



E-Scoring Quick Notes



Note: Refer to *Internal E-Scoring Guide* for more detailed descriptions of the E-scoring processes for entering and editing details on game date.

PLAYHQ Systems

- Admin Site (Registration & Game Day) – <https://ca.playhq.com>
- Public Website (search for your club / association) – www.playhq.com
 - Login to Access My Teams
- E-Scoring Site – <https://ca.score.playhq.com>
 - Must have valid login - contact Club for a Login if required
- MyCricket App – Download and search for your scores and stats

Team Selection

- Pre-Game – use Admin site or **My Teams** to select your squad
- Match Day – Use the E-Scoring site at the ground to confirm playing team

E-Scoring Procedure – Match Setup

- Login and search by Venue Name (as per your Fixtures), Match Date and create Pin
- Match Details page – Confirm / Enter playing team in the top right (Edit Line Ups)
- Enter Toss Details, opening batters, opening bowler -> Start Innings

Team Changes while Match is in Progress

- Select Team Name on Live Scoring screen -> Edit Line Up

Scoring

- Change Strike – Select Batter name -> Switch Strike Batter
- Retire Batter – Select Batter name -> Retire Not Out
- Replace Batter (due to error) – Select Batter name -> Change Batter
 - Same process to change a bowler
- Runs / Dot Ball – Select appropriate score from the run bar
- Ending an over – Follow the prompts
 - Additional Balls – On over summary page select Add Event
 - Manually Ending Over – Actions -> End Over

Editing

- Undo ... Select the Arrow in the bottom right corner to remove previous ball
- Event Log (right side) ... Edit event using the ... menu
 - Edit event to change value (e.g. 1 run to 0 runs)
 - Replace event to change type (e.g. change Runs to Extras, or Runs to Dot Ball)
- Select previous overs at the top of the event log
- Full Scorecard – Access at top of screen to adjust individual or team totals
- **Editing Two Day matches – All editing between days MUST occur in E-Scoring only**

Extras

- Bye / Leg Bye -> Select number -> Apply
- Wide (standard with no further events) -> Wide
 - Additional Wides ... Wide + -> Enter number of additional runs
- No Ball (standard with no further events) -> No Ball
 - Additional No Balls ... No Ball | ... -> No Ball + Event -> Additional runs



Wickets

- Wicket -> Dismissal Type -> Fielder (if applicable) -> Optional Event (if applicable to the dismissal type) -> New Batter -> Apply Wicket
- Run Out ... Wicket -> Batter Out may change to Non-Striker -> Run Out -> Fielders (if known) -> Optional events (if applicable, including runs) -> New Batter -> Apply
- Wicket off Extras ... Follow wicket process and enter Extra type in Optional Events

Splitting an Innings / Ending a Day (2 Day Match)

- End an Innings (manually) – Actions -> End Innings
- Splitting an Innings (Quarters Cricket) – Actions -> Split Innings
- Ending a Day (Two Day match) – Actions -> Break -> Stumps

Adjusting a Target (due to rain, delay, time)

- Actions -> Parameters -> Override -> Adjust Over Limit and Target Score as required

Ending a Match and Syncing the Result

- At conclusion ... End Game Options -> **SUBMIT GAME RESULT**
 - Continue scoring if applicable and then return to this process at conclusion
- **ENTER PIN** created at the start of the match / day
- Ensure match is synced to the current time (top left corner):
 - Ensure you're Online to Sync final result (refresh screen if needed)
 - Check the MyCricket App has final synced result
- When result is confirmed as synced, select **END SESSION -> LOGOUT**

MATCH DAY SUPPORT

- Online Resources (PlayHQ) – [How to E-Score Cricket](#)
- E-Scoring resources, videos and practice game – [Community Cricket website](#)
- Queensland Cricket E-Scoring training – [Click Here to view or download](#)
- Cricket Australia Help Desk (Saturday 7am – 6pm / Sunday 8am – 5pm)
 - Phone – 1800 CRICKET (1800 274 25 38)
 - Email – mycricketsupport@cricket.com.au