

Electronic Scoring Guide

SCORE.PLAYHQ.COM



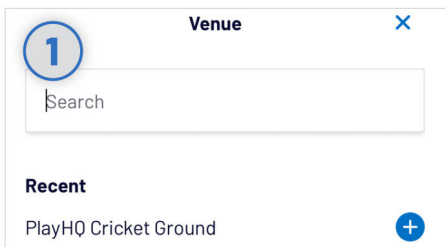
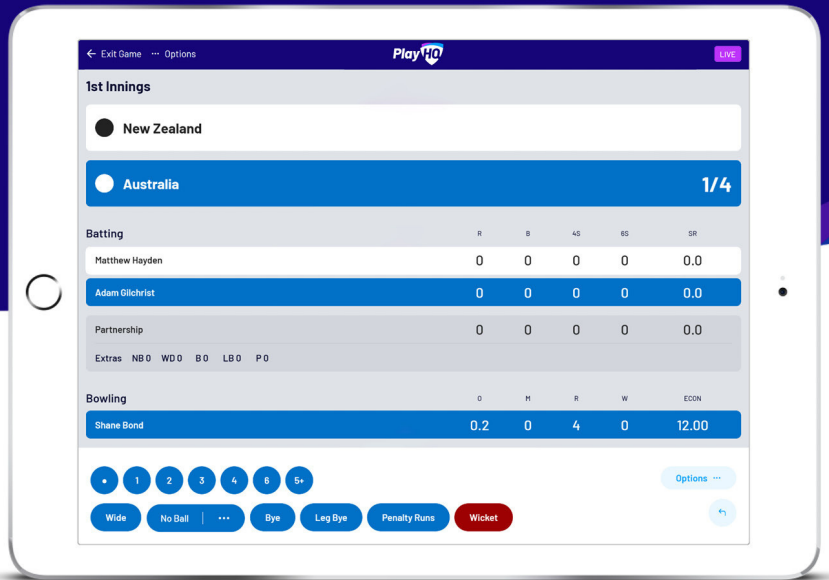
Scoring platform recommended for desktop, laptop or tablet devices.

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15.1 OVERS **LIVE**

Scores will be updated live if device is connected to internet.

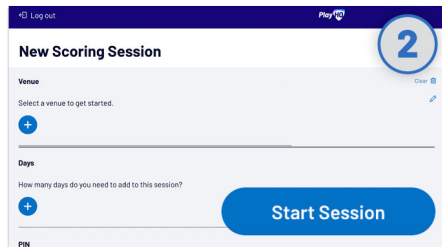
Download & Score Game

If you run out of battery you can take over scoring on a secondary device. Ensure you're online prior to switching.



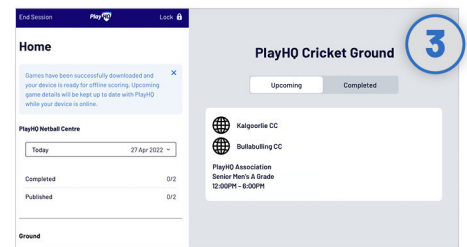
Select Venue

Use an electronic scoring enabled login to enter score.playhq.com (the electronic scoring homepage), search and select the venue (name is as it appears on fixture).



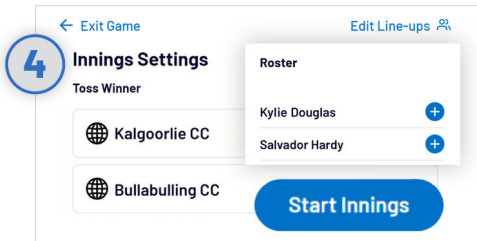
Enter Session Details

Select the day you are playing in order to download the game. Create a pin to secure the session. Click **START SESSION**.



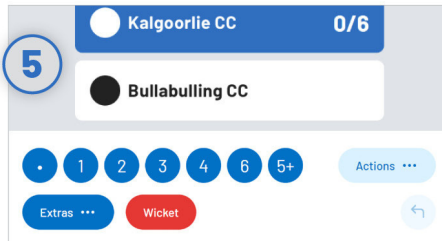
Select Your Match

Now that you're in a session, select the **day** of your match as well as the **ground**. Select the **upcoming match** you want to score.



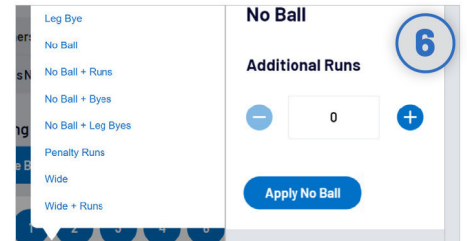
Setup Innings

Select all the innings settings including who won the toss, opening batters and bowlers. If a batter or bowler is not displayed click **EDIT LINE-UPS** to amend. Use the **+** or **-** to move players in and out. Once ready, click **START INNINGS**.



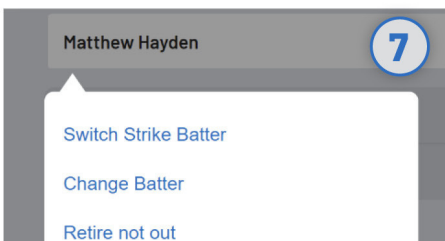
Recording Ball By Ball Events

There are multiple events that can be recorded. When this occurs in the game, select either the **batter** or **team** then hit the appropriate event. Additional options may follow depending on event type.



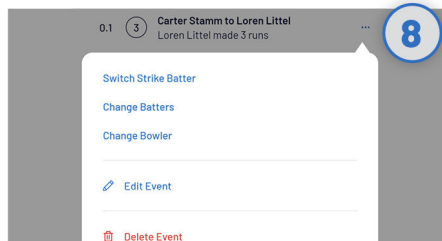
Extras

When you click **EXTRAS**, a menu of options will appear including byes, leg byes, no balls, penalty runs and wides. When selecting a **No Ball**, you should not count the No Ball as an additional run. These additional runs are attributed to the batter on strike.



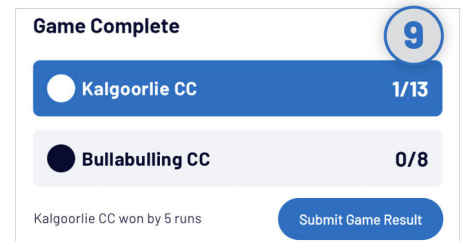
Changing Batter Or Bowler

To change a batter or bowler, tap on the player you wish to change then select **CHANGE**. Other options are also available involving the selected player.



Undo Ball Event

You can click the **↶** button to undo the previous event or alternatively, you can click the **...** next to the incorrect event within the **EVENT LOG**. Select **EDIT** or **DELETE EVENT**.



Submit Game Result

If you end the innings of the second batting team, you will be provided with the option to **SUBMIT GAME RESULT**, ensure that the scores are correct. Navigate to **END SESSION** in order to finalise scores.

ESCORING RESOURCES

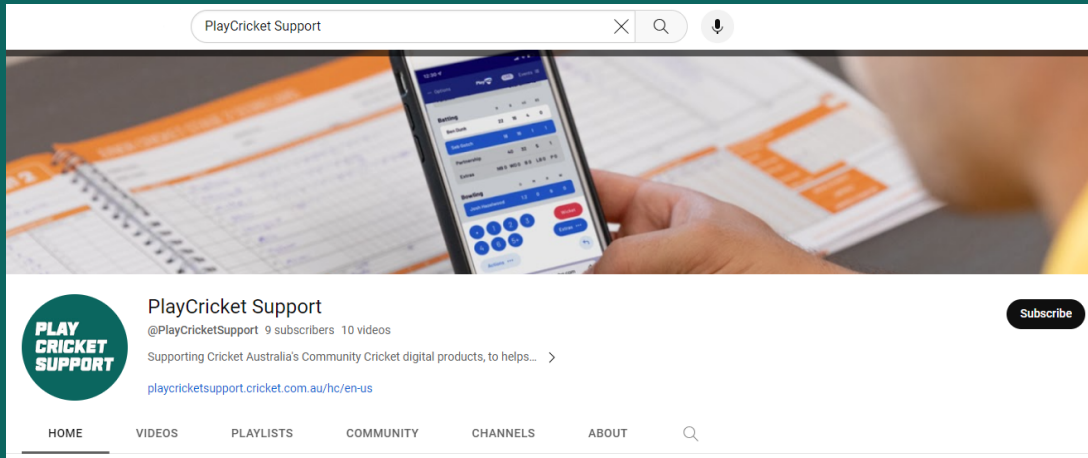
Where to go for more information about eScoring with PlayHQ



PLAY
CRICKET
SUPPORT

PLAYCRICKET YOUTUBE CHANNEL

PlayCricket is now on Youtube! You will be able to find a range of PlayCricket support videos, as well as training videos from PlayHQ. Including eScoring training.



PLAYCRICKET SUPPORT SITE

Pick from a range of eScoring support articles. From setting up an eScoring session to ending a match.

While there, why not test your skills with the eScoring demo match?



PlayHQ E-Scoring

Play HQ E-Scoring Guide

- 9 steps to E-Scoring a Cricket Match
- Play HQ Full E-Scoring Guide

E-Scoring FAQs & Troubleshooting

- What access do I get as an E-Scoring Admin?
- What happens if a scorer accidentally End Session in a two day+ 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?
- How do I change devices during a game?
- How do I add players who are not in the line-up or roster?
- When will results appear? Are scores shown live?

Scoreboard Integration Information

- Live Scoreboard Integration Information
- Scoreboard Integration Information

Electronic Scoring Session Preparation

- Electronic Scoring Browser and Operating System Compatibility
- Downloading Electronic Scoring to a Device

How to E-Score

- Starting a Match (E-Scoring)
- Scoring the Match (E-Scoring)
- Closing off the Match (E-Scoring)
- Using Duckworth Lewis Stern Calculator
- Scoring a Junior Formats Game

Still having trouble? Why not submit a support ticket?

