

SCORING SOFTBALL LEVEL ONE

BASIC SCORING FOR BEGINNING SCORERS

National Scoring Committee

Version 1.8

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Scoring Softball Level One

Basic Scoring for Beginning Scorers

This manual accompanies the Level One Scorers Course, which is designed to be conducted over one session of approximately 4 hours.

Candidates are required to achieve a 75% pass mark on a written exam.

Upon successful completion of the course, Level 1 Softball Scorers will be able to:

- Display professionalism, integrity and ethical conduct in their role as an official.
- Operate within the Rules of Softball in addition to any local ground rules.
- Prepare for the requirements of officiating, and review their own performance after a competition.
- Use a range of communication strategies to develop effective relationships.
- Record the activities of the players' action and umpires' rulings involved in the game.
- Record the results of the game.
- Report and confirm the results to the coach, opposition and competition organisers.

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Conventions

The following conventions are used throughout this manual:

- Various softball terms are shown in bold; for example, **strikeout**, **wild pitch**, **fielder's choice**.
- Scoring symbols also appear in bold; for example, **6–3**, **PO3**, **K2**, **MF8**.
- When used with a scoring symbol, an asterisk indicates the inclusion of a fielder's position number (**F***, **E***).
- Any references to the male or female gender are taken to apply to either gender.

1 Duties of a Team Scorer

- 1) To score for your appointed team.
- 2) To form part of the team and be governed by the official rules of softball (e.g. no smoking during the game), and also by the appropriate child protection legislation relevant to each state.
- 3) To be concerned only with the requirements of your own team while scoring the whole game for both sides.
- 4) Should be familiar with umpiring signals (**strikes, balls and outs**).
- 5) Should be aware of local ground rules; for example, who picks up the match cards.
- 6) Before the scheduled starting time (approximately 30 minutes) of the game, write up the team as provided by the team coach.
- 7) Exchange lineups with the opposition team scorer.
- 8) When requested during the game, provide information to the team coach; "What is the count?", "How many out?", "Where did this batter hit last time?".
- 9) At the conclusion of the game, check with the opposition scorer that you agree on the result and it is recorded on the match card. This may need to be signed by the umpire.
- 10) The team scorebook is not normally made available to any person but the team coach.
- 11) The team scorer is on the bench with the team and cannot leave during the game unless permission is obtained from the plate umpire.

2 Equipment and Requirements

- Scorebook
- Pens, pencils and sharpener
- White-out (liquid and/or tape), eraser
- Board and clips
- Plastic cover
- Chair
- Wet weather gear, including umbrella
- Hot weather gear, such as a hat and sun screen
- Water

3 The Toss and the Innings

Prior to the game, enter the home team at the top of the double spread of pages and the visiting team at the bottom, together with other details such as the playing field, scheduled start time.

After the toss to determine which team bats first; note at the top of both pages the outcome by writing **TOP** for the team that will bat first, and **BOTTOM** for the team that will bat second. If the scoresheets have TOP and BOTTOM pre-printed, then circle or cross out as appropriate. Some competitions designate the first-named team to be TOP; that is, to bat first and occupy the first base bench.

The team batting first forms the **top half** of an inning, and the second batting team forms the **bottom half** of the inning and completes it, making it **even innings** whenever both teams have batted the same number of times.

As the first batter steps into the batting box for a turn at bat, make sure you are ready to record the play on the page where the batter's name is written and where the top of the first inning is indicated.

4 Explanation of the Scorebook

4.1 Batting and fielding positions

The example scorebook page below demonstrates how starting players, and their batting and fielding positions are entered for each team.

Date: 28/1/2008 Tournament: Youth Challenge At: Blacktown Olympic Park
 TOP
 BOTTOM Australia Under 19s V China

P O S	BATTING LINE UP		U N I	B A T	1	2	3	4	5	6	7
	LAST NAME	First Name									
4	CURRIE	Clare	14	1	○	○	○	○	○	○	○
9	DEEN	Ashleigh	35	2	○	○	○	○	○	○	○
7	LONG DROPPERT	Verity	10	3	○	○	○	○	○	○	○
3	DEEGENAARS	Nicole	11	4	○	○	○	○	○	○	○
DP	DANCE	Toni	6	5	○	○	○	○	○	○	○
1	RICHARDS	Jenna	19	6	○	○	○	○	○	○	○
8	GLOSS	Renee	7	7	○	○	○	○	○	○	○
2	PALLISTER	Nicki	28	8	○	○	○	○	○	○	○
6	MCMANUS	Stacey	8	9	○	○	○	○	○	○	○
5	FAGAN	Chloe	17	F L E X	△	△	△	△	△	△	△

The batting positions are numbered **1** to **9** reading downwards in the **BAT** column. Get into the habit of writing names neatly and legibly at the top of the box to allow enough space for substitutes to be written below. Record the first substitute directly below the starting player and any other substitutes directly below these names.

As your scorebook may be read by others (coaches, umpires, tournament officials, etc.), you should write as legibly as possible. A good practice is to use capitals for player **SURNAMES** and sentence case for **Given Names** as in the example. Enter the uniform number of each player in the **UNI** column.

A team will use 9 fielding positions (refer section 4.2) which are entered in the **POS** column. They may also use a **Designated Player (DP)**; that is, a player who bats for one of the fielders and who can also come into the game defensively. In this case, the DP is listed in the appropriate position in the batting lineup, and the tenth player, called the **FLEX** (who fields for the DP), is placed at the bottom of the list in batting position 10.

In the example above, the lead-off batter is Clare CURRIE who will field at position 4, and wear uniform number 14. The second batter is Ashleigh DEEN fielding at position 9, and wearing uniform number 35, and so on.

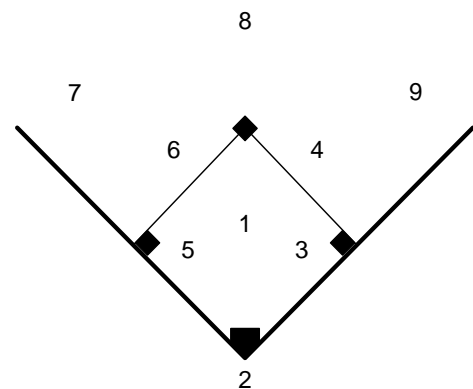
Batting at position 5 is Toni DANCE, the Designated Player — DP is entered as the fielding position in the position column. At the bottom of the column — in the 10 or FLEX position — Chloe FAGAN, for whom DANCE bats, is listed with the fielding position number 5.

4.2 Fielding numbers

The actual recording of the plays of a game is accomplished by means of numbers and symbols. For this purpose each player has two separate squares; one for fielding position, and one for batting number. The fielding positions are always numbered and shown under POS as in Example 4.1.

- 1) Pitcher
- 2) Catcher
- 3) First baseman
- 4) Second baseman
- 5) Third baseman
- 6) Shortstop
- 7) Left fielder
- 8) Centre fielder
- 9) Right fielder

Figure 4—1
Fielding positions



Fielding position numbers are always used in the small squares whenever a fielder is concerned in a play, where a runner or batter is put out or advances on an error, or to indicate where a batter has hit for a safe hit.

4.3 Substitutes

Write players at the bottom of the page who do not appear in the starting lineup. These players are on the bench and may be used as substitutes during the game. Dependent on local ground rules, substitutes may be added to the bench at any time during the game (for example, if they arrive late).

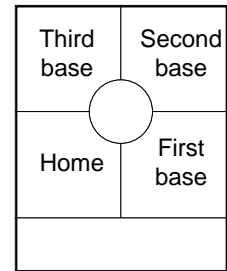
BENCH LIST		
CHEESMAN	Carly	18
WHALLEY	Rebecca	23

Figure 4—2 Listing substitutes

4.4 The score box

Alongside each player's batting position a **score box** is provided for each inning. It is divided into six sections, one of which is a circle, and one a long rectangle called the **count box** (refer section 5.1).

Figure 4—3
The score box



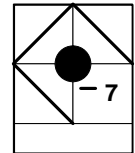
The four outer sections around the circle are used to record the player's progress around the diamond in each inning in which that player takes part. They show by the use of abbreviations, symbols and numbers, the manner in which the player reaches any base or is put out and by whom. These small sections are used in a definite order and represent each base in turn in an anti-clockwise direction. The lower right corner represents first base, the upper right corner is second base, the upper left corner is third base and the lower left corner is home.

The circle is used to indicate the scoring of a run, or to show the order in which a batter is retired. Thus the first player out in an inning has **1** placed in the circle, the second **2** and the third **3**.

4.5 Scoring runs

One run is scored each time a runner legally touches the bases and home plate before the third out of an inning. If the runner reaches home safely, fill in the centre circle to signify a run scored.

Figure 4—4
Scoring runs



A run will not score if the third out of an inning is a force out. For example, if the last out of an inning is a putout at first base on the batter-runner, a run will not score.

If you have any question as to whether a run scores at the end of an inning, check with the umpire and they should advise you.

4.6 The box score

At the bottom of the scoresheet, under each inning column, is a square bisected by a diagonal line. The number of runs scored in that inning is placed in the upper left half, and the cumulative total for that inning is placed in the lower right half.

B A T	1	2	3	4	5	6	7
F L E X	0 / 0	0 / 0	0 / 0	2 / 2	0 / 2	1 / 3	2 / 5

Figure 4—5 Keeping the score

For example, if no runs are scored up to the third inning, the first three squares would show **0** in each half. A score of two runs in the fourth inning would be indicated by **2** in each half, but if there was no score in the fifth, the square would show **0** in the upper left half and **2** in the lower right half, and so on.

5 Scoring the Game

5.1 Balls, strikes and fouls

You must record every pitch by the pitcher (this includes all foul balls), so write small but legibly.

- **Balls** are recorded with a (.).
- Pitches swung at by a batter and missed are called a **swinging strikes** and are recorded with an (**x**).
- Pitches not swung at but judged by the umpire to be in the strike zone are variously termed **called, looking** or **standing strikes** and are recorded with a (**c**).
- Any strikes which are called foul balls are shown by the number of the fielder who was closest to the ball when it went foul; for example, **2, 3, 5, 7** or **9**.

The count (see the examples below) cannot progress beyond strike two no matter how many foul balls are hit.

Starting at the bottom left of the player's score box record balls, strikes and fouls in the order in which they occur. (Example 6 shows what to do if you run out of space.)

A **foul tip** — signalled by the umpire brushing their hands together over their head and then signalling strike — is counted and recorded as a swinging strike, since the ball is alive and runners may advance.

Ex 1	Ex 2	Ex 3	Ex 4	Ex 5	Ex 6
.X5..	C27.79	XC..	.X92XC2.539.7
3 balls 2 strikes	1 ball 2 strikes	2 balls 2 strikes	1 ball 2 strikes	3 balls	3 balls 2 strikes

Figure 5—1 Recording pitches

5.2 Safe hits

The batter is said to hit safely when the ball is struck in such a way that error-free fielding does not get the batter out before reaching first base, and does not put out any team member who is a base runner at the time.

- 1) A safe hit that enables a batter to reach first base only is scored as a horizontal line followed by the fielding number of the player who fields the ball.

If the safe hit is a **bunt**, use a **B** rather than the horizontal line, followed by the fielding number.

- 2) If the hit goes far enough for the batter to reach second base, use two strokes to indicate two bases and add an arc extending into the second base section.

For a three base hit, extend the arc into the third base, and add another horizontal line.

Figure 5—2 Recording singles

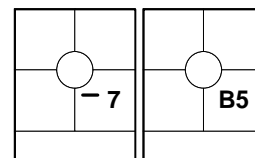
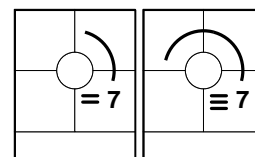


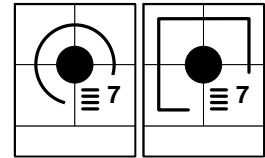
Figure 5—3 Recording doubles and triples



- 3) For a home run, use four horizontal lines. For an **in the park** home run (where the ball remains in play), use an arc extending all the way into the home section.

For a ball hit over the fence, use straight lines passing through all sections of the score box.

Figure 5—4
Recording home runs



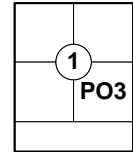
5.3 Outs from batted balls

In all cases, * indicates a fielding position number written to show which fielders are involved in the out.

- 1) Unassisted putout (**PO***)

This symbol is used when a fielder makes an out; for example, first base fields the ball and either tags the runner or touches the base (**PO3**).

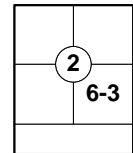
Figure 5—5
Unassisted putout



- 2) Assisted putout (***-***)

This is used when one player assists by fielding the ball and then throws it to another player who retires the runner; for example, shortstop fields the ball and throws it to first base (**6-3**).

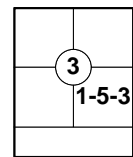
Figure 5—6
Assisted putout



- 3) Multiple assists (***-*-***)

Occasionally two fielders earn an assist; for example, the pitcher touches the ball, deflecting it to third base who throws it to first base for the out (**1-5-3**).

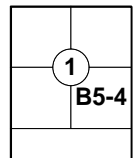
Figure 5—7
Multiple assists



- 4) Bunt putout (**B*-***)

This is used for an assisted putout following a **bunt**; for example, the third baseman fields the bunted ball and throws to the second baseman (covering first base) for the out (**B5-4**). Similarly, use a **B** to indicate an unassisted putout following a bunt (for example, **BPO3**).

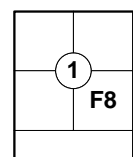
Figure 5—8
Bunt putout



- 5) Fly ball (**F***)

If a ball goes in the air and is caught by a fielder before it touches the ground, the batter is out; for example, a fly ball is caught by the centre fielder (**F8**).

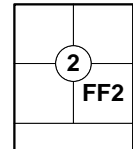
Figure 5—9
Fly ball



- 6) Foul fly (**FF***)

If a ball goes in the air and is caught by a fielder in foul territory before it touches the ground, the batter is out; for example, a foul fly ball caught by the catcher (**FF2**).

Figure 5—10
Foul fly



5.4 Errors by fielders

An error is a misplay by a fielder which prolongs the life of a batter or runner.

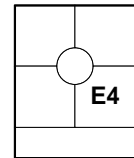
It is the scorer's responsibility to decide whether the batter reaches first base on an error or a safe hit. The scorer has the authority to make all decisions involving judgment. However, the scorer cannot make a decision which conflicts with official rules or the umpire's decision.

If there is any doubt about a safe hit, the batter should be given the benefit (that is, score a safe hit, rather than an error). If this is followed consistently, fewer complaints will follow.

1) Fielding error (**E***)

On a hit to the second baseman, the batter should be put out at first. If the batter reaches first because the second baseman fumbles the ball, we use the symbol E followed by the fielding position (**E4**).

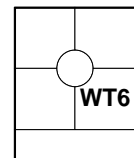
Figure 5—11
Fielding error



2) Throwing error (**WT***)

If the batter reaches first base because shortstop throws badly, such that the first baseman could not take the throw with ordinary effort, or takes the first baseman off the base, it is recorded as a **wild throw (WT6)**.

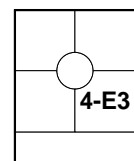
Figure 5—12
Throwing error



3) Receiving error (***-E***)

If the second baseman fields the ball cleanly and throws accurately to the first baseman in time to get the out, but the first baseman fumbles the ball to allow the batter to reach base, the error is recorded against the first baseman with an assist to the second baseman (**4-E3**).

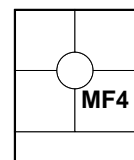
Figure 5—13
Receiving error



4) Catching error (**MF***)

If the fielder gets a hand or glove to a fly ball after making ordinary effort, but muffs (drops) it, we enter **MF** followed by the fielding position (**MF4**).

Figure 5—14
Catching error



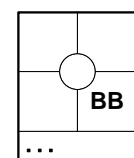
Note that no error is recorded in cases (1) or (4) if the fielder managed to touch the ball only as a result of making an **extraordinary effort**. Record a safe hit.

5.5 Pitching and catching plays

1) Base on balls (**BB**)

When four pitches are judged by the umpire to be balls, a **base on balls** is awarded to the batter, who is then entitled to advance to first base without liability to be put out. This is also called a **walk**. Only the first three balls are shown as dots in the count box.

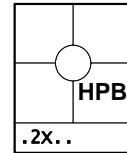
Figure 5—15
Base on balls



2) Hit by pitched ball (**HPB**)

When a batter is hit by a pitched ball, they are entitled to advance to first base without liability to be put out. The ball that hits the batter is not shown in the count.

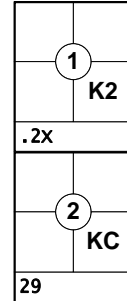
Figure 5—16
Hit by pitched ball



3) Strikeout (**K2** or **KC**)

When three pitches are judged by the umpire to be strikes, and the third strike is caught by the catcher, the batter is out. The example shows a strikeout where the batter has swung at the third strike, followed by a strikeout where the batter has not swung but the umpire has judged the pitch to be a strike. All pitches need to be recorded; however, the count cannot progress beyond strike two no matter how many fouls are hit. The final strike is not recorded in the count section.

Figure 5—17
Strikeouts

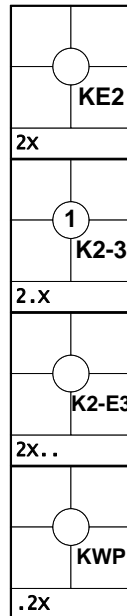


4) Dropped third strike

If the third strike is not taken by the catcher before it touches the ground or another object this can be recorded as:

- i) **KE2** — the catcher drops the third strike and does not throw the ball to first base in time for the out;
- ii) **K2-3** — the catcher drops the third strike but has time to throw the ball to first base for the out;
- iii) **K2-E3** — as in (ii) but the first baseman makes an error resulting in the batter-runner being called safe;
- iv) **KWP** — the batter swings and misses at a **wild pitch** on the third strike and advances safely to first.

Figure 5—18
Dropped third strike



Dropped third strike rule — If the third strike is dropped with first base occupied and less than two out, the batter is automatically out and it is recorded as a **K2** or **KC**.

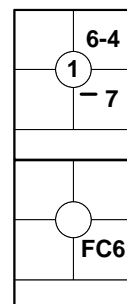
5.6 Fielder's choice

This symbol (**FC**) should not be used too freely. It should be used when a fielder justifiably chooses to play a base runner rather than making a play on the batter-runner at first base; that is, in your judgment the fielder had an opportunity to make the out on the base runner. If the fielder did not have a reasonable chance to get the out, it is an error, as the fielder has made the wrong play.

- 1) With a runner on first base via a safe hit to left field, the batter hits to shortstop, thus setting up a force play. Shortstop throws to the second baseman who retires the runner (either by playing the base or tagging the runner). This out is recorded in the normal manner in the second base box (**6-4**).

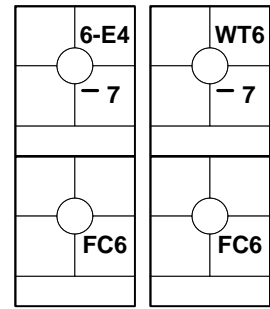
The fielder chose to play the advance runner and therefore **FC** followed by the fielding position is placed in the first base box to show how the batter reached first (**FC6**).

Figure 5—19
Fielder's choice



- 2) If an out is not made due to an error, the error must still be recorded. **FC6** is placed in the batter's first base box, and the play — for example, **6-E4** (error by the second baseman receiving the ball), or **WT6** (wild throw by the shortstop) — is entered in the runner's box as shown.

Figure 5—20
Fielder's choice errors



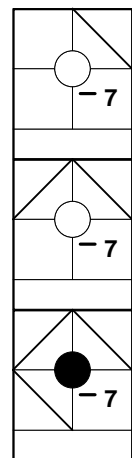
6 Moving a Runner Around the Diamond

If a runner advances to second base draw a diagonal line through the second base box as shown. As the runner progresses around the diamond, mark off the other bases in the same way.

If the runner reaches home safely, fill in the central section to signify a run scored.

If there are a number of runners on base, it is best practice to do the batter first, and then advance the other runners.

Figure 6—1
Moving a runner
around the
diamond



7 Completion of an Inning

7.1 Standard inning

After the third player is retired, a diagonal line is ruled from bottom left to top right of the square below the last player to bat to indicate the end of an inning (refer inning 1, batter 4).

When an inning proceeds through batter 9 to batter 1, continue to score that inning at the top of the same column. Do not move across to the next column (refer innings 3 and 4).

If a player does not complete their turn at bat (for example, the third out is made on a base runner attempting to steal), they become the first batter in the next inning (refer inning 3, batter 3).

Commence the next inning in the square alongside that rule out in the previous inning, so batter 4 will be the first batting in the next inning (refer inning 2, batter 4).

Any ball and strike count is recorded for their turn at bat, but is cancelled when they bat again in the next inning.

B A T	1	2	3	4
1	1 F8	○	2 1-3	3 4-3
2	2 6-3	○	3 2-6 - 9	△
3	3 K2 CX	○	△	● - 9
4	△	1 PO3	○	● - 7
5	○	○	○	● - 7
6	○	2 FF2	○	1 F6
7	○	3 F5	○	△ MF7
8	○	△	1 5-3	○ E6
9	○	○	○ - 7	2 KC
				CX
F L E X	0 0	0 0	0 0	3 3

Figure 7—1 Completing a standard inning

7.2 Nine or more batters in an inning

B A T	1	2	3	4 3
1				
	C..2.	...		
2				
	...		9x	
3				
4				
	xx			
5				
6				
				97
7				
				cx
8				
9				
				11
F L E X				
	2 2	4 6	5 11	5 11

If there are nine batters in an inning, the completion of the inning is noted by a diagonal line through the completed turn at bat of the first batter's score box (refer inning 2, batter 6).

If all nine batters have batted before three outs are made, move into the column meant for the next inning, cross out the number of the inning and insert the number for the continued inning.

Subsequently change the numbers of the following innings as you come to them.

An arrow can be used to note the continued inning.

A player may bat more than once in the same inning. They may also be put out more than once in a long inning.

Cancel the score box of the completely filled inning with a diagonal line drawn from top left to bottom right.

Record the inning score and total in the column where the inning ends.

Figure 7—2 Completing a long inning

8 Changes

During the game, changes may occur to both the fielding and batting lineups.

8.1 Fielding

When a fielding change is made put a line through the player's fielding position, and enter the new position number together with the innings the change is made near the player's name. Refer to ALBEE in the example — **T3** refers to top of the third inning.

8.2 Batting

When a player is taken out of the game, enter the name of the substitute player and the innings this occurred in the same batting section as the original player (refer to STAFFORD in the example). Also include the substitutes player's fielding position in the position column, even if they only enter the game as a batter or runner.

Do not cross out the name of the original player yes as they can be re-entered (see below).

As you bring new players into the game, cross their names and uniform numbers off the list of substitutes (refer to STAFFORD in the BENCH example). As with fielding changes, the inning the substitution is made is noted. **B5** refers to the substitution happening in the bottom of the fifth inning.

8.3 Re-entry

The starting players may re-enter the game once only and must return to their original batting position in the lineup. When a re-entry occurs, insert **RE** and the innings next to their name and put a line through the name of the retiring substitute, who can take no further part in the game.

In the example, FAULKNER returns to the game as a pitcher. Note that when a change is made during the inning, the batter number that the change occurred at is also noted. For example, **T7/3** indicates that the change occurred in the top of the seventh inning at batter three.

P O S	LAST NAME	First Name	U N I	B A T
5	^{T3} ALBEE	Steven	12	1
1	^{B5} FAULKNER	Drew	RE T7/3	15
	STAFFORD	Matt	B5	22

BENCH		#
BOCCARDO	Aaron	17
STAFFORD	Matt	22

Figure 8—1 Substitutions and re-entry

9 Protests

Although **protests** are not generally the responsibility of the scorer and are often dealt with immediately at tournaments, it is still important that, if a team plays under protest, the scorer ensures the book is correctly marked at the point of protest. Should the protest be upheld and a replay ordered, the game must be replayed from that exact point.

In the event of a protest, note the following in the scorebook:

- the exact point of the protest, indicated with a *;
- the time of the protest (and the elapsed game time, if not started on schedule);
- the inning and outs;
- the name of the batter and the count (if any); otherwise note **new batter**;
- any base runners and bases held; and
- the play and/or interpretation which is being protested.

Figure 9—1
Recording a
protest.

* Protest delay
15 min

B A T	5	6
1		
	c.3.	
2		
	x..	
3		
	c.X /	

10 Result

At the end of a game the final result must be recorded — for example, "Won by Australia 2—0". You should confirm the result with the opposition scorer. Other post-game duties may also need to be performed, such as submitting the result, and the players taking part. Check your local tournament rules and regulations.

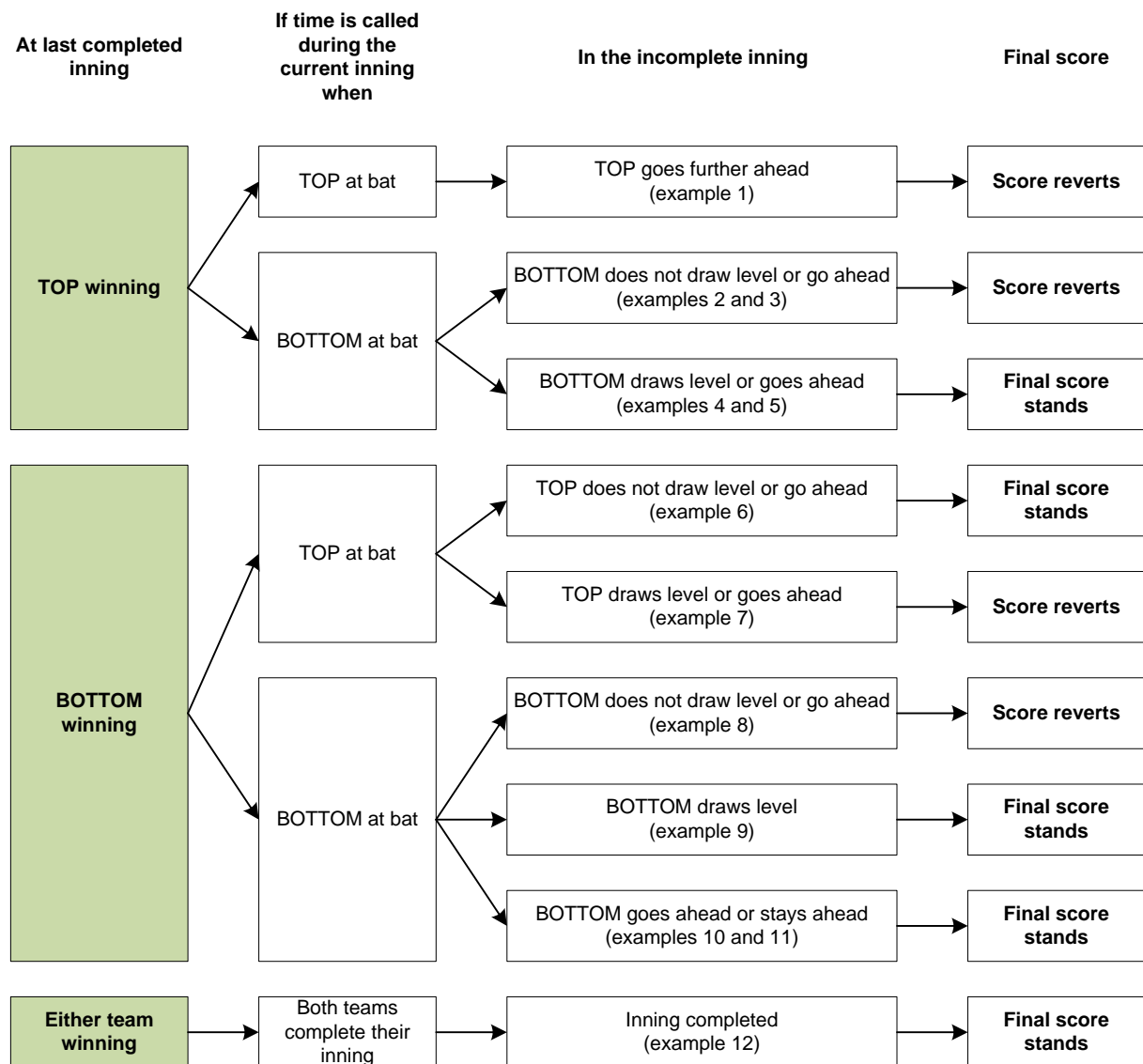
10.1 Timed games and incomplete innings

These provisions apply where local ground rules specify that games should finish at a given time rather than at even innings, or when play is called off (e.g. due to rain) with an inning incomplete.

RULE 5 SEC 5A of the official softball rules deals with a "called regulation game". It states that the score of such a game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this latter case, the score of the incomplete inning will stand. (See also [POE 42.](#))

In an incomplete inning, where the team second at bat is in front, then the bottom of the inning does not need to be played out. If the team second at bat draws level, or gets in front, then the score stands. But in an incomplete inning, if the team first at bat draws level, or gets in front and time is then called, then the score reverts back to that at the end of the last complete inning.

10.2 Incomplete inning decision chart



10.3 Incomplete inning examples

#	At the last completed inning	In the final (incomplete) inning		Result
1	TOP leading 7—5	TOP scores more runs	BOTTOM does not bat	Score reverts to 7—5
2	TOP leading 7—5	TOP does not score	BOTTOM scores less than 2 runs	Score reverts to 7—5
3	TOP leading 7—5	TOP scores 3 runs	BOTTOM scores less than 5 runs	Score reverts to 7—5
4	TOP leading 7—5	TOP scores 3 runs	BOTTOM scores 5 runs	Score stands at 10—10
5	TOP leading 7—5	TOP scores 3 runs	BOTTOM scores 6 runs	Score stands at 10—11
6	BOTTOM leading 2—6	TOP scores 3 runs	BOTTOM does not bat	Score stands at 5—6
7	BOTTOM leading 2—6	TOP scores 4 runs	BOTTOM does not bat	Score reverts to 2—6
8	BOTTOM leading 2—6	TOP scores 6 runs	BOTTOM scores less than 2 runs	Score reverts to 2—6
9	BOTTOM leading 2—6	TOP scores 6 runs	BOTTOM scores 2 runs	Score stands at 8—8
10	BOTTOM leading 2—6	TOP scores 6 runs	BOTTOM scores 3 runs	Score stands at 8—9
11	BOTTOM leading 2—6	TOP scores 2 runs	BOTTOM does not score	Score stands at 4—6
12	BOTTOM leading 4—7	TOP scores 5 runs	BOTTOM scores 1 run and completes the inning	Score stands at 9—8

11 Summary of Scoring Symbols

11.1 Ways to get on base

Symbol	Play
— *	1 base hit (single)
= *	2 base hit (double)
≡ *	3 base hit (triple)
≡≡ *	4 base hit (home run)
B*	a bunt single (for example, B5)
BB	a base on balls, or walk
HPB	hit by pitched ball
FC*	fielder's choice
MF*	a muffed fly (dropped catch)
WT*	a wild throw
E*	an error (other than a dropped catch or a wild throw)
-E	assist to an error (for example, 6-E3)
KE2	third strike dropped by the catcher and batter advances safely to first base
KWP	batter swings and misses a wild pitch and advances to first base
K2-E3	a dropped third strike thrown to the first baseman, who errors

11.2 Ways to get out

Symbol	Play
PO*	an unassisted putout
-	an assisted putout (for example, shortstop to first baseman, 6-3)
BPO*	an unassisted putout from a bunt
B*-*	an assisted putout from a bunt (for example, third baseman to second baseman, B5-4)
F*	a caught fly ball
FF*	a caught fly ball in foul territory
K2	a swinging strikeout
KC	a called or standing strikeout
K2-3	strike three dropped but the batter thrown out at first base

11.3 Other symbols

Symbol	Play
RE	re-entry of a starting player
DP	the designated player
FLEX	the fielder for whom the DP is batting

(*) — in all cases, indicates a fielder's position number, included to allow the fielding statistics to be credited to the correct player.

Additional symbols exist — see further reference material on the web site or higher accreditation levels. Use the words **OUT** or **ON** if unsure as to what symbol to use.

12 Practice Game — Australia v South Africa

AUSTRALIA 1st Inning

- Michael TANNER: Strike looking, Ball, Ball, **TANNER doubled to left.**
- David NEWSOME: Foul, Ball, **NEWSOME reached first on third baseman's fielding error, TANNER to third.**
- Jeff GOOLAGONG: Ball, **TANNER scored on a wild pitch, NEWSOME to second. GOOLAGONG singled to left, NEWSOME scored.**
- Kris KIEFEL: Ball, Foul, Strike looking, **KIEFEL struck out looking.**
- Joel SOUTHAM: Ball, **SOUTHAM singled to right, GOOLAGONG to third.**
- Michael HARROW: Ball, **GOOLAGONG stole home, SOUTHAM stole second.** Strike looking, Foul, **HARROW struck out swinging.**
- Paul MAISEY: Strike looking, Ball, Ball, **MAISEY was hit by a pitch.**
- Nathan JONES: Foul, Ball, **SOUTHAM stole third, MAISEY stole second.** Ball, Strike looking, Foul, **JONES out shortstop to first.**

AUSTRALIA 2nd Inning

- Justin GOLDS: Strike looking, Strike swinging, Ball, **GOLDS struck out looking.**
- Michael TANNER: Foul, Foul, **TANNER doubled to left.**
- David NEWSOME: Ball, TANNER to third, **NEWSOME flied out to left.**
- Jeff GOOLAGONG: Strike looking, Ball, **TANNER scored on wild pitch. GOOLAGONG singled to right.**
- Kris KIEFEL: Strike swinging, Foul, Ball, **GOOLAGONG caught stealing catcher to shortstop.**

AUSTRALIA 3rd Inning

- Kris KIEFEL: **KIEFEL flied out to centre.**
- Joel SOUTHAM: **SOUTHAM grounded out shortstop to first.**
- Michael HARROW: Ball, Ball, Strike looking, **HARROW singled to left.**
- Paul MAISEY: **MAISEY grounded into second base fielder's choice, HARROW out at second, second to shortstop.**

AUSTRALIA 4th Inning

- Nathan JONES: **JONES grounded out second to first.**
- Justin GOLDS: Strike swinging, **GOLDS flied out to shortstop.**
- Michael TANNER: Ball, Strike looking, **TANNER flied out to centre.**

Changes for Australia — Andrew KIRKPATRICK pitching, Kris KIEFEL to third.

AUSTRALIA 5th Inning

- David NEWSOME: Foul, Strike swinging, Ball, **NEWSOME doubled to left.**
- Jeff GOOLAGONG: Ball, Ball, Foul, Ball, Foul, **GOOLAGONG struck out looking.**
- Kris KIEFEL: Ball, NEWSOME stole third, **KIEFEL flied out to centre.**
- Joel SOUTHAM: Strike looking, Ball, Strike looking, Foul, Ball, **SOUTHAM singled to right, NEWSOME scored.**

Michael HARROW: Foul, Ball, **SOUTHAM to second on passed ball**. Ball, **HARROW flied out to left**.

AUSTRALIA 6th Inning

Paul MAISEY: Strike looking, Ball, **MAISEY grounded out second to first**.

Nathan JONES: **JONES grounded out pitcher to first**.

Changes for Australia — Aaron COCKMAN bats for Justin GOLDS.

Aaron COCKMAN: Strike looking, Strike looking, **COCKMAN singled to centre**.

Michael TANNER: Strike looking, Strike looking, **TANNER struck out swinging**.

Changes for Australia — Justin GOLDS re-entered.

AUSTRALIA 7th Inning

David NEWSOME: Foul, **NEWSOME flied out to third**.

Jeff GOOLAGONG: **GOOLAGONG foul flied out to first**.

Kris KIEFEL: Ball, Strike looking, **KIEFEL grounded out third to first**.

Australia wins 5 runs to 3

13 Practice Game Answers

Date: 28/01/2006 Tournament: Commonwealth Challenge At: Altona, Victoria

TOP
BOTTOM **AUSTRALIA** V **SOUTH AFRICA**

POS	BATTING LINE UP		UNI	BAT	INNING							
	LAST NAME	First Name			1	2	3	4	5	6	7	
3	TANNER	Michael	25	1								
					C ● ●	2 9		● C		C C		
7	NEWSOME	David	10	2								
					2 ●	●			2 X ●		2	F 5
8	GOOLAGONG	Jeff	9	3								
					●	C ●			● ● ● 7 ● 5			FF3
5	KEIFEL	Kris	B4	18	4							
					● 5 C	X 5 ●			●			5-3
4	SOUTHAM	Joel	7	5								
					●				C ● C 2 ●			
2	HARROW	Michael	17	6								
					K2			-7		F7		
DP	MAISEY	Paul	34	7								
					HPB		FC4				4-3	
6	JONES	Nathan	14	8								
					6-3				4-3		1-3	
9	GOLDS	Justin	REB6	2								
	COCKMAN	Aaron	T6	4								
						CX ●		X		C C		
1	KIRKPATRICK	Andrew	B4	23	FLEX							
					3	1	0	0	1	0	0	
					3	4	4	4	5	5	5	

BENCH	#	BENCH	#
BROOKS James	11	RISTAU Aaron	31
COCKMAN Aaron	4	SHAILES Nick	22
DOWNES Terry	16	SOUTHAM Travis	12
GIBSON Michael	3		

Game won by: AUSTRALIA

Score: 5 runs to 3

Scored by: Chris Smith

14 Basic Scoresheet

Date: _____ Tournament: _____ At: _____

TOP _____
 BOTTOM _____ V _____

POS	BATTING LINE UP		UNI	BAT	1	2	3	4	5	6	7
	LAST NAME	First Name									
				1	○	○	○	○	○	○	○
				2	○	○	○	○	○	○	○
				3	○	○	○	○	○	○	○
				4	○	○	○	○	○	○	○
				5	○	○	○	○	○	○	○
				6	○	○	○	○	○	○	○
				7	○	○	○	○	○	○	○
				8	○	○	○	○	○	○	○
				9	○	○	○	○	○	○	○
				FLEX	/	/	/	/	/	/	/

BENCH	#	BENCH	#

Game won by: _____

Score: _____ runs to _____

Scored by: _____

15 Contacts

Additional scoring resources, including information on scoring courses and accreditation, can be found on the Softball Australia web site (www.softball.org.au).

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