

# SCORING SOFTBALL



## LEVEL ONE BASIC SCORING FOR BEGINNING SCORERS

Updated - August 2009

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## 1 DUTIES OF THE TEAM SCORER

1. To score for your appointed team.
2. You are a part of the team and governed by the official rules of softball (e.g. no smoking during the game). You are also governed by the appropriate Child Protection Legislation relevant to each state.
3. The team scorer is concerned only with the requirements of his/her own particular team but must score the whole game for both sides.
4. Be familiar with umpiring signals e.g. strikes, balls and outs.
5. Be aware of local ground rules e.g. who picks up the match cards, etc.
6. Before the scheduled starting time of the game (approximately 30 min.), write up the team as provided by the team coach.
7. Exchange line-ups with the opposition team scorer.
8. When requested during a game, provide information to the team coach (e.g. "What is the count?", "Where did this batter hit last time?").
9. At the conclusion of the game, check with the opposition scorer that you agree on the result and it is recorded on the match card. This may need to be signed by the umpire.
10. The team score book is not normally made available to any person but the team coach.
11. The team scorer is on the bench with the team and cannot leave during the game unless permission is obtained from the plate umpire.

## 2 EQUIPMENT AND REQUIREMENTS

- Scorebook
- Pens, pencils and sharpener
- White - out (liquid and/or tape), Eraser
- Board and Clips
- Plastic Cover
- Chair
- Wet weather gear, including umbrella
- Hot weather gear, e.g. hat, sun block, etc
- Water

## 3 THE TOSS AND THE INNINGS

Prior to the match, enter the home team at the top of the double spread of pages and the visiting team at the bottom, together with other details such as the playing field, scheduled start time, etc.

After the toss to determine which team bats first; note at the top of both pages the outcome by writing TOP for the team that will bat first and BOTTOM for the team that will bat second (some score sheets may have TOP and BOTTOM pre printed, circle or cross out as appropriate). **Note:** *Some competitions designate the first named team to be TOP i.e. to bat first and occupy the first base bench.*

The team batting first forms the "top" half of an inning, the second batting team forms the "bottom" half of the inning and completes it, making it "even innings" whenever both teams have batted the same number of times.

As the first batter steps into the batting box for a turn at bat, make sure you are ready to record the play on the page where the batter's name is written and where the top of the first inning is indicated.

## 4 EXPLANATION OF SCOREBOOK

### 4.1 BATTING AND FIELDING POSITIONS

The batting positions are numbered 1-9 reading downwards in the players' column. Get into the habit of writing names neatly and legibly at the top of the box to allow enough space for substitutes to be written below. Record the first substitute directly below the starting player and any other substitutes directly below these names.

As your scorebook may be read by others, e.g. coach, umpires, tournament officials etc, scorers are required to write as legibly as possible. A good practice is to use capitals for players' SURNAMES and sentence case for Given names as the following example shows.

A team will use 9 fielding positions (refer section 4.2) and may use a Designated Player (**DP**); i.e. a player who bats for one of the fielders and who can also come into the game defensively.

In this case, the **DP** is listed in the appropriate position in the batting lineup, and the tenth player, called the flex player (who fields for the **DP**) is placed at the bottom of the list in batting order No. 10.

Both fielding positions and uniform numbers are recorded on the score sheet in the appropriate columns.

Hence, one page of a scorebook when filled out appears something like this:

# SOFTBALL SCORING

# LEVEL 1

Abbreviations: POS is Fielding Position Number  
 UNI is Uniform Number  
 BAT is Batting Order

Date: 28/1/2008 Tournament: Youth Challenge At: Blacktown Olympic Park

**TOP**  
 BOTTOM Australia Under 19s V China

P O S	BATTING LINE UP		U N I	B A T	1	2	3	4	5	6	7
	LAST NAME	First Name									
4	CURRIE	Clare	14	1	○	○	○	○	○	○	○
9	DEEN	Ashleigh	35	2	○	○	○	○	○	○	○
7	LONG DROPPERT	Verity	10	3	○	○	○	○	○	○	○
3	DEEGENAARS	Nicole	11	4	○	○	○	○	○	○	○
DP	DANCE	Toni	6	5	○	○	○	○	○	○	○
1	RICHARDS	Jenna	19	6	○	○	○	○	○	○	○
8	GLOSS	Renee	7	7	○	○	○	○	○	○	○
2	PALLISTER	Nicki	28	8	○	○	○	○	○	○	○
6	MCMANUS	Stacey	8	9	○	○	○	○	○	○	○
5	FAGAN	Chloe	17	F L E X	△	△	△	△	△	△	△

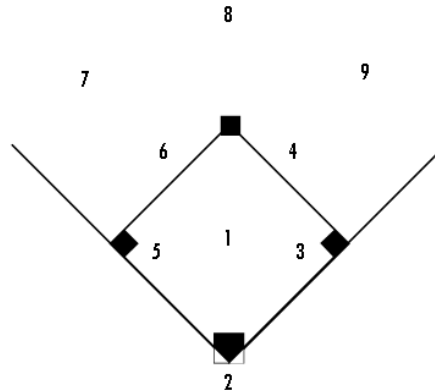
This means our lead-off batter is Clare CURRIE who will play position 4, and has uniform No.14. The second batter is Ashleigh DEEN who plays position 9, and has uniform number 35 and so on down.

Batting No.5 is Toni DANCE, the Designated Player; DP is entered as the fielding position in the Position Column on the Line Up. At the bottom of the column (in the 10 or FLEX position), Chloe FAGAN, for whom DANCE bats, is listed with the fielding position number 5 in the Position Column on the Line Up.

## 4.2 FIELDING POSITIONS

The actual recording of the plays of a game is accomplished by means of numbers and symbols. For this purpose each player has two separate squares, one for fielding position and one for batting number. The fielding positions are always numbered and shown under POS as in Example 4.1.

1. Pitcher
2. Catcher
3. First base
4. Second base
5. Third base
6. Shortstop
7. Left field
8. Centre field
9. Right field



Fielding position numbers are always used in the small squares whenever a fielder is concerned in a play, where a runner or batter is put out or advances on an error, or to indicate where a batter has hit for a safe hit.

## 4.3 SUBSTITUTES

Write players at the bottom of the page who do not appear in the starting lineup. These players are on the bench and may be used as substitutes during the game. Dependent on local ground rules substitutes may be added to the bench at any time during the game i.e. arrived late.

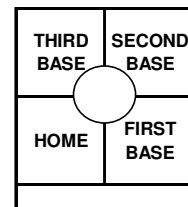
BENCH LIST		
CHEESMAN	Carly	18
WHALLEY	Rebecca	23

## 4.4 THE BOX SCORE

Alongside each player's batting position a box score is provided for each inning.

This box score is divided into six sections, one of which is a circle, and one long rectangle called the count box (refer section 5.1).

The four outer sections around the circle are used to record the player's progress around the diamond in each inning in which that player takes part and show by the use of abbreviations, symbols and numbers, the manner in which the player reaches any base or is put out and by whom. These small sections are used in a definite order and represent each base in turn in an anti-clockwise direction, commencing in the lower right corner which represents 1st base; the upper right corner is 2nd base; the upper left corner is 3rd base; the lower left corner is Home.

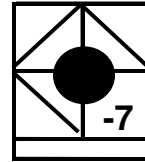


The circle is used to indicate the scoring of a run so as to be clearly seen at a glance, or to show the order in which a batter is retired. Thus the first player out in an inning has '1' placed in the centre space, the second '2' and the third '3'.

## 4.5 SCORING RUNS

One run is scored each time a runner legally touches the bases and home plate before the third out of an inning.

If the runner reaches Home safely, fill in the central section to signify a run scored.



A run will not score if the third out of an inning is a force out. For example, if the last out of an inning is a put out at first base on the batter-runner a run will not score.

If you have any question as to whether a run scores at the end of an inning, check with the umpire and he/she should advise you.

## 4.6 THE SCORE

At the bottom of the sheet, under each inning column is a square bisected by a diagonal line. The number of runs scored in that inning is placed in the upper left half.

The cumulative total for that inning is placed in the lower right half.

For example, if no runs are scored up to the third inning, the first three squares would show '0' in each half. A score of two runs in the 4th inning would be indicated by '2' in each half, but if there was no score in the 5th, the square would show '0' in the upper left half and '2' in the lower right half and so on.

Inning	B A T	1	2	3	4	5	6	7
	F L E X	0 / 0	0 / 0	0 / 0	2 / 2	0 / 2	1 / 3	2 / 5

## 5 SCORING THE GAME

### 5.1 BALLS, STRIKES AND FOULS

You must record every pitch by the pitcher (this includes all foul balls), so write small but legibly.

Balls are recorded with a (●).

Pitches swung at by a batter are called a 'Swinging Strike' and are recorded with an (X).

Pitches not swung at but judged by the umpire to be a strike can be termed 'Called, Looking or Standing Strikes' and are recorded with a (C).

Any strikes which are called foul balls are shown by the number of the fielder who was closest to the ball e.g. 2,3,5,7 or 9.

The count (see examples below) cannot progress beyond Strike 2 no matter how many foul balls are hit.

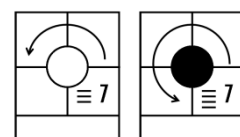
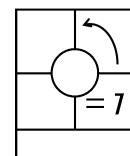
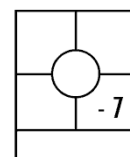
Starting at the bottom left of the player's box record balls, strikes and fouls in the order in which they occur. (If you run out of space see Example 6)

Ex 1	Ex 2	Ex 3	Ex 4	Ex 5	Ex 6
3 balls 2 strikes	1 ball 2 strikes	2 balls 2 strikes	2 balls 2 strikes	3 balls	2 balls 2 strikes

### 5.2 SAFE HITS

The batter is said to hit safely when the ball is struck in such a way that very good fielding does not get the batter out before reaching 1st base and does not put out any team member who is a base runner at the time.

- A safe hit that enables a batter to reach 1st base only is scored as a horizontal line followed by the fielding number of the player who fields the ball.
- If the hit goes far enough for the batter to reach 2nd base, use two strokes to indicate two bases and add an arc extending into the second base section.
- For a three base hit or Home Run, extend the arc into the 3rd base or home sections, and add further horizontal lines.



**Please note: The arrow heads on the lines in the examples are for instruction only they do not need to be placed in your scorebook; they can be used for emphasis.**



## 5.3 OUTS FROM HITS

*\* in all cases indicates a fielder's position number written to show which fielders are involved with the out.*

(a) Unassisted Put Out (**PO\***)

This symbol is used when a fielder makes an out; e.g. 1st base fields the ball and either tags the runner or touches the base, **PO3**.

(b) Assisted Put Out (**\*-\***)

This is used when one player assists by fielding the ball and then throws it to another player who retires the runner; e.g. Shortstop fields the ball and throws it to 1st base, **6-3**.

(c) Multiple Assists (**\*-\*-\***)

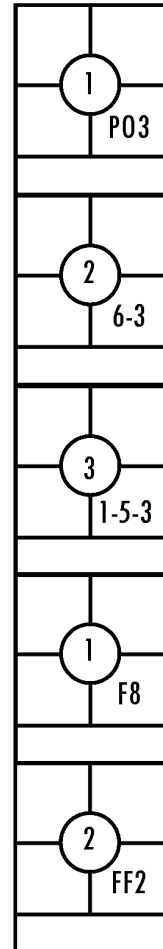
Occasionally two fielders earn an assist; e.g. the Pitcher touches the ball, deflecting it to 3rd base who throws it to 1st base for the out, **1-5-3**.

(d) Fly Ball (**F\***)

If a ball goes in the air and is caught by a fielder before it touches the ground, the batter is out; e.g. a fly ball is caught by centre field, **F8**.

(e) Foul Fly (**FF\***)

If a ball goes in the air and is caught by a fielder in foul territory before it touches the ground, the batter is out; e.g. a foul fly ball caught by the catcher, **FF2**.



## 5.4 ERRORS BY FIELDERS

An error is a misplay by a fielder which prolongs the life of a batter or runner.

It is the Scorer's responsibility to decide whether the batter reaches 1st base on an error or a safe hit. The Scorer has the authority to make all decisions involving judgment. However, the Scorer cannot make a decision which conflicts with official rules or the Umpire's decision.

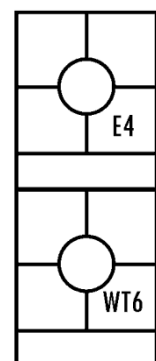
If there is any doubt about a safe hit, the batter should be given the benefit (i.e. a safe hit, not an error). If this is followed consistently, fewer complaints will follow.

(a) Fielding Error (**E\***)

On a hit to the 2nd base fielder the batter should be put out at 1st. If the batter reaches first because 2nd base fumbles the ball we use the symbol E followed by the fielder's number, **E4**.

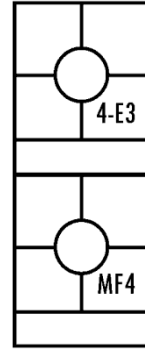
(b) Throwing Error (**WT\***)

If the batter reaches 1st base because short stop throws badly, so that 1st base could not take the throw with ordinary effort, or takes the 1st base fielder off the base, it is recorded as a Wild Throw, **WT6**.



(c) Receiving Error (\*-E\*)

If 2nd base fields the ball cleanly and throws accurately to 1st base in time to get the out, but the 1st base player fumbles the ball to allow the batter to reach 1st, the error is recorded against the 1st base player with an assist to 2nd base, **4 - E3**.



(d) Catching Error (MF\*)

If the fielder gets a hand or glove to a fly ball after making ordinary effort, but muffs (drops) it, we enter MF followed by the fielder's number, **MF4**.

**NOTE:** No error is recorded in (a) or (d) if the fielder managed to touch the ball only as a result of an extraordinary effort. Record a safe hit.

**5.5 PITCHING AND CATCHING PLAYS**

(a) Base on Balls (BB)

When 4 pitches are judged by the umpire to be balls, a Base on Balls is awarded to the batter, who is entitled to advance to 1st base without liability to be put out. This is also called a walk.

Note: Only 3 balls are shown as dots in the count.

(b) Hit by Pitched Ball (HPB)

When a batter is hit by a pitched ball, they are entitled to advance to 1st base without liability to be put out.

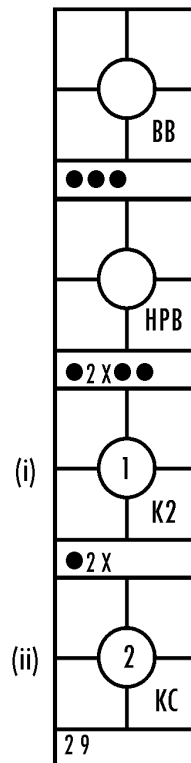
Note: The ball that hits the batter is not shown in the count.

(c) Strike Out (K2 or KC)

When 3 pitches are judged by the umpire to be strikes, and the third strike is caught by the Catcher, the batter is out.

Example (c) (i) shows a strikeout where the batter has swung at the third strike and example (c) (ii) shows a strikeout where the batter hasn't swung at the third strike but the umpire has judged the pitch to be a strike.

Note: All pitches need to be recorded; however, the count cannot progress beyond strike 2 no matter how many fouls are hit. The 'out' strike is not recorded in the count section.



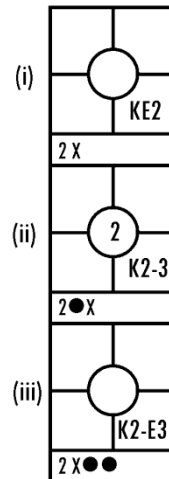
(d) Dropped Third Strike

If the third strike is not taken by the Catcher before it touches the ground or another object this can be recorded as:

(i) catcher drops the third strike and doesn't throw the ball to first base, **KE2**

(ii) catcher drops the third strike but has time to throw the ball to 1st base for the out, **K2-3**

(iii) as in (ii) but 1st base makes an error so the runner is safe **K2-E3**



Dropped Third Strike rule: If the 3rd strike is dropped with 1st base occupied and less than 2 out, the batter is automatically out and it is recorded as a **K2** or **KC**.

(e) If the batter swings and misses a Wild Pitch on the third strike and advances safely to first, **KWP**.

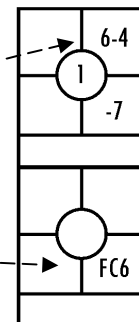
5.6 FIELDER'S CHOICE

This symbol (FC) should not be used too freely. It should be used when a fielder correctly chooses to play an advance runner rather than play the batter at 1st base (i.e. in your judgment if the fielder has an opportunity to make the out on the advanced runner).

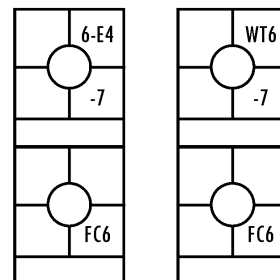
If the fielder did not have a reasonable chance to get the out, it is an error, as the fielder has made the wrong play.

(i) With a runner on 1<sup>st</sup> via a safe hit to left field, the batter hits to shortstop, thus setting up a force play. Shortstop throws to 2nd base who retires the runner (either by playing the base or tagging the runner). This out is recorded in the normal manner in the 2nd base box (6-4).

The fielder chose to play the advance runner and therefore FC followed by the fielder's number is placed in the 1st base box to show how the batter reached 1st base **FC6**.



(ii) If an out is not made due to an error, the error must still be recorded. FC6 is placed in the batter's 1st base box, and the play, e.g. 6-E4 (error by 2nd base receiving the ball), or WT6 (wild throw by shortstop) is entered in the runner's box as shown.



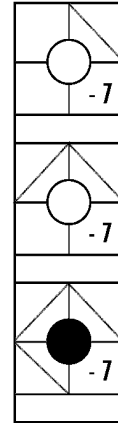
## 6 MOVING A RUNNER AROUND THE DIAMOND

If a runner advances to 2nd base draw a diagonal line through the second base box as shown.

If the runner progresses around the diamond, mark off the other bases in the same way.

If the runner reaches Home safely, fill in the central section to signify a run scored.

If there are a number of runners on base, it is best practice to do the batter first, and then advance the other runners.



## 7 COMPLETION OF AN INNING

### 7.1 STANDARD INNING

After the third player is retired, a diagonal line is ruled from bottom left to top right of the square below the last player to bat to indicate the end of an inning (see inning 1, batter 4)

Commence the next inning in the square alongside that ruled out in the previous inning, so batter 4 will be the first batter in the next inning (see inning 2, batter 4)

B A T	1	2	3	4
1	1 F8		2 1-3	3 4-3
2	2 6-3		3 2-6 -9	
3	3 K2			● -9
4		1 P03		● -7
5				● -8
6		2 FF2		1 F6
7		3 F5		△ MF7
8			1 5-3	△ E6
9			△ -7	2 KC
F L E X	0 0	0 0	0 0	3 3

When an inning proceeds through batter 9 to batter 1, continue to score that inning at the top of the same column. DO NOT move across to the next column (see inning 3 & 4).

If a player does not complete a turn at bat (e.g. the 3<sup>rd</sup> out is made on a base runner attempting to steal), they become the first batter in the next inning (see inning 3, batter 3).

Any Ball and Strike count is recorded for their turn at bat but is cancelled when they bat again in the next inning.

## 7.2 NINE OR MORE BATTERS IN AN INNING

(a) If there are nine batters in an inning, the completion of the inning is noted by a diagonal line through the completed turn at bat of the first batter's inning box (inning 4, batter 6)

3	4	5	<del>5</del>
○	● BB	● -9	○
○ BB	○ WT1	● KE2	○
○ 1 6-3	○ 2 6-3	○ -9	○
○ 2 K2	○ -4	○ WT5	○
○ 3 FB	○ 3 F5	○ -7	○
<del>○</del>	<del>○</del> F6	● -9	○ 2 K2
○	● -7	○ 1 KC	○ 3 FB
○	● -8	● WT3	<del>○</del>
○	● -9	● -8	○
0 2	4 6	<del>5</del>	5 11

(b) If all nine players have batted before three outs are made, move into the column meant for the next inning, cross out the number of the inning and insert the number for the continued inning.

Subsequently change the numbers of the following inning as you come to them.

An arrow can be used to note the continued inning.

NOTE: A player may bat more than once in the same inning. They may also be put out more than once in a long inning.

In the team score line cancel with a diagonal line drawn top left to bottom right the completely filled inning

Record the inning score and total in the column where the inning ends

## 8 CHANGES

During the game, changes may occur to the fielding and batting line-up.

### 8.1 FIELDING

When a fielding change is made put a line through the player's fielding position, enter the new position number together with the innings the change is made near the players' name (see Example, refer ALBEE, T3 refers to top of the 3<sup>rd</sup> inning).

### 8.2 BATTING

When a player is taken out of the game enter the name of the substitute player and the innings this occurred in the same batting section as the original player (see Example, refer STAFFORD). Also include the replacement player's position in the position column, even if he or she only enters the game as a batter or runner.

**NOTE: DO NOT cross out the name of the original player YET as they can be re-entered, see below.**

As you bring a new player into the game, cross his or her name and uniform number off the list of substitutes (see Example BENCH, refer STAFFORD). Similar to fielding changes, the inning the substitution is made is noted. B5 refers to the substitution happening in the bottom of the 5th inning.

### 8.3 RE-ENTRY

The original players may re-enter the game once only and **MUST** go into their original batting position in the line-up. When a re-entry occurs, insert **RE** and the innings next to their name and put a line through the name of the retiring substitute, who can take no further part in the game.

See example, FAULKNER returns to the game as a pitcher. Note: when a change is made during the innings, the batter number that the change occurred at is also noted e.g. T 7/3 refers to the change happening in the top of the 7<sup>th</sup> inning at batter 3.

P O S	BATTING LINE UP		U N I	B A T
	LAST NAME	First Name		
<del>DP</del> 5	ALBEE	Steven T3	12	1
✓ 1	FAULKNER	Drew B5 RE T7/3	15	2
✓	<del>STAFFORD</del>	<del>Matt</del> B5	22	

BENCH	#
BOCCARDO Aaron	17
<del>STAFFORD Matt</del>	<del>22</del>

## 9 RESULT

At the end of a game the final result must be entered: e.g. "Won by Australia 2 - 0". You should confirm the result with the opposition scorer. Other after game duties may need to be undertaken e.g. submitting result, players played, etc, check local tournament rules and regulations.

### 9.1 TIMED GAMES / INCOMPLETE INNINGS

This applies where local ground rules allow a game to finish at a given time rather than at even inning, or when play is called off due to rain, etc. with an inning incomplete.

**In an incomplete inning, if the team second at bat draws level, or gets in front, then the score stands. (Also refer POE (Points of Emphasis) 41 Official Softball Playing rules and Case Book 2006 - 2009)**

But in an incomplete inning, if the team first at bat draws level, or gets in front then the score reverts back to that at the end of the last complete inning.

*"Rule 5 Section 5(a): The score of a Regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning." (Official Softball Playing rules and Case Book 2006 - 2009)*

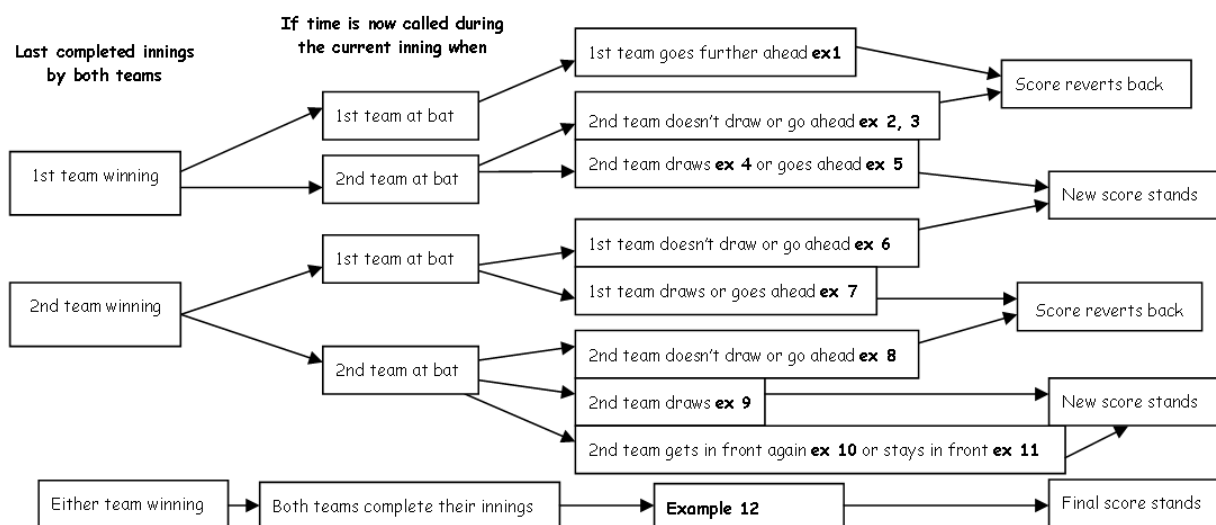
See examples following:

## 9.2 EXAMPLES

### Timed Games - Incomplete Innings

Ex	Last completed innings by both teams	Score at completion of that innings	If time is now called during the current inning when	Runs scored in the current inning	Result	Final Score
1	1 <sup>st</sup> team winning	7 5	1 <sup>st</sup> team batting & they are further in front	1+ (incompl.)	Score reverts back to last completed innings	7 5
2	1 <sup>st</sup> team winning	7 5	1 <sup>st</sup> team bats & doesn't score, 2 <sup>nd</sup> team batting but they don't draw or go ahead	0 0 (incompl.)	Score reverts back to last completed innings	7 5
3	1 <sup>st</sup> team winning	7 5	1 <sup>st</sup> team bats & goes further ahead, 2 <sup>nd</sup> team batting but they don't draw or go	3 4 (incompl.)	Score reverts back to last completed innings	7 5
4	1 <sup>st</sup> team winning	7 5	1 <sup>st</sup> team bats & goes further ahead, 2 <sup>nd</sup> team batting & they tie the score	3 5 (incompl.)	2 <sup>nd</sup> team tied the score - score stands	10 10
5	1 <sup>st</sup> team winning	7 5	1 <sup>st</sup> team bats & goes further ahead, 2 <sup>nd</sup> team batting & they get in front	3 6+ (incompl.)	2 <sup>nd</sup> team ahead - score stands	10 11+
6	2 <sup>nd</sup> team winning	2 6	1 <sup>st</sup> team batting & they don't draw or go ahead	< 4 (incompl.)	2 <sup>nd</sup> team still ahead - score stands	2 - 5 6
7	2 <sup>nd</sup> team winning	2 6	1 <sup>st</sup> team batting & they draw or get in front	4+ (incompl.)	Score reverts back to last completed innings	2 6
8	2 <sup>nd</sup> team winning	2 6	1 <sup>st</sup> team bats & draws level, 2 <sup>nd</sup> team batting but they don't draw or get in front	4 0 (incompl.)	Score reverts back to last completed innings	2 6
9	2 <sup>nd</sup> team winning	2 6	1 <sup>st</sup> team bats & goes ahead, 2 <sup>nd</sup> team batting & they tie the score	6 2 (incompl.)	2 <sup>nd</sup> team tied the score - score stands	8 8
10	2 <sup>nd</sup> team winning	2 6	1 <sup>st</sup> team bats & goes ahead, 2 <sup>nd</sup> team batting & they get in front again	6 3+ (incompl.)	2 <sup>nd</sup> team still ahead - score stands	8 9+
11	2 <sup>nd</sup> team winning	2 6	1 <sup>st</sup> team bats but doesn't draw or go ahead, 2 <sup>nd</sup> team batting & still in front	2 0+ (incompl.)	2 <sup>nd</sup> team still ahead - score stands	4 6+
12	Either team winning	4 7	Both teams have completed their innings	5 1	Innings completed - score stands	9 8

Symbols: 1+ means 1, 2, 3, etc. 6+ means 6, 7, 8, etc < 4 means 0, 1, 2, or 3.





## 10 SUMMARY OF SCORING SYMBOLS

## WAYS TO GET ON BASE

–*	1 Base Hit (single)
=*	2 Base Hit (double)
≡*	3 Base Hit (triple)
≡*	Home Run
BB	Base on Balls
HPB	Hit by Pitched Ball
FC*	Fielder's Choice
MF*	Muffed Fly
E*	Error
WT*	Wild Throw
* - E*	Assist to an error (e.g. shortstop to an error by first base, 6 - E3)
KE2	3 <sup>rd</sup> strike dropped by Catcher and batter advances safely to 1 <sup>st</sup> base
KWP	Batter swings & misses a Wild Pitch on strike 3 and advances to 1 <sup>st</sup> base
K2-E3	3 <sup>rd</sup> strike dropped, ball thrown to 1 <sup>st</sup> base who errors

## OTHER SYMBOLS

RE	Re-Entry
DP	Designated Player
FLEX	The fielder for whom the DP is fielding

## WAYS TO GET OUT

F*	Fly Ball
FF*	Fly ball caught in Foul territory
PO*	Put Out
*_*	Assisted Put Out (e.g. shortstop to first base, 6 - 3)
K2	Swinging Strikeout
KC	Called or Standing Strikeout
K2-3	3 <sup>rd</sup> strike dropped but Batter thrown out at 1 <sup>st</sup> base

(\*) in all cases indicates a fielder's position number written to allow the statistics to be credited to the correct player.

***Additional symbols exist; see further reference material on the web site or higher accreditation levels. Use the word OUT or ON if unsure as to what symbol to use.***

## 11 PRACTICE GAME DESCRIPTION - AUSTRALIA V SOUTH AFRICA

AUSTRALIA 1<sup>st</sup> Inning

Michael TANNER: Strike looking, Ball, Ball, TANNER doubled to left  
 David NEWSOME: Foul, Ball, NEWSOME reached first on third baseman's fielding error, TANNER to third.  
 Jeff GOOLAGONG: Ball, TANNER scored NEWSOME to second on catcher's error, GOOLAGONG singled to left, NEWSOME scored  
 Kris KIEFEL: Ball, Foul, Strike looking, KIEFEL struck out looking  
 Joel SOUTHAM: Ball, SOUTHAM singled to right, GOOLAGONG to third  
 Michael HARROW: Ball, GOOLAGONG stole home and SOUTHAM stole second, Strike looking, Foul, HARROW struck out swinging  
 Paul MAISEY: Strike looking, Ball, Ball, MAISEY was hit by a pitch  
 Nathan JONES: Foul, Ball, SOUTHAM stole third MAISEY stole second, Ball, Strike looking, Foul, JONES out short to first

## AUSTRALIA 2nd Inning

Justin GOLDS: Strike looking, Strike swinging, Ball, GOLDS struck out looking  
 Michael TANNER: Foul, Foul, TANNER doubled to left  
 David NEWSOME: Ball, TANNER to third, NEWSOME flied out to left  
 Jeff GOOLAGONG: Strike looking, Ball, TANNER scored on wild pitch, GOOLAGONG singled to right  
 Kris KIEFEL: Strike swinging, Foul, Ball, GOOLAGONG caught stealing catcher to short

## AUSTRALIA 3rd Inning

Kris KIEFEL: KIEFEL flied out to center  
 Joel SOUTHAM: SOUTHAM grounded out short to first  
 Michael HARROW: Ball, Ball, Strike looking, HARROW singled to left  
 Paul MAISEY: MAISEY grounded into second base fielder's choice, HARROW out at second second to short

## AUSTRALIA 4th Inning

Nathan JONES: JONES grounded out second to first  
 Justin GOLDS: Strike swinging, GOLDS flied out to short  
 Michael TANNER: Ball, Strike looking, TANNER flied out to center  
 Changes for Australia - Andrew KIRKPATRICK to pitching, Kris KIEFEL to third

## AUSTRALIA 5th Inning

David NEWSOME: Foul, Strike swinging, Ball, NEWSOME doubled to left  
 Jeff GOOLAGONG: Ball, Ball, Foul, Ball, Foul, GOOLAGONG struck out looking  
 Kris KIEFEL: Ball, NEWSOME stole third, KIEFEL flied out to center  
 Joel SOUTHAM: Strike looking, Ball, Strike looking, Foul, Ball, SOUTHAM singled to right, NEWSOME scored  
 Michael HARROW: Foul, Ball, SOUTHAM to second on passed ball, Ball, HARROW flied out to left

## AUSTRALIA 6th Inning

Paul MAISEY: Strike looking, Ball, MAISEY grounded out second to first  
 Nathan JONES: JONES grounded out pitcher to first  
 Changes for Australia - Aaron COCKMAN bats for Justin GOLDS  
 Aaron COCKMAN: Strike looking, Strike looking, COCKMAN singled to center  
 Michael TANNER: Strike looking, Strike looking, TANNER struck out swinging  
 Changes for Australia - Justin GOLDS re-entered

## AUSTRALIA 7th Inning

David NEWSOME: Foul, NEWSOME flied out to third  
 Jeff GOOLAGONG: GOOLAGONG foul flied out to first  
 Kris KIEFEL: Ball, Strike looking, KIEFEL grounded out third to first

Australia wins 5 runs to 3

# SOFTBALL SCORING

# LEVEL 1

## 12 PRACTICE GAME ANSWERS

Date: 28/01/2006 Tournament: Commonwealth Challenge At: Altona, Victoria

**TOP**  
**BOTTOM**

**AUSTRALIA**

V **SOUTH AFRICA**

POS	BATTING LINE UP		UNI	BAT	INNING						
	LAST NAME	First Name			1	2	3	4	5	6	7
3	TANNER	Michael	25	1							
7	NEWSOME	David	10	2							
8	GOOLAGONG	Jeff	9	3							
5	KEIFEL	Kris	B4	18	4						
4	SOUTHAM	Joel	7	5							
2	HARROW	Michael	17	6							
DP	MAISEY	Paul	34	7							
6	JONES	Nathan	14	8							
9	GOLDS	Justin	REB6	2							
	COCKMAN	Aaron	T6	4							
1	KIRKPATRICK	Andrew	B4	23	FLEX						
					3	1	0	0	1	0	0
					3	4	4	4	5	5	5

BENCH	#	BENCH	#
BROOKS James	11	RISTAU Aaron	31
COCKMAN Aaron	4	SHAILES Nick	22
DOWNES Terry	16	SOUTHAM Travis	12
GIBSON Michael	3		

Game won by: AUSTRALIA

Score: 5 runs to 3

Scored by: Chris Smith

## 13 BASIC SCORING SHEET

Date: \_\_\_\_\_ Tournament: \_\_\_\_\_ At: \_\_\_\_\_

TOP \_\_\_\_\_  
 BOTTOM \_\_\_\_\_ v \_\_\_\_\_

POS	BATTING LINE UP		UNI	B A T	1	2	3	4	5	6	7
	LAST NAME	First Name									
				1	○	○	○	○	○	○	○
				2	○	○	○	○	○	○	○
				3	○	○	○	○	○	○	○
				4	○	○	○	○	○	○	○
				5	○	○	○	○	○	○	○
				6	○	○	○	○	○	○	○
				7	○	○	○	○	○	○	○
				8	○	○	○	○	○	○	○
				9	○	○	○	○	○	○	○
				F L E X	△	△	△	△	△	△	△

BENCH	#	BENCH	#

Game won by: \_\_\_\_\_

Score: \_\_\_\_\_ runs to \_\_\_\_\_

Scored by: \_\_\_\_\_

## SCORING ACCREDITATION COURSES

Accreditation courses are conducted at level 1, level 2, level 3 and level 4 by all state associations.

Contact your state association or Softball Australia (phone (03) 9818 6144) for details of how you can enrol in a scoring accreditation course. Or go to [www.scoring.softball.org.au](http://www.scoring.softball.org.au)

### ACKNOWLEDGEMENTS

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Australian Scoring Committee  
Softball Australia  
Level 2  
21 Burwood Rd  
HAWTHORN VIC 3122

Or

email  
[nationalscoring@optusnet.com.au](mailto:nationalscoring@optusnet.com.au)