

NJSBCL MOBILE SCORING APP – USER MANUAL

Introduction

App URL – <http://api.njsbcl.org/client>

The NJSBCL Web App can be used by the following to score a given match in NJSBCL –

1. Any Player on the Batting Team
2. Any Player on the Bowling Team
3. Team members of the Umpiring Team

Finally only the Captain/Manager of the Batting Team can submit the scores. The Captain/Manager can pull up the scores done by someone else and then Submit the scores to the website. The following steps can be followed to start scoring with the app.

STEP 1 – Login

Use your existing LoginId and Password to Login to the webapp.



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STEP 2 – Select your match

Click on the “My Matches” button to get a list of matches for the upcoming weekend. This list will show matches where your team is either playing or umpiring.

Once you see the matches, use the MatchId link to get the details of the Match. Select “NEXT” to get started.



NEW JERSEY SOFT BALL CRICKET LEAGUE

☆ NJSBCL ☆

My Matches



☆ SCHEDULES ☆

Upcoming Matches

Id	Host Team	Away Team	Date/Time
5475	Woodlot CC	NJ STARS CRICKET CLUB	2015-04-12 08:45:00



★ NJSBCL ★

Match Number	5475
Host Team	Woodlot CC
Away Team	NJ STARS CRICKET CLUB
Ground	Culver Road
Tournament	Main Tournament - 2015
Tournament Group	Div 1-Pool A
Round Number	1
Date/Time	2015-04-12 08:45:00
Umpires1	null
Umpires2	null

Next

STEP 3 – Select the playing 11 for both teams

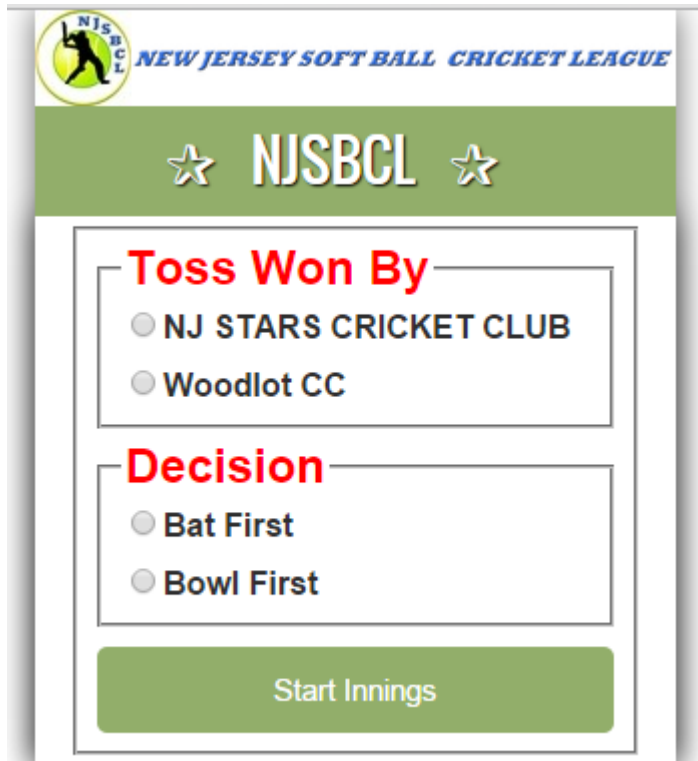
Use the checkboxes to select 11 players for both teams. Please note that currently the App requires you to select 11 players.

Woodlot CC		NJ STARS CRICKET CLUB	
<input checked="" type="checkbox"/>	Dipen M	<input checked="" type="checkbox"/>	Imran R
<input type="checkbox"/>	Ravinder R	<input type="checkbox"/>	Nadeem S
<input type="checkbox"/>	Aijaz A	<input type="checkbox"/>	Ali J
<input type="checkbox"/>	Aman A	<input type="checkbox"/>	Ali R
<input type="checkbox"/>	Amit G	<input type="checkbox"/>	Ali V
<input type="checkbox"/>	Anuj S	<input type="checkbox"/>	Amjad D
<input type="checkbox"/>	Arun Kumar B	<input type="checkbox"/>	Anwer A
<input type="checkbox"/>	Arvind Y	<input type="checkbox"/>	Arif K
<input type="checkbox"/>	ashwin g	<input type="checkbox"/>	Huzafa M
<input type="checkbox"/>	Barun P	<input type="checkbox"/>	Jameel H
<input type="checkbox"/>	Charan J	<input type="checkbox"/>	Junaid S
<input type="checkbox"/>	Charan J	<input type="checkbox"/>	Mohammed N
<input type="checkbox"/>	Chethan S	<input type="checkbox"/>	Munazam R
<input type="checkbox"/>	Dhanu V	<input type="checkbox"/>	Murad A
<input type="checkbox"/>	Dinesh B	<input type="checkbox"/>	Murtuza K
<input type="checkbox"/>	Dipesh F		

STEP 4 – Enter TOSS details

Once you have selected the Playing 11, you will be required to enter the TOSS information.

Click “Start Innings” to now start scoring the Match.



The screenshot shows a web interface for the New Jersey Soft Ball Cricket League (NJSBCL). At the top left is the NJSBCL logo, which features a silhouette of a cricketer in a batting stance inside a green circle with the letters 'NJSBCL' around it. To the right of the logo is the text 'NEW JERSEY SOFT BALL CRICKET LEAGUE' in blue. Below this is a green horizontal bar with the text '★ NJSBCL ★' in white. The main content area is a white box with a thin black border. It contains two sections: 'Toss Won By' and 'Decision'. The 'Toss Won By' section has two radio button options: 'NJ STARS CRICKET CLUB' and 'Woodlot CC'. The 'Decision' section has two radio button options: 'Bat First' and 'Bowl First'. At the bottom of the white box is a green button with the text 'Start Innings' in white. Below the white box is the copyright notice '© www.njsbcl.com'.

STEP 5 – Start Scoring...


The image shows a mobile application interface for a cricket scorecard. The interface is titled "NEW JERSEY SOFT BALL CRICKET LEAGUE" and "NJ STARS CRICKET CLUB (DNB) vs WOODLOT CC". The current score is "2 / 0 (0.3)". The interface includes a numeric keypad for runs (1, 2, 4, 6, 0), buttons for "WIDE", "NO", "BYE", "WICKET", and "UNDO Last Ball". The batsman on strike is "IMRAN R: 1 (2)" and the non-striker is "NADEEM S: 1 (1)". The current bowler is "Dipen M (0.3-0-2-0)". The current over score is "110".

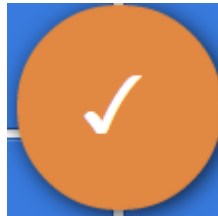
Labels and their corresponding components:


- Batting Team: NJ STARS CRICKET CLUB (DNB)
- Bowling Team: WOODLOT CC
- Score Card: 2 / 0 (0.3)
- UNDO Last Ball: Undo icon
- END Match: X icon
- Dot Ball: 0 button
- RUNS: 1, 2, 4, 6 buttons
- More Runs: WIDE, NO, BYE buttons
- Batsman on-strike: IMRAN R: 1 (2)
- Current Bowler: Dipen M (0.3-0-2-0)
- Change Strike: Arrow icon
- Change Bowler: Arrow icon
- Non-striker: NADEEM S: 1 (1)
- Ball by Ball - Current Over: 110


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STEP 6 – Scoring scenarios...

1. Change/Select Bowler –
 - a. Click the Change Bowler Arrow () and then select the bowler from the Drop Down list.
 - b. **Please note that you will not be able to Change the Bowler once the over has been started.**
2. Change/Select Batsman –
 - a. Click on the Batsman Name to get a drop down to select from.
 - b. **Please note you will not be able to select a Batsman if he is in play i.e if he has already faced a ball and is not out.**
3. Runs and Balls
 - a. Click on the RUN buttons to score for each ball. For a DOT ball, use the “0” button.
4. Wicket
 - a. Click on the Wicket button to score a wicket for the current ball.
 - b. Select from Drop Down, the mode of dismissal
 - c. Then finalize by Clicking the “Check” button as shown below.





5. View Score Card –
 - a. Click on the Score Card button () next to the Batting Team Name to view the Score Card as below



NEW JERSEY SOFT BALL CRICKET LEAGUE

☰ NJ STARS CRICKET CLUB → WOODLOT CC
(DNB)

2 / 1 (0.4)  

NJ STARS CRICKET CLUB Match Id:5475
Innings - 2 / 1 (0.4)

Name	Out	R	4s/6s
1. Imran R	b Dipen M	1 (3)	0/0
2. Nadeem S	not out..	1 (1)	0/0
3. Ali J	not out..	0 (0)	0/0

Extras: 0 (b - 0, wd - 0, nb - 0)

Total Score: 2 (0 overs, 1 wickets)

Woodlot CC Bowlers


Name	Ovr	M	R	W	WD	NB
1. Dipen M	0.4	0	2	1	0	0

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6. Submitting Scores –

- a. For Captains/Managers, the Score Card will display a “Submit” button to submit the scores.



- b. Match can also be forcibly ended by Click on the Match End Button ()