SCORERS INFORMATION PACK

Dear Scorers,

We are delighted to have you on-board and be part of our inaugural 2013 Winter T20 Challenge. Infinity Cricket was founded in 2010, and has organized Summer T20 tournaments annually since 2011.

We are Melbourne's largest 'open' T20 event specialists and have a tagline of *'connecting people through cricket.'*

In our quest to continually enhance the player experience at our events, we will be utilizing technology for the first time in this tournament for scoring. I am pleased to announce our affiliation with CricHQ, which will ensure we are at the forefront of innovation.

Scorers are an important role and are greatly valued by us. Please read through this guide and ensure you are up to speed with the use of the application as well as scoring by hand. Some of the features of CricHQ include:

- Easy score input
- Live score functionality (with 3G) – so we can display matches on our website
- Run rate / Wagon Wheel Graphs
- Automatic calculation of D/L par-score
- Player & tournament statistics

Please take some time prior to the tournament to download the CricHQ app available on IOS and Android and familiarize yourself. We will be using CricHQ throughout the tournament.

In line with our pursuit to continually innovate - we would be most appreciative if you could provide some feedback after using the app and comment about any features/advancements you would like to see.

I look forward to your engagement!
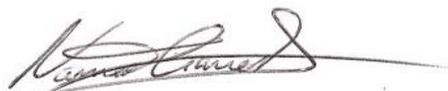
Navneet Ganesh
Founder, Infinity Cricket

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Scoring in the Winter T20 Challenge will be through the use of the CricHQ mobile application.

Please **download** from the iTune App store or Google Play.
The app is available for free on both IOS & Android devices.

All venues will also have a manual scorebook as a backup.

Please ensure that you are familiar with how to score using both:

 a) CricHQ app
 b) Manual scoring by the book

CRICHQ

We have created 4 accounts for you for each of the 4 venues we will be using:

GROUND 8 – FAIRBAIRN PARK   North Region
Log-in: infinity1@crichq.com
Pass: cricket

GROUND 9 – FAIRBAIRN PARK   North Region
Log-in: infinity2@crichq.com
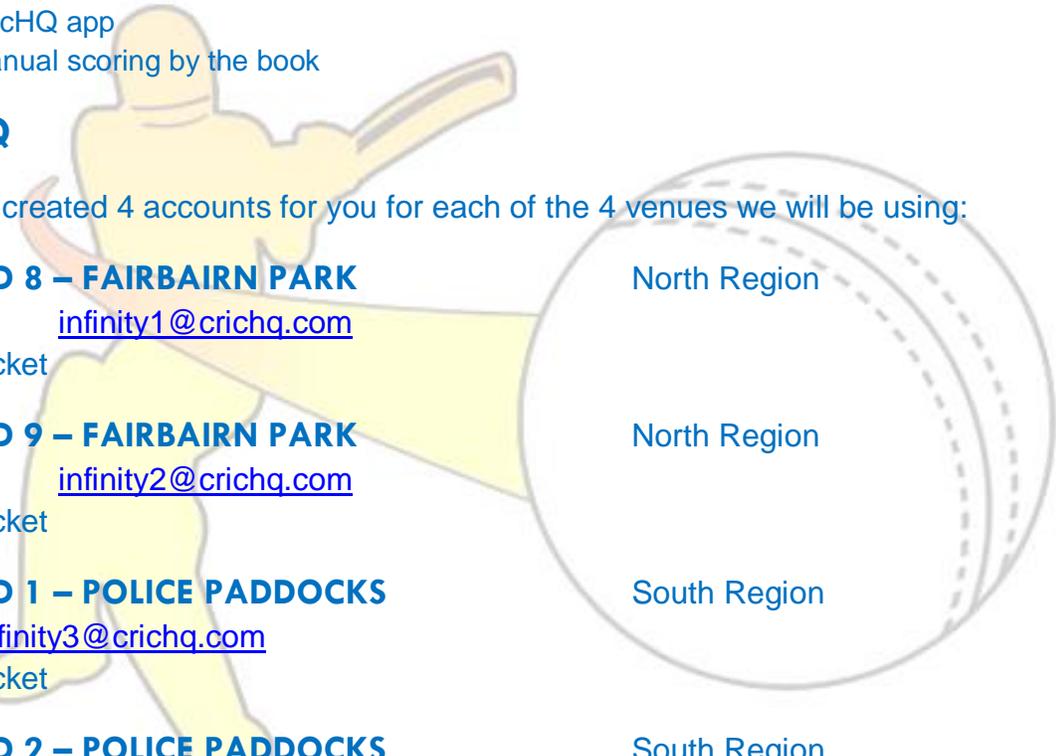Pass: cricket

GROUND 1 – POLICE PADDOCKS   South Region
Log in: infinity3@crichq.com
Pass: cricket

GROUND 2 – POLICE PADDOCKS   South Region
Log in: infinity4@crichq.com
Pass: cricket

On match day – please log-in using the CORRECT account for the ground you will be scoring from.

SCORERS INFORMATION PACK

TUTORIAL VIDEOS

Please watch the following videos:

- [Login to the CricHQ](#)
- [Watch LIVE matches](#)
- [Begin scoring a new match on CricHQ](#)
- [Start innings and turn on LIVE scoring](#)
- [Scoring has never been this easy](#)
- [How to complete a match and view it on your device](#)
- [CricHQ help menu](#)

You can read the CricHQ Frequently Asked Conditions as well:
https://www.crichq.com/pages/faq

SUPPORT

We require scorers to minimize as many errors as possible while scoring. Please visit:
http://support.crichq.com/

FURTHER MATCH SUPPORT

1. Refer to this Guide
2. Infinity Cricket Match Day Coordinators (depending on who will be present)
   a. Davis   Ph: 0449 707 796
   b. Ravi   Ph: 0430 273 414
   c. Matt   Ph: 0421 555 102
3. **CricHQ direct support** (if the match day coordinators are not sure of an answer or are not around)
   a. Ari Ritz   Ph: 0412 897 688
4. Last resort / any further questions
   a. Navneet   Ph: 0434 482 159

Please ensure you are aware of and understand all the **Tournament Rules**

SCORERS INFORMATION PACK

MATCH AWARENESS

- Please ensure you are attentive for the full duration of the match and watch umpire signals. You should acknowledge by raising your hand
- CALL OUT to the fielding team or umpire if you suspect a bowling change OR are not sure of the batsman on strike. We would recommend you sit near the batting side when scoring so you are aware of the batsmen. VERIFY at all times – and do not assume!

MATCHES & PLAYERS

- All fixtures have been uploaded
- All team squads have been uploaded – please VERIFY this with the two team captains when selecting the XI prior to the match
- If a player is choosen to play and is NOT on the original squad – you may add the player only in the 1st two rounds. If you are adding a player you must do the following:
  - Notify the umpire
  - Contact the 'Infinity Cricket' Match day coordinator and provide them with the player details
  - Instruct to the captains in STRICT terms that they will not be able to do so again
- After the first 2 rounds of the tournament no NEW players will be allowed to play in the match. Umpires will need to be notified and players not registers will not be able to participate.
- Please mark all key match information including
  - Toss
  - Batsman facing
  - Balls faced
  - Extras
  - All other necessary inputs
  - **Wagon Wheel (from the knockouts this will be enforced from us)**
- Please DO NOT input the pitch map

POWER

- **Please ensure that your phones are 100% charged and full battery life**
- A flat battery is not an excuse that will be accepted if you are scoring

USE OF PHONE

- Please do not use the mobile phone for making/receiving calls, sending text messages or music whilst you are scoring and the game is active.
- If you are expecting an important call and you are aware of it, we should suggest you try to reschedule it. If this is not possible you will need to NOTIFY the Infinity Cricket Match Day Coordinator prior to the match
- Missing balls due to distraction will not be tolerated under any circumstances
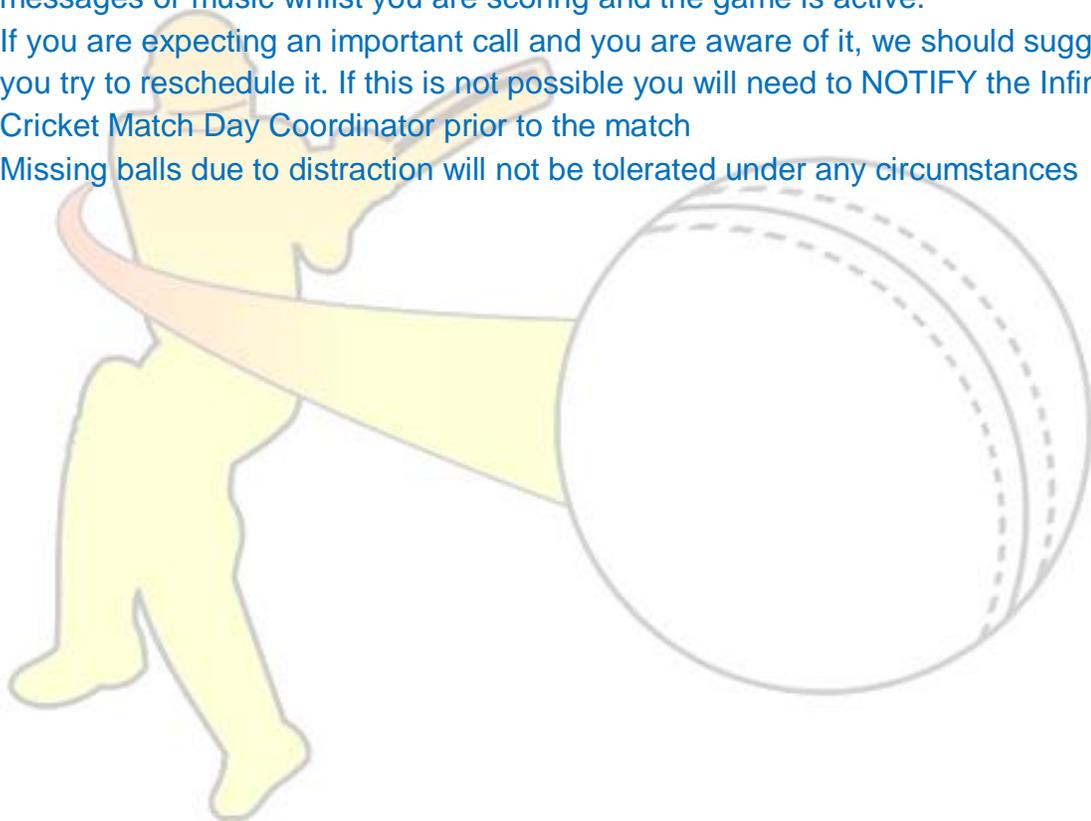
The CricHQ Step-By-Step Guide for Basic Scoring

Basic Runs

To score dot balls and basic runs i.e. ones, twos, threes, fours and sixes (boundaries), tap the corresponding blue box in the bottom left of the basic scoring screen.
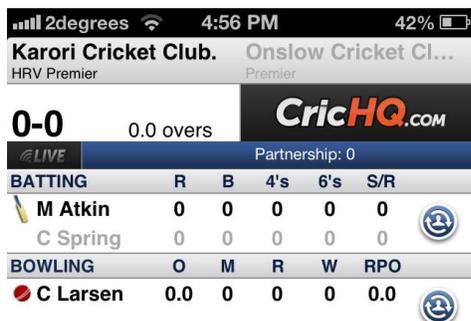
Wagon Wheel

To choose the area which the ball was hit, tap the screen in the appropriate place to pinpoint it, or tap and drag the point to the right area of the ground. To adjust the height of the shot, tap and hold the the drag point on the vertical sliding bar. Drag up to make the shot aerial or drag to the bottom to make the shot along the ground. To adjust the distance in which the shot was aerial, tap and drag the drag point on the horizontal sliding bar.

Again to switch whether a batsman is left or right handed, press the switch button at the top centre of the page. Once finished press the done button (top right) and will take you back to the scoring page.

How do I score extras?

To score extras e.g. wides no balls etc, press the blue extras box next to the match settings (cog) icon at the bottom of the page. This will take you to the extras page. Down the left hand side of the page are the labels runs, no balls, wides, byes, leg byes and penalties. The runs section allows you to score non-regulation runs such as all run fours or sixes, or overthrows. You are able to scroll through the amount of runs by swiping from left to right (same for all extras).

The no balls section lets you score no balls hit for runs by the batsman or that went for byes or leg byes. The top row in the no balls section are for no balls plus runs taken that were not off the bat (byes/leg byes). The wide section lets you score wides up to a total of 20 runs. Leg byes and byes are able to be scored in this section also. Penalties at the bottom of the page should be used if they are awarded to the batting team by the umpire. Touching the greyed out area with return you to the scoring screen without an extra being added.

How do I score wickets?

To get to the wicket menu press the wicket button next to dot ball button. This will take you to the wicket page. This page will give you all the possible types for that particular match type. A regulation match (t20, one dayer, or two innings match) will have all of the dismissal types including: Bowled, Caught, LBW, Stumped, Run out, Hit wicket, handled ball, Hit ball twice, Timed out, and Obstructing the field.

With all dismissals you will be asked to do the pitch map for that ball (assuming pitch map is turned on) then press the done button in the top right hand corner.

If the wicket is caught, there will be a button under the text caught called "Fielder". Press this then select a fielder from the team list. If you are unsure of the fielders name press the unsure button under the green box with the text select fielder, or if was a substitute fielder that took the catch, select the sub button next to the unsure button. If the player who took the catch is not on the current team list, you can select the new player button

(plus + button) in the top right hand corner which will take you two to a select player page, press again if player is not on that page and will take you to a new player page where you will be able to enter in their details.

If the wicket was out stumped you will have the option to choose the keeper (will default to the keeper you entered at the start of the match). If the stumping was off a wide delivery, turn on the wide switch, then press done in the top right corner.

If the wicket was a run out, select the run out button. Below where it says Wicket Type: Run Out, you will be able to select the batsman that was run out. Tap the box of the run out batsman and a tick will appear in that box. Next, you select the fielder button. This will take you to a page titled "Select Fielders". Select the thrower button and choose the thrower from the team list. You are also able to select unsure and sub fielders, these options appear under the green select thrower banner, If the player who made the run out is not on the current team list, you can select the new player button (plus + button) in the top right hand corner. Once you have selected the thrower there a section below thrower will appear, "Additional Assists". If there were other fielders assisting in the run out you can add them in by choosing them from the team list. If the player who assisted in the run out is not on the current team list, you can select the new player button (plus + button) in the top right hand corner which will take you two to a select player page, press again if player is not on that page and will take you to a new player page where you will be able to create a new player. You have the ability to add multiple assisters if required.

Hit wicket gives you the option if the wicket was off a wide (wide switch on or off). Select done (top right) which will take you to the pitch map page (if turned on).

Handled ball gives you the option of which batsman is out, once selected you will be taken to the pitch map page.

Hit ball twice gives you the option of the delivery being a no ball as can still be dismissed in this manner off a no ball. Next you will be taken to the pitch map screen.

For being dismissed timed out, you simply just select that wicket type and the wicket will be taken and the app will take you back to the basic scoring page.

Obstructing the field you select the offending batsman, then the number of completed runs taken (if any) before the offense occurs. You will then be taken to the pitch map page and when you have entered in the details here, select next (top right) and you will be taken to the wagon wheel page. Once you have entered in the wagon wheel data, press done in the top right hand corner and the wicket will be taken.

Note: you will only be asked to enter pitch map and wagon wheel data if these have been **switched on** in match settings.

For iOS:

Once a wicket has been taken, text at the bottom half of the page will say: "Waiting for next batsman", below this there will be a green box labeled: Select next batsman. Press this box and the team list will appear. Choose the batsman from the team list. If you are unsure of the batsman name press the unsure button under the green box with the text select fielder, If the batman is not on the current team list, you can select the new player button (plus + button) in the top right hand corner which will take you two to a select player page, press again if player is not on that page and will take you to a new player page where you will be able to enter in their details.

For Android:

Once a wicket is taken the app will instantly ask for you to choose your next batsman. If the batsmen is not already on your team list you can create a new player by clicking on the + button next to all players and entering the information of the new player.

How do I use action button?

Select the Action button just above the match settings button.

This will give you the options: Switch Batsman, Retire Batsman, Replace Bowler, Add Note, Add Powerplay, Scheduled Break, Match Delay, End Innings, End Match, Save Progress to CricHQ.com.

Switch batsman simply switches the facing and non-facing batsmen around.

The Retire Batsman button will allow you to select the batsman you wish to retire. Below the batsmen are the options of Out and Hurt. If the batsman retired out, flick the out switch to on, if they retired hurt, flick the hurt switch on, then select done in the top right hand corner. Note: You do not have to choose Out or Hurt you just select the retiring batsman then select done in the top right hand corner.

The replace bowler button will take you to a team list where you can choose the new bowler. If you are unsure of the bowlers name press the unsure button under the green box with the text select new bowler. If the bowler is not on the current team list, you can select the new player button (plus + button) in the top right hand corner which will take you two to a select player page, press again if player is not on that page and will take you to a new player page where you will be able to enter in their details. Once you select the new bowler, you will be taken back to the basic scoring screen.

The Add Notes page where you can select: Take New Ball, Last Hour, or enter you own notes in Free Text. Below these options there is overs where you choose at what point in the game the event occurred. Note: This function is not available on Android.

Selecting the Add Powerplay will take yu to a page where you choose the range of overs the powerplay was in i.e. overs 40-45, and what type of powerplay it is (Compulsary, Batting or Bowling). To do this, in the first box, swipe up or down (or tap) until you get to the desired starting over or the powerplay. In the second box swipe up and down (or tap) until you reach the desired over for the end of the powerplay. In the final box tap the type of power play. Once you have done all of this, select the done button and you will be taken back to the basic scoring menu, where the text Power Play Added will appear on the screen. **Note: This function is not available on Android**.
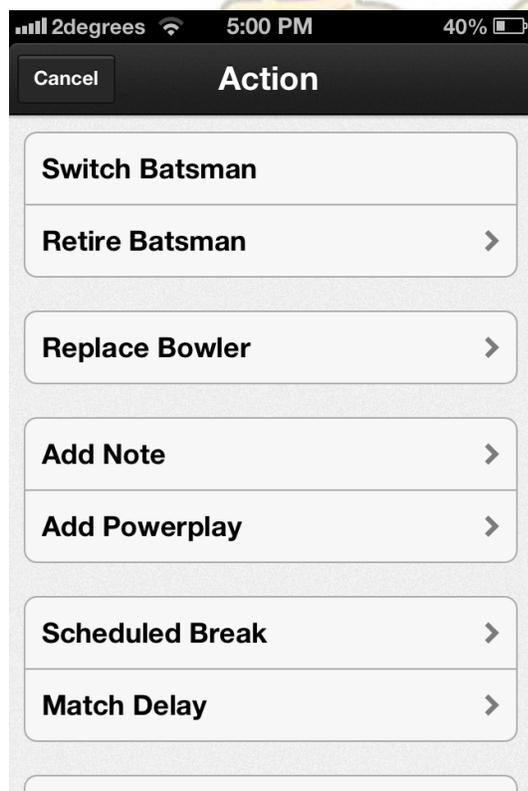
The Scheduled Break button will allow you choose whether a break was for: drinks, lunch, tea, close of play or other. This will pause the match. Select done (top right hand corner) once you have selected the reason for the break. The text Match Paused will appear on the screen with a green box labeled resume match below this text. If you press the box "Resume Match" you will be asked if you would like to resume scoring the match (Continue Match) the match or cancel this action (Cancel). **Note: This function is not available on Android.**

Match delay will also pause the match. You will be given the options of Grounds, Weather, Light, Injury or Other. Once you have selected one of these, press the done button in the top right hand corner.

The text Match Paused will appear on the screen with a green box labeled resume match below this text. If you press the box "Resume Match" you will be asked if you would like to resume scoring the match (Continue Match) the match or cancel this action (Cancel). Note: This function is not available on Android.

End Innings button will take you to the menu where you will have the choices of why the innings has been ended. The options are: All Out, Finished Overs, Declared, No Reason, Abandon or Forfeit. The text Match Paused. Waiting for innings to start will appear on the page. Below this text will be a green button labeled Start Innings, if you press this, you will be taken to the new innings page. At the top of this page will be the batting teams name with the buttons Facing and Non-Facing which let you choose the facing and non-facing opening batsman. Below this gives

the bowling teams name with the buttons opening, which lets you select the opening bowler, and keeper which lets you select the keeper. Once you have entered in all of these details, hit done in the top right hand corner and you will be able to continue scoring the match

The End Match button takes you to the End Match page where you can choose the match result by pressing the confirm result button. This will give you the options of: Team A won, Team B Won, Match Tied, Match Drawn or Abandoned. Once you have selected one of these you will be able to press the button: End the match & upload to CricHQ.com, where the match will be uploaded to the CricHQ for everyone to see, or alternatively, you can discard the match (press the red Discard button).

The last option on the Action page is: Save Progress to CricHQ.com. If you press this, the text Uploading to CricHQ.com will appear on the page with a loading icon above it. Once updated, the text Update Completed will appear on the screen. This will upload the total progress of the match up to date onto the CricHQ website.

How do I use the delete ball button?

The delete button is the is the red button with the white left pointing arrow (above the Wicket button). This button deletes the last event that was scored such as a dot ball, extra, runs wickets, retirements etc. If you press it before any balls have been scored in the over it will take you back to the previous over with the app asking you if you want the over to be completed. If you wish to delete balls in that over, select no and you be able to delete every ball in that over if you wish. If you press the delete ball button at the beginning of an innings, you will be given the options Reset innings, which will take you to the new innings page where you will select the facing and non-facing batsman for the start of the innings, and the opening bowler and wicket keeper. Alternatively you can select Return to Previous Inning which will mean you can edit and delete any ball from that innings. The other option is the cancel button which will take you back to the scoring screen.

How do I use live scoring?

Live scoring allows others to view the progress of the match whilst it is being played. People can view live matches on the CricHQ website or any Android or iOS device using the CricHQ app. To score your match live press the live button that is greyed out button at the top left of the screen under the team score. The live update pop up will appear. Switch the off button to on then you are able to choose how often the match will update. The default setting is for the match to update every 30 seconds. To change this move your finger across the bar provided.

To exit the screen, just push on any of the surrounding areas. Once live scoring has been activated the live button will turn green. To Turn live off just press live and turn the switch to off and the live button will turn grey.

How do I view the scorecard and graphs?

On iOS:

To view scorecards rotate your device to landscape and the scorecard will appear. To view the graphs click on the menu at the bottom of the screen and press the icon of the graph you wish to view. You are able to swipe from right to left on the screen which will take you to the next graph.

On Android:

Click Scorecard which is on the right side of the main scoring screen. This will take you to a landscape view of the scorecard. To view the graphs, tap the screen and a menu will appear at the bottom of the screen. Then just choose the icon that represents the graph that you wish to view.

INFINITY WINTER T20 CHALLENGE
SCORERS INFORMATION PACK

MANUAL SCORING BY THE BOOK - NOTATION

DOT BALL	**.**
RUNS	**2**
NO BALL	(●)
WIDE	**W**
4 WIDES	**4W**
BYE	△
LEG BYE	▽
WICKET	**X**
PENALTY RUNS	**In the extras column (not against the bowler)**

Please ensure you keep track of balls faced by batsmen so that we can calculate strike-rates.

Ensure ALL information is filled out including:

- Fall of wicket
- Runs of an over
- ADD up all bowling figures before submitting

Other points to consider:

- Wides and no-balls go under the bowler's figures
- Byes and leg byes are only added to the extras
- Any penalties are just added to the extras

SCORERS INFORMATION PACK

SOCIAL MEDIA

Please join us on

- Facebook   www.facebook.com/infinitycricket
- Twitter   www.twitter.com/ifninitycricket

www.infinityt20cricket.com

'Connecting people through Cricket'