

CRICCLUBS SCORING SYSTEM INSTRUCTION FOR INDOOR COMPETITION

Steps to Add Players:

Navigate to the Match Setup:

Go to the match you want to start.

Select the Team:

Identify the team you want to add players to (e.g., "Fuchsia 1").

Add Players from Club:

Tap on the "Add Players from Club" button to open the list of available players.

Choose Players:

Scroll through the list of available players under "Club Players." (see image 1 Below)

Check the boxes next to the names of the players you want to add.

Assign Roles:

After selecting players, assign roles such as Captain and Wicket Keeper by tapping the dropdown next to their names.

Confirm the Selection:

Ensure the selected players appear under the team name (e.g., "Fuchsia 1").

Check the "Selected" count at the bottom to verify the correct number of players have been added.

Save the Match Setup:

Once players for both teams are added and roles are assigned, save and start the match .

Instructions to Modify Wides and No-ball Runs During a Match

Navigate to the Action Page:

After starting the match, go to the Action menu (refer to Image 2).

Enable "Wide As Good Ball" and "No Ball As Good Ball":

On the Action page, ensure that the options "Wide As Good Ball" and "No Ball As Good Ball" are selected (refer to Image 3).

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Set Runs for Wides and No-balls:

Scroll down on the Action page to locate "Change Runs for Wide" and "Change Runs for No Ball".

Adjust the runs according to the Playing Conditions (refer to Image 4).

Scoring Wides and No-balls:

While scoring, make sure to select wides and no-balls as good balls until the 9th over (refer to Image 5).

By following these steps, you can accurately adjust and score wides and no-ball runs during the match.

