

Matches & Settings (MyCricket LiveScore Mobile)

[MyCricket LiveScore FAQ](#)

When you [log in](#), the first screen that displays is the 'Matches' screen. The Settings icon in the top left corner provides access to match settings.

Telstra 12:25 pm 72%

1

Matches

Grades

5


MyCricket


Custom

6

2

Completed (1)

 **Greenvale Kangaroos** **1/117**

 **Airport West St Christophers** **1/119**

7


Senior Division


19th July 2017, 12:00 am >

[VIEW / SHARE](#)

3

In Progress (1)

 **Glenroy** **0/9**

 **Spotswood**


Senior Division


19th July 2017, 12:00 am >

[CONTINUE SCORING](#)

4

Upcoming (1)

 **Yarraville Club**

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Multiple scorers can now score any MyCricket game simultaneously.

- Primary scorer:
 - First user to access a match is the primary scorer
 - Primary scorer has the lock on the match, and therefore the ability to sync scores to MyCricket.
 - Primary scorer has the ability to release the lock on the match at any point by pressing Back, and Saving and Unlocking the match
- Secondary scorer(s):
 - No lock on the match, and therefore no ability to sync scores to MyCricket
 - Secondary scorers are essentially scoring the match in a 'standalone' mode.
 - If the primary scorer relinquishes the lock on the match, a secondary scorer can take over the lock by pressing the Lock icon in the toolbar and following the prompts.

NB: Successfully taking over the lock on the match will clear the local version of the match from the user's device, and replace it with the most up-to-date synced version from the MyCricket system.

Highlighted Features:

(1) To see shortcuts to 'Downloaded matches', 'Demo mode', 'About', 'Help' and 'Logout'.

(2) **Completed:** See matches where scoring is complete and saved. Tap for options: **1.View / Share**. Allows viewing the scorecard in read only mode. To share the Scorecard via email or social media, tap on  or to print Scorecard as PDF, tap on  in the top right corner of the Scorecard. **2. Remove from device**. This removes the match from the app on the device. **3. Cancel**. Cancels action

(3) **In Progress:** See matches that are partially scored, either on the current device or elsewhere. Tap for options: **1. Continue scoring**. Lets users access the match to resume scoring. **2.Clear data**. Clears all data generated for the match previously, including total and player scores. **3. Cancel**. Cancels action.

(4) **Upcoming:** See matches that are scheduled and available for scoring in the next 5 days. Tap for options: **1. Start Match**. Tap to begin scoring the match online. **2. Download**. Tap this option if you want to download the match to score offline. Once a match is downloaded, it becomes available in the 'Downloaded Matches' screen. Using the Download option will save the match data, team lists to your local device, and the match will be marked on the Matches screen as 'Downloaded'. When logged in and connected to the internet to score a previously downloaded match, the locally saved data for the match will be replaced with the latest version of the match from the MyCricket server. Head there via the hamburger menu > Downloaded Matches if logged in, or alternatively, logout and hit 'Continue without logging in' > Downloaded Matches.



Note

If the app is not connected to the internet, [ending a match](#) shows the match in the 'In Progress' section.

Once connected to the internet, ending a match (after the completion of Match Result) syncs the match scores to the MyCricket server and shows the match in the 'Completed Matches' section.

(5) To choose a match from another Grade, tap on Grades to select from the list of Grades set up by the association.

(6) See matches for the selected Grade under the MyCricket tab. To set up and score a custom offline match, tap on the 'Custom' tab. Use the Custom mode to preview the app's scoring features and get familiar with the MyCricket LiveScore layout.

(7) Displays the current innings score of the match

Offline scoring for Downloaded Matches:

Upcoming (1)



Yarraville Club



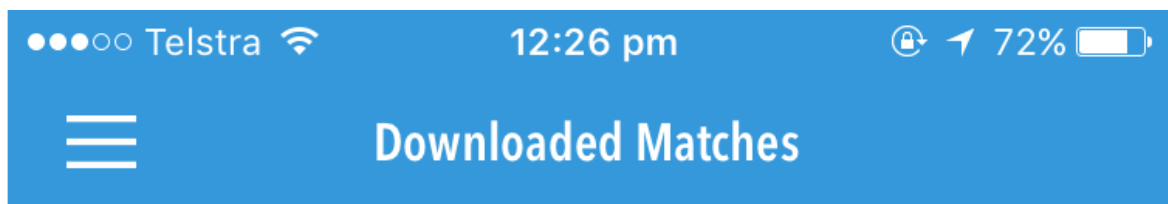
Tullamarine

Start match

Download

Cancel

8



(8) Tap this option if you want to download the match to score offline.

(9) Once a match is downloaded, it becomes available in the 'Downloaded Matches' screen. Using the Download option will save the match data, team lists to your local device, and the match will be marked on the Matches screen as 'Downloaded'. When logged in and connected to the internet to score a previously downloaded match, the locally saved data for the match will be replaced with the latest version of the match from the MyCricket server. Head there via the hamburger menu > Downloaded Matches if logged in, or alternatively, logout and hit 'Continue without logging in' > Downloaded Matches.

Downloaded matches can be scored and saved to your local device when no login and no internet connection is available. If you don't have a login ID for the app, simply 'Continue without logging in' and use the Downloaded Matches option. The club administrator (who has a login ID and internet connection) can then login and sync the locally-saved match scores to the MyCricket website.

Default Match Settings

Telstra7:47 am100%

1

BackSettings

App Settings

2

Sync Frequency

End of over

▼

3

Score Format

4 / 378

▼

4

In-app help

☐

5

Confirm balls

☐

Default Match Settings

6

Overs per innings

No limit

▼

7

Max overs per bowler

No limit

▼

8

Balls per over

−

6

+

9

Wide value

−

1

+

10

No ball value

−

1

+

11

Re-bowl NBs & WDs

☒

**App Settings:**

- (1) To return to the Matches screen, tap on Back.
- (2) To select how match scores are synced between the MyCricket LiveScore app, MyCricket app and MyCricket website, tap on Sync Frequency and choose from two available options: end of over or manual syncing.
- (3) To select match score format, tap on Score Format and choose either 4/378 (wickets/runs format) or 378/4 (runs/wickets format).
- (4) To select whether or not to access help-guides from within the app, use the toggle switch for In-app help.
- (5) To select whether or not to require confirmation of each ball in the match, use the toggle switch for Confirm balls.

Default Match Settings:

- (6) To set total number of overs to be bowled per innings, tap on the downward-facing arrow and select from options available.
- (7) To set the maximum number of overs per bowler / per innings, tap on the downward-facing arrow and select from options available.
- (8) To change number of balls per over, tap on (–) to reduce and (+) to increase the value.
- (9) To set number of runs added to the batting team's total on delivery of a Wide ball, tap on (–) to reduce and (+) to increase Wide value.
- (10) To set number of runs added to the batting team's total on delivery of a No-ball, tap on (–) to reduce and (+) to increase No ball value.
- (11) To select whether or not the delivery is to be bowled again in case the bowler bowls an extra, use the toggle switch for Re-bowl no balls and wides.
- (12) To select whether or not the delivery is to be bowled again in case the bowler bowls an extra for the final over only, use the toggle switch for Re-bowl no balls and wides.

Back

Settings

13

No Balls count as balls faced



14

Wides count as balls faced



15

Overs per pair (Pairs only)



4



16

Max balls per batter

 ∞ 

17

Max runs per batter

 ∞ 

18

Max balls per over

 ∞ 

19

Allow Last Man Standing



20

Unlimited dismissals



21

Starting runs per innings

200

22

Runs lost per wicket



5



23

Runs gained per wicket



0



24

Penalised wickets per player



All



25 — Change strike after a wicket



- (13) To select whether or not no balls count as balls faced to the batter, use the toggle switch.
- (14) To select whether or not wides count as balls faced to the batter, use the toggle switch.
- (15) To set the number of overs faced per pair, tap on (–) to reduce and (+) to increase the value.
- (16) To set the number of balls a batter may face, tap on (–) to reduce and (+) to increase the value.
- (17) To the max number of runs a batter makes, tap on (–) to reduce and (+) to increase the value.
- (18) To set the max number of balls that may be bowled in an over, inclusive of extras, tap on (–) to reduce and (+) to increase the value.
- (19) To allow the last batter to continue batting without a partner, use the toggle switch.
- (20) To allow the match to have unlimited dismissals, use toggle switch. Note: turning this setting on activates Junior Format settings below.
- (21) To set the number of starting runs per innings, insert value in the number box.
- (22) To set the number of runs lost per wicket in an innings, tap on (–) to reduce and (+) to increase the value.
- (23) To set the number of runs gained per wicket in an innings for the bowling team, tap on (–) to reduce and (+) to increase the value.
- (24) To set the number of penalised wickets per player, tap on (–) to reduce and (+) to increase the value.



Note

If the setting is set to All, any wicket in a pairs/junior game has the Runs lost/Runs gained amount applied.
If the setting is set to a number (i.e. 3):
The first 3 times a batter is dismissed in a pairs/junior game, the Runs lost/Runs gained amount is applied.
Every time a batter is dismissed from that point onwards (i.e. 4th, 5th, 6th times), no Runs lost/Runs gained is applied

- (25) To set whether or not the batting strike changes after a wicket, use toggle.