



CricHQ for 2016-2017 Indoor League



CricHQ for Indoor

Objective

Provide the basics of scoring an indoor match under the new format

CricHQ and Cricket Finland have adapted the scoring settings to make the experience appear seamless

CricHQ for Indoor

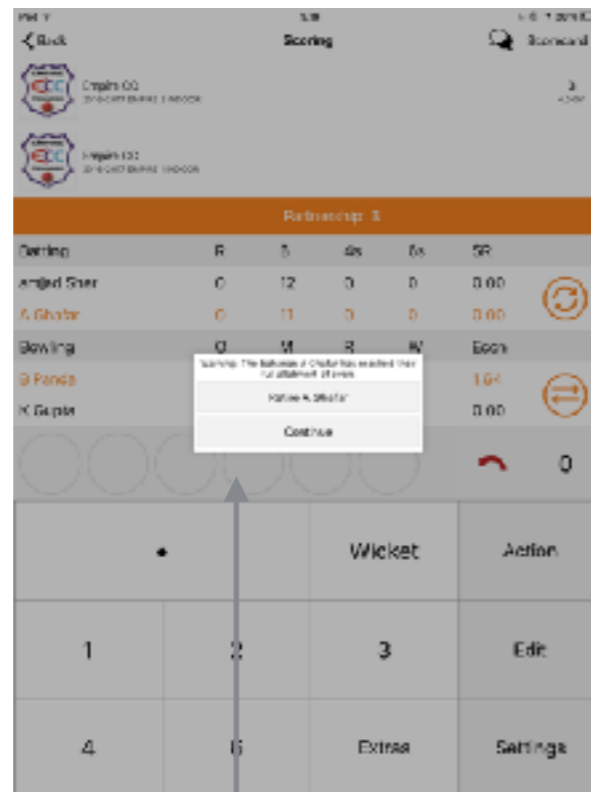
Batting in partnerships

The format requires a batting pair to bat 4 full overs together.

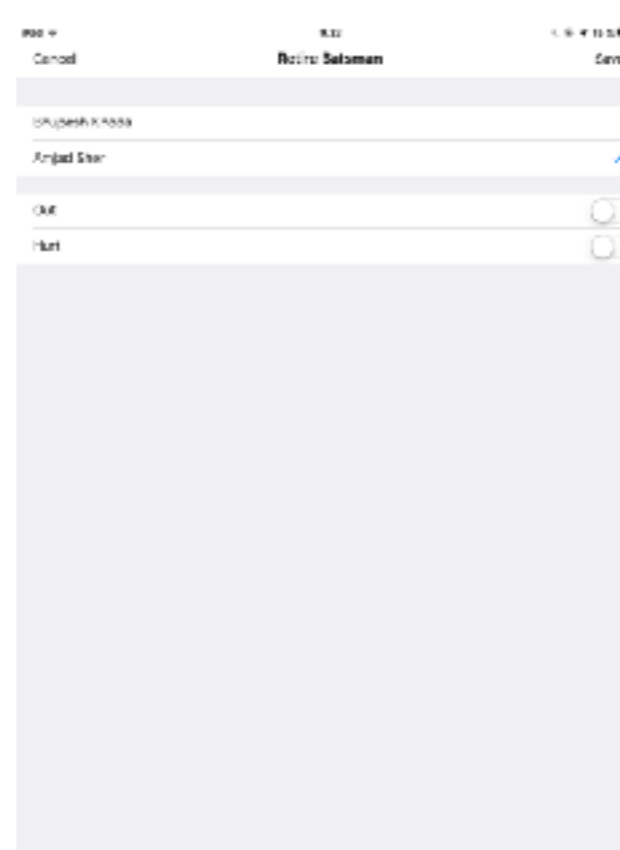
CricHQ will prompt you to change both batsmen



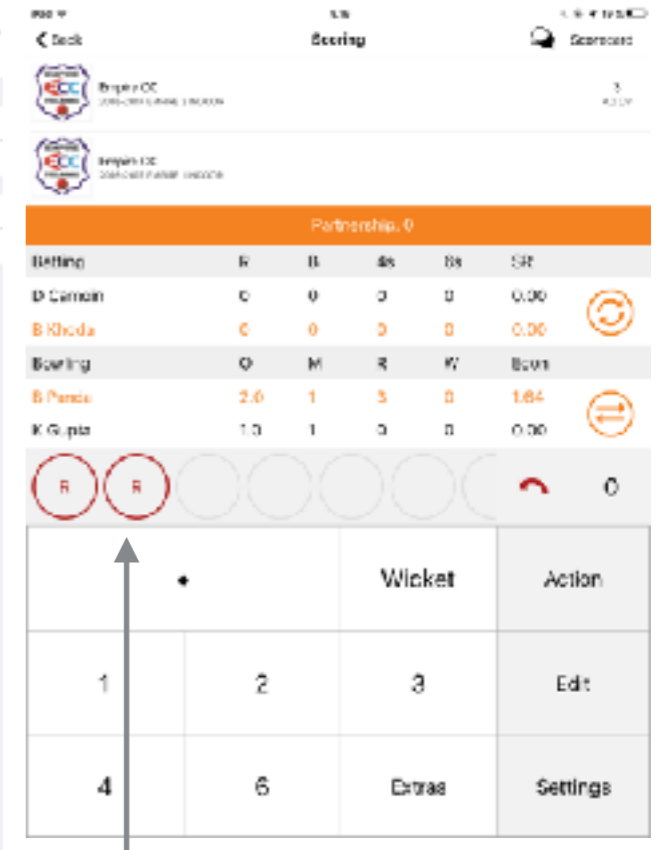
End of 4th over



Prompt to retire



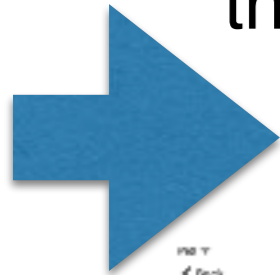
Retirement page. Just select batsman to retire



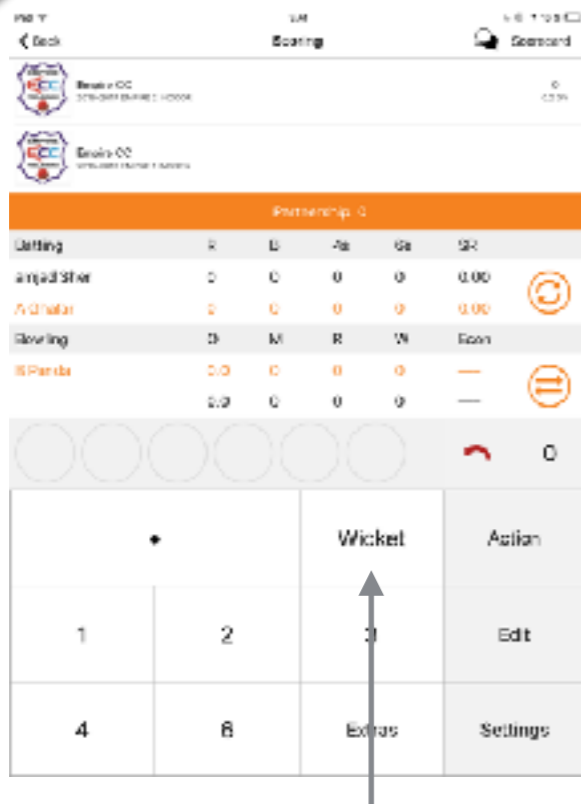
Both previous batsmen retired

CricHQ for Indoor Wickets

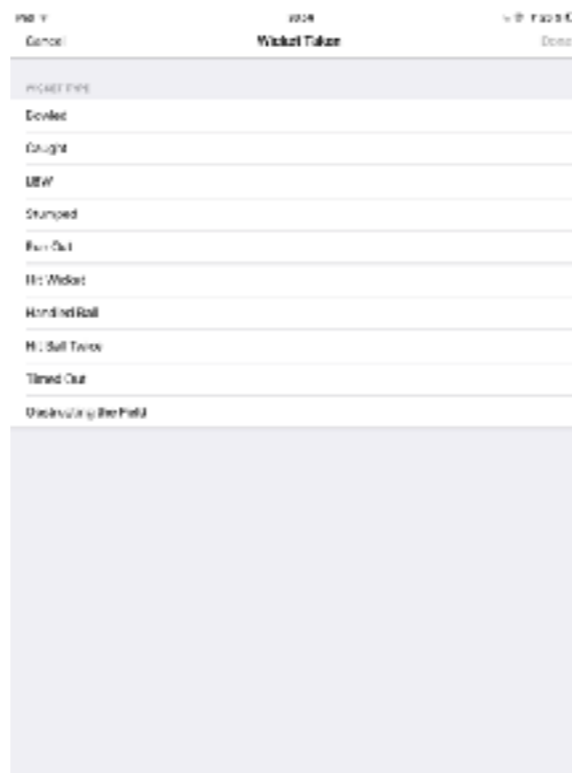
Wickets cost -/- 5 runs and the batsmen do not change ends unless they cross over



CricHQ will deduct 5 runs and will keep the batsman on strike

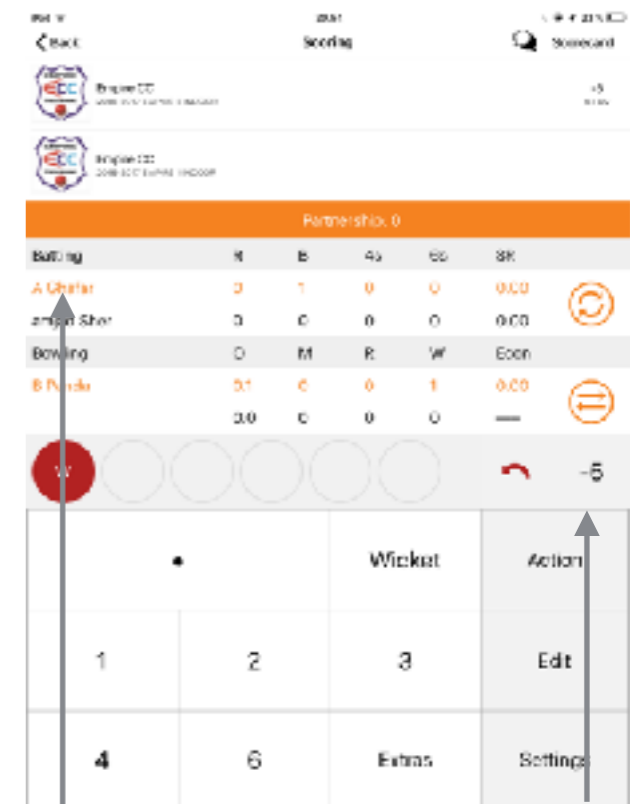


Press on 'Wicket'



Select wicket type

Note: - Caught off the wall or ceiling is caught - Mankad is Run Out.

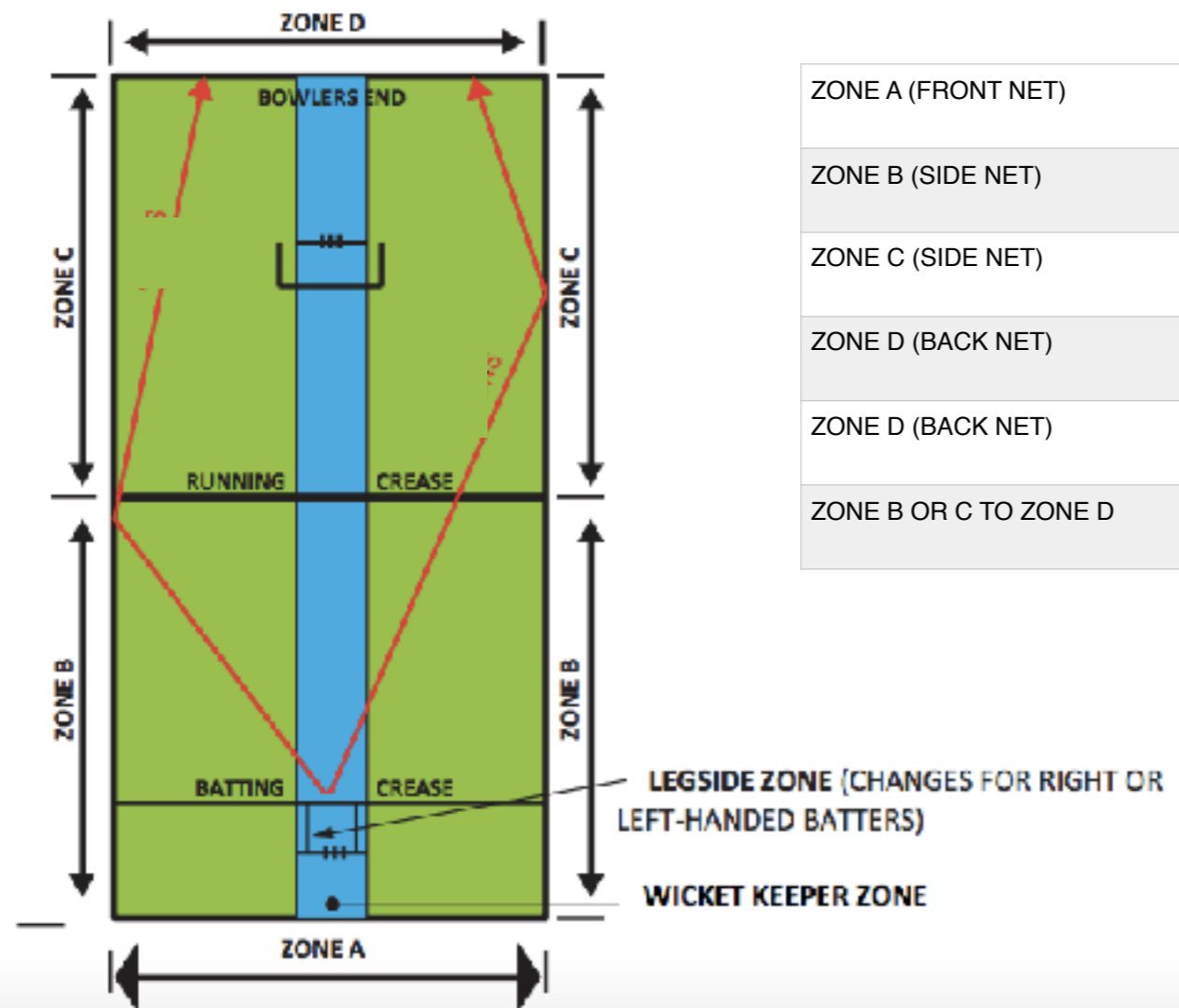


Batsman on strike

-/- 5 runs scored

CricHQ for Indoor

Scoring Areas



ZONE A (FRONT NET)	+ 0 RUN (IN ADDITION TO PHYSICAL RUN)
ZONE B (SIDE NET)	+ 1 RUN (IN ADDITION TO PHYSICAL RUN)
ZONE C (SIDE NET)	+ 2 RUNS (IN ADDITION TO PHYSICAL RUN)
ZONE D (BACK NET)	+ 4 RUNS ON BOUNCE (IN ADDITION TO PHYSICAL RUN)
ZONE D (BACK NET)	+ 6 RUNS ON FULL (IN ADDITION TO PHYSICAL RUN)
ZONE B OR C TO ZONE D	+ 3 RUNS (IN ADDITION TO PHYSICAL RUN)

Key Condition

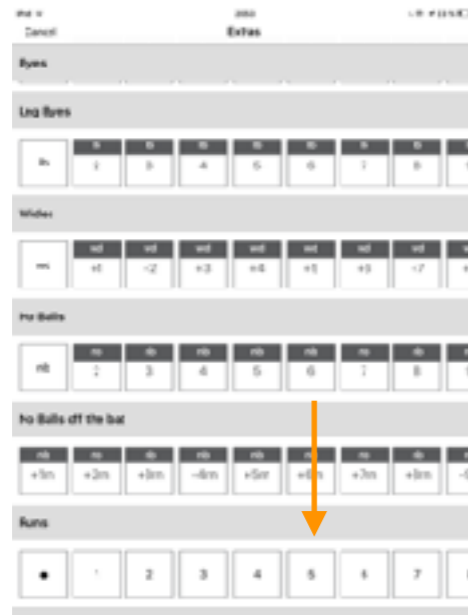
Ball must come off bat to score bonus runs and a physical run must be taken

Note: Remember who is on strike

CricHQ for Indoor Scoring Areas

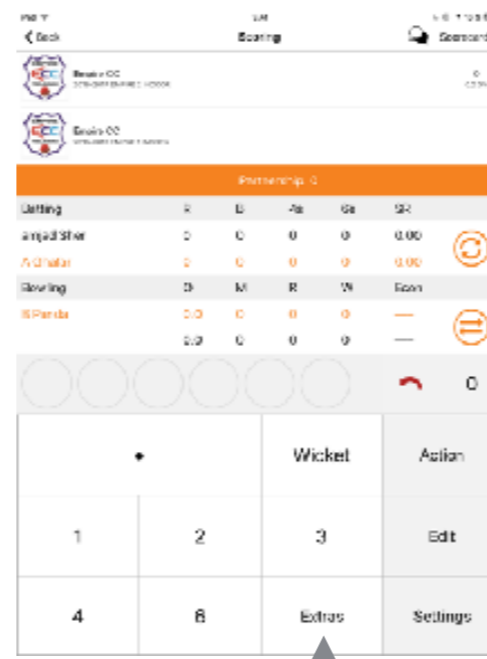
ZONE A (FRONT NET)	+ 0 RUN (IN ADDITION TO PHYSICAL RUN)
ZONE B (SIDE NET)	+ 1 RUN (IN ADDITION TO PHYSICAL RUN)
ZONE C (SIDE NET)	+ 2 RUNS (IN ADDITION TO PHYSICAL RUN)
ZONE D (BACK NET)	+ 4 RUNS ON BOUNCE (IN ADDITION TO PHYSICAL RUN)
ZONE D (BACK NET)	+ 6 RUNS ON FULL (IN ADDITION TO PHYSICAL RUN)
ZONE B OR C TO ZONE D	+ 3 RUNS (IN ADDITION TO PHYSICAL RUN)

Zone D runs on bounce (5 runs)



Press on '5'
in Runs section

Note: Remember who is on strike



Press on 'Extras'

Zone D runs on full (7 runs)

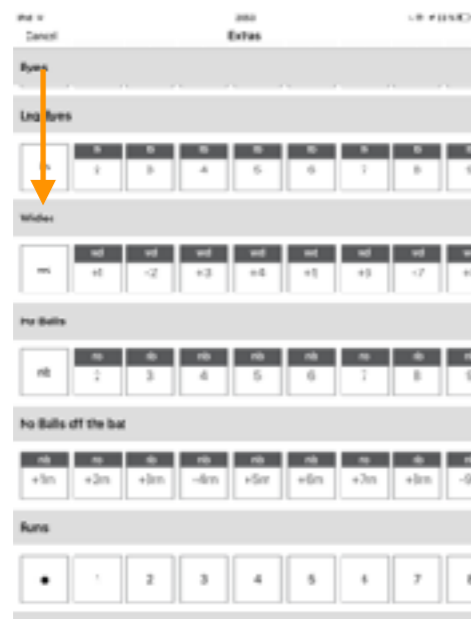


Press on '7'
in Runs section

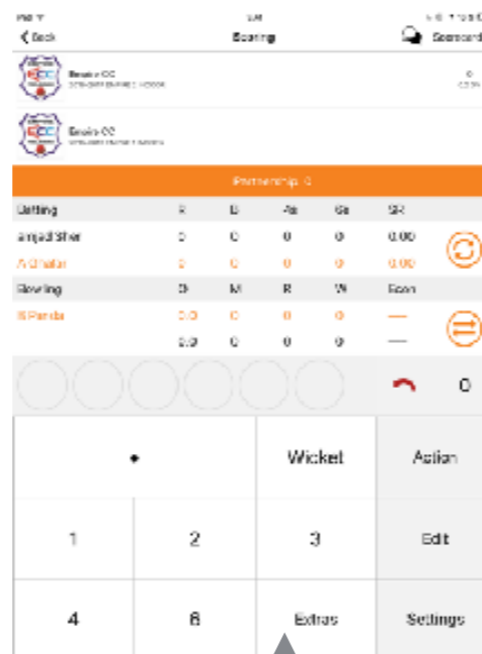
CricHQ for Indoor Extras

No-balls and wides to automatically add 3 runs for any occurrence.

Wides



Press on 'wd' in Wides section. Adds 3 runs automatically

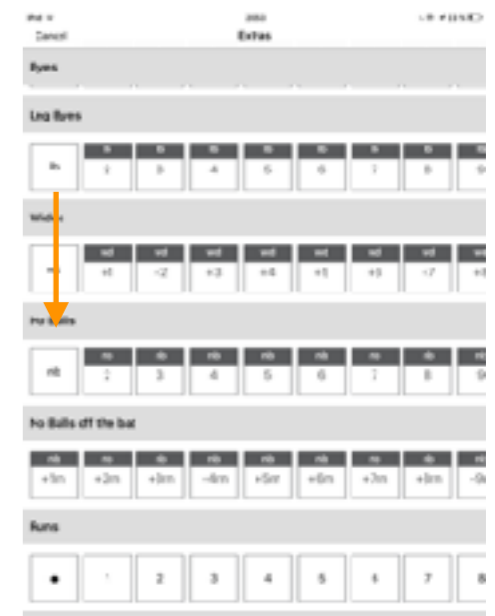


Press on 'Extras'



3 runs added to score

No-Balls

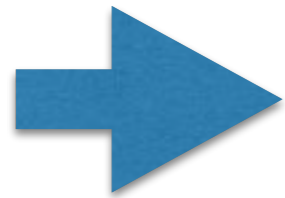


Press on 'nd' in No balls section. Adds 3 runs automatically

Note: No-balls off the bat require bonus points if applicable.

CricHQ for Indoor Final Over

No-balls and wides are re-bowled only in the final over.



CricHQ takes this into account. But also takes into account that no-balls and wides are not re-bowled in other overs.

Non-final over

Final over

Partnership: 0					
Batting	R	B	4s	6s	SR
A Uusitalo	0	5	0	0	0.00
Jari-Matti Mäkelä	0	0	0	0	0.00
Bowling	O	M	R	W	Econ
D Ponds	0.5	0	0	0	0.00
	0.0	0	0	0	—

Wicket		Action
1	2	3
4	6	Extras
		Settings

'Over Complete' prompt

Partnership: 0					
Batting	R	B	4s	6s	SR
A Uusitalo	0	5	0	0	0.00
Jari-Matti Mäkelä	0	0	0	0	0.00
Bowling	O	M	R	W	Econ
D Ponds	0.5	0	0	0	0.00
	0.0	0	0	0	—

Partnership: 0					
Batting	R	B	4s	6s	SR
Ji Jyyl	0	11	0	0	0.00
D Garmain	0	12	0	0	0.00
Bowling	O	M	R	W	Econ
K Dupla	1.0	1	0	0	0.00
O Allini	1.5	1	0	0	0.00

Wicket		Action
1	2	3
4	6	Extras
		Settings

No 'Over Complete' prompt

Partnership: 5					
Batting	R	B	4s	6s	SR
Ji Jyyl	0	11	0	0	0.00
D Garmain	0	12	0	0	0.00
Bowling	O	M	R	W	Econ
K Dupla	1.0	1	0	0	0.00
O Allini	1.5	1	3	0	1.67

Wicket		Action
1	2	3
4	6	Extras
		Settings

CricHQ for Indoor

Otherwise everything is similar to the outdoor scoring

For that you can check out CricHQ's Tutorial

https://www.youtube.com/watch?v=w_v69bWoCLQ