

SCORING BASEBALL

- Welcome to the world of scoring and thank you for your willingness to play such an important role in our great game.
- To cater for all ages, there are a number of variations of the game of baseball. These are often known as teeball, zooka or modball.
- The basic information in this training course can be used for scoring all forms of the game.
- There are further modules which cover specific topics to build up your knowledge of scoring.

Basic Guidelines

- There are at least 2 scorers for every game - one for each team.
- Scorers are to sit together outside the field behind home plate or in the scorer's area provided. Sit on the same side as your teams dugout.
- Scorers are officials of the game and are governed by the official rules of baseball, which means no consuming alcohol, no smoking, no swearing, no coaching, no umpiring and are to remain neutral.
- As the scorer, you are there to 'transcribe' the story of the game with the help of the umpire.
 - score what the umpire calls - do not question the call or be influenced by coaches, managers, players or spectators
 - you can ask the umpire for clarification of a play or call
 - the umpire can request information from the scorers
 - a team can check the batting order for their team, pitch counts and the score
 - you should not call out to anyone if something isn't right (such as the wrong player batting)
 - keep cheering to a minimum and acknowledge good play by both teams

Basic Guidelines – cont.

- Arrive at least 30 minutes before your game is due to start so you have time to get organised and write up the scorebook.
- Make sure you always have a copy of your league/competition rules (you will be amazed how often you will be asked). These may vary greatly from league to league and age group to age group.

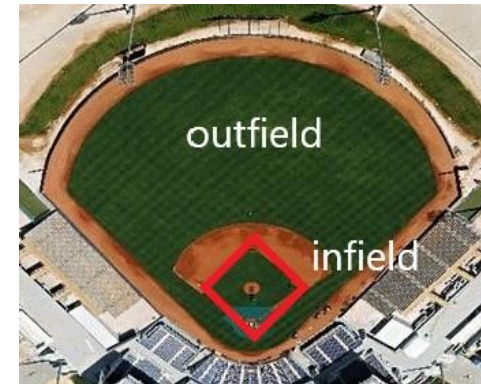
Personal items a scorer needs are:

- a black or blue pen (for the result sheet)
 - lead pencil or mechanical pencil
 - soft white pencil rubber
 - pencil sharpener (if not using mechanical pencils)
 - a small ruler or straight edge
 - some scorers also like to have a towel under their scorebook
- You may see some scorers with coloured pencils (red, blue, green, orange). These colours are used for certain scoring symbols so they stand out in the scorebook. As you gain more experience and confidence, you can start to incorporate the colours. The symbol list for each module shows a symbol and its colour.

BASIC TERMS and GAME CONCEPTS

The Field

- The four bases on the field are called home plate, 1st base, 2nd base and 3rd base.
- The bases are named in an anti-clockwise direction from home plate and create a square called the infield.
- The area beyond the infield is called the outfield.
- Foul lines run from home plate to first base and from home plate to third base, then continue on to the outfield fence/boundary.
- The field between these lines is fair territory. Outside these lines is called foul territory.



Foul territory

Common Terms

Diamond	can refer to the whole field or the infield
Bases	the bags on the corners of the infield
Dugout	the area where the players of the team sit
Line Up	a list of players in batting order. It may also show their uniform numbers and fielding positions
Result sheet	the official record of the game. Completed in pen, usually by the home team
Umpire	the person that officiates the game and makes judgement calls on plays
Play	called by the umpire to start or resume the game
Time	called by the umpire to stop the game
Game / Time and game	called by the umpire when the game is finished
Safe	when a player makes it safely to a base
Out	when a player did not make a base safely and they must return to the dugout

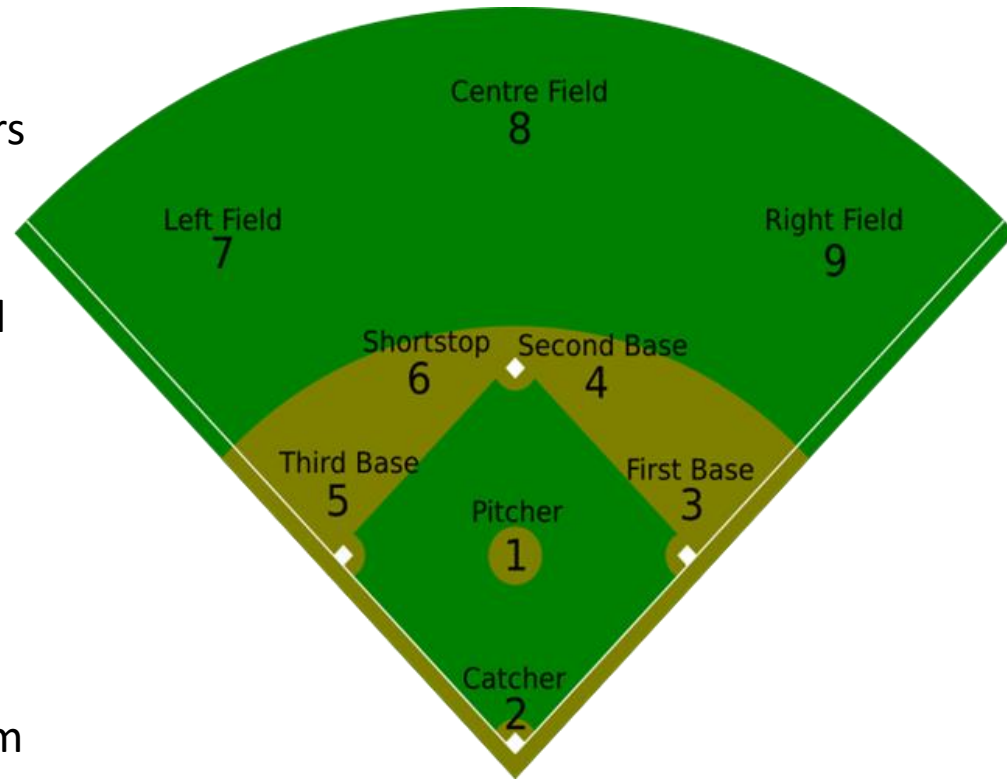
Common Terms – cont.

Batter	the player from the batting team standing at home plate
Runner	a player from the batting team that has made a base safely
Strike Zone	the area over home plate the pitcher is aiming for – defined by the edges of home plate and the batters stance
Swinging Strike	when the batter swings and misses the ball
Called Strike	a pitch that is not swung at and goes through the strike zone. The umpire will call 'strike'
Ball	a pitch that is not swung at and is outside the strike zone. The umpire may call 'ball' or remain silent
Fair ball	a pitch that is hit and stops in fair territory - runners can (or may have to) run to the next base
Foul	a pitch that is hit and stops in foul territory or the batter hits the tee – runners cannot run to the next base
Who is up to bat?	what is the name of the player batting next
Who sat off?	what are the names of the players who did not field last inning
On the bench	a player that is not batting or fielding

The LINE UP and the SCOREBOOK

Fielding Positions

- There are nine fielding positions on a baseball field. In the scorebook, we use a fielder position number instead of the name.
- The diagram shows the names and corresponding fielder position numbers for each fielder and where they are located on the field.
- Fielding positions may also be referred to by their abbreviation (P=pitcher, C=catcher, 1B=first base, 2B=second base, 3B=third base, SS=short stop, LF=left field, CF=centre field, RF=right field) but we only use the fielder position numbers in the scorebook.
- It can be useful to have a small diagram of the field with the fielder position numbers next to you as a quick reference.



Line Up

- Here is an example of a line up, which each team needs to be submit to the scorers at least 15 minutes before the game is due to start.
- The line up should have at least the following information:
 - the teams name
 - date
 - player names in batting order
 - fielding positions
 - players on the bench, if any
- Players names are to be written as:
Surname First name
- There should be no initials or nick names.



N.S.W. Baseball Scorer's Association

Member of New South Wales Baseball League Inc.
WE SUPPLY ALL OFFICIAL SCORE BOOKS

CLUB TIGERS GRADE

BEARS VS

DATE 8/11/2020 GROUND

BATTING ORDER	UNIFORM NUMBER	FIELDING POSITION
1 JOHNSON Josh		5
2 PETERS Jasmine		8
3 BROWN Brendan	12	1
4 MARSHALL Lucy	25	4
5 GRUGIC Brax		--
6 TREWIN Harry		7
7 LIDDELOW Campbell		
8 WILSON Callum	8	3
9 BELL Daniel		2
10 ROBERTS Noah		
11 WEBB Amy		9
12 MORRIS Ryan		6

PITCHER

SMYTHE Rohan

Coach UMPIRE

Manager

The Scorebook

- There are a number of different types and sizes of scorebooks.
- The scorebook you use will depend on whether you are scoring teeball or baseball and how many players can bat.
- Use a pencil to fill in your scorebook so it can be easily changed if needed.
- The scorebook forms part of the official record of the game and may be used for participation, insurance etc.
- Your scorebook may look different to those shown, but will have similar sections – fill in as much information as you can.

The scorebook form is divided into several key sections:

- Header:** Includes fields for HOME, AWAY, VENUE, DATE, TIME START, FINISH, and TOTAL.
- Fielding Table:** A grid with columns for fielding positions (P, C, 1B, 2B, 3B, SS, LF, CF, RF) and rows for 12 players. Each cell contains a circle for recording plays.
- Batting Order Table:** A grid with columns for batting order (1-9) and rows for 12 players. Each cell contains a circle for recording at-bats.
- Player Statistics:** A table with columns for individual player statistics including AB, R, H, 1, 2, 3, HR, RBI, SB, SF, BS, HR, CI, K, GDP, SB, CS, LOB.
- Game Summary:** Includes fields for WON BY, SCORE, UMPIRES, PLATE, 1ST, 2ND, 3RD, PITCHER, WIN, LOSS, SAVE, ON BENCH, and various statistical formulas like AB + BB + HF + SAC + CI = SUM.
- Pitchers and Catchers:** Sections for recording pitcher and catcher statistics, including INN, PB, SB, CCS, and UMPIRE SIGN.

The Scorebook – cont.

- The main sections of a scorebook are:
 - game information (YELLOW)
 - player names (RED)
 - scoring area (GREEN)
 - scorer, umpire and coach names (BLUE)

The scorebook form is divided into several key sections:

- Game Information (Yellow):** Includes fields for HOME, AWAY, VENUE, DATE, TIME START, FINISH, and TOTAL.
- Player Names (Red):** A vertical column on the left for recording player names.
- Scoring Area (Green):** A large grid for recording plays, runs, hits, and errors across 12 innings.
- Official Names (Blue):** Fields for UMPIRE SIGN, OFFICIAL RECORDER, SCORER (HOME and VISITING), PITCHER, WINNER, LOSER, and COACH.

Additional statistics and summary boxes include:

- Fielding:** POS, A, E, PO, CO.
- Runs:** RNS, Balls, Strs, PI, BFP, HTS, LOB.
- Summary:** WON BY, SCORE, UMPIRES: PLATE (1ST, 2ND, 3RD), PITCHER: WIN, LOSS, SAVE, ON BENCH, COACH.
- Bottom Statistics:** FITCHERS (PI, INN, H, K, BB, HPB, RS, ER, WP, BLK, PO, PCS, BFP, B, S, PTT, WLS), CATCHERS (INN, PB, SB, CCS).
- Final Totals:** AB + BB + HP + SAC + CI = SUM, R + LOB + PD = SUM.

The Scorebook – cont.

- Other sections of the scorebook are:
 - fielder position number (RED)
 - batter number box (YELLOW)
 - pitcher and catcher section (BLUE)
 - inning column (GREEN)

The image shows a standard baseball scorebook form. At the top, it has fields for HOME, AWAY, VENUE, DATE, TIME START, FINISH, and TOTAL. The main body is a grid with 12 columns for innings (1-12) and 12 rows for batters (1-12). A red arrow points to the 'FIELDING' section, which includes columns for positions: C, 1B, 2B, 3B, SS, LF, CF, RF, and P. A yellow box highlights the 'BATTING ORDER' section, which includes columns for 'A' (At bat) and 'E' (Error). A green box highlights the 'INNING' column. A blue box highlights the 'PITCHERS' and 'CATCHERS' statistics section at the bottom, which includes columns for 'PI' (Pitcher Inning), 'H' (Hits), 'K' (Strikeouts), 'BB' (Base on Balls), 'RS' (Runs Scored), 'ER' (Earned Runs), 'WP' (Wild Pitches), 'BLK' (Blocks), 'PO' (Putouts), 'DPP' (Double Plays), 'B' (Batters Faced), 'S' (Strikes), 'PIT' (Pitches Thrown), 'WLS' (Wins), 'RWN' (Runs Allowed), 'PB' (Passed Balls), 'SB' (Stolen Bases), and 'CS' (Caught Steals). There are also sections for 'OFFICIAL RECORDER', 'SCORER HOME', 'SCORER VISITING', 'LUMPRIE SIGN', 'WON BY', 'SCORE', 'UMPIRES PLATE', '1ST', '2ND', '3RD', 'PITCHER WIN', 'LOSS', 'SAVE', and 'COACH'. At the bottom right, there are formulas for calculating total runs: $AB + BB + HP + SAC + CI = SUM$ and $R + LOB + PO = SUM$.

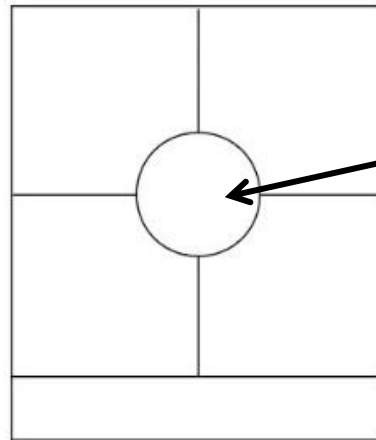
- You will work downwards in order through the batters for each inning.
- Most of the other sections in the scorebook relate to statistics and do not need to be completed.

SCORING THE GAME

Scoring Squares

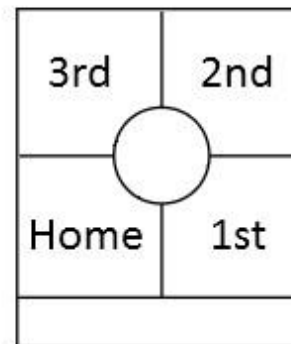
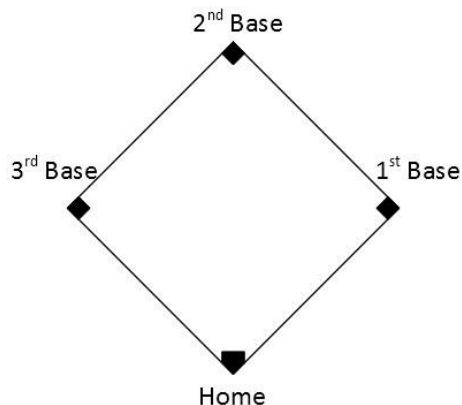
- The scoring area is made up of scoring squares – one for each batter in each inning. This is where we record the pitches, outs, runs and how a player moved around the bases.

- The rectangle (called the tram line) – is for recording the pitches.



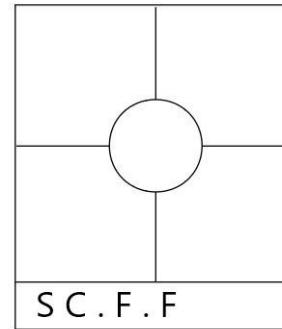
- The circle – is for runs scored and the number of outs in that inning.

- The four boxes – each box represents a base and is where you record if a player is safe or out at that base.



Recording Pitches

- Record the pitches as they are called by the umpire in the tram line:
 - . for a ball
 - C for a called strike
 - S for a swinging strike
 - F for a foul



- Record all fouls - even if it means writing them in the tram line of the scoring square for the next inning.
- Do not record the last pitch in the tram line – when the batter is out, hits the pitch or reaches 1st base.

Teeball:

As there is no pitcher throwing the ball, there are no balls or called strikes. Hitting the tee or not hitting the ball far enough may be classed as a foul – check your competition rules.

Count on the Batter

- Sometimes while the batter is still batting, the umpire will want to check the count on the batter. This is the number of balls and 'strikes' against the batter.
- The number of balls is the number of 's' recorded – should be 0, 1, 2 or 3.
- The number of 'strikes' is the number of 'S's and 'C's recorded – should be 0, 1 or 2.
- An 'F' is also counted as a 'strike' but only until the total number of 'strikes' is 2.
- A full count is when the count on the batter is 3 balls and 2 'strikes'.
- In each example below, the count on the batter is "one and two" (one ball and two strikes). Note: this is different to the pitch count.

S . C

C C . F F

F . F

. S F

F C F . F

S . S F

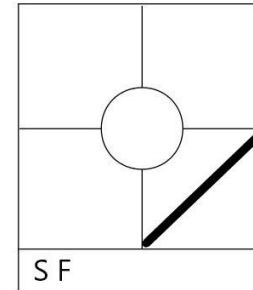
Teeball: Check your competition rules – all fouls may count as strikes.

Count on the Batter – cont.

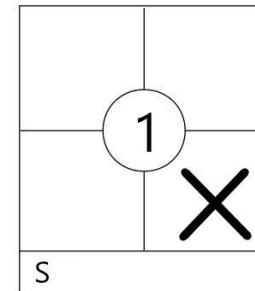
- The umpire may raise their fingers to indicate the count on the batter:
 - the number of fingers raised on their left hand is the number of balls
 - the number of fingers on their right hand is the number of strikes
 - if either is zero, they will not raise that hand
- If you have a different count to the umpire:
 - check with the other scorer to see what they have
 - pitches/calls can be easy to miss or you may have written the wrong symbol
 - decide if you go with what the umpire has or not – they make mistakes with their pitch counter sometimes too
 - remember, you cannot call out to the umpire, coaches or players
 - only the umpire can check what count you have - discuss and all agree what the count actually is

The Batter

- If the batter reaches 1st base safely, draw a diagonal line in the 1st base box – they now become a runner.



- If the batter is called out (they had too many strikes or they did not reach 1st base safely):
 - write an X in the 1st base box
 - write a 1, 2 or 3 in the circle to indicate they are the 1st, 2nd or 3rd out for that inning



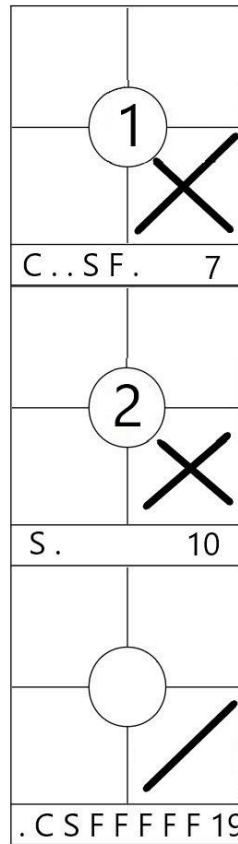
- Remember, if you are writing a / or X in the 1st base box, do not write the pitch in the tram line.

Pitch Count

- Most competitions will have a limit on the number of pitches a pitcher is allowed to throw. This limit is usually based on the pitchers age and is designed to reduce injuries – refer to your competition rules.
- The official pitch count is to be provided by the scorers only. Check with the other scorer to make sure you have the same pitch count. Some scorers like to check after each batter – the more often you check, the easier it is to find and correct any differences.
- The coaching staff may also be counting the pitches. They can check to see what pitch count the scorers have and are to change their count to match the scorers if they are different.
- Some coaches may want to know when a pitcher has reached a certain number of pitches. Inform them of the pitch count between batters.
- If a pitcher reaches their limit while a batter is still batting, they may be allowed to continue to pitch to this batter (finish the batter) but cannot pitch to the next batter.

Pitch Count – cont.

- Count each pitch in the tram line and add 1 for the pitch covered by the / or X in the 1st base box.
- Add this amount to the pitch count from the previous batter.
 - write the pitch count in the far right side of the tram line



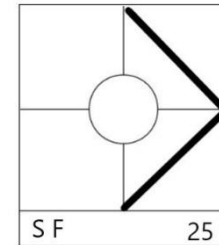
Teeball:
Pitch
counts
are not
required

- The first batter has 6 pitches in tram line , plus the 1st base box = 7 pitches
- The next batter faces 3 pitches – pitch count = 10
- The next batter faces 9 pitches – pitch count = 19

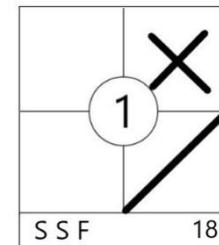
The Runners

- Runners can move to the next base when the batter has hit the pitch or any time while the ball is live. Umpires may also tell a runner to move to a certain base.

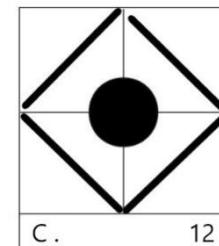
- As a runner moves safely around the bases, draw a diagonal line in the corresponding base box.



- If a runner gets out before reaching a certain base, write an X in that base box and a 1, 2 or 3 in the circle.



- When a runner makes it around all the bases safely (back to home plate), they have scored a run. Colour in the circle.



- After each batter, check which bases have a runner on them. Make sure your scorebook looks the same.

End of an Inning

- The inning ends for a team when they have completed their turn at bat.
- Draw a diagonal line through the next batters scoring square and across the top of the same batters scoring square in the next inning column.
- This player will be the first batter in the next inning.
- Each competition/league/age group may have different rules as to when an inning ends. It could be after 3 outs, after a certain number of runs have been scored, or after a certain number of batters have batted. You can notify the umpire if the teams leave the field before the inning has actually ended.
- For the last play of the inning, some runs may not actually count – this may be called by the umpire or covered in your competition rules. Check with the umpire if you are unsure.

BATTING ORDER		1	2	3	4	5	6
TEAM	Uni	A	P	O	E		
TIGERS							
JOHNSON Josh	1	●	○	○	○	○	○
PETERS Jasmine	2	●	○	○	○	○	○
BROWN Brendan	12	①	○	○	○	○	○
MARSHALL Lucy	25	○	○	○	○	○	○
GRUGIC Brax	5	②	○	○	○	○	○
TREWIN Harry	6	○	○	○	○	○	○
LIDDELOW Campbell	7	③	○	○	○	○	○
WILSON Callum	8	○	○	○	○	○	○
BELL Daniel	9	○	○	○	○	○	○
ROBERTS Noah	10	○	○	○	○	○	○
WEBB Amy	11	○	○	○	○	○	○
MORRIS Ryan	12	○	○	○	○	○	○

End of an Inning – cont.

- An inning will also complete if a runner is the 3rd out or a certain number of runs have scored, even if the batter is still batting.

- If the batter is still batting, they will be the first batter in the next inning - draw the diagonal line through the current batters scoring square and across the top of the same batters scoring square in the next inning column.

- Count the pitches in the tram line but there is no 1st base box pitch.

BEARS							v		TIGERS			
HOME									AWAY			
FIELDING							BATTING ORDER		1	2	3	
							TEAM					
							TIGERS					
DO	PO	A	E	Pos	Ch	Uni	A					
							PO					
							E					
					5	JOHNSON Josh	1		1	X		
								F.F	4			
					8	PETERS Jasmine	2		2	X		
									5			
					1	BROWN Brendan	3		3	X		
								S.F	9			
					4	MARSHALL Lucy	4		/			
								C.S	13			
					--	GRUGIC Brax	5					

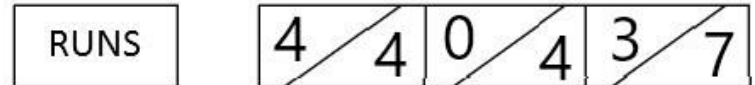
- Batters 1 and 2 are called out
- Batter 3 reaches 1st base safely
- While batter 4 is still batting, batter 3 tries to make it to 2nd base, but is called out
- Batter 4 starts the next inning

End of an Inning – cont.

- At the bottom of the inning column is where you record the number of runs that have scored (or come in).

ROBERTS TEAM															
										11	○	○	○	○	○
		9		WEBB Amy						12	○	○	○	○	○
		6		MORRIS Ryan											
										RUNS	/	/	/	/	/
										Balls					
										Stks					

- Each inning has a box divided into 2 sections:
 - in the left side of the box write the number of runs scored (coloured in circles) in that inning
 - in the right side write the cumulative total for the game



- The team has scored 4 runs in the first inning, no runs in the second inning and 3 runs in the third.
- Check with the other scorer to make sure you both have the same total number of runs scored.

CHANGES and END OF THE GAME

Changes

- Throughout a baseball game, changes to the line up will occur and are the responsibility of the scorer to record. Changes could involve batters, fielders or pitchers.
- The coach will advise the umpire and the scorers of any changes being made.
- Teeball and zooka: as there are usually a large number of fielding changes made every inning, it is not expected that you record them all. A good way to practice is to focus on 1 or 2 players and record the changes for these players only.

TYPES OF CHANGES:

- Substitution - when a player listed on the bench replaces a player in the batting order
 - Fielding Change - when a player currently fielding moves to different fielding position (only their fielder position number changes)
 - Pitching change - when a substitution or fielding change includes the pitcher
- The other information required is when the change happened.

Changes – tips

- Take your time to ensure you accurately record the changes in the scorebook.
- Substitutions should be given first, followed by fielding changes.
- Make sure all fielding positions are accounted for after each change.
- Help the other scorer as they will probably not know your players. Player names and uniform numbers should be listed on the bench of the line up. Take care with players that have the same surname.
- If you notice a change that you have not been informed of, check with the umpire and coach during a break in play.
- If there are no players listed on the bench (ie. all the players are batting), then that team will not have any substitutions.
- Once a player has been substituted, they do not play again (left the game) unless allowed in your competition rules or due to another player being injured or ejected.
- If a player is injured or ejected, they are substituted by any bench players first, then a player that has left the game. If there are no other players available – check with the umpire – it may be an automatic out when that player was due to bat.

Changes – tips cont.

- Some coaches make more changes than others.
- In the examples shown, only two player names have been written in a batter number box, but in a real game it can be more.
- If your team makes a lot of substitutions (usually the pitcher), write the player name, uniform number and fielder position number small enough to fit 4 names in the batter number box.
- Tell the other scorer so they can also write small enough to make the changes easily.
- If you run out of space to write a change moving up the batter number box, use the rest of the batter number box as needed.
- Some coaches will have a plan for the substitutions and/or fielding changes they intend to make. If so, ask for a copy. The coach will still need to give the changes to the umpire and confirm the changes are as per the plan, but it should make the process easier.

Changes – when the change happened

- When the change happened is written in two ways, depending on the game situation.
- If the change occurs when about to start:
 - the top of the inning, write T and the inning number about to start eg. T3
 - the bottom of the inning, write B and the inning number eg. B5
- If the change occurs after the top or bottom of an inning has started:
 - write T for top of the inning or B for bottom of the inning
 - write the inning number
 - write B for batter
 - write the batter number of the player about to bat eg. T3B7, B5B9

Changes - substitution

- The player from the bench will bat at the same batter number as the player they are replacing:
 - write the new players name and uniform number above the replaced player
 - write the fielder position number in the Pos column - if you are not given a fielding position, assume it will be the same as the player they are replacing
 - write when the change happened in the Ch column
 - draw a substitution line down the left side of the scoring square for that inning. Write the players surname (optional).

		BATTING ORDER			1	2	3	4
		TEAM			A			
		TIGERS			PO			
Pos	Ch		Uni	E				
5	B3			1	1			
					X			
5								
					FS	3		

A vertical line is drawn between the 3rd and 4th columns of the scoring square, with the name 'SMYTHE' written vertically next to it.

- Rohan Smythe replaces Josh Johnson at third base at the start of the bottom of the 3rd inning.

Changes – substitution cont.

- If a substitution occurs for a player that is a runner, write the name and fielder position number as outlined except:
 - write when the change happened as T inning number or B inning number only
 - draw the substitution line on the line between the base box for the base they are standing on and the next base box
- Check the new players fielding position when their team goes into the field as it may change.

BEARS										TIGERS											
HOME										AWAY											
FIELDING										BATTING ORDER											
										TEAM											
										TIGERS											
DO	PO	A	E	Pos	Ch	Uni	E	1	2	3	DO	PO	A	E	Pos	Ch	Uni	E	1	2	3
				5																	
				8																	
				1			12														
				4			25														
				--																	
				7	T2																
				7																	
				--																	

- Harry Trewin reaches 1st base safely
- Sam Rochford replaces Harry Trewin at 1st base – substitution line drawn between the 1st base box and the 2nd base box

Changes –fielding change

- When fielding position changes occur:
 - write the players new fielder position number in the Pos column
 - write when the change happened in the Ch column
 - check all fielding position numbers have been allocated
- If the team has more than 9 players batting, a players new fielder position number will be blank if they are no longer fielding (indicate with a dash).

BEARS										TIGERS									
HOME										AWAY									
FIELDING										BATTING ORDER TEAM									
										TIGERS									
DO	PO	A	E	Pos	Ch	Uni	A	PO	E	1	2	3	4	1	2	3	4		
				5						1									
				7	B2					2									
				8						3									
				1						4									
				--	B2					5									
				4						6									
				8	B2														
				--															
				4	B2														
				7															

- At the start of the bottom of the 2nd inning, the Tigers make some fielding changes:
- Jasmine Peters moves to left field
- Lucy Marshall is no longer fielding
- Brax Grugic is now fielding at centre field
- Harry Trewin moves to second base

Changes – pitching change

- If a substitution or fielding change involves the pitcher, write the changes as outlined plus:
 - write the old pitchers pitch count in the pitchers section in the PIT column
 - write the new pitchers name in the pitchers section
 - draw a pitch change line and write the new pitchers surname across the top of the scoring square for the first batter they will pitch to
 - make sure to restart the pitch count for a new pitcher

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FIELDING										BATTING ORDER TEAM													
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BEARS										TIGERS													
HOME					AWAY					HOME					AWAY								
FIELDING										BATTING ORDER TEAM													
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- At the start of the bottom of the 4th inning, the Tigers make a fielding change that includes the pitcher:
 - Brendan Brown moves to right field
 - Amy Webb moves to pitcher
 - Pitch change line for Bears batter5

End of the Game

- When the game has finished, record the following information in your scorebook (if space is provided):
 - all pitchers names and their pitch count in the pitchers section
 - time the game finished
 - any injuries or delays due to the weather, rain or light
 - which team won the game
 - umpires signature
- Complete or check the result sheet. (check with your club on how to fill in the result sheet correctly for your team)
- Ensure you agree on the final score and which team has won the game – refer to your competition rules.
- Teams should be encouraged to thank the umpires, scorers and spectators for their part in the game. When they do, thank them back, even if it's with a wave because you are busy or have your head down.
- Remember, it is just a game. If it all falls apart don't stress. The main things to concentrate on are who gets out, who scored a run and which team won.

Congratulations

- Congratulations on completing the Fundamentals course and starting your scoring journey by achieving a NSW Baseball Scorers Accreditation Level A.
- Learning to score and gaining confidence takes time, patience and practice. There is always more to learn, but we all have to start somewhere.
- Move through the next modules at your own pace and be considerate of where other scorers are at in their scoring journey.
- Nobody knows everything - we all get it wrong sometimes no matter how long we have been scoring for and some days you just can't add up.
- Communication with each other is key and constant. You are always checking pitches, pitch counts and plays. Especially once you start using detailed scoring symbols, make sure you talk to each other – confirm or discuss what happened. Work it out together, agree and score the play the same way, using what you know.
- Even though most games move at a fast pace there can be time for some social conversation with your fellow scorer - just be mindful of their need to concentrate and focus.
- Baseball is a complex game with many rules and different scenarios. Scoring also has its own rules and while you don't need to know them, know they exist and are the basis of everything we do.