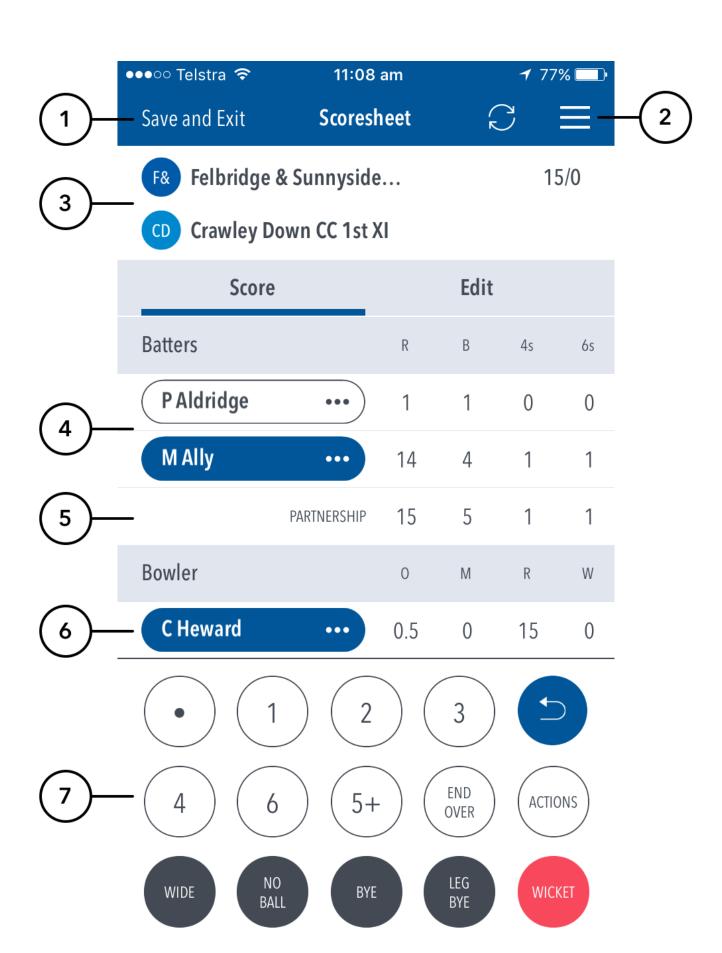
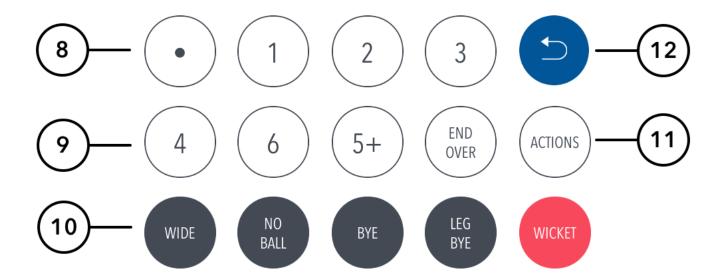
## **Scoring (ECB Mobile)**

## Play-Cricket Scorer FAQ

The Scoresheet is where you live score a match from start to end. To see details for all balls from the current inning, swipe to the left or tap on the "Ball-by-Ball" tab.



- (1) To return to Matches screen, tap on Save and Exit.
- (2) To access additional features, tap on the hamburger menu.
- (3) See match summary for team scores.
- (4) See runs scored by the current batters at the crease. The batter on strike is indicated by a coloured background around their name. Tapping on the batter will present you with two options changing the strike batter, or changing this batter with another player.
- (5) See partnership total between the two current batters at the crease.
- (6) See current strike bowler. To change bowler, tap on the bowler name to choose from Selected Team players.
- (7) See Scoring panel for entering ball-by-ball live match score.



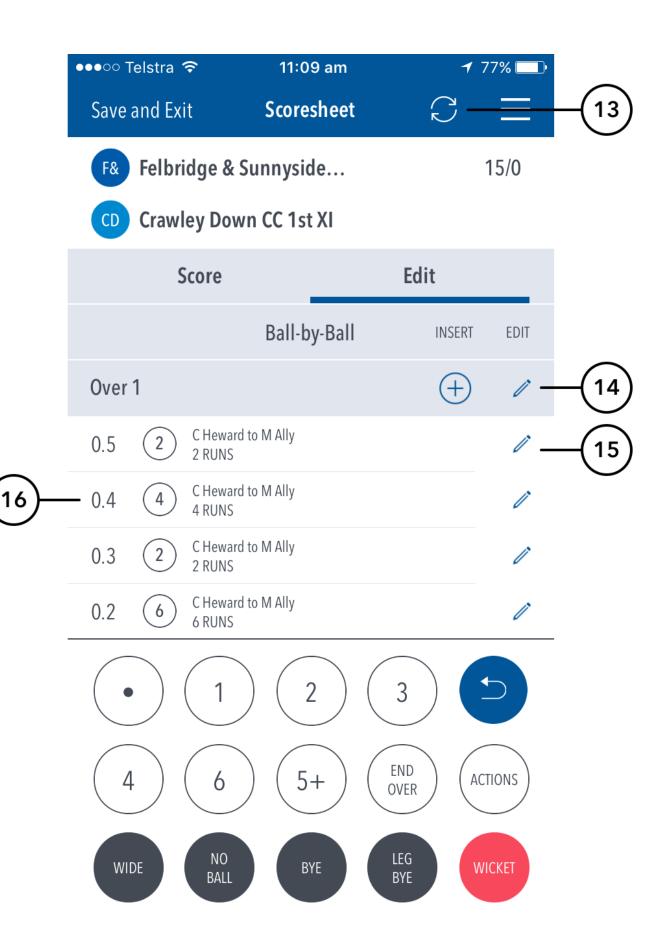
- (8) To enter a dot ball, use the dot button. To enter runs for the batter on strike, choose from the numbered buttons.
- (9) To enter additional or Penalty runs, tap on (5+) for more options. To start a new over, tap on (END OVER).
- (10) To enter extras, for e.g. 2 leg-byes: tap on (LEG BYE) and then (2). To record a dismissal, use (WICKET) button and choose appropriate options on the Wicket screen.
- (11) To access the match setting screens, tap on (MATCH ACTIONS). This is a shortcut to common match actions.
- (12) To cancel score entered for a ball in the current over, use the Undo button.



- The Undo button can be used to remove any ball (in reverse order) from the current over. To change a ball from an earlier over, use Edit Ball.
- The "End Over" button is the primary action button and will change depending on the state of the match (It will either show End Over, New Over or New Inning).

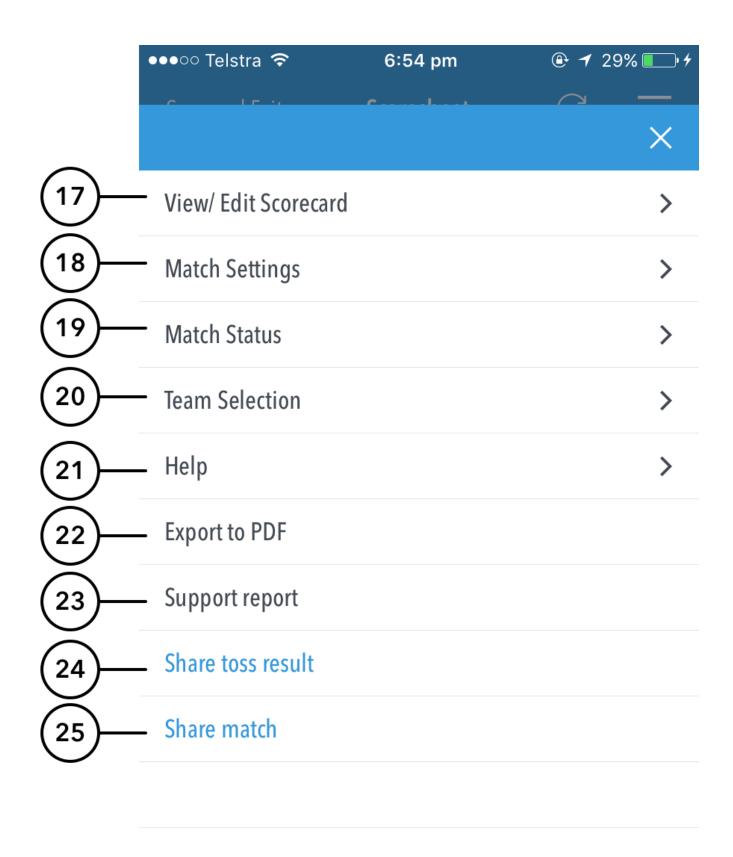
## Note

To select whether or not to see the ball-detail-panel and require confirmation of each ball in the match, use the toggle switch for Confirm balls in Match Settings.



- (14) To Edit Over, tap on the "pencil" icon next to the Over heading. To insert a new ball into a custom position in an over, tap on the (+) icon next to the Over heading.
- (15) To Edit a Ball, tap on the "pencil" icon next to a ball in the ball-by-ball list.
- (16) See details for all balls from the current inning, arranged from newest to oldest and separated by over.

Additional functions (when tapping hamburger menu):



- (17) To view a classic Scorecard for all innings, tap on View/Edit Scorecard.
- (18) To view and modify default settings, tap on Match Settings.
- (19) To update the status of match, tap on Match Status.
- (20) To edit Team, tap on Team Selection.
- (21) To access the app help-guide, tap on Help.
- (22) To export the match scorecard to PDF, use Export to PDF.
- (23) To send a debug report when experiencing problems with the app, tap on Support report. This will automatically open your mail and attach the debug report with Play. Cricket@ecb.co.uk as the email recipient. Please include any additional information you may think useful to your query.
- (24) To share toss decision via email or social media, use Share Toss Result.
- (25) To share score updates via email or social media, use Share Match.

Multiple scorers can now score any Play-Cricket 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 Play-Cricket.
  - 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 Play-Cricket.
  - 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 Play-Cricket system.