

Net Cricket Scorer — User Guide

This guide explains every feature in the app and how to use it quickly during a session.

Quick Start

- Add players (left column). Toggle Playing for who is present. Assign teams and colours.
- Click New Game and choose rotation options: Auto-Rotate Batter (how many balls) and Bowler cycle (every ball).
- Pick a Batter and Bowler from the console header; use score buttons to record the ball.
- For runs (0/1/2/3/4/6), a Shot Picker opens: tap where the ball finished, review the fielders, and optionally override the outcome.
- Drag fielders on the Field layout card to match the current bowler→batter field. Positions auto-save and are reused across games.
- Use Undo Last to fix mis-taps. Export CSV, use Mini Targets, and Finish Game to celebrate winners.

Players & Teams

- 1 Add player: type a name and press Add.
- 2 Order: ▲ / ▼ moves the player in the batting order.
- 3 Playing switch: include/exclude a player without deleting them. Non-playing members are ignored everywhere (bowler lists, standings, etc.).
- 4 Team: click the team badge button to open the selector; assign a team (with colour picker). A small coloured dot appears by the player.
- 5 Delete: removes the player from the roster (their past game events remain in saved games).

Teams

- 1 Add team: set a name and pick a brand/kit colour. Colours are used for dots & labels.
- 2 Delete team: only removes the team; players remain but become unassigned.

New Game & Rotation

- 1 New Game dialog: asks whether to Auto-Rotate Batter and, if so, after how many legal balls; and whether to Auto-Rotate Bowler each ball.
- 2 Batter rotation: advances through the ordered list of Playing players after the chosen number of legal balls.
- 3 Bowler cycle: if enabled, switches the bowler after every delivery among the Playing players.
- 4 Bowler reset on batter change: whenever rotation changes the batter, the bowler resets to the first Playing player who is not the batter.

Scoring Console

- 1 Header: choose Batter and Bowler; live stats show runs, balls, SR, overs, wides/no-balls, and points.
- 2 Score buttons: 0/1/2/3/4/6. Pressing a run opens the Shot Picker. Wide +1 and No-ball +1 post immediately (no picker). Wicket (−5) posts a dismissal.
- 3 Undo Last: removes the most recent ball of the active game.

Shot Picker & Wagon Wheel

- 1 Shot Picker: tap where the ball finished on the circular ground. The pitch shows in the center with a triangle at the striker's crease (batter faces up).
- 2 Fielders overlay: your saved field for the current Bowler → Batter pairing is shown as green dots.
- 3 Nearest fielder: indicator at the bottom (approximate distance) helps you adjust the outcome if the ball would likely be fielded.
- 4 Override outcome: use the Dot/1/2/3/4/6/Wicket buttons in the panel below to change the result before posting.
- 5 Skip: records the ball without coordinates (useful if you just want to log the run quickly).
- 6 Wagon Wheel: shows the selected batter's shots. Colours—blue: runs, green: 4/6, red: wicket, grey: dot. Numbers near tips show the run value; the latest shot is highlighted.

Field Layout (drag to adjust)

- 1 Purpose: capture real field settings so the Shot Picker can provide context and let you judge outcomes better.
- 2 How: drag any green dot to reposition a fielder. Changes save instantly.
- 3 Scope: positions are stored per Bowler → Batter and persist across games for your account. If a specific pairing has no layout yet, the app will use the last known for that bowler or a sensible default.
- 4 Orientation: labels show Bowler at the top, Keeper at the bottom, Off to the right, and Leg to the left.

Stats & Standings

- 1 Batting table: R, B, 4s, 6s, wickets lost, strike rate, and net score.
- 2 Bowling table: overs, wickets, runs conceded, dots, wides, no-balls, average (if applicable), and points.
- 3 Team standings: aggregates batting net + bowling points per team for this game; teams with only non-playing players are excluded.

Mini Targets, Export & Finish

- 1 Mini Target: set a small challenge (runs in N balls) and track progress during the session.
- 2 Export CSV: one-click export of the current game's ball-by-ball data.
- 3 Finish Game: closes the session and triggers awards. Winners are celebrated only if their score total is greater than zero.
- 4 Awards: player winner = highest batting net + bowling points combined (> 0). Team winner = top total in the standings (> 0).

Tips & Tricks

- 1 Use the Playing switch to keep rosters intact but exclude absentees; it cleans up batter/bowler lists and the standings.
- 2 You can record a ball with Skip in the Shot Picker if you don't need a coordinate.
- 3 The field layout is most useful if you quickly adjust a couple of positions at the start of each bowler→batter spell.
- 4 When auto-rotation changes the batter, the bowler resets to the first Playing non-batter—so your opening bowler will be selected naturally.