Beginning Softball Scoring

GETTING STARTED

It is suggested that this document be read in conjunction with the brochure 'Softball – Slow Pitch & Fast Pitch' available from Softball Australia (www.softball.org.au) or call (03) 9890 8200

Don't panic - The order of importance for scoring softball is runs, outs, the count. The rest is useful recording for the coach. Start slow and build up your knowledge and skills.

For more information, examples and resources log onto www.scoring.softball.org.au or contact your local or state association.

To begin to score softball you will need a scorebook, and a pencil.

THE SCOREBOOK

A softball scorebook can take various forms; however, as a beginner you need only use a basic score sheet as shown below. You will need two sheets per game as you score both teams during the game.

Top — team who starts to bat first
Bottom — team who fields first
Start — time the game starts
Finish — time the games finishes
Time — amount of time for the game
_____ v _____ - team A v team B

Column Headings
POS - fielding positions for each player in the line up
Blank heading – player names: SURNAME first name
UNI – uniform numbers
BAT – batting number (cannot change during game)
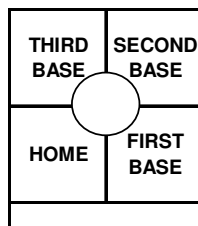1, 2, 3, etc – innings number being played

WRITING UP BOTH TEAMS

Before the game starts write the players names in their batting order (your coach and the other teams scorer will give you this information) using a sheet for each team. Any extra batters are 'on the bench' and are included at the bottom of the sheet.

Fill in the players position numbers, 1 = pitcher, 2 = catcher, 3 =first base, 4 = second base, 5 = third base, 6 = shortstop, 7 = left field, 8 = centre field, 9 = right field.

THE SCORE BOX

Against each player for each innings is a **score box**. It is used to record all the details of each players turn at bat. This means you will be scoring vertically!

The four outer sections are used for the manner in which a player reaches a base or is put out.
The inner circle is used to indicate an out (1 for the first out, 2 for the second, 3 for the third) or a run (color in the circle).
The bottom space is called the **count box** and records what pitches have occurred for the batter.

SCORING SYMBOLS

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Symbols or combinations of symbols are used to record how a player reaches a base or is put out. The fielding number/s (as above) may also be used to show who participated in the play (shown by an * in the table below). Place the symbol/s in the first base section of the box score. (A pdf download of these and other symbols is available under **Symbols** on the scoring website.)
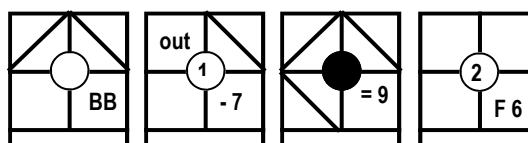
Ways to get on base	Symbol	Ways to get out	Symbol
1 Base safe hit	– *	Fly ball (caught ball)	F *
2 Base safe hit	= *	Foul fly ball (caught in foul area)	FF *
3 Base safe hit	≡ *	Put out (usually a force play)	PO *
4 Base safe hit or home run	☰*	Assisted put out (more than one fielder helps to make the out)	* - * eg 6 - 3
		Strike out – (batter swings at 3rd strike and it is caught by catcher)	K2
Ways to get on base by the other teams mistakes	**Symbol**	Strike out called – (as above but batter doesn't swing at 3rd strike)	KC
Muffed fly (dropped catch)	MF *	3rd strike dropped, ball thrown to first who makes the out	K2 - 3
Wild throw	WT *		
Error	E *	**Unusual ways to go out**	**Symbol**
3rd strike dropped by catcher and batter advances safely to 1st base	KE2	Infield fly (umpires call)	IF *
Batter swings & misses a wild pitch on strike 3 and gets to 1st base	KWP	Batting out of the box	BOB
3rd strike dropped, ball thrown to first who makes an error	K2 – E3	Batting out of order	BOO
Base on balls (usually 4 balls)	BB	Batting the ball twice	BB2
Hit by a pitched ball	HPB		

MOVING PLAYERS AROUND THE DIAMOND
Use lines in the other outer sections to indicate if the player moved further around the diamond (eg 1) or were put out (eg 2). Use the inner circle to show if they scored a run (eg 3) or were put out (eg 2 & 4).

COUNT BOX
There are 4 symbols that are used in the count box.

Type of pitch	Symbol
Ball	· (Dot)
Swinging strike – the batter swings and misses	X
Called strike – the batter doesn't swing but umpire calls it	C
Foul – batter hits the ball but it is called a foul by the umpire	record the number of the closest fielder 2, 3, 5, 7, or 9

Every pitch is recorded, EXCEPT for the last pitch that results in the batter either getting on base or going out.

FINISHING AN INNINGS

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At the end of an innings you need to

A) finish off the innings by drawing a diagonal line (bottom left to top right) in the score box below the last player to bat, and

B) place the runs scored during that innings and the total runs now scored in the Runs box (opposite batter no. 10).

The number of runs scored in that inning is placed in the upper left half of the Runs box.

The cumulative total for that inning is placed in the lower right half.

| 10 | 0 / 0 → | 1 / 1 → | 4 / 5 → | 2 / 7 → | 0 / 7 | 1 / 8 | 0 / 8 |

STARTING A NEW INNINGS

Start a new innings in the next column, alongside the player who had the diagonal line from the last innings. You should use the entire innings column before going to the next innings column (see inning 3 in sample game). You will need to re number the innings heading if you have batters facing the pitcher for a second time in the same innings (see inning 4).

END OF THE GAME

At the end of the game, confirm the winner and the final score with the other scorer - the umpire should help you with this if you have a different score. A match card must also be completed according to the local competition rules.

(For timed games a reference sheet called **Game result** is available on the scoring website.)

MAKING CHANGES

Batting – Enter the name of the new batter above the name of the original batter in the correct batting position box. Cross the new batters name off the bench but don't cross off the original batter (see batting #3 in sample game) as they may return, called re-entering.

Re-entering – The original player returns to the game in the same batting position. Write RE next to their name and cross out the player now going out of the game (see batting #6).

Fielding – Players may change fielding positions at any time. Cross out the old fielding position and record the new one close by.

EXAMPLE GAME

The next page has an example of a completed teams scoresheet using the information below as well as the material contained in this pamphlet.

The teams are North and South. North (your team) is fielding first.

The coach wants AA to bat 1st and field at shortstop, BB to bat 7th and play catcher, CC to bat 2nd and play pitcher, DD to bat 9th and play centre field, EE to bat 5th and play second base, FF to bat 3rd and play right field, GG to bat 6th and play first base, HH to be on the bench, JJ to bat 4th and play third base, KK to be on the bench and LL to bat 8th and play left field.

The first pitch of the game was a ball, then a strike that the batter swung at, then they hit a high ball that the centre fielder caught. The next batter had 2 balls then 2 swinging strikes then hit a ball which was caught by the catcher in foul territory. The next batter had 3 balls and one swinging strike then hit the ball to the first baser who stood on their base for the put out. This finished the innings with no runs.

You would then score the other teams turn at bat on another sheet. And so on…

For more information, examples and resources go to www.scoring.softball.org.au

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Basic Scoring Sheet

Top
(Bottom)

Start __10 : 30 am__
Finish __11 : 40 am__
Time __1 hr 10 mins__

NORTH v SOUTH at WEST PARK Date 25/7/2006

A completed basic softball scoring sheet. Batting order:

POS	Name	UNI	BAT
6	ADAMS Andrea		1
1	CONNOR Cathy		2
2	KING Kerrie		
8/9	FERRY Frances		3
5	JOHNS Jane		4
4	EVANS Ena		5
	HUDSON Helen		6
3	GORDON Gina RE		
9/2	BLOOM Beth		7
7	LONG Leonie		8
8/2/8	DAVIS Diane		9

Inning totals (row 10): 0/0 , 1/1 , 2/3 , 4/7 , 0/7

Won by __NORTH__

Umpires __P. JONES, J. SMITH__

Final Score __7 - 5__

Scorer __H. BROWN__

HUDSON Helen
KING Kerrie