# CricketStats

# MATCH RESULTS AND STATISTICS

www.cricketstats.org.uk

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#### Introduction

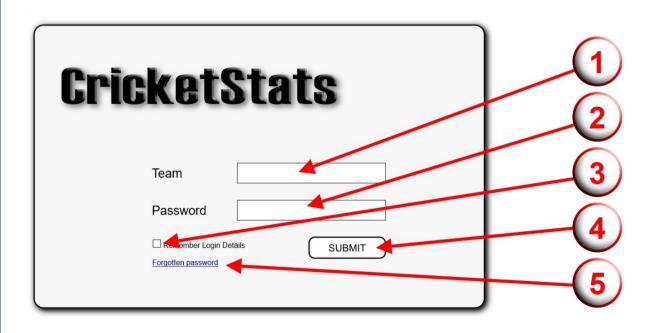
Welcome to the CricketStats Match Results and Statistics system. The system is entirely internet based enabling easy entry of match results with automatic update of league tables and statistics.

Every team will be issued with a password which they use to login to the system. Once in, they can:

- Register players (unless using PlayerReg)
- Enter match results
- View team statistics
- Update team options (password & email addresses)
- Access online contacts booklet
- Enter fairplay scores
- Enter captain's reports
- Create team sheets

**NOTE**: Not all options are used by all users of CricketStats.

# **The Login Page**



- 1. Enter the team name here (e.g. "Glenrothes 2") not case sensitive but may include spaces. This may include a 3 letter 'add-on' for cup competitions etc. to separate the cup team from the league team.
- 2. Enter the team password here.
- 3. Check this box for your login details to be remembered on this computer **NOTE**: not a good idea on a public or multiple-user computer.
- 4. Click 'SUBMIT' when entered.
- 5. If you forget your password, click here. You will be asked to enter one of the registered email addresses (see "Account Options"). The password will be emailed to this address<sup>1</sup>.

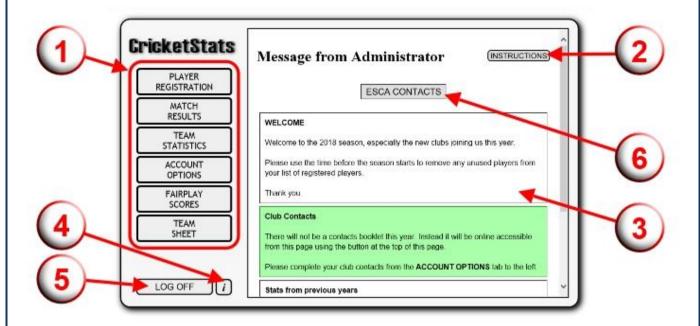
**NOTE**: For some associations where clubs have a large number of teams playing in the various competitions, login is by club not team. After logging in the following will appear from which the appropriate team can be chosen:



Once logged in you will come to the Main Menu page:

<sup>&</sup>lt;sup>1</sup> Not available with Club Login.

#### **Main Menu**



- Use these buttons to access the pages described below.
   NOTE: The available buttons will vary by association and division depending on what is required.
- 2. Click on the 'INSTRUCTIONS' button to download a copy of these instructions.
- 3. When this page first opens, messages from the Administrator will be displayed.

#### This will contain any new information so please read it.

- 4. Click on the **'i'** button to return to this page.
- 5. Click here to log off when you have finished.
- 6. If you are using the online contacts book feature click on this button to view it.

## **Player Registration**

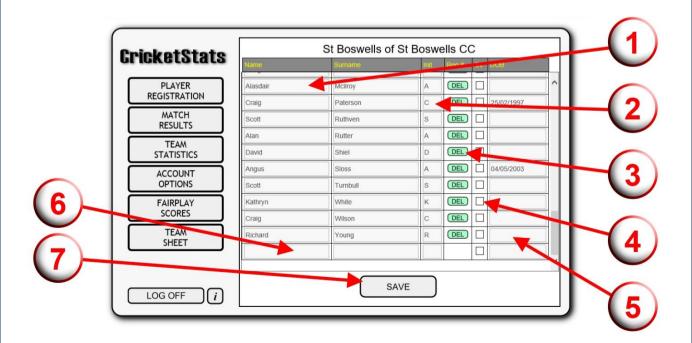
The player registration function is different for clubs using PlayerReg and those not using it. The differences are explained below:

# **Player Registration - Non PlayerReg**

The appearance of this page will be different pre-season with an option to delete registered players. Once the season starts, you will not be able to delete existing registered players. You will be able to add players at any time.

#### PLEASE USE PRE-SEASON TO REMOVE EXCESS PLAYERS.

#### **Pre-Season Player Registration Page**

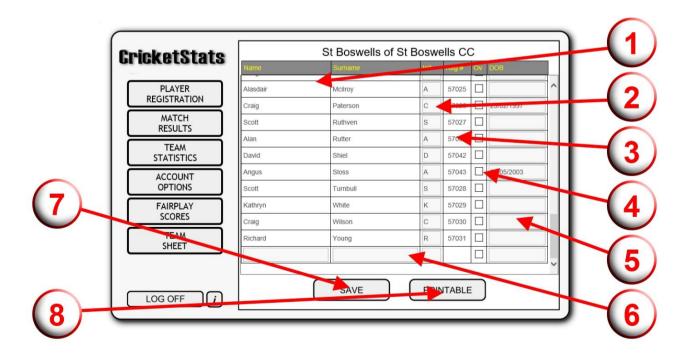


- 1. Enter/change the players' names and surnames.
- 2. Update initials<sup>2</sup>.
- 3. Click here (make it red) for any players to be deleted from the list. Please remove any players who are no longer playing as it will make entering of match results easier. They can be added again if they come back.
- 4. Check this box if the player is an overseas player as defined in the association rules if needed. Completion of this is dependent on your association rules. It is not needed by the system.
- 5. Date of birth can be entered for players who are juniors. If this is completed then they will be identified as juniors in the statistics. This is entirely optional for all other players.

  NOTE: Putting in any DoB that shows the player as a junior will work so if you don't want to put in real DoBs but want to identify juniors then 1st Jan of this year will work.
- 6. A new player can be added here (scroll down to the bottom). New players need to be added one at a time.
- 7. Click on 'SAVE' to save the changes.

**NOTE**: Player registration is by **CLUB** and not by team. Any player registered for any team within the club will appear on team lists for all teams within that club.

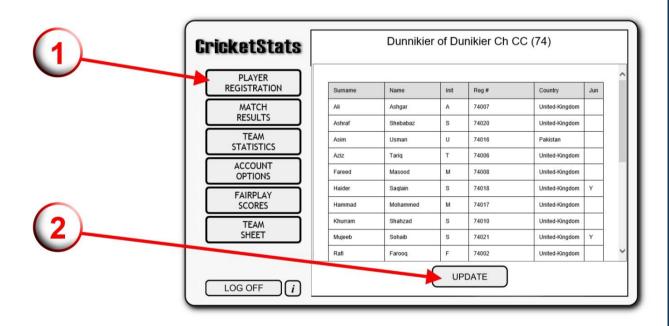
#### **Mid-Season Player Registration Page**



<sup>&</sup>lt;sup>2</sup> Initials will be used to identify players. If you have 2 players with the same surname and first initial, enter different initials for the players: e.g. Peter Smith & Philip Smith might be Pe Smith & Ph Smith, or you can use middle initials as well as first initial.

- 1. Player names cannot be changed once the season starts.
- 2. Initials can be changed at any time.
- 3. Registration numbers will be allocated and displayed. These will not change.
- 4. Overseas status can still be changed.
- 5. Date of Birth can still be entered/changed.
- 6. Space at the bottom for a new player to be added. New players are added one at a time.<sup>3</sup>
- 7. Click on 'SAVE' to save any changes (and/or new player).
- 8. Click on 'PRINTABLE' to open a printer-friendly list in a new window/tab. NOTE: Click 'SAVE' first if you have made any changes.

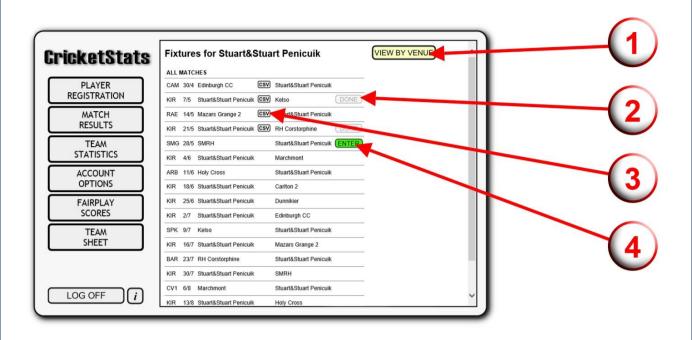
# **Player Registration - PlayerReg**

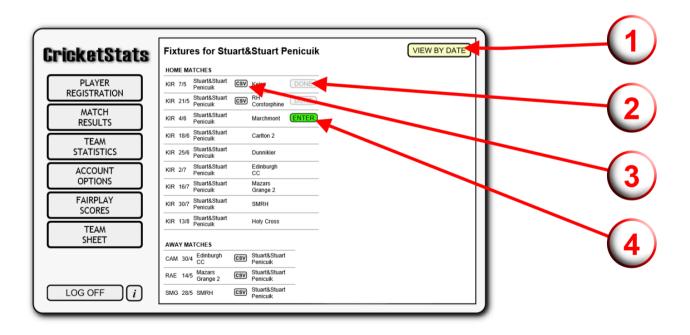


- 1. Click on 'PLAYER REGISTRATION' in the main menu to view a list of the registered players.
- 2. Click on 'UPDATE' to update this list and include any recently added players. NOTE: The list is automatically updated from PlayerReg if a match return is started involving a team from this club so this is purely for you to check the list.

<sup>&</sup>lt;sup>3</sup> NOTE: The time and date of new registrations is recorded to help with administering the rules relating to late player registrations.

#### **Match Results**





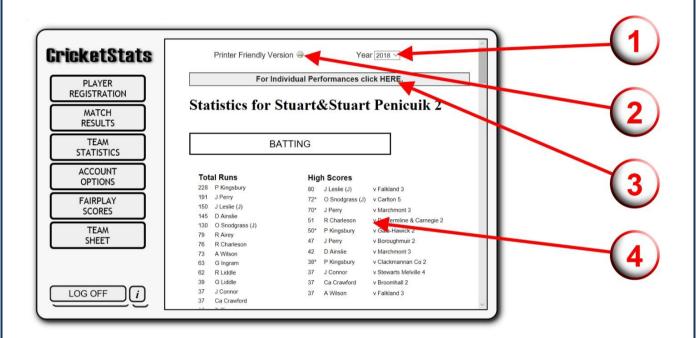
The Match Results page shows the team's matches for the season. The 'ENTER' button will appear next to home matches a couple of days before the due date.

1. Click on these buttons to change view between 'BY DATE' and 'BY VENUE'.

- 2. Match results already submitted will appear with the 'DONE' icon.
- 3. Click on **'CSV'** to download a .csv file containing the match details of matches submitted (see Appendix A for details of file content).
- 4. Match results due to be entered will show **'ENTER'**. Click on this to open the Match Edit pages (see below). If the results have started to be entered and saved but not submitted, this will show **'EDIT'** changing to **'DONE'** once the result is submitted.

#### **Statistics**

#### **Team Statistics**



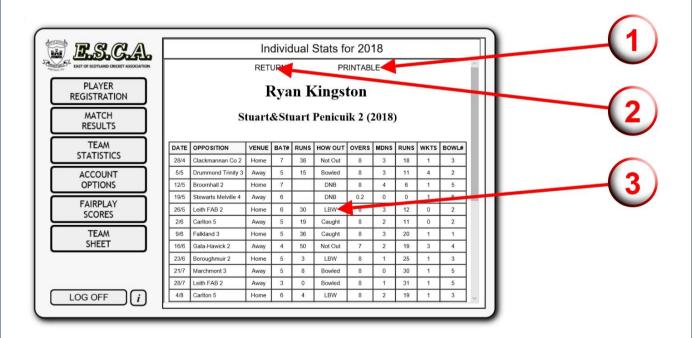
- 1. Choose years from the pull-down menu to view stats for previous seasons for this team (where available).
- 2. Click on 'PRINTER FRIENDLY VERSION' to open a printable version in another window/tab.
- 3. Click HERE to access individual performances (see below).
- 4. Team statistics will appear here. Stats shown will include:
  - Batting total runs
  - Batting high scores
  - Batting average
  - Bowling total wickets

- Bowling best figures
- Bowling average
- Catches taken
- Stumpings taken

#### **Individual Statistics**



1. Click on the name of the individual:

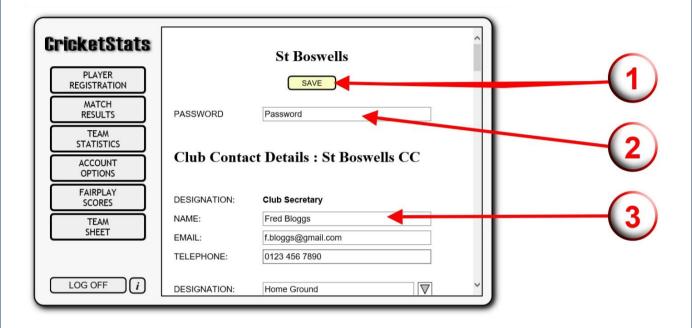


- 1. Click here for a printable copy.
- 2. Click here to return to the list of individuals.
- 3. These are the individual figures for the chosen person. Scroll down for a summary.

# **Account Options**

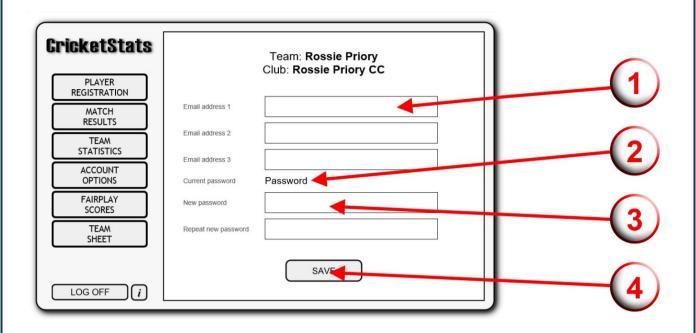
There are 2 options available depending on whether or not you are using the online contacts booklet:

#### With Online Contacts Booklet



- 1. Click on 'SAVE' to save any changes.
- 2. To change the password, enter it here.
- 3. Update the various entries for the contact booklet here and below.

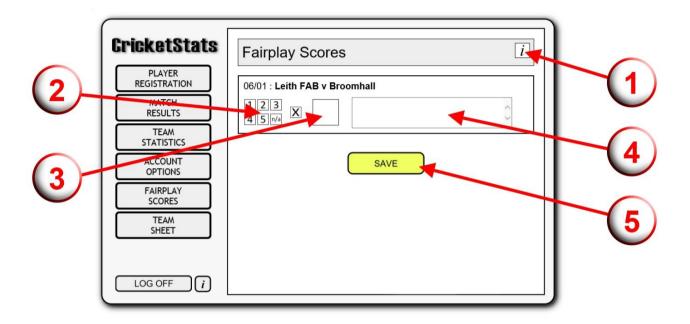
#### **Without Online Contacts Booklet**



- 1. Enter up to 3 email addresses for team contacts. These will be used for retrieving forgotten passwords.
- 2. To change the password, enter it twice here.
- 3. Click on 'SAVE' to save any changes.

# **Fairplay Scores**

This is an option used in some leagues to monitor the on-field behaviour of teams, both good and bad. If it is not being used in your division then the **'FAIRPLAY SCORES'** option will not present.



If your team has any outstanding fairplay scores and your association uses this option then they will appear here. You will also receive a reminder when choosing any other main menu options.

- 1. Click on 'i' to see guidelines for using the Fairplay scores (i.e. how the scores1-5 should be used).
- 2. Click here on 1-5 or n/a to enter a score...
- 3. ... which will appear in this box.
- 4. Enter a comment here. Different associations may require a comment for certain or all scores.
- 5. Click on 'SAVE' to save any updates.

**NOTE:** 'n/a' should be entered for any match that is not played. Matches started but incomplete should have a score entered (unless it is abandoned very early).

Fairplay scores can be entered at any time during the season after the match and prior to the deadline as decided by your association, although it is recommended that they are completed as soon after the match as possible.

# **Captain's Reports**

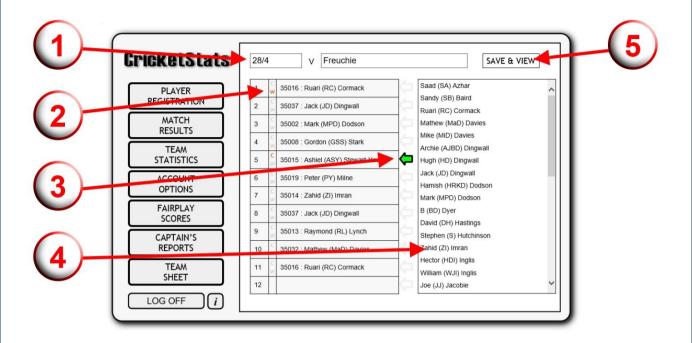
For those divisions that use the online captain's report, this option will be on the Main Menu. Click on it and the window below will open:



- 1. The 'DONE' icon will appear for any reports that have already been completed.
- 2. The **'ENTER'** button will show for any outstanding reports. Click here to open the page to edit the report. Report formats vary.

**NOTE**: A reminder will also appear should there be any outstanding reports whenever any other Main Menu options are chosen.

# **Creating a Team Sheet**



- The date and opposition can be entered here. They will automatically show the date and opposition of the next fixture in the team's fixture list but can be changed if needed.
- Click on the small 'C' to indicate the Captain and the small 'W' to indicate the wicket keeper.
- 3. Click on the arrow and then ....
- 4. .... choose the player to put them into the team list. There is a **BLANK** option at the bottom.
- 5. Click here to save and view the team sheet. The current list will be saved and a new window/tab will open with the team sheet (complete with registration numbers) ready to be printed:

#### Rossie Priory

Date: 28/4

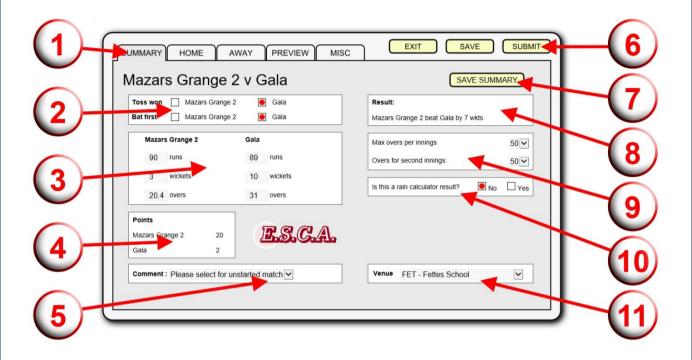
#### Opposition: Freuchie

- 1 35016 : Ruari (RC) Cormack (Wkt)
- 2 35037 : Jack (JD) Dingwall
- 3 35002 : Mark (MPD) Dodson
- 4 35008 : Gordon (GSS) Stark
- 5 35015 : Ashiel (ASY) Stewart-Young (Capt)
- 6 35019 : Peter (PY) Milne
- 7 35014 : Zahid (ZI) Imran
- 8 35037 : Jack (JD) Dingwall
- 9 35013 : Raymond (RL) Lynch
- 10 35032 : Mathew (MaD) Davies
- 11 35016 : Ruari (RC) Cormack

## **Entering Match Results**

If you click on **'ENTER'** or **'EDIT'** from the Match Results page above, the Match Edit page will open:

#### **Match Summary Page**



- 1. Click on the 5 tabs to enter the **'SUMMARY'** (shown above), **'HOME'** team's performance, **'AWAY'** team's performance, **'PREVIEW'** to see the completed scorecard and **'MISC'** to enter fall of wickets and umpires'/scorers' names.
- 2. Click on the buttons to show who won the toss and who batted first.
- 3. Enter the runs scored, wickets lost and overs faced for each team.
- 4. Points will automatically be calculated from the entered information.
- 5. If the match is abandoned without a ball being bowled, choose the reason from the drop-down menu (see below).
- Click on 'EXIT' to return to the Main Menu without saving changes, 'SAVE' to save incomplete match details (to return to later) and 'SUBMIT' for completed details.
- 7. Click on **'SUMMARY'** to save the data but submit just the match summary. This will update the league tables. **NOTE**: For some divisions you will need to enter Top Performers on the **'HOME'** and **'AWAY'** tabs before you can save a SUMMARY— see later.
- 8. The result of the match will be displayed here.
- 9. The maximum overs for the match should be adjusted here if necessary. **NOTE**: If you are using reduced targets for the second innings then the agreed length of the second innings should be entered here.

- 10. Click on 'Yes' if the result is to be calculated based on a rain affected match:
  - a. For those divisions using full Duckworth Lewis a box will appear in which to enter the par score and overs for the second innings.
  - b. For those divisions using the built-in rain calculator the result and points will be updated automatically.
- 11. If the incorrect venue is showing it can be corrected here.

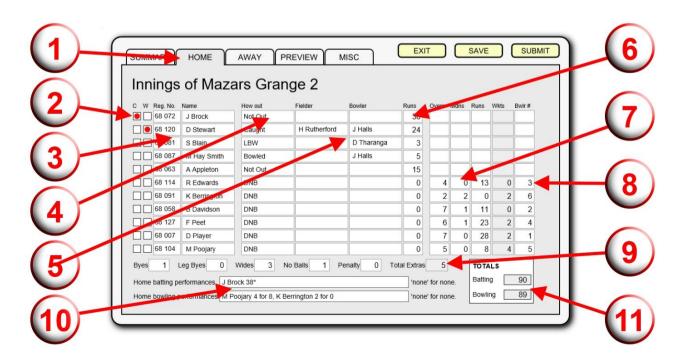
**NOTE:** Once you have submitted the match return it is locked and cannot be changed without a system Administrator unlocking it.

If a match is abandoned without a ball being bowled, enter '0' for both teams' scores and choose the reason from the drop-down menu at the bottom.

If a match is conceded, enter '1' run for the winning team and '0' for the losing team.

See below for more details including entering bowl-out and coin-toss results.

#### **Team Innings Details**



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- 1. Click on 'HOME' or 'AWAY' to input the 2 innings.
- 2. Select the Captain and Wicketkeeper.
- 3. Enter the players by either:
  - Clicking on the registration number and entering the last 3 digits of the player's number. \*
  - Click on the name box and choose the name from the list. \*
- 4. Click on 'How Out' and choose the method of dismissal (or Not Out, DNB) from the list.
- 5. If appropriate, click on **'Fielder'** and **'Bowler'** and choose the appropriate names from the list.
- 6. Enter the number of runs scored.
- 7. If the player has bowled, enter their figures here. **NOTE**: Wickets taken will be update automatically as the bowler is selected as having taken a wicket in the opposition innings.
- 8. Enter the bowler's number here (i.e. opening bowlers are 1 & 2, and so on).
- 9. Enter the extras here. The total extras will be calculated automatically.
- 10. **For some divisions only** these boxes will be there. These need to be filled in before a **'SUMMARY'** save can be done. These are included in the results. This feature is there so that this information is available for the press as soon as possible.
- 11. As changes are made to the runs scored (batting), runs conceded (bowling) and extras, these will automatically update to show the current totals. They are there to help you check all the info entered is correct.

\* NOTE: The visiting team has to register new players in accordance with the current league rules. Should there be any unregistered players playing, the match return should be completed without the player(s) by entering '000' as the player's registration number or simply leaving it as is. The League representative or site Administrator should be informed as soon as possible by the away team as soon as registration is up-to-date so that they can update the match return.

League tables will be updated automatically when you **'SUBMIT'** your results or do a **'SUMMARY'** save. Statistics will be update manually by the Administrator at the appropriate time.

**HINT**: Enter the names of all the players from both teams first. This way the popup list for fielders and bowlers will have names in it and not just 'Batsman 1' etc.

#### **Scorecard Preview**



1. Once you have saved your detail (**NOT** submitted) you will be able to view the scorecard by clicking on **'PREVIEW'**. This is an easy way to check if everything has been entered.

#### **Problems with Submitting Details**



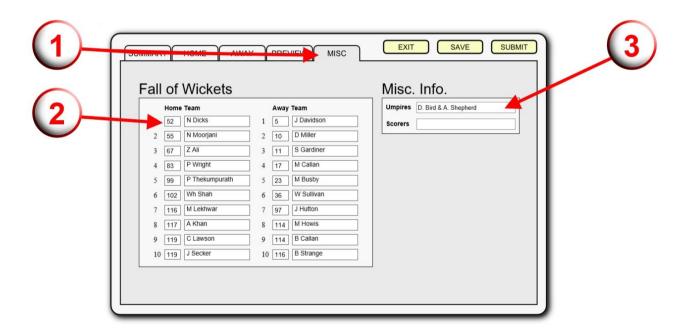
When you click on 'SUBMIT' some checks are made that you have entered all the necessary information. If any errors are detected then the above 'ATTENTION' screen will appear with the details of the errors. The level of checking varies by division.

1. Click on 'OK' once you have read the message(s).

You will not be able to submit your match return until the error(s) have been corrected. You can save them for later.

**NOTE:** The checks done are being added to as the need arises. However, they are not comprehensive, so please check your details carefully before clicking on **'SUBMIT'**.

#### **Miscellaneous**



- 1. Click on the 'MISC' tab.
- 2. Enter the fall of wickets in the space. Click on the name space and choose the name from the drop down menu.
- 3. Enter the names of the umpires and scorers.

**NOTE:** Everything on the 'MISC' tab is optional although umpires' and scorers' names should be entered if there were any.

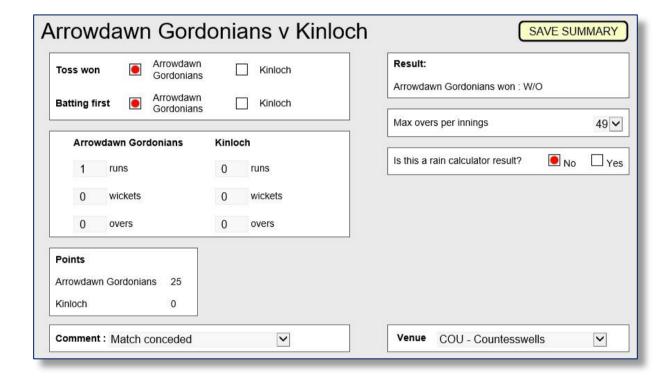
# **Entering Unusual Results**

There are occasions when the results of matches aren't decided by a game of cricket. Below are details of how to enter these results:

#### **For All Conceded Matches**

A score of 1 run for one team and 0 runs for the other team is a concession with the team with 1 run the winners.

'Match Conceded' should also be selected from the pull-down menu at the bottom.

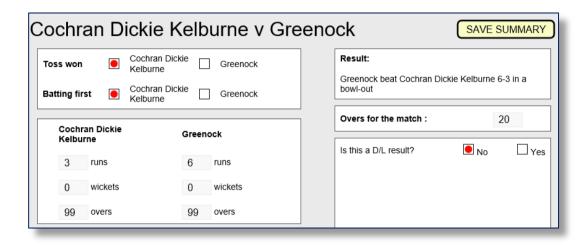


#### **For Cup Matches**

#### For matches decided by a bowl-out:

Enter 99 overs for both teams.

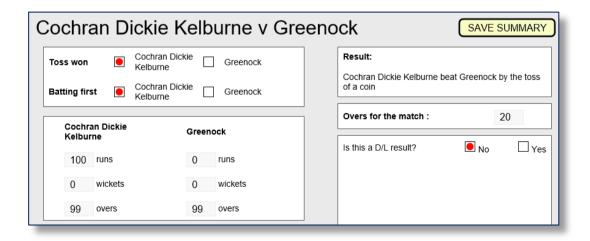
Enter the bowl-out score in the runs.



#### For matches decided by the toss of a coin:

Enter 99 overs for both teams.

Enter 100 runs for the winning team.



# **Appendix A - CSV File Format**

The exported CSV file contains all the information entered and can be used for import into other cricket packages.

#### **Details**

Export is a 26 row x 36 column matrix with the following row and column labels:

Row labels	Col	Column labels		
1. What it is	A.	What it is		
2. Match summary	В.	Toss won		
3. Home team summary	C.	Bat first		
4. Away team summary	D.	Max overs		
5. Home team player 1	E.	Rain affected		
6. Home team player 2	F.	Comment		
7. Home team player 3	G.	Date		
8. Home team player 4	H.	Venue		
9. Home team player 5	I.	Result		
10. Home team player 6	J.	Division		
11. Home team player 7	K.	Team Name		
12. Home team player 8	L.	Innings score		
13. Home team player 9	M.	Innings wickets		
14. Home team player 10	N.	Innings overs		
15. Home team player 11	Ο.	Points		
16. Away team player 1	P.	Byes		
17. Away team player 2	Q.	Leg byes		
18. Away team player 3	R.	Wides		
19. Away team player 4	S.	No balls		
20. Away team player 5	T.	Penalty Extras		
21. Away team player 6	U.	Total extras		
22. Away team player 7	V.	Points		
23. Away team player 8		deductions		
24. Away team player 9	W.	Deduction reason		
25. Away team player 10	X.	Captain		
26. Away team player 11	Y.	Wkt keeper		
	Z.	Reg no.		
	AA.	Name		
	BB.	How out		
	CC.	Fielder no.		
	DD.	Bowler no.		
	EE.	Runs scored		
	FF.	Overs		
	GG.	Maidens		
	HH.	Runs conceded		
	II.	Wickets taken		
	JJ.	Bowler no.		

Row 2 combines with columns B – J to provide details of the match.

Rows 3 & 4 combine with columns K – W to provide details of each of the two teams and a summary of their innings.

Rows 5 – 26 combine with columns X – AJ to provide details of individual performances.

All other entries are blank.

#### **NOTES:**

Toss won and bat first: 0 – home team, 1 – away team.

Rain affected: 'y' or 'n'. Comment only applicable if 'y'.

Captain/Wkt keeper: 1 in the appropriate row. Blank otherwise.

Fielder no. & Bowler no. refer to the player's position in the opposition batting order.

#### How out:

0 – Not Out

1 – Bowled

2 – LBW

3 – Caught & Bowled

4 – Caught

5 – Stumped

6 – Run Out

7 – Retired Hurt

8 – Hit Wicket

9 – Did Not Bat (DNB)

10 – Handled Ball

11 – Timed Out

12 – Double Hit

13 – Obstructing the Field

14 – Retired Out

15 - Retired Not Outss

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 AB
 AC
 AD
 AE
 AF
 AG
 AH
 AI
 AJ

 How
 Fielder Bowler Runs
 Overs Maidens Runs
 Wickets Bowler

 out
 no.
 scored
 conceded taken
 no.
 Player details J K M N O P Q R S T U W W X Y Z A A Division Team Name Innings Screenshot when opened in Excel: Team & Innings Details Match Summary Bot C D E F G
Toss Bat Max Rain Comment Date
won first overs affected 4 Away team summary
4 Away team summary
5 Home team player 1
6 Home team player 2
7 Home team player 3
8 Home team player 3
9 Home team player 5
11 Home team player 6
11 Home team player 7
12 Home team player 1
13 Home team player 1
14 Home team player 1
15 Home team player 1
16 Away team player 1
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