

# **Softball New Zealand Official Scorers Manual**



**Basic Scorers Manual  
September 2012**

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# Softball New Zealand

## Basic Scorers Manual

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<b>Edition</b>	<b>Date</b>	<b>Prepared By</b>
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### **1. General**

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

In this basic manual it will give you a Basic Understanding of Softball Scoring. Once you have mastered these Basic's we encourage you to advance to our intermediate section.

### **2. Duties of the Scorer.**

1. To score for your chosen team.
2. Exchange line ups with the opposing team scorer.
3. Keep an accurate record of runs scored and outs for each team in each innings throughout the game.
4. At the end of the game check with the opposition scorer that you agree on the final score.

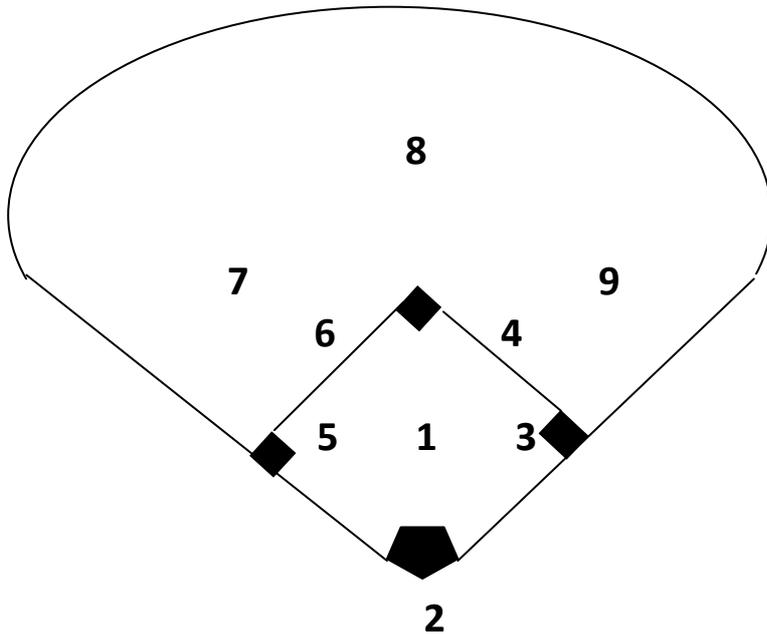
### **3. Equipment Required**

1. Scorebook (or Sheets)
2. Blue or Black Pen and correction fluid or tape, or Pencil and Rubber.  
(Preferred by beginners)
3. Red Pen (Used only for colouring in Runs.
4. Board and clips.
5. Plastic cover to protect the Score sheet in case of wet weather.
6. Chair.
7. Wet weather gear including an Umbrella.
8. Hot weather gear e.g. Sun block, hat, water etc.
9. Timepiece.
10. New Zealand Scorers Manual.



## 5.2 Fielding Positions

As fielding position numbers are used in most plays when scoring a game, it is important that you are familiar with what number relates to what 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	Pos	Pos	S			
1	12 Nathan Nukunuku	8							
2	4 Brad Rona	6							
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 Heini Shannon	1							
9	2 Roman Gabriel	4							

Fielding Pos

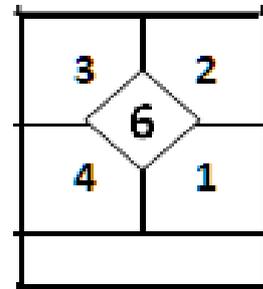
When you record the starting nine batters they should also have a fielding position number. You record this in the **POS** column to the right of their name.

### 5.3 The Box

Alongside each players batting position a **BOX** is provided for each Innings to record what happens during and after they complete their turn at bat.

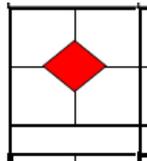
Each box is made up of six sections as Follows:

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. Used to record balls and strikes.

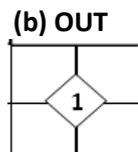


6. The Centre of the Diamond is used to record the **Players Final Result.**

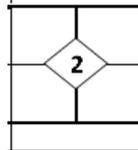
(a) RUN SCORED



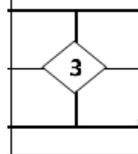
1<sup>st</sup> Out  
of Innings



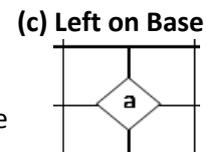
2<sup>nd</sup> Out  
of Innings



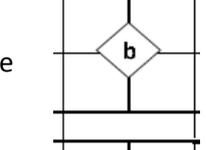
3<sup>rd</sup> Out  
of Innings



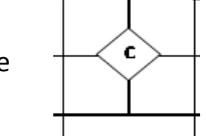
Left on  
1<sup>st</sup> Base



Left on  
2<sup>nd</sup> Base



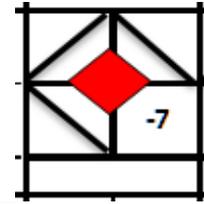
Left on  
3<sup>rd</sup> Base



## 5.4 Scoring Runs

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

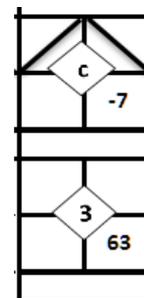
This example shows the batter hit safely to left field and the solid lines show him advancing safely around the bases scoring a Run



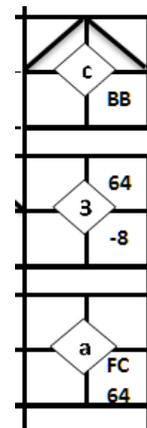
**NOTE:** A Run will not score if the third out of the innings is a Force Out.

### EXAMPLES:

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



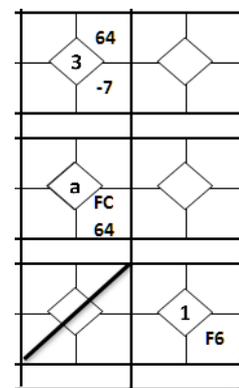
Runner from third does not score as the base runner from 1<sup>st</sup> base was forced out at second base.



**Note:** *If you are unsure whether a run has scored, check with the umpire, who can advise you.*

## 5.5 Closing off the Innings

At the end of each Innings mark a **Single diagonal** line after the last player to complete their turn at bat. This is not always the player that is the **third out** of the innings. Begin the next innings in the box next to the one with the diagonal line, in the next column.



## 5.6 Innings Score.

At the bottom of each Innings Column you will see three squares bisected by a diagonal line as in the example below.

Runs	Total							
Hits	LOB							
K	BB							

As a beginner scorer you need to concentrate only on the Runs and Total box. You will get to use the others as you advance in your scoring. The Runs scored for each Innings is recorded in the upper left half of the box and the accumulated total for the game 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 innings therefore the runs and total are the same for the first three innings. Four runs are then scored in the 4<sup>th</sup> innings. Enter 4 in the runs box and the total are now 6. No more runs are scored in the game.

## 6. Scoring the Game

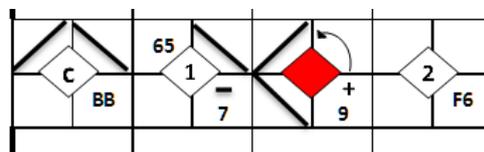
### 6.1 Basic Symbols

The Following are the Basic Symbols that are used in Scoring. Those in the **SAFE** column are used for players that **REACH BASE SAFELY**. Those in the **OUT** column are used when a player goes **OUT**.

<u>SAFE</u>	<u>OUT</u>
— One base Hit	<b>K</b> Strike out (Third strike swung at)
+ Two Base Hit	<b>KC</b> Strike Out (3 <sup>rd</sup> strike not Swung at)
++ Three Base Hit	<b>KA</b> Dropped Third Strike Rule (Rule 7 Sec 6 m)
+++ Home Run	<b>T</b> Tagged Out
<b>BB</b> Base on balls (Walk)	<b>F</b> Fly ball Caught
<b>HP</b> Hit by Pitched Ball	<b>FF</b> Foul Fly ball Caught
<b>FC</b> Fielders Choice	
<b>E</b> Error	
<b>FE</b> Dropped Fly Ball	
<b>KWP</b> Wild Pitch on third Strike	
<b>KPB</b> Passed Ball on third Strike	

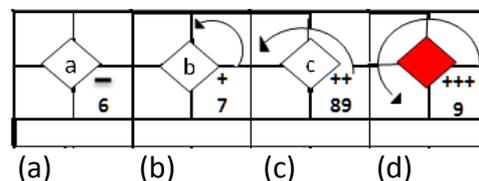
### 6.2 Moving Players Around the Diamond

To start concentrate on using symbols to show how players reach 1<sup>st</sup> base. Use diagonal lines to show when they advance to other bases. If they go out either before or after reaching 1<sup>st</sup> base use symbols to show the out.



### 6.3 Safe Hit (—, +, ++, +++)

Show the hit symbol with fielder number beneath it. Show where the ball is hit, rather than which fielder retrieves it. If appropriate more than one fielding position may be shown.



- e.g. 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.

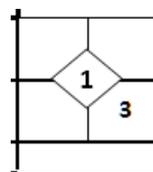
**NOTE:** The Example illustrates arrows can be used to show the batter advancing more than one base on the hit.

## 6.4 Outs

When an out is taken use the Fielders Position number to indicate which player or players are involved in taking the **OUT**. The exception is the three types of Strike outs where you simply put the K, KC or KA.

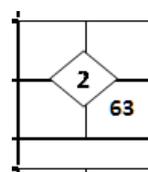
### a) Unassisted Put Out (Ground Out)

1<sup>st</sup> Base fields the ball and steps on the base  
For the **OUT**.



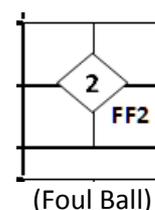
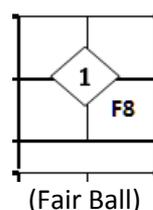
### b) Assisted Put Out (Ground Out)

Short Stop fields the ball and throws to first base for the **OUT**.



### c) Batted Ball Caught

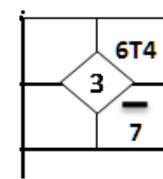
When a fair ball is caught, score F and the fielder who makes the catch. If the ball is foul, score FF and the fielder who makes the catch.



### d) Tagged Put Out.

When a fielder has to tag a base runner for the **OUT** put a T in front of the fielding position number that makes the tag.

e.g. Shortstop fields the ball and throws to 2<sup>nd</sup> base who tags the base runner for the **OUT**



## 6.5 Fielding Errors

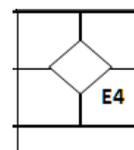
An error is a mistake made by a fielder that prolongs the life of a batter or base runner who should have been out. This could be either a misfield, bad throw or dropped catch. It is the scorers judgement alone that determines whether it is an error or not, don't be influenced by those around you. Be careful not to judge the player rather than the play. A fielder is expected to make a reasonable effort to field a ball. This will vary depending on the grade you are scoring.

### **Questions to ask Yourself before deciding on a HIT or ERROR.**

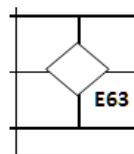
1. Consider the grade of Softball you are Scoring. The standard applied must be Consistent for all players, depending only on the grade or level of softball being played.
2. Remember a player is only expected to make a reasonable or ordinary effort not to be a Superman.
3. If the throw is too high, too low or too wide for a fielder to take with reasonable or ordinary effort, error the thrower not the receiver.
4. If the ball takes a bad hop or changes direction suddenly, this should probably not be an error. Generally the fielder should be given the benefit of the doubt in these situations.
5. When a thrown ball hits a runner or batter/base runner running the base line legally and an **OUT** should have been taken, error the thrower.

### **Examples of scoring Errors.**

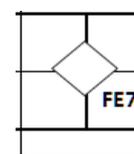
1. Ground ball not fielded cleanly by second base. The batter should have been out at 1<sup>st</sup>.



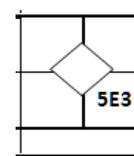
2. Shortstop makes a bad throw attempting to take the out at 1<sup>st</sup>. in your judgement the batter should have been out.



3. Left field drops a fly ball in fair territory. (If the ball is in foul territory Score as FFE7).



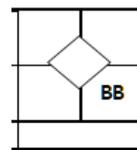
4. Third base makes a perfect throw to 1<sup>st</sup> base for the out, but 1<sup>st</sup> base either drops the ball or fails to touch the base.



## 6.6 Pitcher and Catcher Plays

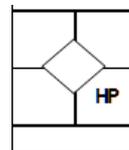
### a) Base on balls/Walk (BB)

When 4 balls are called by the umpire the batter is awarded 1<sup>st</sup> base.



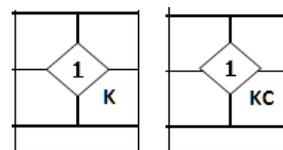
### b) Hit by Pitched Ball (HP)

A batter that is hit by a pitched ball is awarded 1<sup>st</sup> base



### c) Strike Outs (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 does not get credited with an assist.

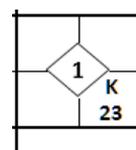


e.g. a) Third strike swung at (K)

b) Third strike not swung at but called by the umpire (KC)

c) Dropped third strike, played **out** at first.

***In this case the fielder at first base gets the OUT, and the catcher gets the assist.***

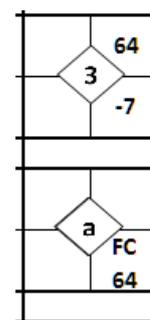


## 6.7 Fielders Choice (FC)

Fielders choice is used when a fielder makes a choice whether to take a preceding runner or the batter, whether to make a play, or hold the ball.

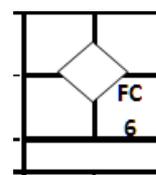
### Examples:

1. With a runner on 1<sup>st</sup> the batter hits to shortstop who chooses to take the runner going to 2<sup>nd</sup> and gets the out. Score the batter getting to 1<sup>st</sup> as a fielders choice



2. When a fielder should have an **out**, but chooses to hold the ball because there was no fielder covering the base to throw to you should always ask yourself, **Would the batter have beaten a direct throw to first?**

- If the answer is no - score it as a Fielders Choice
- 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.

Uses the substitute's S column to show when he 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 that innings.

TOP		BOTTOM		Inn		Inn			
No	PLAYERS	Pos	Pos	Pos	Pos	S	R		
1	10 Jimmy Cotter	8							
	13 Ed Dolej	8						3	
9	23 Kevin Herlihy	1							
	17 Ray Weaver	1							2

### 7.1 Fielding Position Changes Only.

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 2<sup>nd</sup> base in the bottom of the 4<sup>th</sup> innings.

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