



## SCORECARD HELP FILE

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## **1 OVERVIEW**

This program is for recording the score in real games of cricket.

First create one or more teams in 'Create team' for use in new scorecards.

You can then create new scorecards in Create Scorecard.

Select team or Select innings can be used to view already created files.

Memory management allows files to be renamed or deleted.

About gives an overview of the purpose of this application

## **2 CREATE TEAM**

### **2.1 Type Team Name**

Type in the name of the team you wish to create. Then click next.

### **2.2 Type Players Name**

Type in the name of the player in the team and click add. The option to go to the next page will appear after 11 players have been entered. (Note: duplicate player names will cause duplication with recording statistics as well).

### **2.3 Display Players**

Displays the players in the team and the team name. Click save to save the team to memory.

## **3 SELECT TEAM**

### **3.1 Select Team**

A list of saved teams are displayed. Select the team you wish to load then click load.

### **3.2 Displaying Players**

The team selected is displayed. Clicking edit allows the team to be edited.

### **3.3 Edit players**

Each player is displayed in an editable box. To change select that box and change that player. To add a player click the add command and a new editable box will appear to add the player name. Click delete to select a player to delete. When finished editing click the save command.

### **3.4 Delete Player**

Select a player to delete from the drop down menu then click the delete command to

delete them and return to the edit players section.

## **4 CREATE SCORECARD**

### **4.1 Select Teams**

Select the teams batting and bowling. Then click next.

### **4.2 Select Batting Team/Bowling Team**

Use the 11 drop down menus to select the players in batting order (openers are at the top, going to down to batter number 11 at the bottom of the page). Then click next.

### **4.3 Select Bowler**

This is the start page for the creating of each over. Select the bowler who is bowling the over then click next or click edit to edit previous overs. Select end to stop creating overs (works in the same way as declared/end of the match).

### **4.4 Ball**

Here you select the value of each ball bowled. The value of the previous balls bowled in the over are shown at the top. First select the type of ball from:

#### **4.4.1 Normal**

Ordinary runs.

#### **4.4.2 Byes**

Byes and leg byes.

#### **4.4.3 No Ball/Wide**

No balls and wides (1 run or 2 run penalties).

#### **4.4.4 Wicket**

Wickets of different types.

#### **4.4.5 Retirement**

For when the batter retires.

#### **4.4.6 Declared/End of the Match**

Declaration (will bring up the type innings name screen).

#### **4.4.7 Abandon Over**

For if the bowler has to abandon the over e.g. Injury. If a new bowler then

does not complete a full over select abandon over again to start a new over.

#### **4.4.8 Batsmen Return**

Use to select a batsman returning to the field after a retirement. Be sure to select the right player.

#### **4.4.9 5 Run Penalty**

5 extra runs to be added to batting teams score.

#### **4.4.10 Overthrows**

Runs to be awarded to the batsman's score from fielder overthrows. Please note that this must be added to the batsman score before inputting that he/she is declared out. For example if a batsman scores 3 ordinary run then scores 3 overthrows before being run out, select 3 overthrows then select run out and 3 runs before run out.

### **4.5 Edit Scorecard**

Displays a list of overs already put in. Clicking on an overs drop down menu will show the overs ball values. For more info see edit in load scorecards help section. Click continue create to return to the select bowler screen.

### **4.6 After all players are out**

The option is given to end match or batsman return (same as previous batsman return option to operate). If a batsman who had retired comes back from retirement select batsman return, otherwise clicking next brings up innings name screen.

### **4.7 Innings Name**

Type in desired file name for innings and click save to save it.

## **5 LOAD SCORECARD**

### **5.1 Select Innings**

Select the file you want to load then click the load command to load it.

### **5.2 Display Scorecard**

The scorecard is displayed in a standard format. To make changes click edit.

### **5.3 Edit Scorecard**

Displays a list of the overs. Clicking on an overs drop down menu will show the overs ball value. To edit an over change the select over to edit's drop down menu to the corresponding over number and click the edit command. This brings up the select bowler screen to start the creation of that one over before returning to the edit command screen. For more info see create scorecard's help section. Choose edit batting team/edit bowling team to change the squads and the line-ups. See create scorecard's help section for more info. Select the delete command to bring up select over to delete screen. Choose add command to add a new over (if applicable) the select over before additional over screen will appear.

### **5.4 Select Over to Delete**

Use the drop down menu to select the over number you want to delete.

### **5.5 Select over before additional over**

Use the drop down menu to select which over is before the over to be added e.g. If 0 is selected the new over will be over 1 and will be placed at the start. The select bowler screen will be displayed and after an over is created the edit scorecard screen will be displayed.

## **6 MEMORY MANAGEMENT**

### **6.1 File choice**

Select what type of file you want to list using the file choice drop down menu (either squad files or innings files). Then select the file you want to modify. Select the delete command to delete it, or select the rename command to rename it, which will take you to the type in name screen.

### **6.2 Type in name**

Type the name you want to name the file as before clicking on the rename command to rename it.