NO BALL

A “No ball” is bowled
1. if no run is scored off the no ball
   · Show a  for the batter
   · Add 1 to the progressive total- some circle the score on the progressive total ie 68 69 70
   · Add 1 to the “no balls” box in “sundries”
   · Enter a  for the bowler

2. if a batter hits a no ball for e.g. 3 runs
   This results in the addition of 4 runs to the total score
   (3 runs to the batter and 1 to sundries).
   · Enter  against the batter who hit the ball
   · Enter 1 to the “no balls” box in “sundries”
   · Add 4 to the progressive score
   · Some circle the no ball and cross the 3 runs in the progressive total ie 70 71 72 73 74
   · Enter a  for the bowler (counted as 4 runs)

3. If a no ball goes past the keeper for four
   In this instance the umpire should give 4 signals in this order: “no ball”, “bye” (or “leg byes”), “4 runs” and then should finish up again with the “no ball” signal (you have to acknowledge each signal from the umpire separately).
   · Add a 4B (or 4L) in a circle for the batter (none of these runs go towards batters total)
   · Add 5 to the progressive score
   · Some circle the 5 runs with one long oval.
   · Enter 4 (4444) in the “no balls” box of “sundries”
   · Enter a 4B (or 4L) in a circle for the bowler
   Although byes (or leg byes) are signalled, they are counted as no balls. The umpire signals byes (or leg byes) so that the scorer knows that the runs are not to be credited to the batter. The reason for putting 4B in a circle for the batter is so that you can find the 4 byes off a no ball in both the batting and bowling entries. This helps to minimise errors.

Although they may be signalled as BYES they are still counted against the bowlers figures as the bowler caused the No Ball to begin with.

4. If one umpire (square leg) calls no ball and the other signals a wide
   · Treat the delivery as a “no ball” (as this should be the first call) resulting in the addition of one run to the score. The umpire who has signalled “wide” usually cancels his signal.

WIDES

A wide is bowled
If no runs are taken
1. Show a  for the batter but this is not classed as a ball faced
2. Add 1 to the “wides” box in sundries
3. Add 1 to the progressive score
   · Some box the score for the wide ie 1 2 3
4. Add a  to the bowlers figures (this equates to one run to be added to that over)
Again, the reason for putting a against the batter is so that it can be located in both batting and bowling entries to minimise errors.

If the ball goes past the keeper and say 2 runs are taken
This results in 3 runs to the score
1. Show 2 for the batter but this is not counted as a ball faced or runs to their total.
2. Add 3 to the progressive score.
   · Some like to put a single box around all 3 runs
3. Add 3 (111) to the “wides” box in sundries
4. Add 2 to the bowlers figures (3 runs)
Again, the reason for putting the wide symbol against the batter is so that the entry can be located in both batting and bowling entries to minimise errors.