



# NSW Baseball Scorers' Association

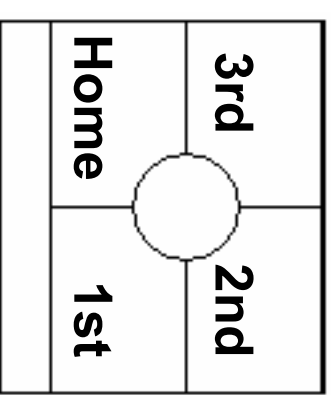
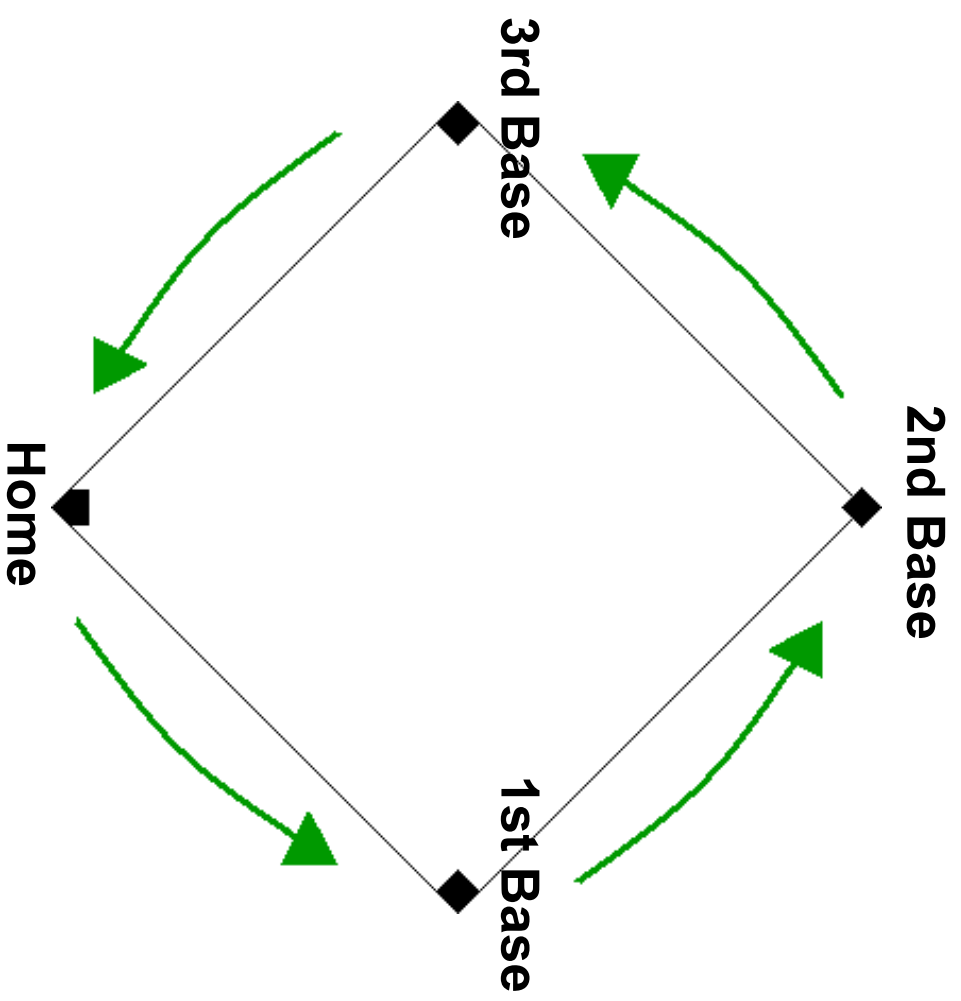
## How To Score - Tee Ball

# Aims

**To teach new Scorers, all they need to know, to score a game of T-Ball.**

- **Game preliminaries**
  - **Completing the Score Book and what to do with the Line-up (from the Coach)**
- **Fielding Positions**
- **A few 'Pitches'**
- **How to record Hits**
- **How to Record Outs (assisted and unassisted Put Outs)**
- **How to advance (move) Runners around the bases**
- **How to record Strike Outs**
- **How to show Runs Scored**

# Diamond vs The Score Book



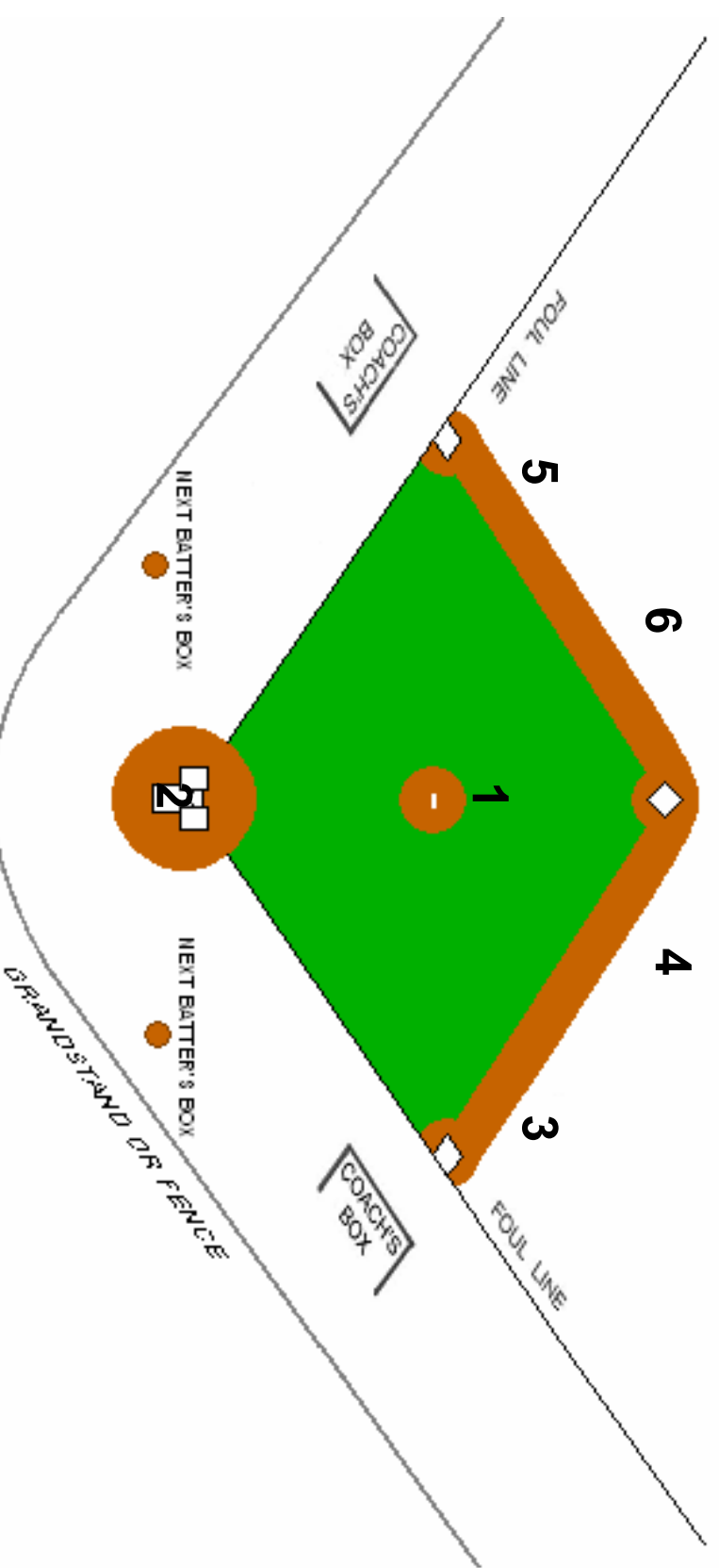
Scorers

# Fielding Positions

8

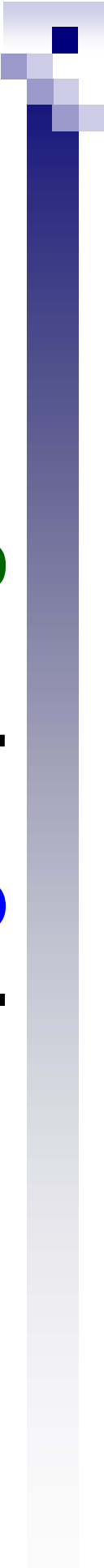
7

9



## LEGEND

- |   |            |   |          |   |                |
|---|------------|---|----------|---|----------------|
| 1 | Pitcher    | 3 | 1st Base | 7 | Left Fielder   |
| 2 | Catcher    | 4 | 2nd Base | 8 | Centre Fielder |
| 5 | 3rd Base   | 5 | 3rd Base | 9 | Right Fielder  |
| 6 | Short Stop |   |          |   |                |



# Scoring Colours

- **First and foremost - don't get caught up with colours !**
- **When you are learning you should firstly learn how to record the plays.**
- **What is most important is that the information in the Score Book is correct.**
- **Start with lead pencil only.**

# Scoring Colours

➤ When you are comfortable with how to record the *game correctly* you can introduce colours at your own pace.


➤ Introduce one colour and get comfortable with that before progressing to the next.

➤ T-Ball Scorers need only use 3 colours -:

•Green

•Blue

•Orange



# Scoring Colours

## GREEN

- Hits
- Runs

## BLUE

- Strike Outs

## ORANGE

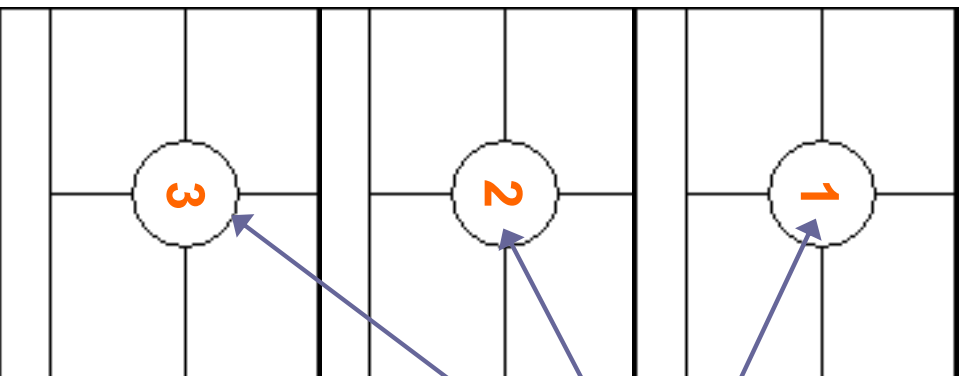
- Outs (1, 2, 3)
- End of Innings Indicator
- Change Indicators (Batting, Fielding)

## BLACK

- All Else
  - Put Outs
  - Advancing the Runners etc

# Outs

- Place a '1', '2' or '3' in the circle as the outs occur to show the 1st, 2nd or 3rd Out.







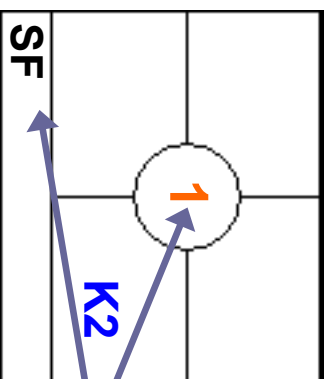
# 'Pitches'

**T-Ball Scorers only need to know how to record two  
'Pitches'**

**S**      **Swinging Strike**  
(swing and miss)

**F**      **Foul**  
(hit by the Batter, but the ball  
settles in foul territory)

# Strike Outs



**Batter swings and misses for strike three.**  
(Record any strikes before the out in the tram track)

- Place a '1', '2' or '3' in the circle to show the 1st, 2nd or 3rd Out

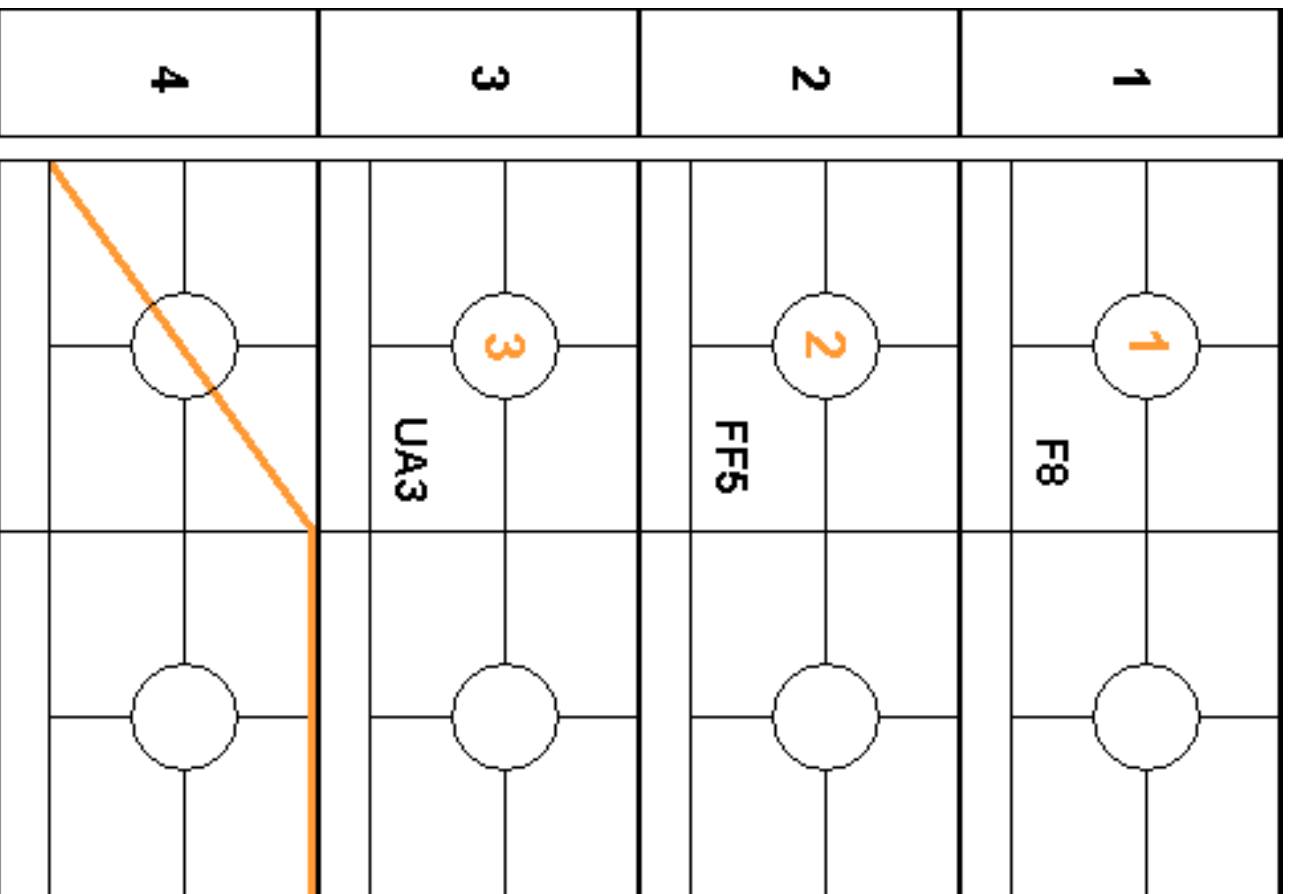
Note that, in most Associations, the rules will be modified to allow T-Batters up to 5 strikes, or fouls, or any combination, before the Batter is given out.

(Some will permit up to 5 fouls, but the Batter is still out if he swings and misses on strike three.)

**Please read your local competition rules**

**\*\*In any event score the out as a K2\*\***

# Put Outs (Unassisted)



Batter hits a high fly ball which is caught by the Centre Fielder.

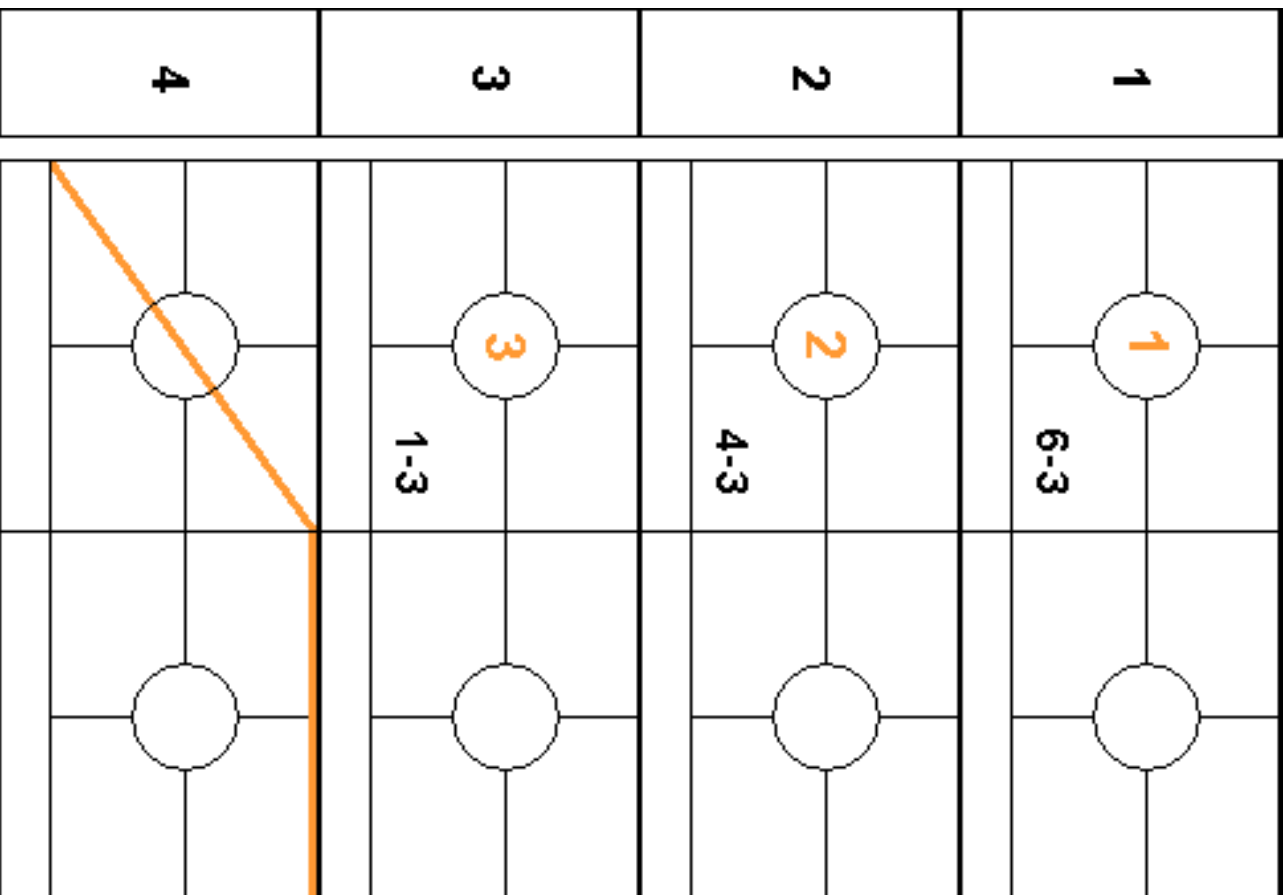
Batter hits a high fly ball over foul territory which is caught by the 3rd Baseman.

Batter hits a ground ball towards the 1st Baseman who picks up the ball and tags his base.

**Rule Off the end of innings.**

- Draw a Line through the next Batter's box
- The across the top of the same Batter's box in the following inning.

# Assisted Outs



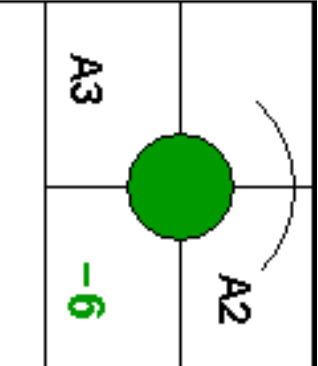
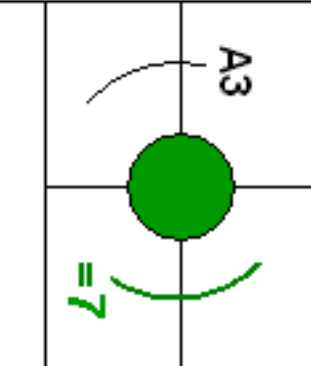
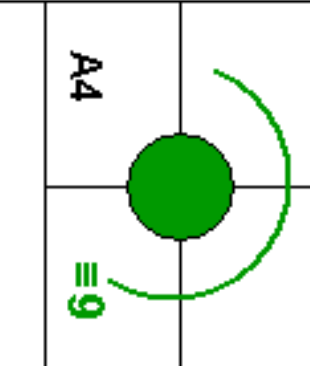
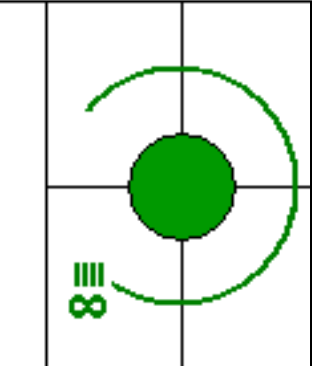
Batter hits the ball to Short Stop who fields the ball and throws to the 1st Baseman.

Batter hits the ball to 2nd Baseman who fields the ball and throws to the 1st Baseman.

Batter hits the ball to the Pitcher who fields the ball and throws to the 1st Baseman.

- Don't forget to rule off the end of innings.
- Draw a Line through the next Batter's box
  - The across the top of the same Batter's box in the following inning.

# Safe Hits

1	
2	
3	
4	

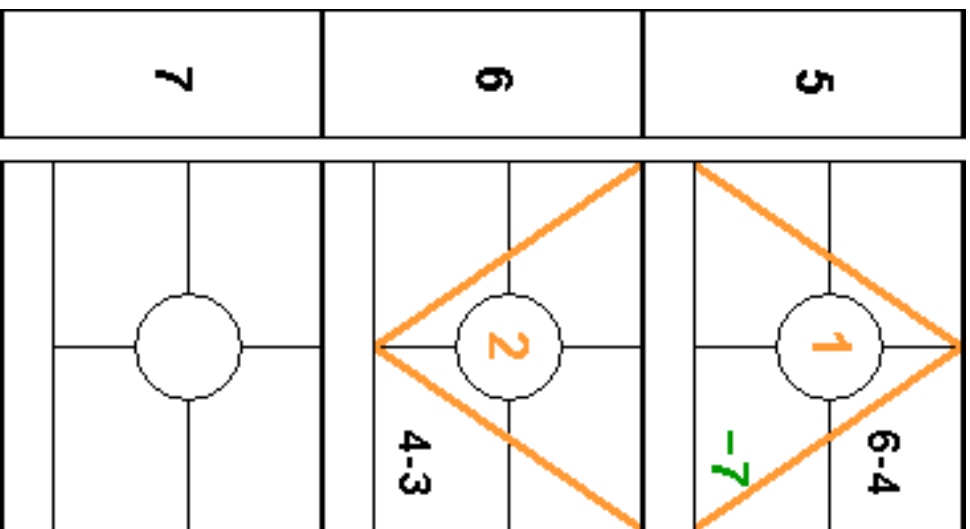
Batter 1  
One Base Hit to Short Stop

Batter 2  
Two Base Hit to Left Field.  
• He advances Batter 1 to 3rd Base.

Batter 3  
Three Base Hit to Right Field.  
• He advances Batter 1 and Batter 2 Home.

Batter 4  
Home Run (Four Base Hit) to Centre Field.  
• He advances Batter 3 Home.

# Double Plays

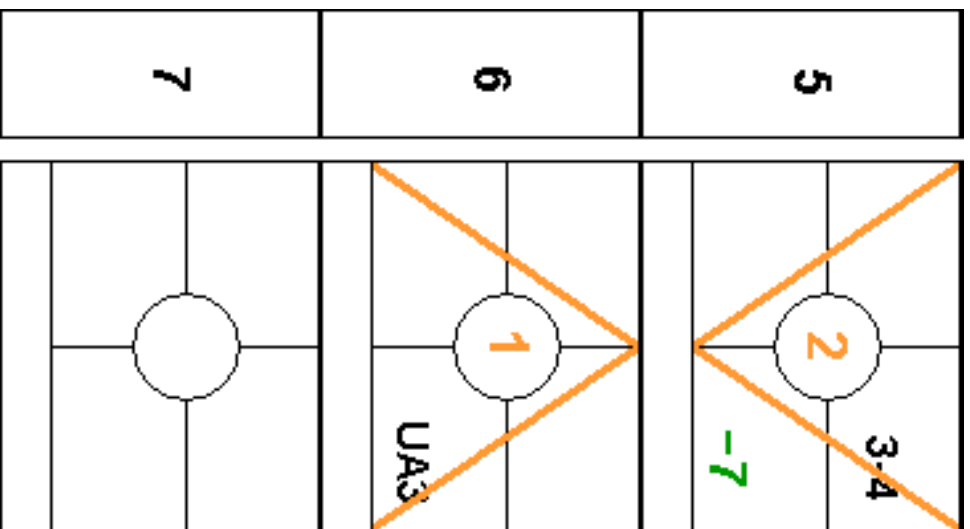


- With a runner on 1st Base, the Batter hits the ball to the Short Stop.
- He throws the ball to the 2nd Baseman, who tags 2nd Base for the 1st Out.
- The 2nd Baseman then throws the ball to the 1st Baseman, who tags 1st Base to retire the Batter-Runner - 2 Out.

(if you are fortunate enough to see a triple play .... mark it with the top of a Diamond)

# Reverse Double Plays

(they don't always look the same)



- With the same (unlucky) Runner on 1st Base, the Batter hits a ground ball to the 1st Baseman.
- The 1st Baseman tags his base. (1st Out)
- He then throws ball to the 2nd Baseman, who tags the Runner from 1st (2 Out).

(if you are fortunate enough to see a triple play .... mark it with the top of a Diamond)



# Questions ??

*For answers to all your questions -:*

## Interpretation Panel

**Sue McCullough - 0419 497 549**

**Elaine Teasdale - 0414 730 431**

**Lesley Wigg - 0408 612 734**

**- Please feel free to contact us -**

(If you prefer email, links are available on the website)