

SCORING SOFTBALL



LEVEL TWO

COMPLETE SCORING

FOR CLUB & ASSOCIATION SCORERS

UPDATED NOVEMBER 2008



COURSE REQUIREMENTS

THIS LEVEL TWO SOFTBALL SCORERS' COURSE IS DESIGNED TO BE CONDUCTED:-

(A) IN TWO 3 HOUR SESSIONS (eg. 7-10 ON TWO SEPARATE NIGHTS).

OR

(B) IN ONE FULL DAY SESSION (eg. Approx 6 hours).

Candidates will be required to display the following competencies

SCORE ONE 7 INNINGS "A" GRADE REGULATION GAME.

CANDIDATES ARE REQUIRED TO COMPLETE BENCH LISTS FOR THE TEAMS AND TO SCORE THE GAME.

Level 2 Softball Scorers will be able to:

1. Hold broader knowledge of all of the extension columns of the scoresheet.
2. Use colours to record plays and assist in the reading of the scorebook and the preparation of Statistical summaries
3. Apply their knowledge of the rules when officiating.
4. Record special plays such as Fielder's Choice, Sacrifices Tie Break Runners correctly.
5. Record All Changes consistently.
6. Demonstrate consistent and impartial judgement in recording of all actions of the game.
7. Correctly record the time and situation of the game when a protest arises.
8. Abide by relevant State Child Protection Legislation and / or relevant Sport Child Protection Policies.

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1 DUTIES OF A CLUB OR ASSOCIATION SCORER

1. Appointed by the governing body of that team (Club or Association).
2. The team scorer is concerned only with the requirements of their own particular team.
3. Be familiar with official rules of softball and umpires signals e.g. Strikes, Balls & Outs.
4. Be aware of local ground rules e.g. who picks up the match cards, who returns them, The local ground rules may include: length of game time for your grade team; catcher runner rules, ability to play with a lesser number of team members, whether innings are completed at time. These rules are different for each Competition and may also change from Competition to Competition.
5. Before the scheduled starting time (approximately 30 min.) of the game, write up the team as provided by the coach on the bench list (see appendix 1) and scorebook.
6. Exchange bench lists with the opposition team scorer with a copy to the Chief Umpire (& Official Scorer if appointed).
7. When requested during the game, provide information to the team coach &/or umpire e.g. What is the count?, How many out?, Where did this batter hit last time?
8. Advise the team coach of any irregularities which may benefit your team and will assist in achieving an out, saving or gaining a base or scoring a run, (e.g. batting out of order). Do so in a manner that enables your team to receive an advantage before the opposition detects such action.
9. You are a part of the team and governed by the official rules of softball e.g. no smoking and fully enclosed shoes must be worn. You are also governed by the appropriate Child Protection Legislation relevant to each state.
10. At the conclusion of the game, ensure you have the correct result and it is recorded on the match card. This must be signed by the Umpire/s.
11. The team scorebook is not normally made available to any person but the team coach. You should check the wishes of the coach in this regard and abide by his/her decision.
12. The team scorer is on the bench with the team and cannot leave during the game unless permission is obtained from the plate umpire.
13. If a game is SUSPENDED by rain etc. please record time, situation of game. ie. The count on the batter, who is on bases, number of outs, etc. TIME means in this case, the amount of time the game has been in progress, not the actual time on your watch.

2 JUDGEMENT

Judgement is the opinion of the scorer as to the potential result of a play and the success or otherwise of the players in making that play. Variations in judgement will occur between scorers because of the angle of view on the play, but this variation will generally be minimal.

Scorer's judgement is used in all aspects of the game. However the main areas of concern are in determining whether:

- (a) The batted ball was an error or safe hit.
- (b) The thrown ball was accurate or wild.
- (c) The pitched ball escaping the catcher was a wild pitch or passed ball.
- (d) The difference between a steal and an allowed steal.
- (e) Sacrifice or no Sacrifice

Concern arises on those plays where there is no clear distinction and it is not obvious how the play should be recorded. It is not possible to provide hard and fast rules, only guidelines. **Above all else, the scorer cannot make a decision which conflicts with the decision of the umpire, or the Official Rules of Softball.**

2.1 JUDGEMENT - BATTED BALL

In fielding a batted ball, a fielder is expected to make an **ordinary effort**. "Ordinary effort" is discussed further on in this section. The level of play has a considerable impact in determining ordinary effort.

A hard hit line drive, which the fielder reaches for, touches, but just fails to trap would be scored as a safe hit. Third base and the pitcher are most likely to be recipients of hits where the ball is gone before any attempt to field the ball - often referred to as "too hot to handle". The result is that neither the batter nor the fielder are penalised by the sheer power on the hit.

If a fielder makes an **extraordinary effort** to run for a pop-up fly ("Texas Leaguer"), the ball touches the glove but then drops to the ground, this again would be scored as a safe hit.

When a high fly is hit, and three fielders converge, then stop, each thinking the other is taking it while the ball drops to the ground, this could be either a hit or an error according to the situation, level of play, weather conditions, etc.

There are occasions when ill judged extraordinary effort will warrant a penalty - e.g. if in diving for a ball 3rd base deflects it from shortstop, who had a routine play on it, an error would be scored against the fielder (3rd base) who prevented the out. It is your judgement that determines if shortstop in fact had a play, or if it was extraordinary effort by 3rd base to touch a ball destined for leftfield. Generally however, poor judgement by a fielder is not recorded as an error.

In some cases, even though the fielder touched the ball or fumbled it, an error is not recorded because with perfect fielding the out would not have been made. A safe

hit is recorded. e.g. a slow roller surprise bunt which the batter/runner was always going to beat to 1st, irrespective of any fumble.

3 USE OF COLOURS

When the scorer is familiar with, and proficient in recording all normal plays, the use of colours can assist in reading of the scorebook and the preparation of statistical summaries.

RED: FOR ERRORS; UNEARNED RUNS; RUNS SCORED BY TIE-BREAK RUNNER; and BLOOD BIN RULE NOTATIONS

GREEN: FOR SAFE HITS; EARNED RUNS; and DEFENSIVE EXTENSIONS ASSOCIATED WITH THE DESIGNATED PLAYER (DP)

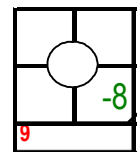
BLUE: FOR PLAYS CONCERNING THE BATTERY

BLACK: FOR ALL OTHER PLAYS and OTHER NOTATIONS

3.1 RED

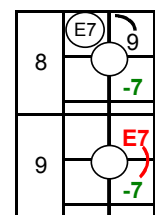
RED is used for all errors, including Wild Throw (**WT**), Muffed Fly (**MF**), Muffed Line Drive (**MLD**), Error (**E**), and unearned runs. Some battery misplays (**KE2**) are errors.

Muffed Foul Flies (which are recorded in the pitch count as a red position number **9** in the ball/strike record) are errors if the batter subsequently reaches 1st base safely (especially note if the out should have been the 3rd out and no other runners / batters would have normally scored etc).



When an error is recorded in red on a batter or runner being played, the advance of other runners on the same play is shown in black with a circle to indicate it was the result of a play on another player at a different part of the diamond this **should not be counted twice in the statistics**. e.g. With a runner on 1st, batter 9 hits safely to left field and both advance to 1st and 2nd bases respectively. Left field then fumbles the ball allowing the runners to advance to 2nd and 3rd.

The safe hit to the batter is recorded in green as **-7**. The advance of the runner from 1st to 2nd is recorded in black as 9, crediting the advance to batter No.9.



The batter's advance to 2nd is shown as **E7** in red, while the advance of the other runner to third is recorded in black, and is circled **E7** credited to the batter.

Replacement Player Rule - Blood Bin Player – Regulations relevant to the Scorer

Rule 4 Sec 9 (a) – The Withdrawn Player shall be replaced by an eligible Replacement Player (who may have previously been in the game but subsequently substituted) who may act for the Withdrawn Player for the remainder of the inning in progress, ie until the end of the inning of the team batting second, AND for the following complete inning.

Rule 4 Sec 9 (d) – The Withdrawn Player may return to the game as described in (a) above without being treated as a substitution.

Rule 4 Sec 9 (e) – The Plate umpire **MUST** be advised that the Withdrawn Player is returning to the game

If the withdrawn player cannot return to the game within the time described, he/she must be replaced by a legal substitute. Should the team not have a legal substitute available, the game will be forfeited (or in accordance to local rules).

Scoring the Replacement Player (Blood Bin) Rule: In our example, Stacey Porter, when sliding into second base, grazed her elbow and left the game under the blood bin rule. Morrow enters as a replacement player.

Enter the Replacement (blood bin) Player in **RED**, show where she enters (in red) and also where she must exit the game or become a substitute player. In this instance the Replacement (blood bin) Player is required to become a substitute at the beginning of the fourth innings. (This can be recorded by placing a red * at the top of the fourth innings). If the Replacement (blood bin) Player becomes a substitute for the injured player outline the name and uniform number in **BLACK** as per example.

The Replacement Player may be used as a substitute later in the game **FOR ANY PLAYER** as normal. Any steals, runs etc., she gets whilst as a Replacement Player are credited to her. Any relevant statistic should be circled in red.

AUSTRALIA				VS		JAPAN				*	
TOP				A	5	6	6				
				PO	3	5	3	3			
				E							
POS	LAST NAME	FIRST NAME	UNI	BAT	1	2	3	4			
3	McCREEDY	SALLY	16	1	1 5-3 x	1					
DP	WILKINS	BROOKE	29	2	2 F5 c.c						
2	TITCUMBE	NATALIE	15	3	3 6-3 c.c 2						
	MORROW	SIMMONE	1	4	4	5 BBR 7					
5	PORTER	STACEY	16								
8	MOSLEY	TRACEY	12	5		1 6-3 9					
BENCH											
	AVERY Sandra	17	MORROW Simone	1							
	ROCHE Melanie	5	FORKIN Chelsea	1							
	CRONK Kylie	17	BESANKO Alex	18							

Tiebreaker: In the event of a tiebreaker, the runner is entered at 2nd base as **TB** in red and the diagonal line in the 1st base box is also red. The runner who is placed on second base is “the player who is scheduled to bat ninth...in that respective Half Inning.” “The player who is running can be substituted in accordance with the substitution rules” Also see Section 11 on page 23 for an example of scoring of the tiebreaker

3.2 GREEN

GREEN is used to record all safe hits. **Earned runs**, that is, all runs scored or would have scored, as the result of errorless play are identified by filling the centre in green.

The Name of the DP is to put in the line up in green. All changes and extensions relevant to the **DP** (or any substitute player continuing as DP) including positional changes and extensions, such as Put Outs and Assists are in green at the top of the innings column. Errors are extended in red with a green circle around them. **ALL** change lines relating to the **DP** are green. If the fielding change is as a pitcher a blue line is also required. **FLEX** players entering into offensive position use black (back to 9 players).

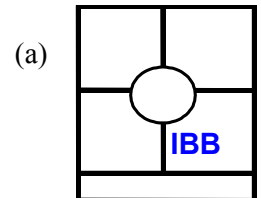
3.3 BLUE

BLUE is used to record all plays relating to the pitched ball. These are; Base on Balls (**BB**), and Hit by Pitched Ball (**HPB**), Intentional Base on Balls (**IBB**) Wild Pitch (**WP**), Illegal Pitch (**IP**), Passed Ball (**PB**), Strike out (**K***) and its variations.

- (a) Intentional Base on Balls (**IBB**)

“If the pitcher desires to walk a batter intentionally, he/she may do so by notifying the plate umpire who shall award the batter first base.”

Note: The pitcher's notification to the umpire shall be considered a pitch and counted in the ball count.



The entry in blue is made on the batter for plays which put the batter out (**K2** or **KC**) or on base (**BB**, **KWP**, **HPB** or **IBB**). The batter number in black is entered for any advance by other runners. In the event of a WP, PB, IP advancing a runner, enter the relevant symbol with the batter number in subscript following, circled (eg WP₃)

Colours may be used in combination; Blue **K**/Red **E2**, Blue **K2**-Red **E3** when an error after the pitch results in a batter reaching 1st. Blue **WP**, **PB**, and **IP** entries are made on the leading runner, and in **black and circled** for any other runners.

3.4 BLACK

BLACK is used to record all other plays - errorless assist/putout plays, flies and foul flies caught, fielders choice, the routine advance of runners, stolen bases, offensive interference, **RXL**, **BOB**, **HBB**, **BB2**, **B3S**, **MB**, **LB**, **INT** etc. The advance of runners on the hit is recorded in black, refer advance of Porter on page 3.

4 COMPLETE SCORING

4.1 SYMBOLS

Each individual play has its own symbol and although there are many plays, practice will make them quite familiar. In the main, the symbol is an abbreviation of the play.

The following list of symbols are those used by most scorers, and you are encouraged to adopt these. Some scorers use some different symbols. However because it is the purpose of this course to obtain uniformity, alternates are not shown.

4.1.1. Symbols showing how runners get on base

— *	1 base hit
== *	2 base hit
=== *	3 base hit
==== *	4 base hit / Home Run
B*	Base hit from a bunt (A bunt that is not safe is recorded in black.)
SL*	Slap Hit (A slap which is not safe is recorded in black.)
E*	Error (Ground ball or receiving throw)
MF*	Muffed (dropped) fly
WT*	Wild throw
6-E3	Makes first on an error by 1st base player
KE2	Makes first on a dropped third strike
K2-E3	Dropped third strike thrown to first, but 1 st base fielder errors
OBS*	Awarded a base on fielders obstruction
OBS2	Awarded 1 st base on catcher's obstruction
FC*	Makes 1 st base when fielder elects to play a lead runner
KFC2	Dropped third strike with a runner on 2 nd or 3 rd base – Catcher takes the out at 3 rd base
BB	Makes 1 st base on a base on balls (this is also known as a walk)
IBB	Intentional Base on Balls
HPB	Awarded 1 st base when hit by pitched ball
KWP	Makes 1 st base on wild pitch swung at and missed for third strike
MLD*	Muffed line drive

4.1.2. Symbols showing how batters are out

B3S*	Bunting third strike foul
HBB*	Hit by a batted ball
BOO*	Batting out of order
BOB*	Batting out of batting box
BB2*	Batting the ball twice
BXB*	Batter Changes boxes illegally
INT*	Interference by member of offensive (batting) team.
PO*	Unassisted putout
5 – 3	Assisted putout (Out at 1 st on 3 rd base throw)
F*	Caught fly
FF*	Caught fly in foul territory
LD*	Caught line drive (a ball that is batted sharply and directly into the playing field)
IF*	Infield fly rule applied
K2	Strike out: 3 rd strike swung at and held by catcher

KC	Strike out: 3 rd strike not swung at and held by catcher
K2-3	3 rd strike dropped by catcher but thrown out at first base
LH*	Lost helmet that interferes with a live ball play.
MB*	Missed base
LB*	Left base early 8ft (2.43m) circle rule and leaving before pitch
RXL*	Running more than 3ft (0.91m) off base path to avoid tag
PPR*	Passing preceding runner
LFP*	Left the Field of Play

* In all cases where a fielder is concerned in a play, the fielding number is placed immediately following the symbol. Thus an error by shortstop is **E6**, a wild throw by 2nd base is **WT4**, a two base hit to center field is **=8** and so on. **If the play has no fielder involved such as LB or LFP you use the fielder's number closest to the play.**

NOTE: The symbol "C" for a called third strike should be used in conjunction with **KE2**, **K2-3** and **K2-E3** in other words use **KCE2**, **KC2-3**, **KC2-E3** where necessary.

4.1.3. Other Symbols

S	Steal
AS	Allowed steal
TB	Tie breaker
WP	Wild pitch (Could not be taken by catcher with normal effort)
IP	Illegal pitch
PB	Passed ball (Should have been taken by catcher with normal effort)
PH	Pinch hitter – bats once only for another batter
PR	Pinch runner – runs once only for another batter
IS	Illegal Substitution
DR	Designated Runner
DP	Designated Player
FLEX	Fielder for DP
UDB	Unintentional Dead Ball
IDB	Intentional Dead Ball

NOTE 1: In some cases, such as PPR, LB (8ft circle rule 2.43m), INT (by coach) the putout is given to the fielder **closest** to the infringement, even though they may not handle the ball on the play.

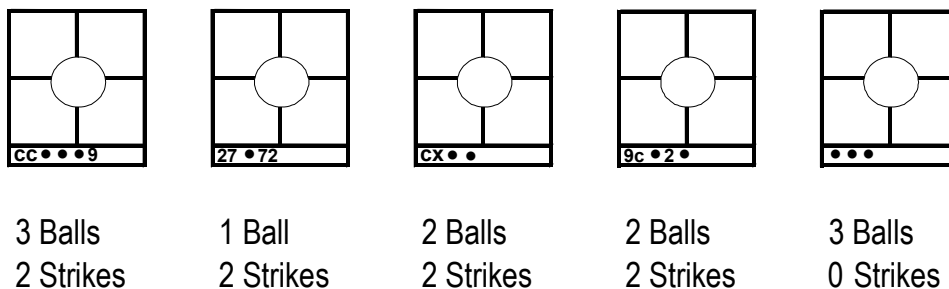
NOTE 2: The fielding number of the Pitcher or Catcher is not used where the play is obviously connected only with the pitched ball. (i.e. **BB**, **KC**, **HPB**, **WP**, **IBB**, **PB** and **IP**)

4.2 RECORDING BALLS AND STRIKES

Balls are recorded with a (**.**), a swinging strike with (**x**) and a called strike with a (**c**). **NOTE: A foul tip (signalled by the umpire brushing their hands together over their head and then signalling strike) is counted and recorded as a swinging strike as the ball is alive and runners can advance.** Any foul balls are recorded with the position number of the nearest fielding position to the point where the ball went foul, (2,3,5,7 or 9). Balls, fouls and strikes are recorded in black at the bottom of the home plate and first base sections of the innings column. Most score books provide a separate section for these recordings.

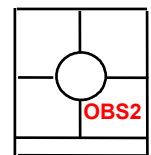
If in your judgement a fielder with ordinary effort should have caught a foul fly, record the fielder's number in **red**.

- NOTE 1:** The umpire gives the count as balls first followed by strikes.
- NOTE 2:** As an example the count is written strike/ball/foul. (not to be recorded in scorebook)
- NOTE 3:** If there are more than 2 strikes in the count as a result of the batter fouling off the pitch the umpires count is only strike 2, however all pitches thrown must be recorded for the pitching stats
- NOTE 4:** If a batter having had an errored foul recorded does not reach first base safely, the "foul error" is not counted in the fielding statistics. If not counted, cross through with a black diagonal line.



4.3 CATCHER'S OBSTRUCTION – OBS2

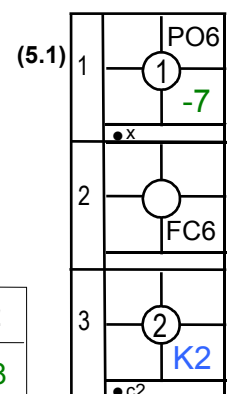
If the catcher causes an obstruction and the batter is awarded 1st base, then it is an error against the catcher and recorded as **OBS2**. However, if obstruction is called, and the batter still hits safely and no runners are put out before advancing one base safely, then the safe hit is recorded and the obstruction call is cancelled. **OBS2 is not counted as a time at bat.**



5 SCORING OUTS

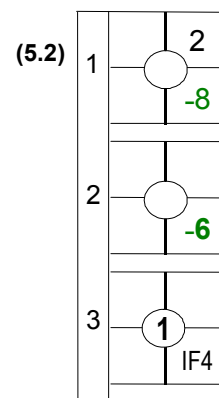
5.1 DROPPED THIRD STRIKE RULE – K2 OR KC

With less than 2 out and 1st base occupied, if the third strike is dropped. The batter is automatically out. **This is the dropped third strike rule.** The out is recorded as **K2** or **KC** if appropriate.



5.2 INFIELD FLY – IF*

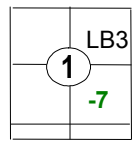
With less than two out and runners on 1st and 2nd or loaded bases, if the batter hits a fair fly ball which can be caught by an infielder then the batter is called out whether the ball is caught or dropped. This is called an infield fly, symbol IF.



5.3 LEAVING BASE BEFORE THE PITCH – LB*

A runner (e.g. attempting to steal) leaving the base before the pitch is released may be called out. The putout is credited to the nearest fielder, the symbol LB is used.

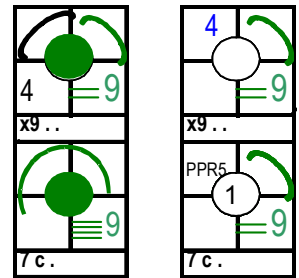
(5.3)



Result: Dead Ball - no count on the batter is recorded.

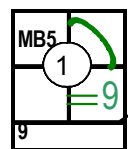
5.4 PASSING PRECEDING RUNNER – PPR*

Use the symbol PPR with the number of the fielder closest to the incident. In our example there is a runner on 2nd. The next batter hits what appears to be a home run. The runner from 2nd falls while rounding 3rd, clutches the base, and stays there, perhaps having hurt an ankle. The batter passes the runner and goes home. If the scorer gets as far as recording the left hand example, but subsequently the umpire has disallowed the run and ruled the batter out, then the scorer must erase and change to that shown on the right.



5.5 MISSED BASE – MB*

A runner who misses a base while running may be given out on appeal. Use the symbol MB. The putout is credited to the fielder who is closest to the missed base, or tags the runner. No assist is given, e.g. Batter misses 3rd base on a home run hit and the home run becomes only the base reached before the MB. Only the bases legally made are credited.

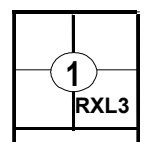


5.6 RUNNING MORE THAN 3FT (0.91M) TO AVOID TAG – RXL*

A runner may not run around a fielder who is ready to tag. If the runner moves too wide or dodges too far (more than 3ft (0.91m) either side of their natural base path) then the runner is given out without being tagged using the symbol – RXL with the out given to the fielder about to tag the runner.

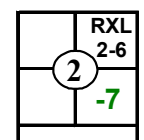
(a) Ball hit short to 1st base who fields and the batter runs too wide trying to avoid the tag. Score as shown. RXL3

(a)



(b) Runner on 1st attempts to steal 2nd, catcher throws to shortstop covering 2nd. The runner runs too wide and is given out. Shortstop is credited with the putout, the Catcher an assist. RXL 2-6

(b)



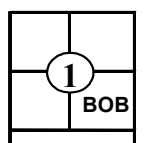
5.7 ILLEGAL BATTING

For all batting infringements in this section give the putout to the catcher.

(a) BATTING OUT OF THE BOX - BOB

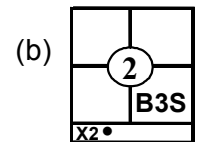
If a batter hits the ball (fair or foul) with one or both feet entirely on the ground outside the box, or touching home plate and is called out, enter BOB.

(a)



(b) BUNTING 3RD STRIKE FOUL - B3S

If a batter bunts foul after already having 2 strikes and is called out, enter B3S.



(c) BATTING OUT OF ORDER - BOO

Batting Out of Order occurs when a team fails to bat in the order shown in the official lineup. This play is an appeal play *that can only be made by a member of the defensive team* and the umpire is not able to make a decision until an appeal is made.

The putout is credited to the catcher.

It is important to ascertain which batter/s has batted out of order in order to determine who (if anyone) is out.

(1) While the incorrect batter is at bat:

The correct batter may take his/her place in the box, assume any balls & strikes already recorded. Any runs scored or bases advanced while the incorrect batter was at bat shall be legal. No batter is called out.

(2) After the incorrect batter has completed a turn at bat and before the next pitch to another batter:

(a) The player who **SHOULD HAVE BATTED** is out.

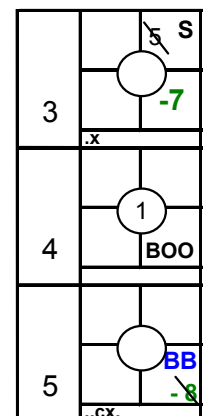
(b) Any advance or runs scored because of the incorrect batter's advance to 1st base is nullified. Any out that is made prior to discovering this infraction, remains out.

(c) The next batter is the batter whose name follows that of the batter called out for failing to bat. If the next batter was the incorrect batter who was called out, go to the next person in the line-up. e.g. Batter No.3 hits safely to left field, batter No.5 comes to bat and hits the first pitch safely to centre field, advancing batter No.3 to 2nd base.

An appeal is now made, which the umpire determines is valid and calls batter No.4 out. Runner 3 must return to 1st base and batter No.5 comes to bat again. Runner 3 steals 2nd on the next pitch, and Batter No.5 eventually gets a base on balls. **NOTE: The nullified plays remain in the scorebook, but a line is drawn through them and the revised result written above.**

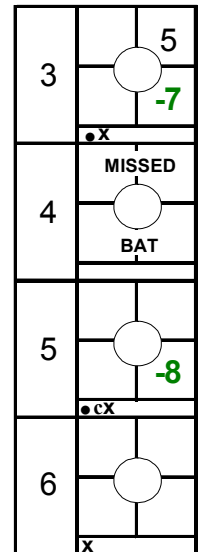
(d) If the batter declared out under these circumstances is the third out, the correct batter in the next innings is the batter who would have come to bat had the players been put out by ordinary play.

(e) If the third out is made on a runner prior to the discovery of the infraction, an appeal may still be made in order to re-instate the correct batting order. This appeal, if made does not result in an additional out.



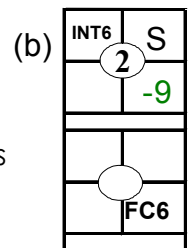
(3) After the first legal or illegal pitch to the next batter:

- (a) The turn at bat of the incorrect batter is now legal.
- (b) All runs scored and bases advanced are legal.
- (c) The next batter shall be the batter who is listed in the order following the incorrect batter.
- (d) **No** player is called out for batting out of order or failing to bat.
- (e) Batters who have not batted have lost their turn at bat until reached again in regular order. e.g. The same play as above except no appeal is made until after the first pitch is made to batter No.6. All plays stand, no one is out, batter No.4 misses a turn at bat and batter No.6 continues to bat.



5.8 HIT BY A BATTED BALL – HBB*/INT*

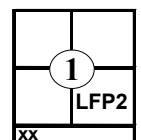
- (a) If a batter is hit by their own fair batted ball after leaving the batting box, and is called out enter HBB followed by the number of the closest fielder.
- (b) If a base runner is hit by a batted ball while off the base and is called out, credit the put out to the nearest fielder. FC followed by nearest fielder's number, placed in the 1st base box, and INT with the nearest fielder's number on the runner.



5.9 LEFT FIELD OF PLAY – LFP*

This occurs when the batter – runner “fails to advance to first base and instead enters his team area

- (a) After a fair ball is hit
- (b) After a base on balls is issued
- (c) Anytime that he may legally advance to first base”
- (d) When an Infield fly is declared

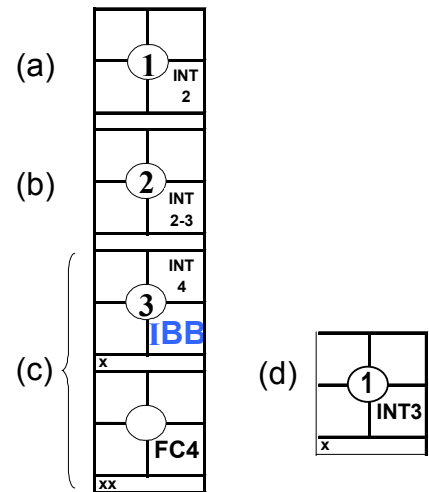


5.10 INTERFERENCE – INT*

If the batting side interferes with a fielder who is in the act of making a play then the batter or runner may be given out and the put out is credited to the player interfered with.

- (a) The batter, after the ball has passed swings and interferes with the Catcher taking the ball and is given out, enter INT2.

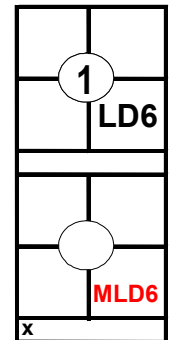
- (b) In running to 1st, a batter who runs inside the diamond, rather than within the 3ft line (0.91m), interferes with the catcher's throw to 1st base and is called out, enter INT2-3.
- (c) In running to 2nd, the runner interferes with 2nd base trying to field the ball and is given out, enter INT4 on the runner FC4 on the batter.
- (d) Bunt to 1st Base player - Batter/Runner steps back to avoid tag INT3.



5.11 LINE DRIVE – LD*

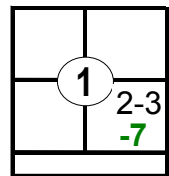
A line drive is a ball that is batted sharply and directly into the playing field.

A line drive, whether in fair or foul territory which is caught will retire the batter. A line drive may be to any part of the field and not just the lines as the name implies. If dropped, it then becomes a muffed line drive and is recorded as an error **MLD***.



5.12 TWO SETS OF SYMBOLS AT ONE BASE

A player, after making a base safely, may be put out at that base on a subsequent play. The symbols used to denote this out must be in the same section to indicate that it was at that base and not the next where the put out took place. **Get into the habit of placing the original entry as close as possible to the bottom of the section.**



In the example shown the batter reached 1st base on a hit and on the next pitch the catcher successfully threw to 1st base for a pickoff.

5.13 RUNDOWN OR TRAP PLAY

These terms are used to describe the play on a runner who, not being forced, begins to advance, sees a tag ahead, turns back, finds the ball has been thrown back and is finally put out by a tag. Several players may handle the ball, some more than once during the play. The one who does in fact tag is given the put out, that number being the last recorded. All other fielders who handle the ball are given one assist, even if they handle the ball more than once. Hence the entry may read 6 -2 -5 -1. However, it is possible for a player to have one assist and the put out.

NOTE 1: If the ball is dropped and the runner is safe, the entry would read 6 -2 -5 -**E1**. A wild throw may read 6 -2 -**WT5**.

NOTE 2: If any player is involved in the assist and gets the putout, then credit with both 'A' and 'PO' - e.g. 6 -2 -5 -2

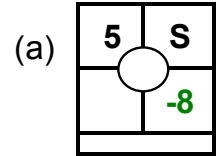
NOTE 3: If the runner slides under a tag and is safely on base without the aid of an error, no assists are recorded. (ie the rundown individual throws are not recorded unless an out or error is made)

6 ADVANCING RUNNERS

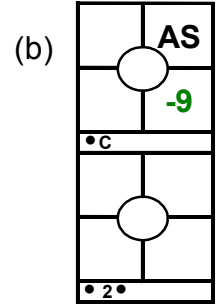
6.1 STOLEN BASES – S (OR \$)

A steal is credited to a runner who advances a base unassisted by a hit, putout, error, force, fielders choice, passed ball, wild pitch or illegal pitch.

(a) If a runner on 1st leaves on the pitch, reaches 2nd safely, and the fielding team attempts to make the out, credit the runner with the steal S as shown.

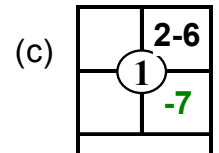


(b) DO NOT credit a steal to a runner if the fielding side makes no attempt to prevent the advance. This often happens when there are runners on 1st and 3rd. In this case the symbol for allowed steal AS should be used as shown. (International rules do not credit allowed steals)

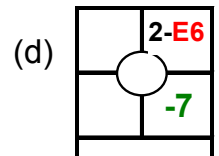


EXCEPTION: In higher level play, a runner may draw the play to enable a run to advance. In this instance, where the play has been drawn (and the throws are without error), a Steal may be awarded to the advancing runner.

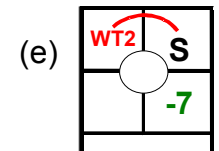
(c) If the fielding team attempts to prevent the advance, and the runner is tagged out, record the play as shown.



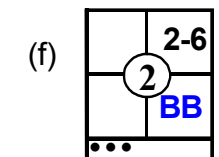
(d) If the catcher's throw arrives in time to make the out, but the fielder drops the ball or misses the tag, record the assist and error as shown.



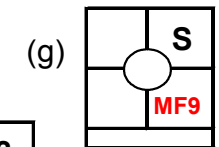
(e) An inaccurate throw by the catcher is not recorded as an error, **unless** the runner stealing advances beyond that base as a result. Score the steal and extra base as shown.



(f) If a runner attempting to steal a base slides in, loses contact with the base and is subsequently tagged out, the runner is not considered to have made the base, record the out as shown.

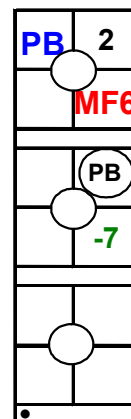


(g) Whenever good base running or a good slide results in the tag being missed and no other error is made, it is recorded simply as a stolen base as shown.



6.2 PASSED BALL - PB

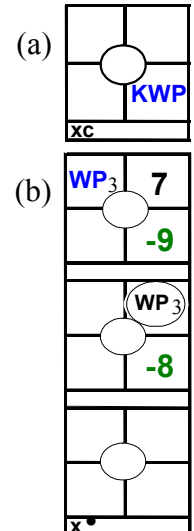
A passed ball is a legally pitched ball that should have been held or controlled by the catcher with ordinary effort. When the catcher fails to control such a pitch, a passed ball is recorded. **A passed ball is not an error, but must be** taken into account when assessing unearned runs.



6.3 WILD PITCH - WP

A wild pitch is any legally pitched ball which is so high, so low, or so wide of home plate that the catcher cannot, or does not control the ball with ordinary effort, and this allows a runner to advance. **A wild pitch is not an error in the fielding statistics, but is included in the pitcher's statistics.** A WP, PB is recorded in the pitch count as a ball.

- (a) If a batter attempts to hit a wild pitch, a strike will be called. If this occurs and it is the third strike, the batter is entitled to advance to first base or further with liability to be put out. The batters advance to first base is recorded as **KWP**, not **KE2**, as this would penalise the catcher who was not responsible. Runners advancing on this do so on batter's number.
- (b) The **WP**, **PB** and **IP** should always be credited to the lead runner. Show the advance of any other runners on base with the same symbol, in black but in a circle, as shown.

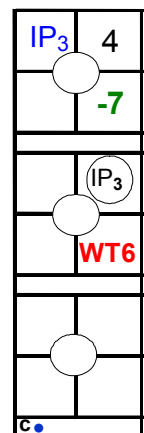


6.4 ILLEGAL PITCH – IP

If an illegal pitch is called, all runners advance one base and it is a ball on the batter. However, if the illegal pitch is hit and the batter and all runners advance at least one base safely, the illegal pitch is nullified and the play stands.

To record an **IP** with no runners on base, show the ball (.) in **blue**, so that it is easy to count in the pitcher's statistics.

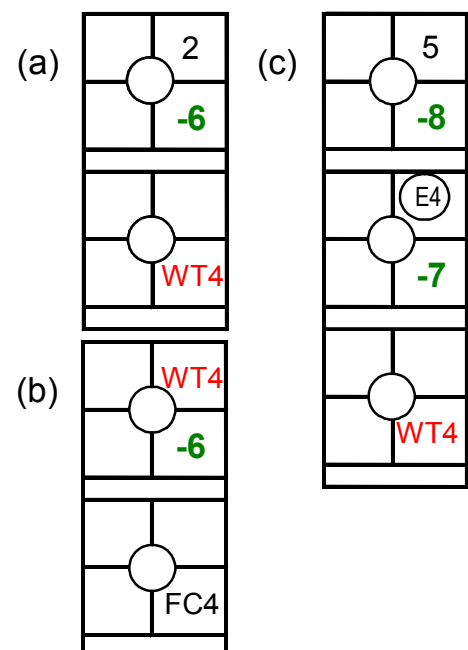
As with **WP** and **PB**, score **IP** on the lead runner, and circled on the other runners in black with the batter number in subscript. (This identification assists you when determining earned and unearned runs, to reconstruct the play).



6.5 ERRORS USING WILD THROW AS AN EXAMPLE

If a fielder, having received the ball, whether thrown or batted, throws the ball wild, such that the receiving player cannot reach or control it with ordinary effort, and as a result the runner advances safely, an error is recorded against that fielder. See example (a) & (b).

With more than one runner, score **WT** on the runner being played on, or the lead runner if no play is being made, and **circle E*** on other runners who advance. See example (c).



6.6 BATTER ADVANCES RUNNER**Refer to diagram next page**

In our example, batter No.1, Sally McCreedy is played out at first base. Batter No.2 the Designated Player Brooke Wilkins flies out to third Base and Batter No.3 Natalie Titcume is played out at First Base.

In the second innings the lead off batter is Number 4 batter, Stacey Porter, who makes a 2 base hit to left field. Batter 5 Tracey Mosley is put out and Stacey Porter advances to 3rd. Batter No.6 Natalie Ward makes a three base hit to right field, scoring Stacey Porter. Batter No.7, Sandra Allen is struck out swinging, leaving Natalie Ward at third Base. Batter Number 8, Kate Quigley, makes a 2 base hit to left field, scoring Natalie Ward. Batter No.9, Belinda Wright is played out at first base for the third out of the innings leaving Kate Quigley on second base.

NOTE: Should a batter reach 1st on an obvious single and then advance to 2nd or even further whilst the fielder is throwing to ANOTHER base, use a black line to move the batter around. This is NOT an Allowed Steal AS nor does it become a double or triple.

NOTE: Fielding numbers are accompanied by a symbol. When a section has a number only that is a batting order number. Thus reading the sections with only a number we can see that a runner was advanced by a subsequent batter and which batter that was.

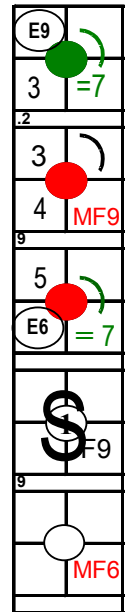
AUSTRALIA VS JAPAN AT FENGTAI PARK BEIJING

TOP				A	5	6	6	6		
				PO	3	5	3	3 2 3		
				E						
POS	LAST NAME	FIRST NAME	UNI	BAT	1	2				
3	McCREEDY	SALLY	16	1	1 5-3 • x.					
DP	WILKINS	BROOKE	29	2	2 F5 c . c					
2	TITCUMBE	NATALIE	15	3	3 6-3 c c 2 .					
5	PORTER	STACEY	16	4		5 	7			
8	MOSLEY	TRACEY	12	5		1 6-3 9				
6	WARD	NATALIE	6	6			8 9 . . 2			
4	ALLEN	SANDRA	21	7		2 K2 . c x				
9	QUIGLEY	KATE	11	8			7			
7	WRIGHT	BELINDA	24	9		3 6-3 c c 2 .				
1	ROCHE	MELANIE	5	FLEX	0 0	2 2				
BENCHLIST				Totals	8	4	1	10	4	3
				Totals				18	8	4
					S - B - F	S - B - F				

6.7 ADVANCE OF RUNNER ON FLY BALL

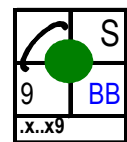
A runner will usually hold their base when a fly ball is hit and can then advance as soon as the ball is touched.

- (a) If the ball is dropped, score the error **MF**. If the runner advances and in your opinion would have advanced if the catch had been taken then credit the advance to the batter. Otherwise, put **MF** in the runner's box. (If the runner scores, it may be a sacrifice).
- (b) If the catch is taken and the runner advances, credit the batter with an advance, and a sacrifice if the runner scores.
- (c) If there are 2 down when the fly is hit, the runners will be running before the ball is touched. If it is caught, nothing is scored on the runners (side away), but if it is dropped score as **MF** to the runners and batter.



6.8 SCORING RUNS

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



6.9 A RUN WILL NOT SCORE IF THE THIRD OUT OF AN INNING IS:

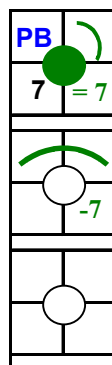
- A batter-runner or other runner being forced out (including on an appeal play).
- The batter-runner is put out before legally touching first base
- The runner leaves a base before a pitch is released
- A preceding runner being declared out if the last out of an inning is a put out at first base on the batter-runner.

A run can score if the third out of an innings is not a force out, and the run scores before the non force third out occurs.

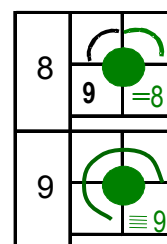
If you have any question as to whether a run scores at the end of an inning, check with the umpire and they should advise you.

6.10 NUMBER OF BASES CREDITED TO BATTER AFTER WINNING RUN SCORES

Runner on base. Batter only credited with the number of bases necessary to score the winning run - Exception home run over the fence.



Batter 7, although hitting a 3 base hit, is only credited a 1 base hit

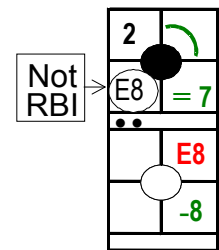


Both of these count

6.11 RUNS BATTED IN (RBI)

(a) Runs batted in are recorded when the runner scores as a result of

- (i) A safe hit
- (ii) A sacrifice fly or sacrifice bunt
- (iii) A fly ball caught in foul territory
- (iv) An infield put out or a fielder's choice
- (v) A runner forced home because of obstruction or the batter being awarded first base as a result of a base on balls or hit by the pitched ball or **KWP**
- (vi) A home run and all runs scored as a result, including the batter's own home run hit
- (vii) On an error, if in your opinion, the run would have scored regardless of the error

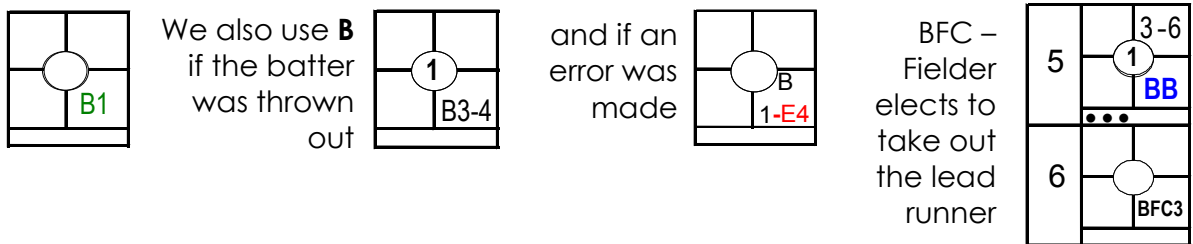


(b) Advances not deemed to be Runs Batted In

- (i) A runner scoring from 1st or 2nd base on **MF** or **E**

7 BUNTING

At times during the game batters are asked by the coach to bunt, either to advance a runner, or to attempt to get on base. If the batter bunts fair and is able to make 1st base safely, provided no error was made, it is recorded as a bunt safe hit.



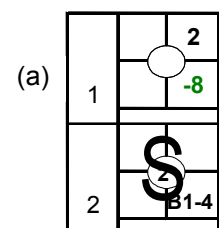
8 SACRIFICES

There are two types of Sacrifice - Sacrifice Bunt and Sacrifice Fly. **A sacrifice is not counted in statistics as a turn at bat.**

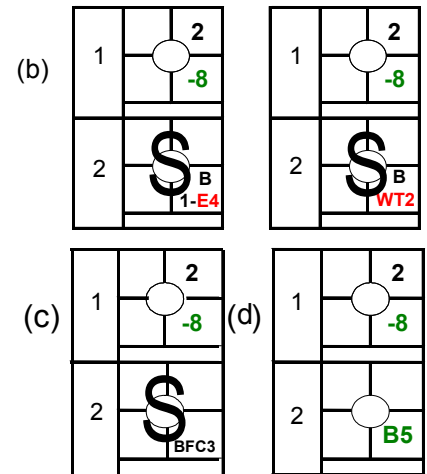
NOTE: A **safe hit** bunt as in Sect.7 is not a sacrifice. To allow a sacrifice there must be less than two out, a runner must be advanced, and it must be a bunt, not a **miss-hit**.

8.1 SACRIFICE - BUNT

- (a) A batter may be called upon to sacrifice a turn at bat for the sake of the team. If a batter bunts the ball to make the fielders move into position where an out can be made but they cannot prevent the advance of a runner, then the batter is credited with a sacrifice. Recorded with a large S superimposed over the usual details as shown. If in the Scorer's judgement, the batter has successfully and fully completed the task set by the coach then the sacrifice should be given.

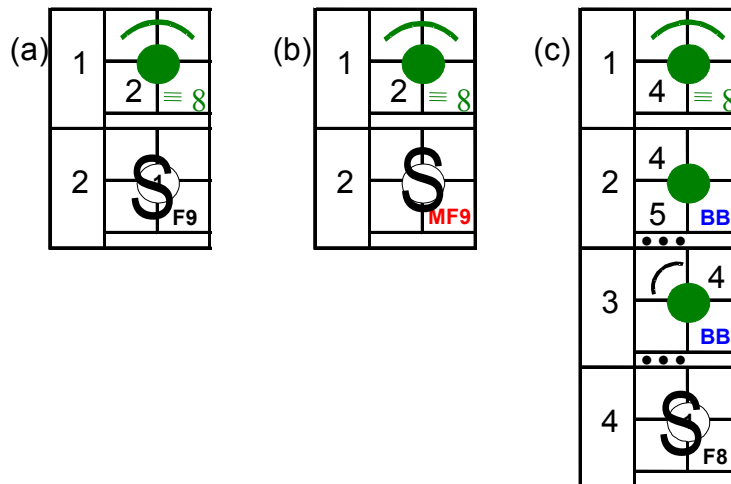


- (b) If a batter bunts as above, advances the runner and reaches 1st base safely because of a fielding error, the batter is still credited with a sacrifice as shown.
- (c) Batter 2 bunts, fielder correctly chooses to play the lead runner who advances safely with skillful sliding. The batter reaches 1st base safely. The batter is credited with the Sacrifice as shown.
- (d) Batter bunts fair and makes first base safely. Record a bunt safe hit – NOT A SACRIFICE



8.2 SACRIFICE - FLY

A sacrifice is also allowed for a fly ball **that scores a run**, but is not given if it only advances a runner, say from 2nd to 3rd. As with a sacrifice bunt, there must be less than two out. If the fly is muffed it is still a sacrifice if, in your opinion, the run would have scored had the fly been taken.

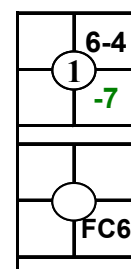


9 FIELDER'S CHOICE - FC

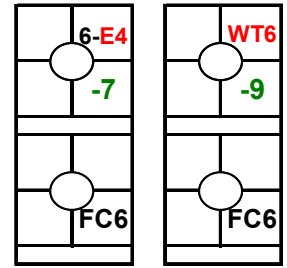
This is a time on base except when the fielder's choice causes the third out

This symbol should not be used too freely. It should only be used when a fielder **correctly** chooses to play an advance runner rather than play the batter at 1st base. i.e. in your judgement the fielder has a opportunity to make the out on the advance runner. If that fielder did not have a reasonable chance to get the out, it is an error, as the wrong play was made.

- (a) With a runner on 1st, 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), and FC6 on the batter. Never score a safe hit on the batter as the runner is put out. If there was no runner on base the batter/baserunner would have been out.



- (b) If an out is not made because of an error in throwing or receiving the ball, it is recorded as such e.g. **WT6** or **6-E4** on the runner, **FC6** on the batter.

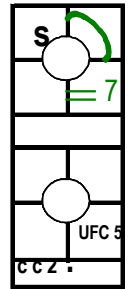


The fielder chose to play the advance runner and therefore FC followed by the fielder's number is placed in the 1st base box. This shows how the batter reached 1st base. The actual play is recorded on the lead runner to show how the runner was put out or advanced.

- (c) Unattached Fielders Choice - UFC

There are occasions where the correct play by a fielder is in fact to do nothing.

This may arise with a runner on third base in the bottom of the last innings with the score tied, and less than 2 out. An Infield hit to third base, who chooses not to make a play to first base, but rather hold the potential winning run at third base. In this situation, the fielder has made the correct choice. UFC5 would be recorded on the batter.

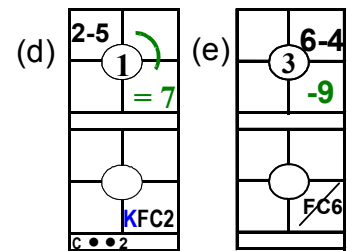


No error, sacrifice or hit is recorded on the play.

- (d) Strike Out/Fielders Choice – **KFC2**

There are occasions when the Catcher decides to take the out at 3rd base and the batter reaches 1st base safely.

- (e) NOTE: FC not counted as time OB if it results in the 3rd out of the innings.



10 DOUBLE AND TRIPLE PLAYS

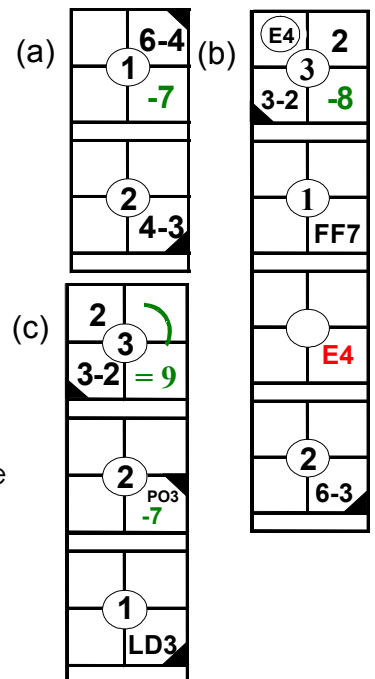
The normal symbols as appropriate are used to record both the outs that constitute a double play.

- (a) With a runner on 1st, the ball is hit to shortstop, who throws to 2nd to make the force out. Second then relays the ball to 1st who touches the base before the batter to complete the second out.

This is noted as a double play on the scorebook by the use of mitres in the corner of the two boxes concerned.

- (b) The two players out are not necessarily consecutive in the batting lineup, as seen in the second example.

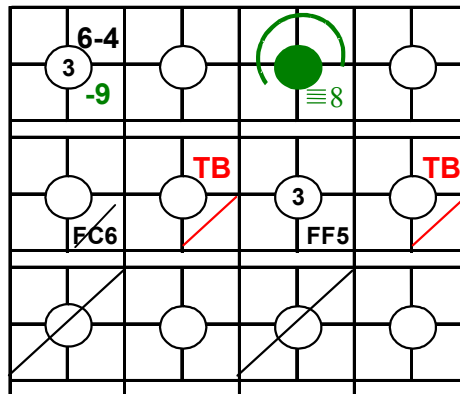
- (c) Triple plays are uncommon, but can occur and are scored in a similar manner; e.g. There are runners on 1st and 3rd when the batter hits a line drive to first, who quickly tags the runner who had led off, then throws to the catcher, who tags the runner from third sliding into home.



11 TIE-BREAKER - TB

Local rules may, and indeed all Australian Championships do, permit the use of the tie-breaker if a game is tied after 7 or more innings, or after the expiry of time. At the start of the tie-breaker innings, and each half innings after that, the batting team commence the innings with the player scheduled to bat **last (9th) in that innings** starting at 2nd base. This is recorded as shown.

Note: The normal rules for substitution of players are applicable, e.g. a pinch runner may take the place of the runner on 2nd, and in turn be replaced for the defensive innings.



Note: The tie-breaker runner may eventually score, or be the subject of a fielding play, but is not charged with a turn at bat or a time on base. If the runner does score however, it is counted as an **unearned run** and if appropriate an RBI.

12 DESIGNATED PLAYER - DP

A “Designated Player”, referred to as a **DP**, may be used as a batter for any defensive player and is named on the line-up sheet as one of the nine hitters in the batting order. The starting **DP** may be substituted and may re-enter one time provided that the re-entry is into the same position in the batting order. The name of the defensive player for whom the **DP** is batting (known as the “FLEX”), will be entered in the tenth (10th) position on the line-up sheet.

12.1 DESIGNATED PLAYER RULES

1. A team starts the game with 10 players
2. The **DP** bats for the FLEX (Defence only), who is listed in the 10th place in the Lineup.
3. The **DP** and the FLEX may be substituted using players from the bench.
4. The starting **DP** and FLEX may re-enter once
5. The **DP** may field for any player, at any position at any time. Refer 4.4.2
6. The player that the **DP** fields for must still bat, as a temporary **DP (TDP)**. Refer 4.4.4
7. The **DP** fielding for any player, other than the FLEX, is not a substitution.
8. If the **DP** fields for the FLEX, the FLEX has left the game. The game continues with 9 players. The starting player may re-enter once or a substitute may resume, as the FLEX, and the game then reverts to 10 players. Refer 4.4.1
9. The FLEX may bat but only in the place of the starting **DP** Refer 4.4.3

10. If the FLEX bats for the **DP**, the **DP** has left the game. The game continues with 9 players. The starting player may re-enter once or a substitute may resume, as the **DP**, and the game then returns to 10 players. The FLEX goes back to fielding only.
11. The **DP** and FLEX can never be on offence at the same time and only 9 batters may bat.
12. The **DP** is to be **written in green** and any changes pertaining to the **DP** must also be **written in green**.

12.2 STARTING DESIGNATED PLAYER BECOMING A FIELDER

In this example Ryan VanCoevorden is the starting Designated Player, with James Wilson as the Flex.
 In the Bottom of the Third Innings, Batter 6, Ryan becomes the pitcher and the team goes to 9.
 This is not a substitution on either Wilson, or Van Coevorden.

DP-1	VAN COEVORDEN	Ryan B3/6	44	5
6	ARMSTRONG	Aaron	13	6
5	ALBEE	Steven	77	7
4	SOLYLO	Marcus	4	8
9	POPKO	Steven	78	9
9	BROWN	Justin T4	16	
4	WILSON	James B3/6	7	FLEX
BENCHLIST				Totals
				Totals

12.3 STARTING FLEX PLAYER BATTING

In this example Ryan VanCoevorden is the starting Designated Player, with James Wilson as the Flex.
 In the Bottom of the Fourth Innings, James Wilson enters the batting line up on behalf of the starting Designated Player.
 This is a substitution on VanCoevorden as he has left the line up. It is not a Substitution against Wilson
NOTE; THE FLEX PLAYER CAN ONLY BAT IN THE STARTING DP POSITION IN THE LINEUP

DP	VAN COEVORDEN	Ryan T4	44	5
1	WILSON	James T4	7	
6	ARMSTRONG	Aaron	13	6
5	ALBEE	Steven	77	7
4	SOLYLO	Marcus	4	8
9	POPKO	Steven	78	9
9	BROWN	Justin T4	16	
1	WILSON	James	7	FLEX

12.4 STARTING DESIGNATED FIELDER BECOMES A FIELDER

In this example Ryan VanCoevorden is the starting Designated Player. In the Bottom of the Third Innings, Batter 6 a change is made. Peter Albee becomes the temporary DP (TDP) and Ryan VanCoevorden fields at position 3.
 This is not a Substitution as there has been no change to the batting line up. It is now Albee who is batting and not fielding (Temporary DP)

POS	LAST NAME	FIRST NAME	UNI	BAT
7	THURTELL	Andrew	11	1
8	SULLIVAN	Richard	14	2
2	RISTAU	Aaron	56	3
∅ TDP	ALBEE	Peter B3/6	67	4
DP-3	VAN COEVORDEN	Ryan B3/6	44	5

13 ILLEGAL SUBSTITUTE

Any of the starting line up may be withdrawn and re-enter once. Should a player re-enter they must return to their original place in the batting line-up. Should a change not be announced to the plate umpire the substitution is considered illegal.

An Illegal Substitute is considered to be in the game and the player from the starting line-up being illegally substituted for is considered to have left the game, if a pitch (legal or illegal) has been made. If no pitch has been thrown the situation can be corrected. Penalties can only be imposed after an appeal by the non offending team. If the offending team corrects the situation before an appeal, there has been no violation of the rule.

The penalty for an illegal substitution while at bat is summarized:

- While at bat: Player declared ineligible and removed from game, and legal replacement assumes count, all runners advance is legal.
- After completing at bat and before next pitch: Player is called out and declared ineligible and removed from game. Any advance of runners is nullified. Any outs that occur stand.
- As a runner: Player declared ineligible, removed from game, replaced on base, all runners advance is legal.

The penalty for an illegal substitution while in the field is summarized:

- After the player makes a play and before next pitch: Player declared ineligible and batting team has option of accepting result of play, or returning the batter with count and baserunner/s to the base occupied prior to the play
- After a pitch to the next batter: Player declared ineligible, removed from game

14 BATTING & FIELDING & BASERUNNING CHANGES

14.1 BATTING:

When a substitution is made it is to be recorded in the scorebook along with the time it happened, e.g. at the top of 5th innings Danica Howlett replaces Sally McCreedy in the top of the fifth innings, **T5**. You also draw (in black) in the inning a vertical line to show when substitute starts to bat.

Sally McCreedy re-enters in the bottom 5, record RE B5/4. Danica Howlett is recorded as Pinch Hitter (PH), then crossed out and another vertical line shows where she left the game.

AUSTRALIA		VS		JAPAN		AT		FENGTAI PARK BEIJING					
		TOP		A	5		4						
				PO	3		3						
				E									
POS	LAST NAME	FIRST NAME	UNI	BAT	1	2	3	4	5	6			
3	McCREEDY	SALLY RE B5/4	16	1	1	⊗	1	○	⊗	○			
PH	HOWLETT	DANICA T5	2		5-3		4-3		7				
					x		x						

14.2 FIELDING:

First base player Sally McCreedy is replaced in the bottom of the 4th innings, batter 2 by Danica Howlett. Show next to POS the number of the innings and the number of the opposition batter when the change was made. A horizontal **black** line on the **opposition's** page is drawn to show where fielding change commenced.

AUSTRALIA				VS	JAPAN				AT	FENGTAI PARK BEIJING								
TOP					A	5	6	6	6		6	5		5				
					PO	3	5	3	3	2	3	2	9	8	3	6	4	
					E													
POS	LAST NAME	FIRST NAME	UNI	BAT	1	2	3	4	5									
3	McCREEDY	SALLY	16	1	1	/	●											
3	HOWLETT	DANICA B4/2	2	1	5-3		-7											
DP	WILKINS	BROOKE	29	2	2		1											
				2	F5		K2											
				2	C.C		C.C											
2	TITCUMBE	NATALIE	15	3	3		2											
				3	6-3		F9											
				3	C.C 2		.											

14.3 BASE RUNNING:

A pinch runner, Danielle Stewart, comes in to run for Sally McCreedy in the third innings. Use a **hooked black line** to show PR coming in a 1st base. Then Sally McCreedy is re-entered in B3 innings. Use a vertical black line to show this change.

Pinch Runner PR – Can come on only once to run for a player already on base – normal substitution.

Designated Runner DR - Used in many competitions - must be designated on original bench list. May come on once an inning for any runner already on base. Cannot be used as a batter or fielder. (Check your Competition Rules)

Catcher Runner CR - Used in many competitions as a Speed up Rule – the intent is to hasten the changeover of innings. Generally when a player who will take the field in the immediate next defensive inning as the catcher, is on base, and there are 2 out a runner may replace that player. (Check your Competition Rules)

POS	LAST NAME	FIRST NAME	UNI	BAT	1	2	3	4
3	McCREEDY	SALLY RE B3/5	16		1	/	●	
PR	STEWART	DANIELLE T3	2	1	5-3		-7	
					. X.		X	

14.4 RE ENTRY:

A line is not drawn through the name of the player being substituted as this allows re-entry to take place without using another line in the scoreboard. Only rule a line through the player's name if the player cannot take any further part in the game.

Any player in the original line-up may re-enter the game **ONCE** after being substituted.

15 PITCHING CHANGES

A pitching change is marked the same way as a fielding change but the line drawn is **blue**. **On the oppositions page. Both in the inning and at the top of the inning showing the put outs, assists and errors before and after the change. Refer inning 3.** The scorer should take careful note of any runners on base at the time of change and ball and strike count on the current batter.

AUSTRALIA		VS	JAPAN AT		FENGTAI PARK BEIJING															
TOP					A	5	6	6	6	6	6	5	6	6						
					PO	3	5	3	3	2	3	2	9	8	3	6	4	9	2	3
					E															
POS	LAST NAME	FIRST NAME	UNI	BAT	1	2	3	4	5											
3	McCREEDY	SALLY	16	1	1 5-3	/	3 -7		2 -8											
DP	WILKINS	BROOKE	29	2	2 F5		1 K2		3 6-3											
2	TITCUMBE	NATALIE	15	3	3 6-3		2 F9		/											

Note: Slash (/) must be in Blue

When a new pitcher comes into the game total up the pitch count before the new pitcher commences.

It is also a good habit to display the relieving pitchers initials on or near the change line

Top inning 5/batter 2 the new pitcher took the plate. If batter 1 had scored, the run would have been credited to Pitcher 1 as she was pitching when Sally McCreedy got on base.

See Note on example change during a batter's turn at bat.

16 PROTESTS

Although protests are not generally the responsibility of the scorer and are often dealt with immediately at tournaments, it is still important that if a team plays under protest the scorer ensures the book is correctly marked at the point of protest. Should the protest be upheld and a replay ordered, the game must be replayed from that exact point.

In the event of a protest, note the following on the Scorebook:

- Note in the scorebook with an * the exact point of protest.
- Time of protest (and elapsed time in the game if not started on schedule).
- Innings and outs.
- Name of batter and count if any, or note "New Batter"

*Protest
Delay 15 min

2	4	6
S	2	
	-7	
c.3.		
2-4		
1		
	-9	
x..		
2	*	
	9-3	
c.x/		

- Base runners and bases held **(if any)**.
- Play &/or interpretation subject to protest.

17 TIMED GAMES / INCOMPLETE INNINGS

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

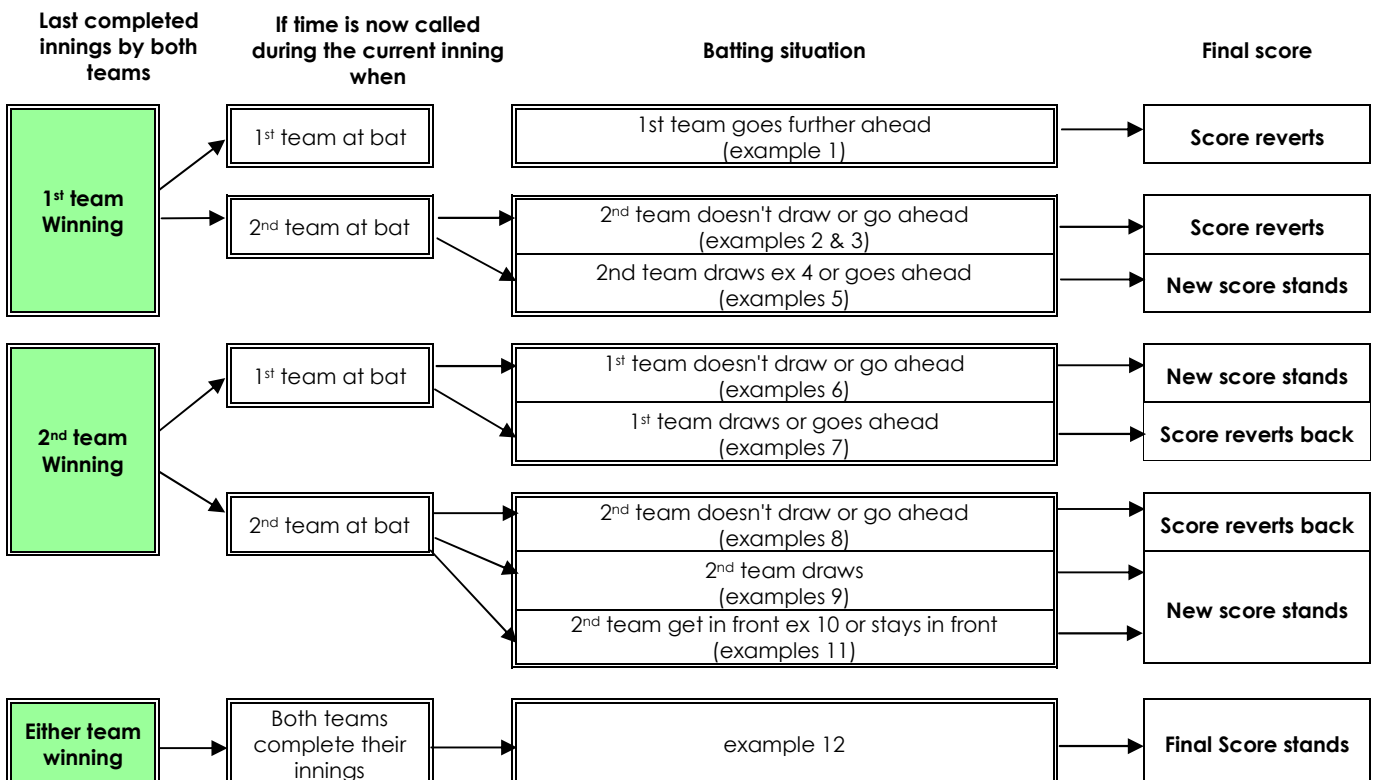
In an incomplete innings, if the team second at bat draws level, or gets in front, then the score stands. (Also refer POE: “tie games or games that are less than regulation” in the Official Softball Playing rules and Case Book)

But in an incomplete innings, 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 innings.

“Rule 5 Section 5(a): The score of a Regulation game shall be the score at the end of the last complete innings, 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 example on the following page.

17.1 EXAMPLES:

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 st team winning	7 5	1 st team batting & they are further in front	1+ (incomplete)	Score reverts back to last completed innings	7 5
2	1 st team winning	7 5	1 st team bats & doesn't score. 2 nd team batting but they don't draw or go ahead	0 0 (incomplete)	Score reverts back to last completed innings	7 5
3	1 st team winning	7 5	1 st team bats & goes further ahead. 2 nd team batting but they don't draw or go ahead	3 4 (incomplete)	Score reverts back to last completed innings	7 5
4	1 st team winning	7 5	1 st team bats & goes further ahead. 2 nd team batting and they tie the score	3 5 (incomplete)	2 nd team tied the score - score stands	10 10
5	1 st team winning	7 5	1 st team bats & goes further ahead. 2 nd team batting and they get in front	3 6+ (incomplete)	2 nd team ahead - score stands	10 11+
6	2 nd team winning	2 6	1 st team batting & they don't draw or go ahead	<4 (incomplete)	2 nd team still ahead - score stands	2 - 5 6
7	2 nd team winning	2 6	1 st team batting & they draw or go ahead	4+ (incomplete)	Score reverts back to last complete innings	2 6
8	2 nd team winning	2 6	1 st team bats and draws level. 2 nd team batting but they don't draw or get in front	4 0 (incomplete)	Score reverts back to last complete innings	2 6
9	2 nd team winning	2 6	1 st team bats and goes ahead. 2 nd team batting and they tie the score	6 2 (incomplete)	2 nd team tied the score - score stands	8 8
10	2 nd team winning	2 6	1 st team bats and goes ahead. 2 nd team batting and they get in front again	6 3+	2 nd team still ahead - score stands	8 9+
11	2 nd team winning	2 6	1 st team bats but doesn't draw or go ahead. 2 nd team batting & still in front	2 0+	2 nd 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



18 SAMPLE SCORESHEET

Top Bottom Won the toss and elected to _____ vs _____ DATE _____ AT _____ Start Finish Time _____



FIELDING PO A E	POS	LAST NAME	FIRST NAME	UNI	BATTING										PA	AB	H	R	SAC BLUNT	SAC FLY	HPB	RBI	SB	SO	OB		
					1	2	3	4	5	6	7	8	9	10													
1					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
2					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
3					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
4					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
5					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
6					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
7					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
8					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
9					○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
FLEX					△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△	△
TOTALS																											
SCORER		BENCHLIST		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS		TOTALS	

Score: _____
 Won By: _____
 Coach: _____
 Umpires: _____
 Scorer: _____

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