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Notchers' News

ISSUE 49

MARCH 2020

The network for cricket scorers

This newsletter is *your* forum for sharing news and experiences, discussing scoring issues and networking.

New Editor needed for Notchers' News.

After a lot of heart searching I feel that it's time for me to step down as NN Editor. The June issue (and my 50th NN) will be my last.

Why am I stepping down? After 51 busy years as a scorer, usually scoring at least two matches a week from mid-April through until mid-October, I feel that it's time to hand over to someone who is more actively involved as a scorer and perhaps a little younger. I hope to score a few 'special' matches but feel that it's time for me to relax and simply enjoy watching the game.

Could you be the new Notchers' News Editor? email me: notchersnews@gmail.com

The first issue of Notchers' News (NN) went out in September in 2008 and there has been an issue every three months since then. Why did I feel the need for a newsletter for scorers? Because I was aware that many scorers in countries outside the UK relied on The Association of Cricket Umpires and Scorers (ACU&S) for their training, updating and networking; where could they go when ACU&S ceased to exist? Some 20% of NN readers reside outside the UK and Europe; many felt (and may still feel) that little support for scorers was available within their own country's cricketing body. Equally, they felt no real affinity to the ECB Association of Cricket Officials.

Producing NN has been a big challenge and learning curve. Getting to grips with the 'Publisher' Programme and learning how to insert text boxes, photos and other material caused me many headaches along the way but I've survived it! I often wondered if there would be enough to produce even one or two pages but invariably articles landed in the 'notchers' in-box, often at the eleventh hour. Given that the circulation continues to increase I believe that the newsletter remains of interest to scorers and has a role to play.

I'll happily support whoever takes on the role and, with permission from recipients of NN as required by the UK Data Protection Act 2018, will pass email addresses on to the new Editor.

The proof-reader, Third Umpire and web-manager are all happy to continue in their roles.

Scorers not ready to start (See NN47).

Mick Warren responds

Mick read the Acumen Books Newsletter article in NN47 reporting on matches starting with the scorers neither in position nor ready for the match to start. He offers his thoughts:

An additional signal should not be required; the fact the scorers fail to acknowledge suggests that they are not ready and the Umpires should continue signalling and await confirmation.

Whether book or laptop scoring the moments before the first ball is bowled are very busy.

The scorers are expected to correctly record all events on the field of play and consequently have to identify and record the name of the bowler, something that can only be done by observation as the bowler marks his/her run up on the field before the first ball is delivered.

They may have been given a batting order but they still need to check the names of both batsmen and identify who is facing first ball. (the batsman may tell the scorers but then they switch!)

We are only talking of a few seconds here. A little patience would not go amiss.

The newsletter can only be successful if copy is received for publication. Please submit articles, letters and questions to notchersnews@gmail.com
Search for the 'Notchers' group on Facebook
<http://www.notchers.co.uk>

The Christmas Challenge 2019: Results

The Third Umpire

Many readers will know that the annual Challenge appears in two publications, the ACO newsletter and Notchers' News. Unfortunately the ACO version omitted some essential text from the 2019 Challenge in their last edition, which made things difficult for potential solvers. Happily this did not put too many people off and I was able to send the missing bits to anyone who had sent incomplete entries (many of them they received these from me in South Africa).

There were only thirty-eight entries in all, with fewer than usual all-correct solutions. There are several questions which require some sort of explanatory comment.

The first of these is for Scratchers 5 – I used this situation following an incident in a lower division league match in which I had been standing last September.

An accidental high full-toss *did* hit the striker on the shoulder and run away to the boundary; the striker seemed not to sight the ball and made no attempt to avoid being hit. My opinion, agreed with by my checkers, and even by the First-class Umpires' Manager, was that the law did not intend the batting side to be denied the runs, so I signalled No ball (repeated for the scorers after the ball was dead), followed by Leg-byes and Boundary 4. Several entrants disagreed and wrote explanatory notes as to why they had interpreted it as they had.

After much thought, while still maintaining that my original decision was morally correct, I have decided to allow both solutions. I hope that entrants will accept this decision following the Third Umpire's DRS review!

Of the other questions Scratchers 1 caused the most difficulty. If the scores are level with eight wickets down with only one ball remaining, and number eleven is out to that ball, there is no requirement for the injured number three to bat, so it does not matter whether he is sitting in the pavilion with his pads on, or recovering in a hospital bed. The match would be drawn. If that wicket had fallen off the fifth ball, then number three *would* have been required to bat; if he could not return, then the match would be complete and the result a Tie.

Ten people struggled with Scratchers 2 – the follow-on target in a one-day match is 75, so Team B would need to score at least 59 to avoid being that far behind Team A's 133.

Notchers 4 (7 errors) – the offending fielder would be sent off for 20% of the total overs in the innings (ie eight overs), plus the four balls remaining in the over in progress.

Notchers 5 (7 errors) – if nine wickets are down when the time for the scheduled lunch interval has been reached, play may continue until thirty minutes have passed unless the tenth wicket falls first, and those thirty minutes would be timed from the time of the scheduled interval (ie 30 minutes after 1.15pm).

Notchers 9 (7 errors) – No overthrows allowed in such circumstances.

Scratchers 4 (7 errors) – a minimum of 20 overs in the last hour: 17 minutes lost to rain, so five overs lost (one over for each complete three minutes); 3.2 overs have been bowled, so another 12.4 overs remain to be bowled.

Scratchers 10 (6 errors) – most entrants recognised, I think, that this was what happened in that infamous incident in last year's World Cup final when Guptill's throw was inadvertently deflected by the diving Stokes. Six runs were given, but it should have been five.

There were no other questions with more than five errors.

<u>Solution</u>	Notchers	Scratchers
1	158	10
2	9	59
3	4	7
4	52	70
5	45	4 (or 3 - nbx2, dead ball)
6	15	3 (or 2 - 2nd nb, dead ball)
7	5	5 (or 1 - only nb)
8	0	5
9	0	1
10	10	5
11	5	3
Extras	4	4
Total	307	176 (or 170)
Result:	Notchers won by 131 (or 137) runs	

My thanks go to all entrants, especially those who make appreciative comments. One of my regulars even told me that it was the highlight of his Christmas!

The six contestants with all-correct entries were:
Jonathan Cousins, Frank Hodgkiss, Stewart Orrock, John Smith, Mike Turner and Hilary White.

The names of the all-correct solvers were put into the Umpire's hat and the winner drawn at random.

The winner was Stewart Orrock

John M Brown, Third Umpire

My thanks to John for another excellent challenge. I'm sure that I wasn't alone in having to refer to that little blue book when taking up the challenge! Editor.

Crictrix dodecahedron cricket scoring education dice.

Graeme Thom

I was fascinated and intrigued when I came across the original cricket game ‘Owzthat’ using two hexagonal prism metallic dice which, when rolled, could produce a one-in-six outcome. Runs and/or wickets could be simulated by rolling both dice.

I’m always trying to think of new ideas for cricket scoring practice and education - especially junior cricket and teaching new-to-cricket parents how to score. This set me thinking of how I might be able to create a game that could randomly replicate the most common outcomes from various deliveries of cricket and use it to support new scorers as they record the outcomes in their scorebook or app for practice.

There are essentially at least **twelve** possible “regular” outcomes from a delivery:

No consequence = No run = dot ball	Runs: 4	Extras : No ball
Runs: 1	Runs: 5	Extras: Wide
Runs: 2	Runs: 6	Extras: Bye
Runs: 3	Wicket = dismissal = out	Extras: Leg bye

While it’s possible that more than 6 runs can be scored from any delivery it is uncommon.

Dot balls are more likely to occur than a score of 5 runs but sometimes there are overthrows to the boundary.

Wickets plus runs can occur from a single delivery and I’ve tried to accommodate as many common scenarios as possible – typically as an extension of possible wicket.

The fielding team normally has 11 players; include a Substitute and, coincidentally, this also totals **twelve**.

Given twelve possible outcomes and fielder numbers I asked myself what kind of regular 3D geometric structure exists that could be ‘rolled’ like a dice. That’s how I came to use the dodecahedron with 12 faces comprising 12 regular pentagons.

To start it’s best to work out your team lists and batting order.

You might find the chart on page 4 of help in following the guidance below.

For the first seven ‘simple’ outcomes:

Dot ball, 1, 2, 3, 4, 5 and 6

The middle white section (small pentagon shape) shows the consequence to be recorded in the scorebook.

No subsequent rolls of the dice are required.

For all other outcomes shown in the middle white section a second throw of the dice is needed and you will need to determine how many runs, if any, are to be scored.

Extras:

When any of the four types of extras/sundries are shown in the middle white section as B=Bye, L = Leg bye, O = No ball and + = Wide you need to roll the ‘dice’ again.

Extra Byes, Leg byes and Wides are relatively simple to determine;

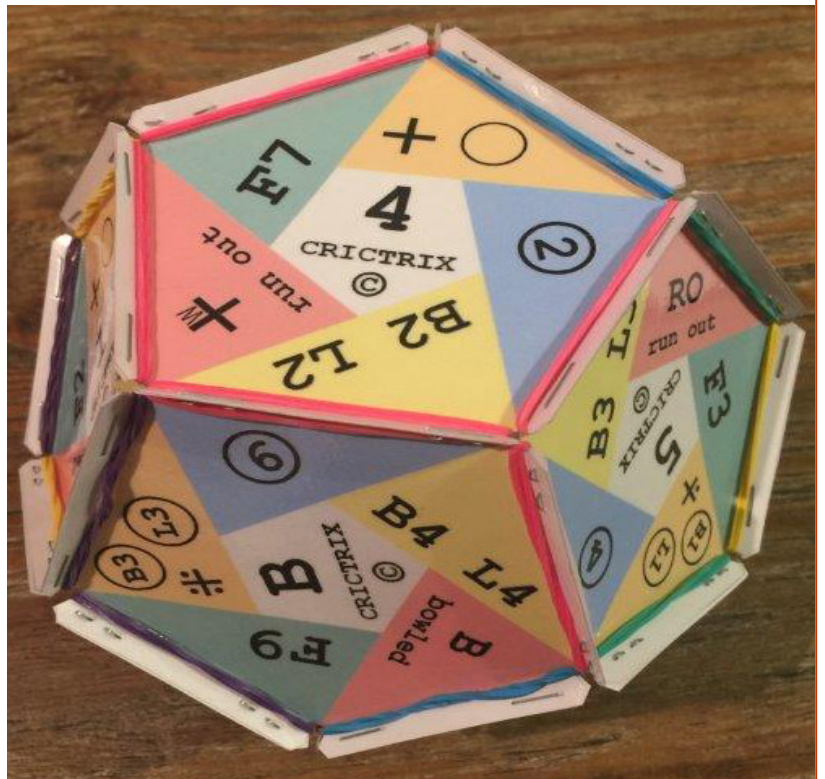
The yellow section indicates the score for Byes and Leg byes (shown as B1/L1 up to B4/L4);

The orange section gives the recognised symbol for a Wide delivery.

No balls are slightly more complex given that the outcome may be just the penalty for the No ball delivery but could include runs to the bat, Byes or Leg byes.

Several No ball options are catered for; the user can choose whether the ball has no further activity so just the one run penalty or whether additional runs come from the bat, Byes or leg byes.

No ball options for additional runs scored as Byes or Leg byes are shown in the orange section while No balls with runs scored off the bat are in the blue section.



Crictrix dodecahedron cricket scoring education dice.

Continued

The user may decide to rotate through the many options from a No ball delivery; it's good practice and gives the scorer a better understanding of the many possible outcomes from a No ball delivery.

The table below sets out when a further roll of the dice is required and the likely outcomes.

The actions to be taken at the **fall of a wicket** are explained on page 5

Roll 1	Roll 2	Roll 3
• 1 2 3 4 5 6		
B Byes	B1 B2 B3 B4	
L Leg Byes	L1 L2 L3 L4	
+ Wides	+ + † ‡ †	
○ No Ball	○	
No Ball + Byes	(B1) (B2) (B3) (B4)	
No Ball + Leg Byes	(L1) (L2) (L3) (L4)	
No Ball + Runs	(1) (2) (3) (4) (5) (6)	
W Wicket	B Bowled	
	LBW Leg Before	
	HW Hit Wicket	
	C Caught	F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 Sub
	ST Stumped	Ditto above except Sub
	RO Run Out direct	All fielders
	Run Out assist	All fielders
	(W) NB+Wkt eg RO	All fielders
	+ RO direct/assist	All fielders
	+ Stumped	Ditto above except Sub
	+ Hit Wicket	

Crictrix dodecahedron cricket scoring education dice.

Continued

If **'W' - wicket** is rolled (*the white section*), another roll is needed to determine the mode of dismissal (*the red section*) and any other associated outcome - including which fielder, if any, was involved (*the green section*).

For example, if after rolling 'W' the subsequent roll is 'B/bowled', 'LBW/leg before, or 'HW/hit wicket', simply record the method of dismissal in the How out section of the scoring record and the bowler's name in the column labelled 'BOWLER'.

After rolling 'C/caught' (*white section*) roll again to determine which fielder took the catch as denoted by the 'F' number (*the green section*); find the name in the batting line-up on the scoring record and record 'C' and the fielder's name in the how out column. If 'Sub' appears in the green section record just that - for example, 'caught Sub. (Smith)'.

If **'R/Run out'** is rolled (*white section*), then roll again to determine which fielder effected the run out. Let your imagination decide whether it was just one fielder, a direct hit, or roll again if another fielder assisted. You may want to roll again to see how many runs, if any, were scored before the player was run out.

If **'ST/stumped'** is rolled (*white section*) include the wicket keeper's name in the How out column if already known or roll for a different fielder number (up to the user's imagination).

A **wicket off a No ball delivery, shown as an W** in a circle in the centre (*white section*) is an opportunity to use your imagination. On most occasions this would be 'Run out'; record the No ball and follow the instructions for 'R/Run out' as above. The dismissals 'Obstructing the field' and 'Hit the ball twice' less likely but possible dismissals from a No ball delivery; users of the dodecahedron are encouraged to use their imagination and make choices.

For a wicket off a Wide delivery, roll the dice again to determine the method of dismissal (Hit Wicket, Stumped, Run out or Obstructing the field). Be sure to record the Wide in your scoring record.

I hope that this brief introduction to and explanation of the basic game rules will tempt you to use the game to practise cricket scoring, either alone or as a group; take turns using the dice to simulate a real match - especially on a rainy day.

There is no charge for the A4 'cut-out' templates; I'm happy to email them, together with instructions on constructing the dice, to anyone interested in using the game.

You will need to laminate the A4 sheet before cutting out and constructing the dice

I'd also welcome your suggestions or requests, especially regarding any particular scoring outcome you'd like to be included.

Please send requests for the templates to notchersnews@gmail.com for prompt onward forwarding.



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For information visit the ECB ACO website (See above)
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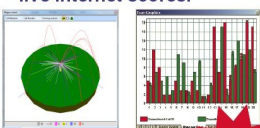
Share your cricket scoring experiences and scoring questions with
readers. Photos are welcomed and add interest to the newsletter.
Send your contributions to: notchersnews@gmail.com

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TCS 27

Your questions, news and views are welcomed for use in future issues