

A Field Guide for Board-keepers

- Pay attention to the game. Don't get too involved in conversation with other spectators.
- Mark changes immediately. The only exception is that you don't have to do this if you are an experienced board-keeper and the striker is making a three-ball or four-ball break that looks likely to continue for a while. Even so, it's best to mark the changes as they occur.
- Make standard time calls, i. e., "Fifteen minutes", "One minute", and "Game time". Otherwise announce the time only when a player asks. Do not provide "countdowns".
- If you aren't sure about whether or not to intervene (e. g., after an out-of-turn play), don't. Consult a referee instead.
- As a general rule, the board-keeper (or other spectator referee) intervenes to correct any error that is not a fault, i. e., that will not result in loss of turn for the striker. Here is the complete list (from Rule 13.3(a)):
 - correct improper clip placement
 - correct the misplacement of balls
 - make time announcements
 - forestall an unearned continuation shot after a striker runs a wrong wicket
 - correct the deadness board
 - forestall any out-of-turn play
 - forestall a striker mistakenly striking a ball in the other game
- If the striker commits a fault but none of the players notices it:
 - Make a note of the state of the game. In particular, try to remember the positions of the balls and clips, and the state of the deadness board. Continue marking and clearing deadness as if there were no fault. If asked whether the board is correct, say yes. However, if the players catch the fault before the next turn, you will be able to help return the balls, clips, and board to their proper positions.
 - Note that wickets run out of sequence can never be condoned. For example, if a player plays a wrong ball, and plays that ball through an incorrect wicket, and the error is condoned (not caught before the next player plays a stroke), then the positions and deadness are condoned, but not the out-of-sequence wicket. Correct any misplaced clips.
- Keep track of player time-outs. Time the time-out; announce "Fifteen seconds remaining in the time-out" and "Time in" as appropriate.
- Players will ask for double-banking time-outs, but will almost never tell you "time in" afterwards. Restart the clock as soon as the interference ends; do not wait for the striker to strike the ball.
- Don't let board-keeping make you late for your next game. If you need to leave so that you can get ready for your game, find someone else to keep the board. If you can't find anyone, tell the players that you are leaving; they will just have to manage the board and clock themselves.