**Cricket Terminology**

**Aggregate**
It refers to the total number of runs made, catches taken or dismissals completed by a player during a season or career.

**Agricultural Shot**
A batting stroke that is anything other than standard or copybook.

**All Rounder**
Refers to a player who is good at both batting and bowling.

**Appeal**
A request made to the umpire by the fielding side when they believe a decision is needed to clarify whether a batsman has been dismissed.

**Arm Ball**
A ball delivered by a spin bowler that swings in the direction of the follow through delivery arm.

**Armguard**
Protective padding located on the batsman’s front forearm.

**Artificial Pitch**
A pitch with a surface made from concrete, covered with matting or constructed from synthetic turf. Regulation pitches are produced from rolled turf.

**Attack**
Refers to the variety of available bowlers at the disposal of the fielding captain.

**Average**
The total figure reached by computation of a batsman’s run scoring performance measured against the number of deliveries faced or a bowlers performance measure against the number of runs conceded as compared to the number of wickets taken.

**Away Swinger**
Also known as the out swinger. A ball moving from the line of the stumps at the bowlers end, towards the slips area.

**Back Foot**
Refers to the movement of the batsman who has placed his center of gravity onto the back foot. Usually happening as a result of a rising delivery. Generally a defensive batting technique, but occasionally used to attack the ball.

**Back Up**
Refers to the batsman at the bowling end who leaves his crease after the bowler has released the ball in preparation for making a run.

**Bails**
The two small pieces of molded timber which sit atop the stumps.

**Bat-Pad**
Refers to a close in fieldsman who is waiting for a ball that after striking the bat, comes off the pad and rises into the air.

**Batsman**
A player who uses a bat to hit, edge, snick or guide the ball after it has been bowled, usually for the purpose of scoring runs during a match or game, but often also to practice the art and skills of batting.

**Batsman's Paradise**
Refers to a pitch that will clearly favor the batting side.

**Batting**
The process of using the bat for the making of runs or defending the wicket.

**Beamer**
A bowling delivery aimed at the head of the batsman.

**Beaten**
When a batsman attempts to strike the ball with the bat and fails to contact it. He is said to have been "beaten" by either the pace or skill of the delivery.

**Bite**
The amount of turn a spin bowler can obtain from the surface of the pitch.

**Block**
The position taken by the batsman when waiting for a ball to be bowled. Can also be used to describe a defensive batting stroke.

**Bouncer**
A bowling delivery of fast pace and pitched short with the purpose of rising to around chest height when arriving at the batsman.

**Boundary**
Indicates the outer limit of the playing area. Also used to describe a stroke by the batsman that immediately results in 4 runs.

**Bowl**
To deliver the ball in a manner determined to be legal by the umpire.

**Bowler**
Refers to a player who primarily excels at delivering a ball to a batsman or a player in the process of delivering the ball.

**Bowling Machine**
A mechanical device used to deliver the ball to a batsman. Can only be used during practice or training drills.

**Break**
A delivery that spins to either side of the pitch after leaving the surface.

**Bump Ball**
A ball that canons into the ground immediately after leaving the bat and to the appearance of fieldsmen and spectators looks to have come directly off the bat.

**Bye**
A run generally scored through any means other than being struck by the bat.

**Call**
Either a confirmation or refusal that a run should be taken by a batsman in order to alert his partner. Usually shouted as a "Yes" "No" or "Wait"

**Cap**
The peaked head dress normally worn by a team member and showing the colors and or team logo.

**Caught Behind**
A ball caught by the wicketkeeper after being struck by the batsman.

**Cherry**
Refers to a new ball because of its bright red cherry colored appearance.

**Chucker**
A bowler who the umpire has determined, not to have delivered the ball in a legal manner.

**Clean Bowled**
When a batsman is beaten by a ball and subsequently dismissed through the stumps being broken.

**Close**
Refers to a declaration by the batting team of a closure to an innings or the end of the days play.

**Cover Drive**
An attacking batting stroke directed towards the covers area or the protective covering placed over the pitch during adverse weather conditions.

**Crumble**
Refers to the state of the pitch, usually late in a game after experiencing considerable wear. A crumbling pitch is often favoured by a spin bowler, as it will allow the ball more bite and turn.

**Cut**
In batting, refers to a stroke played to the off side between the covers area and the wicketkeeper. In bowling, refers to the deviation of a delivery, caused by the bowler imparting varying types of spin on the ball. These type of deliveries are referred to as "cutters" either leg cutter or off cutter.

**Deep**
Refers to the farthest outfield. A fieldsman in the deep, is either at or near the point boundary.

**Dig In**
The act of a batsman ensuring he remains at the crease for a long period, rather than attack and risk his wicket by attempting to score frequent runs.

**Drawing the Stumps**
The physical act by an umpire of withdrawing the stumps from the pitch at the close of the day’s play.

**Duck**
A score of zero believed to have got its name from the shape of the numeral for zero and the fact it resembles a duck's egg.

**Edge**
The outermost perimeter of the bat. Also refers to a ball only just struck by the edge of the bat by a batsman. Sometimes called a "snick".

**Feather**
A very faint edge of a ball by the batsman, aka a "snick".

**Field**
The ground or oval on which a match is played. Also refers to the placement of fieldsmen within the playing area.

**Fieldsman**
A player strategically placed within the field of play, with the object of stopping the batting team from scoring runs.

**Fiery**
A hostile, generally fast pace bowler, who bowls a succession of usually short pitched deliveries.

**Finger Spin**
A method used by a bowler to deliver a ball that will spin off the surface of a pitch. The spin on the ball is imparted with the use of a finger or the fingers.

**Flat**
Generally refers to the condition of a pitch that has an even surface without much bounce.

**Flight**
The loop in the path of the ball after being bowled by the spin bowler in the breeze that causes it to drop sharply onto the pitch with the hope of deceiving the batsman.

**Follow On**
The requirement by the fielding Captain for the batting team to immediately bat again after being dismissed during its first innings and not having met the total of the opposing side at the close of the first days play.

**Full Blooded**
A batting stroke played with the full physical power of the batsman.

**Full Toss**
A bowling delivery that reaches the batsman without first having struck the pitch.

**Gardening**
The act of a batsman patting down with the tip of his bat, either loose areas of pitch or pieces of the playing surface that have come apart.

**Golden Duck**
When the very first ball dismisses a batsman he faces without scoring.

**Good Eye**
The ability of a batsman to assess and sight a delivery much quicker than would normally occur.

**Good Length**
A bowling delivery that pitches is such a position, it will confuse the batsman as to whether the ball should be played off the front or back foot.

**Googly**
This is a delivery by a right arm spin bowler which to a right hand batsman appears as if it will spin from leg to off, however, spins in the opposite direction. Thanks: Steven Dear

**Groundsman**
The person who prepares and maintains the pitch and playing field.

**Grubber**
A bowling delivery that stays very low after leaving the surface of the pitch.

**Half Volley**
A bowling delivery which pitches in such a position that the batsman is able to strike the ball almost immediately it leaves the surface of the pitch.

**Hat Trick**
When a bowler is able to manage 3 dismissals from 3 consecutive deliveries in the same match.

**Hit Wicket**
To strike and subsequently break the stumps with the bat resulting in the batsman’s dismissal.

**Hook (Shot)**
A batting stroke played to the on side as a result of a short-pitched delivery from the bowler.

**Howzat**
Also stated as "Hows That?" when the fielding side is appealing fro a dismissal. The Australians first used it.

**Innings**
The period of time spent batting by a team or individual.

**In Swinger**
A delivery from a bowler that deviates from the leg side to the off side.

**Knock**
A term used to describe the batting innings of an individual player.

**Leg (Leg Side)**
The part of the field that is behind the batsman when he faces the bowler when batting. Also known as the on side.

**LBW - Leg Before Wicket**
Better known as Leg Before Wicket. This is a method of dismissal where the ball when having been bowled would normally strike the stumps if not for the fact it strikes the batsman’s leg first.

**Leg Break**
A delivery from a spin bowler, that turns off the surface of the wicket from the leg side to the off side.

**Leg Cutter**
A delivery from a pace bowler, that deviates from the leg side to the off side after leaving the surface of the pitch.

**Length**
Used to describe the part of the pitch where the ball either struck or would have struck prior to reaching the batsman.

**Lofted (Lofted Shot)**
A delivery struck in such a way it travels high in the air for some distance.

**Maiden**
When applied to a bowler, describes an over where no runs have been scored by the batsman from any delivery. For batsman, it refers to a maiden innings or maiden century, both being the very first occasion of each.

**Mental Disintegration**
A term believed to have been first used by Australian Captain Steve Waugh, to describe the art of sledging.

**Middle Order**
Refers to the batting positions or batsmen numbered between 5 and 7.

**Nets**
Generally applied to any area where cricket is practiced. Netting, therefore leading to the term nets, normally surrounds these areas.

**New Ball**
Simply, a completely new ball yet to be used in play, or one that has not been used for many overs.

**Nightwatchman**
A player sent into bat who generally bats down the bottom of the order, but, is promoted up the order usually near the end of a days play when a wicket has fallen.

**Non-Striker**
A term used to describe the batsman waiting at the bowlers end.

**Notch**
The original word used for a run, so called, because a notch was made in a piece of wood to record a run. Every tenth notch would be cut much deeper than the others to make final tallying of the score much easier.

**Off (Side)**
The area immediately to the front of the batsman when waiting for the bowler to deliver a ball.

**Outfield**
The part of the playing surface of the arena closest to the boundary.

**Over**
The set number of balls bowled by a bowler. An over consists of 6 balls. The term “Over” is also called by the umpire when the bowler has completed his 6 balls.

**Over the Wicket**
Used to describe the bowling action of the bowler when the delivery arm follows through on the side closest to the stumps. The opposite term is Around the wicket, which describes the bowling action of a bowler when the delivery arm follows through on the side furthest from the stumps.

**Overthrow**
Describes the extra runs scored when a ball is missed by the fielder or wicketkeeper when returned to the stumps by a fielder.

**Pace (Bowling - Bowler)**
Describes all types of bowling other than spin bowling. Can vary from medium to fast pace.

**Pad**
A protective device used to protect the legs of both batsmen and wicketkeepers from being struck by the ball. Can also describe the manner in which a batsman may deflect the ball away from the stumps by thrusting the leg and striking the ball.

**Partnership**
Refers to the batting performance by two particular batsmen whilst batting together during any particular innings. Or to the cumulative score made by two partnering batsmen.

**Pick**
In batting, refers to the ability of the batsman to visually observe the type of delivery about to be bowled by a bowler. In bowling, refers to a method adopted by bowlers to lift the seam of a cricket ball to gain an unfair advantage (cheat).

**Pie Thrower**
A slang term used to describe a bowler of poor quality.

**Pitch**
A term also used to describe the wicket where the batting and bowling is performed. Wickets must be 22 yards in length to comply with the Laws of Cricket.

**Plumb**
When a batsman is standing directly in the line of the stumps.

**Quickie**
A term used to describe a bowler of fast pace.

**Return**
The throw by a fielder of the ball to either the wicketkeeper or the non-strikers end.

**Run**
The method of scoring during a game of cricket. Also a single unit of score.

**Runner**
A player dressed in full batting equipment called to act as the runner for an injured batsman. A runner is only permitted to run for the injured batsman, who is still required to face the bowling.

**Run Out**
A method of dismissing the batsman by disturbing the stumps before the batsman has made his ground and is within the batting crease.

**Seam (Bowler - Bowling)**
Refers to a bowler who can cause a ball to strike the pitch on the seam of the ball, thereby causing it to deviate in its delivery path prior to reaching the batsman.

**Selectors**
A group of officials appointed for the purpose of picking the players to represent a cricket team.

**Session**
Refers to a period of play during a cricket match.

**Sightscreen**
A screen placed near the boundary behind the line of the bowlers arm in order to aid the batsman’s sighting of the ball when bowled.

**Silly**
Refers to any fielding position that is located very close to the batsman.

**Sitter**
Refers to a catch that would under normal circumstances be considered to be very easy.

**Skipper**
The Captain of a cricket team.

**Slow Wicket**
Describes a pitch is in such a physical state, it offers no advantage to a pace bowler, however, a considerable advantage to a spin bowler.

**Sticky Wicket**
Describes a pitch, which although dry on the surface, has underlying soft patches. This type of wicket is generally a difficult playing surface for batsman as it can cause a ball to behave unpredictably. Most pitch preparation practices have all but done away with these type of pitches, which were once very common in England and Australia.

**Streaker**
A slang term given to a person who runs across the cricket field naked.

**Strike (Striker)**
The name given to the batsman who is facing the bowler. The batsman is said to be "on strike".

**Stumps**
The three upright timber sticks at each end of the pitch. Sitting atop each set of stumps are two bails. A term also used to describe the end of a days play.

**Sundries**
Refers to any run scored by any means other than from the bat.

**Tail**
Generally refers to the last 4 batsman on the batting side.

**Test**
A cricket match of International standard lasting for 5 days.

**Toe**
Refers to the very bottom edge of the bat.

**Toss**
The toss of a coin is used to determine whether a particular team will initially bat or bowl to open a match.

**Twelfth Man**
An extra player chosen for a team to act as a substitute fieldsman in the event one is called for. The twelfth man is generally not permitted to bat or bowl.

**Walk**
Generally used by a batsman to indicate his acceptance of a dismissal without waiting for the decision of an umpire. The physical act of walking away from the stumps. It was once the usual practice, but is now very uncommon.

**Wicket**
This term has many different uses. It can refer to the batting and bowling area, a dismissal by a bowler or the stumps.

**Wicket Maiden**
An over in which the bowler has taken a wicket without a batsman scoring runs.

**Yorker**
A bowling delivery that generally passes under the bat near to a batsman’s toes. Also known as a Sandshoe Crusher.