

# Stoolball Scorers' guide

Have this guide handy when you score a stoolball match, and you'll always know what to do when something unusual happens.

Before the start of play, the scorers will acknowledge the bowler's umpire's raised arm and signal that they are ready.

Scorers must clearly acknowledge all signals given by the umpires.

When the bowler's umpire calls and signals a no ball, one run shall be added to the score and recorded as a no ball and an extra ball bowled. Should the batsman hit a no ball, any additional runs shall be credited to their score. Any other runs completed as a result of the no ball shall be recorded as additional no balls.

When the bowler's umpire calls and signals 'wide ball', one run shall be added to the score and recorded as a wide and an extra ball bowled. Any runs completed as a result of a wide ball will be recorded as additional wides.

If the bowler bowls a legitimate delivery which is not struck by the bat or hand holding the bat and runs are obtained, these shall be recorded as byes.

Fours and sixes will be recorded accordingly.

In the event of over-throws when the ball crosses the boundary, the score will be the total runs completed, plus four runs. The bowler's umpire will confirm the total number of runs scored (see rule 5).

If 'lost ball' is called, the striker or 'extras' shall be allowed three runs.

In the event of a batsman being run out, the incomplete run shall not be scored.

Any runs resulting from an attempt to run out a batsman who is considered out of their ground shall be recorded as byes.

Scorers must agree the score at the end of each over and on completion of each innings.