

Pairs Cricket (ECB Tablet)

[Play-Cricket Scorer FAQ](#)

The screenshot shows the Play-Cricket Scorer app on an iPad. The top status bar indicates 'iPad', signal strength, time '10:05 am', and battery level '71%'. The app's navigation bar has a menu icon, a download icon, the title 'Matches', and a 'Competitions' link. Below the navigation bar, there are two tabs: 'Play-Cricket' (selected) and 'Other Games'. The main content area is divided into two sections. The left section, titled 'In Progress (13)', lists three matches. The first match is 'East Preston CC 1st XI' (EP) vs 'Broadbridge Heath CC 1st XI' (BH) and 'Crawley Eagles CC 3rd XI' (CE). The score is 155/0. The second match is 'Brighton & Hove CC 3rd XI' (B&H) vs 'Balcombe CC 1st XI' (BC). The score is 150/0. The third match is 'Crawley Eagles CC 3rd XI' (CE) vs 'East Preston CC 1st XI' (EP). The score is 154/0. The right section, titled 'Pairs', shows the 'Batting' settings. It includes a 'Back' button and a 'Pairs' title. The settings are: 'Overs per pair' (4, with minus and plus buttons), 'Starting runs per innings' (200, with a text input field), 'Runs lost per wicket' (5, with minus and plus buttons), 'Penalised wickets per player' (All, with minus and plus buttons), 'Change strike after a wicket' (toggle switch), 'Bowling / Fielding' section, and 'Runs gained per wicket' (0, with minus and plus buttons). A yellow circle with a question mark is at the bottom right of the 'Bowling / Fielding' section. Numbered callouts 1 through 6 point to the following elements: 1. Plus button for 'Overs per pair'; 2. Text input field for 'Starting runs per innings'; 3. Plus button for 'Runs lost per wicket'; 4. Plus button for 'Penalised wickets per player'; 5. Toggle switch for 'Change strike after a wicket'; 6. Plus button for 'Runs gained per wicket'.

Highlighted Features:

- (1) To set the number of overs per batting pair, tap on (–) to reduce and (+) to increase the value. The batting team is divided into pairs and each pair bats for this duration, regardless of whether they are dismissed or not.
- (2) To set starting score per innings, tap and enter value. Each team commences its innings with this total, to which runs are added as scored.
- (3) To set number of runs subtracted from batting total at fall of wicket, tap on (–) to reduce and (+) to increase value.
- (4) To set the number of times per batter that the batting team gets penalized for a wicket, tap on (–) to reduce and (+) to increase the value. If set to 'All', the batting team will get penalized every time a batter is dismissed as per (3).
- (5) To select whether or not to change ends at the fall of each wicket, use the toggle switch for 'change strike after a wicket'.
- (6) To set number of runs added to the total of the bowling team at fall of a wicket, tap on (–) to reduce and (+) to increase the value.