Softball New Zealand Scorers Association Incorporated

I-Score Guide
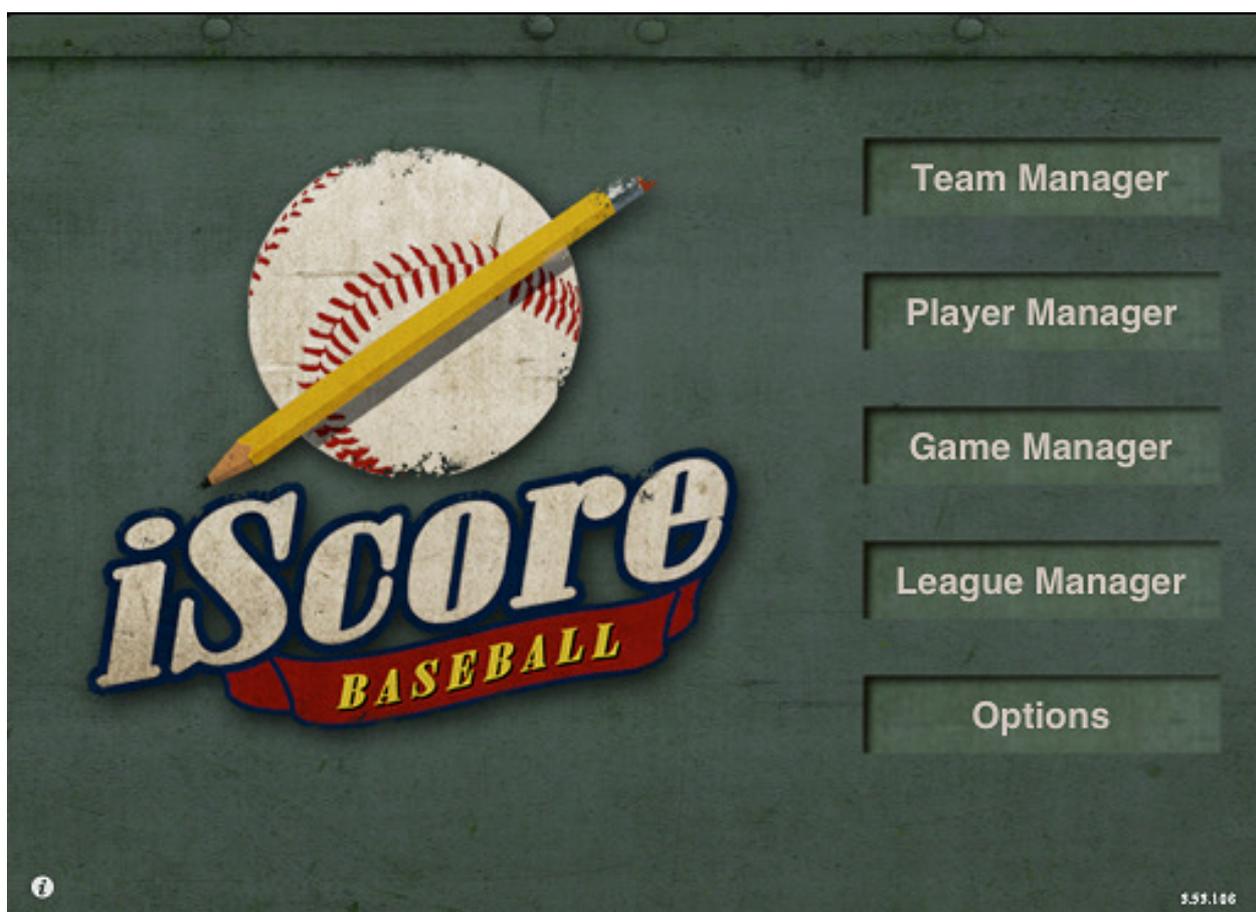
A New Zealand Guide for using the I-Score application

Version 1 – November 2011

I Score for New Zealand Softball Scoring

Softball New Zealand Guide to Using the I-Score application.

Contents

Section 1 Introduction

This guide is targeted for Softball New Zealand Scorers using the I-Score baseball & softball software.

Softball New Zealand Scorers Association has adopted I-Score as the official programme used for electronic scoring.

This guide is mainly aimed at those using I Pads and androids. There are some subtle difference in scoring on a I Phone or I Pod.

The current objective of using electronic scoring is recording games for live updates and post game play by plays. It is not our intention to use it primarily for statistics management. Therefore this guide deals with scoring situations aimed at the live update and play by play audience.

We have created some standards for scoring that aligns with our New Zealand system of scoring. These are identified throughout the document as Standard Notes:

We have also identified some critical actions that need to be undertaken in order to successfully make games available for the live update and play by play viewing. These are identified throughout the document as Critical Note:

A summary of standard notes and critical notes appear at the end of the document for quick reference.

2	Getting Started

2.1 First Views

When you open the I-Score app, you will be greeted with a screen with five menu options as follows:
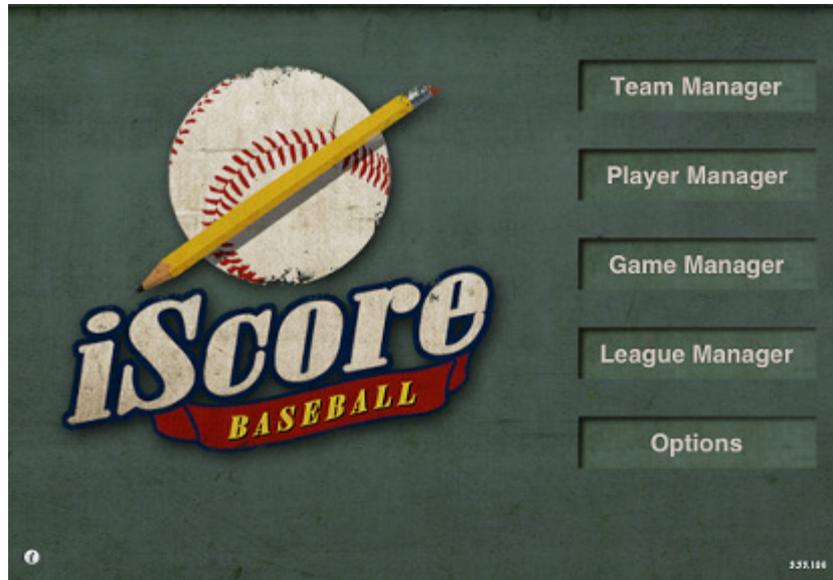
Figure 1 – Home Screen

Team Manager

Figure 2 – Team List

- Shows all teams
- Where you add new teams
- Set a team roster and add new players
- Edit the leagues in which the team is linked

Player Manager
- One way to add new players and edit existing players.
- Allows you to show a 'player card' of including that players stats

Game Manager
- Shows all games

- Games are added here

League Manager
- Used to add tournaments and seasons. Unlike Statrak, this does not have to be set up at the start; leagues can be added later. If they are added later, league details go to a 'default' league.
- Mainly used for sorting data and statistics
- Teams, players and games can be aligned to multiple leagues

Options
- Set the I-Score Cast (must be set to on for live update scoring).
- Set up the admin website for the device
- Data share between devices
- Set options for data synchronisation

2.2   Adding a Team

To add a team tap on Team Manager and the following screen will come up
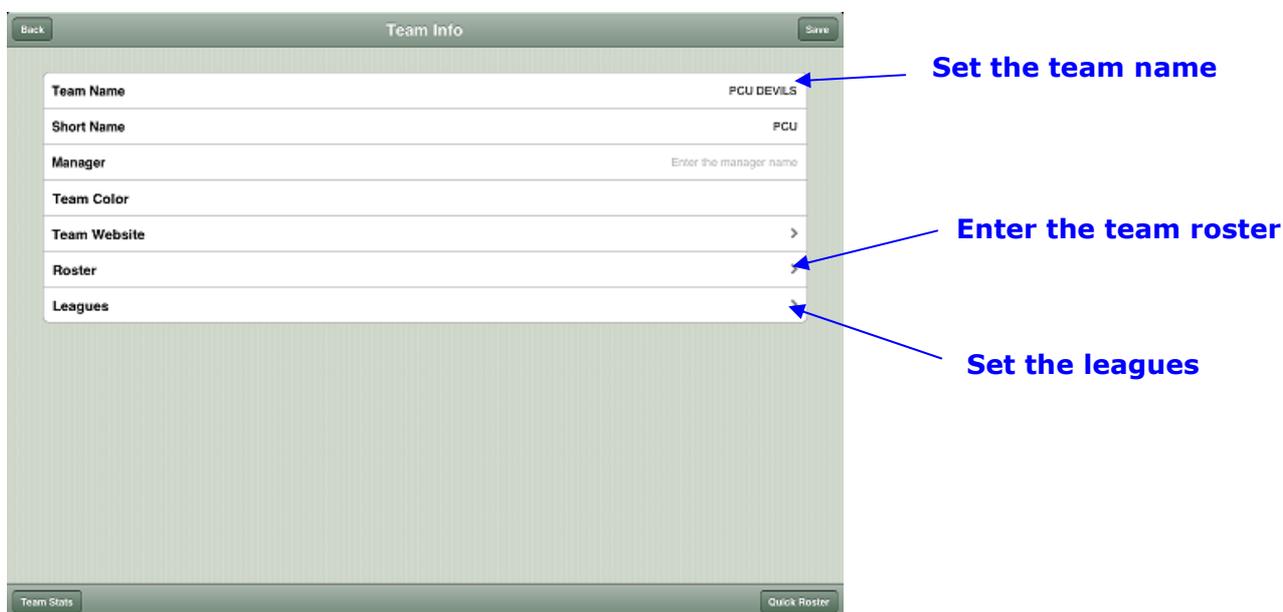
Figure 3 Team Info Page

- Add a team name and a short name – align the use of short names to those we use in Statrak (eg AK – Auckland, WN – Wellington, CB – Canterbury etc)
- There is no need to add a season or tournament name alongside the name of the team at this stage, because of the flexibility of multiple league use.
(ie you do not need to enter a team as 2012/3 Auckland Under 19 Boys. Auckland Under 19 Boys will do)
- You can fill in the Manager and Team colour options if you wish. You do not need to do anything with team website.
- Enter players using the team roster – see section….. on the next steps for this.
- If you wish to align the team to particular league(s) you can do so here if the league has already been set up.

Critical Note:
If you will be sharing data make sure that your team names align with the person who has the master device. This includes spelling, lower & upper case. This stops double up of teams.

2.3   Adding a roster/players

There are three ways that players are added to a roster.

1   When you create a team you have the ability to add players to a roster. (See figure 3 above)

Figure 4 Roster page – adding players

2)   By going back to team manager, selecting the team and then the roster option

3)   When you create a game – players can be added during the lineup creation process (or even during a game using the starting game lineup in the misc button option).

Critical Note:
Duplication of players can be easily done. To avoid this:
Before you add the player check to see if players are already on the player list.
Check the spelling of the name.

To add a player in the roster screen
• Tap on add player line at the top
• Check to see if the player is in the Player List
• If the player is in the list – add the player's number and press the done button on the top right hand corner.
• Tap on the add new player line – add the first name, last name and number and press done. (If you know whether the player is a right handed or left handed you can do that at this stage)
• Keep adding players until you have completed the team
• ***NB If you don't enter done after each player, the player is not entered.***

In the Roster screen you can also make players inactive (ie players who are no longer playing in the team). Hold on the three lines at the right hand side of the players line and drag down to the inactive players list.

To add a player during the game setup or doing a game
When you have finished entering the game details, you will be prompted to create the lineups. Players can be added at this stage.

During the game, the starting lineup can be viewed and edited by tapping on the Misc button at the bottom of the screen. Players can be added at this stage.

Critical Note:
If you add a player via the lineup creation or during the game it is important that you copy the lineup back to the roster. Before you tap on done after your lineup is finished, tap on options in the bottom right hand corner and select copy lineup – roster.

3   Setting Up Your Game

3.1   Adding Games

Games are added using the Game Manager

1   Tap on the Add button at the top right hand of the screen. The following screen will now appear.
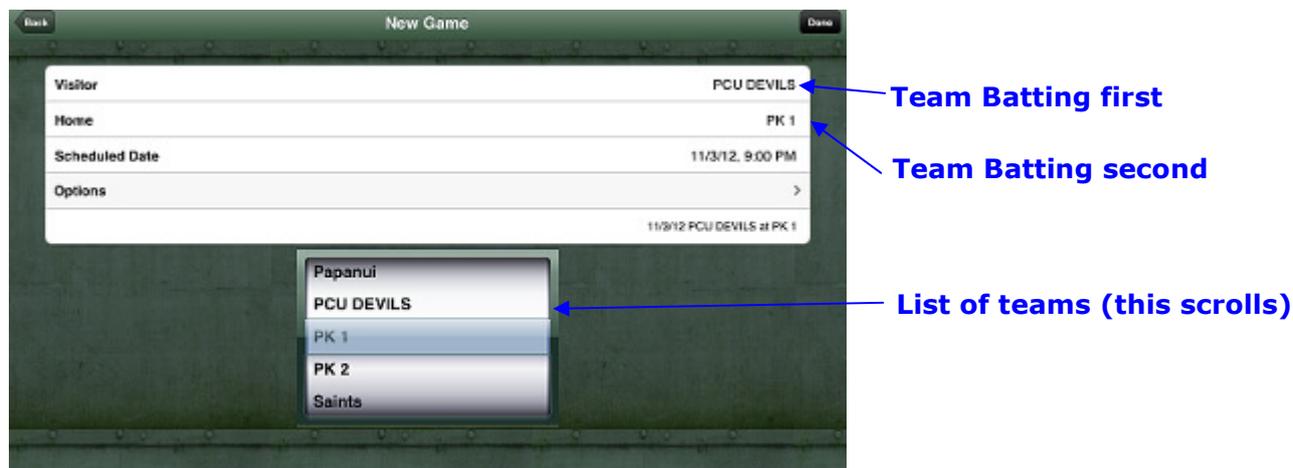
Figure 5 – New Game Screen

2   The Visitor team will now be highlighted in grey. Using the team list in the middle of the screen scroll it around until you find the team that will be batting first.

(Don't worry if you don't know at this stage who's batting first – you can change this later).

DO NOT CHOOSE THE DONE BUTTON YET

3   Tap on the Home line. Using the team list in the middle of the screen scroll it around until you find the other team you need.

4   Tap on scheduled date. If the game is not being played on the current day – change the day and change the time to the scheduled start time. Don't forget to use the AM & PM option.

5   Set your options (once you have set this it will default to this for all games unless you change them)

Innings	7
Fielders	9
Play Sounds	Off
Pitch Location First	No
Record Hit Locations	Yes
View from Behind	Catcher
Skin	Light (this is the best setting for daytime use)
Mode	Baseball for male games, softball for female games
Mound Distance	Defaults to 60.5 – leave it at this
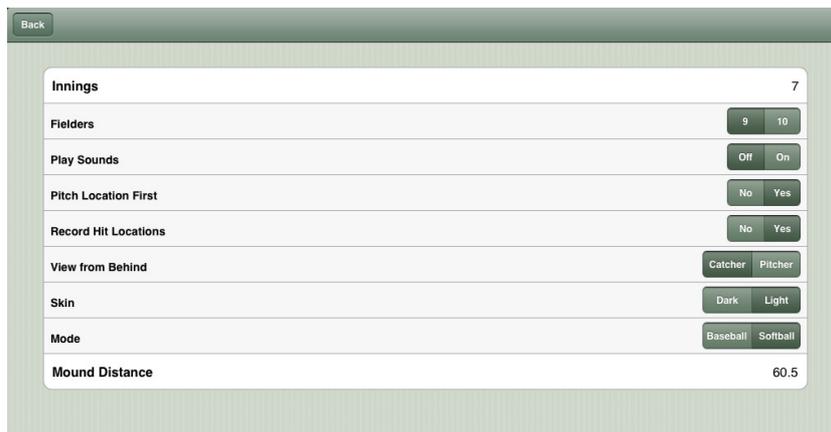
Figure 6 – Game Setting Options

6   Now you can press DONE

7   You will be taken back to the list of games in game manager. Tap on the game and this will take you to the Game Info Screen

8   You will need to set the game location and game details.

This needs to be changed.
Format:
Date Team 1 vs Team 2 at Park x, Town

Figure 7 Changing Game info including location

- In the top white line (above the box score) you will see game details that need to be changed. Eg 11/28/12 PCU DEVILS at PK. This is reading that the game is being played at the venue of the home team. (See figure 7 above)
- Leaving the date the same (cannot change the Americanised date version) change the 'at' to 'vs' and add the venue (including Diamond # & town). You should then have the details in the format *11/3/2012 PCU Devils Vs PK at Saxton Fields, Nelson.*

9   Tap on Play in the top right hand corner.

10   You will now be prompted to enter the lineup. (go to lineup instructions below for next steps).

3.2 Entering Lineups

After entering the game details you will be taken to the team player list.
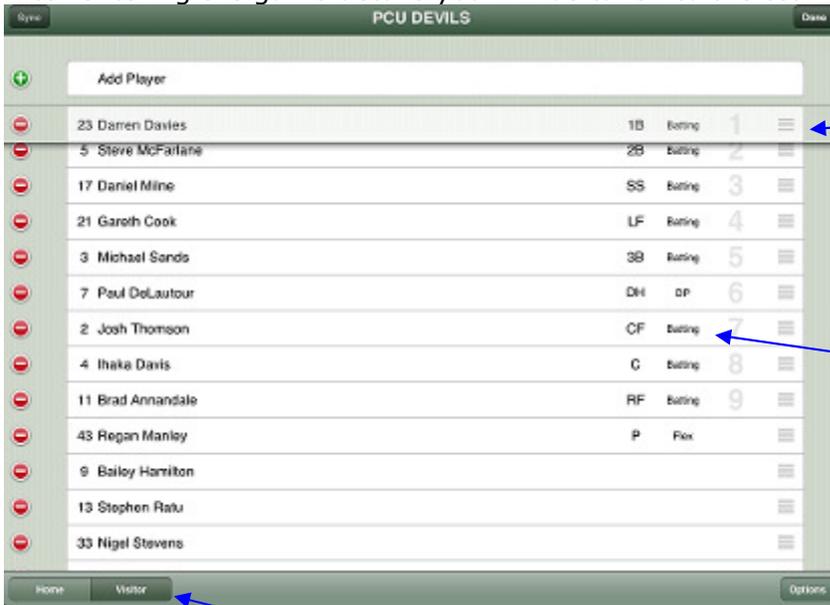
Shift players in the order by tapping and holding these three lines and dragging.

Tap on the word batting to go to a menu to set whether a player is batting or not

This team is the Visitor Team – it is shaded darker

Figure 8 Lineup Screen – changing the order

It will automatically default to the Home Team (you will see the Home team option in the bottom left corner is shaded darker)

1   Shift the players into batting order by holding the horizontal lines at the right of each player name and dragging into position. For the players who are not batting tap on the word batting on their line and choose no.

2   Once you have all the names in order set the positions. Tap on the position to the left of the word batting. If there is no position on the line, tap on the white space to the left of batting. You will be able to select positions. If a player is not fielding choose Out.

Tap on these positions to set fielding

Figure 9 – setting the positions in the lineup

3   For the Designated Player – choose the fielding position as DH and instead of Batting choose Designated Player.

8

4   Put the flexiplayer in position #10 and set the batting to flex.

DP – set the fielding to DH and the Batting to DP

Flex - after position 9 – set batting to Flex

Make sure none of the substitutes have batting beside their name

Use the options button to swap teams over (ie top & bottom)
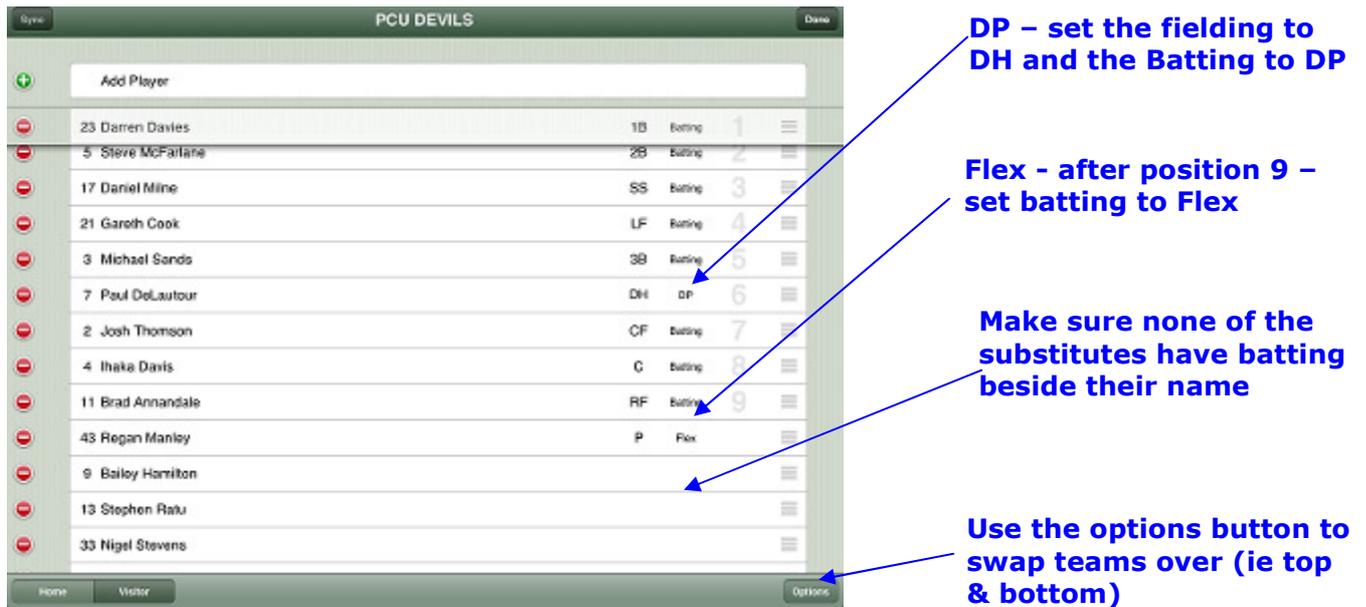
Figure 10 – Setting lineup options

5   You do not need to set a position for a Designated Runner. This is dealt with during the game.

6   You can add any additional players by using the Add Player option in the top line.

7   Repeat the same for the Visitor tem by tapping on the lighter green Visitor button at the bottom left of the screen.

8   If you need to swap Home & Visitor (Visitor should be team batting first and Home should be team batting second) do this using the options button on the bottom right corner.

9   If you have added any players at this stage use the options button to copy the lineup to the roster. (It is also sometimes a good idea to copy the lineup to the roster if this lineup is likely to be relatively consistent throughout a tournament)

10   Once you have done the lineup for both teams check to make sure you only have 9 batters batting in each lineup. (ie scroll through both lineups)

11   Tap on Done in the top right hand screen and you will be taken to the game screen.

Critical Note:
It is important that you have no more than nine batters with the indication that they are batting. Otherwise during the game those extra players will come up to bat and you may be forced to do a whole series of undo actions.

3.3 Game Screen – Before the game.

Lineups can be changed here

Figure 11 – Game Screen before play starts

There may be some pre game actions you need to do before the game starts.

If you haven't finished the lineups and are taken to this screen you can finish doing so by tapping on the lineup button in the bottom right hand screen. You'll be taken back to the lineup screens. Likewise if you haven't swapped the teams so that you have the correct teams batting & fielding first you can do that there.

4   The Game Screen – Moving Around It – Choosing Options

The game screen looks like this

Box Score

Score, Innings, Outs, Pitch Count

Play by play details

Lineups

Scoresheet Viewer

Diamond

Pitch Location Chart

Misc button

Bottom Screen Options

Figure 12 – Game Screen during the game

4.1 Misc Button Details

Figure 13 – Misc Button

Balk	Should not need to use this.
Illegal Pitch	You will be asked whether or not to advance runners. Indicate yes in all circumstances – even if there is no advance.
Assign error	You can assign additional errors here. Situations where this could occur is where there is no advance but a prolonged life (eg FFE2).
Skip Batter	Using for missed turn at bats or undetected batting out of order.
End Inning	If the innings ends before three outs are taken.
Tie Breaker	Use in tie breaker – it will ask you to confirm the players that are on base. The default position is taken that the #9 batter for the previous innings will be on 2nd base.
End Game	When the game is finished it is important that you end the game if it finishes prior to the regulation 7 innings game.
Show Starting Lineup	You can see the starting lineup here, change shirt numbers and also change left/right handed batters.
Email Game Link	If you need to email a link of the game through.

4.2 Pitch Location Chart
In standard game scoring we will not be using this. However you may wish to use this for scouting options for a particular coach. This is an advanced use of the application.

4.3 Team Lineups
- The batting lineups appear at the left hand of the screen. The player that is currently up to bat has a red arrow beside the name and the name is in yellow. The next player up to bat in the fielding team has a red arrow beside their name.

- The pitcher's name with a pitch count is in yellow at the bottom of the lineups.

4.4   Diamond

- The fielders names and shirt numbers are in the positions in the diamond. When runners are on base their numbers appear on the bases.
- Previous hit direction charts appear for each batter. As soon as the first pitch for each batter is entered, these disappear.
- Just to the upper right of the diamond is the game time – ie length of time the game has been played.
- To the lower right of the diamond, there is a brief summary of what the batter did in previous turns at bat.
- The current batter's name is on the bottom of the diamond depending on whether they are a left or right handed batter.

4.5   Play by play details

- These are detailed to the upper right of the diamond. You can tap on a play to see a fuller summary of it and make notes or edit it.
- Up the top of the summary is a line of seven boxes with the innings on them. Tapping on the innings number can take you back to another innings.

4.6   Bottom screen options

1. **Notes** – Notes are made here about plays – or messages that you would like to put across to viewers. See Section 11 on standardising notes.
2. **Inning Recap** – summary of runs, hits, errors, left on base, earned runs and pitches per innings.
3. **Box Score & Statistics** – box score and batting & fielding stats for each team. Tap on home/visitor at top to move between teams. Tap close to close this
4. **Scoresheet** – A scoresheet of the game can be viewed. Note: it is an American scoresheet so it will look different to the New Zealand one.
5. **Options** - The options that can be set in game manager can also be set here. For example you can change the background colour during the game to suit your lighting conditions.

4.7   Scoresheet Viewer

In addition to using the scoresheet button at the bottom of the screen, the scoresheet can sit on your screen to the right of the diamond and can overlay the pitch location sheet and/or the play summary. You will see an arrow tab to the right of the screen. Tapping it will open the scoresheet.

Figures 14 & 15 – Scoresheet viewer

It can be taken down to half page size by dragging it down towards the bottom of the screen.

5   Scoring The Game

Before the game starts the device should have the I-Score Cast set to on in the options menu on the home screen.

5.1   Play Ball

To start the game tap play ball. It is important to tap this when play commences. If you need to go into the game screen before the game starts, tap on undo. You can then start the game using play ball at the correct time.

5.2   Balls and Strikes

Enter balls, strikes and foul balls by tapping on the buttons underneath the diamond.
Note on entering strikes: To enter a called strike tap once on the strike button. To enter a swung at strike you need to swipe the strike. To do this, tap and hold on the strike button and without lifting your figure swipe to the right towards the in play button.
It is important to do this, otherwise all strikes will read as called strikes in the play by play summaries.

5.3   Outs

Tap on this button to come to the out options.

Out & Safe buttons - can use these for players out going to 1st or safe going to 1st. The darker shade is the active box.

Figure 16 – Out Options

5.3.1 Out plays which need no further input.

1. Strikeout Swinging
2. Strikeout Looking
3. Hit by Ball
4. Fan Interference
5. Batting out of turn
6. Offensive Interference
7. Out of box
8. Thrown Bat
9. Left Base Path
10. Other

5.3.2 Out plays which need further input:

11.	Ground Out	You will be asked to indicate where the ball was hit and which players were involved in the play. Include all players who need to get an assist. Don't include players who should not get an assist. You will also be asked to indicate if it was a soft, medium or hard ball. It is set onto medium.
12.	Line Drive	For hard line drive catches
13.	Pop up/fly out	Use for all fly balls. Note on foul fly balls caught – there is no distinction made with these.
14.	Bunt	Use this for an out on a bunted ball where there is no sacrifice scored.
15.	Sacrifice Fly	Use this as in paper scoring.
16.	Sacrifice Bunt	Use this as in paper scoring.
17.	Dropped 3rd Strike	Use this for all strikeouts taken at first, by the catcher tagging or automatic strikeouts (with first loaded and less than two down) and bunting foul on the third strike.
18.	Runner Interference	This is where the batter is out for runners interference. You will be asked to indicate where the ball was hit and the fielder the runner was interfered with.

New Zealand Scoring Standard: Score most ground outs on medium unless they are hard drives or soft 'dribble' hits.

New Zealand Scoring Standard: Score all outfield fly balls as fly balls and all infield fly balls as pop ups.

New Zealand Scoring Standard: for automatic strikeouts, use the notes option to note these – see Notes Standard.

Note – quick entry on ground outs.
Tap, hold and swipe the out button for a list of common ground out options.

Figure 17 – Quick entry options

5.4   Reaching Base
Tap on the In Play button

Figure 18 – In Play Options

1.	Base on Balls	Use this as in paper scoring
2.	Intentional walk	Use this as in paper scoring.
3.	Hit Single	Use this as in paper scoring – but do NOT use for safe bunts. You will be asked where the ball was hit and what type of hit it was. Please use this.
4.	Hit Double	Use this as in paper scoring. You will be asked where the ball was hit and what type of hit it was. Please use this.
5.	Hit Triple	Use this as in paper scoring. You will be asked where the ball was hit and what type of hit it was. Please use this.
6.	Hit Homerun	Use for automatic home runs – not in the park home runs. You will be asked where the ball was hit and what type of hit it was. Please use a hard hit for home runs. The default position is medium. (A medium home run does not read well).
7.	In The Park Home run	Use for in the park homeruns which do not go over a fence or open diamond home runs
8.	Bunts	Use for safe bunts
9.	Error	Use for errors. You will be asked where the ball was hit and who made the error. You are not asked what type of error was made (eg fly ball dropped, bad throw etc). Use the notes to specify the type of error. See Notes Standard. On errors where a throw was dropped, the fielder does not get an assist. Use the notes to specify who the throw came from. See Notes Standard. (As we are not nationally using I-Score for statistics we do not need to do anything with these. However if you are using the I-Score statistics you will need to manually edit the statistics after the game to add an assist.)
10.	Hit By Pitch	Use this as in paper scoring.
11.	Dropped 3rd Strike	Use this for a KPB, K2E3 and KE23 (but not KWP). While it does record a passed ball for the catcher, it is also important that the pitcher is credited with a strikeout. Therefore for our purposes, use the notes option to specify that an error was involved.
12.	Wild Pitch 3rd Strike	Use for KWPs
13.	Fielders Choice	This is used when the runner is safe at first on a fielders choice.

	You will be asked for the location and hit type. Tap each fielder involved in the out (if there was an out. You will be prompted for the base runner who was out. Tap out, touch the base they were out at, and then how they were out. For force outs you are not asked again for which fielder was involved – you have already done that.	
14. Ground Rule Double	Use this for automatic two base hits or where the batter is forced to remain at 2nd for a ground ruling on a hit. The umpires will signal this play.	
15. Sacrifice Bunt	Use this for plays that you would normally score as SH FC plays.	
16. Sacrifice Bunt with Error	Use for sacrifice bunt error plays.	
17. Sacrifice Fly with Error	Use as in paper scoring.	
18. Catcher Obstruction	Use as in paper scoring	

When a batter reaches base in I-Score you will be asked "What happened to the batter …..?" This gives you a prompt to advance the batter/baserunner if they did. If they did not, you will need to tap on held up. Otherwise you can advance the runner (see next section on advancing runners).

Figure 19 – Advancing Runners

5.5   Outs, Hits, Errors etc off the bat
All actions off the bat, (eg hits, outs, errors etc) you are asked to indicate where the ball was hit and who handled the ball.

Figures 20 & 21 – Indicating direction of hit & who handled the ball

5.6   Advancing Runners - Advancing Runners During At Bats

- The usual scenario for these are SB, CS, PB and WP.

- Firstly you must score the pitch. Then, tap on the lead runner's number (which is on the base). You will be asked "What happened to the runner that was on xxx base". Tap on either Out or Safe at the top (depending on the outcome) and then the base the runner is going to. Advance with the appropriate method.

- If there are two runners on base always deal with the lead runner first. After that you will then be asked what happened to the next runner. If it is a WP or a PB, advance the other runner(s) with a WP or PB also. If it is a SB, advance the other runner who the play is not on with "on the throw".
For a play with runners on first and third and the runner on first advances on what we score as a FC2, advance that runner on "on the throw" or fielders indifference depending on the situation.

- You won't need to advance runners on illegal pitches as that is done automatically when you score the illegal pitch.

5.7   Advancing Runners - Advancing Runners on Batter Actions.

After you have dealt with the batter's actions, you will be prompted with "What happened to the runner on……" (See figure 19)

1. If they advance on what you would normally score as a hit, tap on "Advanced by Batter."

2. If they advance on what you would normally advance a runner on an Error, tap on "Error.

3. If they are held up – tap on "Held Up"

4. If they advance on a FC and a runner scores – you will need to use "Advanced by batter (otherwise the batter does not get an RBI) otherwise, – decide whether it's a throw – tap on "On the throw" or because the fielder held the ball up, tap on "Defensive Indifference."

> **Critical Note:**
> It is important that if a runner scores on a FC you need to use "Advanced by Batter" so the batter receives an RBI

5. If the runner is out, choose the Out button (default is the safe button) and score what the play was as per you would with paper scoring.
eg Where a lead runner is taken out in a force out, you would score the batter first with "in play" with a "fielders choice" then when prompted what to do with the runner, choose the base, out, and then force out.

6. Double Plays
Tap Out, Tap Ground Out, Enter the location and hit type, Touch each fielder involved in both outs (e.g. 6-4-3), When prompted for the base runner who was out, touch Out, touch the base they were out at, and then touch Double Play.

5.8   Notes on Errors

- I-Score stores error information (ie, the position of the fielder making the error) against every advance. In the context of a single "play", it then assumes that any error advances due to the same fielder correspond to a single error. It is therefore necessary to repeat the entry of the error information for every advance due to the error.

- Eg, with two down and a runner on third, the batter reaches on an error by the short-stop and the runner from third scores. For the batter, tap Safe, then Error, then tap the short-stop. For the runner, tap Safe at Home, then Error, and again touch the short-stop. iScore will then give the short-stop a single error, and will not give the batter an RBI.

- This is the correct way to score the play. If, on the other hand the runner from third is advanced "on the batter", iScore will still award a single error, but will (incorrectly) give the batter an RBI.

- On those occasions when one fielder commits multiple errors on a single play, it will be necessary to use the Assign Error command on the Misc button to add extra errors to the fielder in question.

5.9   Substitutions

5.9.1   Pinch Runner
- Tap on the runner's number on the base, the pinch runner option is at the bottom on the left hand column.
- Choose this. You will be asked what runner is coming on.
- Scroll through the lineup and tap on the appropriate runner. (Their line will turn blue).
- If you know for sure that they are also coming into the field, tap on defense and put them onto the fielding position they will be playing.
- Tap on Save at the top right hand corner of the dialog box.

5.9.2   Designated Runner
- Tap on the runner's number on the base.
- Use the courtesy runner option which is near the bottom on the right hand column. Choose this. You will be asked what runner is coming on.
- Scroll through the lineup and tap on the appropriate runner.
- Tap on Save at the top right hand corner of the dialog box.

5.9.3   Two Down Catcher Replacement Runner (Courtesy Runner)
- Tap on the runner's number on the base.
- Use the courtesy runner option which is near the bottom on the right hand column. Choose this. You will be asked what runner is coming on.
- Scroll through the lineup and tap on the appropriate runner. (You will be given the clue of which runner was the last out).
- Tap on Save at the top right hand corner of the dialog box.
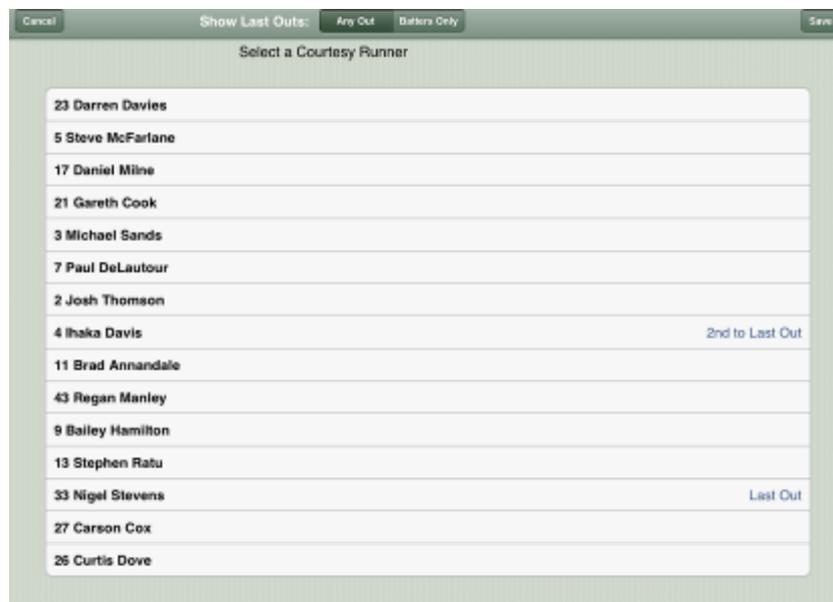
Figure 22 – Courtesy Runner Screen (also used for Designated Runner)

5.9.4 Offensive Substitutions (Pinch Hitters and changes that occur when a player comes into the lineup while batting).

- Tap on the batter's name on the diamond.
- Choose the batter that will be coming in. (Their line will turn blue).
- If you know for sure that they will also be taking the field, tap on defense and put them into the fielding position they will be playing).
- Tap on save.

If you know that a player will be taking the field, you can tap on the defensive button after you have done the batting change and do the fielding changes at that time.

Figure 23 – Offensive Changes (Batting)

5.9.5 Defensive Substitutions (Changes that occur when a player comes into the lineup first in the field).

- Tap on the fielder in the diamond. The position you have chosen will be blue.
- Choose the player from the scroll down list that will be taking that position in the field.
- If there are other fielding changes as well, you may be choosing the name of an existing fielder. If this is the case, then that a question mark will go on that player's position.
- Keep choosing the appropriate fielders for the positions until you have finished them all.
- Check that all positions have a number underneath them.
- Tap on Save.

Question mark indicates you need to click on that position and set which fielder is playing that position.

Figure 24 – Defensive Changes (Fielding)

Note if there is an offensive change at the same time, you will have to make the offensive change when the player comes up to bat – don't forget to do this.

5.9.5 Fielding Changes
- Follow the steps for Defensive Substitutions above by first tapping on one of the players changing positions.

5.10 Tie Breaker
If your game goes into a tie breaker situation, putting the runner on base can be done through the Misc button.

5.11 Exiting a Game
You can exit a game at any stage and come back to it. Tap on Exit in the bottom left hand corner, you will be given a prompt as to whether you really wish to do this. When you come back into the game, it will be at the place you left the game.

6   Ending the game

- If the game has finished in regulation innings in the 7th innings, I-Score will automatically end the game for you.
- If not you will need to end the game. It is important that you do this. Using the Misc button, tap on end game. You may wish to make a note in NOTES about why the game ended early (eg run rule applied etc).

CRITICAL NOTE: It is important to end the game.

- Then exit the game.
- You will now be at the Game Info Screen. Scroll down and enter the winning and losing pitchers.
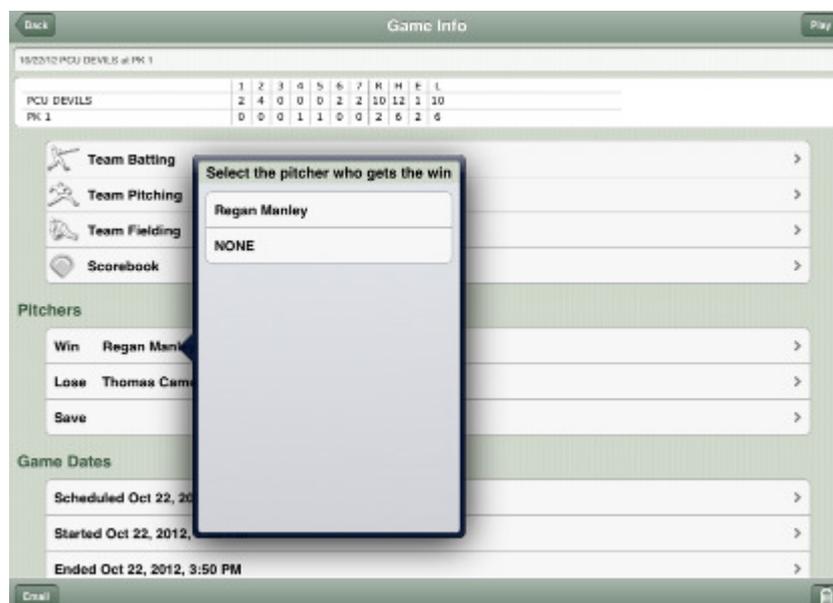
Figure 25 – Setting Winning & Losing Pitchers

CRITICAL NOTE: Winning and losing pitchers must be entered.

- You now need to do an I-scorecast Synchronise by scrolling down to the bottom of the Game Info Screen and choosing that option.
- Once you have done that, use the back option (top left hand corner) twice to choose the options menu on the Home Screen. Choose export in the bottom left hand corner.

7 Maintenance & Options

7.1 Admin Website

Each device needs to create an admin website. This is done through the options menu on the home screen.
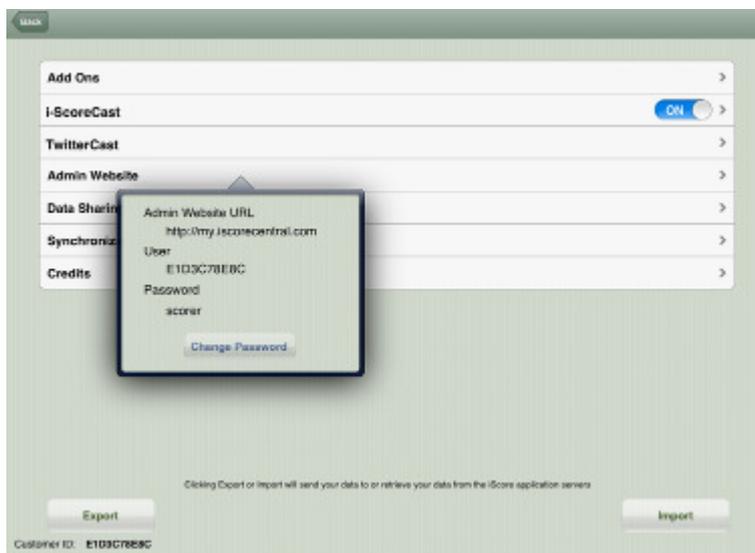
Figure 26 – Setting & Finding Admin Website Details

1. Go to the options men off the home screen
2. Choose Admin Website
3. Your User ID is there
4. You will be asked to set a password. For all Softball New Zealand scorers you should set it to "scorer".

7.2 Optimisation

After a while you will notice that entering data gets progressively slower. To stop this happening you need to optimise your Ipad on the admin website – my.iscorecentral.com.

1. Go to the options menu off the home screen
2. Choose export in the bottom left hand corner of the screen
3. Go to your admin website (this doesn't necessarily need to be done on the I-Pad it can be done on any computer).
4. Enter your I-score ID key and password
5. In the top right hand corner of the screen tap the maintenance menu.
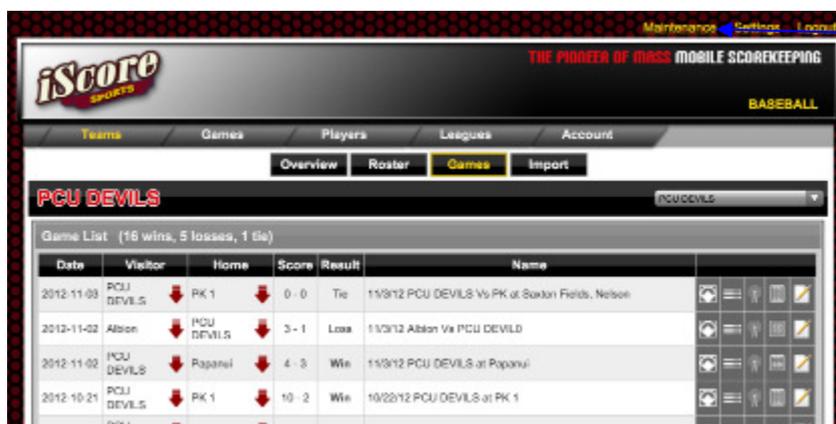
Figure 27 – admin website

6. Choose Optimise Now
7. Go back to your I-Pad and the Options page from the home screen.
8. Choose Import on the bottom right hand corner of the screen
9. Enter YES to confirm the import.
10. I-Score will now shut down.

> **Critical Note**:   Before you optimise you MUST export to the admin website. After optimising you MUST import back to I-Score.

7.3   Merging Players & Teams
Sometimes you may have a player or a team entered twice. You can merge the two entries together.

To Merge Players
11. Go to the player manager screen
12. Tap on the merge button on the bottom left of the screen. A dual list of your player lists will now appear.
13. Select the player on the left.
14. Select the player on the right (Choose the second version of the player)
15. Tap on merge at the top right of the screen.
16. If a player is entered more than twice, you will need to do this action again.

To Merge Teams
17. Go to the team manager screen
18. Tap on the merge button on the bottom left of the screen. A dual list of your team lists will now appear.
19. Select the team on the left.
20. Select the team on the right (Choose the second version of the team).
21. Tap on merge at the top right of the screen.

7.4   Data Synchronisation
On the options page off the home screen you can check on your synchronisation.

If you have not got your I-Scorecast turned on in the options during games you will need to synchronise your games.
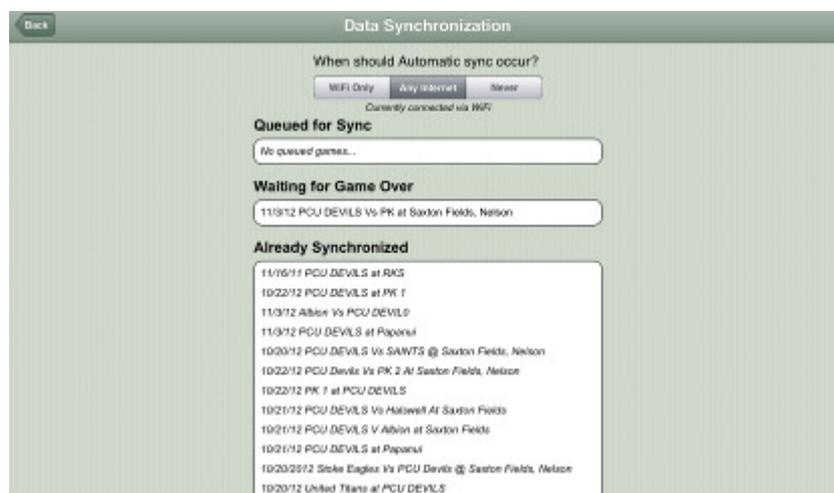
Figure 28 – Data Synchronisation Page

1. Your games should be ended before you synchronise.

2. Go to game manager.

3. Tap on the game to be synchronised.

4. Scroll down to the bottom of the menu.

5. Choose i-Scorecast Synchronise.

6. Follow the options.

8   Data Sharing and Master Devices

In a tournament situation where there are multiple scorers scoring the games, you will need to designate someone to prepare the team rosters. Their device then becomes the master device. This person should create a league, make that league active (and deactivate others for the duration of the tournament), assign teams to the league (creating teams where necessary). They will then create team rosters in the normal way.

Transferring rosters can be done via data exporting and importing via the admin website or via Bluetooth. If there is no network access it is done via Bluetooth. Bluetooth can only be done using like devices (ie Ipad to Ipad or android to android – not I-pad to android or vice versa.) Before any transfer takes place a league needs to be created on each receiving device. Ensure that it is the same as on the master device (including spelling and case).

8.1   Transferring Via the Admin website.

1. On the master device, tap Options then Export (assuming that an Admin Website has already been created).

2. On the slave device, tap Options, then Data Sharing, then Get from Web Database.
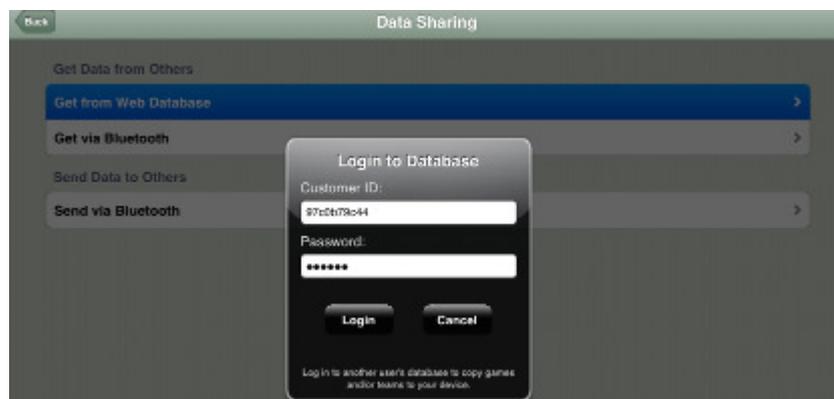
Figure 29 – Data Sharing – Importing Teams – Logging into another database

3. Enter the master device's Customer ID and Password. Note that iScore will remember the last Customer ID entered, but it will not remember the Password (it must be entered each time). Then tap Login.

4. On the receiving device, the Select Data screen will be displayed, showing a list of all games and teams available on the sending device. Scroll down to the first team to be imported and tap its name.

Figure 30 – Data Sharing – List of games available

5. The Map Data screen is displayed, showing the team name, and all of the players in the roster. The word New will appear alongside items which do not already exist on the receiving device. Tap the Verify button.
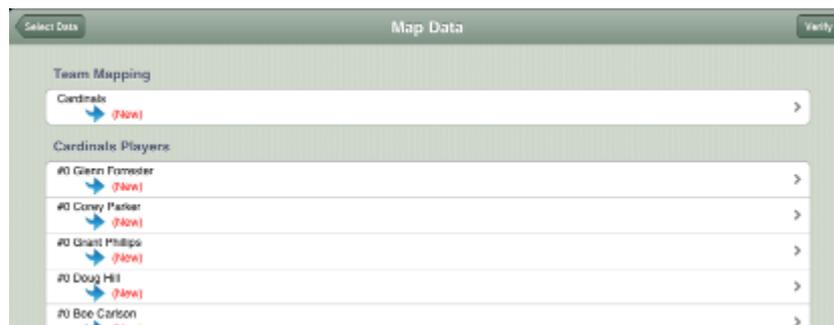
Figure 31 – Data Sharing – Player names ready for verification

6. The Verify Data screen is displayed, summarizing the new items which will be imported. Tap the Import button.

7. After the import has taken place, the receiving device will be returned to the Select Data screen. Repeat steps 4,5 and 6 for each team to be imported.

8.2   Transferring Via Bluetooth

1. Tap Options, then Data Sharing, then Send via Bluetooth on the master device. On the other device, tap Get via Bluetooth.

2. Accept the prompt to turn Bluetooth on, if iScore provides one.

3. Both devices will now search for other compatible devices and provide a list of those found. On (only) one of the devices (it does not matter which) tap the name of the other device. Then wait for that other device to show an Accept or Decline prompt. Tap Accept.

4. The sending device will then display a Data Transfer in Progress message. It is important not to press OK until after the receiving device has completed the entire import process.

5. On the receiving device, the Select Data screen will be displayed, showing a list of all games and teams available on the sending device. Scroll down to the first team to be imported and tap its name.

6. The Map Data screen is displayed, showing the team name, and all of the players in the roster. The word New will appear alongside items which do not already exist on the receiving device. Tap the Verify button.

7. The Verify Data screen is displayed, summarizing the new items which will be imported. Tap the Import button.

8. After the import has taken place, the receiving device will be returned to the Select Data screen. Repeat steps 5, 6 and 7 for each team to be imported.

9. Once finished, tap Data Sharing then Back (twice) to return to the iScore main menu. The data sharing session can now be terminated on the sending device by pressing OK.

Note: iScore will not list teams on the Select Data screen which already exist on the receiving device. So, if the master device has added extra players to a roster after the initial transfer has taken place, the receiving device will need to first delete that team if data transfer is going to be used to transfer the extra players. Deleting the team will not delete any of the players.

9   Critical Notes

Below is a summary of the critical notes that have been made in this document.

Section 2.2 – Adding a team

If you will be sharing data make sure that your team names align with the person who has the master device. This includes spelling, lower & upper case. This stops double up of teams.

Section 2.3 – Adding Players

Duplication of players can be easily done. To avoid this:
Before you add the player check to see if players are already on the player list.
Check the spelling of the name.

Section 2.3 – Adding Players

If you add a player via the lineup creation or during the game it is important that you copy the lineup back to the roster. Before you tap on done after your lineup is finished, tap on options in the bottom right hand corner and select copy lineup – roster.

Section 3.2 – Creating Lineups

It is important that you have no more than nine batters with the indication that they are batting. Otherwise during the game those extra players will come up to bat and you may be forced to do a whole series of undo actions.

Section 5.8 Advancing Runners

It is important that if a runner scores on a FC you need to use "Advanced by Batter" so the batter receives an RBI

Section 6 – Ending the Game

It is important to end the game.

Section 6 – Ending the game

Winning and losing pitchers must be entered.

Section 7.2 – Optimisation

Before you optimise you MUST export to the admin website. After optimising you MUST import back to I-Score

10   New Zealand Scoring Standards

In order to have consistency, some New Zealand Scoring Standards have been set. These will be added to over time. At this stage the following are the standards that have been set:

New Zealand Scoring Standard: Score most ground outs on medium unless they are hard drives or soft 'dribble' hits.

New Zealand Scoring Standard: Score all outfield fly balls as fly balls and all infield fly balls as pop ups.

New Zealand Scoring Standard: for automatic strikeouts, use the notes option to note these – see Notes Standard.

11 Notes Standards

In order to have consistency, some New Zealand Scoring Standards have been set. These will be added to over time. At this stage the following are the notes standards that have been set:

1. For assists on errors (eg 6E3) note down the play as you would score it – eg 6E3

2. Note down automatic strikeouts as Dropped 3rd Strike with runner on 1st.

3. Note down an errored throw – E82, E63 as this is not specified.

4. To clarify plays, note down the play as you would score it.

5. In some instances of illegal batting, the exact reason the batter is out is not specified. Use the 'other' option and specify the reason in notes.

12 Resources and Acknowledgements

This is not an exhaustive resource. There are a number of other resources available to upskill on the I-Score application.

http://iscorecentral.com/baseball/ for tutorials, FAQs & support. Includes training videos, a reading the scorebook guide and a user guide (although this is for i-phones).

http://iscoreforum.com/baseball/ - for a user forum

myiscorecentral.com – i-score admin website