



# NSW Baseball Scorers Association

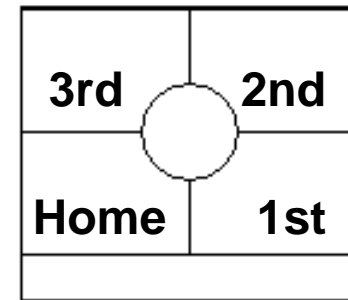
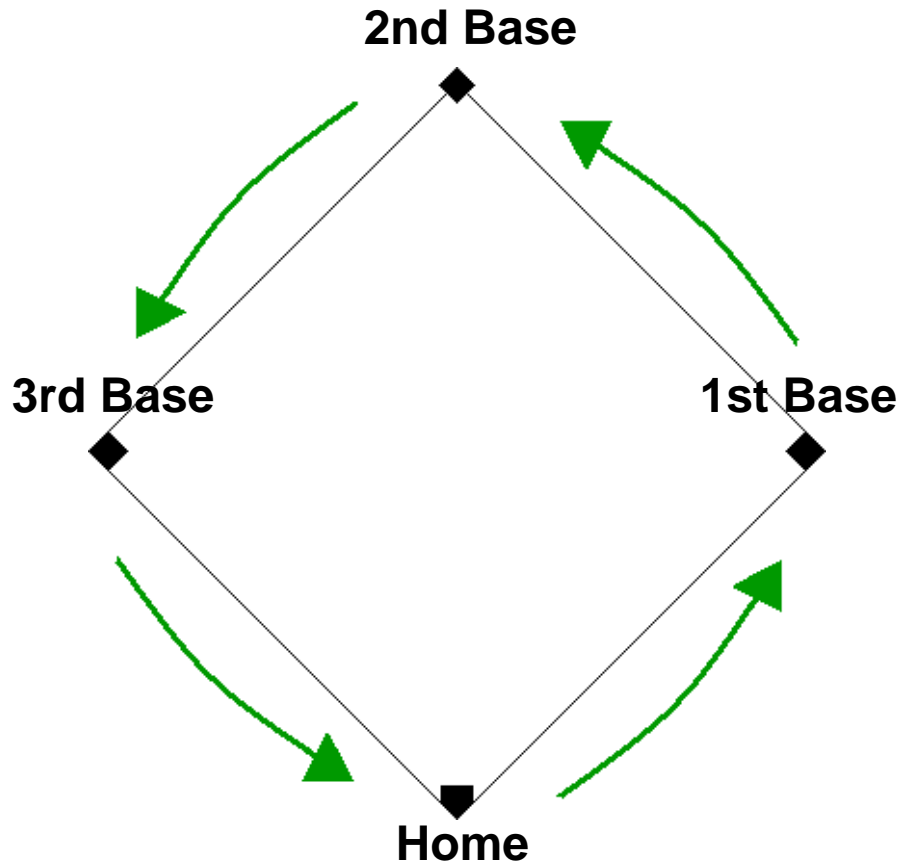
## How To Score - Tee Ball

# Aims

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

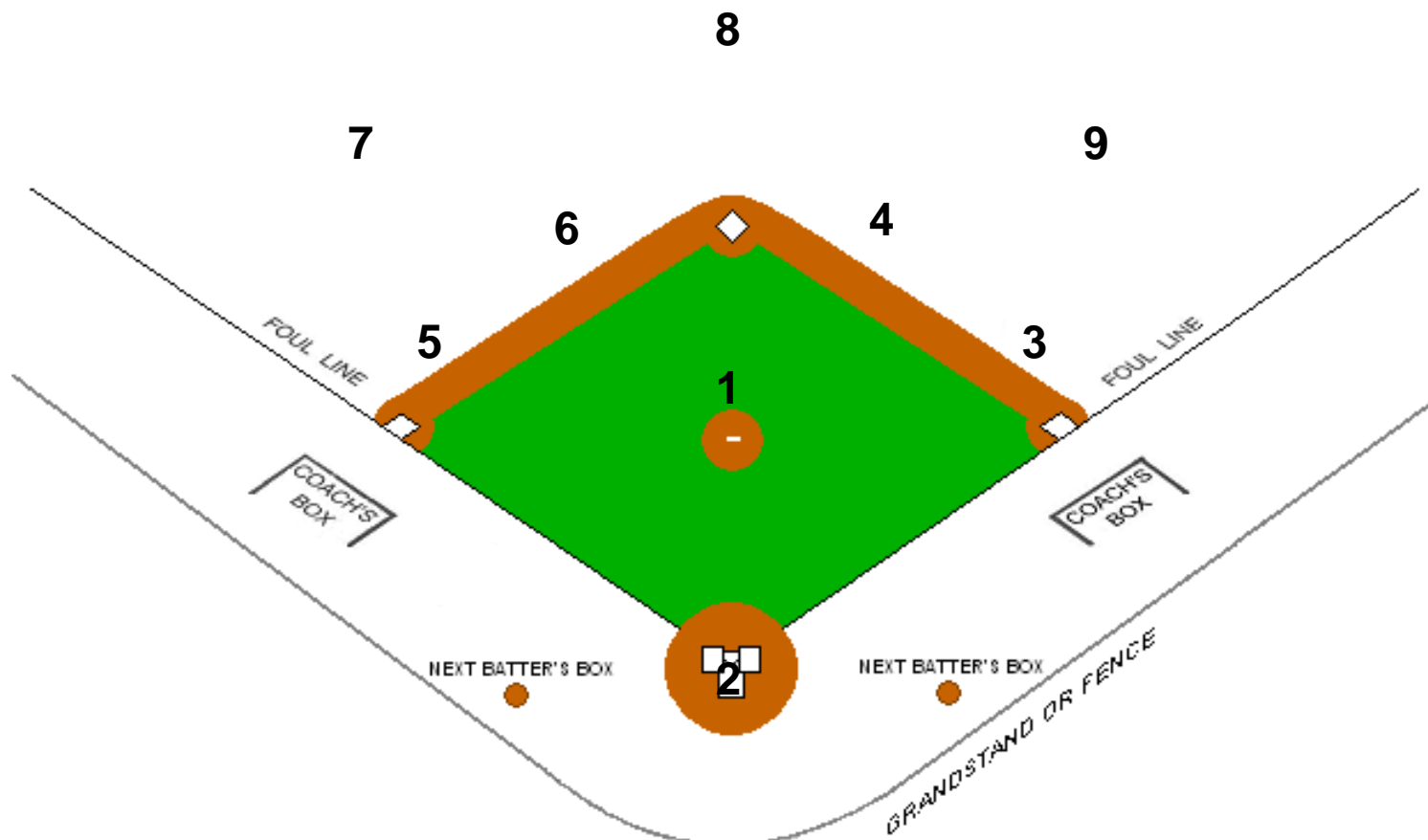
- **Game preliminaries**
  - **Completing the Score Book and what to do with the Line-up (from the Coach)**
- **Fielding Positions**
- **A few 'Pitches'**
- **How to record Hits**
- **How to Record Outs (assisted and unassisted Put Outs)**
- **How to advance (move) Runners around the bases**
- **How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

# Diamond vs The Score Book



Scorers

# Fielding Positions



## LEGEND

1 Pitcher  
2 Catcher

3 1st Base  
4 2nd Base  
5 3rd Base  
6 Short Stop

7 Left Fielder  
8 Centre Fielder  
9 Right Fielder

# 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

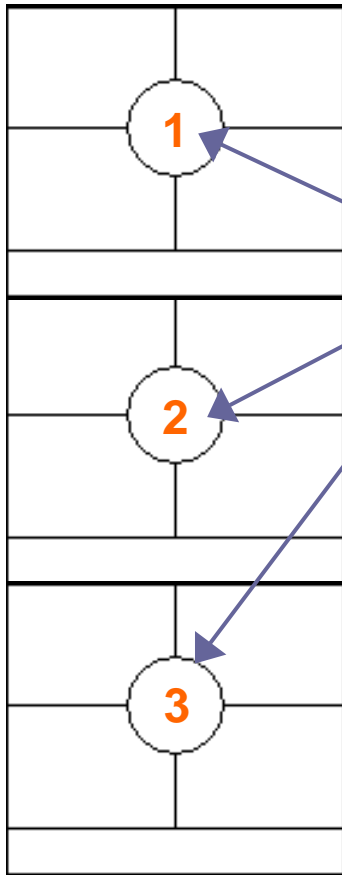
## ORANGE

- 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> Out.



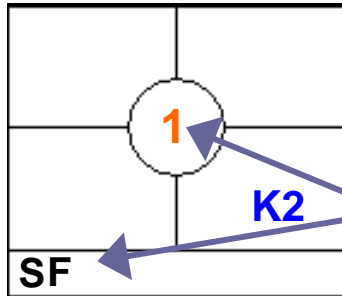
# 'Pitches'

**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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> Out

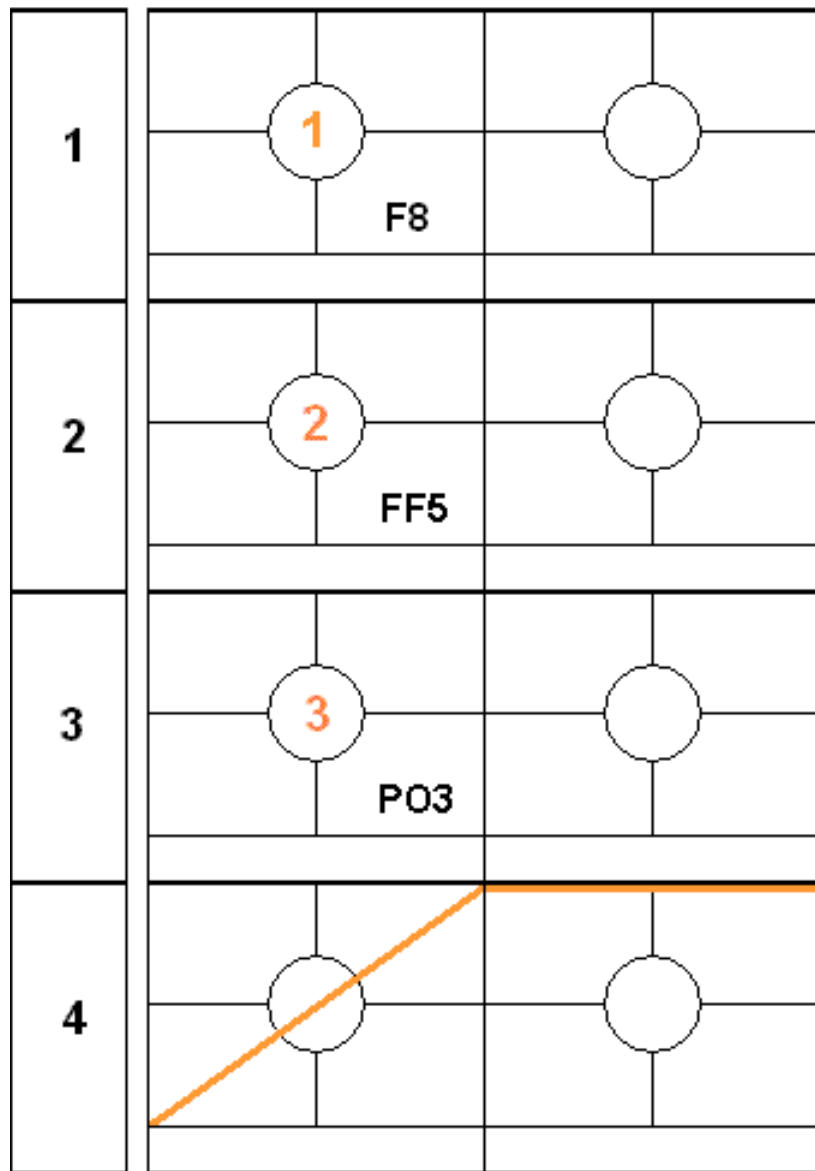
**Note that, in most Associations, the rules will be modified to allow T-Batters up to 5 strikes, or fouls, or any combination, before the Batter is given out.**

**(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



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

1	<p>6-3</p>
2	<p>4-3</p>
3	<p>1-3</p>
4	

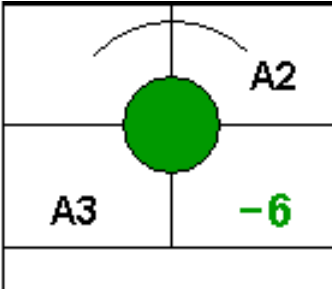
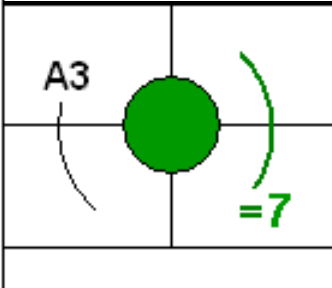
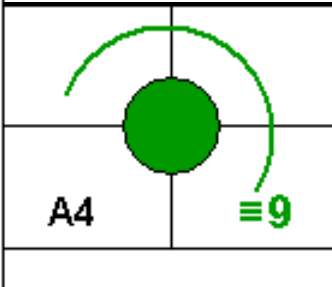
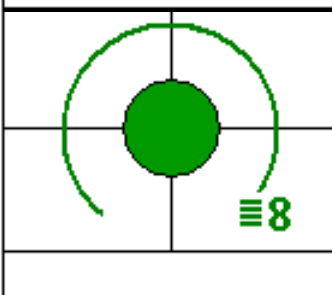
**Batter hits the ball to Short Stop who fields the ball and throws to the 1st Baseman.**

**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.

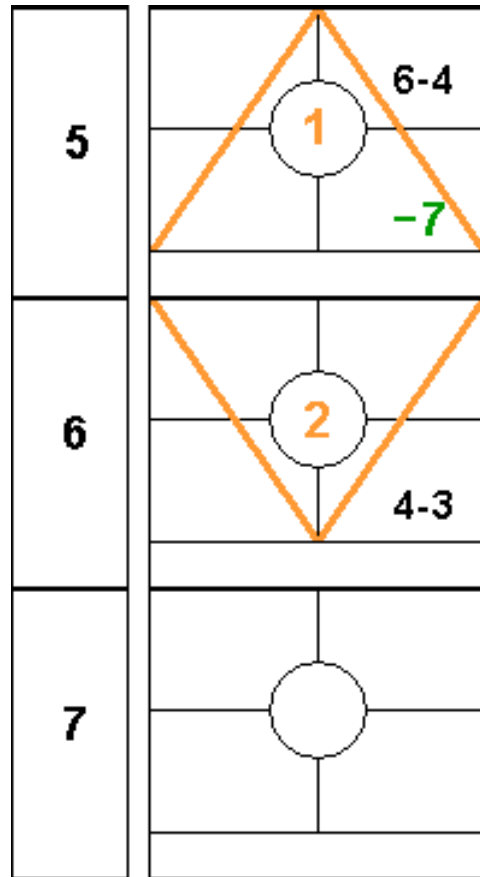
- He advances Batter 1 and Batter 2 Home.

## Batter 4

Home Run (Four Base Hit) to Centre Field.

- He advances Batter 3 Home.

# Double Plays

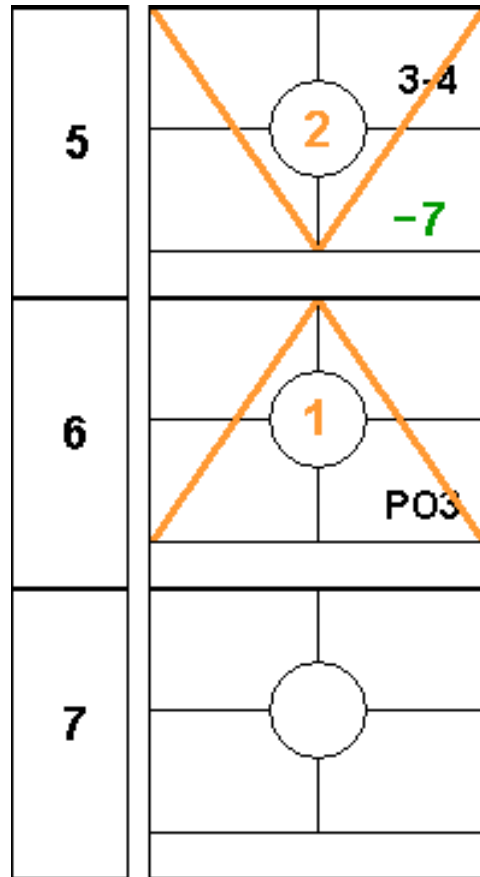


- With a runner on 1st Base, the Batter hits the ball to the Short Stop.
- He throws the ball to the 2nd Baseman, who tags 2nd Base for the 1st Out.
- The 2nd Baseman then throws the ball to the 1<sup>st</sup> Baseman, who tags 1st Base to retire the Batter-Runner - 2 Out.

(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 1<sup>st</sup> Baseman.
- The 1<sup>st</sup> Baseman tags his base. (1<sup>st</sup> Out)
- He then throws ball to the 2<sup>nd</sup> Baseman, who tags the Runner from 1<sup>st</sup> (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**

**Denise Smith - 0414 604 512**

**Sue McCullough - 0419 497 549**

**Lesley Wigg - 0408 612 734**

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

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