

# Cricket Scorekeeper Web Application

B. Prabanjan Jadav

April 29, 2025

## Abstract

This report describes the design and functionality of a basic cricket scorekeeper web application. It enables users to update live scores, keep track of players, and generate a match report. The application is interactive, user-friendly, and designed to enhance the experience of watching cricket, especially in informal or local matches.

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# 1 Introduction

Cricket is a game played by millions of people across the globe. In casual games, it is very untidy to keep track of the score. For this purpose, we created a basic web-based cricket scorekeeper tool.

The tool supports users to:

- Configure the match with team names and players.
- Post runs and wickets ball-by-ball.
- See real-time score updates.
- Show a match summary at the end.

The application is implemented with HTML, CSS, and JavaScript. The features such as toss decisions, batting order, changes of bowlers, and tracking of extras are included.

## 1.1 Files in the Project

The project consists of the following files:

- `setup.html`
- `live.html`.
- `score.js`
- `scorecard.html`
- `summary.html`. Note : ALL those files which have htmls also have css files with the same name.

## 2 Components of the Application

### 2.1 Match Setup

This section handles the setup of the match basics.

- Team name inputs.
- Choosing toss winner and toss decision.
- Overs limit (default is 2 overs).

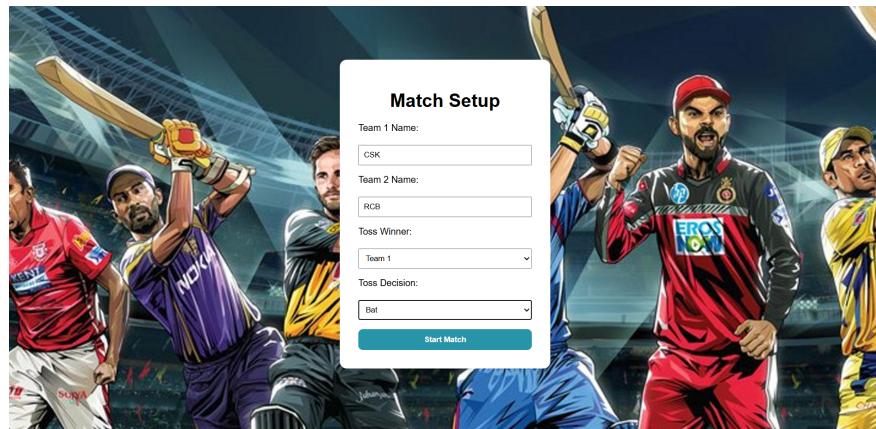


Figure 1: Match Setup Interface

## 2.2 Live Scores

- Real-time update of runs and wickets.
- Allows input for every ball.
- Updates bowler and striker based on over completion and wicket fall.

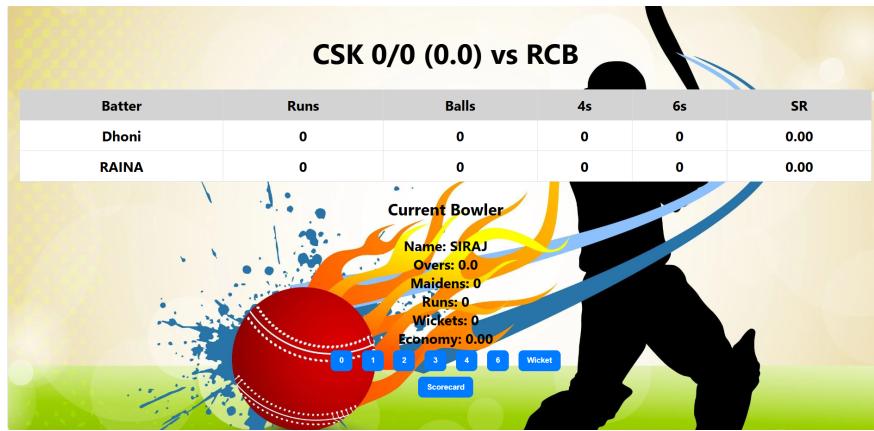


Figure 2: Live Score Interface

## 2.3 Scorecard

- Detailed batting stats (runs, balls, 4s, 6s).
- Comprehensive bowling statistics (overs, maidens, runs, wickets).
- Fall of wickets and extras monitoring.

Match Scorecard					
Batting					
Batter	Runs	Balls	4s	6s	SR
Dhoni	6	3	0	0	200.00
RAINAN	0	0	0	0	0.00
Shane	0	0	0	0	0.00

Bowling					
Bowler	Overs	Maidens	Runs	Wickets	Economy
SIRAJ	0.4	0	6	1	9.00

Figure 3: Scorecard Display

## 2.4 Match Summary

- Declaration of the winning team.
- Margin of the victory.
- Top scorer in batting and bowler.

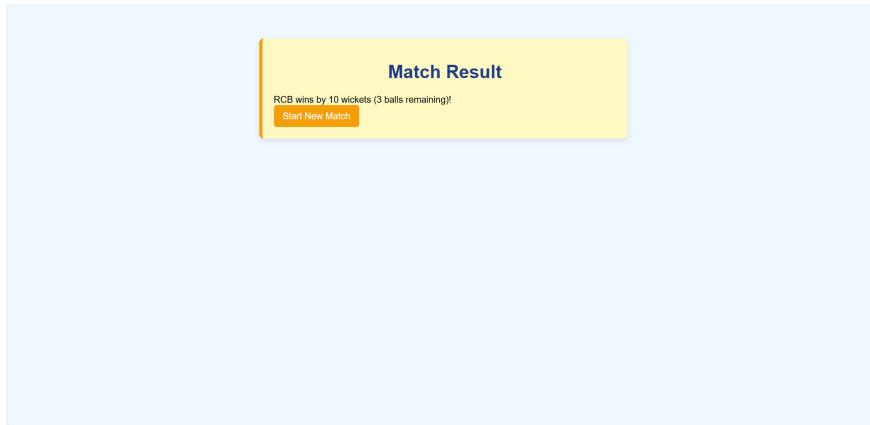


Figure 4: Match Summary Page

## 3 Features Described in Detail

### 3.1 Match Setup

The initial step involves users entering both team names. There is also a toss mechanism integrated. After the toss winner is chosen, the user chooses whether to bat or bowl.

Overs can be modified, although the default is 2 overs to mimic a short match suitable for fast games or demonstrations.

### 3.2 Live Score Input

During the match, the result of every ball needs to be recorded:

- Runs scored
- Wickets
- Extras (wide, no-ball, leg-byes, etc.)

The interface only accepts valid updates. On completion of each over or wicket, reminders enable updating of bowlers and batsmen.

### 3.3 Scorecard View

The scorecard summarizes all match statistics and displays them in a classic cricket score layout. This includes:

- Total runs and wickets
- Individual player statistics
- Extras breakdown
- Partnerships

### 3.4 Match Summary

The match summary page at the end of the game shows:

- Final scores
- Result (who won and by how much)

## 4 Technologies Used

- **HTML:** Web page structure
- **CSS:** Styling and layout
- **JavaScript:** Logic and data handling
- **localStorage:** To store match state between pages

The philosophy of design is to maintain the interface as simple and intuitive for both first-time users as well as cricket fans.

## 5 Conclusion

This cricket scorekeeper is an endeavor to introduce a structured but lean method to track cricket matches played in your backyard, schools, or colleges. With an intuitive interface and end-to-end match lifecycle management, it is an easy-to-use tool for cricket enthusiasts.

The concept can further be extended for multiplayer access, statistics database, and integration with online leaderboards or streaming.

## 6 References

### References

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