

Softball New Zealand Official Scorers' Manual



Level 0 – 1

**Basic Scoring
for
Beginner Scorers**

August 2023

Softball New Zealand

Basic Scorers Manual

Edition	Date	Prepared By
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1. General

Welcome to the Softball New Zealand Scorers Manual. This manual consists of three sections: Basic, Intermediate, and Advanced.

This is the Basic Manual section. It provides an entry-level understanding of softball scoring. Once you have mastered these basics, we encourage you to move on to the intermediate section of the manual.

2. Duties of the Scorer

- a. To score for your chosen team.
- b. Exchange lineups with the opposing team scorer.
- c. Keep an accurate record of runs scored and outs for each team in each innings throughout the game.
- d. At the end of the game, check with the opposition scorer that you agree on the final score.

3. Equipment Required

- a. Scorebook (or Sheets).
- b. Blue/black pen, correction fluid/tape, or a pencil and eraser (preferred by beginners).
- c. Red Pen (Used only for colouring in Runs).
- d. Board and clips.
- e. A plastic cover to protect the scoresheet if it rains.
- f. Chair.
- g. Wet weather gear, including an umbrella.
- h. Hot weather gear, e.g. Sunblock, hat, water, etc.
- i. Timepiece.
- j. New Zealand Scorers Manual.

4. The Toss

Before the game, a toss is typically taken. The toss determines which team bats first (top of the innings) and which team fields first (bottom of the innings).

To record this, colour in the appropriate box in **Red** at the top left-hand corner on each side of the scoresheet.

Team One					Vs.			
TOP	BOTTOM	PLAYERS			Inn	Inn	S	R
No		Pos	Pos	Pos	1	2		



This team will bat first

Team Two					Vs.			
TOP	BOTTOM	PLAYERS			Inn	Inn	S	R
No		Pos	Pos	Pos	1	2		
11	Nathan Nukunika	R	L	L				



This team will field first

5. Explanation of Scoresheet

5.1. Batting Positions – SNZ Official Scoresheet

Batter numbers are printed on each side of the scoresheet. Record the players' **Full Names** for each batting position on the first line of each box from 1-9. Numbers 10 onwards record players not starting the game.

Record shirt numbers in the **NO** column on the left of each player's name.

TIP: If you are not given shirt numbers for the opposition, put an identifying note next to their name, e.g. pigtails, blue socks. This helps identify each batter so you can check the team is batting in the correct order as the game progresses.

Team One										
TOP	BOTTOM	PLAYERS			Inn	Inn	S	R		
No		Pos	Pos	Pos	1	2				
1	10	Jimmy Cotter			8					
2	1	Dennis Cheyne			7					
3	15	Dave Sorenson			3					
4	14	Paul Rogers			6					
5	11	Terry Nunns			2					
6	21	Peter Priddy			9					
7	18	Wayne Baldwin			4					
8	19	Gary Ward			5					
9	23	Kevin Herlihy			1					
10	13	Ed Dolej						Runs	Total	
11	17	Ray Weaver						Hits	LOB	
12	12	Harry Atkin						K	BB	
13										
14										
15										

5.2. Junior Scoresheets

Some associations use simplified scoresheets for junior grades. The following are some examples of this.

Team			
	No	Player	POS
1	10	Samantha	7
2	13	Julie	5
3	9	Heidi	1
4	8	Tina	2
5	20	Janet	8
6	23	Tegan	3
7	6	Pearl	9
8	5	Te Marie	4
9	2	Christine	6
Sub	1	Debbie	Runs Total
	3	Sarah	
	4	Michelle	

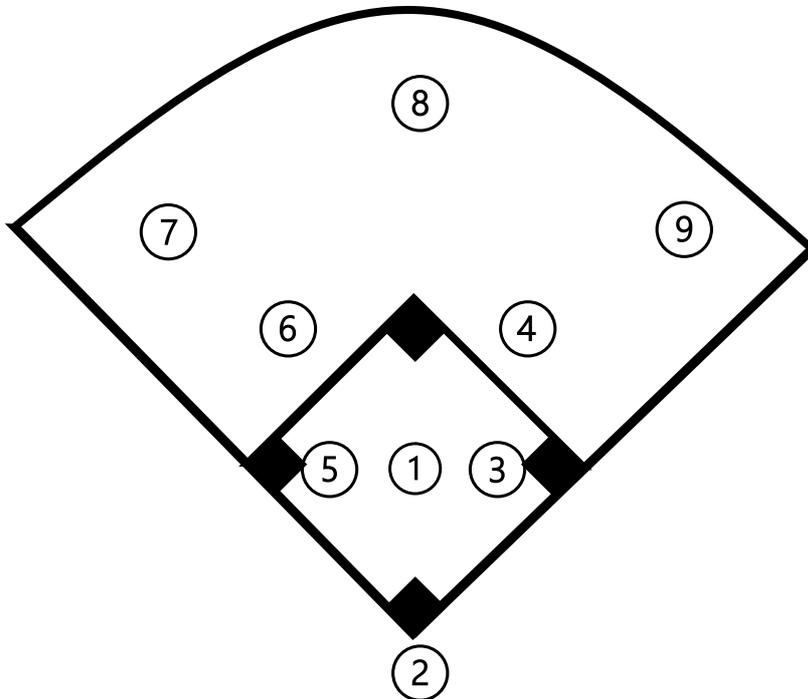
Samples of modified scoresheets

Team						Team					
1											
2											
3											
4											
5											
6											
7											
8											
9											
Subs											
Runs/Total						Runs/ Total					

Vs:														
TOP	BOTTOM PLAYERS					1	2	3	4	5	6	7		
No	No	Pos	Pos	Pos	Pos									
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
	Pitcher					BF	W	L	inn	R	H	K	BB	ER

5.3. Fielding Positions

As fielding position numbers are used in most plays when scoring a game, you must know which number relates to each position.



1. Pitcher
2. Catcher
3. First Base
4. Second Base
5. Third Base
6. Short Stop
7. Left Field
8. Centre Field
9. Right Field

Team Two

	TOP	BOTTOM		Inn	Inn
	No	PLAYERS	Pos	Pos	S
1	12	Nathan Nukunuku	6		
2	4	Brad Rona	5		
3	1	Patrick Shannon	2		
4	21	Donny Hale	3		
5	6	Thomas Makea	8		
6	9	Ben Enoka	9		
7	20	Pita Rona	7		
8	5	Heinie Shannon	1		
9	2	Roman Gabriel	4		

Fielding Positions

When you record the starting nine batters, they will need fielding positions.

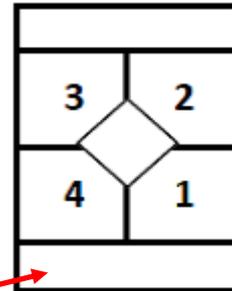
Fielding positions are recorded in the **POS** column to the right of their name.

5.4. The Box

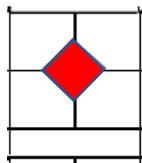
Alongside each player's batting position, a BOX is provided for each inning to record what happens during and after completing their bat turns.

Each box is made up of six sections as follows:

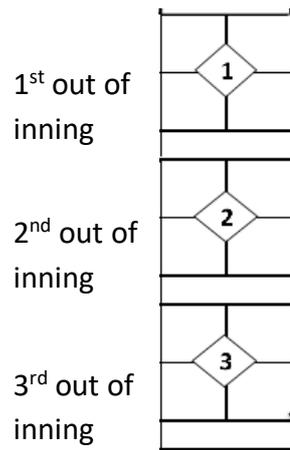
1. Batters box to 1st base
2. 1st base to 2nd base
3. 2nd base to 3rd base
4. 3rd base to Home Plate
5. For recording balls and strikes.
6. The centre of the diamond records the player's final result is shown below (a,b,c).



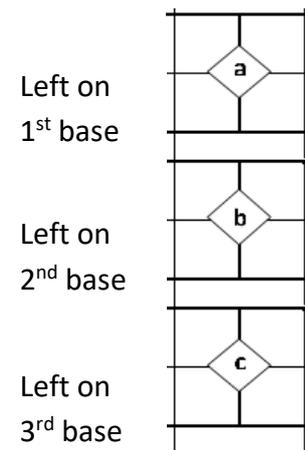
(a) Run scored



(b) OUT



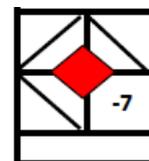
(c) Left on base



5.5. Scoring Runs

One run scores each time a base runner legally touches all the bases and home plate before the third out of the inning. This is indicated by colouring the centre diamond in **Red**.

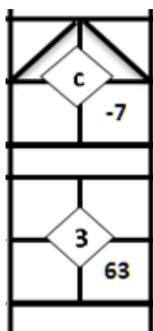
This example shows the batter hit safely to left field, and the solid lines show him advancing safely around the bases, scoring a Run



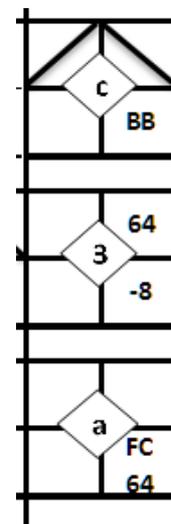
NOTE: A Run will not score if the third out of the inning is a forced out.

EXAMPLES:

Runner from third does not score as the batter was forced out at 1st base.



Runner from third does not score as the base runner from 1st base was forced out at second base.

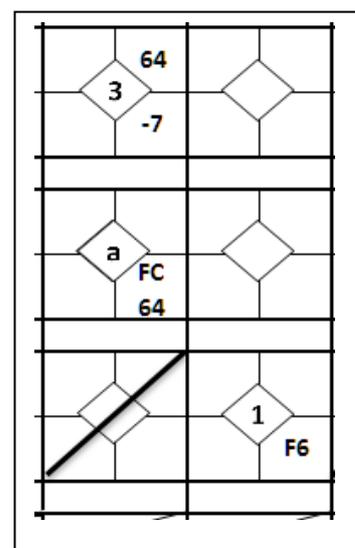


NOTE: If unsure whether a run has been scored, check with the umpire, who can advise you.

5.6. Closing off the Innings

At the end of each inning, mark a **Single Diagonal** line after the last player to complete their turn at bat. This is not always the third out of the innings.

The next inning begins in the box to the right of the box with the diagonal line in it.



5.7. Inning Score

At the bottom of each **Inning** column, you will see three squares bisected by a diagonal line, as in the example below.

As a beginner scorer, concentrate on the **Runs** and **Total** box. You will use the other boxes as you advance in your scoring. The runs scored for each inning get recorded in the upper left half of the box, and the accumulated total for the game is in the lower right half.

Example:

Innings	1	2	3	4	5	6	7
Runs	0	0	2	4	0	0	0
Total	0	0	2	6	6	6	6

In the example, no runs are scored until the third inning. Therefore, the runs and total are the same for the first three innings. In the fourth inning, four runs occur, so enter 4 in the runs box, and the runs total is now 6. No more runs are scored in the game.

5.8. Inning Overflow

When a team goes through the batting order, an extra column is used to score the remainder of the inning. *Railway Lines* show the continuation.

It is a good idea to leave a blank box in the first column between the start of the inning and where the overflow occurs.

If the team bats from 1-9 and you continue into the next column, just join the columns with a bracket and continue scoring in the next column.

6. Scoring The Game

6.1. Basic Symbols

The following are the basic symbols used in scoring. Symbols in the SAFE column are for players that **REACH BASE SAFELY**. Symbols in the OUT column are when a player goes out.

SAFE

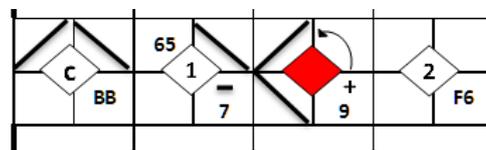
—	One base Hit
+	Two Base Hit
++	Three Base Hit
+++	Home Run
BB	Base on balls (Walk)
HP	Hit by Pitched Ball
FC	Fielders Choice
E	Error
FE	Dropped Fly Ball
KWP	Wild Pitch on third Strike
KPB	Passed Ball on third Strike

OUT

K	Strike out (Third strike swung at)
KC	Strike Out (3 rd strike not Swung at)
KA	Dropped Third Strike Rule (Rule 5.4.4 a) ii)
T	Tagged Out
F	Fly ball Caught
FF	Foul Fly ball Caught

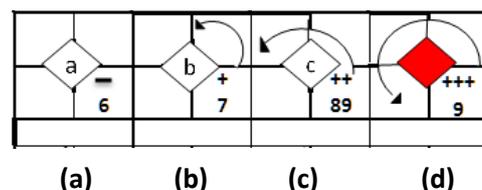
6.2. Moving Players Around the Diamond

To start, concentrate on symbols showing how players reach 1st base. Use diagonal lines to show when they advance to other bases. If they go out before or after reaching 1st base, use symbols to show the out.



6.3. Safe Hit (—, +, ++, +++)

Show the hit symbol with the fielder number beneath it. Show where the ball is hit rather than which fielder retrieves it. You may show more than one fielding position.



- (a) Infield single to shortstop.
- (b) Two-base hit to left field. (regardless of who fields the ball).
- (c) Three-base hit between centre-field and right-field.
- (d) Home run to right field.

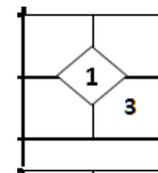
NOTE: The example shows the batter advancing more than one base on the hit using arrows.

6.4. Outs

When an out occurs, use the fielder's position number to indicate which player or players contribute to the out. The exception is the three types of strikeouts where you enter a **K**, **KC** or **KA**.

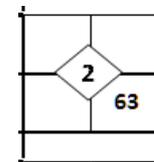
6.5. Unassisted Put Out (Ground Out)

1st base fields the ball and steps on the base for the out.



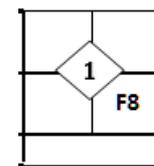
a. Assisted Put Out (Ground Out)

Short Stop fields the ball and throws to 1st base for the out.

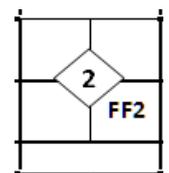


b. Batted Ball Caught

When a fielder catches a fair ball, score **F** (fly) and the fielder who makes the catch. If the ball is in foul territory, score **FF** (foul fly) and the fielder who makes the catch.



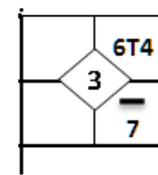
Fair Ball



Foul Ball

c. Tagged Put Out

When a fielder tags a base runner for the out, put a **T** in front of the fielding position number that makes the tag, e.g., the shortstop fields the ball and throws to 2nd base, who tags the base runner for the out.



6.6. Fielding Errors

An error is a mistake made by a fielder that prolongs the life of a batter or base runner who should have been out. Errors could be either a misfield, bad throw or dropped catch. The scorer's judgement alone determines whether it is an error or not.

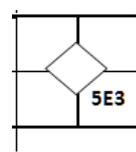
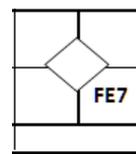
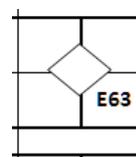
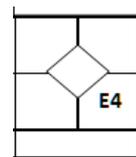
Don't be influenced by those around you. Be careful not to judge the player rather than the play. A fielder is expected to make a reasonable effort to field a ball, which varies depending on the grade you are scoring.

Here are questions to ask yourself before scoring a **HIT** or **ERROR**.

- a. Consider the grade of softball you are scoring. The standard must be consistent for all players, depending only on the game grade or level.
- b. Remember, a player only needs to make a reasonable or ordinary effort. They do not have to be superhuman!
- c. If the throw is too high, too low or too wide for a fielder to take with reasonable or ordinary effort, you error the thrower, not the receiver.
- d. If the ball suddenly takes a bad hop or changes direction, this should probably not be an error. Generally, the fielder should be given the benefit of the doubt in these situations.
- e. When a thrown ball hits a runner or batter/base runner, running the baseline legally, you error the thrower if an out should have been taken.

Examples of scoring Errors

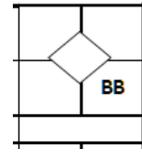
1. A ground ball was not fielded cleanly by 2nd base, and the batter should have been out at 1st.
2. Shortstop makes a bad throw, attempting to take the out at 1st base, and in your judgement, the batter should have been out.
3. Left Field drops a fly ball in fair territory (if the ball is in foul territory, score as FFE7).
4. Third base makes a perfect throw to 1st base for the out, but 1st base either drops the ball or fails to touch the base.



6.7. Pitcher and Catcher Plays

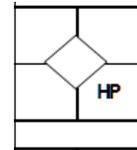
a. Base on balls/Walk (BB)

The batter is awarded 1st base when the umpire calls four balls.



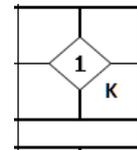
b. Hit by Pitched Ball (HP)

A batter is awarded 1st base when hit by a pitched ball.



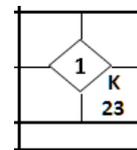
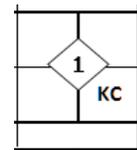
c. Strikeouts (K)

Due to their frequency, strikeouts are the only symbols which do not have a fielder number shown. The putout goes to the catcher on a normal strikeout (Rule 12, sec 12b 1-2), and the pitcher is not credited with an assist.



Examples:

- The third strike swung at (K)
- The third strike was not swung at, and a strikeout was called by the umpire (KC)
- The catcher dropped the third strike but played them out at 1st base. In this case, the fielder at 1st base gets the out, and the catcher gets the assist.

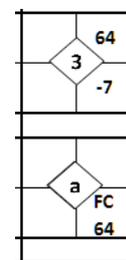


6.8. Fielder's Choice (FC)

Fielder's Choice is when a fielder chooses to take a proceeding runner or the batter out. Fielder's Choice occurs whether they make a play or hold the ball.

Example 1

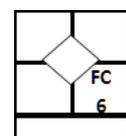
With a runner on 1st, the batter hits to shortstop, who chooses to take the runner going to 2nd and gets an out. Score the batter getting to 1st as a fielder's choice



Example 2

When a fielder should have an out but chooses to hold the ball, ask yourself, would the batter have beaten a direct throw to first?

- If the answer is no - score it as a Fielder's Choice (FC)
- If the answer is yes - score it as a hit



7. Substitutes

Write the name of a substitute immediately below the player substituted for and their fielding position.

Use the substitute's **S column** to show when they entered the game. Show the innings number, and fill in the top-right or bottom-left corner of the square to show which half of the inning.

Use a vertical line to show where the new player begins to bat.

	No	Player	POS	1	2	3
1	10	Samantha	7	1	a	
	3	Sarah	7	K	BB	

Junior Scoresheet

TOP		BOTTOM		Inn	Inn					
No	PLAYERS	Pos	Pos	Pos	S	R	1	2	3	
29	Wayne Laua	9	/	/						
25	Campbell Enoke	9	/	/	1		3		a	
			/	/			K		7	

8. Fielding Position Changes

If a player already in the game (starting nine or substitute) changes their fielding position, use the **Inn/Pos** column to record their new position and the innings the change occurred.

In this example, Nukunuku has gone from shortstop to 2nd base in the bottom of the 4th inning.

TOP		BOTTOM		Inn	Inn					
No	PLAYERS	Pos	Pos	Pos	S	R				
1	12 Nathan Nukunuku	6	4	4						
			/	/						
			/	/						

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