CIMS

Centralized Information Management System

Scoring Application

For Cricket

User Manual

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ABOUT CIMS **4**

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About This Guide

This user manual will provide you with the information required for running and using this application.

About CIMS

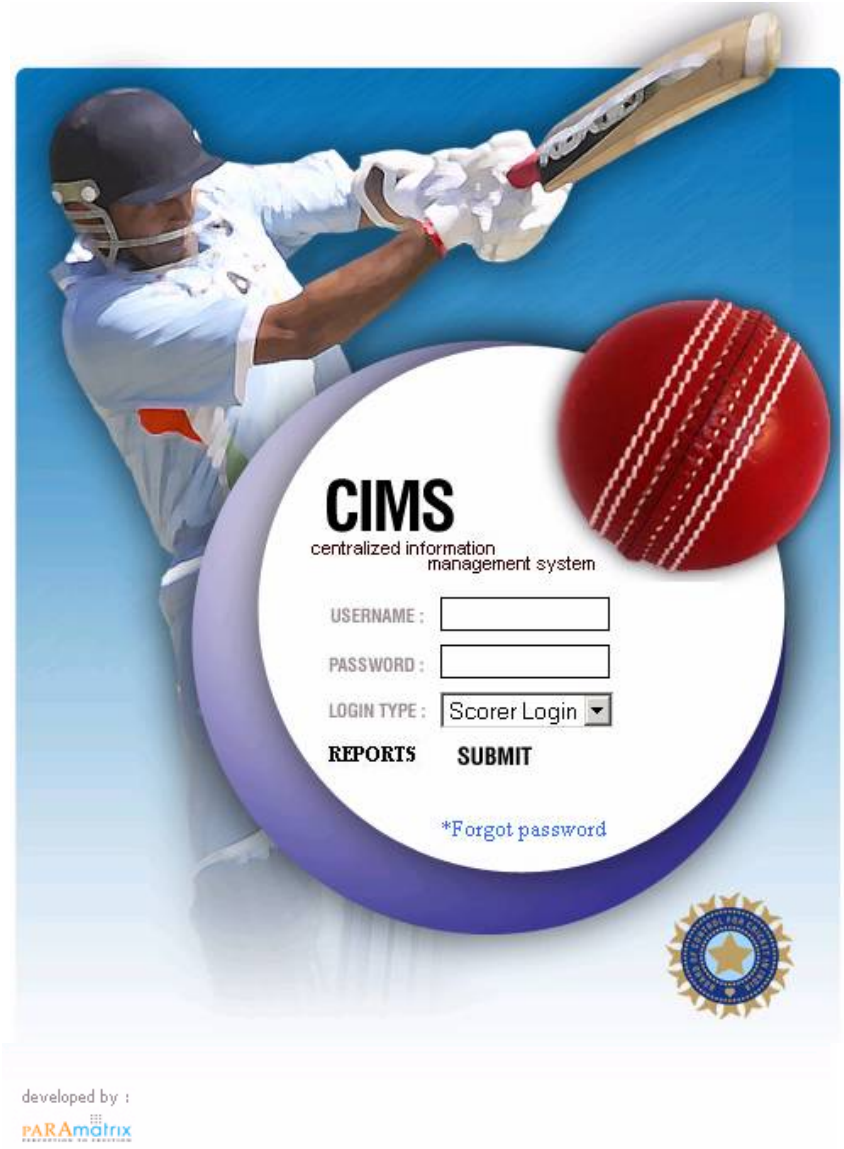
CIMS (Centralized Information Management System)

CIMS is a total scoring and match analysis application for the game of Cricket.
CIMS software has been designed to allow the user to enter ball-by-ball information for a cricket match just as you would in a traditional cricket scorebook. CIMS software also provides features of capturing ball by ball information of delivery length on pitch pad and shots played by batsman on wagon wheel. The scorer is prompted throughout the scoring of match in accordance with the natural flow of the game. Importantly, all the rules of the game are auto calculated so; you don't have to know the matches rules for the cricket

CIMS – Scoring Application Usage

Starting CIMS application

1. Click on Internet Explorer.
2. Type URL – www.bccicricket.org to get the following Login page
3. Enter valid username and password to log in as a scorer.

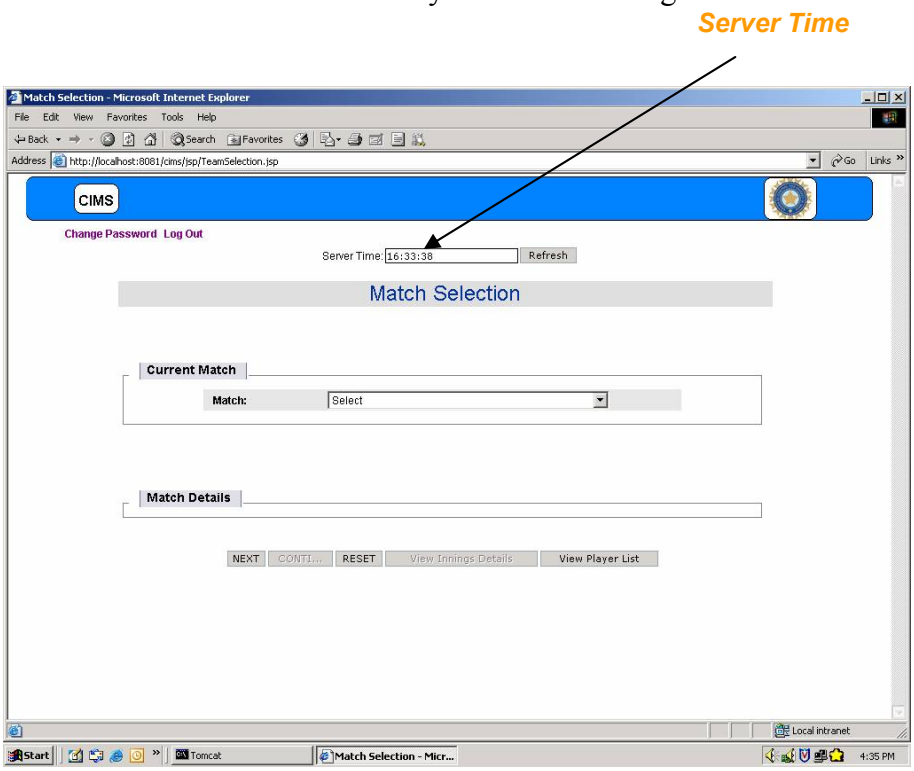


Help Document

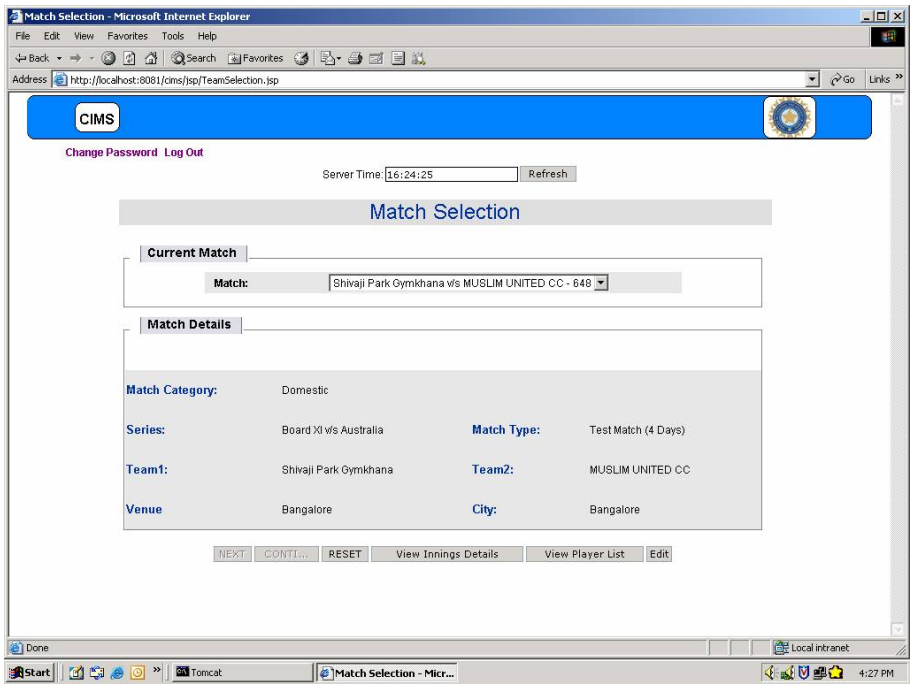
Recommended : Use IE 6.0 or higher and set resolution to 1024*768.

Match Selection:

- Select the current match for which you will do scoring.



- Selecting required match will present you with the following screen showing the match details with which you can verify the selected match is correct or not.



- To view the match score card, click on **View Innings Details** button. If match is completed or any innings of the match is completed then, It will present you with following screen of the score card/s of selected match.

Inning 1 | Inning 2

Inning 1

Competiton :	COOCH BEHAR-ELITE -A	**Venue:**	Cuttak Ground	**Home Team:**	
Toss Winner :-	MUSLIM UNITED CC	**Elected To :-**	Bat	**Start Date :-**	17/10/2008
Umpire1 Name :-		**Umpire2 Name :-**		**Umpire3 Name :-**	
Score1 Name :-	Avadhut joshi	**Score1 Name :-**	Bhushan Fegde		

MUSLIM UNITED CC

No	Time	Batsman	Out	Bowler	Runs	Balls	Min	4	6	SR
1		A Mustaq	st	L Dcosta b G Gambhir	1	2	0	0	0	50.00
2		A Choudhari		b G Gambhir	0	1	0	0	0	0.00
3		A Dhulap	r.o.	G Gambhir / K BHAGAT	3	3	12	0	0	100.00
4		A Kadam	r.o.	G Gambhir / K BHAGAT	1	1	0	0	0	100.00
5		A Gavande	r.o.	G Gambhir / K BHAGAT	7	7	4	0	0	100.00
6		A Kolambkar	r.o.	G Gambhir / K BHAGAT	3	3	0	0	0	100.00
7		H Parasiya	r.o.	G Gambhir / K BHAGAT	5	5	2	0	0	100.00
8		A Sayyed	r.o.	G Gambhir / K BHAGAT	4	4	7	0	0	100.00
9		F Shaikh	r.o.	G Gambhir / K BHAGAT	3	3	2	0	0	100.00
10		J Shaikh	Not Out		2	2	3	0	0	100.00
11		A Tapase	r.o.	G Gambhir / K BHAGAT	2	2	1	0	0	100.00

Extras : **0** (0 nb 0 w 0 lb 0b)

Penalty : 0

Total : (10 wickets;5.3 overs) 31 (5.64 runs per overs)

Fall Of Wicket : 1-1,2-2,3-3,4-8,5-13,6-18,7-21,8-25,9-28,10-31,

SHIVAJI PARK GYMKHAN

No	Bowler	Over	Maiden	Runs	Wickets	WD	NB	SR	Eco.
1	G Gambhir	2.0	0	10	2	0	0	6.00	5.00
2	N ABHISHEK	2.3	0	15	0	0	0	0.00	6.00
3	A PAGNIS	1.0	0	6	0	0	0	0.00	6.00

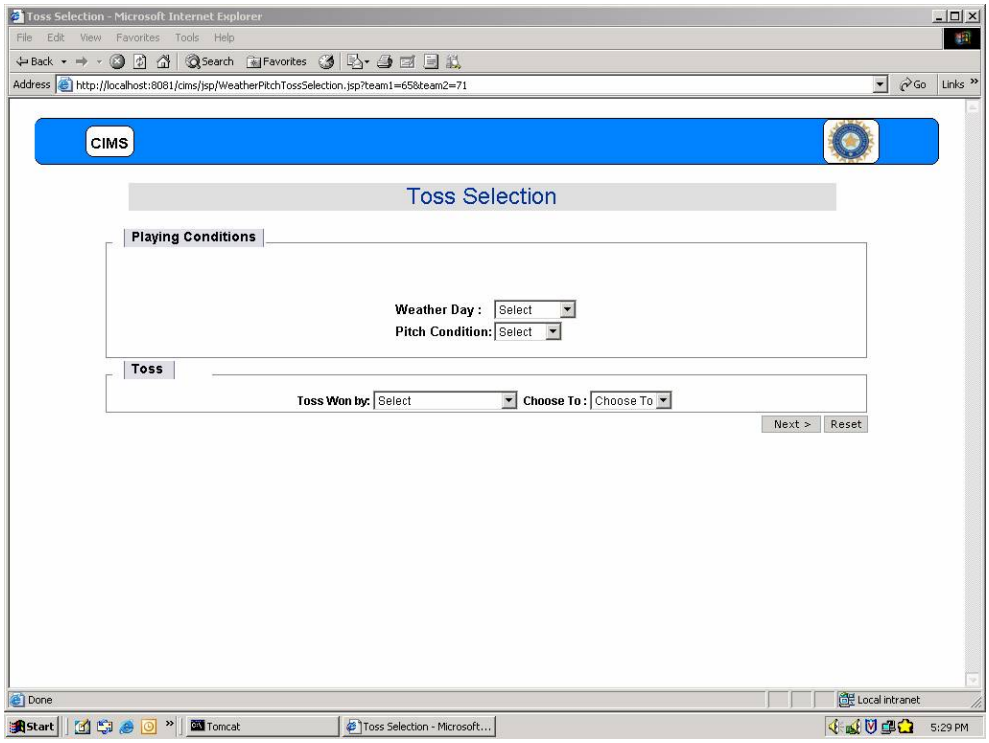
printPreview

- To clear the data, Click **RESET** button
- If selected match is incomplete then, Click **CONTI….** button

It will take you to the score card where the match scoring was remained incomplete.

- If correct match is selected, Click **NEXT** button. It will present you **Toss Selection** page.

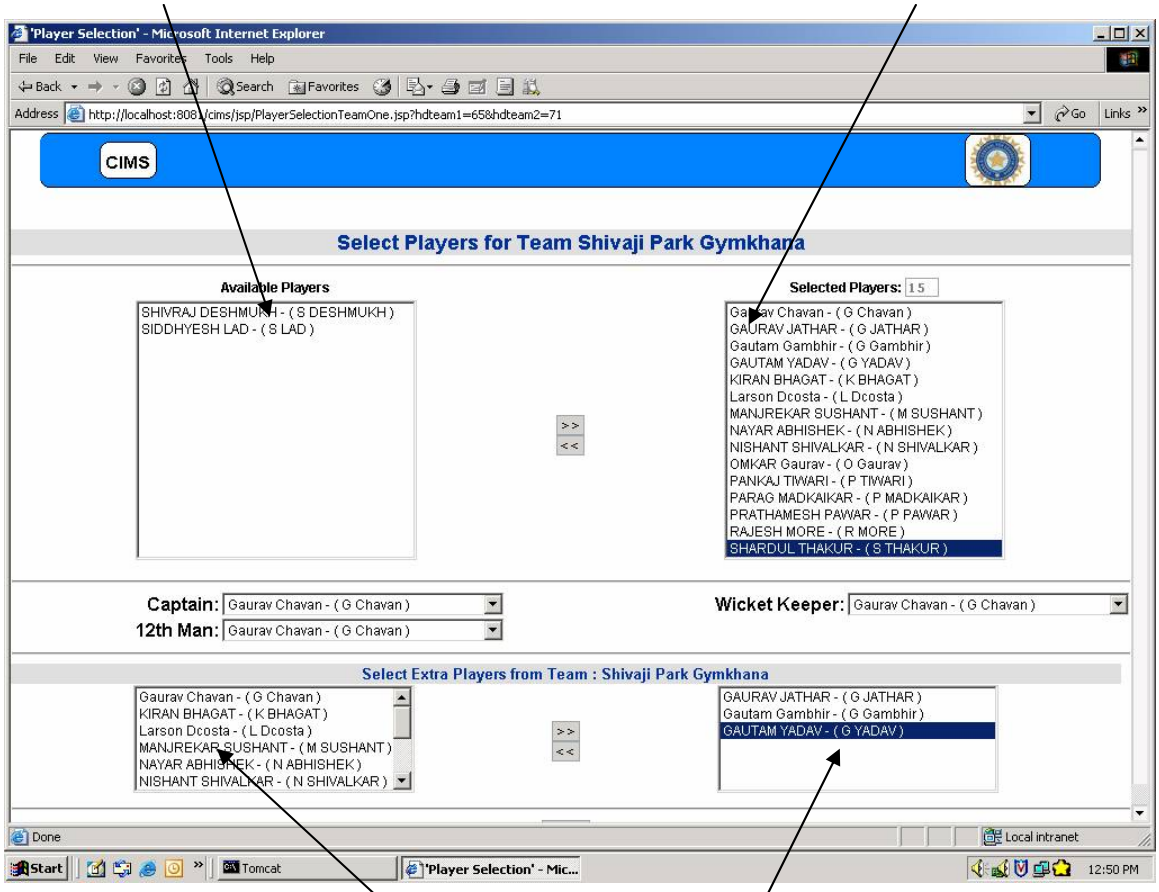
Toss Selection:



- Select **Weather Day** and **Pitch Condition.**
- Select the team who win the toss in **Toss Won by** and **Toss Winning** team will bat or field first in **Choose To** field.
- To clear the data, Click on **Reset** button
- Click on **Next button**, and then it will present you following **Player Selection** form

Player Selection:

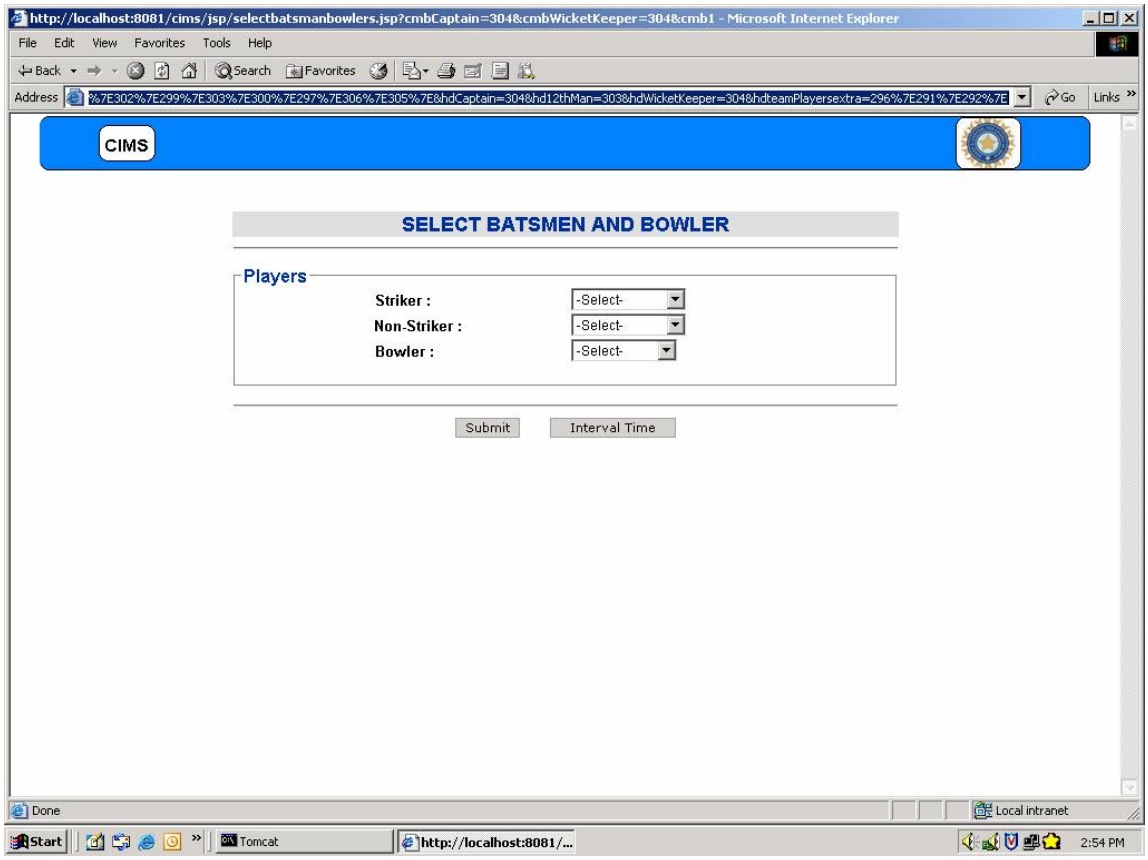
Available Players *Selected Players*



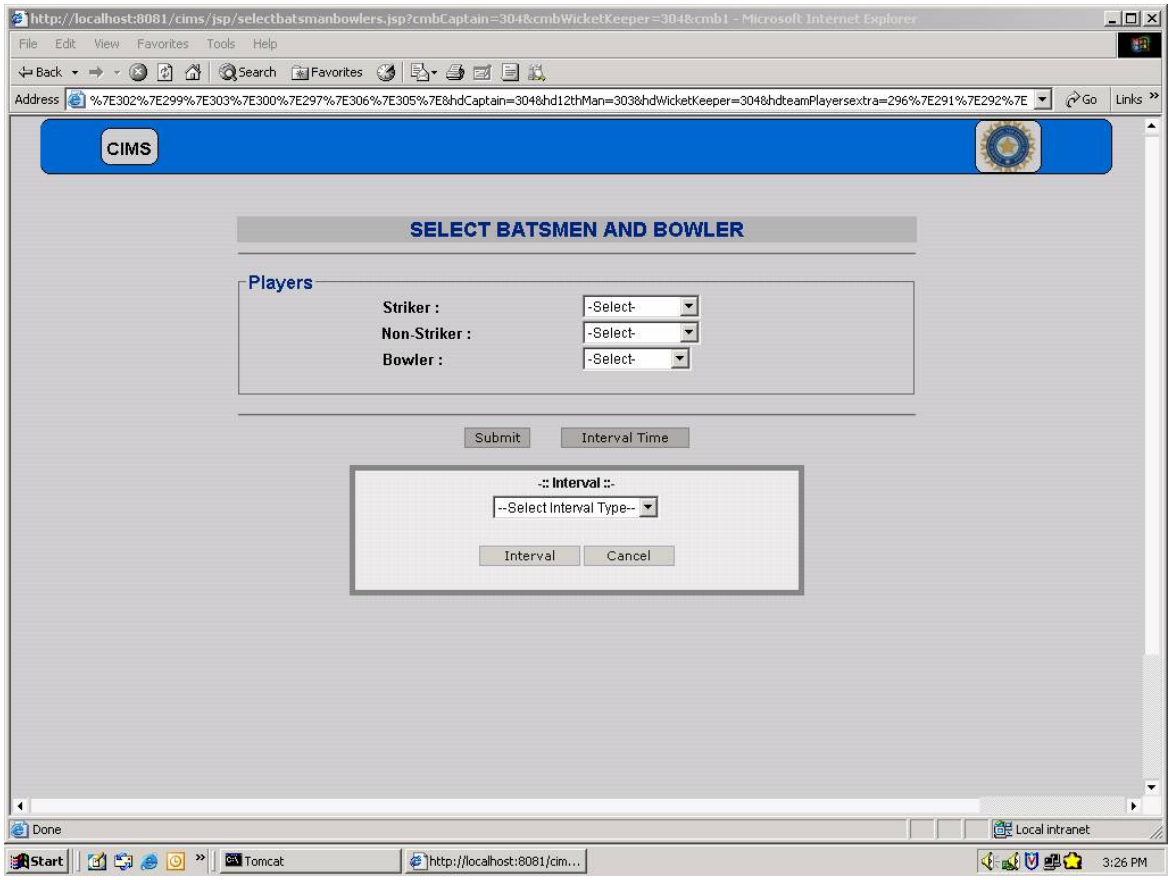
Extra Players Selection List *Selected Extra Players*

- For the selection of players of team 1 and team 2 Player Selection page for team 1 and team 2 will be presented in sequence.
- From this page you can select minimum 12 and maximum 16 players, Captain, Wicket Keeper, 12th Man and extra players' selection as per the number of the team selected.
  For example:
  1) If you select 14 players, 2 players will be allowed to select as extra players.
  2) If you select 16 players, 4 players will be allowed to select as extra players.
- After proper selection of the team, click on **NEXT** button.
  It will present you with following page of **SELECT BATSMEN AND BOWLER**

Select Batsman and Bowler:



- You can select the **Striker** , **Non-Striker and Bowler** for the match
- In case if before any (2nd innings onwards) inning, interval occurs then, you can click on **Interview Time** button to take interval. It will present you with following window.

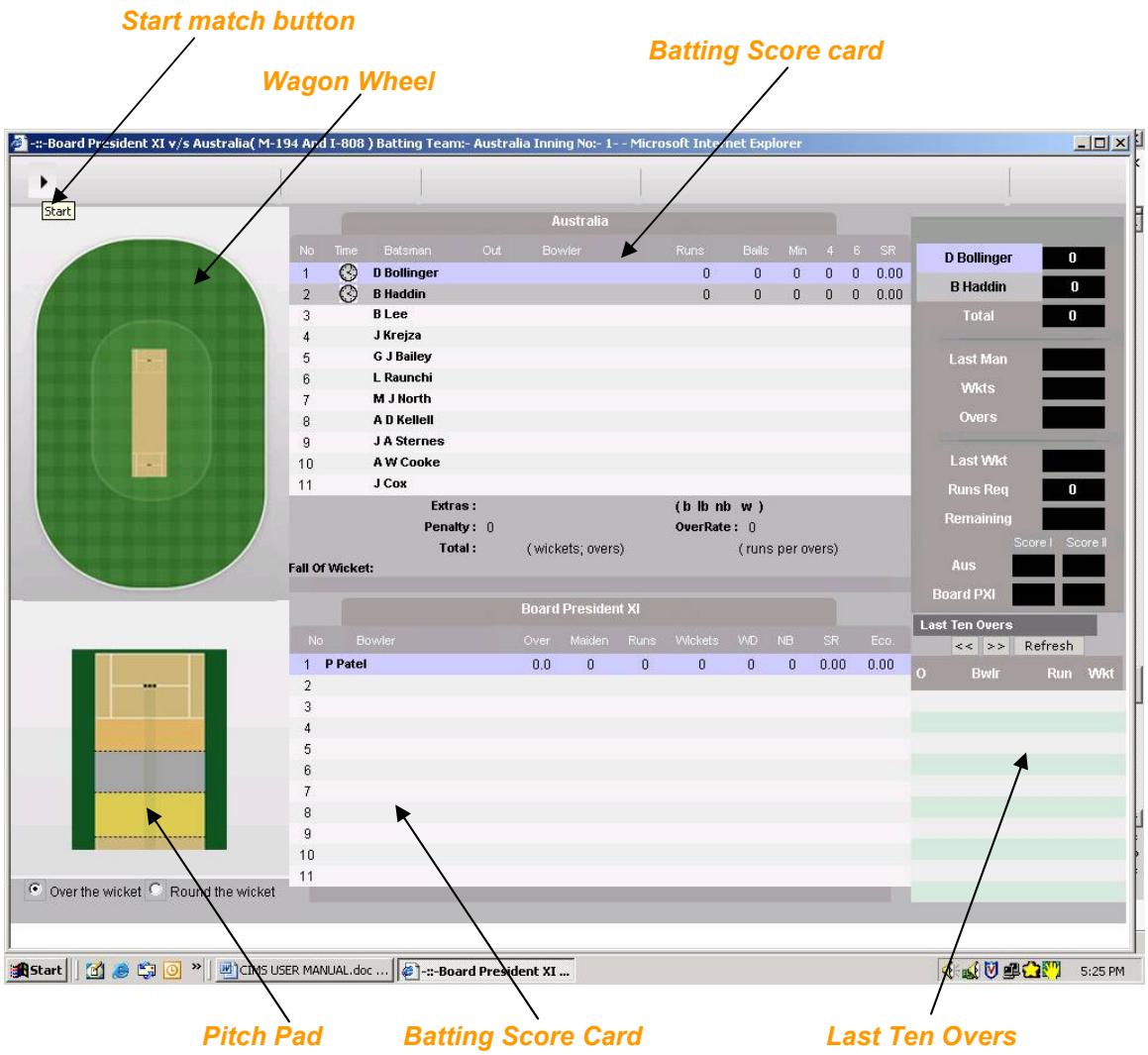


- Click **Submit button.** It will present you the with following score card screen for scoring

Score Card:

Starting Match:

- *To start match click on **Start** button*

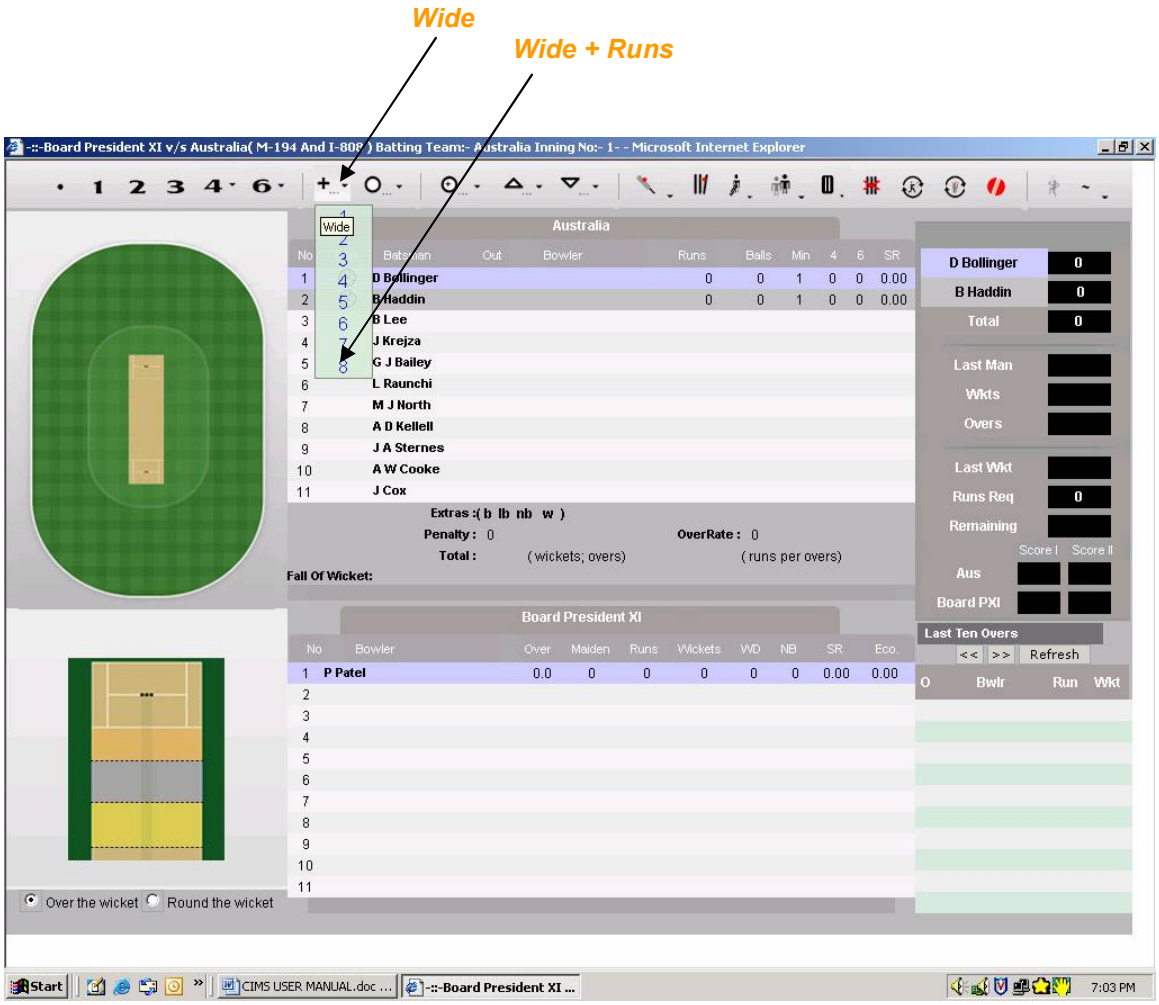


Scoring a Match:

Scoring a match is simple as clicking the buttons to reflect the activity in the field. Each scoring stroke will be followed by confirmation screen for the action.

- To record the delivery position of ball by bowler, click on **Pitch Pad.**
- To record the position of runs played by batsman, click on **Wagon Wheel**
- If you click the wrong place on both **Pitch Pad** and **Wagon Wheel**, you simply click on the correct place which will replace the previous position with the new one.

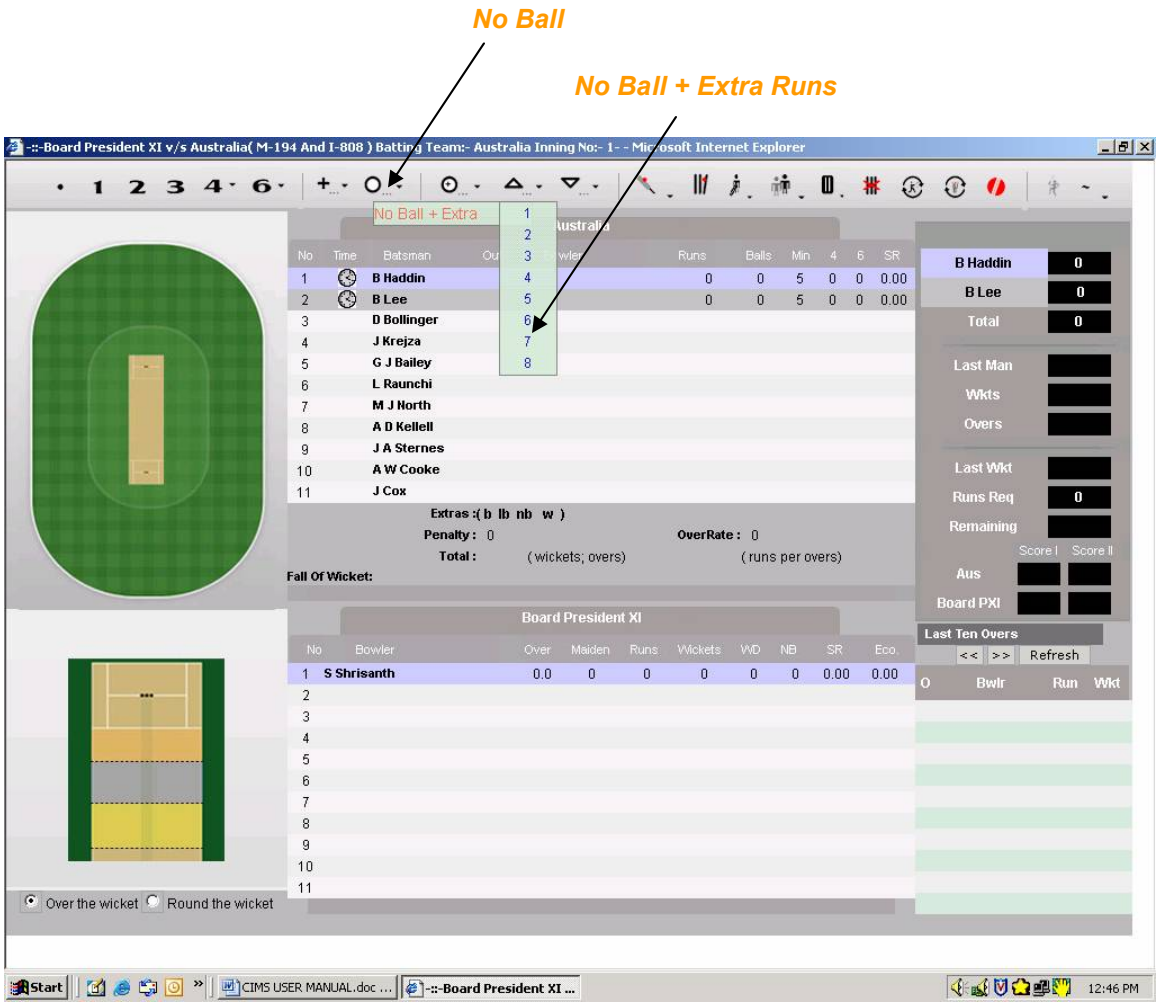
Wide and Wide + Runs:



- For **Wide** run click on icon
- For **Wide + Runs** take the mouse cursor to the icon and click on required runs.

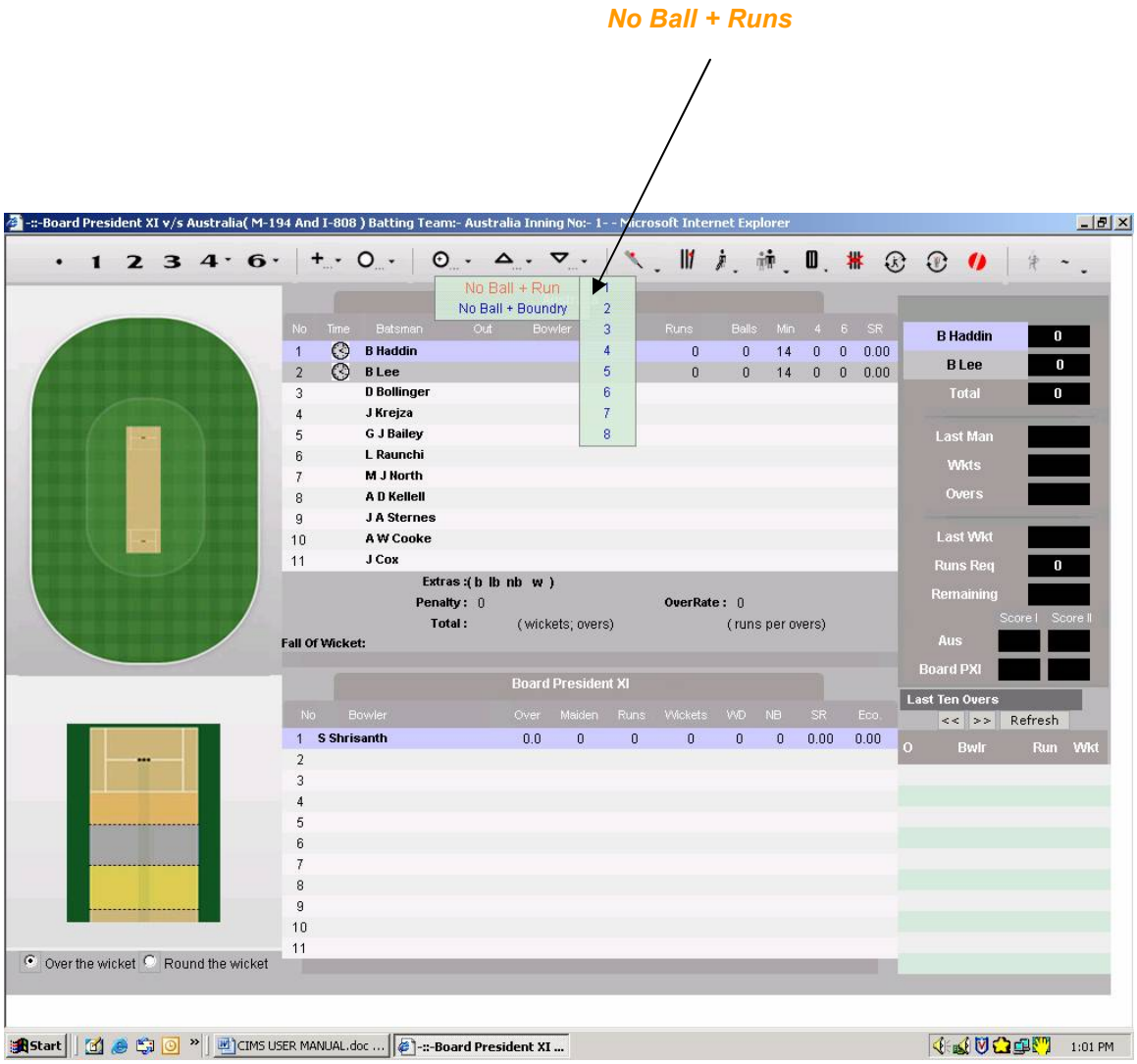
No Ball:

No Ball and No ball + Extra runs:

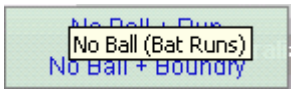


- For **No Ball** click on icon
- For **No Ball** + **Extra** Runs take mouse cursor on and click on required runs.

No Ball (Bat Runs):

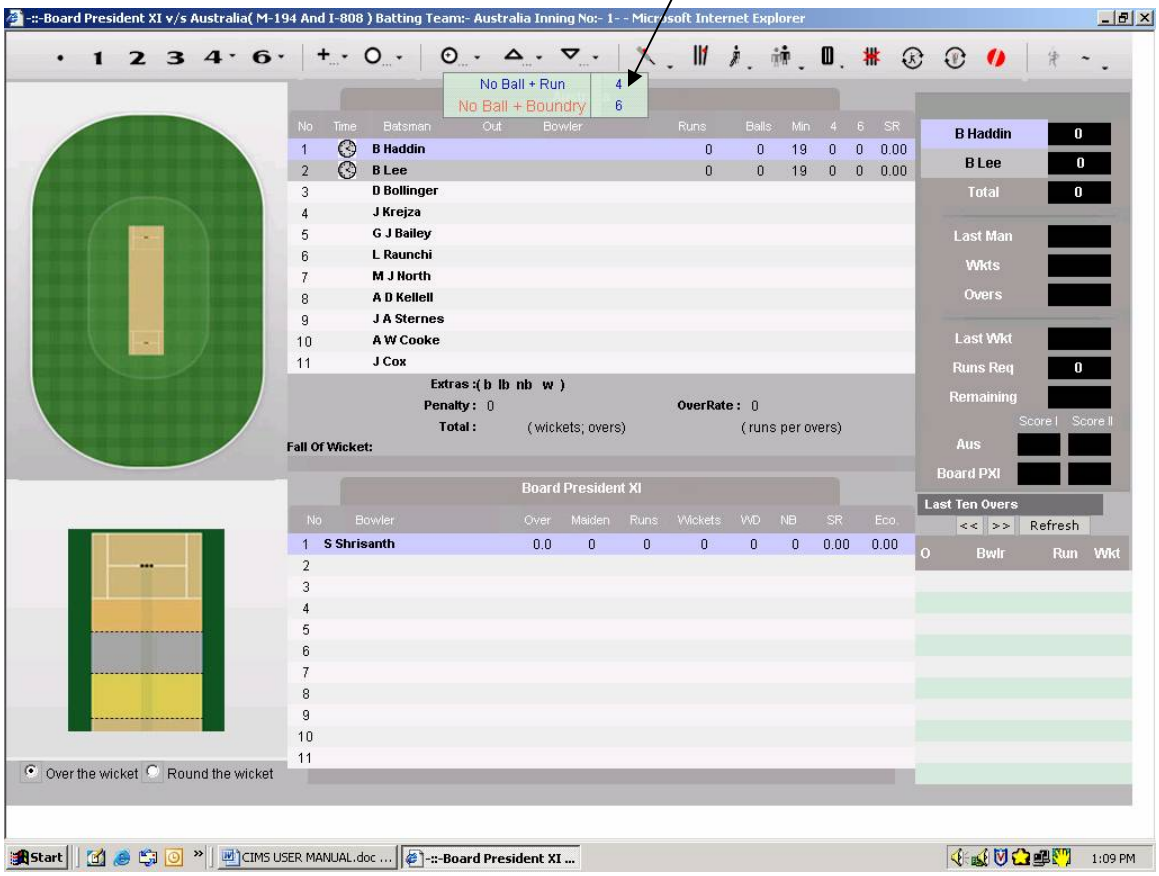


- For **No Ball + Runs** take mouse cursor on icon.

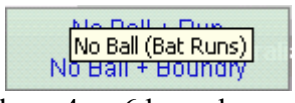


- Click on **No Ball + Runs** and then click on required runs.

No Ball + Boundary runs

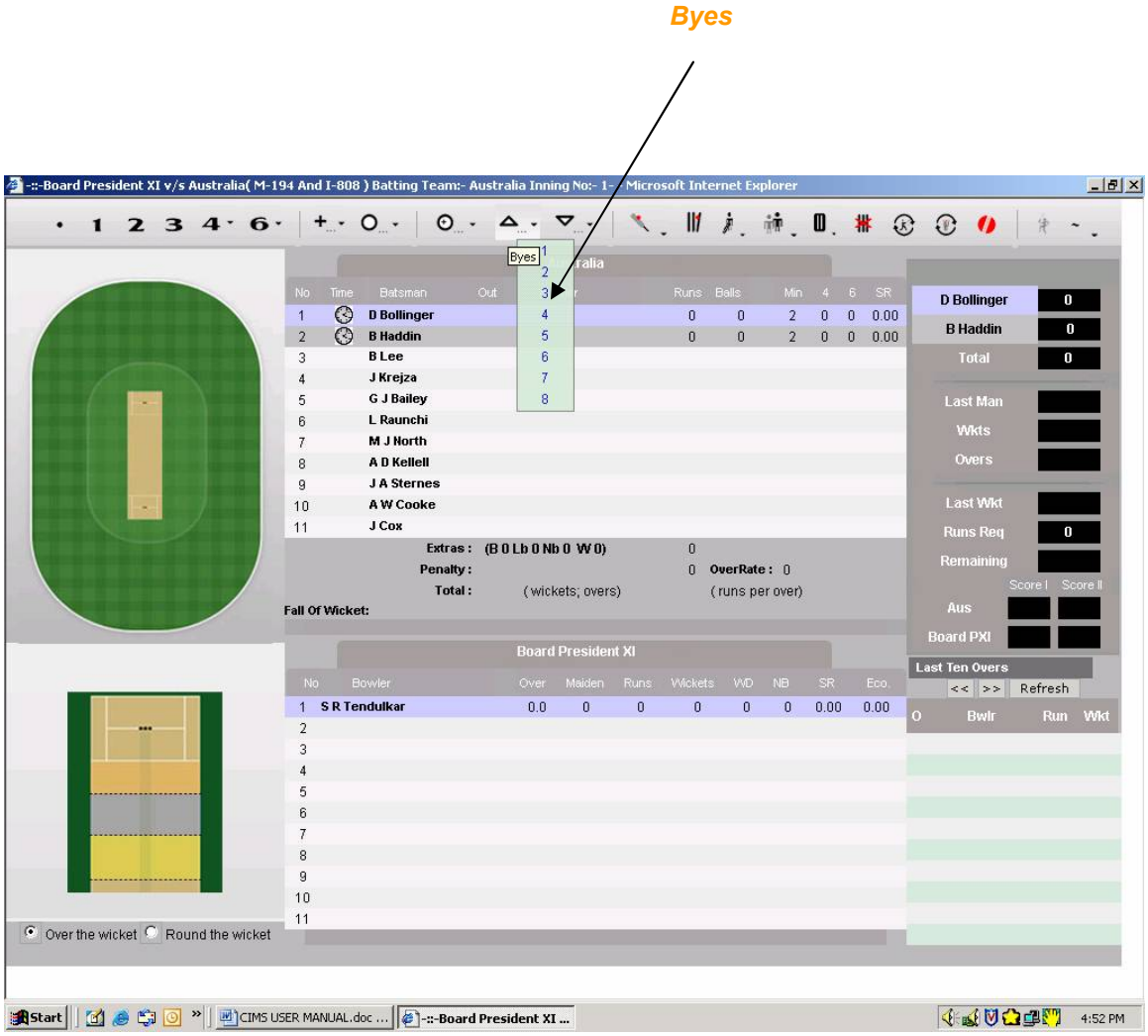


- For **No Ball + Runs** take mouse cursor on icon.

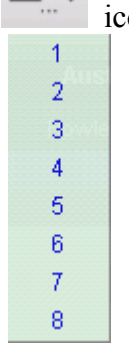


- Click on **No Ball + Boundary** and then click on 4 or 6 boundary runs.

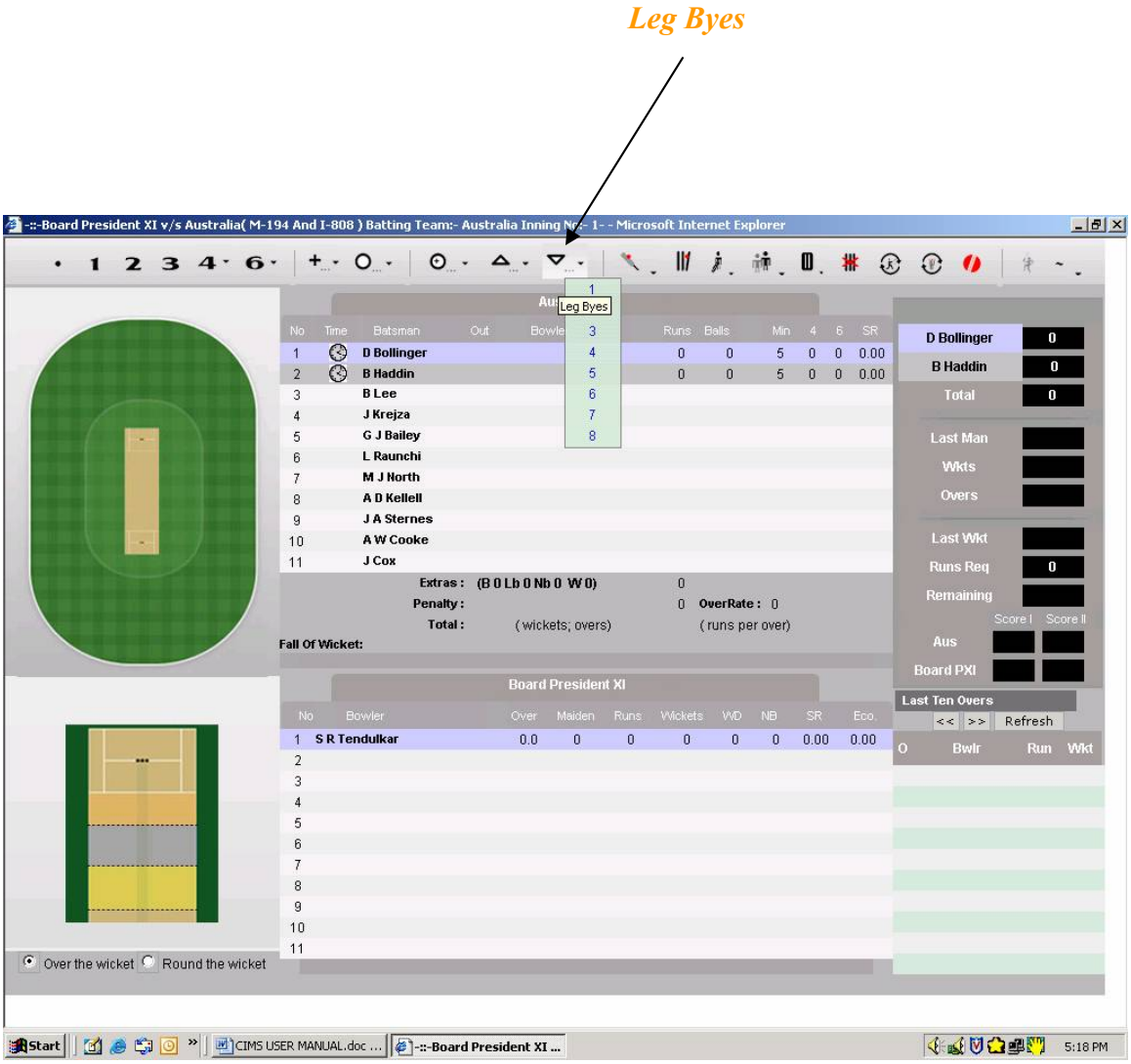
Byes:



- For **Byes** take cursor on icon and click on required runs.

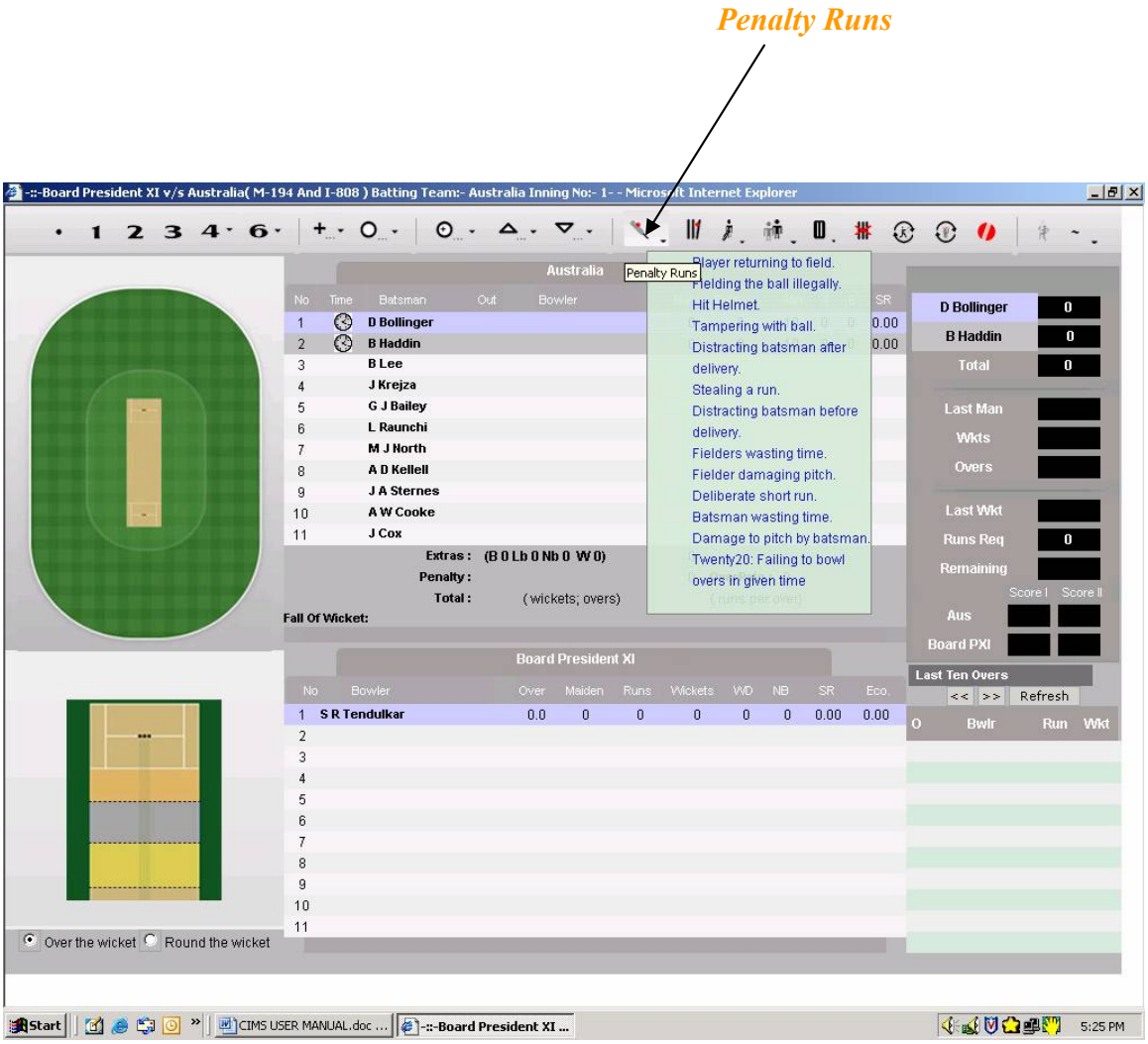


Leg Byes:



- For **Leg Byes** take cursor on icon and click on required runs.

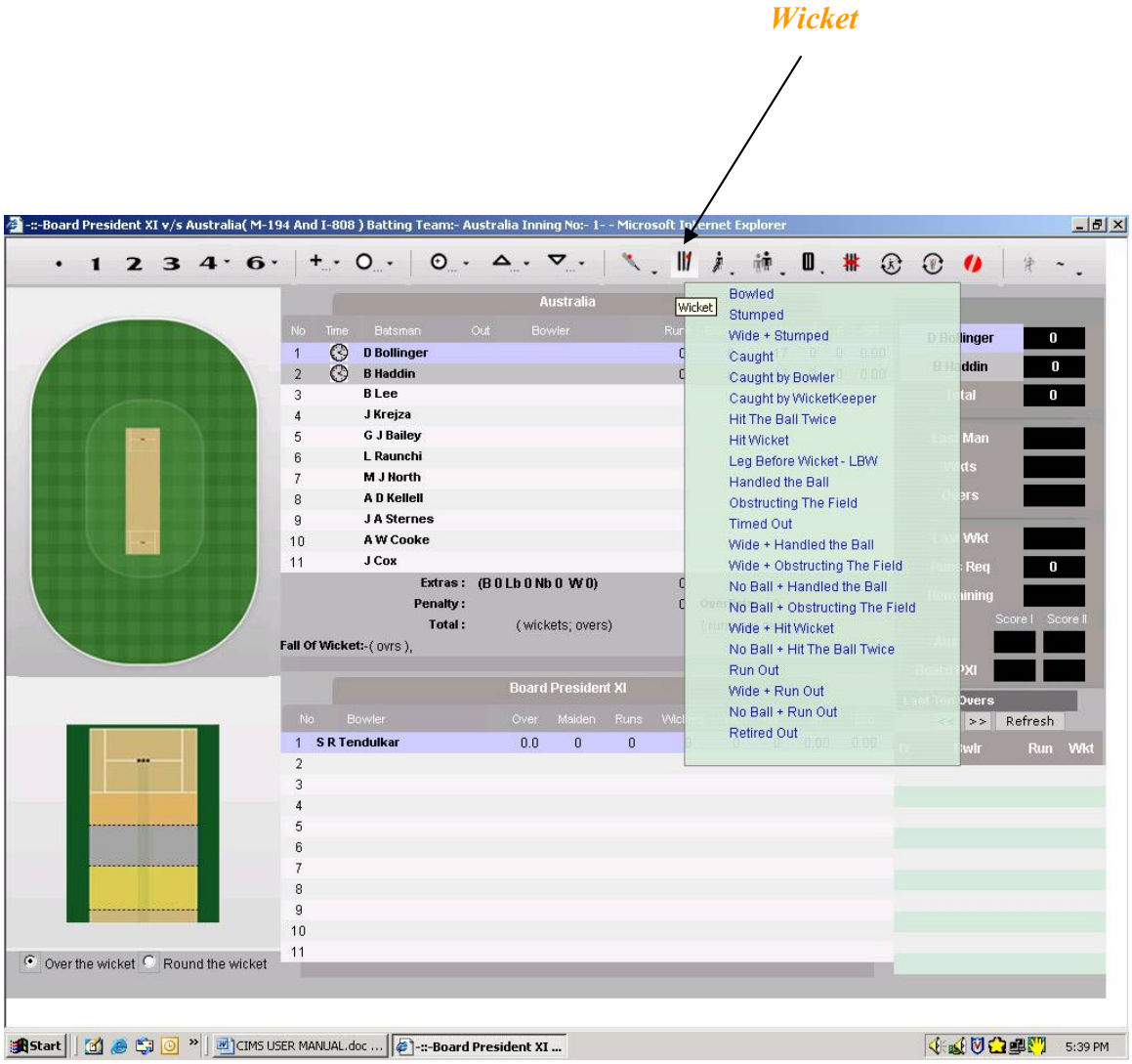
Penalty Runs:



- As per penalty runs rule for batting side and fielding side penalty runs are given.

  For **Penalty Runs** take mouse cursor on the icon and click on required Penalty runs option.

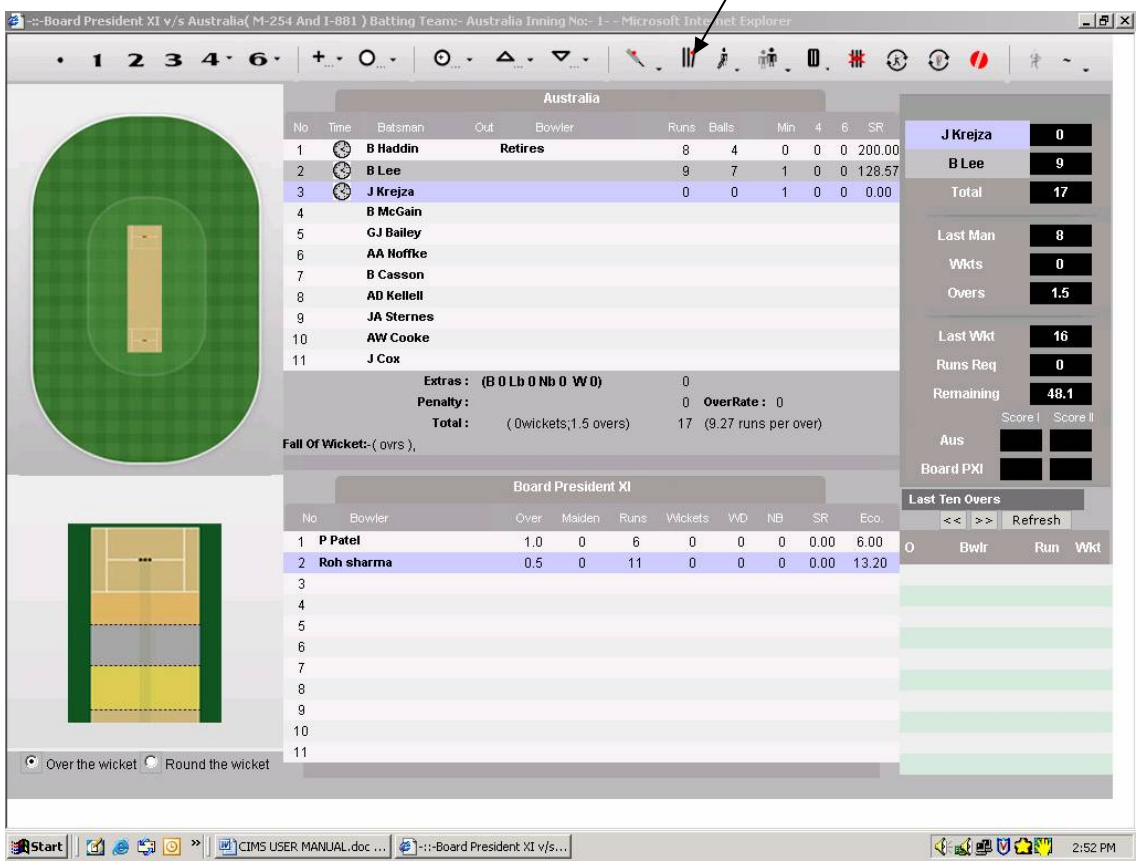
Wicket:



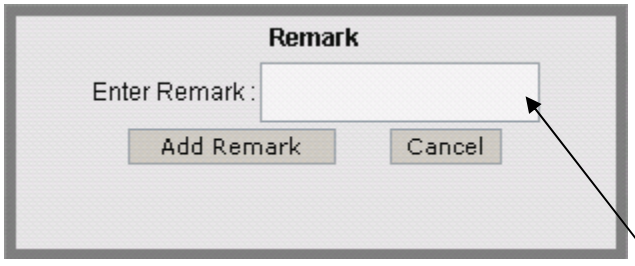
- For all the **Wickets** options take the mouse on the icon and click on required Wicket options. When you click on any wicket option, information required for that wicket option will be prompted to fill.
  For example: If you click on **Stumped** option, then prompts to select wicket keeper and to select new batsman will be given.

Retires:

Retires



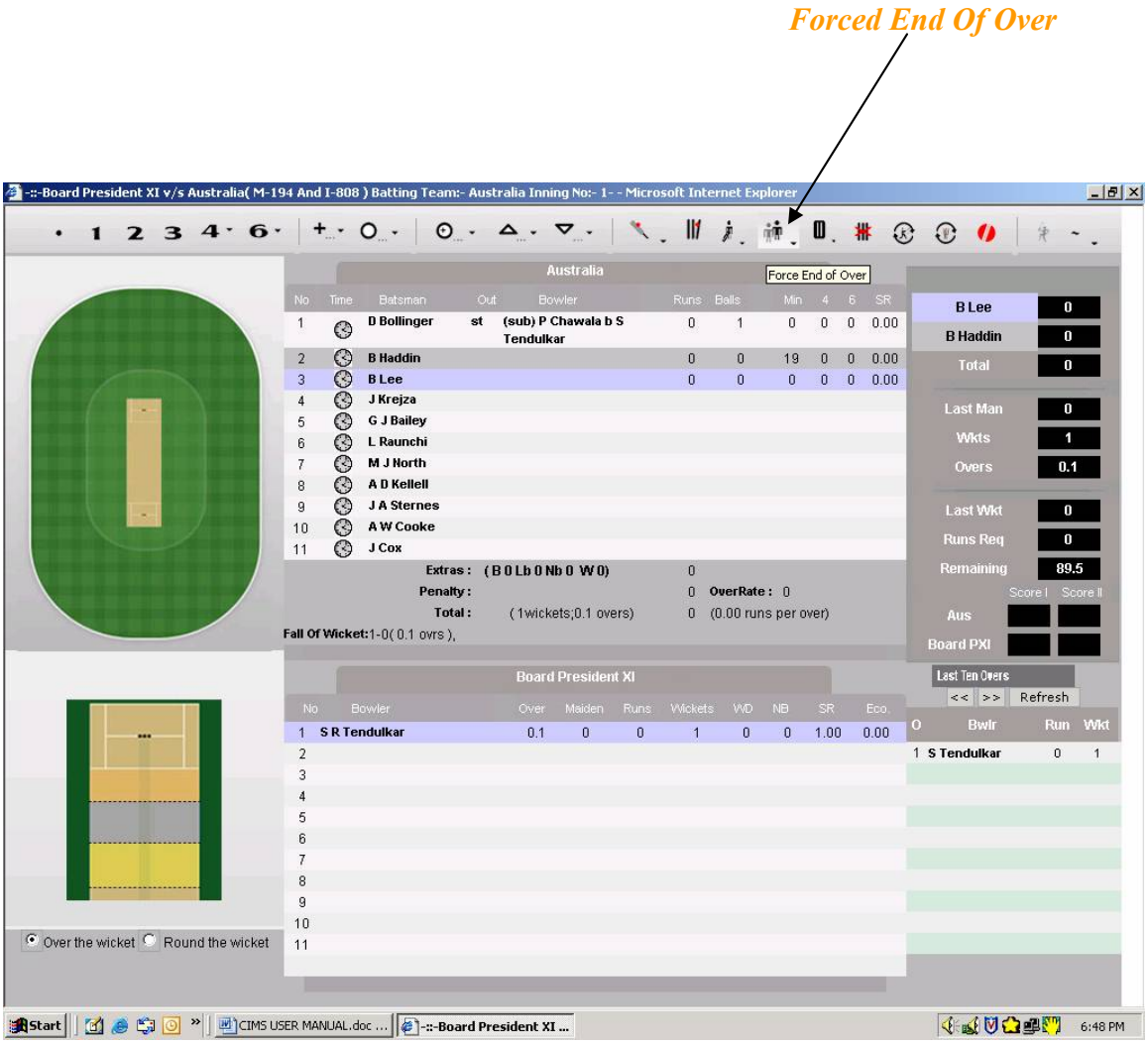
- For **Retires,** click on icon. It will present you with the following screen to add remark.



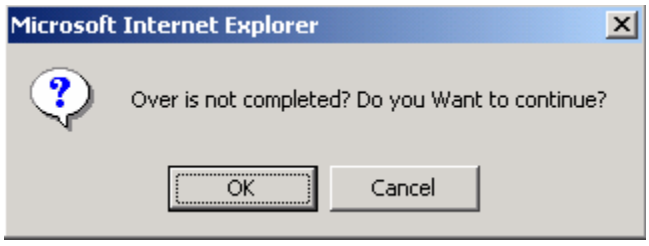
Add remark about the retires

- To add remark, Click on **Add Remark** button. Added will be displayed in the Score Sheet for that match.
- To abort the action, Click on **Cancel**

Forced End Of Over:



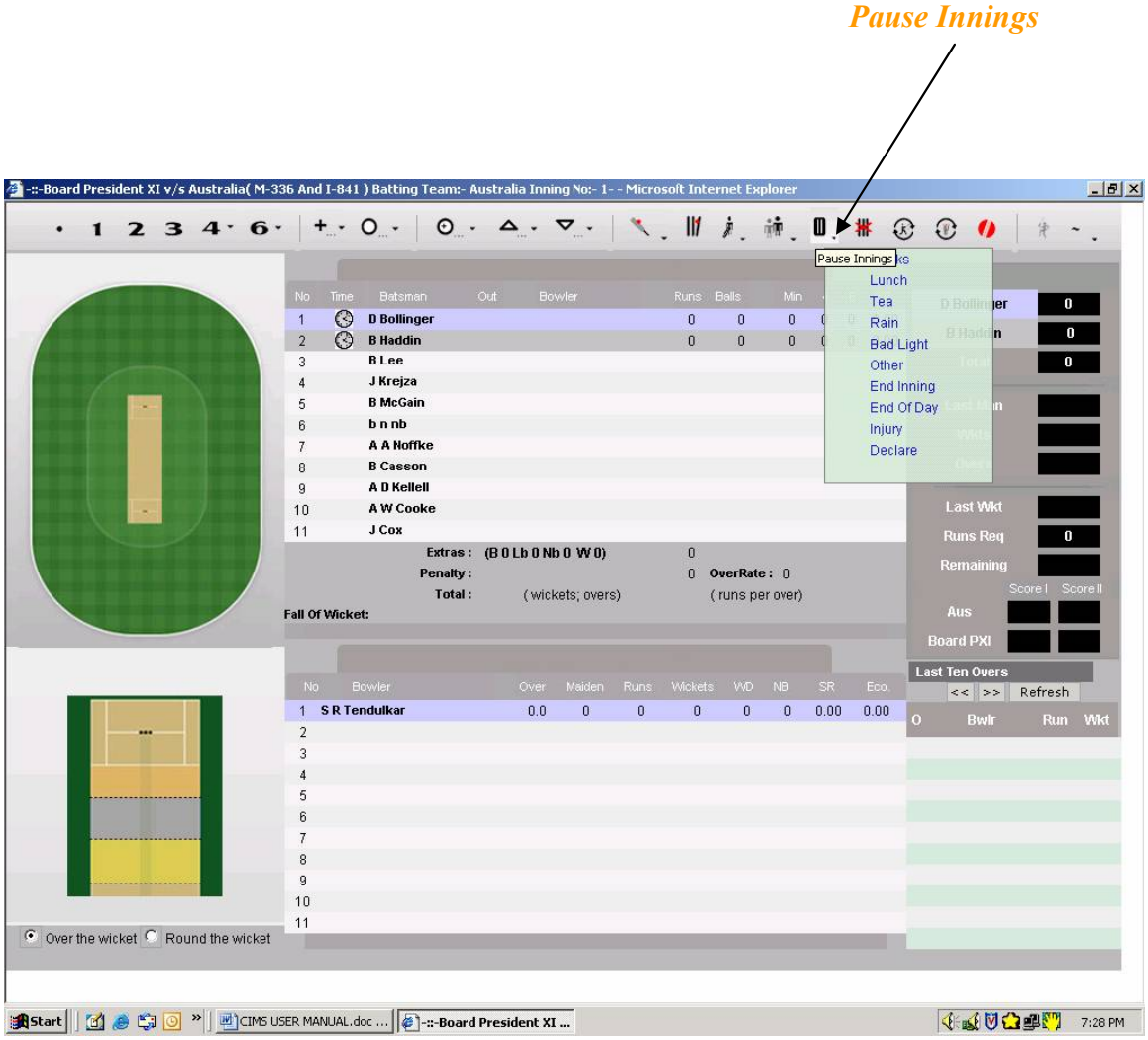
- If over is not complete and you want to end the over then, Click on **Forced End Of Over**. It will present you with the following screen.



- Click **Cancel** to abort the action.

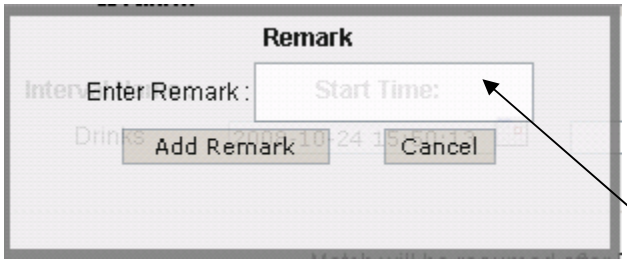
- Click **OK** if you want to end the over. After this new Bowler selection pop – up will be given and current over will be completed.

Pause Innings:

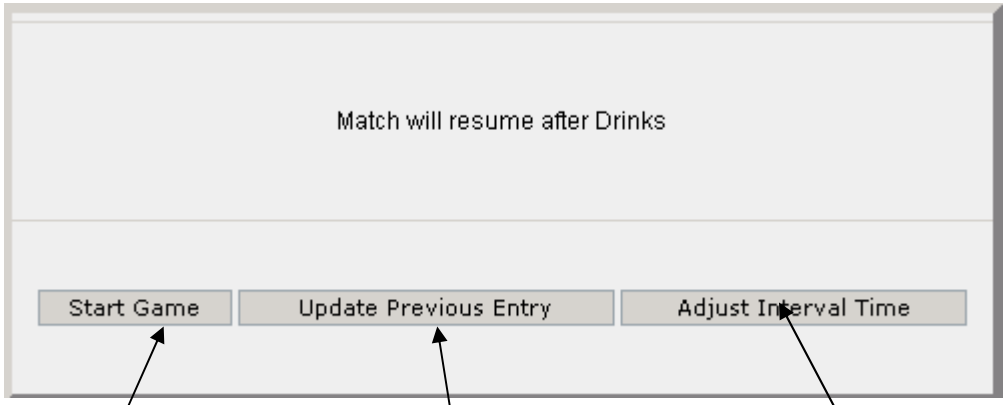


Drinks, Lunch, Tea, Rain, Bad Light, Injury and Other:

- For Drinks, Lunch and Tea take the mouse cursor on icon. And click on either of these three pause innings options. It will present you with the following screens



Add remark

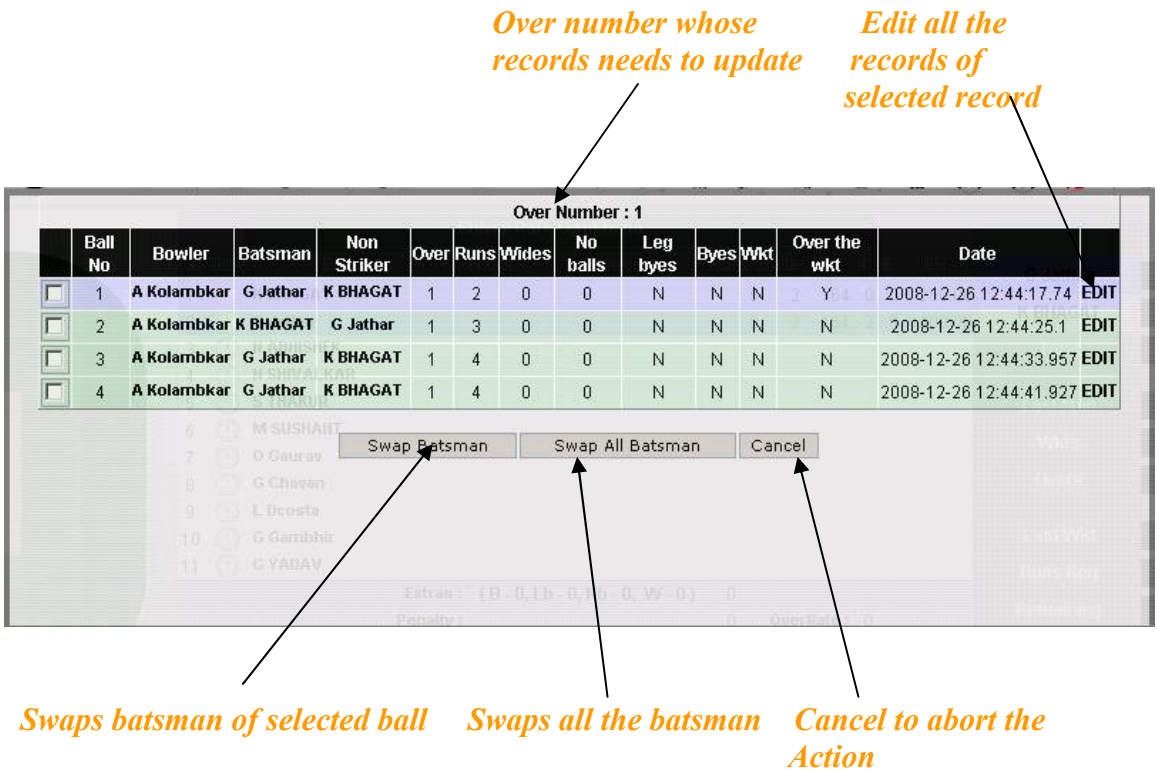


Start Game to resume the game

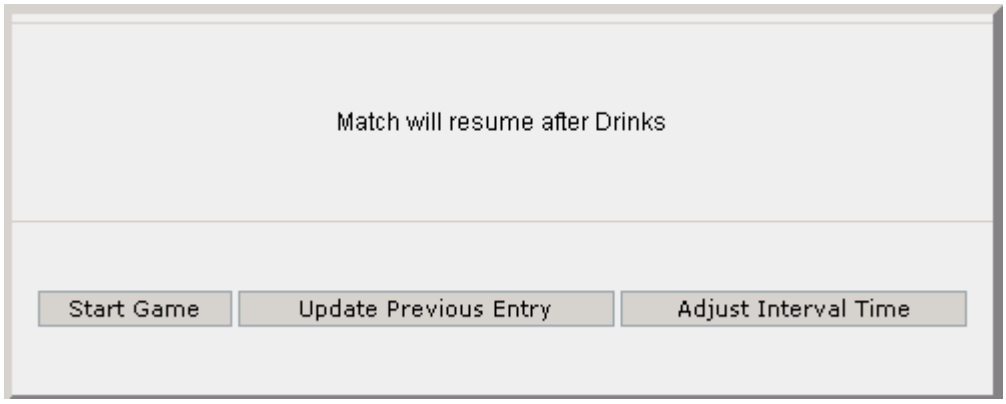
Update previous entries while pause innings options taken

Update Previous and current interval time

- Click on **Start Game** button to resume the pause inning option taken.
- **Update Previous Entry:** This feature allows you to update the score while Any pause innings option taken.
  Steps to update the score while any pause innings option taken are:
  1) Click on **Pause Innings** icon to get the above shown window.
  2) Click on **Update Previous Entry** button. On clicking this button this window will disappear but the pause innings time will be continued.
  3) In the **Last Ten Overs** section click on the **O**(Over) who's score you want to Edit. This will present you with the following window.



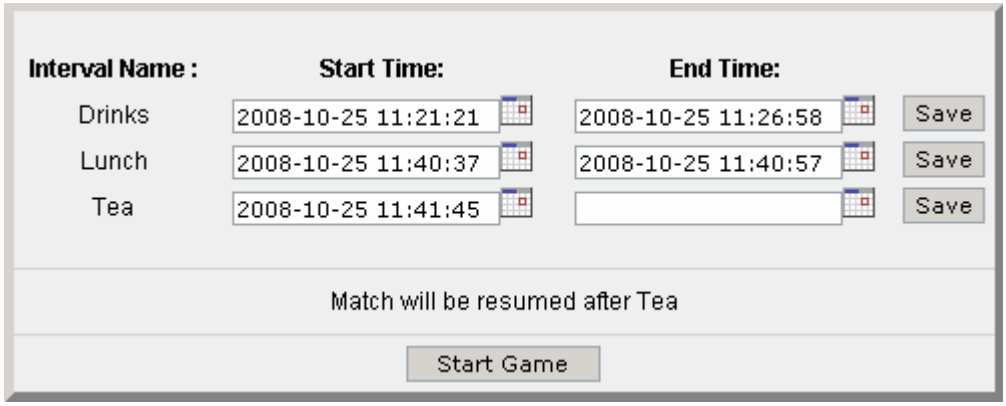
4) After editing to resume the pause innings option, refresh (Press F5 button) the score card to get the following screen back.



4) Click on **Start Game** button to resume the match again.

- **Adjust Interval Time:**
- In any case if existing time of any interval needs to change, you can change its time. The edited time will be updated.

- You can also edit the breaks start and end time of previous breaks. If earlier you have taken two breaks say drinks and lunch before tea then, following screen will allow you to edit previous two breaks when you will take tea break.

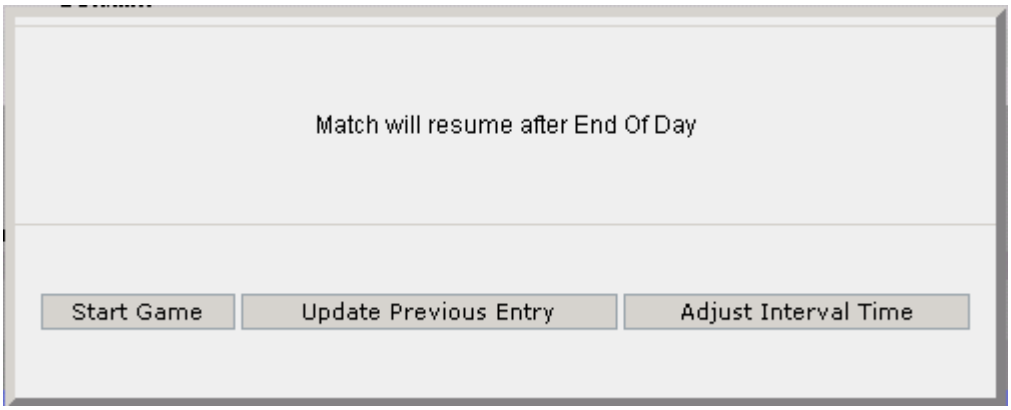


End Innings:

- You can click on **End Innings** option of **Pause Interval** to End the match Innings.

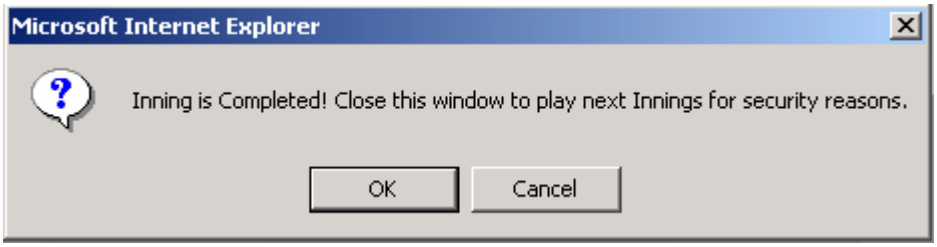
End of the day:

- After match end of the day you can click on **End of the day** option. It will present you with following screen.
- Next day this screen will appear and you can click on **Start Game** to resume the match

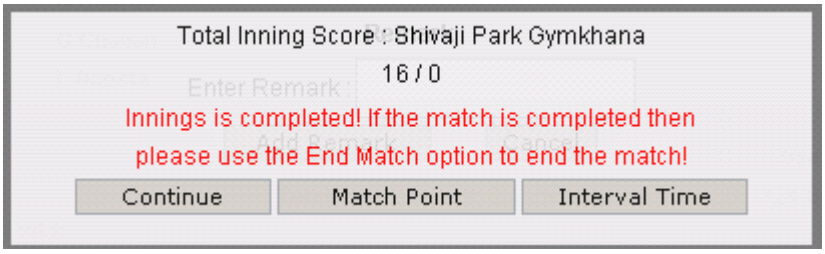


Declare:

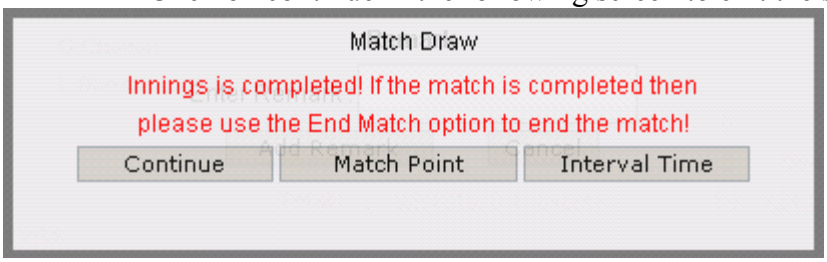
- To declare match click **Declare** option of the **Pause Innings**. It will present you with the following screen.



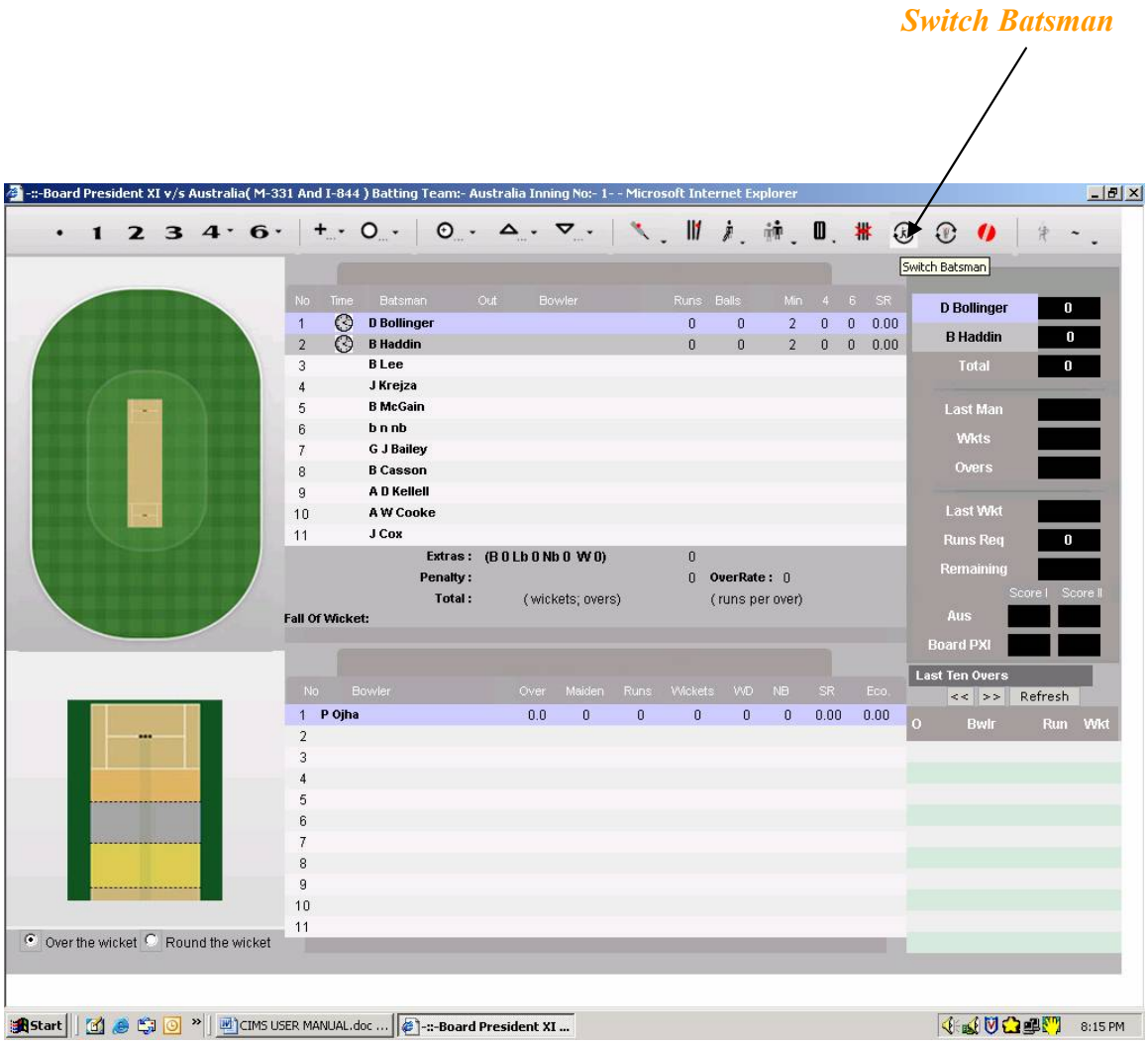
- Click on **OK** button to get the following screen.



- To get the match declaration result, you have to end the match.
- To end the match, click on **Interval Time** button and select **End of Match** option.
- Finally you will be presented with following result screen.
- Click on continue in the following screen to exit the score card.

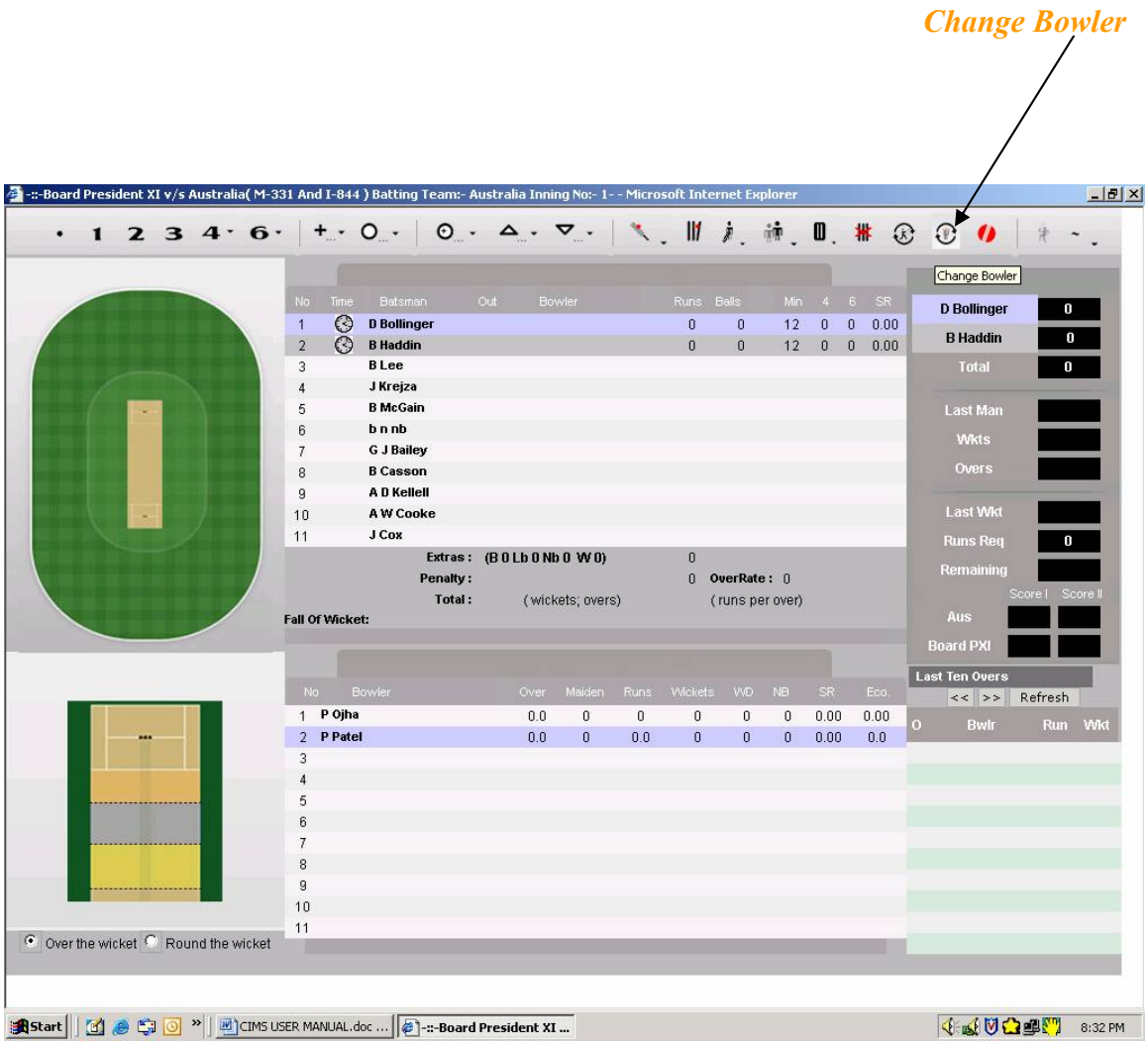


Switch Batsman:



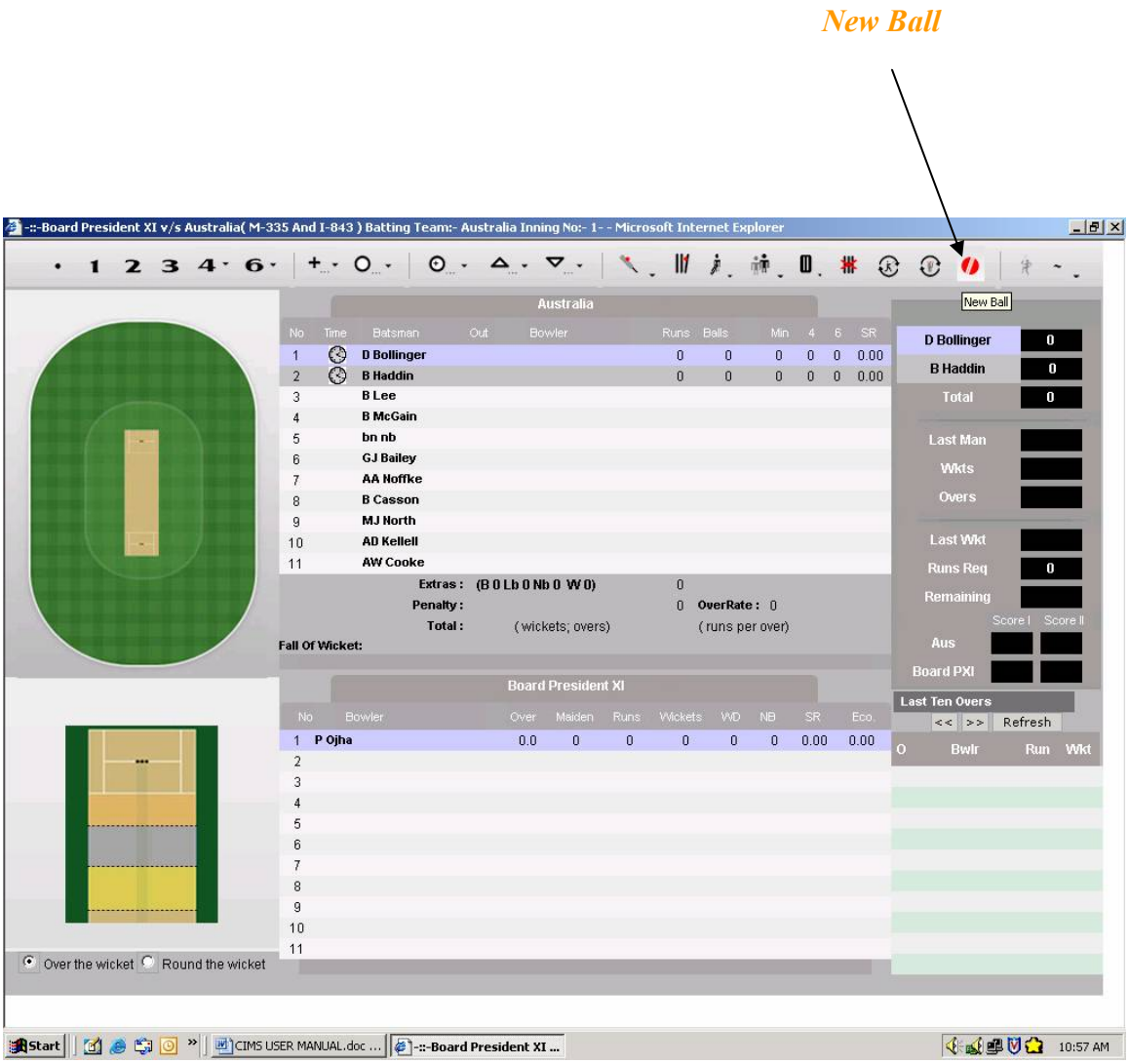
- To switch the batsman's who are playing as striker and non-striker, click on icon. On clicking **Switch Batsman** the striker batsman will switched as Non-striker and vice versa.

Change Bowler:



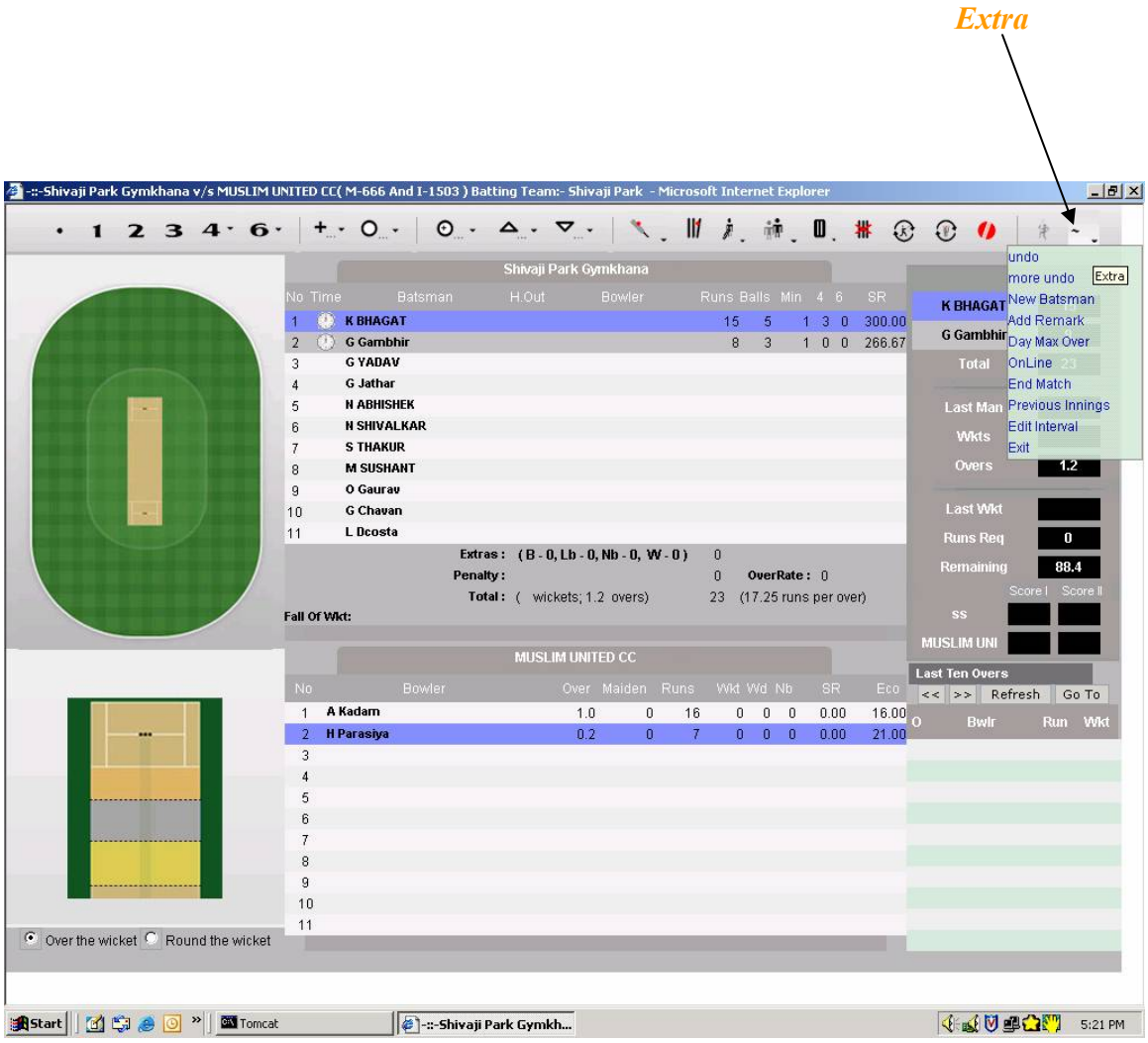
- To change the bowler, click on icon. When you click change bowler New bowler will be selected and current bowler's over will be left at that ball. For example: If Bowler 1 has played 4 balls and you click **Change Bowler** Then, New bowler will be selected and first bowler's over will be ended at 4 balls played.

New Ball:



- To note the event of taking new ball in the match, Click on icon. Clicking on **New Ball** will notify you with the over at which new ball is taken.
  For example if new is taken after one over then, following prompt will be given.

Extra:

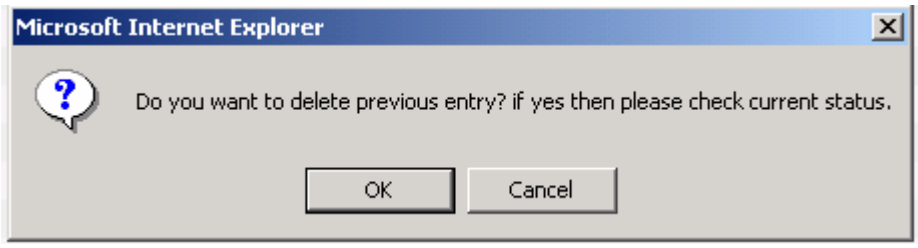


- **Extra** contains following options:

1) **Undo**
2) **More Undo**
3) **New Batsman**
4) **Add Remark**
5) **Day Max Over**
6) **Online**
7) **End Match**
8) **Previous Innings**
9) **Edit Interval**
10) **Exit**

1) Undo:

- To delete previous entry click on **Undo.** It will present you following prompt.
- Click **OK** button to delete previous entry.
- Click **Cancel** button to abort the action.

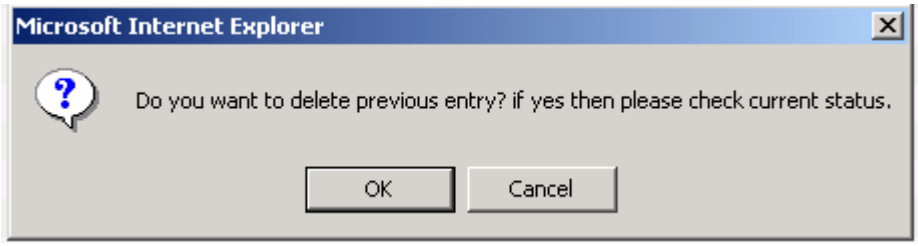


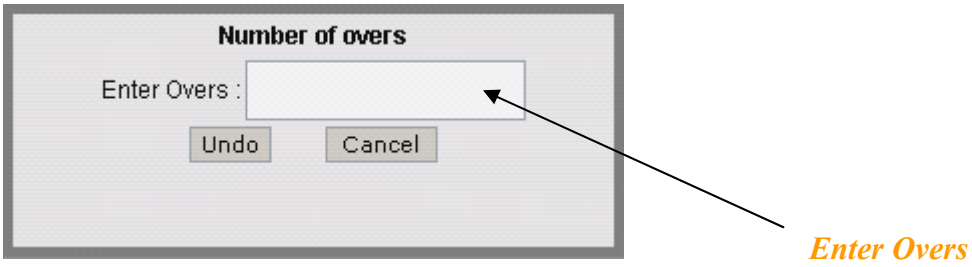
2) More Undo

- To undo the over, click on **More Undo.**
  Example 1: If current over played are 2.3 and you do undo of **1** over then, previous 3 entries will be deleted.

  Example 2: If current over played are 2.0 and you do undo of **1** over then, previous 1 over entries will be deleted.

- For **More Undo** following sequence of screens will be presented



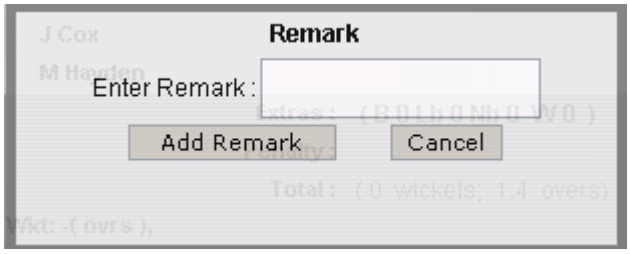


3) New Batsman:

- If after any dismissal due to any error in new batsman pop – up is not shown. Then, click on **New Batsman** option. It will present you with the following screen to select new batsman.

4) Add Remark:

- To add any events in match add remarks click on **Add Remarks** option in **Extras.** These remarks added can be viewed in the score sheet.

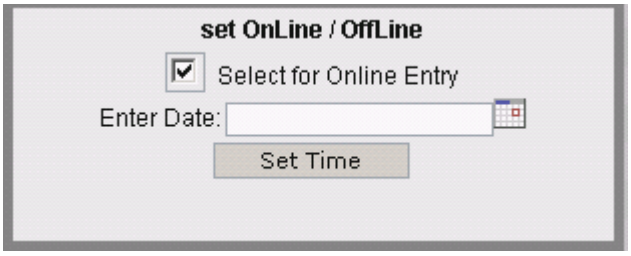


5) Day Max Over:

- If due to any reason for example say rain match's Max Over's and Target is reduced in one day match and Max Over's in Test Match.

6) Online:

- By default match will be selected as Online. To select match as Offline click on **Online** option. It will present you with following screen. Uncheck the **Select for Online Entry** check box.

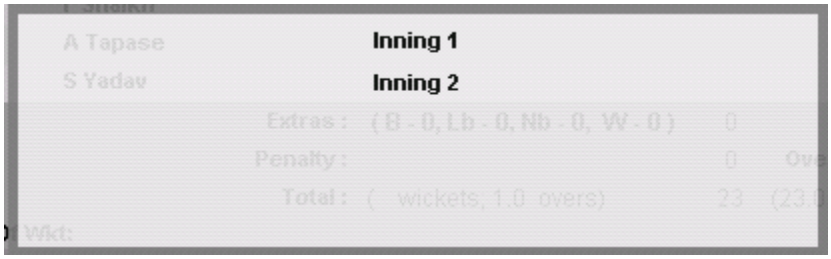


7) End Match:

- To end match click on **End Match option** of extras. By doing this match will end.

8) Previous Innings:

- To view the score card of the previous inning and current inning click on **Previous Inning** option. It will present you with following screen. i.e. It will present you with previous inning and current inning.



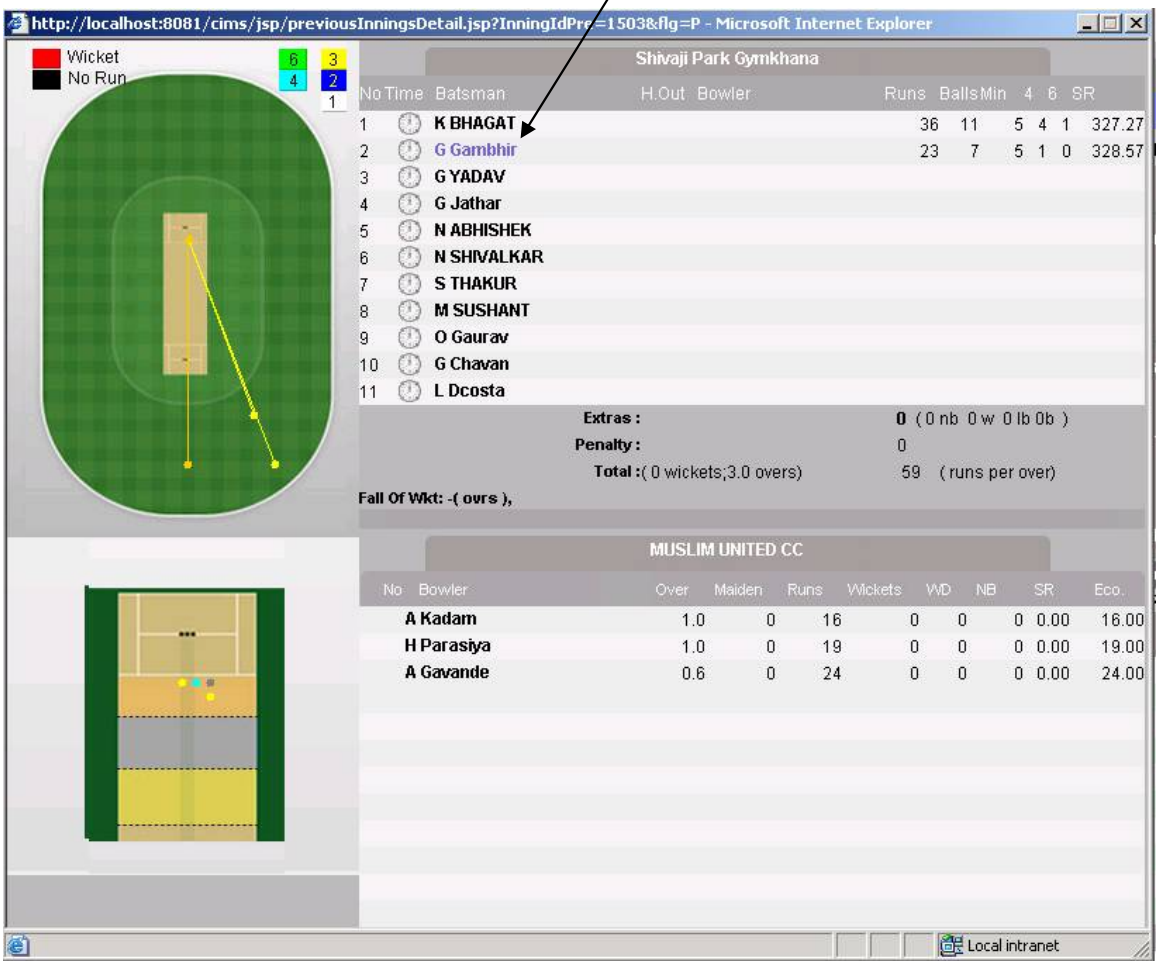
- Click on required inning to view score card. It will present you with following screen.

9) Edit Interval:

- You can edit the interval time by clicking the **Edit Interval** option of Extras

Inning 1 Score Card

Click on required player to get Pitch Pad and Wagon Wheel details



10) Exit:

- To exit the score card you can click on **Exit** option of the extras.