the score.

Increasingly used in one day matches and is a derivative of point (1). The penalty associated with the No Ball is still one but any additional runs scored from the No-Ball are always scored in addition to the No Ball penalty. To use the example again if a bowler bowls a No Ball and the batsman hits the ball to the boundary then the batsman would be attributed with four additional runs, the score would advance by five (No Ball = 1, Batsman = 4), the bowlers analysis would increase by five and the bowler would be obliged to repeat the delivery. However if the bowler bowled a No Ball and no other runs were made then the Score would advance by one run and the bowlers analysis would do likewise. This format is commonly known as '+1 No Ball Scoring' although to configure this format on the Match Setup panel you should enter (-1).

-2 A penalty of two runs is scored for the no ball. If runs are scored through Byes, Leg Byes or Batting runs from the no ball then the No Ball penalty IS also added to the score.

The last of the four formats takes the penalty value from the second point (two) and the method from the third point (additive) and is commonly known as '+2 No Ball Scoring'. To configure this format on the Match Setup panel you should enter (-2).

We recommend that you experiment with these options to fully appreciate their differences.

B,D,A

T Balls In Over (6/8)

Matches may be played with overs of either 6 or 8 balls.

B

U Result Notes

On the completion of a match Willow Scorebook will update the Result Notes field with an automatic calculation of the match result. This result may not be entirely accurate for all circumstances and may be changed accordingly. The field is free form text and can be used for any match result comments or notes. This field can only be altered after the completion or conclusion of the match.

A

V/W Points For Home Team / Points For Away Team

The result of a match may yield points for the Home and Away teams if playing in a league or tournament. The award of points may be recording in the Points for Home and Away Teams sections.

A

X Result Details

The Result Details field may not be altered but does display the current selection for match result. This field differs from the Result Notes field in that only certain entries may appear in this field. Selection of the match result type, winning team and the margin for victory in runs or wickets is altered using the Set Match Result button described below.

A

Y Done

The Done button will close the Match Setup window and return control to the Willow Scorebook menu.

B,D,A

Z Set Match Result

The Set Match Result button is only available at the conclusion of a match. When pressed a list of selectable Result Types is displayed. There are fourteen different results to choose from covering all possible match results including English and Australian league result types. After selecting the Result Type you may then also be asked to choose the Winning Team. This is done by entering an H for the Home Team or A for the Away Team. Lastly you may also be required to specify the number of Runs or the number of Wickets to describe the margin of victory. Once these panels are updated the Result Details field will be updated to reflect your selections. You may reiterate this process as many times as you wish to change the result type.

B,D,A

Player Setup

Before the start of a cricket match, the scorer will prepare a Scorebook by entering pertinent information regarding teams, dates and times, type of match, number of overs etc. Willow Scorebook provides for the entry of this information through the Player Setup option.

The Player Setup option will be automatically invoked after a new match (Refer to the File New menu option) is opened but can also be selected during play.

The Player Setup panel is presented as a list of editable fields which can be navigated by using the tab key (to move forward to the next field) and shift tab (to move backward to the previous field). The Player Setup panel is displayed and described below.

The Player Setup panel below contains the letters **A** to **D** displayed in red. Each field identified by these letters is described in a section below.

The Player Setup panel, when displayed before a match is commenced, is filled with default values. These default values may be changed and stored using the Save Defaults option. As many of the default values will need to be changed for each match, facilities are provided for clearing fields. If the **CTRL** and **DELETE** keys are pressed whilst editing a field the current contents of the field will be cleared. If the **CTRL**, **SHIFT** and **DELETE** keys are pressed then all text fields within the Player Setup window will be cleared and Captains and Wicket Keepers reset to batsman number one. If the **SWITCH** button is selected (Bottom right) then the Home and Away player names will be swapped.

Once the fields in the Player Setup panel have been entered you should use the **Done** option to close the window and save your settings.

Player Setup							
No	Home Players	Cap	WK	Away Players	Cap	WK	
1	Home Player 1 A	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Away Player 1 C	<input checked="" type="radio"/>	<input checked="" type="radio"/>	D
2	Home Player 2	<input type="radio"/>	<input type="radio"/>	Away Player 2	<input type="radio"/>	<input type="radio"/>	
3	Home Player 3	<input type="radio"/>	<input type="radio"/>	Away Player 3	<input type="radio"/>	<input type="radio"/>	
4	Home Player 4	<input type="radio"/>	<input type="radio"/>	Away Player 4	<input type="radio"/>	<input type="radio"/>	
5	Home Player 5	<input type="radio"/>	<input type="radio"/>	Away Player 5	<input type="radio"/>	<input type="radio"/>	
6	Home Player 6	<input type="radio"/>	<input type="radio"/>	Away Player 6	<input type="radio"/>	<input type="radio"/>	
7	Home Player 7	<input type="radio"/>	<input type="radio"/>	Away Player 7	<input type="radio"/>	<input type="radio"/>	
8	Home Player 8	<input type="radio"/>	<input type="radio"/>	Away Player 8	<input type="radio"/>	<input type="radio"/>	
9	Home Player 9	<input type="radio"/>	<input type="radio"/>	Away Player 9	<input type="radio"/>	<input type="radio"/>	
10	Home Player 10	<input type="radio"/>	<input type="radio"/>	Away Player 10	<input type="radio"/>	<input type="radio"/>	
11	Home Player 11	<input type="radio"/>	<input type="radio"/>	Away Player 11	<input type="radio"/>	<input type="radio"/>	
12	Home Player 12	<input type="radio"/>	<input type="radio"/>	Away Player 12	<input type="radio"/>	<input type="radio"/>	
Done						Switch	

A/C Home Player Names / Away Player Names

Up to twelve player names may be entered for both teams. Each name should be entered in the teams expected batting order although this may be overridden during play.

B/D One captain and one wicket keeper per team may also be selected. On the right of the players names two columns indicate the selection of captain and wicket keeper. To select a teams captain ensure the circle is clicked solid in the first column of circles against the captains name. To select a teams wicket keeper ensure the second columns

circle against the wicket keepers name is clicked solid. By default the first name for both teams is selected as both captain and wicket keeper. You will not be able to set a captain or keeper outside the value defined in Match Setup for the number of players per team. If for example, the match is to be played with 6 players per side then the captain and wicket keeper must be selected from the first six names within Player Setup.

Innings Setup

Before the start of each innings, the scorer will prepare a Scorebook by entering pertinent information regarding the current batting team, end to start, pitch and weather. Willow Scorebook provides for the entry of this information through the Innings Setup option.

The Innings Setup option will be automatically invoked after a new match (Refer to the [File New](#) menu option) is opened but can also be selected during play.

The Innings Setup panel is presented below as a list of editable fields.

Innings Setup	
Current Innings No	1
Current Batting Team	H
Weather Condition	Fair
Pitch Condition	Hard
End To Start Innings	1
Innings Notes	
Penalty Runs	0
The team batting, either 'H' for Home or 'A' for Away Team.	
<u>Done</u>	

Current Innings No'

The number of the current innings is indicated but is not editable in the Current Innings No' field. This value may be from 1 to 4.

Current Batting Team

The current batting team may be entered as **H** for the home team or **A** for the Away team. This field may be changed only the start of the first innings but not thereafter.

Weather Conditions / Pitch Condition

The condition of both weather and pitch may be entered for each innings. You should attempt to gain consistency with your entries for both conditions. For example :-

Weather Sunny, Fair, Cloudy, Stormy

Clear, Overcast

Humid; Crisp

Hot; Mild; Bitter

Pitch Hard, Spongy

Bare, Grassy

Flat, Rolled, Unrolled, Bumpy

Solid, Loose; Crumbly, Cracked

End To Start Innings

The end at which the batsman takes strike on the first ball of an innings should be recorded as either **1** or **2** where **1** indicates your entry in Match Setup for the name of the Top end and **2** indicates your entry for the Bottom end.

Innings Notes

You may record notes during each innings to record events which would not otherwise be recorded. For example, if play is suspended due to a crowd invasion.

Penalties/Bonus Runs

You may record penalty or bonus runs for each innings. A penalty should be recorded as a negative number of runs and a bonus should be recorded as a positive number of runs. These penalties and bonuses can be used in matches where the target has been reduced or when a team has been penalised for slow play for example. Values between **-999** and **1000** can be entered in this field and will be used to calculate the target and result. A value of **0** indicates that there are no penalties or bonuses for the innings. Any non zero value entered will appear on the Match Summary window in brackets eg **(P-10)** for a penalty of 10 runs.

Once the fields in the Innings Setup panel have been entered you should use the **Done** option to close the window and save your settings.

The Windows Menu

The Windows menu provides a list of Willow Scorebook Viewing windows which, when selected, display a section of a typical paper based Scorebook or features additional to those found in a paper based Scorebook. Options available include Scoreboard, Batting and Bowling Summaries or Details; Scoring Positions, Fall Of Wickets; Overs; Run Rate and Manhattan Graphs, Match Summary and Score sheet Analysis. As many or as few Windows may be displayed on the screen at the same time as are required by the scorer.

The speed at which Willow Scorebook re displays Scorebook information may be slowed when many windows are open at the same time. This is particularly prevalent on slower 486 cpu machines and below. In most circumstances it is not necessary to have more than four windows open at the same time.

View ScoreBoard - This option provides the scorer with a view of the current state of the match as would be displayed on a typical scoreboard.

Set Scoring Positions - This option provides the scorer with the ability to record the position on the field to which the cricket ball is struck or played for each delivery of the innings.

View Scoring Positions (Batsmen) - This option provides the scorer with a view of the positions on the field that each batsman has struck or played the ball during the course of the innings.

View Scoring Positions (Bowlers) - This option provides the scorer with a view of the positions on the field that each bowler was struck to by batsmen during the course of the innings.

View Bowling Summary - This option provides the scorer with a view of the current innings bowling analysis.

View Batting Summary - This option provides the scorer with a view of the current innings batting analysis.

View Bowling Detail - This option provides the scorer with a view of the current innings bowling analysis in some detail. Details may also be manually edited.

View Batting Detail - This option provides the scorer with a view of the current innings batting analysis in some detail. Details may also be manually edited.

View Fall Of Wicket Analysis - This option provides the scorer with a view of the fall of wickets analysis during the current innings. Details may also be manually edited.

View Over Details - This option provides the scorer with a view of over details for the current innings. Details may also be manually edited.

Run Rate Graph - This option provides the scorer with a graphical view of progress made in each innings by comparing runs scored against overs bowled.

Manhattan Graph - This option provides the scorer with a graphical view of the comparative over scoring rate in each innings by displaying bar charts of the runs scored in each over.

Runs Distribution - This option provides the scorer with a tabular view of the distribution of Batsmen's runs.

View Match Summary - This option provides the scorer with a summary of the match.

View Scoresheet - This option provides the scorer with detailed innings analysis in the form of a score sheet.

Cascade Windows - This option provides a facility for reorganising the current open windows, from those selected above, so that the windows are cascaded diagonally within the bounds of the screen.

Load Defaults - This option will load settings for the display of a set of default windows to be sized and placed automatically on the screen.

Save Defaults - This option will save the current state of opened windows so that the display can be easily replaced during later innings or matches.

Viewing The Scoreboard

The Willow Scorebook Scoreboard is available at any time after a match has commenced. The Scoreboard Window can be toggled on or off by selecting the Scoreboard option from the Windows menu. When the Scoreboard is active a tick will appear next to the Scoreboard option and the Scoreboard Window will appear on screen. The Scoreboard Window may be moved to any point on the screen and may also be resized by dragging the border in or out. An example of the scoreboard is displayed below :-

Scoreboard					
Bat 8	<input type="radio"/>	TOTAL	<input checked="" type="radio"/>	Bat 11	A
0	3	6	0	2	0
0	2	0	2	0	0
0	2	0	0	0	2
Last Batsman		WKTS	Last Wkt Fell		
0	2	0	0	9	1
0	2	0	0	9	1
Away 2	<input checked="" type="radio"/>	OVER	<input type="radio"/>	Away 5	D
1.3-0-6-0	<input checked="" type="radio"/>	0	3	8	13-8-36-2
1.3-0-6-0	<input checked="" type="radio"/>	0	3	8	13-8-36-2
TEAM		1st Inns		2nd Inns	E
Chetnole	<input checked="" type="radio"/>	202 for 9			F
White Horse	<input type="radio"/>				

Line **A** shows the numbers of the current batsman and which is the striker. The striker is indicated by a highlighted red/white sphere.

Line **B** shows the current batsman's scores and the innings total.

Line **C** shows the number of runs scored by the last batsman out, the number of wickets which have fell during the current innings and the score at which the last wicket fell.

Line **D** shows the names of the bowlers and which is bowling the current over. The current bowler is indicated by a highlighted red/white sphere.

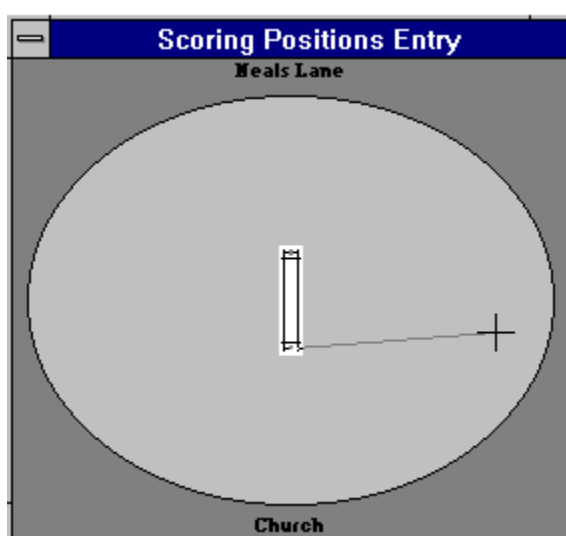
Line **E** shows the bowling analysis for each of the two current bowlers and the number of overs bowled during the current innings. The bowling analysis is presented using the notation :-

overs - maidens - runs - wickets

Lines **F** show the names of the two team, which is batting and the scores made during the innings played. The team batting is indicated by a highlighted red/white sphere.

Set Scoring Positions

Willow Scorebook provides facilities for scoring the positional play of a delivery following or before the recording of the delivery. When a batsman scores runs from a delivery two independent scoring mechanisms can be employed; the number of runs scored is one element and the position on the field to which the ball was struck is the other. The Set Scoring Positions Window is available at any time during play. The Set Scoring Positions Window can be toggled on or off by selecting the option from the Windows menu. When the Set Scoring Positions Window is active a tick will appear next to the option and the Set Scoring Positions Window will appear on screen. The Set Scoring Positions Window may be moved to any point on the screen and may be resized by dragging the border in or out. There is a maximum and minimum limit to which the Window can be sized. An example of the Set Scoring Positions window is displayed below :-



The Set Scoring Positions window displays an oval pitch and the wicket in the centre. Although this may not truly reflect the position and shape of the pitch and wickets it serves as an outline for scoring. The two named ends are marked top and bottom.

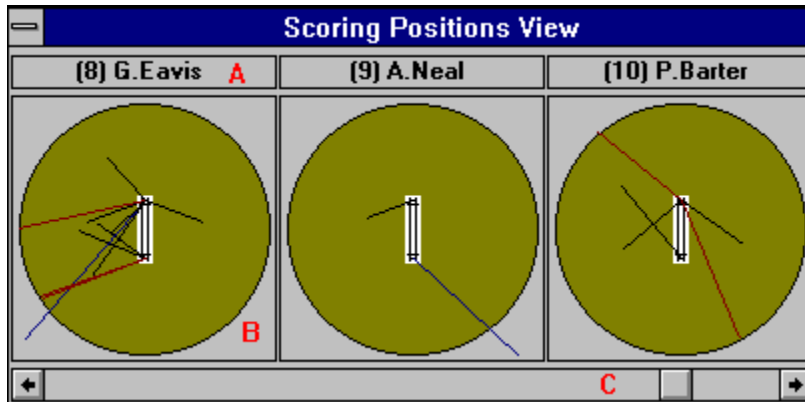
To set a scoring position to indicate the field position to which a batsman has played the ball move the crosshairs to the field position and hold down the mouse button. As you move the mouse you will see the names of the fielding positions displayed to help you. Once the left mouse button is clicked you should see a dotted line between the crosshairs and the end of the wicket at which the striker played the stroke. You may now move the mouse (while holding the mouse button down) to adjust the position if necessary. The dotted line will follow the crosshair. Once the exact position has been attained release the mouse button and the line will become solid. If you wish to change the position you may do so by repeating the procedure. As soon as the next delivery is recorded you may not change the scoring position without the use of the undo option.

When recording a boundary four you should mark the scoring position on the boundary line. When recording a six you should mark the scoring position outside the boundary line.

The example above indicates the batsman played a square cut from the bottom end known as the Church End, which nearly reached the boundary.

View Scoring Positions

The Scoring Positions view is available at any time after a match has commenced. The Scoring Positions Window can be toggled on or off by selecting either of the View Scoring Position options from the Windows menu. When a View Scoring Positions Window is active a tick will appear next to its option and the View Scoring Positions Window will appear on screen. The View Scoring Positions Window may be moved to any point on the screen but may not be resized. An example of a Batsmens Scoring Positions Window is displayed below. Analysis can be obtained for both batsmen and bowlers :-



Section **A** indicates the name and number of the batsman.

Section **B** indicates the recording of the batsman's stroke play. Lines in black identify scoring strokes which did not reach the boundary. Lines in red identify fours and lines in blue indicate sixes.

Section **C** indicates the scroll bar. As only three batsman's scoring positions are shown in the Scoring Positions Window at one time the scroll bar is used to display other batsman's scoring positions. If the slider is moved to the right, lower order batsman are displayed. If the slider is moved to the left higher order batsman are displayed.

If you double click a scoring position view then a further window is opened showing the individuals scoring strokes in more detail. This window may be enlarged and an option exists to allow you to see the distribution of runs by segment. You may also print an individuals details from this panel.

View Bowling Summary

The Bowling Summary Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Bowling Summary option from the Windows menu. When the Bowling Summary Window is active a tick will appear next to the option and the Bowling Summary Window will appear on screen. The Window may be moved to any point on the screen and may be resized horizontally. An example of the Bowling Summary Window is displayed below :-

Bowling Summary				
	Overs	Maidens	Runs	Wickets
Away 5	13	8	36	2
Away 10	13	6	43	4
Away 4	7	2	18	0
Away 11	4	1	20	1
Away 2	> 1.3	0	6	0

The Bowling Summary displays either six or eight columns of information. The number of rows depends upon the number of bowlers that have been used during the current innings. The bowler's names are listed in the first column. The second column will be marked with > in one row indicating the associated bowler is currently bowling. The remaining columns display the over, maiden, run and wicket analysis for the bowler respectively. In addition wides and no-balls may be displayed by dragging the right hand edge of the Window to the right. These two additional columns will then be displayed. They may be removed by dragging the right hand edge back to the left again.

The Bowling Summary contains an Options menu which allows you to change the order of columns for English (O-M-R-W) or Australian (O-M-W-R) analysis display.

View Batting Summary

The Batting Summary Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Batting Summary option from the Windows menu. When the Batting Summary Window is active a tick will appear next to the option and the Batting Summary Window will appear on screen. The Window may be moved to any point on the screen but may not be resized. An example of the Batting Summary Window is displayed below :-

Batting Summary						
no	Batsmen	How Out	Fielder	Bowler	Runs	
1	E.Barker	Caught & Bowled		Away 10	23	
2	K.Johnson	Caught	Sub	Away 5	8	
3	S.Mayall	Obstructing Field			1	
4	M.Beasley	Caught	Away 3	Away 5	5	
5	G.Diment	L.B.W		Away 10	0	
6	B.Kellaway	Stumped		Away 10	0	
7	(C) M.Eavis	Hit Ball Twice			2	
8	(K) G.Eavis	Not Out			36	
9	A.Meal	Bowled		Away 10	7	
10	P.Barter	Caught	Away 9	Away 11	20	
11 >	J.Clark	Not Out			2	
				Extras	98	
				Total	202	
				For 9 Wickets		

The Batting Summary displays seven columns of information. The number of rows depends upon the number of batsman in a team. The batsman's numbers are listed in the first column. The second column will be marked with > in one row indicating the associated batsman currently has strike. The third column displays the names of the batsman. The fourth column indicates how a batsman lost their wicket. The fifth column indicates the fielder responsible for a catch or stumping should a batsman be out caught or stumped. The sixth column indicates the name of the bowler credited with the wicket and the seventh column indicates the number of runs scored by each batsman. At the bottom of the Batting Summary Window the number of extras, the total score and the number of wickets which have fallen are displayed.

View Bowling Detail

The Bowling Detail Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Bowling Detail option from the Windows menu. When the Bowling Detail Window is active a tick will appear next to the option and the Bowling Detail Window will appear on screen. The Window may be moved to any point on the screen but may not be resized. An example of the Bowling Detail Window is displayed below in two parts :-

Bowling Detail						
	1	2	3	Ws	Ns	B _o
P. Sumner A	> • + • • ○ • 3 • • † •	• • 3 • • • † •	• • † •	3	1	
	▲ 4 •	• • 1	• • B	C	D	
	5-0	10-0	12-0			E
N. Spearing	2 • W	• • •		0	0	
	• • ▼	• • •				
	2-1	2-1				
	F					

The Bowling Summary displays several columns of information. The number of rows depends upon the number of bowlers that have been used during the current innings. The bowler's names are listed in the first column and identified in section **A**. The second column will be marked with > in one row indicating the associated bowler is currently bowling and with '!' in another row indicating the last bowler. The remaining columns shown above indicate the detailed over analysis for each bowler, the number of wides and the number of no balls bowled by each bowler.

Section **B** indicates the detailed over analysis. The standard scoring notation has been used with some useful additions. Each delivery is scored as shown below. Below each over is a running total of each bowlers analysis containing the number of accumulative runs scored from each over and the number of accumulative wickets taken by the bowler :-

Dot Balls !

Wide Balls ; < < (

(1-4 Wides)

No Balls # \$ % & [\] ^ _ `

(1-4 No Balls, 1-6 Runs From A No Ball)

Byes)

(An Up Arrow Indicates Byes)

Leg Byes *

(A Down Arrow Indicates Leg Byes)

Wickets W ?

(A Wicket and a Wicket Off A Wide)

Section **C** indicates the number of Wides a bowler has bowled.

Section **D** indicates the number of No Balls a bowler has bowled.

The number of Balls bowled by the bowler is also indicated in the bowling summary.

Section **E** shows the vertical scroll bar used to move between the display of bowlers.

Section **F** shows the horizontal scroll bar used to move between display shown above and the display shown below.

Bowling Detail					
	Overs	M	Runs	Wickets	Average
P. Sumner	2.4	0	12	0	
	A	B	C	D	E
N. Spearing	2	1	2	1	2

Section **A** indicates the number of overs each bowler has bowler.

Section **B** indicates the number of maidens each bowler has bowler.

Section **C** indicates the number of runs which have been scored from each bowler.

Section **D** indicates the number of wickets each bowler has taken.

Section **E** indicates the number of runs per wickets for each bowler.

The Bowling Detail Window will grow in size as new bowlers bowl and as each bowler bowls more overs. The scroll bars should be used to display the required bowler detail.

Although the Bowling Detail Window cannot be resized by dragging and dropping the window borders, two menu options are provided to enable the window to be sized using either small or large fonts. The default display uses the large font and this is indicated by a tick against the 'Large Font' option on the Options menu. To change to the 'Small Font' display simply select the 'Small Font' option. A tick will appear against this option and the Bowling Detail will change to about two thirds its original size. To change it back simply click the 'Large Font' option again.

The Bowling Detail Window contains an Options menu which allows you to change the order of columns for English (O-M-R-W) or Australian (O-M-W-R) analysis display.

The Bowling Detail Window is one of four Windows which may be manually edited. To edit Bowling Details use the mouse and cursor keys to highlight a cell to change and then press the enter key or double click with the mouse. An edit box or list will then be displayed in which you can change the Bowling Detail. Once the enter key is pressed again or the Done button clicked the change will be registered on the Bowling Detail Window. All manual changes are recorded on the Scoresheet under the definition {Alter()}.

You should take great care when manually editing the Willow Scorebook. The integrity of your match is carefully controlled by Willow Scorebooks automatic updation. This integrity

can be easily damaged by making improper manual changes. It is strongly suggested that you leave manual editing until the end of each Inning.

The 13th column indicates the name of the bowler credited with the batsman's wicket.
The 14th column indicates the number of runs scored by the batsman.

Not all the columns can be displayed in the Batting Detail Window at once. The scroll bar identified in section **B** is used to move columns left or right.

Section **C**, below the scroll bar, displays the detailed extras totals for Byes, Leg Byes, Wides and No Balls.

Section **D** summarises the display by indicating the total number of extras, the total innings score and the number of wickets to fall.

The Batting Detail Window is one of four Windows which may be manually edited. To edit Batting Details use the mouse and cursor keys to highlight a cell to change and then press the enter key or double click with the mouse. An edit box or list will then be displayed in which you can change the Batting Detail. Once the enter key is pressed again or the Done button clicked the change will be registered on the Batting Detail Window. All manual changes are recorded on the Scoresheet under the definition {Alter()}.

You should take great care when manually editing the Willow Scorebook. The integrity of your match is carefully controlled by Willow Scorebooks automatic updation. This integrity can be easily damaged by making improper manual changes. It is strongly suggested that you leave manual editing until the end of each Inning.

View Fall Of Wickets

The Fall Of Wickets Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Fall Of Wickets option from the Windows menu. When the Fall Of Wickets Window is active a tick will appear next to the option and the Fall Of Wickets Window will appear on screen. The Window may be moved to any point on the screen but may not be resized. An example of the Fall Of Wickets Window is displayed below :-

Fall Of Wickets											
	1	2	NO	3	4	5	6	7	8	9	10
Batsman	2	1	3								
Partnership	15	4	0								
Over	5	8	8								
Score	15	19	19								
Balls	38	6	2								
Minutes	31	6	0								

The Fall Of Wickets Window displays six details for each wicket that falls or for each batsman that retires not out during an innings. In the latter case the wicket number will be marked **NO** (Not Out). The four details recorded in each instance are :-

- The number of the outgoing batsman as displayed in the Batting Detail or Summary window.
- The partnership made for the loss of the wicket or made during the retiring batsmans stay at the crease.
- The over in which the wicket fell or retirement occurred.
- The innings total at which the wicket fell or retirement occurred.
- The number of balls played during the partnership.
- The duration of the partnership in minutes.

The current partnership is also displayed in brackets.

Although the Fall Of Wickets Window cannot be resized by dragging and dropping the window borders, menu options are provided to enable the display of a graphical representation of the innings partnerships using the Show Partnership Bar option. The default display does not display this additional information and the menu option defaults to Hide Partnership Bar. To change this option simply select the Option menu followed by the chosen option. A tick will appear against the chosen option. The display below shows the additional information available.

Fall Of Wickets										
Options										
	1	2	3	4	5	6	7	8	9	10
Batsman	2	3	4	5	1	6	7	9		
Partnership	17	72	43	22	2	8	58	0	[12]	
Over	3	11	16	18	19	20	25	25		
Score	17	89	132	154	156	164	222	222	[234]	
Balls	14	48	30	16	2	8	30	1		
Minutes	0	0	0	0	0	0	0	0		

Wkt	1st Batsman	2nd Batsman	Partnership Bar
1	Home Player 1 (9)	Home Player 2 (8)	
2	Home Player 1 (39)	Home Player 3 (27)	
3	Home Player 1 (19)	Home Player 4 (20)	
4	Home Player 1 (9)	Home Player 5 (11)	
5	Home Player 1 (2)	Home Player 6 (0)	
6	Home Player 7 (3)	Home Player 6 (1)	
7	Home Player 7 (25)	Home Player 8 (30)	
8	Home Player 9 (0)	Home Player 8 (0)	

The Fall Of Wickets Window is one of four Windows which may be manually edited. To edit Fall Of Wickets Details use the mouse and cursor keys to highlight a cell to change and then press the enter key or double click with the mouse. An edit box or list will then be displayed in which you can change the Fall Of Wickets Detail. Once the enter key is pressed again or the Done button clicked the change will be registered on the Fall Of Wickets Window. All manual changes are recorded on the Scoresheet under the definition {Alter()}.

You should take great care when manually editing the Willow Scorebook. The integrity of your match is carefully controlled by Willow Scorebooks automatic updation. This integrity can be easily damaged by making improper manual changes. It is strongly suggested that you leave manual editing until the end of each Inning.

View Over Details

The Over Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Over option from the Windows menu. When the Over Window is active a tick will appear next to the option and the Over Window will appear on screen. The Window may be moved to any point on the screen but may not be resized. An example of the Over Window is displayed below :-

Overs					
	Bwlr	Total	Wkts	Runs	↑
29	3	178	8	4	
30	4	178	8	0	
31	3	181	8	3	
32	4	185	9	4	
33	3	190	9	5	
34	4	193	9	3	
35	3	193	9	0	
36	1	193	9	0	
37	5	199	9	6	
38	1	202	9	3	↓

The Over Window displays four details for each over bowled during an innings.

- The number of the bowler for each over bowled as displayed in the bowling detail or summary window. In the event of a bowlers retirement or removal and two or more bowlers share an over then all the bowlers who participate in completing the over will be identified. For example if bowler number 1 became injured during an over and bowler 3 completed the over the Over Window would display 1/3 in the bowler number field.
- The innings total made by the batting team at the completion of the over.
- The number of wickets which had fallen at the completion of the over.
- The number of runs scored from the over including all extras.

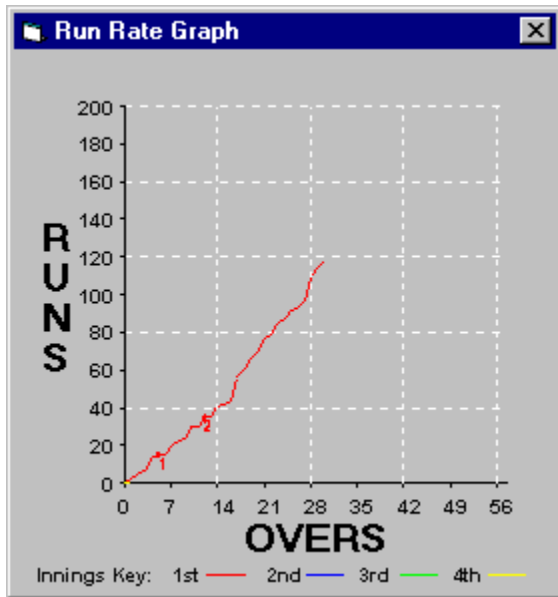
On the right hand side of the Over Window is a scroll bar. This is used to move forwards and backwards through the over details. When the Over Window is activated the current over will be shown at the bottom of the Over Window.

The Over Detail Window is one of four Windows which may be manually edited. To edit Over Details use the mouse and cursor keys to highlight a cell to change and then press the enter key or double click with the mouse. An edit box or list will then be displayed in which you can change the Over Detail. Once the enter key is pressed again or the Done button clicked the change will be registered on the Over Detail Window. All manual changes are recorded on the Scoresheet under the definition {Alter()}.

You should take great care when manually editing the Willow Scorebook. The integrity of your match is carefully controlled by Willow Scorebooks automatic updation. This integrity can be easily damaged by making improper manual changes. It is strongly suggested that you leave manual editing until the end of each Inning.

View Run Rate Graph

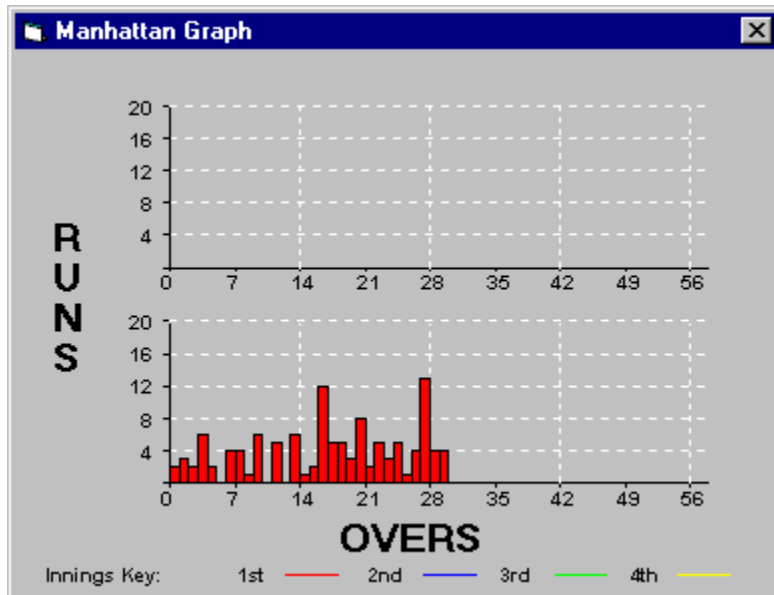
The Run Rate Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Run Rate Graph option from the Windows menu. When the Run Rate Graph Window is active a tick will appear next to the option and the Run Rate Graph Window will appear on screen. The Window may be moved to any point on the screen and may also be resized. An example of the Run Rate Graph Window is displayed below :-



The Run Rate Graph Window displays a coloured line for each of the four innings possible so that a comparison can be drawn as to the relative state of a teams progress. The fall of wickets are identified along the lines by a dot and text along side.

View Manhattan Graph

The Manhattan Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Manhattan Graph option from the Windows menu. When the Manhattan Graph Window is active a tick will appear next to the option and the Manhattan Graph Window will appear on screen. The Window may be moved to any point on the screen and may also be resized. An example of the Manhattan Graph Window is displayed below :-



The Manhattan Graph Window displays coloured bar charts for each innings in the match. Each bar chart contains a bar for each over of the inning. The size of the bar indicates the number of runs accruing from the over.

View Runs Distribution

The Distribution Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Distribution option from the Windows menu. When the Distribution Window is active a tick will appear next to the option and the Distribution Window will appear on screen. The Window may be moved to any point on the screen.

The Distribution Window displays the summed scoring strokes for each batsman. The batsman are listed in rows and the strokes in columns. The Totals for the innings are also displayed at the bottom of the list. You may interrogate the Distribution Window to discover the number of singles or non scoring strokes have been made by the batsmen.

View Match Summary

The Match Summary Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Match Summary option from the Windows menu. When the Match Summary Window is active a tick will appear next to the option and the Match Summary Window will appear on screen. The Window may be moved to any point on the screen and may also be resized by dragging the border in or out. An example of the Match Summary Window is displayed below :-

Match Summary			
A	Chetnole were 208 for 9 from 40 overs		White Horse are 99 for 4 from 28 overs
	G.Eavis - 41 no	P Terry - 4 / 43	K Hoskins - 41 no
	R.Barker - 23	G Wilkins - 2 / 42	B Betachson - 26
	P.Barter - 20	F Bryant - 1 / 20	R.Barker - 1 / 4
	B	C	A.Neal - 1 / 24
			J.Clark - 1 / 29
			M.Beasley - 1 / 36
White Horse need 110 runs with 6 wicket(s) remaining at 9.16 runs per over			
D			

The Match Summary Window summarises the play of each innings. Four innings can be summarised on the Match Summary window. The 1st innings of each team is shown in the top half of the window and the second innings in the bottom half. Each innings contains the following information.

Section **A** indicates the name of the team batting in the represented innings and the score made in that innings.

Section **B** indicates the top five batting performances above 20 runs.

Section **C** indicates the top five bowling performances of those bowlers who took wickets.

Section **D** summarises the match by indicating the current state of play.

View Scoresheet

The Scoresheet Window is available at any time after a match has commenced. The Window can be toggled on or off by selecting the Scoresheet option from the Windows menu. When the Score sheet Window is active a tick will appear next to the option and the Scoresheet Window will appear on screen. The Window may be moved to any point on the screen but may not be resized. An example of the Scoresheet Window is displayed below :-

Options	
Scoresheet Detail	
23	1_R . . 4_R . .
24	. . 3_R . . .
25	{EOSBowl(3)} {NewBowl(2)} . . 2_R 2_R 1_R .
26 1_R
27	1_R 1_R . . 2_R .

Each over is described in detailed scoresheet notation. Every aspect of play and scoring is represented. Scroll bars may be used to move through the over details.

The score sheet notation is summarised below :-

Events enclosed in { } indicate events which are not reliant on a ball being bowled for their place on the score sheet.

Events are separated on the scoresheet by a space. If several events happen as the result of one delivery then they will be linked together by commas. For example if three runs are scored and then the batsman is run out going for the fourth run the score sheet entry would be 3_R,Wkt_RO(Bt4)

Characters represented in red indicate the fixed text used to describe the event. Characters represented in blue indicate the variable entry of runs, bowlers, batsmen, fielders etc.

.	Dot ball
n_B	Byes
n_LB	Leg Byes
n_NBR	No Balls scored to the Batsman
n_NB.	No Balls scored as no balls
n_R	Runs
n_W	Wides
Wkt_B(Bt Batsman ,BI Bowler)	Wicket Bowled
Wkt_CT(Bt Batsman ,BI Bowler ,Ct Fielder)	Wicket Caught
Wkt_HB(Bt Batsman)	Wicket Handled Ball
Wkt_HW(Bt Batsman ,BI Bowler)	Wicket Hit Wicket
Wkt_HBT(Bt Batsman)	Wicket Hit Ball Twice

Wkt_LBW(Bt Batsman ,BI Bowler)	Wicket Leg Before Wicket
Wkt_OF(Bt Batsman)	Wicket Obstructing Field
Wkt_RO(Bt Batsman)	Wicket Run Out
{Wkt_RO(Bt Batsman)}	Wicket Run Out Backing Up
Wkt_ST(Bt Batsman ,BI Bowler)	Wicket Stumped
{Wkt_TO(Bt Batsman)}	Wicket Timed Out
Wkt_RetNO(Batsman)	Batsman Retires Not Out
Wkt_RetO(Batsman)	Batsman Retires Out
{NewBat(Batsman)}	New Batsman
{NewBowl(Bowler)}	New Bowler
{BCE}	Batsmen Change Ends
{EOSBowl(Bowler)}	End Of Spell for Bowler
{RemBowl(Bowler)}	Bowler Is Removed
{RetBowl(Bowler)}	Bowler Retires
{Stumps(Date & Time)}	Stumps Taken At End Of Days Play
{BadLight(Date & Time)}	Bad Light Stops Play
{Rain(Date & Time)}	Rain Stops Play
{Drinks(Date & Time)}	Drinks Interval
{Lunch(Date & Time)}	Lunch Interval
{Tea(Date & Time)}	Tea Interval
{OtherStop(Date & Time)}	Other Stoppage
{Declaration(Date & Time)}	Innings Is Declared
{ForceFollowOn}	The Follow On Is Enforced
{ForfeitInnings}	The Innings Is Forfeit
{AbandonInns(Date & Time , Overs , Score , Wickets)}	The Innings Is Abandoned
{RecommenceInns(Date & Time , Overs , Score , Wickets , Overs Lost)}	The Innings Is Recommended
{MatchAbandoned(Date & Time)}	Match Abandoned
{MatchConceded(H/A , Date & Time)}	Match Conceded By Home or Away
{MatchConcluded(Date & Time)}	Match Concluded
{MatchRefusal(H/A , Date & Time)}	Match Ends After Refusal To Play
{NewBall(Date & Time)}	The New Ball Is Taken
{ReplaceBall(Date & Time)}	A Replacement Ball Is Taken
{Notes(Text)}	Events Of Special Note
{50Total(Fifty , Date & Time , Minutes , Balls)}	Score Reaches A Multiple Of Fifty
{50Bat(Fifty , Date & Time , Minutes , Balls , Batsman)}	Batsman Reaches A Multiple Of Fifty
{50Pship(Fifty , Date & Time , Minutes , Balls , Wicket , Batsman1 , Batsman2)}	Partnership Reaches A Multiple Of Fifty
{InningsTime(Minutes , Score)}	The score at 60 minute intervals.

{Alter(Window , Field , Previous , After)}

Manual Alterations

The Scoresheet Window also contains an Options menu which allows you to interrogate the Scoresheet in more detail. The Options menu contains six selections as described below. When you make a selection a List window appears which displays the information requested.

List Stoppages

Whenever the match is stopped for poor weather, at the end of a session or day, the stoppage is recorded on the Scoresheet. You may obtain an ordered list of these stoppages by selecting the List Stoppages option. The list which is subsequently produced contains the over number in the left hand column followed by the Scoresheet stoppage information taken directly from the scoresheet.

{Stumps(Date & Time)}	Stumps Taken At End Of Days Play
{BadLight(Date & Time)}	Bad Light Stops Play
{Rain(Date & Time)}	Rain Stops Play
{Drinks(Date & Time)}	Drinks Interval
{Lunch(Date & Time)}	Lunch Interval
{Tea(Date & Time)}	Tea Interval
{OtherStop(Date & Time)}	Other Stoppage
{RecommenceInns(Date & Time)}	The Innings Is Recommended

List Notes

While scoring a match you may make use of the Notes feature which allows you to record special events of interest and to document details of the match which cannot be recorded conventionally. You may obtain an ordered list of these notes by selecting the List Notes option. The list which is subsequently produced contains the over number in the left hand column followed by the Scoresheet notes information taken directly from the scoresheet.

{Notes(Text)}

Events Of Special Note

List 50's

Willow automatically records an event on the Scoresheet when the innings total passes a multiple of 50 or when a batsmen reaches a 50 or when a partnership passes a 50. You may obtain an ordered list of these landmarks by selecting the List 50's option. The list which is subsequently produced contains the over number in the left hand column followed by the Scoresheet 50's information taken directly from the scoresheet.

{50Total(Fifty , Date & Time , Minutes , Balls)}

Score Reaches A Multiple Of Fifty. The **Fifty** parameter indicates which multiple of 50 has been passes. The **Date & Time** indicates when the landmark occurred. The **Minutes** parameter specifies the length of playing time in minutes taken to reach the landmark and **Balls** indicates the number of valid deliveries taken to reach the landmark.

{50Bat(Fifty , Date & Time , Minutes , Balls , Batsman)}

Batsman Reaches A Multiple Of Fifty. The **Fifty** parameter indicates which multiple of 50

has been passes by the batsman. The **Date & Time** indicates when the landmark occurred. The **Minutes** parameter specifies the total length of innings playing time in minutes taken to reach the landmark. **Balls** indicates the number of valid deliveries taken to reach the landmark and **Batsman** specifies which batsman reached the landmark by their batting order number.

{50PSHIP(Fifty , Date & Time , Minutes , Balls , Wicket , Batsman1 , Batsman2)}

Partnership Reaches A Multiple Of Fifty. The **Fifty** parameter indicates which multiple of 50 has been passes by the batsmen during the partnership. The **Date & Time** indicates when the landmark occurred. The **Minutes** parameter specifies the length of innings playing time in minutes taken to reach the landmark. **Balls** indicates the number of valid deliveries taken to reach the landmark. The **Wicket** parameter indicates the current number of wickets fallen and **Batsman1** and **Batsman2** specify which batsmen have reached the partnership landmark by their batting order numbers.

List Alterations

Willow provides you with manual methods of changing the scorebook. All manual alterations are recorded, as you make them, on the Scoresheet. In order that you may trace these manual changes the List Alterations option is provided. You may obtain an ordered list of these changes by selecting the List Alterations option. The list which is subsequently produced contains the over number in the left hand column followed by the Scoresheet Alteration information taken directly from the scoresheet.

{Alter(Window , Field , Previous , After)}

Manual Alterations

List New Balls

In order for you to clearly identify when a new or replacement ball is taken during an innings, the List New Balls option is provided. You may obtain an ordered list of these events by selecting the List New Balls option. The list which is subsequently produced contains the over number in the left hand column followed by the Scoresheet New Balls information taken directly from the scoresheet.

{NewBall(Date & Time)}

The New Ball Is Taken

{ReplaceBall(Date & Time)}

A Replacement Ball Is Taken

List Hourly Scores

Willow automatically records the score at each our of play time and at the end of the innings. In order for you to clearly identify the hourly scores the List Hourly Scores option is provided. The list which is subsequently produced contains the over number in the left hand column followed by the Scoresheet Innings Time information taken directly from the scoresheet.

{InningsTime(Minutes , Score)}

The score at 60 minute intervals.

Cascade Windows

As many windows may be displayed on the screen at one time it may be necessary to reorganise the windows. The Cascade Windows option will move all the active windows into a cascade starting at the top right of the screen below the Menu area and flowing towards the bottom left. This ensures that at least part of all the active windows are visible on screen rather than hidden behind other active windows.

Load Default Windows

The display of active Windows and their position on screen can be altered throughout the scoring process. If you wish to reset the windows to the saved defaults use the Load Default Windows option to restore the settings.

Save Default Windows

The default Window layout of Batting Summary and Bowling Summary may not be your preference. You may prefer to view the Scoreboard and Scoring Location while scoring for example or any of the other combinations available to you. Once you have established the active windows you wish displayed and their positions on screen you may use the Save Default Windows option to save these settings so that they are loaded each time you start a new match.

You should note that the size of Windows is not saved and will revert to their original sizes the next time Willow Scorebook is loaded.

Manual Editing

The following fields can be manually edited :

Bowling Detail

- Current Bowler
- Last Bowler
- Delivery Details
- Run/Wicket Counts
- Wides
- No Balls
- Balls Delivered
- Overs
- Maidens
- Runs
- Wickets

Batting Detail

- Current Striker
- Non Striker
- Time In
- Time Out
- Batting Detail
- 4's
- 6's
- Balls Received
- Minutes At Crease
- How Out
- Bowler
- Felder
- Runs
- Byes Detail
- Byes Total
- Leg Byes Detail
- Leg Byes Total
- Wides Detail
- Wides Total
- No Balls Detail
- No Balls Total
- Extras Total
- Grand Total
- Overs

Wickets

Fall Of Wickets

Batsman No To Fall

Partnership

Score At Fall Of Wicket

Over In Which Wicket Fell

Over Detail

Bowler(s) Of Over

Score At End Of Over

Wickets To Have Fallen At End Of Over

Runs From Over

You should take great care when manually editing the Willow Scorebook. The integrity of your match is carefully controlled by Willow Scorebooks automatic updation. This integrity can be easily damaged by making improper manual changes. It is strongly suggested that you leave manual editing until the end of each Inning.

Help With The Options Icon Palette

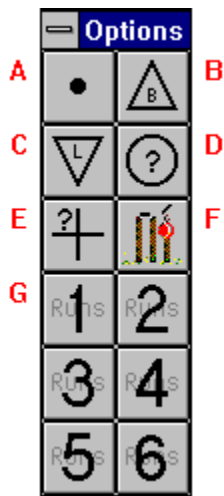
The Options Icon Palette is displayed whenever the match is in play and will always appear on top of any other Window occupying the same space so that you can always find it. The standard Options Icon Palette consists of twelve icons displayed vertically or horizontally. Each icon identifies a different delivery event necessary for scoring. The icons represent a Dot ball, Bye, Leg Bye, No Ball, Wide, Wicket and Runs.

The Options Icon Palette is the most accessible and quickest method of scoring a match. Not all deliveries may be recording using the icons within the option palette but the most frequently used are represented.

The Options Icon Palette will usually be the active selected window whilst scoring. This is indicated by the title line being highlighted a different colour from other active windows. If the Options Icon Palette is not the selected active window it can be made so by clicking the title line. When the Options Icon Palette is the selected active window both the keyboard and mouse can be used to score. Each icon has an associated key on the keyboard which can be used to record the delivery. For example a single Leg Bye may be scored by clicking the Leg Bye icon or by pressing the **L** key.

The Options Icon Palette is also accessible using the cursor and return keys. When the Options Icon Palette window is active the current icon selection will be highlighted along the right and bottom edges of the icon. You may use the **UP**, **DOWN**, **LEFT** and **RIGHT** cursor keys to change the highlighted icon and then press the **ENTER** key to confirm your icon selection.

The standard Options Icon Palette is displayed below. Each icon is described beneath :-



Icon **A** is the Dot Ball icon. A Dot ball may be recorded by clicking or selecting the icon or by pressing the **.** key.

Icon **B** is the Bye icon. A Bye may be recorded by clicking or selecting the icon or by pressing the **B** key. The Bye icon is used to record the scoring of a single bye. If more than one bye is scored you should use the Bye option from the Ball Menu to record the delivery.

Icon **C** is the Leg Bye icon. A Leg Bye may be recorded by clicking or selecting the icon or by pressing the **L** key. The Leg Bye icon is used to record the scoring of a single leg bye. If more than one leg bye is scored you should use the Leg Bye option from the Ball Menu to record the delivery.

Icon **D** is the No Ball icon. A No Ball may be recorded by clicking or selecting the icon or

by pressing the **N** key. The No Ball icon is used to record the scoring of a single no ball but not if the batsman has also made a scoring stroke from the delivery. If more than one no ball is scored or if the no ball should be credited as runs to the batsman you should use the No Ball option from the Ball Menu to record the delivery. For a more detailed explanation of No Balls refer to the [No Ball Menu Option](#) section

Icon **E** is the Wide icon. A Wide may be recorded by clicking or selecting the icon or by pressing the **W** key. The Wide icon is used to record the scoring of a single wide. If more than one wide is scored you should use the Wide option from the Ball Menu to record the delivery.

Icon **F** is the Wicket icon. All types of dismissal may be recorded by clicking or selecting the Wicket icon or by pressing the **X** key. Once the wicket icon has been selected a list of possible dismissals is displayed. Click and select the type of dismissal required and select **Done** at the bottom of the pop up panel.

The six numbered icons **G** represent from one to six runs credited to the batsman. Runs may be recorded by clicking or selecting the numbered icon required or by pressing the number keys **1,2,3,4,5** or **6**. If the batsman scores more than six runs from one delivery then you should use the Runs option from the Ball Menu to record the delivery.

The Options Icon Palette is also accessible in two extended versions one of which is shown below. The Extended Options Icon Palette consists of the standard twelve options plus an additional twenty four. Only the standard twelve icons respond to an associated key press as described above. All the remaining icons must be clicked or selected through the use of the Cursor and Enter keys.



From Top to Bottom and from Left to Right the Extended Icons represent :-

- | | |
|-----------------|--------------------------------|
| Row 1, Column 1 | Dot Ball |
| Row 1, Column 2 | <u>Bowling Change</u> |
| Row 1, Column 3 | <u>Bowler Retires</u> |
| Row 1, Column 4 | <u>Batsmen Change Ends</u> |
| Row 1, Column 5 | <u>Batsman Retires Not Out</u> |
| Row 1, Column 6 | <u>Save Match</u> |
| Row 2, Column 1 | One Bye |
| Row 2, Column 2 | One Leg Bye |
| Row 2, Column 3 | One Wide |
| Row 2, Column 4 | One No Ball |
| Row 2, Column 5 | One No Ball Hit For One Run |
| Row 2, Column 6 | <u>End Of Over</u> |
| Row 3, Column 1 | Two Byes |
| Row 3, Column 2 | Two Leg Byes |
| Row 3, Column 3 | Two Wides |

Row 3, Column 4	Two No Balls
Row 3, Column 5	One No Ball Hit For Two Runs
Row 3, Column 6	<u>Fall Of Wicket</u>
Row 4, Column 1	Three Byes
Row 4, Column 2	Three Leg Byes
Row 4, Column 3	Three Wides
Row 4, Column 4	Three No Balls
Row 4, Column 5	One No Ball Hit For Three Runs
Row 4, Column 6	<u>Note</u>
Row 5, Column 1	Four Byes
Row 5, Column 2	Four Leg Byes
Row 5, Column 3	Four Wides
Row 5, Column 4	Four No Balls
Row 5, Column 5	One No Ball Hit For Four Runs
Row 5, Column 6	<u>Help</u>
Row 6, Column 1	One Run
Row 6, Column 2	Two Runs
Row 6, Column 3	Three Runs
Row 6, Column 4	Four Runs
Row 6, Column 5	Five Runs
Row 6, Column 6	Six Runs

Help Techniques

Learning how to use a new piece of software can be a lengthy process. It can be exasperating to know what you want to do with the software but not know how to do it. This section of Willow Scorebook Help is intended to aid the new user through first principles and provide a step by step guide to scoring a cricket match. Not every feature of Willow Scorebook is covered in this section and reference should be made to the Menu and Window sections of the guide for detailed explanation of some features.

First Principles

Starting A New Match

Preparing The Scorebook For Play

Preparing Scorebook Options

Commencing Play

Scoring An Over

Examining The Scorebook

Changing Bowlers

At The Fall Of A Wicket

A Break In The Play

The End Of An Innings

Starting A New Innings

At The End Of The Match

First Principles

The Willow Scorebook attempts to simulate and enhance the normal manual scoring process. Your computers disk drives can be equated to a very large Cricket Scorebook. The Scorebook must be opened to the appropriate pages before scoring can begin or before you can browse a match. Each match or set of pages in the scorebook is stored as a file on your hard disk. In order to open your scorebook to the appropriate pages you must open the file relating to the match in question and save the file before closing the scorebook.

Once the Scorebook is open to the required pages (file) you can begin using the Willow Scorebook features to add details to any of the pages or to browse a specific page. Each innings of a match is stored on several pages, known as Windows. Each window displays a different set of match information. For example the Bowling Summary Window displays a summary of one innings bowling.

The significant difference between Willow Scorebook and a conventional Scorebook is that each delivery or event can be recorded on all relevant windows (pages) by clicking the associated delivery or event on the Willow Scorebook menu. In this scenario Willow Scorebook is acting as your assistant. As you keep an eye on the match and shout out the scores, your assistant is feverishly updating the scorebook. You do not need to remember to update the batting, bowling, fall of wicket and over analysis, you just need to record the delivery or event once.

Willow Scorebook extends the facilities of a manual scorebook by providing windows for Scoreboard, Scoresheet, Batsmen Scoring Positions, Run Rate and Match Summary over and above those you would normally find. Each window can be printed so that you can keep a manual record of matches.

Other features are available to help you in the scoring process. These enable you to automatically end overs, select batsman and bowlers and record times at which events take place.

All these features help to make Willow Scorebook a valuable new tool for novice and experienced scorers alike.

Starting A New Match

The following actions are necessary in order to create a new set of blank pages in your Scorebook so that you can then score a match.

1. From the File Menu select the New option to create a new match.

The new match will be created with default settings and will be {untitled} This option will automatically invoke the steps described in the following section 'Preparing The Scorebook For Play'

Preparing The Scorebook For Play

The following actions are necessary to prepare a new match for play.

1. From the Setup Menu select the Match Setup option.

2. From the Match Setup Window edit the details to prepare the match for play.

The Match Setup window may be selected at any time a match is in play but some settings can only be set before a match is commenced. You are recommended to change as many match setup details as possible before the start of play.

3. Close the Match Setup Window once the Match details are correct.

The Match Setup window can be closed by clicking the Done option or by clicking on the marker at the top left hand corner of the window and choosing close.

4. From the Setup Menu select the Player Setup option.

5. From the Player Setup Window edit the details to prepare the names of players for play.

The Player Setup window may be selected at any time a match is in play although you will find it more convenient to ensure players details are correct before the start of play.

6. Close the Player Setup Window once the Innings details are correct.

The Player Setup window can be closed by clicking the Done option or by clicking on the marker at the top left hand corner of the window and choosing close.

7. From the Setup Menu select the Innings Setup option.

8. From the Innings Setup Window edit the details to prepare the innings for play.

The Innings Setup window may be selected at any time a match is in play but some settings can only be set before an innings is commenced. You are recommended to change as many innings setup details as possible before the start of play.

9. Close the Innings Setup Window once the Innings details are correct.

The Innings Setup window can be closed by clicking the Done option or by clicking on the marker at the top left hand corner of the window and choosing close.

Preparing Scorebook Options

The following actions are necessary to prepare Willow Scorebook Options for play.

1. From the Options Menu choose Automatic or Manual selection of :-
 - a. Batsman.
 - b. Timing.
 - c. Ending The Over

Select as many automatic options as you feel are appropriate. By doing this you will minimise the requests made on you to score such details. You should be aware that the selection of Automatic or Manual Timing can only be made prior to the commencement of a match. Other Options may be set during play.

Commencing Play

The following actions are necessary to commence the scoring of a match.

1. From the Events Menu choose Match Events.
2. From the Match Events sub menu choose Commence Match.

Once the Match is Commenced the Windows, Ball and Event options are also activated allowing you to score and monitor the scoring of a match.

Scoring An Over

The following actions are necessary to score an over.

1. Either from the Ball Menu or the Options Icon Palette select the appropriate event.
2. Repeat step 1. for each ball in the over.
3. Some special events may be necessary. These can be selected from the Events Menu.

Use the search facility within this Help guide to find specific information on the delivery or event you wish to record.

Examining The Scorebook

The following actions are necessary to examine elements of the scorebook.

1. From the Windows Menu select the information you wish to examine.

Windows may be toggled on and off during play. The Windows menu indicates which windows are currently open by marking them with a tick. All windows can be re positioned to new areas of the screen and some windows may also be sized. Examine the section of this Help guide entitled Help with Windows for further information.

Changing Bowlers

The following actions are necessary to change a bowler.

1. From the Events Menu select the Bowling sub menu.
2. From the Bowling sub menu choose the Bowling Change event.
3. From the Bowling Change Window select the name of the new bowler.

Bowlers can only be changed at the end of an over although bowlers can retire or be removed during an over.

At The Fall Of A Wicket

The following actions are necessary to record the fall of a wicket.

1. From the Ball Menu or the Options Icon Palette select the Wicket option.
2. From the Wicket window or sub menu select the type of dismissal.
3. Select the name of the new Batsman if necessary.

Batsman may also retire out or not out and these events can be recorded through the Events menu, Batting Events.

A Break In The Play

The following actions are necessary to record a break in the play.

1. From the Events Menu select the Innings sub menu.
2. From the Innings sub menu choose the type of stoppage required.

You are recommended to save your match at regular intervals and especially when a break in the play is forced. In order to save the match for the first time perform the operations below.

3. From the File Menu choose the Save As option.
4. Type in the name of the file you wish to use to title your match.
5. Click the OK button to confirm the save event.

Once the break in play is over and only if Willow Scorebook was closed during the break in play.

6. From the File Menu select the Open option.
7. Type in the name of the file you have titled your match.
8. Click the OK button to confirm the open event.

Once the break in play is over.

9. From the Events menu select the Innings sub menu.
10. From the Innings sub menu choose the Recommence Innings option.

The End Of An Innings

The following actions are necessary to record the end of an innings.

1. From the Events Menu select the Innings sub menu.
2. From the Innings sub menu choose the type of end of innings required.

Starting A New Innings

The following actions are necessary to begin a new innings.

1. From the Events Menu select the Innings sub menu.
2. From the Innings sub menu choose the Commence Innings option.

At The End Of The Match

The following actions are necessary to record the end of a match.

1. From the Events Menu select the Match sub menu.
2. From the Match sub menu choose the type of end of match required.

Once a match is complete you may not score more events. You may use the View menu to display the scorebook details. You should save your match at its conclusion.

Technical Information

The Willow Scorebook has been written using Microsoft Windows v3.1 ,v3.11, Windows 95, Windows 98 and Windows NT v4, Microsoft Visual Basic v2, v3, v4 and v5 Professional Editions, Microsoft Word v2, v6 & 97, WordPerfect v5.1, v5.2, v6, v6.0a, v6.1 & v7, Corel Draw v4, v5 & v8, Persistence Of Vision v2, Moray 3D Modeller, TITLESPIY VBX from Softland, TIPS VBX, WAVE1.VBX & WAVE32.OCX from Mabry and RESIZE VBX & RESIZE30.OCX from Larcom & Young.

The Willow Scorebook has been developed on an Intel P200, an Ami Bios based 486dx100 and 386dx40, a Compaq LTE/Lite 386sl25, an IBM PS/VP M40 486dx33, a DEC 433dxDT, a DEC Celebris P90, a DEC Venturis P166 and a DEC Hi-Note 586 Notebook using A Hewlett Packard Laserjet V, Laserjet IV, Laserjet IIIP, Paintjet XL300, Deskjet 550C, Canon Bubblejet BJ10e, Epson Stylus 600 Colour, Epson LX800 and a Citizen 120D for output. The Willow Scorebook has been tested on over sixty other models of PC and Printer.

A great amount of effort has been provided by Grahame Giddings. Without Grahame's constant flow of ideas, comment and encouragement Willow would be much less of a product than it is today. The Willow Scorebook CSF Export routine was tested by G.Giddings using Cricket Statistics for Windows. :-

Grahame Giddings, 76, Spingwell Rd, Heston, Middlesex. TW5 9EJ.

Email: ggiddings@cix.compulink.co.uk

Additional contributions to the CSF definition were made by P.Griffiths.

Thanks to Mike Sinclair for his assistance with the Cricket Statz MXP export routine. Mike can be contacted using email at the following address or through his web page.

Email: msinclair@cricketstatz.com

www.cricketstatz.com

Thanks to Hugo Russell for his assistance with the Radial Chart control. Hugo can provide further Radial Control facilities through OCX :-

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Tel: 0121 544 6024 Fax: 0121 544 5806 Email: hugo@islandsystems.co.uk

Thanks to Greg Sanders for his continued support and input as Australasian Distributor :-

Greg Sanders, A.N.T.S Pty Ltd, PO Box 8, Walkerville. S.A. 5081. Australia.

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EddSON wish to thank all the above named for their help in the making of this program and to those customers who have offered their services during the 'early release programs'.

All trademarks used within the program and documentation are acknowledged.

Product Contents

WSB . EXE

The Willow Scorebook Program

WSB . HLP

The Willow Scorebook Help Guide

*** . BMP**

The Graphic Files used by the Scoreboard

WSB . LIC

The Licence File as seen through Help About

OPTDEF . CKT

The Default Options saved file

UNDO* . CKT

The files used by the Options Undo event

WINDEF . CKT

The Default active windows and their screen locations

WSB . INI

The Windows Initialisation file which contains information used by Willow Scorebook to locate program and data files, allocate memory and define start up parameters :-

ProgDir=

The Drive and Directory in which Willow Scorebook is located.

DataDir=

The Drive and Directory in which Willow Scorebook should load matches from and save matches to.

MemAllocOver=

A number indicating the maximum number of overs that may be scored during an innings. This value should be in the range 20 to 999. The default setting of **100** will allow Willow Scorebook to run satisfactorily on a 4Mb PC. You will require a minimum of 16Mb in order to use the maximum setting of 999. If you find Willow Scorebook is unable to allocate suitable memory then either close all other open Windows Programs or reduce the MemAllocOver value.

BallRotate=

This initialisation variable may contain a **Y** or **N** to indicate whether you wish Willow Scorebooks introduction window to be displayed as a rotating ball or as a static image. When Willow Scorebook loads with a **Y** in this setting the introductory window is displayed as a spinning cricket ball. On some machines with minimal memory, a slow hard disk or a slow processor this image can take some time to load and display each frame in the sequence. If you wish to improve Willow Scorebooks load time then set this variable to **N** so that only a static image of the ball is displayed.

UseRadial=

This initialisation variable may contain a **Y** or **N** to indicate whether you wish Willow Scorebook to enable the use of Radial Charts and Run Rate Graphs. If you find that Windows is running out of System Resources (USER & GDI) then you may wish to set this option to **N** so that memory is conserved.

RecentFile1=

Willow Scorebook remembers the last five matches to be saved and loaded. The above initialisation variable will contain the directory and filename for the first of these five files.

CKTSEFB.*

The True Type Font used for Bowling Details

***.WAV**

The Cricket music file

DEFAULT.TPT

The default HTML template file

INPUT.HTM

The default input HTML process file.

