



A New Zealand Guide for Scoring Softball Games Using the
iScore for Baseball* Application

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2nd Edition 2018

**Product of the iScore Sports line of scorekeeping products*

iScore Guide

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Want To Know More About Softball Scoring in New Zealand?

Visit our pages on the Softball New Zealand website;
www.softball.org.nz/GET+INVOLVED/SNZ+Scorers.html
to find out more including contacts in your local association and the
National Scorer's Pathway which shows the path from being able to
score at a youth softball game to officiating at a WBSC-SD World
Championship.

1st Edition – November 2011

Softball New Zealand Scorers Interpretation Panel: Sandy Wallace, Ronnie Gurney, Lil Natana, Ian Ditfort, Marie Byrne

2nd Edition – September 2018

Softball New Zealand Scorers Interpretation Panel: Lil Natana, Elaine Karsten, Lynnette Leathart, Ian Ditfort, Marie Byrne

1. Introduction

This guide is targeted for Softball New Zealand Scorers using the iScore baseball and softball software specialising in those using I-Pads. There are some subtle differences in scoring on an android, I-Phone or I-Pod.

Softball New Zealand Scorers Association has adopted iScore Baseball as the official programme for electronic scoring.

Paper records of games continue to be the official records of games played in New Zealand. The objective of using electronic scoring is to provide the facility for live updates and easy to access play by summaries that complement the existing paper based method of scoring.

We have created some standards for scoring that aligns with our New Zealand system of scoring. These are identified throughout the document as New Zealand Standards and have a fern icon on the left hand side.

Based on Softball New Zealand Scorers Association's current objective for using electronic scoring, it is not our intention to use the programme primarily for statistics management. While Appendix Three does touch on statistics produced through the iScore programme, it should be noted that the statistics that are created through iScore will probably differ from those that are produced for official records.

Therefore this guide deals with scoring situations aimed at the live update and play by play audience. We have 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 this document as Critical Notes and have the following red warning icon on the left hand side.

There are also some instances where we have identified the need to use the notes function during games to provide further explanations of plays. These will be shown as Notes Standards with a pen icon on the left hand side. Similarly we have identified a few tips and tricks to make scoring easier. These are shown as Bright Ideas with a light bulb icon on the left hand side.



Critical Notes



New Zealand Standard



Notes Standards



Bright Ideas

Choice Boxes.

Throughout this document choice boxes show you the actions you need to undertake. These will be the taps (or swipes that you need to make)

MANAGER CHOICES – When you need to make a decision to go to one of the five manager screens, this will be indicated with a Yellow Manager sign.

GAME SET UP SCREEN CHOICES – When you make decisions within the Manager screens outside of scoring the game, the choices will be made with a blue choice box. You will have come to all of these choices through a yellow Manager Choice box.

GAME SCORING MAIN SCREEN ACTIONS – When you need to undertake actions directly on the main screen while scoring a game these are shown with an orange choice box.

GAME SCORING CHOICES – after you have chosen some of the main screen actions you will be taken to a either a dialogue box or a new screen to make further choices.

2. First Views

When you open the iScore app, you will be greeted with a screen with six menu options as follows:



2.1. Game Manager

Everything you would want to do with a Game is done from **GAME MANAGER**

- Create new games,
- Score games
- Manage existing games

2.2. Team Manager

Team Manager allows you to manage all aspects of your teams. When you select **TEAM MANAGER**, you are presented with a list of all the teams on your device.

- 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

2.3. Player Manager

PLAYER MANAGER is where you can:

- Add players
- Manage a player profile
- View players statistics

2.4. League Manager

Leagues in iScore can really be thought of as “groups”. Leagues can be used to group Teams, Games, and/or Players into a set that can be viewed separately from the rest. Some of the most common uses for Leagues are to designate “Seasons” or to separate “Tournaments” into a group of games for viewing cumulative stats for just a particular season or tournament. The Special ALL league cannot be removed and when enabled shows all entries in Player Manager, Team Manager and Game Manager.

2.5. Options

This is where you go to setup the application-wide settings and undertake miscellaneous maintenance activities.

In **OPTIONS** you can:

- Set the IScore 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
- View your user ID
- Export and import your data to servers. (This is important for backup and restore emergencies).

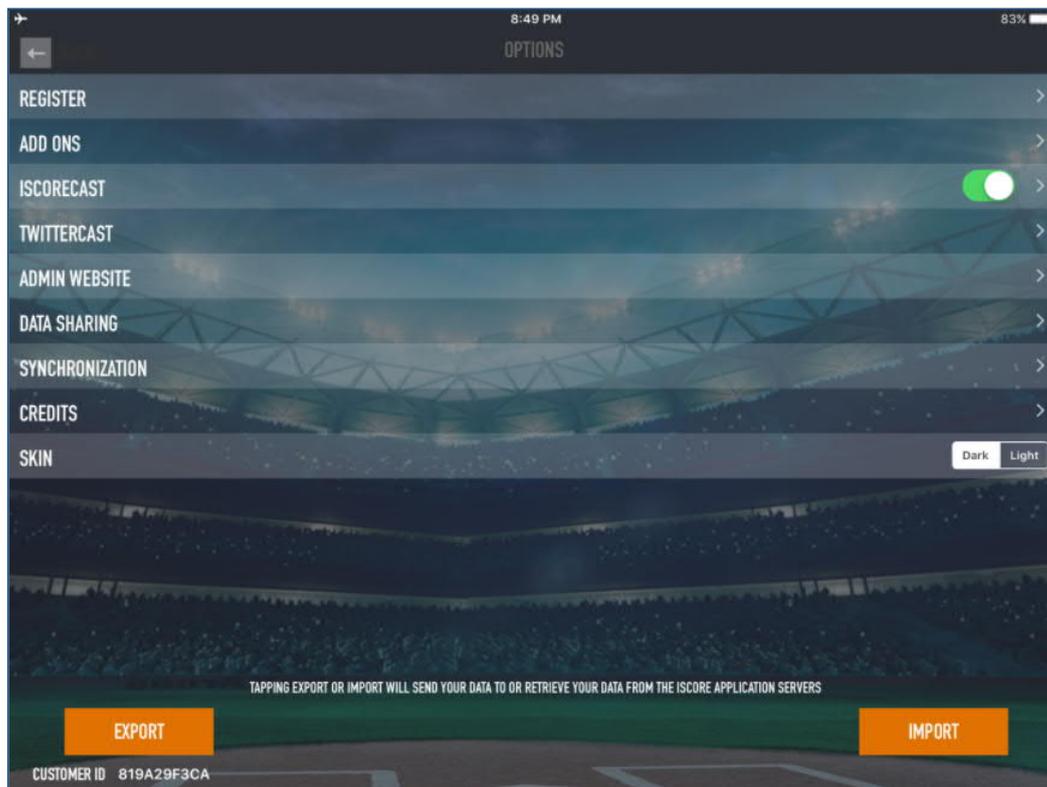


Figure 2.5a – Options Screen

2.6. Tutorial

This links to the official IScore tutorial tailored to your platform – iOS or Android.

3. Getting Started - Leagues

When you go into League Manager, you will find a list of leagues on your device. Initially this will just be the "ALL" and the "Default" league. The "ALL" league has special meaning - everything is always in the "ALL" league. You cannot remove items from the All league. The "Default" league is just a league that is placed on your device to have one league in addition to the All league. You can rename or remove the Default league if you would like.

3.1. Add a League

To add a new league, tap this option. You give the league a name, and set whether it is active or not (On/Off). An Active league will have a check box turned on (*see figure 3.1*) next to it, and a league that is not Active will not have it on.

3.2. Turning League On / Off

This is where the power of flexibility comes in. When you check a league ON, it means you want to see all data that is a member of that league. When a league is OFF, it means you do not want to see data for that league. Keep in mind that data can be in multiple leagues, so if it is in any of the leagues that are ON, then the data will be visible.

3.3. Assigning Data to Leagues

The main way to assign data to leagues is when you create an item (Team, Game, Player), there is always a Leagues option in the details for that data. When you tap the Leagues option on that data, you can decide which league(s) that data should be a member of.

For more details on managing leagues – see [*Section 7 – Maintenance, Managing Data and Options*](#).

4. Getting Started – Teams

4.1. Adding a Team

To add a team tap on **TEAM MANAGER** and you will see a list of teams that you have added to your device. If you haven't yet added a team you will see two options. (Figure 4.1a)

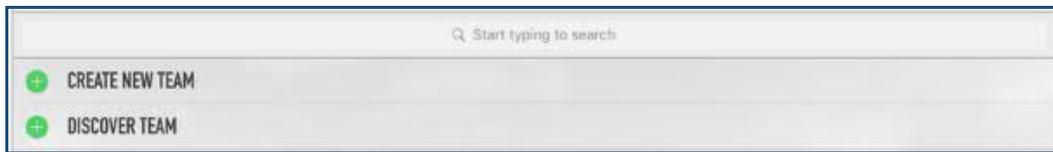


Figure 4.1a –adding a team

To add a team, tap on **TEAM MANAGER**, choose **CREATE NEW TEAM** and the following screen will come up;

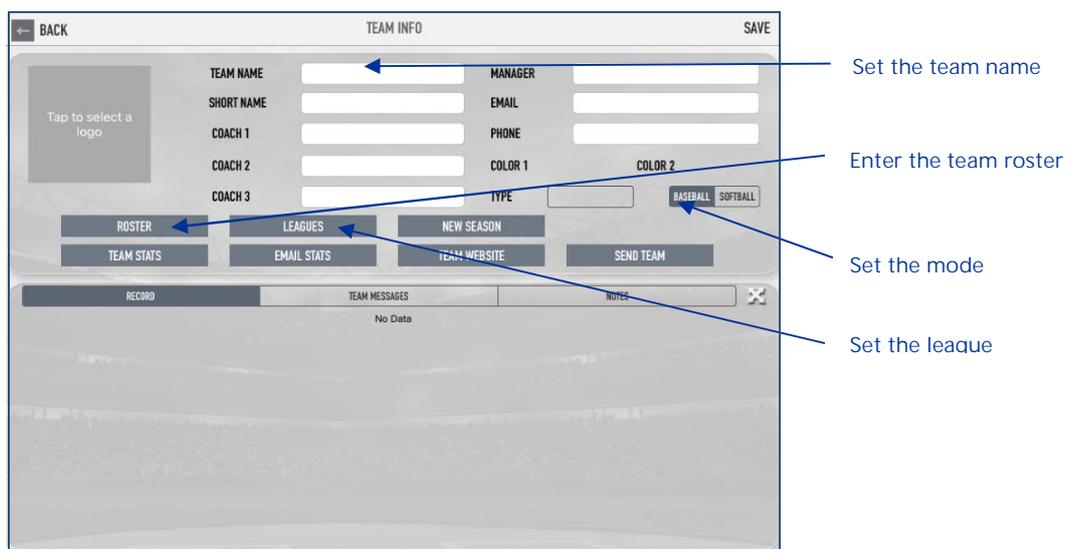


Figure 4.1b – New Team entry screen

- 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 2016/7 Auckland Under 19 Boys. Auckland Under 19 Boys will do)
- You can fill in the team colour options if you wish. You do not need to do anything with team website.
- Enter players using the team roster – see [Section 4](#) for the next steps on how to do 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.
- When games are scorecast, iScore uses baseball/softball to differentiate between male and female players in the graphics. Set the mode to baseball for a male team and softball for a female team.
- You may wish to also choose the team colours if you know them.
- For more details on the use of the new season, team stats and team website options, see [Appendix Two - Statistics](#).

Critical Note:

If you will be sharing data make sure that your team names align with the person who has the master records. This includes spelling, lower & upper case. This stops double up of teams. See Section 8 Data Sharing and Master Devices.



4.2. Adding a Roster / Players

There are four 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 roster button on *figure 4.1b* above)
- 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 or the substitution screen).
- 4 By using the **DISCOVER TEAM** function in the **TEAM MANAGER** menu to find a roster from another source.

4.2.1. Rosters/Lineups – The Difference

It is important to understand the difference between a roster and a lineup. The roster is the list of all players on the team along with a default batting lineup order and fielding positions. Lineups are created from rosters and exist once a game is created. Lineups will differ from game to game.

4.2.2. Using Quick Roster

We don't recommend using this as it has the strong likelihood of causing duplication in players. The only time you would use this if you don't know the names of the players on one or both of the teams.



Critical Note:

Duplication of players can be easily be made in the player list. 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

4.2.3. 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**. This can be done easily by entering the player name in the search window at the top of the screen.
- If the player is in the list, choose the player and add the player's number and press the **DONE** button on the top right hand corner.
- If not, tap on the **CREATE 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 indicate 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.

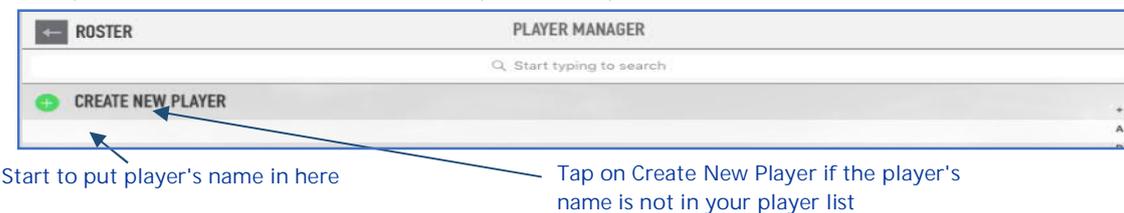


Figure 4.2.3a Starting to enter a new player

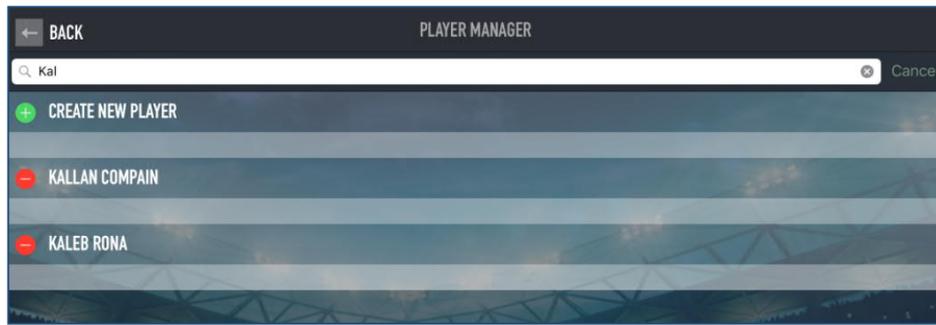


Figure 4.2.3b "Kal" has started to be entered into the search box and as a result options of players already in the player list with that combination of letters appear.

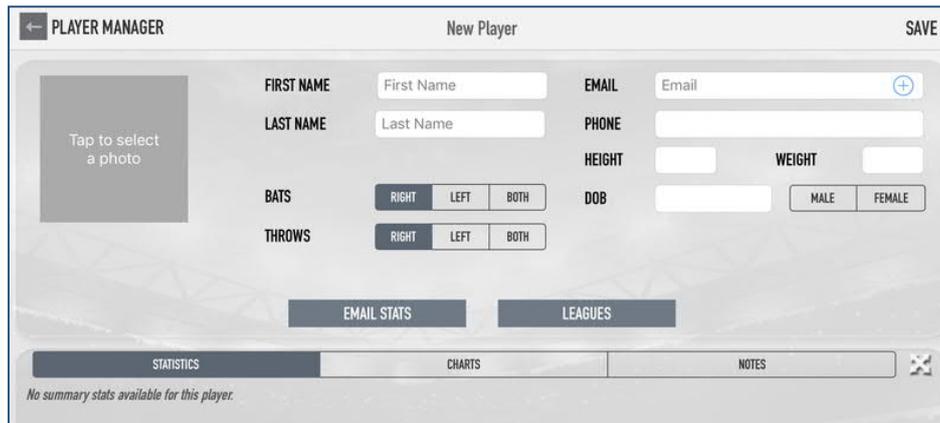


Figure 4.2.3c The New Players screen once it has been established that the player isn't already in the existing player list.

- In the Roster screen you can also make players inactive (ie players who are no longer playing in the team). See [Section 7. Maintenance, Managing Data and Options](#) for how to do this.

4.2.4. 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. See [Section 5.6 Entering Lineups](#)
- 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. See [Section 6.11 - Substitutions](#)
- Players can also be added during games through the substitution menu. If a player is not in a team's lineup, an **ADD SUB** icon enables a player to be added. You will then be taken through the adding player options as outlined in [Section 4.2.3](#)
- 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**.

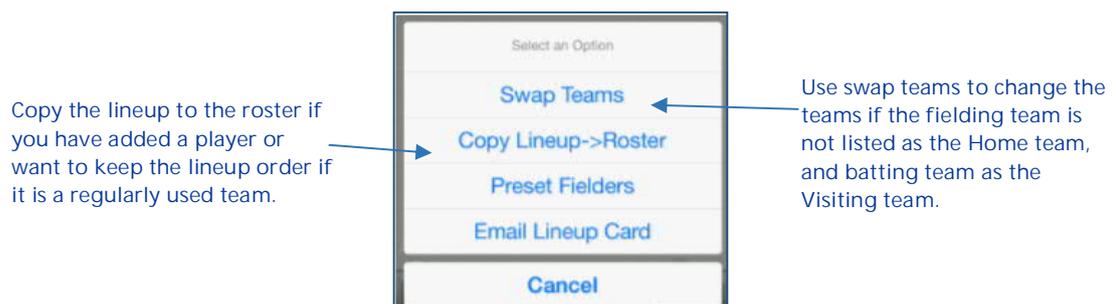


Figure 4.2.4a Options in the Game Set up Screen

4.2.5. To add teams and/or players using the Discover Team function,

- This allows you to import teams and rosters from another source. For softball in New Zealand the most usual source will be another iScore Device.
- To discover a team, go to **TEAM MANAGER** and select the **DISCOVER TEAM** option, beneath create a new team. A list of organisations will appear. The top one is **TEAM/LEAGUE/DEVICE**. Choose this option and then **iSCORE DEVICE**.
- If you know the customer ID of the device that you wish to discover from. Add this and you will then be taken to a screen as in figure 4.2.5a below.

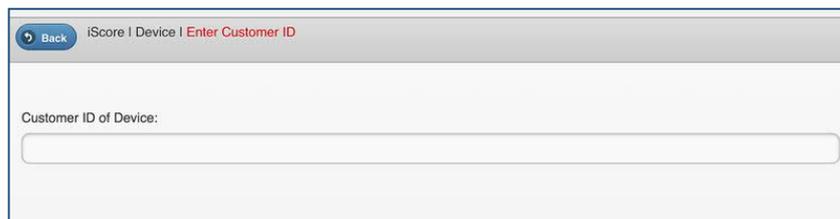


Figure 4.2.5a Discovering a team in Team Manager

- Choose the team, and the roster for that team will appear. Choose **IMPORT**.
- The rest of the organisations in the Organization List are based on American baseball and softball settings.

4.2.6. To add teams, rosters and games using Bluetooth and data sharing

- You are also able to export/import teams, rosters and games using the send team function in **TEAM MANAGER** and **DATA SHARING** in **OPTIONS**.
- The device sending the team/roster/game and the device receiving the team/roster/game need to be in different places within the app.
- In the device sending, go to the team manager (or game manager for games), chose the **SEND TEAM** option (or **SEND** in the **GAME MANAGER**) and a screen will come up asking you to choose a device that is in range.
- In figure 4.2.6a below, this demonstrates the screen that can be seen in the sending device. "Vicky's Ipad" is the device that the team/game will be sent to.

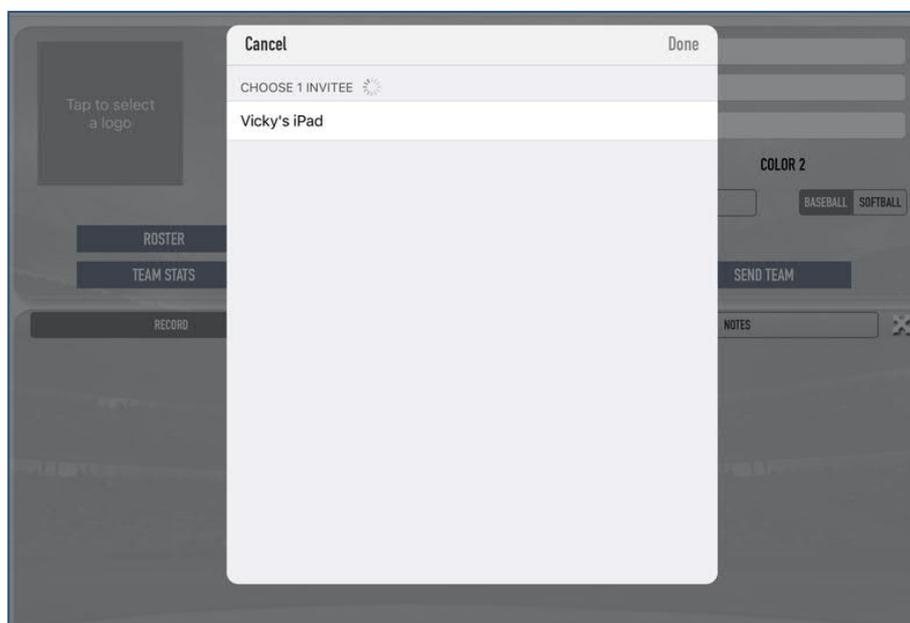


Figure 4.2.6a Available devices with games/data for sharing

- At the same time the device that is receiving the team/game will need to be set up to go through data sharing in the options menu; Go to **OPTIONS**, choose **DATA SHARING** and a screen as shown below will come up. This will activate the sharing capabilities and enable the receiving device to be visible to the device that will be sending.

- Figure 4.1.6.b below demonstrates the screen that appears when data sharing is first chosen in the options menu.

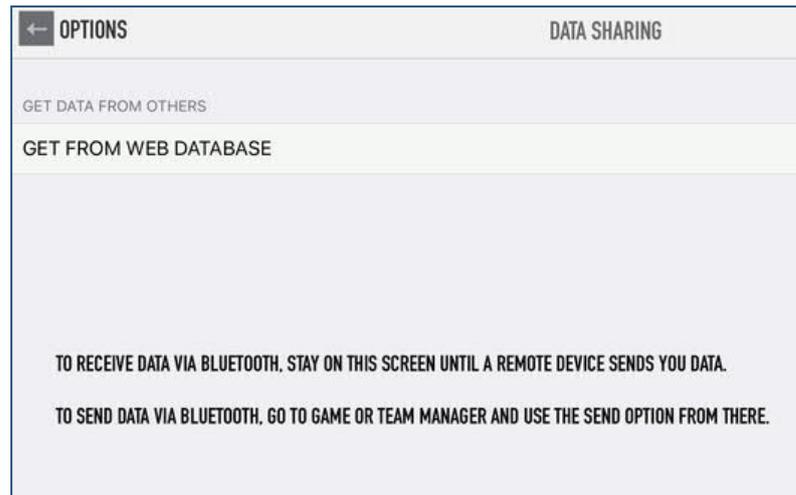


Figure 4.2.6b Data Sharing from the Options Manager

- Once the connection has been made, a list of available teams/games will appear on the receiving device. Choose the appropriate team (game). You will then be required to 'map the data'. You will see a screen similar to figure 4.1.6c. This has the team name, and the players in the roster.



Figure 4.2.6c Data ready to be transferred

- If any of the players in the roster are already on the receiving device, it will identify these players as existing players. Amy Begg in figure 4.2.6c above is an existing player – she has a tick beside her name. At this stage, don't worry about differentiating between new and existing players. Choose **VERIFY** at the top right hand side.
- A new screen will appear with a confirmation summary. As in figure 4.2.6c it indicates that the New Zealand White Sox team is new, with 26 new players and 2 existing players. Choose **IMPORT** in the top right hand screen. This will import the team across.
- iScore will merge imported player details of existing players into the details in the receiving device. The process for sharing games is similar. When the data sharing list of teams appears on the receiving device, underneath the teams is a list of games. To import a game, choose the game wanted and you will go through a similar process to above.
- You can also import a game directly through data sharing in the **OPTIONS** Menu if you know the ID of the device on which the game is located. Go to the **OPTIONS** Menu, choose **DATA SHARING**, then **GET FROM WEB DATABASE**. Enter the ID and password of the device holding the game and follow the mapping, verifying and importing prompts that are the same as above.

5. Getting Started - Creating and Setting Up Games

Games are added using the **GAME MANAGER**. When you first go into the **GAME MANAGER** function, you will see a list of games that have been scored on your device. At the top right hand of the screen is an **ADD GAME** option.



Figure 5 Adding a game in Game Manager

5.1. Adding a Game

Tap on **ADD GAME**. The screen illustrated in 5.1a will now appear giving you two options for adding a game.

- You could choose to **DISCOVER AN EXISTING GAME**. The process for this is the same as Discovering a Team (see [Section 4.2.5](#))
- Most of the time, you will be creating a new game. Choose this option.



Figure 5.1 Adding a game

5.2. Creating a New Game

- Choose the home and the visitor teams. The visitor team will be the team batting first and the home team will be the team fielding first. (Don't worry if you don't know at this stage who is batting first – you can change this later). Tap on each of the **VISITOR** and **HOME** lines and choose the team.
- If the team you want is not there, choose **ADD NEW TEAM**. See [Section 4.1](#) for details on this

DO NOT CHOOSE THE DONE BUTTON YET

- 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 and PM option.

DO NOT CHOOSE THE DONE BUTTON YET

- Set your **OPTIONS**. You should only need to do this once. It will default to this for all games unless you need to change them. (See [Section 5.4 – Setting Options](#))
- Now you can press **DONE**
- 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**
- You will need to set the game location and game details. In the top black line (above the box score) you will see game details that need to be changed. Eg 7/14/17 Australia at Black Sox. This is reading that the game is being played at the venue of the home team.
- Change the date format from the 'Americanised' version and change the "at" to "vs". It should then read something similar to 14/7/17 Australia vs Black Sox.
- Tap on **SCORE GAME** in the top right hand corner.
- You will now be prompted to enter the lineup. Section 4.4 will take you through the steps of adding a lineup

5.3. Add a Team from the Create New Game Option

When creating a new game, if one or both of the teams that are playing are not in the list of teams, you can add the team from the team selection menu. Choose **ADD NEW TEAM** and you will be taken to a screen that requires the same information as when creating a team through the **TEAM MANAGER**. (The screen looks slightly different.)

Figure 5.3 Adding a team from within the Create New Game option

At this stage, the minimum that needs to be entered is the team name and the roster. In entering the roster, resist the temptation to use quick roster when prompted. Using quick roster can lead to a double up of player names.

5.4. Setting Game Options

These are the game options that we recommend you set your device to. The ones in bold are mandatory – the others are optional.

Innings	7
Fielders	9
Play Sounds	Off (this is a recommendation – but it can be quite off putting to continually hear what you are scoring)
Pitch Location First	No (as we are not using this programme to record pitch location and types)
Record Hit Locations	Yes
View from Behind	Catcher
Skin	Light (Recommended – this is the best setting for daytime use)
Scorekeeper Level	Advanced (this gives you better functionality – see note below)
Voice Recognition	Off
Minimize Questions	No (this gives you better functionality – see note below)
Mode	Baseball for male games, softball for female games
Simultaneous Subs	On
Mound Distance	Defaults to 60.5 – leave it at this
Balls for walk	4 (unless you are playing a modified game in which a walk is awarded after 3 balls)
Strikes for out	3
Outs per inning	3
Starting Balls	0
Starting Strikes	0
Pitch Count Warning 1	Nothing
Pitch Count Warning 2	Nothing
Coach pitch on walk	No

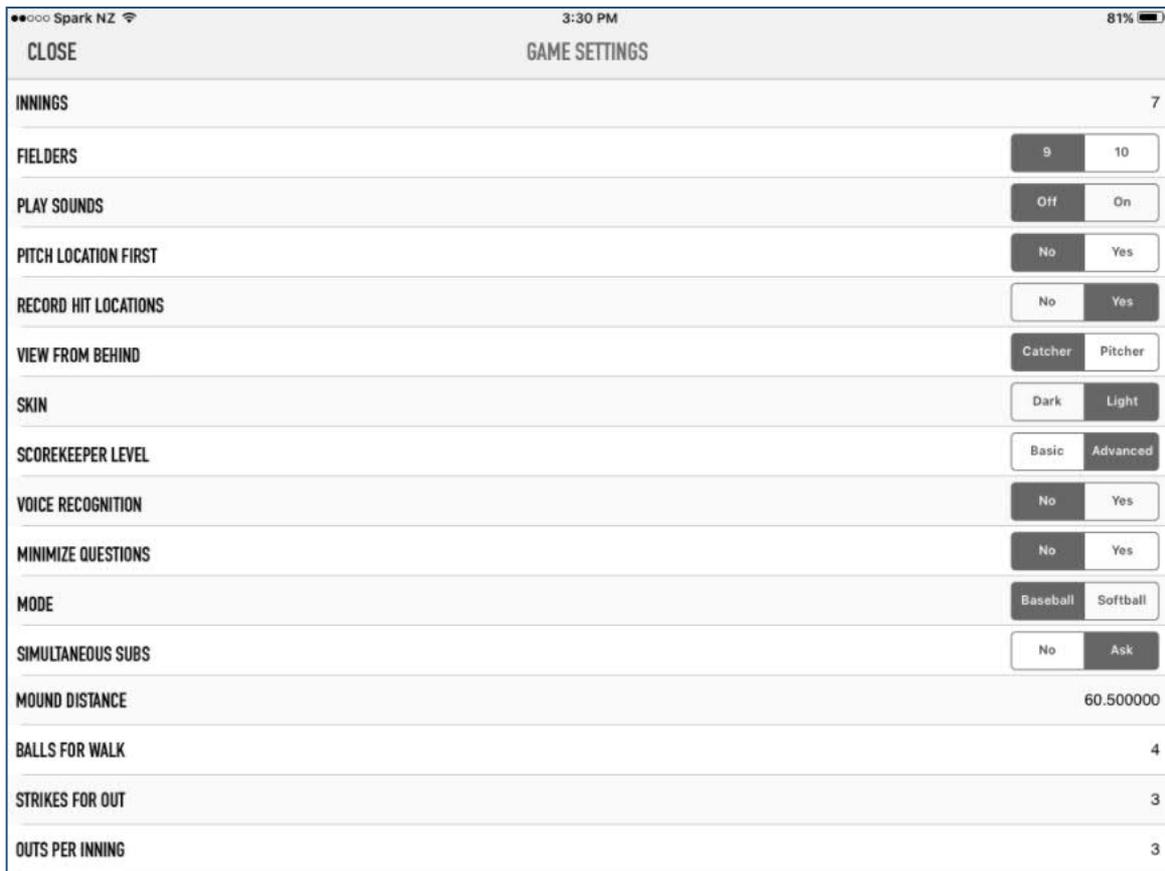


Figure 5.4 – options in game setup menu

5.4.1 Minimise Questions

We recommend setting the Minimise Questions option to **No**. In order to capture a complete and accurate accounting of a game, iScore asks questions designed to ensure every action is recorded.

This includes asking questions such as what happens to the batter after he becomes a runner. In most cases the response would be **HELD UP**, but in some cases the batter may advance additional bases after reaching the initial base.

Take, for example, a runner on second and the batter hits a single. As the runner on second tries for home, the batter goes for second **ON THE THROW**. The play would therefore be scored as a **SINGLE**, and when asked what happened to the batter after reaching first you would enter **SAFE, AT SECOND, ON THE THROW**.

5.4.2 Advanced/basic scoring

Turning on advanced will give a few more options when scoring plays. Examples of this are:

- When scoring an Error, you can select whether it is a **FIELDING** or **THROWING** error.
- Scoring situations where a fielder should get an assist even when a putout is not made (e.g. 6E3)
- Errors on runners it will ask if the error should have resulted in an out. Using this we can differentiate between an out-error and an advance error.

5.4.3 Options – Simultaneous Subs

You can set this option to asking for the corresponding offense/defense sub when you make a substitution. Eg when making a batting substitution you will be prompted to make a corresponding fielding substitution. You do need to take care when using this option. See [Section 6.11 on Substitutions](#)

5.4.4. Skin

You can choose between a light and a dark background. Examples of the skins can be seen below:



Figure 5.4.4a – dark skin



Figure 5.4.4b – light skin

Choose whichever option provides you with the best ability to see the screen details. For this document, the majority of graphics are using the light option.

5.5. Game Info Screen

The game info screen allows you to set information about a game, view statistics for the game after the end of the game, view the Play by Play and email links.

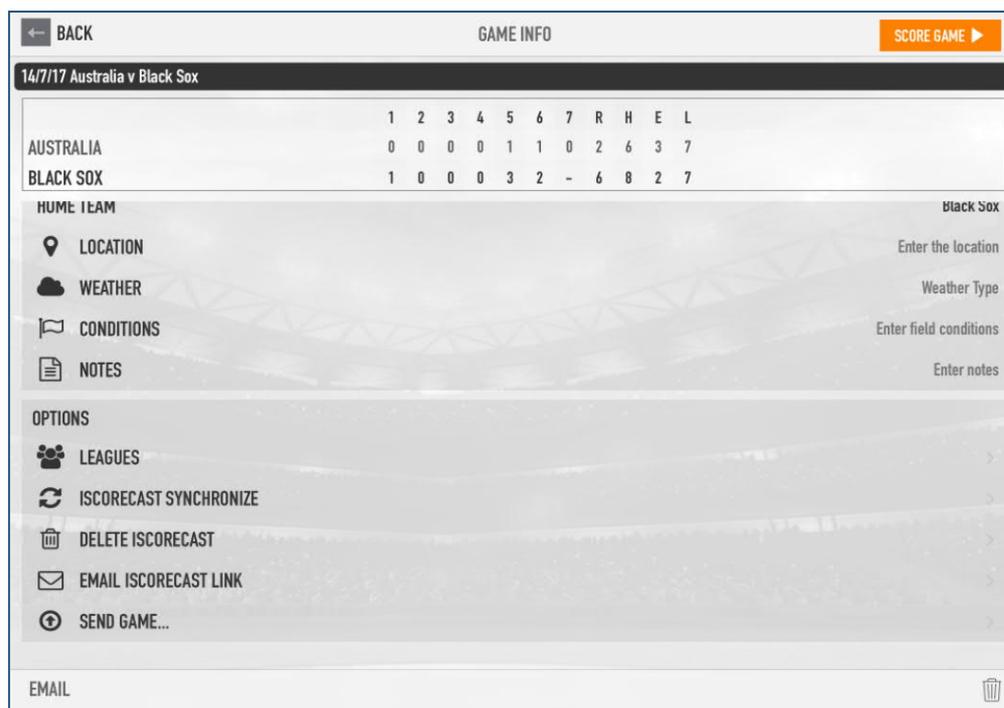


Figure 5.5 game info screen (lower part)

Below are the options that are available in the **GAME INFO** screen

- 5.5.1. Score Game – this orange button is used when you are ready to begin scoring a game.
- 5.5.2. Game Name – this line in black is where you can edit the name of the game
- 5.5.3. Box Score – this shows the runs per innings along with the total runs, hits, errors and left on base.
- 5.5.4. Play by play / edit game – tapping this option will display the complete pitch by pitch listing for the game. You can make post game edits to the play by plays. [See Section 6.13 Editing Plays during a game](#)
- 5.5.5. Team Batting – viewing batting statistics
- 5.5.6. Team Pitching – view pitching statistics
- 5.5.7. Team Fielding – viewing fielding statistics

- 5.5.8. Scorebook – views a traditional baseball scorebook for the game See [Appendix Four](#)
- 5.5.9. Pitchers – can select the winning and losing pitchers in the game.
- 5.5.10. Scheduled start time
- 5.5.11. Start time – the start time will automatically be set to the time the device starts scoring. You can manually override this if you are scoring the game from a paper scored game and wish to get the correct start time
- 5.5.12. End time – when a game completes the end time will be automatically set. This can be overridden, especially if you forgot to end a game that finishes early due to a mercy rule being applied.
- 5.5.13. Location
- 5.5.14. Weather
- 5.5.15. Field conditions – you may wish to enter whether it was an open or enclosed diamond
- 5.5.16. Notes – you can enter any extra notes about the game – eg umpires, protest details, stoppages
- 5.5.17. Leagues – you can assign the league(s) the game should be associated with. See [Section 7.2 - Managing Leagues](#).
- 5.5.18. iScorecast synchronise – tapping this option will send a complete copy of all events for the game to the iScorecast server. It does require internet access, so can be used to send games to the server later when there was no internet connection. See [Section 6.15 Game Synchronisation](#) for more details
- 5.5.19. Delete iScorecast – removes the iScorecast for the game from the server
- 5.5.20. Email iScorecast link – this allows you to email the iScorecast link for viewing the game. This is used to enable the live updates to be viewed through a social media platform. See [Section 8.1](#)
- 5.5.21. Send Game – this allows the game to be sent by Bluetooth link to another iScore user. See [Section 8 Scorecasting and Sharing Data](#)
- 5.5.22. The Email option on the bottom left toolbar can be used to send reports of the game in a variety of formats.
- 5.5.23. Delete Game – the rubbish bin icon at the bottom right toolbar is used to delete a game. It is recommended that you don't delete any iScore data, including games, unless it is something you no longer want (e.g. test/trial/dummy games). The storage space for a game is approximately 150KB, which means that 20-30 games would take up the same storage space as one typical song.

5.6. Entering Lineups

After entering the game details and tapping on the **SCORE GAME** button, you will be taken to the team player list.

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

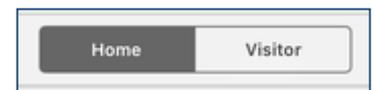


Figure 5.6 home/visitor button

5.6.1. Set the Batting Order

- Shift the players into batting order by holding the horizontal lines at the right of each player name and dragging into position.
- Set the batting status of each player to;
 - No (not in the starting lineup)
 - Yes (in the starting lineup)
 - DP (player who is the DP for the game) or
 - Flex (the player who is the flex player at the start of the game).
- In each lineup, there should be only 9 batters. (The position in the order will be indicated by the 1-9 at the right hand side of the screen.
- Set the Fielding Positions. 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**.
- If you choose the same position for two players, iScore will automatically default the top player to that position, and leave the position blank for the other player.
- For the Designated Player – choose the fielding position as **DH** and instead of Batting choose **DESIGNATED PLAYER**.

- Put the flexiplayer in position #10 and set the batting to **FLEX**.
- You do not need to set a position for a Designated Runner. This is dealt with during the game. However it is helpful to place the Designated Runner at the bottom of the lineup. By doing this, when you bring a designated runner into a game (See [Section 6.11 Substitutions](#)), you will know that the Designated Runner is the last player in the lineup.
- You can add any additional players by using the **ADD PLAYER** option in the top line.
- Repeat the same for the **VISITOR** tem by tapping on the lighter green **VISITOR** button at the bottom left of the screen.
- Set the shirt numbers at the left hand side of the player names.
- 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.
- 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) and that you have no one in the starting lineup without a position.
- 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 showing 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. Check this before tapping on **DONE** in the last step above.

5.6.2. Adding Players during Lineup Creation

- Adding players during the creation of the lineup is similar to adding players into the roster. A quick way to find if the players are in the **PLAYER MANAGER** list is to type the first few letters of either of their names into the **SEARCH** box at the top of the screen. If the player is not in the **PLAYER MANAGER** list, you can add the player.
- You can either **CHOOSE AN EXISTING PLAYER** or **CREATE A NEW PLAYER**. If you have added any players at this stage, fill in the player number.
- You can also set whether the player is a starter, the fielding position, whether the player is left or right handed batter (if known) and the gender of the player.
- If you add players, use the options button at the bottom of the lineup creation screen 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)

5.7. Game Screen – Before the Game.

When you are in the game screen prior to tapping **PLAY** to start the game it is a good idea to get into the habit of doing these following simple pregame checks;

- 5.7.1. Are there only nine players showing in the batting order for both teams?
- 5.7.2. Does every player have a position beside their name?
- 5.7.3. Does every position in the field have a player's name and number beside it?
- 5.7.4. Is the team that will be batting the top team of the two batting lists and is the correct team showing in the field?

If you have answered no to any one of these questions you will have something that needs to be fixed. Most of this can be changed by tapping on the **LINEUP** screen and making the lineup changes. To swap the teams batting and fielding you will need to use the **OPTIONS** menu at the bottom right of the screen.

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.



Critical Note

If you start the game with the incorrect teams batting and fielding, the only way to correct this is by restarting the game.

6. Scoring the Game

6.1. Game Screen – Moving Around it – Choosing Options.

The game screen looks like this

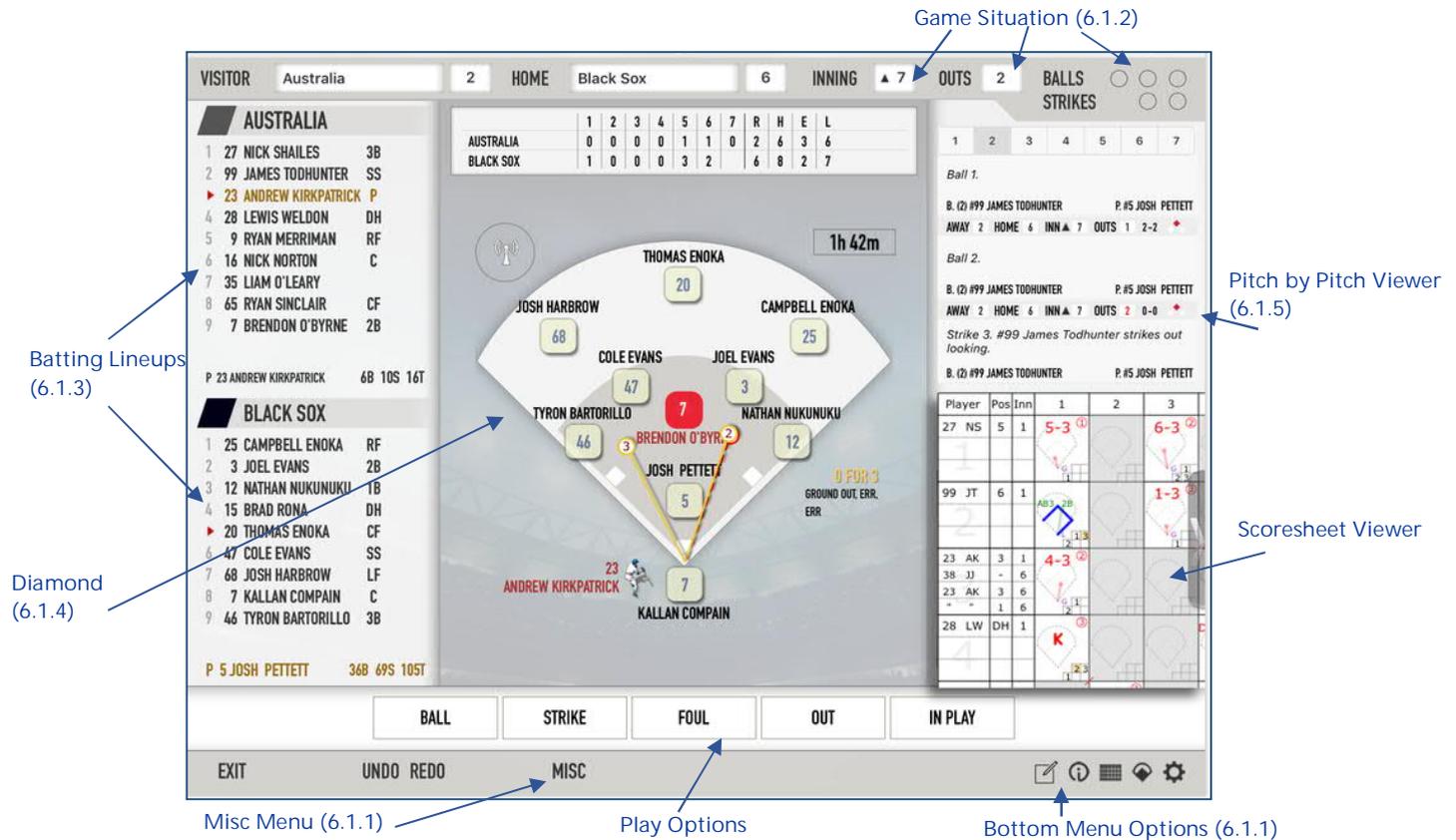


Figure 6.1 Game scoring screen

6.1.1. Misc Menu, Undo, Redo and Exit

The **Misc** Menu provides a number of options to use during a game.

- **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. The other situation to use this is when the third out is
- **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. (eg for Mercy Rule situations)
- **Show Starting Lineup** – you can see the starting lineup here, change shirt numbers and also change left/right handed batters. Players can be added and positions changed. Note - any changes will become part of the starting lineup. This is especially useful if you notice that at the bottom of the first innings, there is no player listed in one of the positions.



Figure 6.11 Misc Menu options

- [Email Game Link](#) – if you need to email a link of the game through during the game.
- [Coach Visit](#) – use this for Coach (Charged) Conferences. Use the notes function to indicate whether it was a defensive (fielding team) conference or offensive (batting team) conference.

If you wish to undo or redo a play, these self-explanatory buttons are the ones to use. Choosing **EXIT** will allow you to exit the screen. You do not need to save, and when you come back into the scoring screen, you can continue where you left off. The game timer will continue. To come back to the scoring screen, go through Game Manager and **SCORE GAME**.

6.1.2. Game Situation

At the top of the page the following can be viewed;

- Score
- Inning
- Box score by Inning
- Number of outs
- Pitch count (balls will light up green, strikes red)

AUSTRALIA		1	2	3	4	5	6	7	R	H	E	L
SHAILES	3B	0	0	0	0	1	1	0	2	6	3	6
BLACK SOX		1	0	0	0	3	2		6	8	2	7

Figure 6.12 Screen view - Game situation

6.1.3. Batting 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 current pitcher's name with a pitch count is in yellow at the bottom of the lineups.

VISITOR Australia		
AUSTRALIA		
1	27 NICK SHAILES	3B
2	99 JAMES TODHUNTER	SS
▶ 23	ANDREW KIRKPATRICK	P
4	28 LEWIS WELDON	DH
5	9 RYAN MERRIMAN	RF
6	16 NICK NORTON	C
7	35 LIAM O'LEARY	
8	65 RYAN SINCLAIR	CF
9	7 BRENDON O'BYRNE	2B
P 23 ANDREW KIRKPATRICK		6B 10S 16T
BLACK SOX		
1	25 CAMPBELL ENOKA	RF
2	3 JOEL EVANS	2B
3	12 NATHAN NUKUNUKU	1B
4	15 BRAD RONA	DH
▶ 20	THOMAS ENOKA	CF
6	47 COLE EVANS	SS
7	68 JOSH HARBRW	LF
8	7 KALLAN COMPAIN	C
9	46 TYRON BARTORILLO	3B
P 5 JOSH PETTETT		3B 49S 10ST

Figure 6.13 screen view - batting lineups

6.1.4. 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. You can also have them disappear by tapping into a blank area beside the diamond.
- 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. A batter can be swapped to the other side by tapping on the player, holding down and swiping the player to the other side.

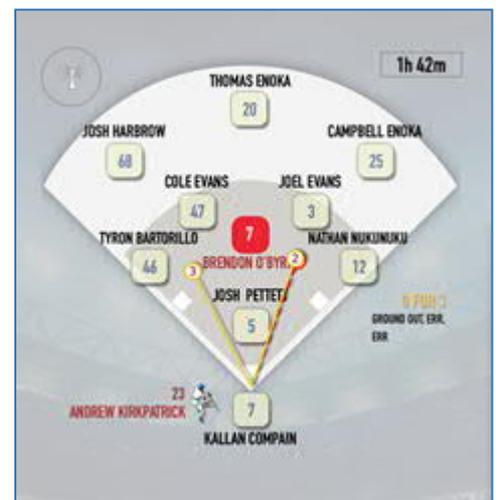


Figure 6.14 screen view - diamond

6.1.5. Pitch by Pitch Viewer

- 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 that innings.
- Tapping on a particular play will enable you to make edits to the play. If you are able to make edits, this is a much easier option than using the undo/redo options.

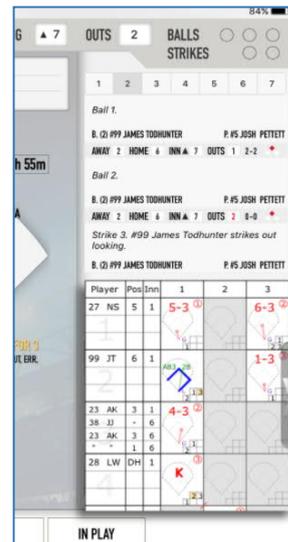


Figure 6.1.5 screen view – pitch by pitch viewer (top) and scoresheet viewer (bottom)

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

6.1.7. Lower screen options

The main functions of scoring are handled by the five buttons beneath the diamond

- Ball
- Strike
- Foul
- Out
- In Play

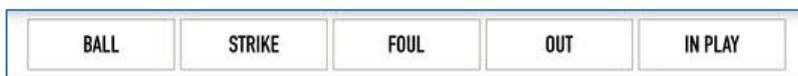


Figure 6.1.7 Screen view - Lower screen options – main functions

6.1.8. Bottom toolbar options

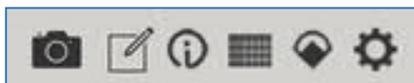


Figure 6.1.8a screen view - batting lineups

- Camera – this provides the ability to take photos during the game. However this is dependent upon signing up to a service. The photos do not appear on the live iScorecast.
- Notes – Notes are made here about plays – or messages that you would like to put across to viewers.
- Notes Standard – throughout this document, these notes standard boxes are used to indicate where notes should be made.
- Inning Recap – summary of runs, hits, errors, left on base, earned runs and pitches per innings.
- Box Score – box score and batting & fielding stats for each team. Tap on HOME/VISITOR at top to move between teams. Tap CLOSE to close this.
- 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. A viewer can also be used on the screen.
- 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.

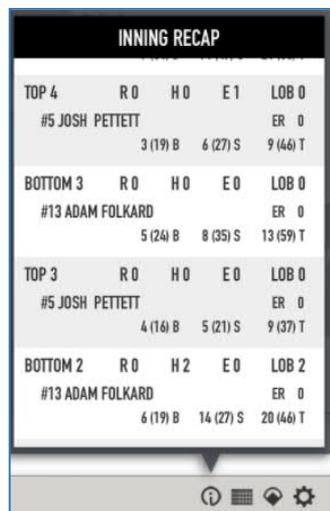


Figure 6.1.8b screen view – inning recap

6.1.9. 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.

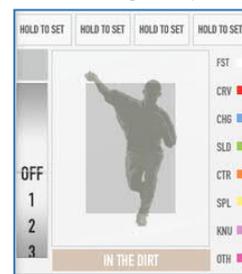


Figure 6.1.9 – screen view – Pitch Location Charts

6.2. 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.

6.3. Pitches - Balls and Strikes

Enter balls, strikes and foul balls by tapping on the buttons underneath the diamond.

6.3.1. Balls – tap this button any time a pitcher throws a ball. To score an intentional ball place your finger on the **BALL** button and swipe up. (This must be a pitched ball). When you have tapped the 4th ball for a batter it will automatically register a walk

6.3.2. 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.



Figure 6.3.2 the "Strike Swinging" wording appears when the strike button is swiped indicating a swung at strike

It is important to do this, otherwise all strikes will read as called strikes in the play by play summaries.

When the third strike has been entered, the batter will automatically get a strike out. The strikeout dialog box will then appear which gives you some choices. (See out plays below).

- **Strikeout Looking** - Batter did not swing at the pitch.
- **Strikeout Swinging** - Batter struck out swinging at the final pitch.
- **Caught Foul Tip** - some devices allow you to explicitly select this option. Statistically it is still just a Strikeout Swinging, but this adds more info for the pitch by pitch detail
- **Bunt Foul** - some devices allow you to select this option. Statistically it is still just a Strikeout Swinging, but this adds more info for the pitch by pitch detail (Note if this happens write a note to let viewers know this is what occurred).
- **Dropped 3rd Strike** - When selected while the **OUT** selector is chosen, it would mean the catcher dropped the ball and was able to throw or tag the batter out (you will be prompted to enter what occurred). If it is an automatic strikeout (Ka) use this option.
- **Dropped 3rd Strike / Wild Pitch 3rd Strike** - If you select the **SAFE** selector, you will have these two options indicating the batter made it safely to first after the catcher dropped a third strike.

 **Note Standard:** If a batter is out for bunting foul on the third strike – enter as a strikeout swinging and make a note that it is a KFB to let viewers know.

6.3.3. Foul – tap to enter a foul ball. If you wish to enter the direction that the foul ball was hit – swipe up.

 **Note Standard** – If there is an error on a foul fly, assign an error through the **Misc** menu after you score the foul ball, (see [Section 6.10 Notes on Errors](#)), and make a note.

 **Note Standard** – if a batter's life is prolonged due to an errored foul fly ball (eg FFE2) show this in the notes.

6.3.4. Note: the only type of pitch that you do not enter here is an **illegal pitch**. This is done through the **Misc** menu at the bottom – and this will automatically put a ball on to the batter. You will be asked "Should the runners be advanced?" If there are runners on base, indicate **YES**.

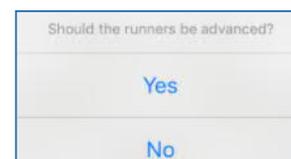


Figure 6.3.4 – Illegal Pitch question



Swiping on pitches. Swiping on strike will give you a swung at strike. Swiping on foul button will give you the type of foul ball.

6.4. Outs

Tap on the **OUT** button to come to the out options.

6.4.1. Out plays which need no further input.

- Strikeout Swinging (*This happens if you do not enter a third strike through the Strike button*). Don't use this for dropped third strikes taken out on base or by the catcher tagging. or as automatic strikeouts (Ka). Enter these by using the **DROPPED THIRD STRIKE** option. However, DO use it for automatic strikeouts where a play is NOT made at 1st. Clarify using the **NOTES** Option at the bottom of the screen.
- Strikeout Looking (*This happens if you do not enter a third strike through the Strike button*). Don't use this for dropped third strikes taken out on base or by the catcher tagging. Enter these by using the **DROPPED THIRD STRIKE** option. However, DO use it for automatic strikeouts where a play is NOT made at 1st. Clarify using the **NOTES** Option at the bottom of the screen.
- Hit by Ball
- Fan Interference
- Batting out of turn
- Offensive Interference
- Out of box
- Thrown Bat
- Left Base Path
- Other (*If using this option, use the notes function to show viewers what the out was*)

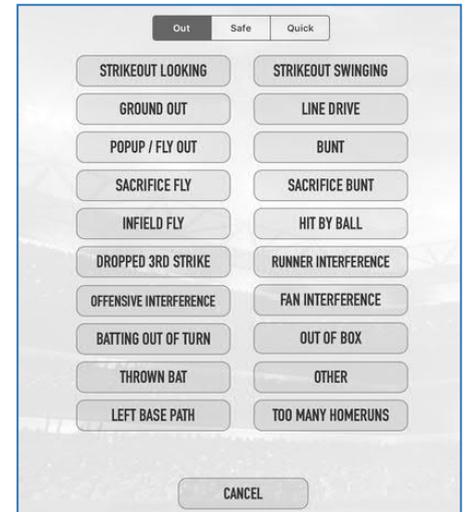


Figure 6.4.1 – Out Plays

6.4.2. Out plays which need further input:

- 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.



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

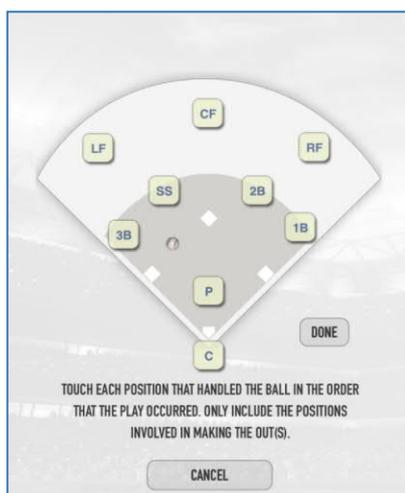


Figure 6.4.2a – Ground outs – after indicating location of hit

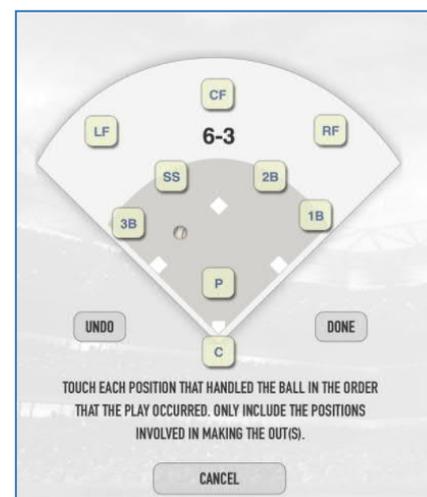


Figure 6.4.2b – Ground outs – indicating fielders involved in the play. In this example this was a shortstop – first (63) Ground out play.

- Line Drive – for hard line drive catches - you will be asked to indicate where the ball was hit.
- Pop up/fly out – use for all fly balls - you will be asked to indicate where the ball was hit.

Note on foul fly balls caught – there is no distinction with these between a fly ball caught in fair territory and a foul fly caught. Use the notes function to specify to viewers that it was a foul fly. (Eg FF7)



New Zealand Scoring Standards: Score all outfield fly balls as fly balls and all infield fly balls as pop ups. See [Section 6.7 on Recording Hit Ball Location, Type and Strength](#)

- **Bunt** – use this for an out on a bunted ball where there is no sacrifice scored - you will be asked to indicate where the ball was hit.
- **Sacrifice Fly** - you will be asked to indicate where the ball was hit – use this as in paper scoring.
- **Sacrifice Bunt** - you will be asked to indicate where the ball was hit – use this as in paper scoring.
- **Dropped 3rd Strike** – use this for all strikeouts taken at first or by the catcher tagging or automatic strikeouts (with first loaded and less than two down). Do NOT use it for automatic strikeouts where a play is NOT made at 1st.



For automatic strikeouts, use the notes option to note these i.e. Ka

- **Runner's Interference** – this is where the batter is out for runner's interference. You will be asked to indicate where the ball was hit and the fielder the runner was interfered with.

6.4.3. Recording Hit Locations

- For any play where the ball is hit into play, you will be asked to enter the hit location. Tap on the location and enter the strength and flight of the hit ball. See [Section 6.7 on Recording Hit Ball Location, Type and Strength](#)
- You will then be asked to touch each position that handled the ball. For outs these will be the players you would include for assists in paper scoring.

Example

For a conventional ground out to short stop (63 play) you would tap on the SS (Short stop) and then the 1B button. If there is a play that is handled only by one player (eg a flyball) you would only tap the player involved.

- After selecting the players involved tap **DONE**.
- If there were not any runners on base at the time of the play, this finishes the out. If there were runners on base you will be prompted with a "What happened to the runner on base" dialogue. (See [Sections 6.7-9 covering advancing the baserunners](#)).

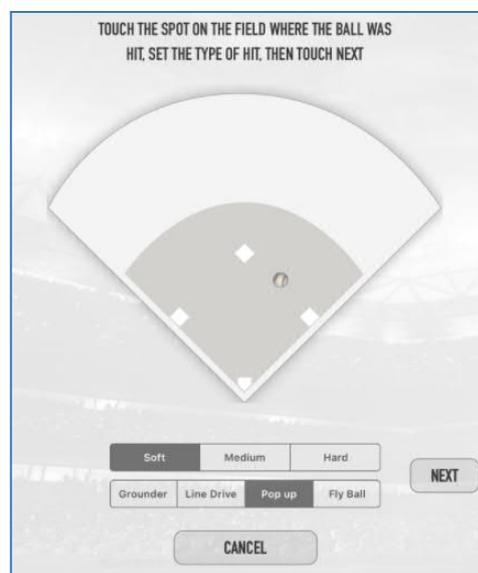


Figure 6.4.3 – indicating location, type and strength of hit

6.4.4. Quick Outs



There are some quick out actions that you can do to save time.

To use quick entry, tap, hold and swipe the appropriate button for a list of options. The options available will differ depending on whether there is a runner on base.



Figure 6.4.4a – Quick out options with no runners on base



Figure 6.4.4b – Quick out options with runners on base (double play options)

6.4.5. Pop up or Fly out?



Score all outfield fly balls as fly balls and all infield fly balls as pop ups.

6.4.6. Ground Outs – Soft, Medium or Hard



Score most ground outs on medium unless they are hard drives or soft 'dribble' hits.

6.4.7. Using Notes Function for Outs

For some plays, the **NOTES** function should be used to clarify the play. These include



- Foul flies (FF)
- Automatic Strikeouts (Ka)
- Bunted fly balls caught
- Bunt Foul Third Strike (KFB)
- Errors on throws (eg either 6E3 or E63)
- Any 'Other' outs

6.5. Reaching Base

Whenever a batter reaches first base safely you will use the In Play button. This will prompt you through the In Play dialog box to make a choice as to how the batter made the base.

6.5.1. Reaching Base through hits

- 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.
- 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.
- 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.
- 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).
- In The Park Home Run - Use for in the park homeruns which do not go over a fence or open diamond home runs
- Bunt - Use for safe bunts
- 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.

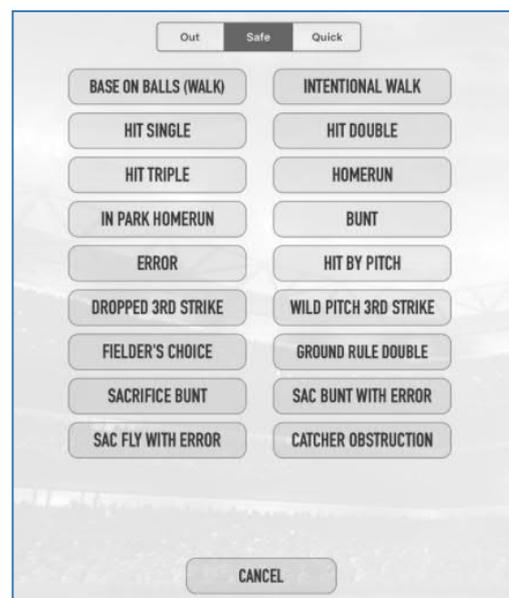


Figure 6.5.1 – Options for batters reaching base safely

6.5.2. Reaching Base Without Contact



- Base on Balls - Use this as in paper scoring
- Intentional walk - Use this as in paper scoring.
- Hit By Pitch - Use this as in paper scoring.
- 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.
- Wild Pitch 3rd Strike - Use for strikeouts where the 3rd strike is a wild pitch AND the batter/baserunner reaches 1st base safely.
- Catcher Obstruction - Use as in paper scoring when the umpire grants the batter safe at 1st base when the catcher is deemed to hindered the pitch.

6.5.3. Reaching Base - Errors, Fielders Choices and Sacrifices

- **Fielder's Choice** - This is used when the runner is safe at first on a fielder's choice. You will score the batter safe on the fielder's choice and then asked for the location and hit type. Tap each fielder involved in the out (if there was an out). See [Sections 6.7-9](#) for how to score any baserunners that may advance or be put out.
- **Sacrifices** - these are all for sacrifices where the batter/baserunner is safe. Use **SACRIFICE BUNT** for plays that you would normally score as SH FC plays. Use **SACRIFICE BUNT ERROR** for plays where you would have scored a sacrifice, but for an error (eg SHE14). Use **SACRIFICE FLY ERROR** as in paper scoring (ie when a runner would have SCORED but for a dropped catch).
- **Errors** - See [Section 6.6 Scoring Errors](#).

Similar to out plays, you will be prompted to indicate the location, strength and flight of a hit ball. See [Section 6.7 on Recording Hit Ball Location, Type and Strength](#)

When a batter reaches base in iScore 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 [Section 6.9 Runners - Advancing Due to Batters Actions](#)).

6.6. Scoring Errors

Use the error options for scoring errors. You will be asked where the ball was hit and who made the error. You are asked whether the error was a fielding or throwing error. By using the type of hit (ground, fly, pop, drive), this indicates the type of error.

Common error situations are;

Normal scoring	Error type	Hit type	Player
FE6 (or FFE6)	Fielding	Fly, pop up or drive	SS
E6 ground ball error	Fielding	Ground	SS
E63 (bad throw to 1st)	Throwing	Ground	SS (Do not tap 1B)
6E3	Fielding	Ground	1B



- On errors where a throw was dropped, the fielder does not get an assist. Use **NOTES** to specify who the throw came from.
- As we are not nationally using iScore for statistics we do not need to do anything with these. However if you are using the iScore to record team statistics you will need to manually edit the statistics after the game to add an assist.
- When you indicate that a batter is safe because of an error, you will be asked to tap which player made the error. By having advanced scoring enabled, you will also be given the option of indicating whether the error was a fielding or throwing error.
- For throwing errors - only tap the player that made the error.



- For a dropped throw - tap the player who dropped the throw, don't add the fielder(s) who made the throw. Show through the use of **NOTES** the fielders that contributed beforehand.
- There are times that you may be required to use the assign error function which can be found in the **MISC** menu at the bottom. The most common will be with dropped foul fly balls where we would score a FFE. As indicated in Section 6.4.7 tap on the **FOUL** button first, then the **Misc** menu where you will find **ASSIGN ERROR**.

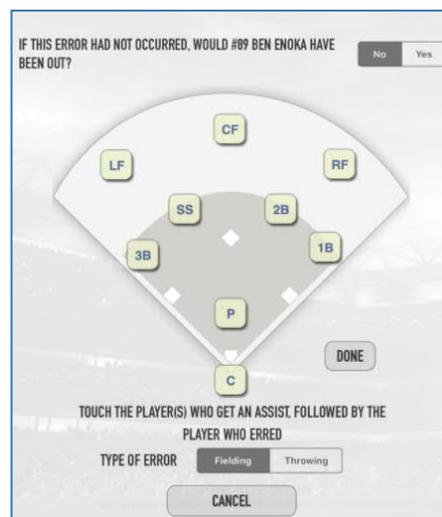


Figure 6.6 Errors; note the requirement to indicate type of error (fielding/throwing) and whether it is an out/advance error (question at top)

6.7. Recording Hit Ball Locations, Strength and Type

This applies to all actions off the bat, (eg hits, outs, errors etc) where you are asked to indicate where the ball was hit and who handled the ball.

- Location - Touch the spot on the diamond where the ball was hit
- Strength of Hit Ball - Set to soft, medium or hard.
- Type of Hit Ball – set to ground ball, fly ball, line drive

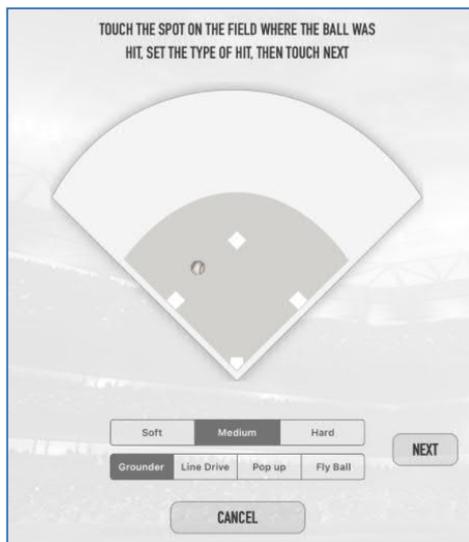


Figure 6.7 Hit ball location, strength and type. Touching on the diamond where the ball was fielded indicates the location. The three boxes beneath indicate the strength of the hit. And the four boxes below that indicate the type of hit.

To maintain consistency we have established the following standards when indicating the strength and type of hit ball;

6.7.1. Strength



- Soft – use for infield 'dribble' type plays and pop up flys around the catcher and pitcher (including pop up bunt fly balls caught)
- Medium – use for standard ground out plays, most one base hits and standard fly balls.
- Hard – use for most multi base hits, all home runs, most line drives caught, hard line drive infield hits.

6.7.2. Type of Hit ball

- Ground – anything that hits the ground, not capable of being caught
- Pop up – any fly ball within the infield
- Fly ball – any fly ball to the outfield that does not have a straight trajectory
- Line Drive – any fly ball that has a straight or even trajectory (as opposed to a curved up and down trajectory) These may be home runs that are flat and even when going over the fence or past infielders)
- NOTE: All home runs should be set to a hard fly ball or line drive and the placement of the ball beyond the outfield. See figure 6.7.2

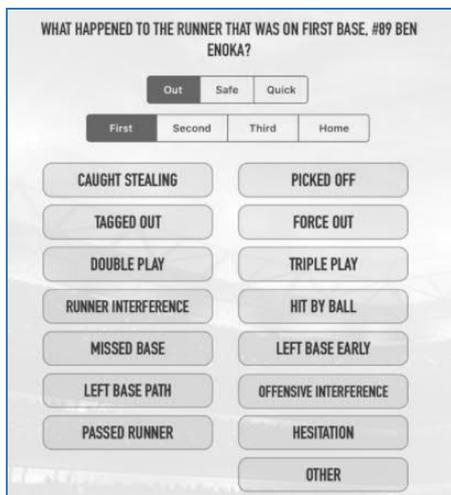


Figure 6.7.2 – hit location, strength and type for a home run

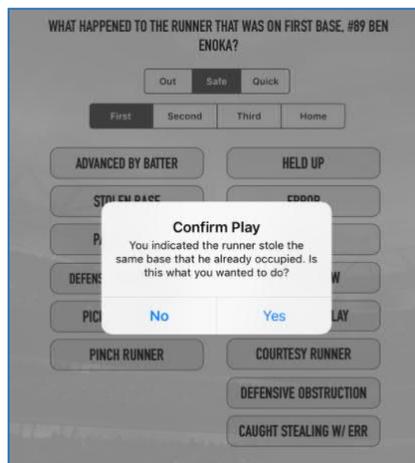
6.8. Runners – During At Bats

6.8.1. Common Plays

- 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.



6.8.1a Advancing runners during at bats



6.8.1b If you tap on the base on which the runner is already on, you will be asked to confirm if this is what you wanted to do.

6.8.2. Two Runners On Base

- 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 **WILD PITCH** or **PASSED BALL** also.
- If it is a SB, advance the other runner who the play is not on with **ON THE THROW**.

6.8.3. Steals with runners on 1st and 3rd Base

- 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. If there is a throw that is not an actual attempt to make an out (eg back to the pitcher), use **ON THE THROW**. If there is no throw, use **FIELDERS INDIFFERENCE**.

6.8.4. Pickoff Attempts

- Scoring attempted pickoffs is a function that iScore provides that we do not indicate in our standard scoring. However this is something we require to be done in iScore as it provides additional information for those viewing play by plays as well as for coaches, should the iScore be used by team scorers.
- As with SB, CS, WP and PB, score the pitch first, then tap on the player who the play was made on. Tap on **PICK OFF ATTEMPT** and then chose the players involved in the play.

6.8.5. Illegal Pitches

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

6.8.6. Caught Stealing with Error

- If the runner would have been out due to caught stealing, but clearly isn't because of an error, then use the **CAUGHT STEALING WITH ERROR** play. As you would if you are paper scoring, you need to be very sure that the runner would have been out. With a bad throw, it is difficult to be sure that the runner would clearly have been out, so a stolen base should be scored. A good indicator for the

use of the **CAUGHT STEALING WITH ERROR** play is if the umpire initially calls the batter out, then safe after seeing a dropped ball.

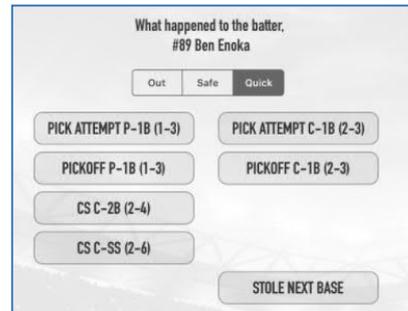
6.8.7. Caught Stealing

- Only use **CAUGHT STEALING** where there is a genuine steal attempt. Do not use **CAUGHT STEALING** in the following situations;
- In the situation where the play what would normally be scored as a wild pitch or passed ball and the catcher recovers in time to take an out (usually at home) use the **TAGGED OUT** function.
- Where a runner is called out for leaving base early on a genuine steal attempt – use **LEFT BASE EARLY**
- Where a runner is out for not being on base as the pitch is delivered (not in a steal attempt) – use other and use **NOTES** to clarify what the situation was.



6.8.8. Quick Plays During At Bats

- There are some quick plays that can be accessed by swiping on a runner while there is a batter in the box as follows; SB CS, pick off plays and pick off attempts



6.8.8 Quick plays on runners

6.9. Runners – Advancing Due to Batter Action

After you have dealt with the batter's actions, you will be prompted with "What happened to the runner that was on....."

The following is what you should advance runners on;

Paper Scoring advance situation	Entry
Hit	Advanced by batter
FC (on a ground out on another batter)	Advanced by batter
SH	Advanced by batter
No advance	Held up
F (advancing to 2nd or 3rd after the catch is taken)	Advanced by batter
FC (because of a throw)	On the Throw
FC (because of holding a ball)	Defensive Indifference
E (with less than two down and if the runner was advancing regardless of the error)	Advanced by batter
E (Reverse Error)	Same error



6.9 Advancing Runner – Options
 Note the options given in this example are for when the runner is safe – options for outs would be shown by tapping on the **OUT** box. The **THIRD** box is shown in the example which means any actions chosen would indicate how the runner moved to 3rd Base. To move the runner Home, you would need to tap on the **HOME** Box first.

6.10. Runners – Outs on Runners Advancing Due to Batter Action

6.10.1. Outs on the lead runner

When an out is taken on a lead runner, which allows the batter to be safe at first:

- Score the batter first - **IN PLAY**, **FIELDERS CHOICE**
- When you are prompted with “What happened to the runner” – tap the base the runner is going to, the out box at the top, force out and the respective fielders. For force outs you are not asked again for which fielder was involved – you have already done that.
- If there is more than one runner on base, you will be asked “what happened to the runner” from the lead runner back. Where another runner advances, use **ADVANCED BY BATTER**.
- If a tag is involved, use **TAGGED OUT** instead of **FORCE OUT**

6.10.2. Double & Triple Plays

There is a quick play option for scoring double plays. Swipe up/across on the out button and six options for scoring the double play are provided. If the play is not one of those six (ie with the exact fielders listed), score in the following way:

- Tap **OUT**, Tap **GROUND OUT**, Enter the location and hit type,
- Tap each fielder involved in both outs (e.g. 6-4-3), When prompted for the base runner who was out, tap **OUT**, tap the base they were out at, and then tap **DOUBLE PLAY**.
- Score Triple Plays in the same way.

6.10.3. Runners Out Not Tagging up on Base After a Catch

- Where a runner is out for not tagging up after a catch is taken, use the double play function by scoring the batter out with the catch, then tapping on the runner concerned and using double play. This will end the play.
- Make a **NOTE** clarifying the play, eg, “Did not tag up”.
- Do NOT use **LEFT BASE EARLY** – this should only be used for genuine stolen base attempts.

6.10.4. Other Situations

- Where a tag is made, use **TAGGED OUT**.
- Where runners are called out due to interference, use **RUNNERS INTERFERENCE** where it is the actual runner concerned that makes the interference. Where a member of the runner’s team makes the interference use **OFFENSIVE INTERFERENCE**. A situation where this may occur is where the batter interferes with a player making a play on the runner and the umpire rules that the runner concerned (not the batter) is out due to that interference.

6.11. Notes on Errors

6.11.1. Advancing a Runner with an Error

- When you are advancing a runner with an error, you will be asked, “Would the runner have been out”. Indicate **YES** or **NO**. This is similar to the way we paper score out-errors or advance errors.
- 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 tap 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.



Critical Note:

It is important that if a runner would normally score on a FC you need to use **ADVANCED BY BATTER** in order for the batter to receive an RBI

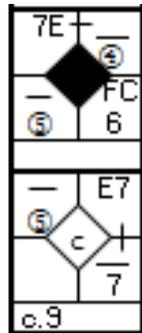
6.11.2. Assign Error

- The **ASSIGN ERROR** function which is in the **Misc** menu, gives the scope to assign errors where other plays may not allow it and a batter/runner’s life is prolonged. The most common situation would be assigning an error to a fielder who drops a foul catch.

6.11.3. Same Error

- The **SAME ERROR** function allows you to advance more than one runner (batter) on the same error. However there are some things to be aware of when using this function;
 - **SAME ERROR** is usually used where a runner would advance on what we would paper score as a reverse error (eg 6E).
 - Where there is more than one baserunner advancing because of the error, you will need to make the initial error play on the lead runner and then **SAME ERROR** on other runners. This will even be the case if the error/play was not on that particular runner. This is because iScore will not allow you to score **SAME ERROR** on a lead runner if you have scored the initial error on another runner. You would be forced to score an additional error on the lead runner and that would then mean that two errors were charged against the fielder instead of one. As it is deemed preferable to record just the one error, we need to record the initial error play on the lead runner. This is a deviation from the way we paper score.
 - See the example below for a further explanation of this and how to score it.

In this situation, there is a runner on 1st Base, and the batter hits to left field. Left Field then fumbles the ball which allows both runners to advance an extra base. When we score the game we put the E7 on the batter/baserunner going to 2nd, and the 7E on the lead runner.



In iScore we would firstly score the hit on the batter. When asked what happened to the runner on 1st, we would advance to 2nd using

ADVANCED BY BATTER.

The key thing now, is that when you are asked "what happened to the batter" you need to indicate **HELD UP** on 1st base. You then tap on the lead runner, tap on 3rd base at the top and tap on **ERROR**. You will be asked to indicate who made the error, and the type of error (throwing or fielding).

Where it states would the player have been out, indicate **NO**. You will then be asked "what happened..." to the runner that is now deemed as being at 1st (the batter baserunner).

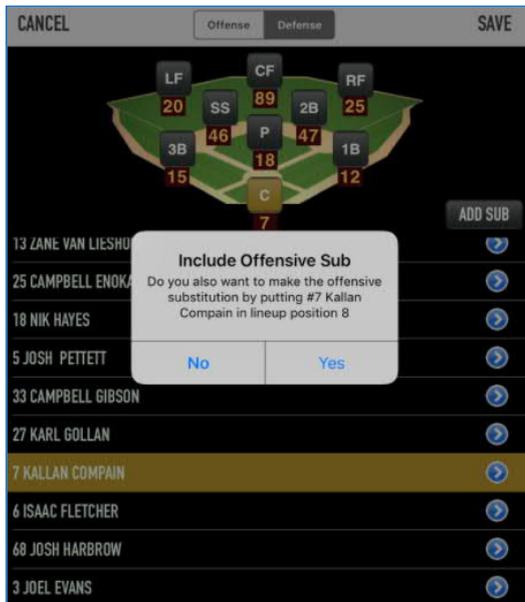
If it is not done this way, and you advance the batter/baserunner on the error instead of choosing **HELD UP** you will not be given the option of advancing the lead runner on the same error.

6.12. Substitutions

iScore breaks substitutions into two different areas; defensive and offensive. Therefore there is a strong likelihood that when dealing with substitutions, you will need to do this offensively and defensively at different times.

6.12.1. Simultaneous Substitutions

- When making either a batting (offensive) or fielding (defensive) substitution on a single player, you will be asked if you wish to also make the other type of substitution as well for that player (defensive or offensive depending on the type).
- ONLY indicate **YES** if you know for sure that the player will be taking the field (or batting) in that position as well. If you are not sure, choose no and if necessary make other changes later. This is important because there is a strong possibility that batting order changes could inadvertently be made, especially when making fielding changes.



6.12.1a Simultaneous Sub when making a fielding change

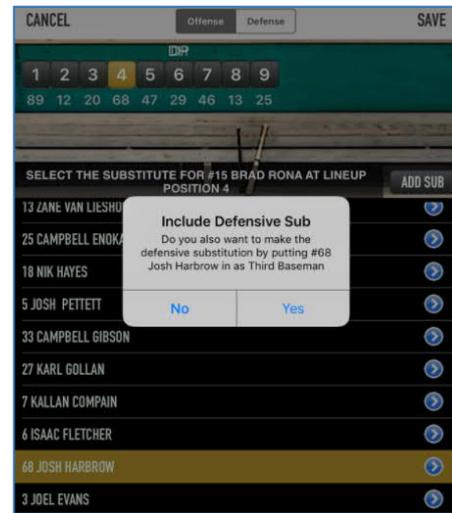


Figure 6.12.1b Simultaneous Sub prompt when making a batting change

6.12.2. Offensive (Batter) Substitutions

This incorporates 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 IN THE SAME POSITION, indicate yes when prompted "Do you wish to make a defensive substitution" and the change will automatically be made. NOTE, If this is not clear, or there are multiple changes indicate no.
- Tap on **SAVE**.
- If the player is going into the field, but into a different position (which will also involve later fielding changes) don't chose yes as you will need to make other changes when the team goes to field. It is preferable to do multiple changes at the same time if you can.

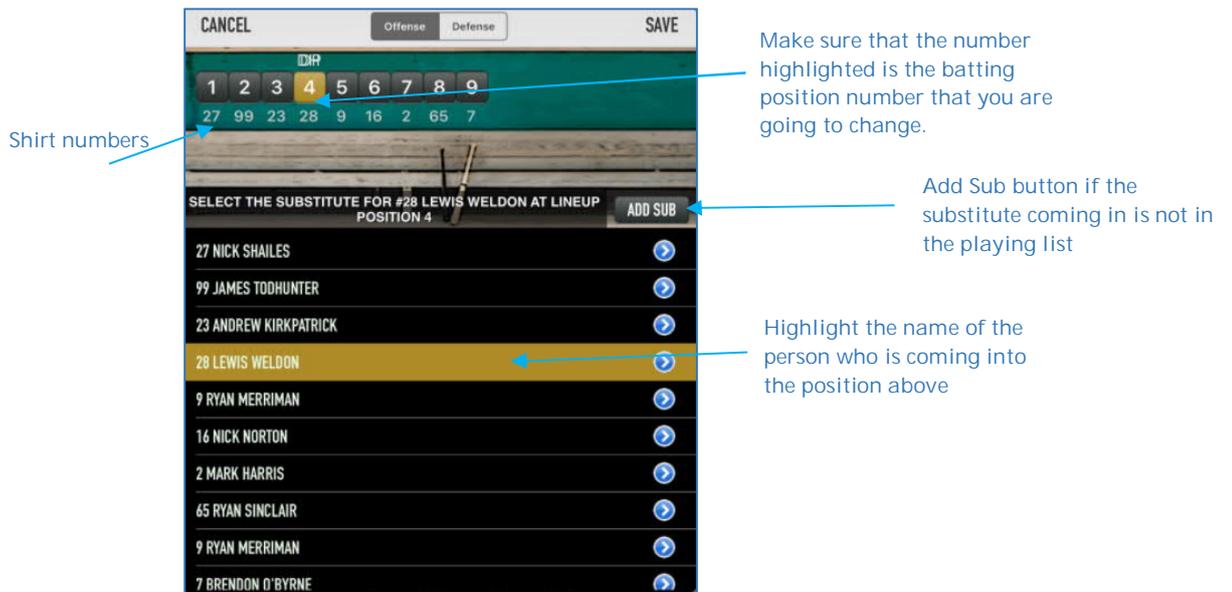


Figure 6.12.2 Offensive Changes - Batting

6.12.3. Designated 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.

6.12.4. Designated Runner

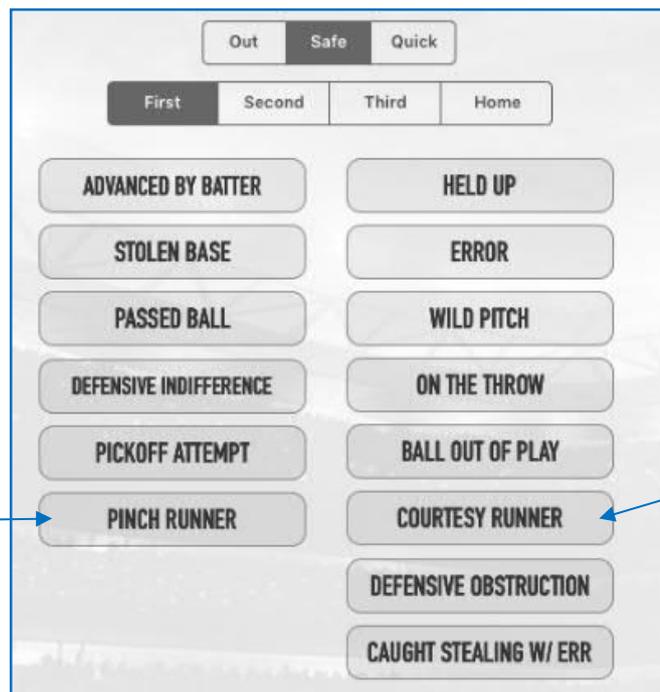
- Tap on the runner's number on the base.
- Use the **COURTESY RUNNER** option which is near the bottom on the right hand column. Choose this. You will be asked what runner is coming on.
- Scroll through the lineup and tap on the appropriate runner.
- Tap on **SAVE** at the top right hand corner of the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

6.12.5. 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.

Tapping on Runner's number will bring up this screen

Use for Pinch Runner



Use for DR and Two Down Replacement Catcher Runner

Figure 6.12.3-5 Runner changes

6.12.6. Defensive (Fielding) 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**.

- NOTE: When prompted if you wish to make the change offensively as well, only do this if it is a straight swap. Don't do it for changes that involve multiple positions. The reason for this is that iScore assumes that the last player changed is the one that will substituted offensively, and you may end up with the wrong batter being substituted.
- Before finishing defensive (fielding) substitutions, check that every position has a shirt number (and not a question mark). If you see a question mark in one of the fielding positions, this indicates you need to tap on that position and set which fielder is playing that position.



Figure 6.12.6 Defensive (Fielding) Fielding Changes

6.12.7. Fielding Changes

- Follow the steps for Defensive Substitutions above by first tapping on one of the players in the field that are changing positions.

6.12.8. Editing Substitutions

- There may be occasions where you were not aware of substitutions that were made. Instead of undertaking a timely undo process, the substitutions can be done through the edit function. This will make the required changes from where the changes were actually made, not from where you are in the game at the moment you become aware of the changes.
- See [Section 6.14 Editing Plays](#) for how to do this.

6.13. Tie Breaker

If your game goes into a tie breaker situation, putting the runner on base can be done through the **Misc** button. Tap on **MISC** then choose **TIEBREAKER**. You will see a diamond with the number of the 9th batter in this innings order that should be at 2nd indicated in the box near 2nd base.

Some leagues operate a 'fastpitch' type competition where the #9 batter starts on a different base each innings. (eg on 1st base in the 1st innings, 2nd in the 2nd innings, 3rd in the 3rd innings, 1st in the 4th innings etc). In the innings where a runner does not start on 2nd, you will manually need to shift the runner to the appropriate base. Tap on the base concerned, then tap on the runner who needs to be there. This will probably be the runner whose number appears in the 2nd base box.

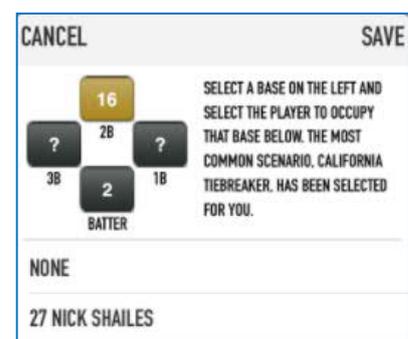


Figure 6.13 Tiebreaker

6.14. Editing Plays During a Game

Certain plays are able to be edited during the game. Changes such as changing an error to a single or vice versa, or changing the reason a runner advanced from 1st to 2nd (wild pitch instead of steal, etc), but you cannot actually change an out play to a safe or the base a runner is on. To make these types of change you would need to use the undo/redo capability.

A change that could impact the result of the game cannot be made after the next complete play.

To make edits;

- Go to the Pitch by Pitch viewer at the right of the scoring screen.
- Find the point that you wish to edit. Instead of scrolling back through the game you can tap on the innings number at the top of the box to take you to the innings you want.
- Tap on the play.
- Make the change.

Post-game edits can be made after a game has finished by entering into the Play by Play mode that is in the Game Manager screen for the specific game.

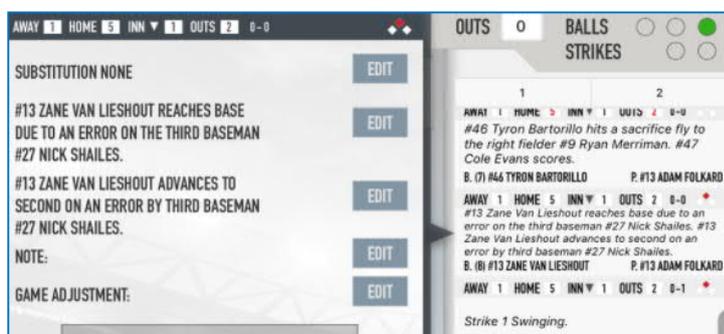


Figure 6.14 Editing during the game. This is accessed through the innings tabs below the ball and strike counts at the top Right Hand Corner of the Game Screen

6.15. Note Function

Notes can be entered at any time during a game and it appears in the Scorecast and the Play by Play listing. Use the notes setting for listing the umpires, reasons for any delays (eg protests, injuries, weather) clarifications of differently scored plays, reasons for finishing a game early as well as interesting notes about exceptional plays.

Use notes for clarifying plays that read differently to the Softball New Zealand scoring standards. Examples of these include;

- Foul Fly (FF and FFE)
- Illegal Batting
- Team Interference



Figure 6.15 Note Function Accessed through the Notes tab on the bottom Right Hand of the Game Screen

6.16. Game Synchronisation

If you are scorecasting live, it is important that you make sure that you have a connection. It pays to check this regularly during the game. You should have a synchronisation icon in left field area that looks like a broadcasting tower.

- If it has a number beside it (including 0) this indicates you are connected.
- No number indicates that you do not have a connection – check your connection.
- A red cross through the synchronisation icon means that iScorecast synchronisation is turned off in the **OPTIONS** Menu. To turn on you will need to exit the game (you don't need to end it), exit the game manager screen and go to the **OPTIONS** Menu on the home screen where you can activate it. You can then go back to the game.



Figure 6.16a No Scorecast Connection



Figure 6.16b Scorecast synchronisation turned off

6.17. 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.

6.18. Ending a Game

If the game has finished in regulation innings in the 7th innings, iScore will automatically end the game for you. (This is dependent upon the innings being set to 7 in the game options menu.)

6.18.1. Ending a Shortened Game

- If a game has ended due to the run ahead rule being applied, or because of weather conditions (it needs to have reached the 5th Innings), 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).
- Exit the game.
- If the game has been finished due to weather conditions ONLY end the game if it has reached the mandatory 5th innings and you know that it will not be restarted. (If the game will be replayed from the start, begin a new game and end this one).



CRITICAL NOTE:

It is important to end the game. A game that is not ended will not have a finish time.

6.18.2. Winning and Losing Pitcher

- The winning and losing pitchers need to be entered.
- In the **GAME INFO SCREEN** that appears after you end the game, scroll down to find winning and losing pitcher. Choose which pitchers will be credited with the win and loss. Where there have been more than one pitcher on one team, you will be asked to select the pitcher who gets the win or loss. Confer with the official scorer to make sure that you select the same and correct pitcher.
- As statistics are not kept in New Zealand on saves and holds, you do not need to record these. Where these statistics are used in overseas softball and baseball leagues, definitions differ from league to league.



CRITICAL NOTE:

Winning and losing pitchers must be entered.

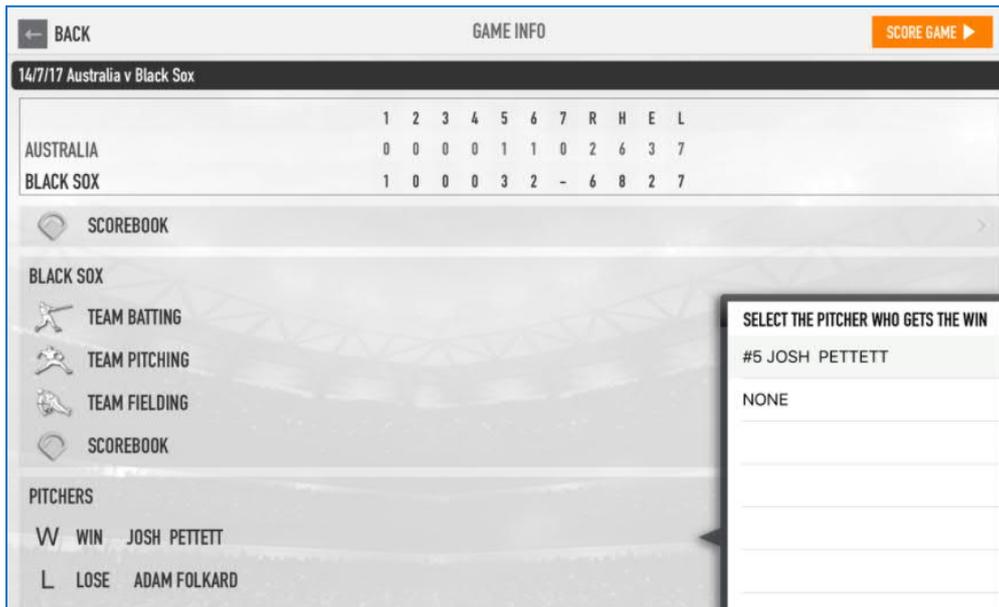


Figure 6.18.3 Winning and Losing Pitcher on Game Info Screen

6.18.3. Editing Statistics

As the statistics generated by the iScore app differs from the statistics generated by Statrak as set up for scoring in New Zealand, if there is an intent to use iScore for statistical recording purposes there will be a need to edit statistics. Only certain statistics can be edited. Possibly the main statistic that will need to be edited is earned runs. IScore determines Earned Runs through American Baseball guidelines, which differs from softball.

Refer to Appendix Two – Statistics for further information and how to edit statistics.



CRITICAL NOTE:

Statistics generated by the iScore app MUST NOT be regarded as official Softball New Zealand statistics.



CRITICAL NOTE:

Editing statistics should only be undertaken when you have a good knowledge of how each of the statistics are worked out according to the Softball New Zealand Scorers Manual and Appendix Six of the Softball New Zealand Rule Book.

6.18.4. Post Game Synchronisation and Export

- If you have not been synchronising during the game, you will now need to do an IScorecast Synchronise by scrolling down to the bottom of the **GAME INFO SCREEN** and choosing that option.
- You may find you need to manually synchronise games back to the server. See [Section 7.4 Data Synchronisation](#) to check on games that need synchronisation.
- To export go back to the **OPTIONS** menu on the Home Screen. Choose **EXPORT** in the bottom left hand corner. This will send your data to the admin website (server).

7. Maintenance, Managing Data and Options

7.1. Merging Players and Teams

Sometimes you may have a player or a team entered twice. You can merge the two entries together.

7.1.1. To Merge Players

- Go to the **PLAYER MANAGER** screen
- Tap on the **MERGE** button on the bottom left of the screen. A dual list of your player lists will now appear.
- Select the player on the left.
- Select the player on the right (Choose the second version of the player)
- Tap on **MERGE** at the top right of the screen.
- If a player is entered more than twice, you will need to do this action again.

7.1.2. To Merge Teams

- Go to the **TEAM MANAGER** screen
- Tap on the **MERGE** button on the bottom left of the screen. A dual list of your team lists will now appear.
- Select the team on the left.
- Select the team on the right (Choose the second version of the team).
- Tap on **MERGE** at the top right of the screen.

7.2. Managing Leagues

- League Manager is where you go to manage Leagues on your device. If you think of a "League" in iScore as a "Group", you will start to understand the power of league usage. You can create any number of Leagues on your device, and group your Teams, Games, and Players into these groups.
- One of the foremost uses of Leagues is when you start a new season for a team, you can create a league to represent that season. Additionally different leagues could be created for different tournaments and competitions. Games can be included in more than one league. By grouping games in these ways, the cumulative records for different sets of games can be viewed.
- An aspect to be aware of is that when you create a new league and in the Team Manager activate it for a particular team, you will also need to activate it for the players in the roster who will play in the league if you wish to view filtered statistics by league.
- It is recommended that you don't delete data (leagues, players and teams) from your device but use the League Manager to manage what is viewable.

7.3. Managing Teams

- Team Manager provides the ability to manage aspects of your teams. When you enter the Team Manager you will see a list of all of the teams on your device.
- Note: If you are using League Manager to manage your leagues, only the teams that are enabled in the currently active league will be seen. To see all your teams go to the League Manager and tick the All League option.
- Every team has a team roster. A roster is not a lineup, lineups are created from rosters.
- Players that are no longer on a roster, can be moved to the Inactive section at the bottom of the Roster. This is particularly useful when you do not want to include a player into the lineup. Setting a player to inactive allows you to keep a record of past and part-time players. By remaining on the roster their statistical history can be kept. Hold on the three lines at the right hand side of the players line and drag down to the inactive players list.

- Going into the Player Info screen from a team roster shows details of the player. A player photo can be placed on the Player Info Screen. Player photos are displayed on scorecasts. Photos can be uploaded directly from the camera or the device's photo gallery.
- Team statistics can be accessed through the Team Manager. See [Appendix Three](#) on Statistics.

7.4. Data Synchronisation

There may be situations where games are not synchronised back to the server. This can be manually done through the **OPTIONS** Page. If IScorecast is not turned on in the options menu during games you will need to synchronise your games. Your games should be ended before you synchronise.

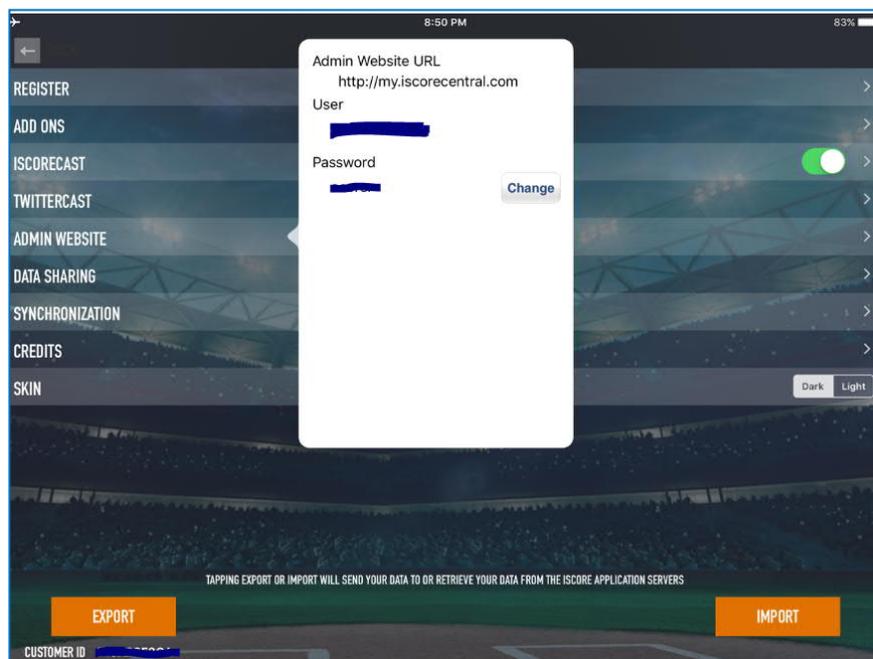
- Go to **GAME MANAGER**.
- Tap on the game to be synchronised.
- Scroll down to the bottom of the menu.
- Choose **SCORECAST SYNCHRONISE**.
- Follow the options.

7.5. Admin Website

Each device needs to create an admin website. This is done through the options menu on the home screen. Each iScore device has a unique Customer ID associated with it. The Admin Website is the “online extension” of the device. You can use the Admin Website to enter team rosters online, view reports such as play by play listing for games, Box Scores, Hitting Charts for teams, as well as various other “account level” tasks.

7.5.1. Setting & Finding Admin Website Details

- Go to the **OPTIONS** menu off the home screen
- Choose **ADMIN WEBSITE**.
- Your User ID is there (bottom left hand corner)
- You will be asked to set a password. We ask that all Softball New Zealand Scorers use the same password. This enables efficient and timely sharing of teams and game data, including live play by play action and any box scores and play by play summaries that can be posted onto websites. Contact a member of the Softball New Zealand Scorers Interpretation Panel for the password.



7.5.2. Registering Your Device

- When you first start using iScore you should register your device by logging into the Admin Website at <http://my.iscorecentral.com> on your device.
- Go to the account tab and enter your email and name.
- An email will be sent to you at the email address you enter.
- Check in your email inbox and confirm the registration.

7.6. Optimisation

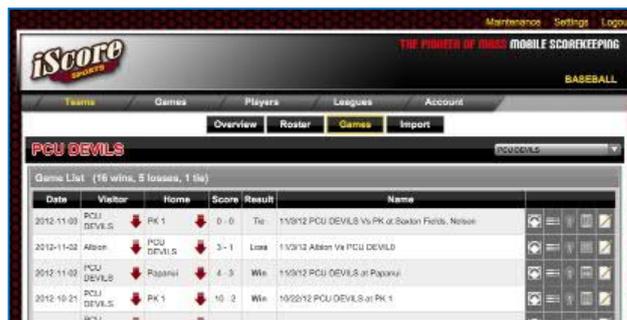
After a while you will notice that entering data gets progressively slower. To stop this happening you need to optimise your Ipad on the admin website – my.iscorecentral.com.

7.6.1. In the iScore app;

- Go to the **OPTIONS** menu off the home screen
- Choose **EXPORT** in the bottom left hand corner of the screen

7.6.2. In the admin website (this doesn't necessarily need to be done on the I-Pad it can be done on any computer)

- Enter your IScore ID key and password
- In the top right hand corner of the screen tap the **MAINTENANCE** menu.
- Choose **OPTIMISE NOW**



The screenshot shows the iScore Admin Website interface. At the top, there are navigation tabs for 'Teams', 'Games', 'Players', 'Leagues', and 'Account'. Below these, there are sub-tabs for 'Overview', 'Roster', 'Games', and 'Import'. The main content area displays a 'Game List' for 'PCU DEVILS' with 16 wins, 5 losses, and 1 tie. The table below shows the following data:

Date	Visitor	Home	Score	Result	Name
2012-11-03	PCU DEVILS	PK 1	0 - 0	Tie	11/03/12 PCU DEVILS Vs PK at Baskin Fields, Nelson
2012-11-02	Alton	PCU DEVILS	3 - 1	Loss	11/03/12 Alton Vs PCU DEVILS
2012-11-02	PCU DEVILS	Papanui	4 - 3	Win	11/03/12 PCU DEVILS at Papanui
2012-10-21	PCU DEVILS	PK 1	10 - 2	Win	10/20/12 PCU DEVILS at PK 1

Figure 7.6.2 Admin Website page

7.6.3. In the iScore app

- Go to the **OPTIONS** page from the home screen.
- Choose **IMPORT** on the bottom right hand corner of the screen
- Enter **YES** to confirm the import.
- iScore will now shut down.



CRITICAL NOTE

Before you optimise you MUST export to the Admin website. After Optimising you MUST import back to iScore

7.7. Changing Customer IDs

There may be a situation that you need to change your Customer ID. This may occur when you use an additional device. Installing iScore on a new device may create a new Customer ID. You are able to change your ID on your new device to your old ID.

Go to the **OPTIONS** Menu, repeatedly tap on your **CUSTOMER ID** at the bottom of the page until a box comes up enabling you to reassign a Customer ID.

8. Scorecasting and Sharing Data

The primary use of electronic scoring is to provide real time coverage enable links of games through the iScore play by play and live update capability. This is enabled through the provision of links (Scorecasts) that can be electronically distributed, placed on websites and posted on social media platforms. iScorecasts are linked to individual devices.

Synchronised games are available through the iScore Central App (downloadable app on iPad or Android) or the I Score TV website (<http://iscoretv.com>). Games can be searched for by team names.

iScorecasts require internet connectivity while on the diamond to allow live viewing of the game. This can be through a fixed wi-fi connection, device wi-fi (eg 4G) or hotspotting through a device with a wi-fi connection.

8.1. Sending Individual Game Links

To enable a game to be viewed, a link needs to be set up. Game links can be sent from **GAME MANAGER** or from the **MISC** Menu within the game scoring screen. Links can then be copied and pasted from the emails as weblinks and onto social media platforms such as Facebook.

To send from **GAME MANAGER**, in the **GAME INFO SCREEN**, scroll down to near the bottom and tap on Email iScorecast Link. Enter the email address and then send the link. The same option can be undertaken while scoring the game by tapping on the **MISC** Menu. iScorecast links can be sent at any stage from the device on which the game is to be scored. Lineups do not need to be finalised.

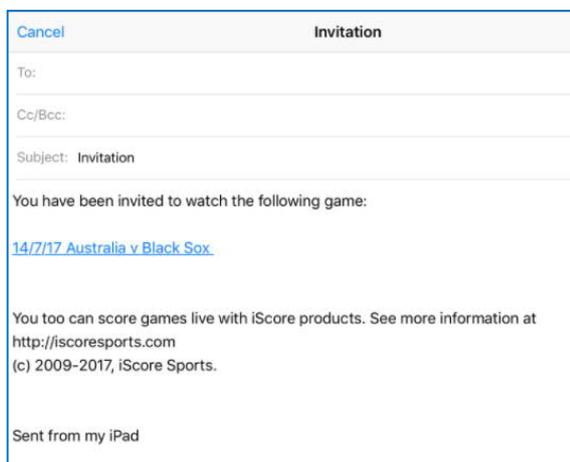


Figure 7.8 Email Game Link Invitation

8.2. Tournament/Multiple Game Links

In a tournament situation where there are multiple scorers scoring the games, it is preferable to set up the league, teams and players before the event. Operating a master device ensures consistency in team and player names as well as saving time in entering players into rosters for each game.

To enable this, a master device should hold the league, teams and games. Games can then be transferred via the admin website or Bluetooth to the devices on which the games will be scored. 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).

Once games have been sent from the master device to the devices games are scored on, the IScorecast links can then be sent to a designated email address for posting onto a tournament website. If you are providing links through a tournament website, it is advised to also include instructions on how to view games. (See Section 8.3 below)

8.3. Viewing Games

A recent change to the way that games that are viewed on mobile devices (either through links or by searching for games) through the IScore Central App has meant that there is a need to subscribe to the premium version of the app in order to view the games. (In 2018 this was US\$4.99 for three months.) However games involving teams that have a paid team website are free to view. Additionally games viewed on a web based platform (i.e. not a mobile device) is free to view.

Paid team websites can be set up through the Admin website. In 2018 the cost for this was US\$19.99 per year.



Critical Note:
When setting up a team website it is strongly recommended that the statistics section is set up with password protection. This will stop the potential for opposition teams accessing team statistics.

8.4. Transferring Data Via the Admin website.

1.1.1. Via the Admin Website

- On the master device, tap **OPTIONS** then **EXPORT** (assuming that an Admin Website has already been created).
- On the slave device, tap **OPTIONS**, then **DATA SHARING**, then **GET FROM WEB DATABASE**.

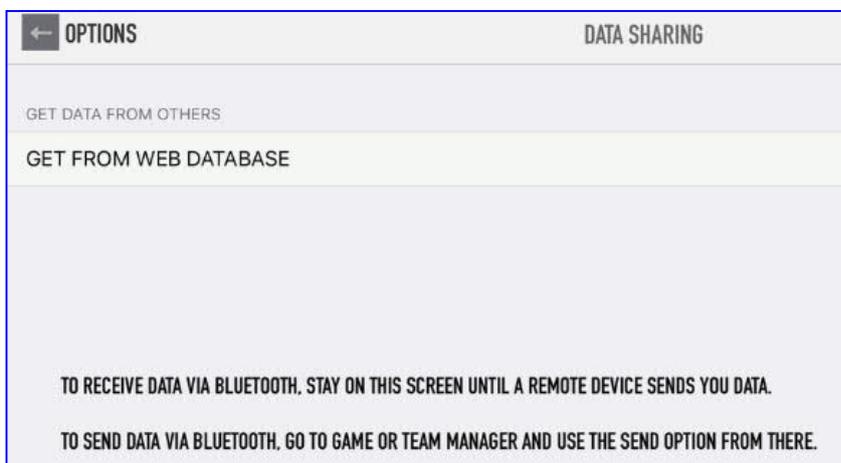


Figure 7.10.1a Data Sharing in the Options Menu

- 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**.



Figure 7.10.1b Data Sharing – Finding Another Device

- 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.
- 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.
- The **VERIFY DATA** screen is displayed, summarizing the new items which will be imported. Tap the **IMPORT** button.
- After the import has taken place, the receiving device will be returned to the **SELECT DATA** screen. Repeat the above three bullet points for each team to be imported.

1.1.2. Transferring Via Bluetooth – Sending Data

Teams and games can be shared with other devices. If sharing a team

- Go to **TEAM MANAGER**
- Choose the team
- Choose **SEND**
- It will then search for any devices within range. Choose the appropriate device that appears.

1.1.3. Transferring Via Bluetooth - Receiving Data

- Go to the **OPTIONS** Menu and choose **DATA SHARING**. You will be provided with a message to **STAY ON THIS SCREEN UNTIL A REMOTE DEVICE SENDS YOU DATA** (see figure 7.10.1b)
- Accept the prompt when given.
- 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.
- 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.
- 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 7.10.3 Mapping Data

- The **VERIFY DATA** screen is displayed, summarizing the new items which will be imported. Tap the **IMPORT** button.
- 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.
- 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

8.5. TwitterCast

TwitterCast is the ability to send game updates out to your Twitter account as a game is being scored. When TwitterCast is enabled for your device, and you have internet connectivity at the field, tweets will automatically be sent at the end of each half inning. You can optionally send additional tweets during the game by tapping the **TWEET** icon in the scoring screen.

To enable TwitterCast, first select the **TWITTERCAST** option from the **OPTIONS** screen. Then enter your Twitter credentials on the Twittercast screen and Authorize iScore to send tweets to your account. (NOTE: iScore does NOT keep your user name and password on the device. It gets a “token” from Twitter that is used to send the tweets on your behalf.)

After validating your Twitter credentials, go back to the **OPTIONS** screen, and be sure to set **TWITTERCAST** to **ON**. Just entering your credentials does not enable Twittercast. You must tell iScore you want it to be on while scoring. This allows you to toggle it on/off for different games without having to re-enter your credentials each time.

Appendix One - Frequently Asked Questions

1. I have only received the opposition lineup just before the game starts and don't have time to enter all of the names. Can I start the game without the names?

Yes. There are two ways you could do this and still score the game.

- 1) If this is a team that you already have a roster for (as opposed to the gameday lineup), start the game with the default lineup that appears and adjust the lineup (including positions) by using the **MISC** menu at the bottom and choosing **SHOW STARTING LINE UP** to adjust the starting lineup. Make sure that you only have nine players showing as batting.
- 2) If you don't have any players on a roster for the team, you can use Quick Roster and change the generic player names (i.e. player 1, player 2 etc) through the **MISC** menu as indicated in 1) above. It would be a good idea after the game and do a check in **MERGE PLAYERS** (See [Section 7.1 on Merging Players](#)) to see if any of the players were already in the **PLAYER MANAGER**.

If you are live scorecasting a game it is preferred that as soon as you are able, names are entered.

2. I have tried to export my games to the server and it comes up with an error message. What am I doing wrong?

There's a good chance that you are not doing anything wrong and the iScore server could be 'down'. This does happen infrequently. If it does, try again a bit later.

3. The opposition coach made a substitution in the 3rd innings and didn't tell our team. It's now the 5th innings. What do I do? Do I have to undo until then?

No, you don't need to undo. [Section 6.14 "Editing Plays During a Game"](#) covers how you can do this. Go to the **PITCH BY PITCH** viewer at the right of the scoring screen and find the point that you wish to edit tap on the play at the stage where the substitution was made. Where it says **"SUBSTITUTION NONE"** tap on **EDIT** and make the change. Any statistics and play by play reports will report the change from that point.

4. With two down and loaded bases, the fielding team took the runner on second base as the third out. When I had finished putting the play in I noticed that it had scored the runner from home which shouldn't have happened. How do I change this?

Hopefully you have picked this up before the next play.

- Using undo go back to the start of the play.
- You will have started the play by entering the Fielders Choice action of the batter (**IN PLAY**) then **FIELDERS CHOICE**.
- The next thing you are asked is what happened to the runner on 3rd.
- Tap on the Third Base tab (**THIRD**) then choose **HELD UP**.
- You can then carry on with the other runners as prompted.

It is crucial that the **THIRD** base tab is highlighted, not the **HOME** one.

If you have not picked this up before the next play, and you don't want to use undo repeatedly, you can change this by editing the play. Following the [Section 6.14 "Editing Plays During a Game"](#) instructions,

- Go to the where the play occurred.
- Tap on the play.
- Where it states that the run scored, tap on **EDIT**.
- Choose **RUN NOT SCORED**. This will fix the run but will read along the lines of "xxx reaches home but run did not score".

5. Help the game has started and I have realised I have the wrong team batting. What do I do?

Unfortunately this is one situation where you will have to undo all of the action back to the start of the game. Once you have tapped on the **PLAY** button, you are unable to swap the teams batting and fielding. Undo until you have the "Touch play! When the umpire says play ball prompt' Tap on **LINEUP** and then go to **OPTIONS** at the bottom right hand of the screen. Choose **SWAP TEAMS**. You can now go back and restart the game and you will have to re-enter the game play to date. It's a good idea to get into the practice of doing pre-game checks as shown in Section 5.7

6. I have got a new device. How do I transfer my old data to the new device?

If you have any iScore data that you wish to keep on the new device you are copying to, you will need to merge the data from the older device. See [Section 7.1](#) and [Section 8.4](#).

If you haven't got any data on the new device that you wish to keep;

- 1) Do an **OPTIONS** -> **EXPORT** in iScore from BOTH the device you are copying from and the device you are copying to
- 2) Make sure you have registered BOTH devices to the same email address. See [Section 7.5](#) for registering devices.
- 3) Log in to the Admin Website (<http://my.iscorecentral.com>)
- 4) Click the Accounts tab, then the Manage Data button
- 5) Select "Copy" next to the account you want to copy data from, then select "To Here" for the account you want to copy the data to
- 6) A few confirmation boxes will appear to be sure you really want to transfer the data
- 7) After the data has been transferred, do an **OPTIONS** -> **IMPORT** in iScore on the device for the account you copied data to in order to retrieve the data to your device.

7. Where can I find more help on iScore?

If you find a particular problem try one of the following options

- For issues particularly related to New Zealand scoring, contact your region's Deputy Chief Scorer. Their contact details can be found at www.softball.org.nz/GET+INVOLVED/SNZ+Scorers.html.
- There is a tutorial on the app's start screen.
- IScoresports has some Frequently Asked Questions that may be able to assist you. <http://iscoresports.com/baseball/support.php>
- A user forum is available where the issue you have may already have been answered. <http://iscoreforum.com/baseball/index.php>

Appendix Two – Electronic Scoring Policy including Guidelines and Accreditation Process

1. RATIONALE:

- 1.1. To delineate electronic softball scoring in New Zealand and outline an assessment criteria and process for the accreditation of scorers undertaking electronic scoring of softball games under the auspices of the New Zealand Softball Scorers Association.

2. SCOPE:

- 2.1. Primarily the function of electronic scoring is to provide live play by play action through the Softball New Zealand (or other) website.
- 2.2. National teams may also require appointed scorers to undertake electronic scoring in addition to the paper scoring role. The outcomes of this role may differ.
- 2.3. It is important to note that the Softball New Zealand 'paper' scoring system is the official method of recording softball games in New Zealand and the Statrak database is the official recognised software system to keep the statistical records of softball games in New Zealand.

3. OFFICIALLY RECOGNISED PROGRAMME AND DEVICE:

- 3.1. The officially recognised programme for the provision of electronic scoring will be iScore. It is noted that this is an application that has primarily been developed for Baseball and utilised in the North American setting.
- 3.2. To maintain consistency and alignment to the Softball New Zealand scoring system, the Softball New Zealand Scorers Association has developed New Zealand guidelines for scoring using iScore. Those guidelines must be followed when undertaking Softball New Zealand scoring appointments.
- 3.3. The guidelines must also be followed for any Softball New Zealand accredited scorer.
- 3.4. A process for accreditation has been developed to ensure that scorers are using the iScore application correctly.
- 3.5. The recommended device for electronic scoring is an iPad with either a standalone wifi connection (eg 3D or 4D) or the ability to hotspot off another device. The use of android tablets should only be made with the prior approval of a member of the Softball New Zealand Interpretation panel. This requirement is made because android devices have a different interface and in some situations do not handle information in the same way as iPad devices.

4. FIXTURES:

- 4.1. Electronic scoring is undertaken by scorers alongside official scorers undertaking paper scoring at selected Softball New Zealand fixtures. This may be a tournament where multiple games are covered by Electronic Scorers or a one-off fixture (such as the final of a tournament). Where the fixture is a one-off game, an appropriate email contact will be supplied by the fixture organiser and/or chief scorer for the pre-game link to be sent to.

5. ELECTRONIC SCORING ROLES

- IT Chief Scorer
- Electronic Scorer

5.1. IT Chief Scorer

At a tournament where there are multiple games being covered using electronic scoring, an IT Chief Scorer should be appointed. This role will oversee the electronic scoring function at a tournament and ensure that live and post-game links to games are publicly available.

5.1.1. Duties:

- Operate a master device which all games in a tournament will be entered.
- Create the appropriate league, teams and games.
- Ensure that all electronic scorers have set up their devices appropriately and a register of the device IDs is kept. This includes loading any software updates. (Exception: where an update is published during a tournament, this should NOT be loaded until it is able to be tested)
- Liaise with Softball New Zealand for access to the Softball New Zealand website (or other similar website) on which to load game and file links.
- Liaise with the Tournament Chief Scorer to appoint Electronic Scorers to fixtures.
- Ensure that there is an accessible designated email address to which Electronic Scorers will send game links.
- Oversee that Electronic Scorers obtain appointed games from the master device, email the game links and export to the server at the end of the game.
- Load on to the Softball New Zealand (or other) website for each game:
 - Links to the live play by play action by the start of each game
 - Links to the play by play summaries after each game
 - Link to the box score after each game
 - Final result after each game
- Undertake checks during games to ensure that the live updates are active
- Troubleshoot issues that occur
- Undertake checks during the tournament that the electronic scoring is accurate, consistent and timely.
- Liaise with the tournament Chief Scorer regarding any personnel issues.

5.1.2. Specification:

The IT Chief Scorer

- Will be an accredited Electronic Scorer
- Should have assisted an experienced IT Chief Scorer in a previous tournament to learn the role.
- Will have knowledge and ability in website editing
- Will preferably be at least a Grade 6 Scorer

5.2. Electronic Scorer

Electronic Scorers will be appointed to appropriate fixtures as identified by Softball New Zealand through the Scorers Interpretation Panel. This role will undertake electronic scoring of games in alignment with the official records to provide timely live updates and post-game summaries.

5.2.1. Duties

- Follow the pre-tournament directives of the IT Chief Scorer in regards to setting up the device. This will include ensuring that relevant updates to the software have been made. (Exception: where an update is published during a tournament, this should NOT be loaded until it is able to be tested and advised by the IT Chief Scorer).
- Prior to each appointed game, obtain the game from the IT Chief Scorer's master device using data sharing.
- Send a link of the game to the designated email address prior to each game.
- Set up each game with the batting order and appropriate batting/fielding order (top/bottom).
- Ensure that the game and device is set up with synchronisation enabled and the appropriate gender.

- At the start of the game check to see that the game is being broadcast, and make regular checks during the game.
- After the first pitch, enter the officials' details using the notes function.
- Electronically score each game alongside an official scorer, entering information into the device as scored by the official scorer. The decisions of the official scorer must be respected and
- Enter information in a timely manner, with the objective of providing live play by plays.
- Contact the IT Chief Scorer (or other designated person) immediately should any issues arise.
- Be mindful that the scorer undertaking paper scoring is the official scorer and communication with umpires and other personnel must be through that role.
- Maintain the Softball New Zealand Scoring requirements in regards to disclosing information pertinent to appeal plays.
- Maintain the Softball New Zealand Scoring requirements in regards to uniform and conduct.

5.2.2. Specifications:

- The Electronic Scorer:
- Will be an accredited electronic scorer or in the process of becoming an accredited electronic scorer at the event concerned.
- Will be regularly undertaking electronic scoring.
- Will demonstrate the ability to work as part of a team, particularly alongside official scorers on games.
- Will have the iScore password set to the universal SNZ Scorers password.

6. ACCREDITATION PROCESS FOR ELECTRONIC SCORERS

- 6.1. The accreditation process is to ensure that Electronic Scorers are able to provide accurate and timely electronic records of games aligned as much as possible to the Softball New Zealand system of scoring.
- 6.2. Assessment Pre-requisite
 - 6.2.1. Be a SNZ Scorer badge holder
 - 6.2.2. Have undertaken electronic scoring of a minimum of 6 (six) games which is evidenced by submitting the ID of the device(s) on which the scoring has been undertaken. (NB data on devices will need to be exported to the server in order for the games to be viewed). These should be live games and not scored from a paper scoresheet.
 - 6.2.3. Demonstrate regular paper scoring is being undertaken as well.
- 6.3. It is preferable that the accreditation assessment process take place in a tournament setting.
- 6.4. The electronic scorer will be appointed to games, of which a minimum of four games will be used for assessment.
- 6.5. Assessment will be undertaken by a Softball New Zealand Interpretation Panel member (or their appointee) and will include a combination of the following
 - Physical observation during a game
 - Comparing the play by play summary with the official scoresheet
 - Watching the live scoring of the linked games
- 6.6. If the assessment of four games is not practicable, assessment of one nominated and acceptable prior game that is accompanied by the scoresheet of a Badge Holder Scorer may be made. The Badge Holder Scorer will be a different scorer from the Electronic Scorer. Games electronically scored from a scoresheet are not considered to be acceptable.
- 6.7. During the assessment process, the Electronic Scorer will need to demonstrate;
 - Setting up a game including downloading games, sending links, setting gender and enabling synchronisation.
 - Accurate scoring that reflects the official scorer's scoresheet and judgement
 - Timeliness of entering information
 - Correcting recording substitutions
 - Noting special plays using the notes function
 - Undertaking any troubleshooting during or post games

- Post-game exporting
- 6.8. A scorer seeking accreditation outside of a tournament may make application to do so to their respective Deputy Chief Scorer.
- 6.8.1. The scorer should meet all of the pre-requisite requirements and will be assessed in a similar way over four games.
- 6.8.2. As with assessment in a tournament setting, one nominated and acceptable prior game that is accompanied by the scoresheet of a Badge Holder Scorer may be made.
- 6.8.3. The Badge Holder Scorer will be a different scorer from the Electronic Scorer. Games electronically scored from a scoresheet are not considered to be acceptable.
- 6.8.4. The Assessor will be a Deputy Chief Scorer or their nominee and the same criteria will be used.
- 6.9. Re-accreditation
- 6.9.1. Electronic Scorers should keep current by submitting the link for one game per year (if not appointed to a fixture) and be formally assessed at one game every three years.

Appendix Three – Statistics

It is important to note that the official Statistics programme utilised by Softball New Zealand Scorers Association is Statrak. This programme has been set up to record statistics according to the Softball New Zealand system of scoring as set out in the Softball New Zealand Scorers Manual and Appendix Six of the Softball New Zealand Rule Book.

The statistics generated by the iScore programme differs from the statistics generated through Statrak as set up for New Zealand scoring. iScore statistics are generated based on Baseball statistics.

A. Viewing Statistics

Statistics in iScore can be viewed in a number of ways.

- During a game by going to the statistics menu icon of the game screen. Tapping on this will take you to the default batting statistics. Pitching and Fielding Statistics can be viewed through tabs on the bottom right hand of the screen.
- After a game through the game info screen. Underneath each of the team names; Team Batting, Team Pitching and Team Fielding will take you to the statistics screens for each team.
- Through the Team Manager. In the Team Manager, tap on the team name. Team Stats appears in the team screen. Tapping on this will take you to the default batting statistics. Pitching and Fielding Statistics can be viewed through tabs on the bottom right hand of the screen.
- Once you are in the statistics screens you can filter statistics, email statistics and go to a stats legend box which explains what each of the abbreviations in the statistics tables means.

B. Filtering Statistics

Statistics can be filtered in two ways, by game and by customising the statistics that appear in the statistics tables.

B.1. Filtering Games

This is where the power of managing leagues comes in.

- At the bottom left hand side of the statistics screen is a filter icon with the words "Includes All Games against All Opponents (tap to change)". *See figure A1*
- Tapping on this will bring up a games filter box.
- You can filter by number of games, wins and losses, home and away games, opponents, date and leagues.
- By setting up leagues for different years and different competitions, statistics can be filtered for a single team.

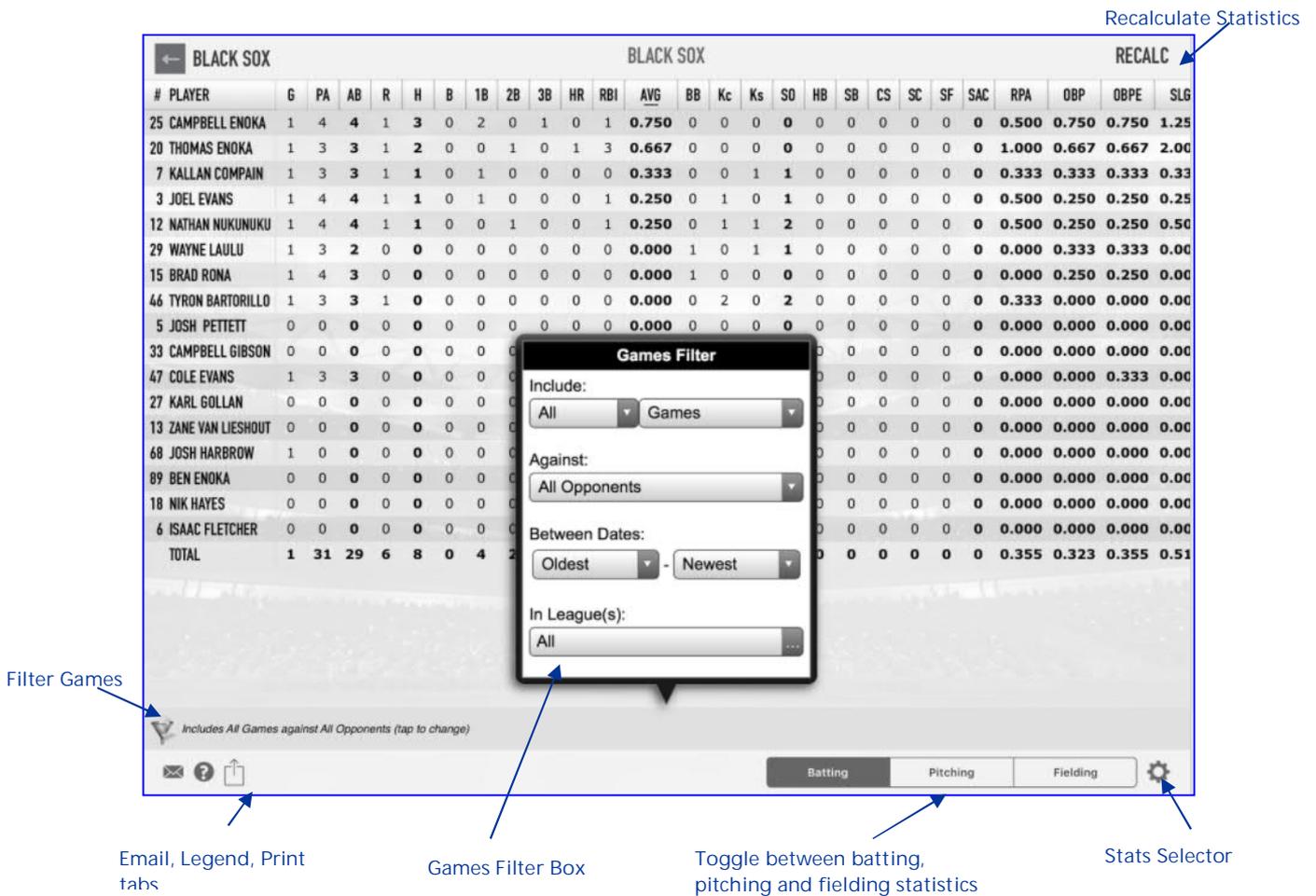


Figure A Statistics Page

B.2. Customising Statistics

Next to the Batting, Pitching and Fielding tabs on the bottom right hand of the screen is the stats selector button. This can be used to select which statistics you want to appear in the tables and in which order.

- A tick indicates that the statistic is included in the table.
- Tapping on the word of the statistic (eg At Bats) will select or unselect the statistic.
- Holding on the three lines beside each statistic name in this box and dragging can move the order of the statistic category.
- An explanation of some of the statistics terms are in Part D of this Appendix.

Once you have used the game filter or the statistics selector, recalculate the statistics using the **RECALC** button at the right hand top of the screen.

C. Editing Statistics

Some statistics are able to be edited to match the New Zealand scoring system. However care needs to be undertaken when doing this, and it should only be done by someone with a very good knowledge of how statistics are worked out and generated within our scoring system.

#	PLAYER	G	W	L	SV	IP	BF	Ball	Str	PIT	R	RA	ER	ERA
18	NIK HAYES	1	0	0	0	1.00	4	7	3	10	0	0.00	0	0.0
TOTAL		1	0	0	0	1.00	4	7	3	10	0	0.00	0	0.0

Figure C Statistics Editing Page

Statistics can be edited post-game through the game info screen.

- On the game info screen scroll down to the team concerned and choose which statistics area you wish to edit (batting pitching or fielding).
- Tap on the statistic you wish to edit. A small box will appear around the statistic. See figure A.
- Make your change.

The main statistic that often needs changing is Earned Runs. iScore calculates Earned Runs according to American Baseball conventions. This differs from how Earned Runs are determined in softball scoring.

D. Troubleshooting Statistics

If you find that statistics for some players and/or teams do not appear in the statistics, check which Leagues are and are not enabled for those players/teams. The most common reason will be that a League is not enabled.

E. Statistics Legends

Some of the statistics terminology used in iScore may not be familiar to softball users in New Zealand.

Although a stats legend box can be viewed in the statistics screen, some of the more commonly used statistics are defined here.

C.1. Batting Statistics

# - Player Number	BBI - Intentional Walks
Name - Player Name	Kc - Strike Outs Looking
G - Batting Games Played	Ks - Strike Outs Swinging
SEQ - The Order in which the Player Batted	SO - Strike Outs (Kc+Ks)
PA - Plate Appearances	HBP - Hit By Pitch
AB - At Bats	SB - Stolen Bases
R - Runs	CS - Caught Stealing
H - Hits	SCB - Sacrifice Bunts
B - Bunt Singles	SF - Sacrifice Flies
1B - Singles	SAC - Sacrifices
2B - Doubles	ROE - Reached on Error
3B - Triples	FC - Reached on Fielder's Choice
HR - Homeruns	CI - Reached on Catcher's Interference
XBH - Extra Base Hits	RC - Runs Created
TB - Total Bases	OBP - On Base Percentage
RBI - Runs Batted In	OBPE - On Base Percentage w/ROE
AVG - Batting Average	SLG - Slugging Percentage
BB - Walks	H/RSP - Hits with Runners in Scoring Position

C.2. Pitching Statistics

G - Pitching Games	H - Hits
W - Wins	BB - Walks
L - Losses	IBB - Intentional Walks
IP - Innings Pitched	HB - Hit Batters
BF - Batters Faced	BK - Balks
Ball - Balls	WP - Wild Pitches
Str - Strikes	1B - Singles Allowed
B/S - Ball to Strike Ratio	2B - Doubles Allowed
PIT - Pitches	3B - Triples Allowed

- R** - Runs Allowed
- GI** - Game Innings Average
- RA** - Run Average
- ER** - Earned Runs
- ERA** - Earned Run Average
- O** - Outs
- K** - Strikeouts
- Kc** - Strikeouts Looking
- Ks** - Strikeouts Swinging
- HR** - Homeruns Allowed
- WHIP** - Walk plus Hits per Inning Pitched
- OBP** - On Base Percentage
- S%** - Total Strike Percentage
- B%** - Total Ball Percentage
- ST** - Starts
- FIN** - Finishes
- CMP** - Complete Games

C.3. Fielding Statistics

- G** - Fielding Games
- ST** - Games Started
- Et** - Throwing Errors
- Ef** - Fielding Errors
- ERR** - Errors
- PO** - Putouts
- A** - Assists
- SBA** - Stolen Bases Allowed
- CS** - Caught Stealing
- PB** - Passes Balls
- PKF** - Pickoff Failed
- PK** - Pickoff Succeeded
- OP** - Outs Played

Appendix Four – Example Game

An example game is provided on the pages that follow that can demonstrate how a game is entered into iScore, how it appears in the play by play, how it appears in the Softball New Zealand Scoresheet and how it appears on the iScore Scorebook page.

The game is the final of the 2017 World Series Black Sox vs Australia and was scored by Ian Ditfort.

The versions supplied are:

- A. Play by Play Summary
- B. iScore Entries
- C. iScore scoresheet
- D. SNZ Scoresheet

A. Play by Play Summary

This is how this game appears in the live and post game play by play summaries.

Batter	Events	Visitor	Home
Top of inning 1			
#7 B O'Byrne	Strike (looking), Strike (swinging), Strikeout Swinging	0	0
#99 J Todhunter	Ball, Ball, Ball, Ball, Walk	0	0
#27 N Shailes	Foul, Ball, Fly out	0	0
#23 A Kirkpatrick	Strike (swinging), Ball, Foul, Strikeout Swinging	0	0
#25 C Enoka	Ball, Ball, Ball, Ball, Walk	0	0

#3 J Evans	Single , [C Enoka advances to Third]	0	0
#12 N Nukunuku	Ball, Strike (looking), Ball, Ball, Strike (looking), Sacrifice Fly , [C Enoka Scores], [J Evans advances to Second]	0	1
#15 B Rona	Ball, Ball, Ball, Strike (looking), Hit by Pitch	0	1
#20 T Enoka	Ball, Strike (looking), Strike (looking), Strikeout Swinging	0	1
#47 C Evans	Ball, Strike (looking), Foul, Fly out	0	1
#4 J White	Foul, Ball, Ball, Foul, Foul, Ball, Strikeout Swinging	0	1
#16 N Norton	Strike (looking), Ball, Ball, Strike (looking), Foul, Foul, Ball, Strikeout Swinging	0	1
#35 L O'Leary	Strike (looking), Ball, Strike (looking), Strikeout Swinging	0	1
#29 W Lauulu	Strike (looking), Strike (swinging), Strikeout Looking	0	1
#7 K Compain	Strike (looking), Ball, Fly out	0	1
#46 T Bartorillo	Foul, Strike (swinging), Foul, Ground out	0	1
#38 J Jemmott	Ball, Strike (looking), Strike (looking), Ball, Single	0	1
#65 R Sinclair	Strike (looking), Strike (swinging), Foul, Foul, Ball, Hit by Pitch , [J Jemmott advances to Second]	0	1
#7 B O'Byrne	Foul, Fly out	0	1
#99 J Todhunter	Strike (swinging), Strike (looking), Single , [J Jemmott Scores], [R Sinclair advances to Second]	1	1
#27 N Shailes	[R Sinclair advances to Third on the throw], [J Todhunter advances to Second on the throw], Intentional Walk	1	1
#23 A Kirkpatrick	Sacrifice Fly , [R Sinclair Scores], [J Todhunter advances to Third], [N Shailes advances to Second]	2	1
#4 J White	Ground out	2	1
#25 C Enoka	Ball, Foul, Strike (looking), Strikeout Swinging	2	1
#3 J Evans	Ball, Fly out	2	1
#12 N Nukunuku	Foul, Ball, Ball, Strike (looking), Ball, Foul, Ball, Walk	2	1
#15 B Rona	Ground out	2	1
#16 N Norton	Strike (swinging), Fly out	2	1
#35 L O'Leary	Ball, Ball, Strike (looking), Ball, Strike (swinging), Ball, Walk	2	1
#38 J Jemmott	Strike (looking), Strike (swinging), Ball, Ground out , [L O'Leary advances to Second]	2	1
#65 R Sinclair	Ball, Strike (looking), Strike (swinging), Single , [L O'Leary Scores]	3	1
#7 B O'Byrne	Ball, Ball, [R Sinclair advances to Second on Wild Pitch], Ball, Ball, Walk	3	1
#99 J Todhunter	Ball, Foul, Ball, Ground out	3	1
#20 T Enoka	Ball, Strike (looking), Strike (swinging), Single	3	1
#47 C Evans	Ball, Ground out , [T Enoka advances to Second]	3	1
#29 W Lauulu	Foul, Strike (swinging), Foul, Ball, Foul, Line Drive	3	1
#7 K Compain	Foul, Strike (looking), Fly out	3	1
#27 N Shailes	<i>N Hayes replaces J Pettett as Pitcher</i> , Ball, Ball, Ball, Strike (looking), Strike (looking), Foul, Ball, Walk	3	1

#23 A Kirkpatrick	Fly out	3	1
#4 J White	Strike (looking), Ball, Foul, Ball, Ball, Strikeout Swinging	3	1
#16 N Norton	Strike (looking), Fly out	3	1
#46 T Bartorillo	Strike (swinging), Foul, Ball, Fly out	3	1
#25 C Enoka	Ball, Ball, Ball, Strike (looking), Strike (looking), Foul, Double	3	1
#3 J Evans	Ball, Ball, Ball, Strike (looking), Strike (looking), Ball, Walk	3	1
#12 N Nukunuku	Ball, Ball, Strike (looking), Foul, Ball, [C Enoka advances to Third on Wild Pitch], [J Evans advances to Second on Wild Pitch], Ball, Walk	3	1
#15 B Rona	Strike (looking), Foul, Ball, Ball, Sacrifice Fly , [C Enoka Scores], [J Evans advances to Third], [N Nukunuku advances to Second]	3	2
#20 T Enoka	Ball, Ball, Strike (swinging), Ground out	3	2
#35 L O'Leary	Strike (looking), Strike (looking), Ball, Ball, Foul, Ball, Strikeout Looking	3	2
#38 J Jemmott	Strike (looking), Ground out	3	2
#65 R Sinclair	Ball, Strike (swinging), Strike (looking), Strikeout Swinging	3	2
#47 C Evans	Ball, Ball, Strike (looking), Foul, Fly out	3	2
#29 W Lauulu	Ball, Strike (looking), Foul, Single	3	2
#7 K Compain	Hit by Pitch , [W Lauulu advances to Second]	3	2
#68 J Harbrow	<i>J Harbrow replaces T Bartorillo on offense</i> , Strike (swinging), Ball, Foul, Single , [W Lauulu advances to Third], [K Compain advances to Second]	3	2
#25 C Enoka	Strike (looking), Foul, Ball, Foul, Ball, Strikeout Swinging	3	2
#3 J Evans	[C Enoka comes in as Courtesy Runner for K Compain], Ball, Strike (looking), Strike (swinging), Foul, Ball, Ball, Homerun! , [W Lauulu Scores], [C Enoka Scores], [J Harbrow Scores]	3	6
#12 N Nukunuku	Ball, Strike (swinging), Foul, Strikeout Swinging	3	6
#7 B O'Byrne	Foul, Strike (looking), Strikeout Looking	3	6
#99 J Todhunter	Strike (looking), Strike (swinging), Ball, Strikeout Swinging	3	6
#27 N Shailes	Ball, Ball, Strike (swinging), Strike (looking), Ball, Foul, Foul, Homerun!	4	6
#23 A Kirkpatrick	Strike (looking), Ball, Ball, Ground out	4	6

B. iScore Entries

This section sets out how the entries are made into iScore. Australia batting first is the top of each inning and shown in green in the following table. Black Sox batting second is the bottom of each innings and shown in grey in the table.

Inn	Batter	Actions
t1	1	Called strike, Swung at strike, Swung at strike, Strikeout Swinging
t1	2	Ball, Ball, Ball, Ball
t1	3	Foul, Ball, Out, Pop up/Fly out, touch area on diamond Pop up, soft, Next, SS, Done, Held up
t1	4	Swung at strike, Ball, Foul, Swung at strike, Strikeout Swinging, (prompt given "what happened to..."), Held up
b1	1	Ball, Ball, Ball, Ball
b1	2	In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next, (prompt given "what happened to...") touch 3rd Base tab, Advanced by batter,

Inn	Batter	Actions
b1	3	Ball, Called strike, Ball, Ball, Called strike, Out, Sacrifice Fly, (prompt given "touch spot where..."), Hard, Next, LF, Done, touch Home tab, Advanced by batter, touch 2nd Base tab, Advanced by batter
b1	4	Ball, Ball, Ball, Called strike, In Play, Hit by Pitch,
b1	5	Ball, Called strike, Called strike, Swung at strike, Strikeout Swinging, (prompt given "what happened to..."), Held up
b1	6	Ball, Called strike, Foul, Swipe on OUT, LF Fly out, touch area on diamond Next
t2	5	Foul, Ball, Ball, Foul, LF Fly out, Ball, Swung at strike, Strikeout Swinging
t2	6	Called strike, Ball, Ball, Called strike, Foul, Foul, Ball, Swung at strike, Strikeout Swinging
t2	7	Called strike, Ball, Called strike, Swung at strike, Strikeout Swinging
b2	7	Called strike, Swung at strike, Called strike, Strikeout Swinging
b2	8	Called strike, Ball, Swipe on OUT, LF Fly out, (prompt given "touch spot where...") touch area on diamond, Next
b2	9	Foul, Swung at strike, Foul, Swipe on OUT, U3, (prompt given "touch spot where..."), soft
t3	8	Ball, Called strike, Called strike, Ball, In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next
t3	9	Called strike, Swung at strike, Foul, Foul, Ball, In Play, Hit by Pitch
t3	1	Foul, Out, Pop up/Fly out, touch area on diamond, soft, Pop up, C, Done, (prompt given "what happened to..."), Held up, (prompt given "what happened to..."), Held up
t3	2	Swung at strike, Called strike, In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next, touch Home tab, Advanced by batter, (prompt given "what happened to..."), Advanced by batter, (prompt given "what happened to..."), Held up, Touch Runner on 2 nd , touch 3rd Base tab, On the throw, (prompt given "what happened to..."), touch 2nd Base tab, On the throw
t3	3	In Play, Intentional Walk, Out, Sacrifice Fly, (prompt given "touch spot where...") touch area on diamond, Hard, Next, LF, Done, (prompt given "what happened to..."), touch Home tab, Advanced by batter, (prompt given "what happened to..."), touch 3rd Base tab, Advanced by batter, (prompt given "what happened to..."), touch 2nd Base tab, Advanced by batter,
t3	4	Swipe on OUT, U3, (prompt given "touch spot where..."), soft, Next
b3	1	Ball, Foul, Called strike, Swung at strike, Strikeout Swinging
b3	2	Ball, Swipe on OUT, LF Fly out, (prompt given "touch spot where...") touch area on diamond, Next
b3	3	Foul, Ball, Ball, Foul, Ball, Foul, Ball
b3	4	Swipe on OUT, 1-3 Ground out, (prompt given "touch spot where...") touch area on diamond, soft, Next
t4	6	Swung at strike, Out, Pop up/Fly out, (prompt given "touch spot where...") touch area on diamond, soft, Pop up, Next, 2B, Done
t4	7	Ball, Ball, Called strike, Ball, Swung at strike, Ball
t4	8	Called strike, Swung at strike, Ball, Out, Ground Out, (prompt given "touch spot where...") touch area on diamond, Next, 1B Done, (prompt given "what happened to..."), Advanced by batter
t4	9	Ball, Called strike, Swung at strike, In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next, (prompt given "what happened to..."), touch Home tab, Advanced by batter, (prompt given "what happened to..."), Held up
t4	1	Ball, Ball, Ball, Ball
t4	2	Ball, Foul, Ball, Swipe on OUT, 4-3 Ground out, (prompt given "touch spot where..."), Next
b4	5	Ball, Called strike, Swung at strike, In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next, (prompt given "what happened to..."), Held up
b4	6	Ball, Out, Ground Out, (prompt given "touch spot where...") touch area on diamond, soft, Next, P, 2B, Done, (prompt given "what happened to..."), Advanced by batter
b4	7	Foul, Swung at strike, Foul, Ball, Foul, Out, Drive, (prompt given "touch spot where...") touch area on diamond, Hard, Next, 1B, (prompt given "what happened to..."), Held up

Inn	Batter	Actions
b4	8	Foul, Called strike, Swipe on OUT, CF Fly out, (prompt given "touch spot where...") touch area on diamond, Next
t5	3	Touch Pitcher, scroll on list to Nik Hayes (his number will now appear beneath the yellow P box), Save, Ball, Ball, Ball, Called strike, soft, Foul, Ball
t5	4	Out, Pop up/Fly out, (prompt given "touch spot where...") touch area on diamond, soft, Pop up, Next, SS, Done, (prompt given "what happened to..."), Held up
t5	5	Called strike, Ball, Foul, Ball, Ball, Swung at strike, Strikeout Swinging, (prompt given "what happened to..."), Held up
t5	6	Called strike, Out, Pop up/Fly out, (prompt given "touch spot where...") touch area on diamond, soft, Pop up, Next, SS, Done
b5	9	Swung at strike, Foul, Ball, Swipe on OUT, RF – Fly out, (prompt given "touch spot where...") touch area on diamond, Next
b5	1	Ball, Ball, Ball, Called strike, Called strike, Foul, In Play, Hit – Double, (prompt given "touch spot where...") touch area on diamond, Hard, Next, (prompt given "what happened to..."), Held up
b5	2	Ball, Ball, Ball, Called strike, Called strike, Ball
b5	3	Ball, Ball, Called strike, Foul, Ball, Touch runner on 2nd, Touch 3rd Base tab, Wild Pitch, (prompt given "what happened to..."), touch 2nd Base tab, Wild Pitch, Ball,
b5	4	Called strike, Foul, Ball, Ball, Out, Sacrifice Fly, (prompt given "touch spot where...") touch area on diamond, Next, CF, Done, (prompt given "what happened to..."), touch Home tab, Advanced by batter, (prompt given "what happened to..."), touch 3rd Base tab, Advanced by batter, (prompt given "what happened to..."), (touch 2nd Base tab), Advanced by batter
b5	5	Ball, Ball, Swung at strike, Swipe on OUT, 1-3 Ground out, (prompt given "touch spot where...") touch area on diamond, soft, Next
t6	7	Called strike, Called strike, Ball, Ball, Foul, Ball, Called strike, Strikeout Looking
t6	8	Called strike, Swipe on OUT, 6-3 Ground out, (prompt given "touch spot where...") touch area on diamond, Next
t6	9	Ball, Swung at strike, Called strike, Swung at strike, Strikeout Swinging
b6	6	Ball, Ball, Called strike, Foul Swipe on OUT, RF Fly out, (prompt given "touch spot where...") touch area on diamond, Next
b6	7	Ball, Called strike, Foul, In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next, (prompt given "what happened to..."), Held up
b6	8	In Play, Hit by Pitch
b6	9	Touch batter's name (Tyron Bartorillo), scroll on list to Josh Harbrow (his number #68 will now appear below the yellow 9 box), Save, Swung at strike, Ball, Foul, In Play, Hit single, (prompt given "touch spot where...") touch area on diamond, Next, (prompt given "what happened to..."), Advanced by batter, (prompt given "what happened to..."), Advanced by batter, (prompt given "what happened to..."), Held up
b6	1	Called strike, Foul, Ball, Foul, Ball, Swung at strike, Strikeout Swinging, (prompt given "what happened to..."), Held up, (prompt given "what happened to..."), Held up, (prompt given "what happened to..."), Held up
b6	2	Touch Runner on 2 nd , touch Courtesy Runner, scroll on list to C Enoka, Save, Ball, Called strike, Swung at strike, Foul, Ball, Ball, In Play, Home Run, (prompt given "touch spot where..."), Hard, Next
b6	3	Ball, Swung at strike, Foul, Swung at strike, Strikeout Swinging
t7	1	Foul, Called strike, Called strike, Strikeout Looking
t7	2	Called strike, Swung at strike, Ball, Swung at strike, Strikeout Swinging
t7	3	Ball, Ball, Swung at strike, Called strike, Ball, Foul, Foul, In Play, Home Run, (prompt given "touch spot where..."), Hard, Next
t7	4	Called strike, Ball, Ball, Swipe on OUT, 5-3 Ground Out, (prompt given "touch spot where...") touch area on diamond, Next

C. iScore Scoresheet

Seeing how this compares to the New Zealand Softball sheet will also assist in the use of it during games.

16/7/17 Australia V Black Sox

Team:			Runs:	Hits:	Details:		Notes:					
Australia			4	4	Location:							
					Weather:							
					Condition:							
#	Player	Pos	Inn	1	2	3	4	5	6	7	8	9
7	Brendon O'Byrne	7	1									
99	James Todhunter	5	1									
27	Nick Shailes	4	1									
23	Andrew Kirkpatrick	3	1									
4	Joshua White	DH	1									
16	Nick Norton	2	1									
35	Liam O'Leary	9	1									
38	Julian Jemmott	6	1									
65	Ryan Sinclair	8	1									
R/H				0/0	0/0	2/2	1/1	0/0	0/0	1/1	0/0	0/0
K/BB				2/1	3/0	0/1	0/2	1/1	2/0	2/0	0/0	0/0

Team: Black Sox				Runs: 6	Hits: 6	Details: Location: Weather: Condition:			Notes:			
#	Player	Pos	Inn	1	2	3	4	5	6	7	8	9
25	Campbell Enoke	8	1	AB2 AB2 BB AB3 1 2 3		K ① 2 3 1		WP3 2B AB4 1 2 3 x 4 5	K ② 1 2 3 5			
3	Joel Evans	4	1	AB3 1B F 1 2 3		F7 ② 1		AB4 WP3 BB 1 2 3 x 4 5	HR F 1 2 3 4 5 6			
12	Nathan Nukunuku	3	1	SF7 ① F 1 2 3 4 5		BB 1 4 2 3 5		AB4 BB 1 2 3 4 5	K ③ 1 2 3			
15	Brad Rona	DH	1	HBP 4 1 2 3		1-3 ③ G 1		SF8 ② F 1 2 3 4				
20	Thomas Enoke	7	1	K ② 2 3 1			AB6 1B L 1 2 3	1-3 ③ G 1 2				
47	Cole Evans	6	1	F7 ③ F 1 2 3 4			1-4 ① G 1		F9 ① F 1 2 3 4			
29	Wayne Lauulu	9	1		K ① 1 2		L3 ② xx L 4 1 2		AB9 AB8 1B AB2 1 2 3			
7	Kallan Compain	2	1		F7 ② F 1 2		F8 ③ F 1 2		C25 AB2 AB9 AB2 HBP			
46	Tyron Bartorillo	5	1		U3 ③ G 1 2			F9 ① F 1 2 3	AB2 AB2 1B 1 2 3			
68	Joshua Harbrow	-	6									
R / H				1 / 1	0 / 0	0 / 0	0 / 1	1 / 1	4 / 3	0 / 0	0 / 0	0 / 0
K / BB				1 / 1	1 / 0	1 / 1	0 / 0	0 / 2	2 / 0	0 / 0	0 / 0	0 / 0

D. Softball New Zealand Scoresheet

The same game as scored by Ian Ditfort appears on the following page.

