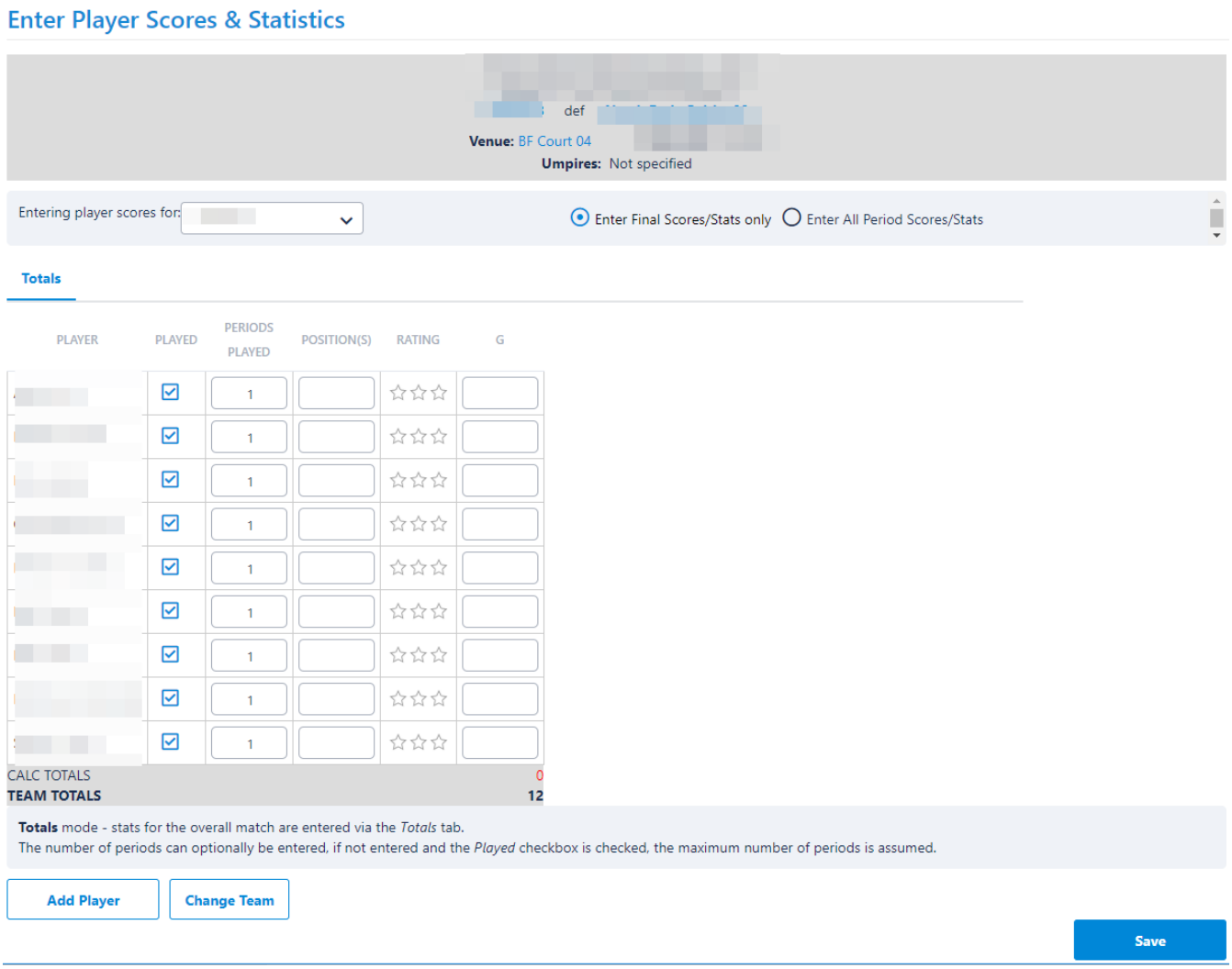
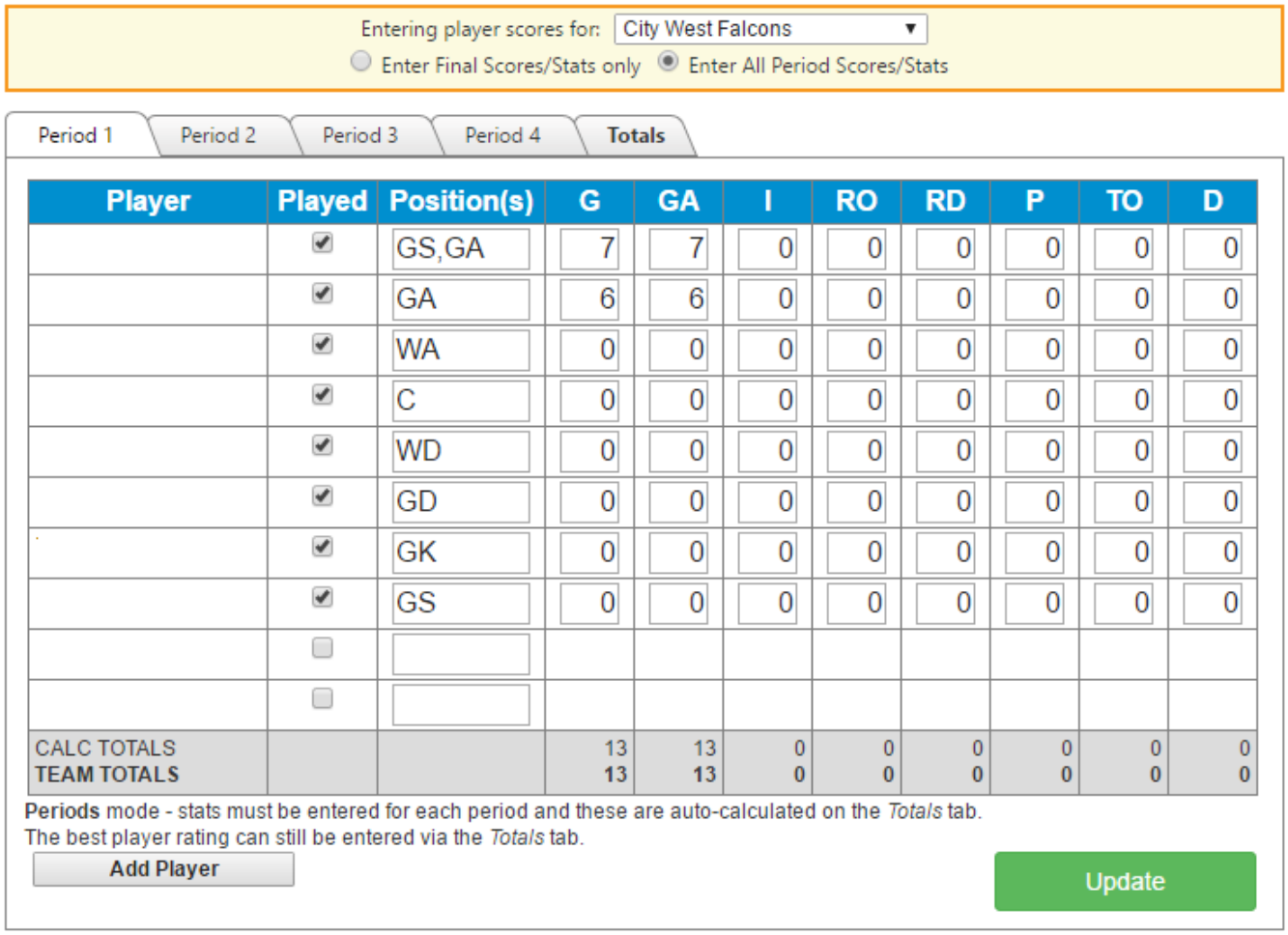
Enter player scores

Player statistics can be entered in either final score or period format, depending on the match type used in the fixture and the format in which the match result was entered.

Final Score



Period Score



There are no mandatory fields on the netball score card.

Played	Checkbox indicates whether the player took the court and should receive credit for playing in that match / period
Position	Indicates the positions that a player played in during the match / period
Rating	Used to highlight the team's best players for display in the public portal
G	Goals
GA	Goal Attempts
I	Intercepts
RO	Offensive Rebounds
RD	Defensive Rebounds
P	Penalties
TO	Turnovers
D	Deflections

Player score

Player Scores | Player Incidents

Shirt	Player	T	C	P	FG	PenT	Pt
1							0
2							0
3							0
4							0
5							0
6							0
7		1					5
8							0
9							0
10							0
11		2					10
12		1	1				7
13		1					5
14			1				2
15							0
Penalty Tries						0	0
Totals (calculated)		5	2	0	0	0	29
Totals (from match score card)		**5**	**2**	**0**	**0**	**0**	**29**

Clear All Scores

Uncontested scrums

☐ The opposition team called for uncontested scrums to be played

Reason:

Save

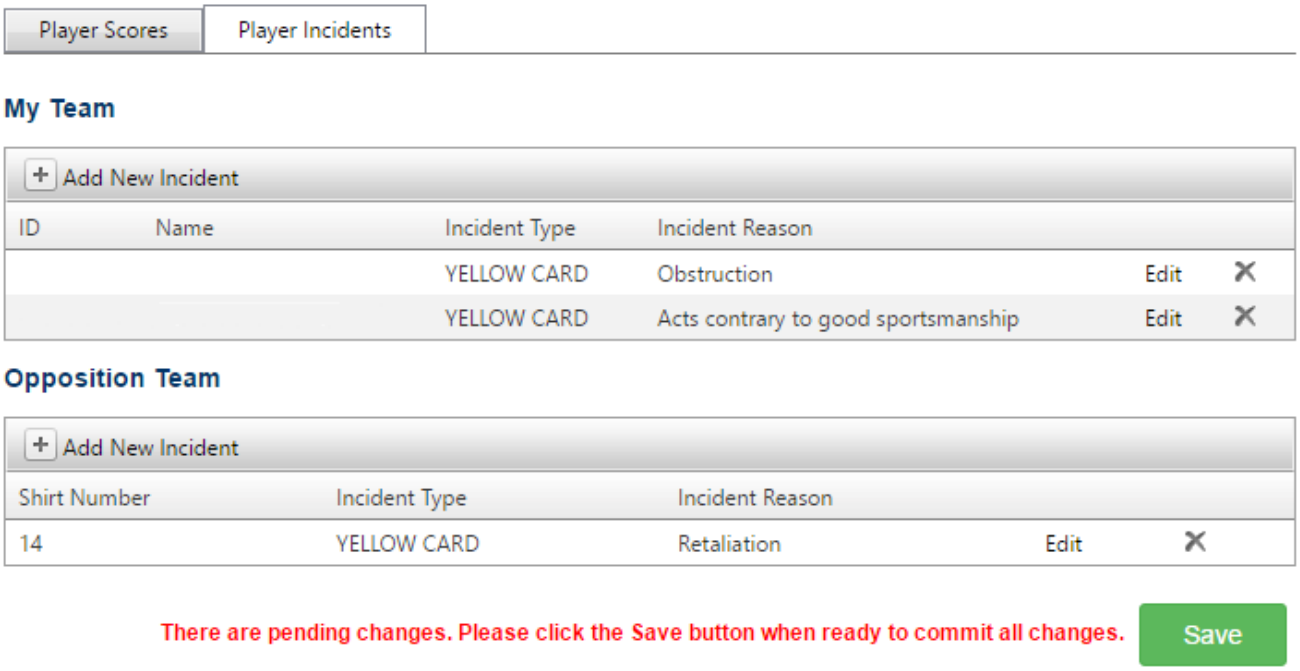
Data is displayed for the following fields

T	Tries
C	Conversions

P	Penalties
FG	Field Goals
PenT	Penalty tries
Pt	Total points

It is also possible to record details if the opposition team called for uncontested scrums to be played.

Player Incidents



Player incidents are also recorded through the score card. Switch to the incidents tab and add any incidents that took place during the match.

For players on your team, select the player, incident type and incident reason from the drop down list.

For players on the opposition team enter the player's shirt number and select the incident type and incident reason.

When both teams have entered player incident details the system will report on any discrepancies between the incidents reported by both clubs for the benefit of the governing association.

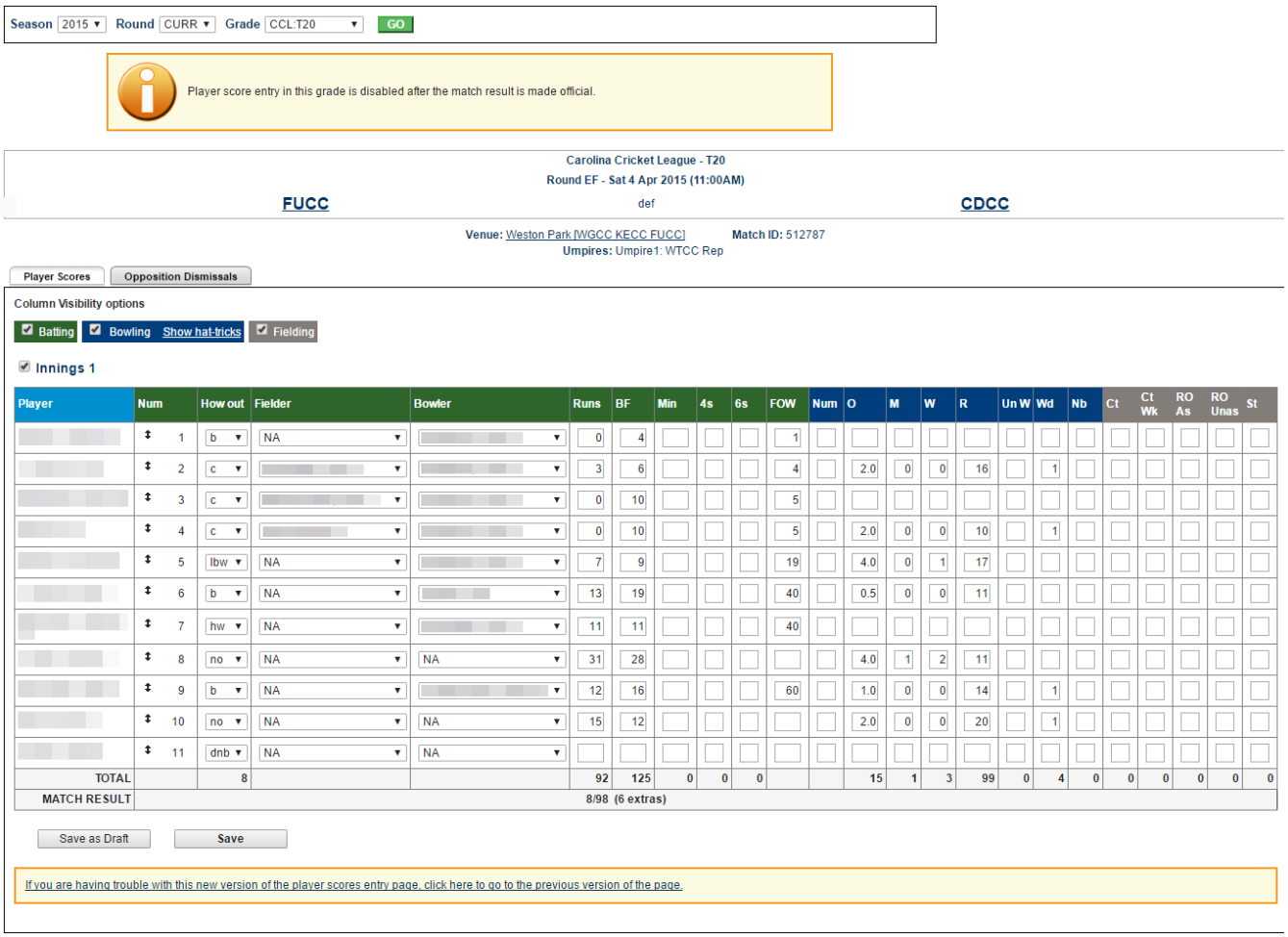
This screen allows the entry of player scores (batting, bowling and fielding) for a particular club. Normally each club will enter their own players scores (and usually the home club will enter the overall match scores). Depending on whether the association has enabled entering scores for the opposition players, there is also the ability to enter the players who participated in opposition dismissals. See below for more information on entering opposition dismissal data.

Certain fields referred to below may be disabled via the Reports Customisation screen if they are not used by the club. These fields are: batting time, number of fours, number of sixes, bowling order, wides, no balls, wicketkeeper byes.

For each innings where match scores have been entered for the club, the Innings checkbox will be selected and selected team members displayed with the score entry fields.

Fields are grouped into Batting, Bowling and Fielding. These can be show or hidden by checking / un-checking the appropriate checkboxes in the **Visi bility option** section. All data entered is still preserved if the fields are hidden, so hiding any fields will not result in the loss of data.

The Enter Player Scores page has a number of validation tests built in. For example, it will only allow numeric entry for all fields. Where data fails a validation test, if the error is only related to one player's field the field will be highlighted in red. However when validation affects the whole innings, this will appear as a message at the top of the page.



Batting (* Required field)

Num*	Batting number.	If the option is not checked, all batting numbers must be manually adjusted. Must be a whole number between 1 and the number of players batting. Numbers cannot be repeated within the innings. Even Players that did not bat must have a unique batting number.
HowOut*	Method of dismissal.	Must be **dnb** (did not bat) if no entry is made in Runs field. Must be any other entry if runs are entered.
Fielder	Fielder (if any) who participated in dismissal (ie catch or runout). This dropdown will only be populated if the opposition participates in ResultsVault.	⚠ If a run out had more than one player involved, enter the second player involved in the bowler column.
Bowler	Bowler (if any) who dismissed the batter.	This dropdown list will only be populated if the opposition participates in ResultsVault.
Runs*	Number of runs scored by the batter.	A whole number.
BF	Balls Faced.	A whole number.

Min	Batting minutes.	A whole number.
4s	Number of 4s scored.	A whole number.
6s	Number of 6s scored.	A whole number.
F OW	Fall of wicket.	A number. Where two or more wickets fall at the same score, the dismissal order can be specified by entering as a decimal. For example players A, B and C are all dismissed at the unlucky 87, batted at numbers 3,4 and 5 respectively, and were dismissed in the order A, C, then B. Enter a FOW of 87.1 for A, 87.3 for B, and 87.2 for C. The decimal point is not required where only one wicket falls at a given score.

Bowling

Num	Bowling number (order of bowling in the innings).	A whole number.
O	Number of overs bowled.	A number (e.g. 5 or 6.3).
M	Number of maidens bowled.	A whole number.
W	Number of wickets taken.	A whole number between 0 and 10.
R	Number of runs conceded by the bowler including extras.	A whole number.
Un	Unassisted wickets taken - i.e. bowled, lbw.	A whole number less than or equal to wickets taken. Caught and bowled is not considered an unassisted wicket, as the player will also receive credit for the catch taken. ⚠ If this field is disabled, unassisted wickets will be calculated automatically based on the scorecard. This is a setting that is made via the Grade Customisation screen.
Hat Trick # wickets		Number of consecutive wickets taken in the hat-trick. This column is shown when the **Show Hat tricks** link in the Visibility Options is clicked, or is shown when displaying a match where a hat trick has been taken.
Wides	Number of wides bowled.	A whole number.
NB	Number of no-balls bowled.	A whole number.

Fielding

Ct	Number of catches taken as a fielder (not wicketkeeper).	A whole number between 0 and 10.
Ct Wk	Number of catches taken as a wicketkeeper (not fielder).	A whole number between 0 and 10.
RO As	Number of assisted run-outs made (normally where one or more other players contribute to the runout).	A whole number between 0 and 10.
RO Unas	Number of unassisted run-outs made (normally where no other player contributes to the runout).	A whole number between 0 and 10.
St	Number of stumpings made.	A whole number between 0 and 10.
Byes Wk	Number of byes conceded which can be directly attributed to the wicketkeeper.	A whole number.

Buttons

Click **Update** when all scores have been entered. This performs full validation, and saves your scores. If any errors are found, they must be corrected as instructed.

Click **Save** to save partial scores, or to reorder the batting lineup after a change. This performs partial validation, saves your scores, and returns to the Player Scores page for further data entry. If any errors are found, they must be corrected as instructed. You should always click **Update** when you are completely finished.

Opposition Dismissals

The opposition dismissals tab enables teams to enter which of their players were involved in the dismissal of oppositon players. These can only be entered or updated once they have entered the scores. This behaves the same way as for entering your own team's scores, except the only editable fields are the bowler and fielder. To assist in player identification, their score and dismissal mode are shown.

⚠ If a run out had more than one player involved, the second player involved can be entered as the bowler.

Players batting more than once in an innings

If the grade has this setting enabled, players will be able to bat twice in the one inning. In this case the last column of each innings will contain either a 'plus' or 'delete' image:

- Click the 'plus' image to add the player to the innings again for a second time.

  ⚠ Only batting statistics can be added for the extra rows. Each player can only be added one extra time per innings.

- Any players added for a second time can then be removed if necessary by clicking the red 'delete' image of that row. The original batting row for each player cannot be removed.