



SCORER'S GUIDE

Information For Scorers

What a scorer needs:

- Lead Pencil]
- Red Pencil] for score book
- Eraser]
- Sharpener]
- Pen] For Score sheet and attendance/game count sheet at front of score book

Each team supplies a scorer, they sit on a chair behind the dead ball line directly behind home plate. You will need to bring a chair to sit on and it is advisable to wear a hat in case there is no shade. Both scorers record the entire game and should have matching records at the end. Closed in shoes is a must for all rostered duties.

Score books should be filled out with the date, diamond number, team names and both teams' players names prior to the game commencing. The manager may fill in the players in batting order or may provide the scorer with a list of the batting order to fill in themselves. Ask the other team's scorer for their batting order to record in your book. First and last names will be required for State games.

The manager or the Scorer must fill in the page at the front of the score book to record all players attendance on game day. This is to help the Registrar keep up to date with game credits for each player.

When a team has less than 9 players available to play, they can borrow a player(s) from the other team (must be registered and in the correct age group). This can be accomplished in two ways:

A player from the other team volunteers to play the whole match for the team who is short.

- Write their name in the score book for the team they are filling in for and tick their name off under their team at front of score book.

The other team agrees to lend one of their rested players each innings.

- Mark the score book with "Borrowed Player" where they would lie in the batting order. They would also be ticked off on their team list at front of score book.

If no players are available to help, for each player you are short an automatic out is recorded.

If there are not enough players in both teams Committee should be contacted, and a Friendlies game played.

If a player is injured during the game, depending on the injury the following should occur.

- If the player has an injury which is bleeding or open wound, they must be removed from the game until their injury is covered and clean. If they miss their next turn(s) at bat, they will be skipped in the order with no penalty on the batting team. They can re-join in their correct batting order once the injury has been treated as mentioned.
- If the player is injured and is not available to re-join the game, they can be removed from the batting line up with umpire's permission but can take no further part in the game.
- Injuries should be recorded in score book and reported to committee. An Injury Report may be required to be filled out. All serious injuries must be reported to Committee.

After the game, scorers should complete the score sheet.

- Fill in the scores innings by innings and total the score for both teams.
- Tick off ONLY players who participated in the game
- Get the umpire to check the score sheet and sign it.
- Write on the bottom of the score sheet and sign any details of injuries that occurred during the game.

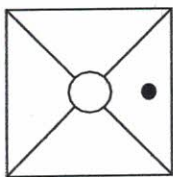
Scorers can call 'Time' between batters and ask the umpire to clarify the positions of the runners or ask any game related questions. The scorers should also consult each other to ensure you both have the same results.

At the beginning of each innings, count down to the 9th batter and write a light number '9' in the centre circle. This will remind you when the 9th batter is up to bat. If you reach the 9th batter without first having 3 out, it is the job of the scorer to notify the umpire. Only once the ninth batter has hit, play has finished and the umpire has called 'TIME', you can let the umpire know.

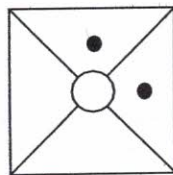
The scorer should also tell the umpire when the 3rd out is made if they are not aware it has happened.

Scorers should indicate to the umpire as soon as they realise that a player has or is about to bat out of order. UMPIRES and SCORERS ONLY should consult to sort out the matter. (Refer to the Rule book) The umpire will ask the coaches for assistance if necessary.

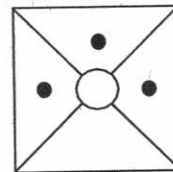
Tee-ball scoring examples



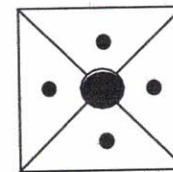
Batter reaches first base safely



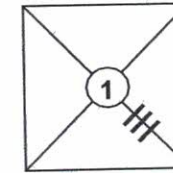
Player runs from 1st to 2nd base



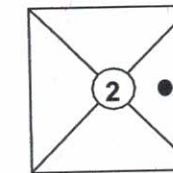
Player runs from 2nd to 3rd base



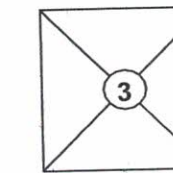
Player runs from 3rd base to home



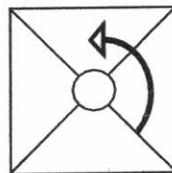
Batter has 3 strikes and is out
[Number in the inner circle indicates how many batters down]



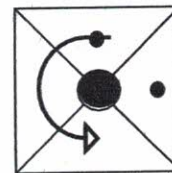
Batter reached 1st base safely but was out on 2nd



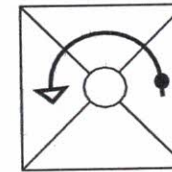
Batter was caught out



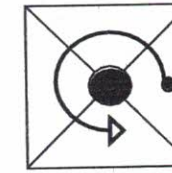
Batter reaches 2nd base safely



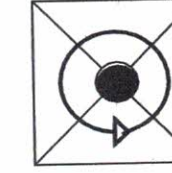
Player runs from 2nd base to home



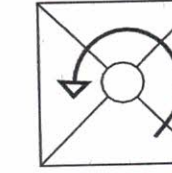
Player runs from 1st base to 3rd base



Player runs from 1st base to home



Batter hits a home run



Batter reaches 3rd base safely

Batter	INNING	
	1	2
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
	6 / 6	4 / 10

Batter 10 bats first in second innings. At end of batter list start again from number 1 in same column (innings 2).

Tell the umpire when:

- 9 players have batted
- 3 players are out

At the end of each innings:

- Draw lines to indicate first batter in next innings (as shown in example)
- Add up runs for the innings and write in upper half of box at bottom of page
- Add running total for the game and write in lower half of box at bottom of page
- Check scores agree with the other team's scorer

At the end of the game:

- Get the umpire to sign scoresheet

SCORING

The method usually adopted for scoring Teeball games is the DOT METHOD. It is simple and straight forward.

Name	HOME TEAM		
	Innings 1	Innings 2	Innings 3
1.	●	○	○
2.	①	○	○
3.	②	○	○
4.	●	○	○
5.	○	○	○
6.	③	○	○
7.	○	●	○
8.	○	○	○
9.	○	①	○
10.	○	②	○
11.	○	③	○
12.	○	○	○
	2	2	4

- The batting line up is written down on the score sheet for each team.
- The batters and runners' positions are shown by means of dots starting in the right segment (first base) proceeding anti-clockwise to top, left and bottom segments (home base).
- Thus batter 1 has, in innings 1, proceeded around the bases and reached home. The inner circle is shaded to indicate a run.
- Batter 2 was out and the number 1 in the inner circle indicates one batter down.
- Batter 3 made first base (dot in right segment) but was out at second (2 in the inner circle means second batter out).
- Batter 4 hit a home run shown by an arrow joining the four segments. The inner circle is shaded.
- Batter 5 made second base safely (shown by arrow in two segments).
- Batter 6 was out and as third batter out side is away. A diagonal line is put through the next batters score position to indicate the end of the innings and a horizontal line in the next innings shows he is the first batter.
- The score for the innings (upper segment) and the game (lower segment) is placed at the bottom (in this case 2 runs) of the innings column. The shaded circles show runs scored.
- The next innings for this team will start with batter 7.
- In the example the second innings has batter 7 reaching first safely and reaching home on the home run of batter 8. Batters 9, 10, 11 were out and thus close of innings. Score for innings 2 is 2 runs, which makes the total 4. The next batter in the third innings will be batter 12.

- (l) Scorers fill out score card at end of the game.

TEE-BALL ASSOCIATION OF WA										
_____ v's _____										
at _____										
on _____ age _____										
Team	1	2	3	4	5	6	7	8	9	Total
Report _____										
Scorer _____										