

OzCricket

Contents

| | |
|---|---|
| OzCricket | 1 |
| Contents..... | 1 |
| Introduction..... | 1 |
| Scoring a game | 1 |
| Scoring screen | 5 |
| End of play or break in play | 7 |
| Preferences | 8 |
| Export match scores and details..... | 8 |
| E-mail the xml match file..... | 9 |
| Upload match results to mycricket..... | 9 |
| Use iTunes to copy files to your computer | 9 |
| Live scoring..... | 9 |
| Screen shots..... | 9 |

Introduction

OzCricket is a cricket scoring application. It can be used for scoring any game of cricket at any level from 5-day Test matches through to T20 games. The full score card can be made available on the ozcricket.net.au web-site as the game is being played, however this requires an additional payment to cover setup and web-hosting. The application has been designed to be compatible with Cricket Australia's (CA) mycricket match reporting/recording system.

Games are scored on a ball by ball basis and the recorded game is made available through an xml file whose schema can be obtained from <http://ozcricket.net.au/Docs>. The xml file of the current match is updated automatically via any one of these three events:

- when the user selects one of the end options from the scoring screen, such as: end of session, end of innings, etc.;
- when the user selects to email the xml file from the export screen; and
- whenever the program is restarted where this file is used to recreate the current state of a match.

The xml file is stored in the application documents directory on your device; this directory is also made available for sharing through iTunes.

Scoring a game

The basic steps for scoring a game are.

1. To score a new match – select the new match row from the initial screen, see Figure 1, otherwise to continue scoring an existing match select its row. Once you have selected a row, the application will navigate to the match screen.
 - Matches can be removed from this screen by using the Edit button at the top right. This will remove the match from the matches property list so it will no longer appear on this screen, but will not remove the match xml file from the Documents directory on your device. If you want to delete the xml file, this can be done by connecting your device to your computer and using the application documents area in iTunes.

Figure 1: Initial screen



2. Enter the details of the match in the Match screen, see Figure 2.
 - When you first go to the match screen for a new match, the start button at the top right will be disabled: as indicated by it being greyed out. This is because the application needs to have some details about the match before scoring can be started. The minimum information it requires is:
 - the names of the teams (even if they are simply default team names such as Home and/or Away) – when this has been done the row with the label ‘Home team’ will now read ‘Home team – TeamName’ and similarly for the ‘Away team’ row; and
 - the name of the team batting first.
 - i) **Clubs and Officials** – where the following can be entered:
 - Names of both clubs/teams;
 - Names of the officials of the match;
 - Umpires;
 - Match referee; and
 - Scorers.
 - ii) **Match dates** (optional) – the dates for each day of play (the application will provide today’s date if these are not entered which is the simplest way of providing the date for a one-day match).
 - iii) **Players’ details for each team** (recommended)
 - There are three ways in which the players in a team can be specified:
 - a) From an xml file which has been pre-loaded onto your device (called plist files in Apple speak) – this is done through the Acquire teams row in the Match screen. A sample file is available at the ozcricket.net.au web-site. These files

are not easy to create on your device, but can be created using a text editor or a program like xcode on your computer. They can then be transferred to your device by using iTunes, or in a future release they will be seamlessly made available between your devices and/or computer via iCloud.

- b) From the web-site of your club if it uses CA's mycricket system – this is done through the Acquire teams row in the Match screen. For this to work you will need to specify the grade of match from the picker that pops up when you select the grade text field in the Acquire teams screen. This will be populated with a list of grades taken from your club's web-site. If the match is the current round and current season, then the season and round text field cells can be left blank.
- c) By entering their names and details of the players of either team using the Home team or Away team rows in the Match screen. If you navigate to the Team screen and then don't fill in any names, you will get a team with default names: e.g. Home1, Home2, etc. for the home team (or if you have entered the name of the club it will use the first four characters in the team name, such as Aust1, Aust2, etc.) and Away1, Away2, etc. for the away team.
 - If none of these are used, the players for each team will also be initialised with default names before going to the Scoring screen. You should update these names their actual values as the game is being scored which can be done by returning to the match screen and selecting one of the team rows (Home team or Away team).
 - The batting and bowling orders in the first innings of the game should also be specified. If you don't provide these, the program will assign them automatically using the first player in the list as the facing opening batsman and the last player as the opening bowler. These batting and bowling orders are used to initially sort the team lists in the Scoring screen and can be modified as you score the match. The program will also check for the consistency of the allocated orders and will adjust them if two or more players have been given the same order number.
 - The roles and tasks of players can also be specified:
 - a) Roles
 - Captain
 - Vice-captain
 - Wicketkeeper
 - b) Tasks
 - Substitute (e.g. 12th man)
 - Nominated batter (a player who is nominated as being a batsman and who is not permitted to bowl, often used in junior cricket)
 - Nominated bowler (a player who is nominated as being a bowler and who is not permitted to bat, often used in junior cricket)
 - You can enter the number of players in each team if they are different from the implemented default eleven players. This will only affect the number of players that are provided with default names. Currently there is a limit of twenty on the number of players in a team that can be specified in this way.
- iv) **Toss won by** (optional) – (typically you will only need to enter the first three characters in the name – case insensitively – and the program will select the correct team).
- v) **Batting first** (required) – this is also highlighted in red text to indicate that this must be filled in before you can navigate to the Scoring screen – after this is filled in the highlighting will be turned off and the Start button on the top right of the screen will become enabled. Again, typically you will only need to enter the first three

characters in the name – case insensitively – and the program will select the correct team.

- vi) **Grade** (optional) – if you have acquired the team from mycricket, this will not need to be filled in.
- vii) **Association** (optional) – the name of the association or competition
- viii) **Ground** (optional)
- ix) **Match details** (optional) – you can enter conditions of the match such as number of overs in a limited overs match; the number of penalty runs incurred by noballs and/or wides; whether batsmen are retired compulsorily when they reach a specified score; etc..

Figure 2: Match screen

The screenshot shows the 'Match' screen in the OzCricket app. At the top, there is a status bar with 'Carrier', signal strength, '12:25 PM', and battery level. Below that is a navigation bar with a back arrow, 'OzCricket', 'Match', and a 'Start' button. The main content area contains several sections: 'Clubs and Officials', 'Match dates', 'Import teams', 'Home team - Balwyn', 'Away team - Kew', 'Toss won by' (Balwyn), 'Batting first' (Balwyn), 'Export match data', 'Grade' (1), 'Association' (VSDCA), and 'Ground' (Balwyn Park). At the bottom, there is a bar with buttons for '1st inn', '2nd inn', '3rd inn', '4th inn', and 'Card'.

There is one mandatory match field that has to be initialised: 'Batting first'. Once this field is filled in you can hit the Start button at the top right, which will now be enabled, to go to the Scoring screen.

The bottom bar in this screen (see Figure 2) has buttons to select which innings of the match is to be scored next. When a new game is selected the 1st innings button is automatically selected. At the end of each innings the program will return to the Match screen and you will need to select the next innings in order to re-enable going to the Scoring screen. In the case where the team batting second has been made to follow-on, the 4th innings can be selected here to indicate that the follow-on has been enforced.

At the bottom of the match screen the 'Card' button can be used to display the full scorecard of the current match.

Scoring screen

The Scoring screen is where most of the scoring data is entered as shown in Figure 3. First of all you need to ensure that you have the right opening batsmen selected and the right opening bowler.

Figure 3: Scoring screen

| 1st Innings: Kew | | Runs | Balls |
|------------------|-----|------|-------|
| Sorockyj, S | | 0 | 0 |
| Gledhill, D | | 1 | 4 |
| O'Beirne, C | dnb | | |

Extras b:0 lb:0 w:0 nb:0 pen:0 0
Run rate: 1.50 Partnership: 1

Dot ball | Runs | Extras | Wicket | End over

1st inn Balwyn 6/239

| Balwyn bowling | O | M | W | R |
|----------------|-----|---|---|---|
| Walpole, A | 0.4 | 0 | 0 | 1 |
| Walker, C | 0 | 0 | 0 | 0 |

Current: . . . 1

Swap strike | Player results | Injured bowler | Jump undo | Undo

If the opening batsmen or the opening bowler are not the ones being displayed, this can be changed by selected in the right ones in the batting table (the area with the white background near the top of the screen) or the bowling table (the area with the white background near the bottom of the screen) respectively before starting to score the balls of play. Batsmen can be selected by scrolling the batting team table and selecting the row with their name. The batsman who is facing will have the bat symbol beside their name. This can be changed by using the 'Swap strike' button at the bottom of the screen.

The same approach is used for selecting the bowler from the bowling team table. The current bowler will have a ball symbol beside their name.

The middle bar in the scoring screen is where most of the scoring is performed.

- Dot ball
- Runs
- Extras
- Wicket
- End over – this must be selected when each over is ended. It is not possible for the system to do this automatically as the over is not ended until the umpire calls 'Over'. I have known overs with between 5 to 8 balls called by mistake by the umpires.

From the buttons on the scoring screen, the program will display various screens where additional details can be entered about the current ball.

- **Runs**
 - Number of runs scored;
 - Wagonwheel to record where the ball was hit;
 - Fielder of the ball; and
 - Assessment of the quality of the fielding.
- **Extras**
 - The type of extra:
 - Bye,
 - Leg bye,
 - Wide,
 - No ball where ball was not hit by the batsman,
 - No runs scored,
 - Runs scored as byes or leg byes,
 - No ball where the ball was hit by the batsman and runs were scored, or
 - Penalties – note both batting and fielding penalties should be entered as a separate ‘event’ which is scored after any ball that might have been involved has been scored as normal (see Law 42.17.c and 42.17.d) – these ‘events’ are not treated as balls;
 - Wagonwheel to record where the ball was hit;
 - Fielder of the ball and
 - Assessment of the quality of the fielding.
- **Wicket**
 - Type of dismissal – all types of dismissal are available including:
 - Bowled,
 - Caught,
 - LBW,
 - Stumped (including off a wide),
 - Run out,
 - Handled the ball,
 - Obstructing the field,
 - Hit ball twice,
 - Timed out, or
 - Batsman retired – both retired hurt (able to bat again) and retired (not able to bat again).

Note it is often the case that the scorer is not certain which fielder took a catch when entering the dismissal and so the fielder cannot be selected from the fielding team list. This can be fixed up later by selecting the dismissed batsman in the scoring screen which will take you to a view where this fielder can be added or replaced: this also works for stumpings and run-outs. At present, this functionality is only provided in the scoring screen, so if you get to the end of the innings and you still have not found out what fieldsmen were involved in all dismissals, you should select ‘End of session’ in the End screen which will then return you to the scoring screen where these can be fixed after talking with the players. Once you have them right you can go to the End screen again and select ‘End of innings’. Once you have selected ‘End of innings’ in the End screen, the innings is marked as complete and you will not be able to return to the scoring screen for that innings.

The bottom bar has some of the less common functions:

- **Swap strike** – swap which of the two batsmen is facing the next ball.
- **Player results** – go to the screens where the match details of each of the players can be viewed.
- **Injured bowler** – if a bowler is unable to complete their over because they have become injured, this can be used to replace the bowler with another player from their team.
- **Jump undo / Redo** – this button usually displays ‘Jump undo’ which can be used to go to a screen where all of the overs and balls of the current innings are listed. You can then select the over where the change needs to be made and the program will ‘jump to’ that over rather than have you hit the Undo button many times. Upon selecting the over and whether you want to go to the beginning or end of that over, you will be returned to the scoring screen where you can make your changes as per the Undo button below. This button will change to ‘Redo’ if the ‘Undo’ button has been hit consecutively more than twice, see below.
- **Undo** – will go back undoing one ball at a time. If you go back past the first ball of an over, it will undo the last ball of the previous over. If the ‘Undo’ button is pressed more than twice in succession the ‘Jump undo’ / ‘Redo’ button will change to ‘Redo’. In ‘Redo’ mode that button will automatically replay all of the balls that have been undone either by replacing mistaken balls with different balls or by inserting new balls. This is intended to simplify fixing mistakes when scoring.
 - i) Press undo until you have undone the mistaken ball.
 - ii) Correct the ball by using the scoring screen as normal – you can continue to re-enter all of the balls in this way until you get back to the current ball being played, or you can take a shortcut by using the ‘Redo’ button.
 - iii) Hit the ‘Redo’ button – this will then ask if you want to replace the existing balls with the ones you have re-scored, or insert them. If you select ‘Replace’, the balls you have scored since you last hit ‘Undo’ will replace the same number of balls from your original scoring and then the remaining, non-replaced, balls will be replayed automatically by the program. If you respond by clicking ‘Insert’, the balls you have scored since you last hit undo will be inserted into the scores and then the program will automatically replay all of the already scored balls.

One common mistake when scoring is not to realise that there has been a bowler change. The redo function helps simplify correcting this error. Simply use the ‘Jump undo’ button, select the over just prior to where the change of bowler should have occurred and select ‘undo to last ball in over’. This will take you back to the last ball in the over before the bowler was changed. Hit ‘End Over’ and then select the new bowler’s row from the bowling team’s table. This will make this bowler the current bowler. Then hit the ‘Redo’ button to replay all the scoring events – using either ‘Insert’ or ‘Replace’ because ‘End over’ is not considered a ball. The program will assume that the new bowler continues their spell at that end for all the overs that have been undone. Note that if you miss two changes of bowler, you will have to undertake the same process twice, but, of course, going back to different overs. It does not matter whether you do the earlier bowling change first or second.

End of play or break in play

At the top right of the scoring screen the End button can be pushed where types of end of play can be specified (see Figure 3). This takes you to the End screen where you can select the type of break in play that has occurred. Selecting any one of these types will also perform an update of the full match xml file in the documents folder on your device.

Break in play – this is where the end of a session or the end of the day can be specified during an innings. Enable either the ‘end of session’ (possible reasons might be: lunch break, tea break, inclement weather break or even simply to pause the program without

causing an end-of-innings event to be triggered – this will also stop the timers), or ‘end of day’ switch.

End of innings – select one of the following switches to indicate the status of the end of innings: ‘all out’, ‘declared’, ‘end of overs’. The ‘follow-on enforced’ switch can be used to indicate that a follow-on has been enforced by the team that batted first – this can also be specified in the match screen so does not have to be done here. Note that selecting end-of-innings will mean that you will no longer be able to make any changes to that innings through the scoring screen – essentially you will be locked out of that innings. The innings can be unlocked but this has to be done by editing the xml match file directly.

End of match – select one of these switches to indicate how the match has ended: ‘result in match’, ‘end of time’, or ‘match abandoned’. Selecting ‘end of match’ will mean that you will no longer be able to make any changes to the match scores through the user interface. This can only be unlocked by editing the xml match file directly.

Preferences

The program uses App preferences which can be set via Settings->OzCricket on your device.

1. Club details:
 - Club name,
 - Home ground,
 - Association.
2. MyCricket details:
 - Club URL – this is your club’s web-site URL which is hosted by CA’s mycricket. (e.g. kew.vic.cricket.com.au). This field must have a correct URL in order to obtain the names of players in the teams using mycricket although this can also be specified in the ‘Acquire teams’ screen.
 - Club ID – Mycricket uses a clubid for each club (e.g. 503). This can be found by using a browser to navigate to your club’s URL, then select any of the pages from the mycricket menu. In the URL window (usually near the top of the browser) you will see numbers after the text ?’entityid=‘ and before the ‘&’ character. That is your clubId in mycricket. This field must have a correct value in order to obtain the names of players in the teams using mycricket. Your mycricket credentials will also need to be entered into the ExportData screen. This is required if you are going to upload the match results directly from the program into CA’s mycricket web-site but it can also be specified in the ‘Acquire teams’ screen. They are available from your club or through mycricket.
3. Live scoring switch – this will only have an impact if you have a current live-scoring account, see ozcricket.net.au. Once you have applied for a live-scoring account you will be given credentials to be able to upload your scoring data to the live-scoring website. These credentials should be entered into the Export Match Data screen (available from Match screen).

Export match scores and details

There are several ways to get hold of the data you have created when using this application:

1. E-mail the xml file;
2. Upload match results to mycricket;
3. Use iTunes to copy match files to your computer;
4. Obtain your files using iCloud (will be available in a future release);
5. Turn on live scoring; or

6. Use screen shots.

The program records the balls played in temporary files on your device as the match is being scored: these files are updated each time the 'End Over' button is pushed. When the program is restarted these files are used to replay all of the balls in the current match to return the program to the state it was in when it was stopped. Restarting the program will also completely update the xml match file. If the program has a serious malfunction before an over is finished, the balls in the current over might not be recovered, in which case they would need to be re-entered.

E-mail the xml match file

This xml file can be e-mailed to anyone at any time. Return to the Match screen and select the Export Match Data row and fill in the e-mail address.

Upload match results to mycricket

Mycricket is Cricket Australia's system for managing competitive cricket in Australia. The program can interact with the mycricket web site and it can fill out the match results data entry forms automatically. This requires a valid login account to the mycricket system that is available from your club or mycricket.

Return to the Match screen and select the Export Match Data row. Fill out the mycricket credentials and hit the save button.

Use iTunes to copy files to your computer

When your device is connected to a computer that is running iTunes, all of the OzCricket files can be copied from the device and team files can be copied over to the device.

- Select your device in the left pane in iTunes.
- Select Apps from the top menu buttons in iTunes.
- Navigate to the File Sharing part of this screen.
- Select OzCricket app to view the files on your device.

Because the xml schema used in this file is public, anyone can create applications that can read your scoring data.

Live scoring

The program can display the full match scorecard on the ozcricket.net.au website as the game is being played. This web-site is available to anyone, anywhere through the use of an Internet browser. The End Over button triggers sending the end of over score to the live scoring website. To use this function you will require an account to be setup on this web-site which attracts an annual fee to cover the work required to set it up and maintain the web-site. E-mail admin@ozcricket.net.au to request an account. Once you have an account, your login details can be saved in the program.

Screen shots

You can use the standard iPhone techniques for acquiring a screen shot of a player's wagon-wheel by holding both the Home and the On/Off button on your device together for a second. This will save a screen shot on your camera roll. Connect your device to your computer via USB or Bluetooth. Transfer that image file to your computer by using Windows Explorer or Finder (etc.). Print the image using your favourite photo-viewing program on your computer.