

Select Cricket Glossary

Against The Spin - describing the act of hitting a ball in the direction opposite to that in which it is spinning off the pitch, such as hitting an off break to the off side.

Agricultural - (of a batting shot) unskilled, often lofting the ball into the air on the leg side.

All Out - the state of a side having no more batsmen available to bat, thus ending its innings, even if some batsman have not yet batted but are unavailable due to injury.

All Rounder - a player skilled in both batting and bowling, and who regularly does both in matches.

Appeal - the act (by the fielding side) of asking an umpire for a decision of whether a batsman is out or not.

Ashes, The – the trophy contested over a Test Series between Australia and England once every two years.

Ball Tampering - the act of illegally modifying the condition of the cricket ball, by scuffing and roughening the surface or picking at or lifting the seam.

Beamer - a ball that does not bounce on the pitch and passes the batsman at or about head height.

Bodyline - a tactic employed by the fielding side in which fielders are placed near the batsman on the leg side and the bowlers bowl fast, short pitched balls aimed at the batsman, with the goal of making the batsman fend the ball away from his body and deflect the ball for a catch, first used by the English team touring Australia in 1932-33.

Bouncer – a short pitched ball that bounces up towards the height of the batsman's head or above as it passes the batsman.

Bowling Crease - the white line marked on the pitch running through and parallel to each wicket.

Bump Ball - a ball that bounces on the pitch immediately after hitting the bat, then flies into the air, sometimes having the appearance of a ball hit in the air directly off the bat.

Carry The Drinks - to act as twelfth man in a cricket side, so called because one of the twelfth man's duties is to take drinks out to the players during drinks breaks.

Caught - describing the method of getting out in which a fielder catches a ball hit by the batsman.

Caught And Bowled - describing the state of having been out caught, with the catcher being the bowler.

Caught Behind - describing the state of having been out caught, with the catcher being the wicket-keeper.

Century – a hundred runs scored by a single batsman in one innings synonym for hundred; a hundred runs scored by two batsmen together in a partnership.

Chinaman - left arm unorthodox spin bowler, a ball bowled by a left arm unorthodox spin bowler with the wrist action of a leg break, producing a ball which spins from the off to the leg to a right-handed batsman.

Chucker - derogatory term for a bowler who violates the rule prohibiting the straightening of the bowling arm during a delivery.

Collapse - several batsmen on the batting side to get out in quick succession.

Dismiss - to get (a batsman) out.

Double Century - two hundred runs scored by a single batsman in one innings; synonym for double hundred.

Draw Stumps - to declare the day's play in a match over, and leave the field.

Duck - a batsman's score of zero runs when getting out.

Edge - the edge of a cricket bat; a deflection of the cricket ball off the edge of the striker's bat, usually travelling fine behind square, and often to the wicket-keeper or slips fielders.

Eleven - a cricket team of eleven players, synonym for *the team*.

Fast Bowler - a bowler specialising in bowling the ball fast, as opposed to a spin bowler.

First Innings - the first innings of the first side to bat in a match; the first of the possibly four innings played by either side in a two-innings per side match.

Full Toss - a ball that does not bounce on the pitch before reaching the batsman.

Googly - a type of ball bowled by a leg spin bowler, which spins from off to leg to a right-handed batsman, unlike a normal leg break.

Grubber - a ball that bounces unusually low off the pitch, often causing difficulties for the batsman to play at it successfully.

Gully - fielding position on the off side, about 30 degrees behind square, a static catching position designed to catch the ball after it hits the edge of the bat and deflects a long way; a fielder fielding in a gully position.

Hat Trick - the feat (of a bowler) of taking three wickets in three of his own successive balls in a single match, the balls may be separated by overs bowled by other bowlers or even the other side's innings.

Hundred - a hundred runs scored by a single batsman in one innings.

Jaffa - colloquially, a ball that moves through the air or off the pitch so much that it is very difficult for a batsman to play successfully.

Laws, The - the official rules of cricket, as codified by the Marylebone Cricket Club in London.

Leg - on or towards the half of the field on the same side as the batsman's legs as he stands in the batting stance; synonym for on.

Leg Before Wicket - describing the method of getting out in which the bowler bowls a ball that would hit the striker's wicket, but it hits the striker instead without first hitting his bat; abbreviated LBW.

Maiden - an over in which no runs are scored.

Middle Order - the batsmen who normally bat in roughly positions 5-7 in the batting order.

Nelson - a score of 111 runs either by a single batsman or the total for the side.

Nightwatchman - a batsman sent in to bat above his normal batting position at the fall of a wicket a short time before the end of a day's play, as a tactic to protect better batsmen from having to begin their innings just before the end of play and then have to begin again the next day.

Off Break - the standard type of ball bowled by an off spin bowler, which spins from the off to the leg to a right-handed batsman.

Opener - a batsman who specialises in batting at position 1 or 2 in the batting order, a batsman who normally opens an innings.

Out - the state of a batsman having his innings ended by the fielding team and having to leave the field.

Outswing – swing of the ball through the air outwards away from the batsman.

Pitch - the prepared rectangle of grass in the centre of a cricket field, which has a wicket at each end and along which the bowler bowls the ball to the batsman.

Popping Crease - the white line marked on the pitch in front of each wicket, delineating the border between safe and unsafe territory for the batsmen when they take runs, and also the region where a bowler's front foot must land in order to bowl a legal delivery; also referred to simply as the crease.

Retire Hurt - (of a batsman) to stop batting because of an injury sustained while batting and allow the next batsman in the batting order to bat.

Run - the unit of scoring; the act of the batsmen scoring a run, by running between the wickets.

Sandshoe Crusher – a yorker bowled directly at the batsman's feet, often with inswing; a ball that actually hits the batsman on a foot.

Seamer - bowler who is skilled in or specialises in seaming the ball.

Short Of A Length - (of a ball) pitching short of a good length.

Silly Point - fielding position on the off side, square of the striker's wicket and very close to the batsman, a static position designed to catch the ball from a misplaced block or other defensive shot, a fielder fielding in the silly point position.

Snick - a small deflection of the cricket ball off the edge of the striker's bat, usually not deviating much from the ball's trajectory, and often to the wicket-keeper for a catch.

Square Leg - fielding position on the leg side, square of the striker's wicket, a position designed to either catch the ball from a misplaced pull shot, or to prevent runs from pull shots and defensive strokes square on the leg side.

Sticky Wicket – a pitch containing a lot of moisture, usually from exposure to rain, more commonly encountered historically before pitches were covered in bad weather, and on which the ball bounces unpredictably, making it very difficult to bat.

Strike Bowler - a bowler included in a side specifically for his ability to take wickets, as opposed to being economical in terms of conceding runs.

Stumped - describing the method of getting out in which the batsman steps out of his crease to play a ball, misses it, and the wicket-keeper collects the ball and breaks his wicket before he returns to his crease.

Sweeper - a batsman who is skilled at or frequently plays sweep shots; a field position in the deep outfield near the boundary, designed to cover a lot of territory and prevent runs.

Tea - the 20-minute break between the second and third sessions of play during a first-class cricket match.

Test Nation - one of the officially recognised nations who play Test cricket; currently one of England, Australia, South Africa, West Indies, New Zealand, India, Pakistan, Sri Lanka, Zimbabwe and Bangladesh.

Toss - the coin toss that occurs at the beginning of a cricket match to determine which side will bat first.

Turn - sideways movement of the ball in its trajectory towards the batsman, caused when the ball bounces on the pitch, by the rotation of the ball; to get the ball to move sideways.

Twelfth Man - the first designated substitute player for a cricket side, who will field if another player is injured.

Walk - (of a batsman) to walk off the field as if given out, when the fielding team appeals but before the umpire rules the batsman out, usually done as a matter of sportsmanship when the batsman knows he is out.

Wrong 'Un - a googly.

Yorker - a ball bowled so as to bounce on the pitch on or near the batsman's popping crease.