

JCT 600 Bradford League Quick guide to laptop scoring

Before the match: If you have a Pay as you go dongle make sure it has been topped up with credit. It costs £2 a day.

If you are using the netbook at a ground without power in the scoreboard you must make sure your battery is fully charged. You can charge the battery simply by plugging the machine into the mains using the computer's power lead. You are also urged to recharge the battery again at teatime in the tearoom.

When using power: Plug the power supply into the small hole on the left hand side of the netbook. It is situated close to the ESC key.

The dongle: This has to be inserted into one of the three USB ports on the right-hand side of the netbook. When using the dongle for the first time the software will be downloaded onto the netbook. Once the dongle icon appears on the desktop double click and then select connect. The dongle needs to remain connected throughout. Always make sure you have credit on the dongle before the game.

Using a mouse: This should be connected to the netbook through one of the three USB ports.

Your Computer

It has been loaded with the software you need to perform laptop scoring and to carry out club administration. The computer is the property of the JCT 600 Bradford League and improper use will result in punishment from the Management Board.

The programmes loaded on this computer are:

Open Office – this is needed for the transmission of end of match reports

Internet Explore – this is your internet browser

Mozilla Thunderbird – this is your email client. Every scorer has their own email address which is

scorer.clubname@bradfordcricketleague.org for example Baildon's would be:

scorer.baildon@bradfordcricketleague.org Scorers will receive details of any newly registered players every Friday so please ensure you check your inbox,

AVG: This is your ant-virus programme. Please do not put the safety of this computer at risk by entering unsuitable websites or using social networking sites.

Team Viewer 5: This programme enables us to dial in to your computer and deal with a technical or operational problem. The two people authorised to do this are Mike Baker and David Young. If you have a problem with the computer you must ring or text them as soon as possible and they will then dial in.

Total Cricket Scorer: This is the programme with which you will score the game.

On your desktop there is also a folder with your club name on it. This is where you should save end of match reports before transmission by email.

Using Total Cricket Scorer

Databases: These have been set up for you. Every club and all of its registered players have been entered into the database of each machine. All of the match types you require have also been built into the database along with all the league's umpires. We have endeavoured to add as many scorers as possible but you may find you will have to add additional ones yourself. You do this by clicking the button alongside the drop down list of scorers and a dialogue box will appear enabling you to add the extra name(s).

Please note: Scorers should not add additional players to the database unless directed to do so by a league official. Additional registrations will be emailed to scorers each Friday. Each of you has your own email address. It is scorer.clubname@bradfordcricketleague.org. For example Baildon's is scorer.baildon@bradfordcricketleague.org

Scoring a match

Step 1: Click the cricket ball icon to open Total Cricket Scorer.

Step 2: Click create new match from the toolbar

Step 3: This brings up a dialogue box which asks you to select the following. All can be selected from the dropdown menus when you click the arrow alongside the relevant box

- The season
- The match types
- The home team
- The away team
- The location
- Which team is at home

Once complete hit the next button at the foot of the dialogue box.

Step 4: This is where you have to select the players who are playing in the match. All of the registered players for that club will be listed on the left. You have to select the ones who are playing from that list. Highlight the ones you want then click the right arrows in the middle of the dialogue box to move them into the team. Once you have chosen the 11 players remember to select the captain and the wicketkeeper in the boxes underneath the team list. The names appear on the drop down menu if you click the down arrow. Once the page is complete, click next and repeat the process for the second team

Once complete click next

Tip: If you want to deselect a player click on his name in the team list and click the left

hand arrows to move him back to the squad. Once this is done select another player.

Step 5: The next dialogue box asks you to select the umpires (All the names will appear on the drop down menu)

Do not enter anything in the third umpire or match referee sections

Select the names of the two scorers. If they are not on the drop down menu you can add names by clicking the dots in the little box to the right of the window. That will bring down a dialogue box which enables you to add the name.

Once complete click next

Step 6: The next dialogue box wants you to select:

The weather

The pitch conditions

Who won the toss

What will the toss winners do

Start time set this to the appointed start time

(All the choices are available from the drop down menus)

Once complete click next

Step 7: The final dialogue box will appear.

Make sure you select ball by ball scoring if scoring live.

If you are wanting to copy a match afterwards select scorebook scoring at this point.

Confirm the match details. Who is playing, where, who won the toss, the venue, the names of the umpires and the names of the scorers.

If all the details are correct click next

Now we're ready to start

Another dialogue box will have appeared on the screen asking you the following:

1 Select the opening batsman who will be facing the first ball

2 Select the other opening batsman

3 Select the opening bowler

4 Select which end the bowler will deliver from

5 Select the umpire at the bowler's end

PLEASE NOTE: The game is now set up

Double click the word score on the top toolbar, (Remember that once you do this the clock will start. It is advised you do this when the umpire calls play. Next select One click scoring which brings up the panel on which you will score the game. (This is located on the toolbar beneath the word match.)

Remember to click the appropriate button after each ball.

In the event of a mistake which you spot immediately click Undo last ball and click the right key.

If you do not spot the error immediately you should make a note of where it occurred and when time allows choose edit ball data. Click the over in which it happened and that will give you details of all the balls in that over. Highlight the one you want and then select edit from the buttons at the bottom. Make the necessary change and then close.

What ifs.

<!--[if !supportLineBreakNewLine]-->

<!--[endif]-->

Question: How do I tell from the batsman's scorecard and the scoreboard who is on strike?

Answer: On the scorecard he is highlighted in blue and on the scoreboard there is a star against his name?

Question: How do I tell from the bowler's scorecard and the scoreboard who bowling?

Answer: On the scorecard he is highlighted in blue and on the scoreboard there is a star against his name?

Question: What happens at the end of an over?

Answer: After six balls a dialogue box will appear saying six legitimate balls have been bowled, do you want to end over. Select yes if the over is complete. You will then be asked to select the next bowler. The one who bowled the last over from that particular end will be highlighted in blue.

Question: What happens if the umpire gives a seven ball over?

Answer: After the sixth ball a dialogue box will appear saying six legitimate balls have been bowled and do you want to end the over. If the umpire gives a seventh say no. The end of over dialogue will appear after the seventh ball. If there are no further additional balls say yes to the end of over dialogue.

Question: What happens if the umpire gives a five ball over?

Answer: Double click the Force end of over button and the end of over dialogue will appear.

Question: I have clicked three runs when I see the umpire has signalled one short run?

Answer: Select undo last ball and then click 2 runs. However the computer will assume that as two runs have been scored the same batsman will be facing the next ball but that isn't the case as the striker is now at the bowler's end. Select switch batsmen to get them at the right ends.

Question: The striker was out caught in the deep and the batsmen crossed while the ball was in the air. The computer shows that the new batsman is coming in on strike what do I do?

Answer: The computer always assumes the new batsman comes in as striker except in the situation when the non-striker is run out without a run being scored. Select switch

batsmen.

Question: After the end of the over the umpire comes to you and says the leg bye he gave on the fourth ball was in fact runs off the bat?

Answer: Select edit ball data and then select down the left hand side the over in which the incident happened. Highlight the ball and click edit. Remove the leg bye and click one run in the dialogue box. This will amend everything that happened afterwards.

Question: After the start of the match you notice you had the opening batsmen the wrong way round?

Answer: Select edit ball data, select the first over and highlight the first ball. Next click switch batsmen + and it will change everything from that ball to the current stage in the game.

Question: What happens with no balls?

Answer: On one click scoring there are two rows for no balls. The top one is for no balls where runs are not credited to the batsman. The second is for no balls where the batsman scores runs.

If a no ball is hit for six go to no balls and runs off the bat and select nb+6. This adds seven to the scores.

Question: What happens when there is a wicket?

Answer: You click wicket and it opens a dialogue giving all the possible options. Select the one you want. In the event of a catch it will open another list giving all the players who could take the catch. The wicketkeeper's name is indicated with a symbol. The same applies for a run out when you should select the player who executed the run out. For a stumping you will be asked if the ball was a wide as a stumping can be made off a wide. After a wicket you will be asked to select the incoming batsman.

HOT TIP: Remember if the new batsman comes in at the non striker's end to switch batsmen before the next ball.

Question: After a wicket I discover that I have named the wrong catcher?

Answer: Select edit ball data, select the appropriate over and ball, click edit and in the dialogue box that appears change the name of the catcher.

Question: How do I distinguish the difference between an all-run four or six from a boundary four or six?

Answer: There is a tick box next to the 6 on the one click scoring window. Tick it then click either four or six. After the ball unclick the box.

Question: What happens when a batsman retires hurt?

Answer: Select retired and from the drop down menu select retired not out. You will then be asked to select a new batsman. After the fall of every subsequent wicket the retired batsman will appear in the list of batsmen that can come to the wicket.

Question: What do I do if a bowler is injured during an over?

Answer: Select switch bowler and a dialogue box will appear asking you to select the bowler who will complete the over.

Question: Does the computer tell me when a bowler has reached his overs limit?

Answer: Built into the database are the limits for senior bowlers in league, cup, shield and Twenty/20 matches. When a bowler has reached his limit a dialogue will appear saying he has reached his limit. The computer cannot tell you when junior bowlers have reached their age group limits. That remains the responsibility of the captains and umpires.

Question: What happens when there is a drinks break or an interruption for weather?

Answer: Select pause innings and select from the list the cause of the delay.? If play continues after the break simply start scoring again. If there is no more play in a league game select end innings and follow the dialogue making sure you fill in the points earned in the results dialogue.

Remember: In the cup be careful. If there is a delay which results ending in play finishing for the day, select end of day's play. Say **NO** when asked do you want to end match

Question: What do I do when a cup tie is continued on a second day?

Answer: At the end of the first day's play select pause and from the dialogue choose close of play.

NOTE: It is important that when you are asked do you want to end match you select no.

Question: How do I continue a match on a second day?

Answer: You will select open match, choose the game you are playing, select score and one click scoring and away you go again.

Question: What happens at the end of the innings?

Answer: If the overs have expired you will be asked to confirm the end of innings. Select yes. In the event of a side being bowled out you will also be asked to confirm the end of innings. Any unused overs will automatically be transferred to the second innings. If a side declares you will select end of innings and choose declaration from the drop down menu. Any unused over will be transferred to the second innings. Once you have confirmed the end of innings everything will have been added up for you and a prompt will ask you to select the opening batsman and opening bowler for the second innings.

Question: What do I do at tea time?

Answer: Those of you working on battery are advised to close the game and shutdown the computer. You are then advised to plug the laptop into the mains in the tearoom to get some additional charge into the computer battery. After the break restart your computer, open Total Cricket Scorer and select open match. Select your match it will be listed under the games listed for your club.

Scorers using power are advised to close the programme and the computer when they go

to the tearoom and take it in the bag provided. We do not want netbooks left unattended in unlocked scoreboxes.

Question: What do I do at the end of the game?

Answer: Once confirming the end of the game a dialogue box will appear and in it you must add the points awarded to each side. In the notes section add details of any 50s and hat-tricks. These are needed for awards. Once this dialogue is completed you have one more job to perform and failure to do so will result in a fine for your club so be clear about the procedure.

Select match on the toolbar

Choose print scorebook from the toolbar. The printer to select is Cute PDF writer

Once the PDF has been created it should be saved to your desktop with the match name.

Go into Thunderbird and create an email addressed to results@bradfordcricketleague.org.

Attach the pdf to the email and send. This MUST be done immediately after the game.

How to reduce overs

Go into edit and into target go onto the edit target or D/L tab and change the maximum overs side batting first. Set the overs to overs gone and the side batting second to the number of overs left and press ok.

Back into score and end the innings the second innings is now set at the reduced overs

Abandoned games

Set your game up as normal and when you get to the stage to start the first ball press the pause key then end innings and then abandon this will end the match then fill in the results dialog fill in the points and detail of abandonment (rain, waterlogged pitch etc) and send the result to the league as above.

Live scores

1. Connect onto the internet.

2. Start the game when the game has started go to the tools tab press the settings tab click the enable live score box and highlight the automatic after each over button then press apply then the ok button you should be now live scoring you can check this on live scores on TCS

Emergency contacts:

Technical support Mike Baker 0797 6835166 or David Young 07979 707481. They can dial into your machine using Teamviewer 5 and solve a problem

Scoring support: Duncan Sloane 0780 0846424, Richard Kosmala 0787 7854507, John Atkinson 0775 4580585.

Results service or other queries: Alan Birkinshaw 0774 9802684.

Don't struggle, if you have a problem call us.