



# **eScorer**

# **User Manual**

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## Quick Reference

Key(s)	Function	Description
*	ball-type	When viewing the scoreboard, pressing * changes ball type. After each event, the ball type will automatically revert to the default, which is a normal ball-bowled event. Repeatedly pressing * will change this default to wide, no-ball, bye, leg-bye, wicket, etc as indicated on the bottom line of the scoreboard. Any of these events still have to be registered by pressing a number key.
0 .. 6	Register event	<b>Every</b> ball bowled must be entered by pressing a number key from 0 to 6. When registering a wide or no-ball, the extra will be recorded automatically, so press 0 unless the batters run additional runs. Even when a wicket is taken, the event must be registered by pressing 0, or by pressing 1 if the batter is run-out after having completed one run.
8 (tuv)	Upload	Uploads scorebook to website currently set in Game Manager.
#	Page	When viewing the scoreboard or the graphs, pressing # will change pages.
Clear	Delete event(s)	If your phone has a clear button, this will bring up a list of events, with the most recent event on <b>top</b> of the list. Move the highlight to the last event you want to keep and select this event. All events above this will be deleted and unregistered in all match statistics.
Menu keys	Menu	On all screens within eScorer, your phone's proprietary menu system will be active, but will provide different options, depending on the context. From the main scoreboard, the menu will provide the following options: <ul style="list-style-type: none"> <li>● Swap strike. Under normal circumstances, strike is swapped automatically, but this should be checked whenever there is a run-out or catch.</li> <li>● End Over. This is also done automatically under normal circumstances, but this option can be used if an umpire calls the end of the over after only 5 legal balls.</li> <li>● Bat Stats. This gives a batting scorecard.</li> <li>● Bowl Stats. A bowling scorecard.</li> <li>● Graphs. Manhattan and worm graphs.</li> <li>● Stop play. Used for rain, tea or any other break in play.</li> <li>● Team 1, Team 2. Used to enter the names of players. This does not have to be the batting order, as batters are picked from a list as they walk to the crease. If time permits, this should be done before the match begins, to save time in the middle.</li> <li>● Match details. Used to specify the type of match (limited overs, declaration, test match), the number of overs / days and also details of umpires, venue etc.</li> <li>● Penalty runs. 5 penalties added to batting or bowling team.</li> <li>● Change bowler mid over. Use when a bowler is injured or removed by the umpire.</li> <li>● Adjust total. This should only be used if there is a discrepancy with another scorer, and agreement is reached on adjusting the total. Use this menu option twice if the adjustment is more than 4 runs.</li> <li>● Retire Batsman.</li> <li>● Upload. Uploads Scorebook to website.</li> <li>● New / Load Game. Use this option to start a new game, or to continue scoring a previous game.</li> <li>● Help. Very brief online help.</li> </ul>

## Phone Installation

Visit the eScorer website at [www.escorer.co.za](http://www.escorer.co.za) on your phone. Follow the software download link and choose the appropriate version of the software. Most phones will install the software automatically when you click on the jad-file link. eScorer is not digitally signed software so your phone will probably give one or more warnings. This is normal for cell phone java software. Proceed with the installation.

Once the software has been installed, you will need to follow the menu system on your phone to run the software. Some phones will install all java programs in a “Games” folder. Some phones will allow you to create your own application folders. If your phone has the facility to put application shortcuts on the desktop, this will facilitate easy startup of your cricket scorer.

Once you have started the scorer, you will have to choose between CricketScorer and GameManager. Choose the first option. GameManager will be used later for publishing, sending, receiving or deleting matches.

## Website Installation

Visit the eScorer website at [www.escorer.co.za](http://www.escorer.co.za) from a pc. Follow the “server files” download link to download the website.zip file. Unzip the 3 files:

- PostMan.php
- index.php
- matches (empty folder)

Copy these files to a folder (eg cricket) on your web server. **Important.** Also ensure that this folder on your website has its permissions set to public read/write. If you are unable to do this yourself, then contact your web host, who will do it for you. Make a link to this folder from the cricket page on your school website.

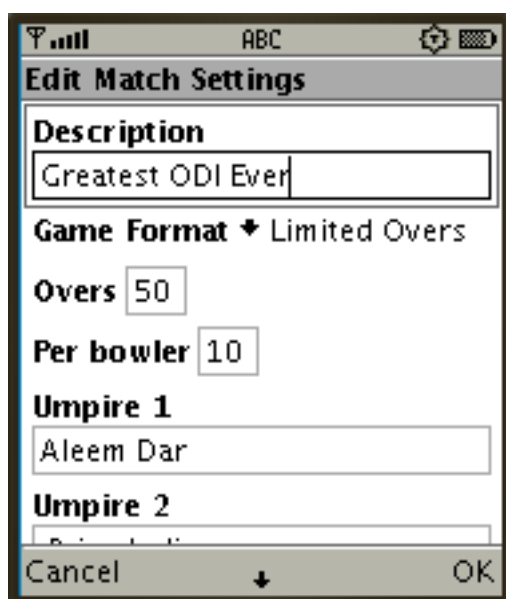
You will now be able to upload matches directly from your phone, either from the Game Manager, or directly from the scoreboard by pressing “u”. Before doing this, go into the Game Manager program, select “Preferences” from the options menu, and type in your school website, including the folder where you have saved these files.

## Starting a New Match

The first time the program is used, it automatically starts a new match. If there is an existing match in progress it will display that match. To start an entirely new match click **Menu > New / Restore Game**.

It is advisable to enter as much information as possible well before the match begins to save time in the middle. Do this by selecting **Match Details**, **Team 1** and **Team 2** from the scoreboard menu. If the opposition umpire also uses eScorer, you can edit **Match Details** and **Team 1** the day before the match, then **bluetooth** the match to the opposition umpire, who will simply load his/her own team and send the match back via **bluetooth**.

### Match Details



*Illustration 1: Entering Match Details*

is one fifth of the total number of overs. This default can be changed if necessary. It is important that this value is correct because a bowler will be removed from the selection list once he has bowled his allotted number.

- Days - the length, in days, of a declaration match.

The remaining input boxes are optional (Umpires, Scorer, Venue).

There are also various options for novelty rules used in some competitions, where you can set noballs or wides to count for more than one run. You can also set the number of balls per over to a value other than 6, or limit the total over length (including wides and noballs) to a number of your choice.

Select **Menu > Match Details** on your phone.

The following Input should be entered before the start of a new match:

- Description - the name of the game.
- Game Format - the format of the match, choose between a limited overs game, single innings declaration or a two innings declaration (Test Match).

Depending on the format of the match there will be the following settings:

- Overs - the number of overs in one innings (Limited Overs).
- Per Bowler - the number of overs that one bowler is allowed (limited overs). The default



Illustration 2: Entering Player Names

## Team Setup

To setup teams, click **Menu > Team 1**. Fill in the Team name at the top and the players' names underneath. The order doesn't matter as batting and bowling orders will be decided during play. To save or load a team click **Menu > Save or Load**. Teams will be saved under the team name.

## The Toss

Once the teams are both setup, start the match by clicking **Menu > Start**. Register the toss by selecting who won the toss and whether they elected to bat or bowl. Click **OK** to continue.



Illustration 3: Selecting a Bowler

## Opening Batsmen and Bowler

A list will pop up on the screen with the names of all the players in the batting team. Select the first batsman by scrolling down to his/her name and click **OK**. Select the batsman who will bat second. The defaults will be the first and second names on the list.

A list of the fielding team will pop up, select the opening bowler. The default will be the last name on the list.

# Scoring

## Scoreboard

The scoreboard has two pages, one showing individual player statistics, and one showing team and match statistics. Switch between pages by pushing the “#” key.



*Illustration 4: Scoreboard Pages*

The player page (default) includes the following:

- At the top of the screen in writing are; the total, wickets and overs bowled.
- Underneath the score are the two current batsmen’s names, scores and balls faced in brackets ( ). The ‘on-strike’ batsman will have a star before his score. Make sure that this is on the correct person. If not, change it by clicking **Menu > Swap Strike**.
- Under the batsmen is the current bowler's name followed by his bowling figures (overs, maidens, runs, wickets).
- Under the bowler is the current over, shown ball by ball.

Page two includes:

- Team extras conceded.
- Run rate, in runs/over.

- Runs required, in the case of a final innings.

## Ball by ball scoring

When a ball is bowled, push the number key on the keypad according to the number of runs scored. If a four was hit, simply push **4** on the keypad. If the ball was a dot ball push **0** on the keypad.

## Wides, No balls, Byes

If there is a wide, bye, no-ball or wicket, then change the type of ball by repeatedly pressing \*. Once this has been done, it is still necessary to press a number corresponding to the number of runs taken. For a wide or a no-ball, press 0 unless extra runs are taken.

## Wicket

When there is a wicket, select it by clicking \* until **Wicket** appears at the bottom of the screen. If runs were scored before the wicket, push the corresponding key, if not push **0**. A list will pop up to select the way in which the batsman went out. Scroll down to the correct action and click **OK**.

Select the next batsman to come in from the list of players in the batting team who have not yet batted. Scroll down to his/her name and click **OK**.

In the case of a runout or catch, check that the correct batter is on strike, as indicated by a "\*" on the scoreboard. If necessary, select **Menu > Swap Strike**.

## End Over

Once 6 legal balls have been bowled you will be prompted to end the over. If **Yes** is clicked, a list will pop up to chose the next bowler. If a longer over is being taken, click **No**. If **No** is clicked by mistake, or you want to end the over early, click **Menu > End Over**.

If a bowler has bowled all of his allotted overs his/her name will be omitted from the list.

## End Innings

Once all of the overs have been bowled, or if all of the wickets have fallen, you will be prompted to end the innings. In the event of a declaration, or other reason for ending the innings early, select **Menu > Stop Play**.

To start the next innings click **Menu > Resume**. Select the opening batsmen and the opening bowler. Target and run rate required will be added to page 2 of the scoreboard.

## Other Menu Options

### Undo

In this scorer it is not a problem if you make a mistake in entering an event. Simply click **Menu > Undo**. A list will pop-up, use the down arrow key to move the line down through the events. All of the events above the line will be deleted. Be careful because once you have undone an event you can't undo the undo.



## Penalty Runs

If there are penalty runs click **Menu > Penalty Runs**. Select the team that gets the penalty runs and 5 runs will be added to their total score.

## Adjust Total

If, on comparison with another scorer, there is a discrepancy in the totals, one can adjust the total of the batting team. Click **Menu > Adjust Total** and select the amount that the total should change by. If the total has to be adjusted by more than 4 runs, select this menu option twice.

## Stoppage

If there is rain or if it is lunch-time or any other reason for the match to be paused, enter a stoppage event by clicking **Menu > Stop Play**. A list will pop-up to select the reason for the stoppage. When play continues click **Menu > Resume**.

## Retire

If a batsman gets injured, or needs to retire for some other reason, click **Menu > Retire Batsman**.

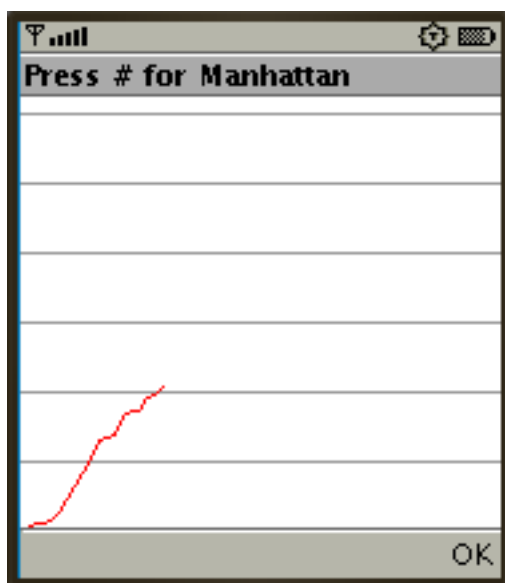
## Change Bowler mid-over

Similarly, if a bowler can't continue, or is removed by the umpire during his over, retire him by clicking **Menu > Change Bowler mid Over**.

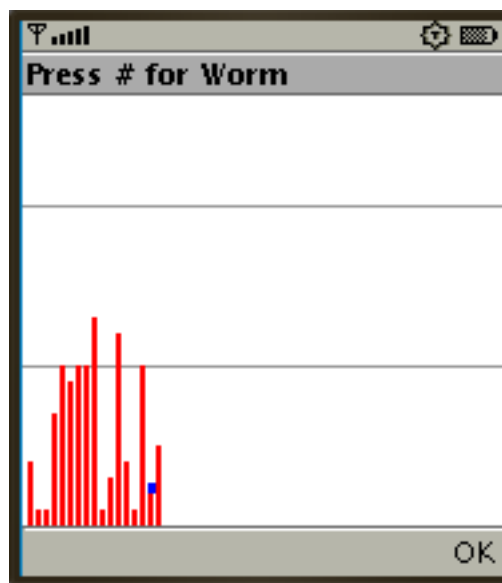
# Graphs and Statistics

## Graphs

There are two types of graphs in the scorer. A worm graph and a Manhattan graph. To get to these graphs click **Menu > Graphs**. The first graph is the worm. To change between graphs click #.



*Illustration 6: Worm Graph*



*Illustration 5: Manhattan Graph*

## Bat Stats

All of the batsmen's scores of the current innings are recorded here. This is similar to a batting scorecard. It shows the number of runs scored, balls faced (in brackets), strike rate and how out. The batsman's name is in bold.

## Bowl Stats

This is where all the bowlers', of the current innings, stats are recorded. The format of the stats is; Overs, Maidens, Runs, Wickets, Economy. The bowler's name is in bold.

# Game Manager

In order to delete matches from the database, send and receive matches to other phones via bluetooth, or produce match reports and scorebooks, run the Game Manager program. After highlighting the required match, select one of the following from the options menu on your phone.

## Making an html Scorebook

You will be shown a list of possible locations in which to save the html file that will be generated. Depending your phone model and the settings on your phone, some of these locations may not work. If this happens, simply run the Game Manager program again and select a different location. Please note the following:

- Some phones have a restricted version of java (j2me) and do not support the JSR75 standard. These phones will not be able to produce an html scorebook or a match report. Visit [www.gsmarena.com](http://www.gsmarena.com) to check the specifications of your phone. If this is the case, you will have to send your scored game to another phone via bluetooth.
- Some phones support JSR75, but will not allow third party installed software access to phone memory, and you will have to purchase a memory card.

Once you have generated the html scorebook, use your phone's built-in file manager to view the scorebook, or copy it to a pc to print or upload to your school website.

## Match Report

This gives a ball-by-ball commentary of the entire match in the form of a text file. All the notes above on making an html scorebook also apply here.

## Delete Match

Once you have deleted a match, you will not be able to retrieve it again, so use this option cautiously.

## Sending and receiving via bluetooth

You will need 2 phones, both with eScorer installed. Ensure that both phones have bluetooth turned on. Start the Game Manager program on both phones. First highlight the match you want to send and select **Send Match** from the options menu. Second, select **Receive Match** on the other phone. If the transfer is successful, the sent match will appear on the second phone after some time has elapsed. A long match may take more than one minute to send.