

ADJUSTING SCORES

To adjust a team's innings score or a batter's run total in a cricket scorecard, select the 'Scorecard' option and then choose the innings or batter you want to adjust.

For innings score, select the '+' icon aligned with 'Adjust Total innings Score' and enter the adjustment (positive or negative) before applying it.

For adjusting a batter's score, select the '+' icon aligned with the batter's name and make the desired adjustment before applying it.



Note - A red icon will appear if the scorecard has been adjusted. You can update or remove the adjustment anytime throughout the game by returning the adjustment to zero

CHANGE BATTER

To change the strike for the next ball in cricket, click on 'strike batter' and select 'switch strike batter'. If you want to change the strike for a previously completed over, select the '...' option next to the over and choose 'Switch Strike Batter'.

You can opt to switch the strike for the entire over or only for the current ball. To change a batter for an entire innings, select the '...' option next to the over you wish to change and choose 'Change Batters'.

Then, select the 'Change' option next to the batter you want to change and choose the new batter before confirming by selecting 'Change Batters'.

CHANGE BOWLER

To change a bowler for an entire over in cricket, select the '...' option next to the over you wish to change and choose 'change bowler'.

If a bowler needs to be replaced due to injury or any other reason, click on the bowler and select 'change bowler'.



WICKETS

To record a wicket in cricket, select the red 'Wicket' option and then choose the 'Batter' who was dismissed. Select the 'Dismissal Type' and 'Fielder' (if required). When adding runs/extras to run out, select 'Runs' in the 'Optional' section and add the relevant number of runs. Use the 'Crossed' function or the 'Switch Strike Batter' process to return the correct batter to strike. If a stumping occurs off a wide, select 'Wide' in the 'Extra' section under 'Optional'. Choose the 'New Batter' and select 'Apply Wicket'.



CHANGE OVER LIMIT & TARGET TOTAL (RUN RATE)

To change the over limit and target total (run rate) in cricket, click on 'Actions' and choose 'Parameters'. Then, modify the 'Over Limit' and 'Target' values before selecting 'Override'. Finally, confirm the changes by selecting 'Update & Resume'.



Note – updated over limit and target will display below team scores



EDITING VALUE OF RUNS/EXTRAS

To edit the value of runs or extras in a cricket scorecard, select the '...' option next to the over for which you want to change the event and choose 'Edit Event'.

Then, update the value of the event as needed and select 'Apply Event'.



EDITING TEAM LINE UPS (ADDING A FILL-IN PLAYER)

To edit a team's lineup in cricket, including adding a fill-in player, there are two methods. In the Admin Site, access the relevant team page and select the 'Allocate player' link in the Players section.

Use filters to find the relevant player, tick their box, and select 'Allocate players'. In the E-Scoring Portal, select the team name you wish to edit and choose 'Edit Line-up'.

You can add team players or fill-ins into the line-up if you have not reached the limit.



Note - You may only remove players from the line-up, if there have not been any events recorded against them.



EXTRAS

In cricket, all values of 'Wide' and 'No-Ball' are automatically added in addition to the runs, byes, or leg-byes that are entered as extras.



INCORRECT SCORING INPUT

To correct an incorrect scoring input in cricket, use the 'Undo' button to remove the previous selection made



RECORDING BREAKS

To record a break in cricket, select the 'Actions' button and then choose 'Break'. Select the 'Break type' and apply the break.

To resume from the break, select 'Resume', and the scoresheet will return to normal.



REPLACE EVENT - CHANGING DOT BALLS, RUNS AND EXTRAS

To replace an event in cricket, such as changing dot balls, runs, or extras, select the '...' option next to the over you wish to replace the event for and choose 'Replace Event'. Select the new event and configure it, such as changing the number of runs or extras. Review the change and select 'Replace Event' to make the change.



Note - If the replacement event has an impact on the subsequent balls, you can toggle the "Switch Strike" on to adjust automatically. When you toggle this on, the strike batter will switch for all remaining balls in that over, and their batting statistics will update automatically. All team, batting, bowling, and partnerships statistics will update automatically. All batting and bowling limits will also be applied correctly.



ENDING AN OVER

To end an over in cricket, if there are five legal deliveries or less, select the 'Actions' menu and then choose 'End Over'.

However, if there are seven legal deliveries or more, you can select 'Add Event' and input the relevant details, which can also be done via the Event Log.



ENDING AN INNINGS

To end an innings in cricket, the process is automatically triggered based on the number of overs, runs, and/or wickets.

However, if you want to end an innings before the over limit is reached, select 'Actions' and then 'End Innings'.

You can either select 'Cancel' to return to the scoresheet, 'Scorecard' to view or adjust the scorecard, or 'End Innings' to start the next team's innings. To begin the next innings, choose the new 'Strike batter', 'Non-strike Batter', and 'Bowler', and then select 'Start Innings'.



ENDING A GAME

To end a cricket game, the 'Game Complete' message will automatically appear in the last innings of the match if the over limit has been reached, the team is all out, or the target total has been reached.

Alternatively, you can manually end the game by selecting 'Options' and then choosing 'End Game'. When the 'Game complete' modal is displayed, you can select 'Return to Scoresheet' to continue the match, 'Scorecard' to view or adjust the scorecard, or 'Submit Game Result' to finalize the game.



A game has been started on an e-score device; however, it was too early. How can we restart the game on a different device?

If a cricket game was started too early on an e-score device, there are two options to restart the game on a different device. If you have access to the original device, you can use it to reset the game.

If you don't have access to the original device, you'll need to delete the game from the administration portal and re-add it to the fixture. Before deleting the game, make sure to take note of any lineup information already entered, as it will be lost upon deletion and will need to be re-added to the new game.

How do I change devices during a game?

To change devices during a cricket game, log in and select the live game you wish to score. Then, choose 'Download & Score Game'. Once this is done, the other device will no longer be able to score the game.

Continue scoring the game with the latest scores and stats from the previous scorer's device. Before switching devices, ensure that the original device is connected to the internet by checking the Wi-Fi or 4G symbols and verifying that scores are synchronizing to playhq.com. This will prevent any data loss when switching to the secondary device.

When will results appear on playhq.com?

If the device used for e-scoring is connected to the internet, scores will be sent automatically to playhq.com in real time, allowing supporters to view results live. If the device is not connected to the internet, you can still use e-scoring, and the games will be synchronized to playhq.com as soon as the device is back online.