

SCORING SOFTBALL LEVEL TWO

COMPLETE SCORING FOR CLUB AND ASSOCIATION SCORERS

National Scoring Committee

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Scoring Softball Level Two

Complete Scoring for Club and Association Scorers

This manual accompanies the Level Two Scorers Course, which is designed to be conducted over one full day session of approximately 6 hours, or over two half-day (or evening sessions).

Candidates are required to score one 7 innings standard regulation game.

Upon successful completion of the course, Level 2 Softball Scorers will be able to:

- Show broader knowledge of the scoresheet.
- Use colours to record plays.
- Apply their knowledge of the rules when officiating.
- Record special plays such as fielder's choice, sacrifices and tie-break runners correctly.
- Record all changes consistently.
- Demonstrate consistent and impartial judgement in recording all actions of the game.
- Correctly record the time and situation of the game when a protest arises.
- Abide by relevant State Child Protection Legislation and/or relevant Sport Child Protection Policies.

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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, and possibly an appropriate colour; 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***).
- A subscripted B indicates the inclusion of a batting position number (**WP_B**).
- Any references to the male or female gender are taken to apply to either gender.

1 Duties of a Club or Association Scorer

- 1) Is appointed by the governing body of that team, club or association.
- 2) The team scorer is concerned only with the requirements of their own particular team.
- 3) Should be familiar with the official rules of softball and umpiring signals (**strikes**, **balls** and **outs**).
- 4) Should be aware of local ground rules; for example, who picks up the match cards, and who returns them. The local ground rules may also include: the length of game time for your grade; catcher-runner rules; ability to play with less than nine players; and whether innings are completed at time. These rules may change from competition to competition.
- 5) Before the scheduled starting time of the game (approximately 30 minutes), write up the team as provided by the coach on the bench list and in the scorebook.
- 6) Exchange bench lists with the opposition team scorer and provide a copy to the Chief Umpire and Official Scorer, if appointed.
- 7) When requested during the game, provide information to the team coach and/or the umpire; "What is the count?", "How many out?", "Where did this batter hit last time?".
- 8) Advise the team coach of any irregularities which may benefit your team and will assist in achieving an out, saving or gaining a base, or scoring a run (e.g. batting out of order). Do so in a manner that enables your team to receive an advantage before the opposition detects such action.
- 9) You are a part of the team and governed by the official rules of softball; e.g. no smoking and fully enclosed shoes must be worn. You are also governed by the appropriate Child Protection Legislation relevant to each State.
- 10) At the conclusion of the game, ensure you have the correct result and it is recorded on the match card. This must be signed by the umpire(s).
- 11) The team scorebook is not normally made available to any person but the team coach. You should check the wishes of the coach in this regard and abide by his/her decision.
- 12) The team scorer is on the bench with the team and cannot leave during the game unless permission is obtained from the plate umpire.
- 13) If a game is suspended because of rain etc., record the time and the game situation (that is, the count on the batter, who is on bases, the number of outs, etc.). **Time** means, in this case, the amount of time the game has been in progress, not the actual time on your watch.

2 Use of Colours

When the scorer is familiar with and proficient in recording all normal plays, the use of colours can assist in reading the scorebook and in the preparation of information for the coach.

2.1 Green

Green is used to record all safe hits including safe **bunts** and **slap hits**, and **earned runs** (to be introduced in level 3). Green is also used for the name and position of the **Designated Player (DP)**. If the **FLEX** player enters the batting lineup (for the **DP**), this is recorded in black.

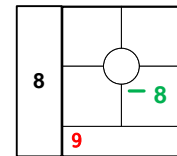
2.2 Red

Red is used for all **errors**, **unearned runs** (introduced in level 3), including runs scored by **tie-break runners**, and notations made under the Replacement Player ("blood bin") rule. Errors include wild throws (**WT***), muffed fly balls (**MF***), muffed line drives (**MLD***) and other fielding errors (**E***). Some battery misplays (**KE2**) are also errors.

If the catcher obstructs the batter who is then awarded first base, it is an error against the catcher and is recorded as **OBS2**. Note that if the batter still hits safely, and no runners are put out before advancing one base, then a safe hit is recorded and the **catcher's obstruction** call is cancelled. **OBS2** is not counted as a time at bat.

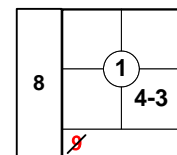
Muffed foul fly balls are recorded in the pitch count as a **red** fielder number (e.g. **9**), and become errors if the batter subsequently reaches first base safely (Figure 2—1). Make note if the out would have been the third out and no other runners would have scored.

Figure 2—1
Batter reaches first after a muffed foul fly.



If the batter is put out then the muffed foul fly is overcome, and the error is cancelled by putting a line through the fielder number.

Figure 2—2
Muffed foul fly is overcome after batter is out.



2.3 Blue

Blue is used to record all plays relating to the pitched ball. These are **base on balls (BB)**, **hit by pitched ball (HPB)**, **intentional base on balls (IBB)**, **wild pitch (WP)**, **illegal pitch (IP)**, **passed ball (PB)**, and the various types of **strikeout (K)**.

2.4 Black

Black is used for everything else, including recording **balls, strikes** and **fouls**, error free assisted and unassisted plays, caught **fly balls** and **foul fly balls**, **fielder's choices**, the routine advance of runners, **stolen bases** and **offensive interference**. Other examples of using the colour black are the mitred corners for **double** and **triple plays** (page 12) and the large **S** to record a sacrifice (page 13).

2.5 Combinations

Colours may be used in combination. Examples include an assist to an error (**6—E3**), a strikeout dropped by the catcher (**KE2**), a dropped third strike played to the first baseman who errors (**K2—E3**), and a bunt assist to an error (**B1—E4**).

3 Symbols

Each individual play has its own symbol and although there are many plays, practice will make them quite familiar. In the main, the symbol is an abbreviation of the play. The following list of symbols are those used by most scorers, and you are encouraged to adopt these. Some scorers may use different symbols. However because it is the purpose of this course to encourage uniformity of practice, alternates are not shown.

In all cases where a fielder is concerned in a play, the position number is placed immediately following the symbol. Thus an **error** by the **shortstop** is **E6**, a **wild throw** by the **second baseman** is **WT4**, a **double** hit to the centre fielder is **=8**, and so on. If the play has no fielder involved (examples are **LB** or **LFP**) you use the position number of the fielder closest to the play.

In the symbol descriptions which follow, an asterisk (*) indicates the fielder's position.

3.1 Symbols showing how batters 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 base hit (a bunt that is not safe is recorded in black)
SL*	a slap hit (a slap which is not safe is recorded in black)
E*	an error (other than a dropped catch or a wild throw)
MF*	a muffed fly (dropped catch)
MLD*	a muffed line drive
WT*	a wild throw
-E	an error by the receiving player following an assist (for example, 6-E3)
KE2	reaches base on a dropped third strike (due to catcher error)
K2-E3	a dropped third strike thrown to the first baseman, who errors
OBS*	awarded base on a fielder's obstruction
OBS2	awarded base on a catcher's obstruction
FC*	reaches base because a fielder elects to play a preceding runner
KFC2	reaches base on a dropped third strike because the catcher elects to play a preceding runner (often at third base)
BB	awarded first base after four balls (a base on balls , or walk)
IBB	awarded first base because of an intentional base on balls
HPB	awarded first base when hit by the pitched ball
KWP	reaches first base on a wild pitch swung at and missed for strike three

The symbol (**C**) for a called third strike should be used in conjunction with **KE2**, **K2-3** and **K2-E3** where necessary; that is, **KCE2**, **KC2-3** and **KC2-E3**.

3.2 Symbols showing how batters and runners are out

Symbol	Play
-	an assisted putout (for example, 5-3 for a throw by the third baseman to the first baseman)
B*-*	an assisted putout following a bunt (for example, B5-4 for a throw by the third baseman to the second baseman)
PO*	an unassisted putout
F*	a caught fly ball
FF*	a caught fly ball in foul territory
LD*	a caught line drive (a ball that is batted sharply and directly into the playing field)
IF*	an out due to application of the infield fly rule
K2	a strikeout where the third strike is swung at (and held by the catcher)
KC	a strikeout where the third strike is not swung at
K2-3	strike three dropped by the catcher who throws to the first baseman for the out
MB*	missing a base
LB*	leaving base early (that is, before the pitch)
RXL*	running more than 3 feet (0.91 metres) off the base path to avoid a tag
B3S	bunting foul on strike three (award the out to the catcher)
HBB*	being hit by the batted ball

Symbol	Play
BOO	batting out of order (award the out to the catcher)
BOB	batting out of the batting box (award the out to the catcher)
BB2	batting the ball twice (award the out to the catcher)
BXB	changing batting boxes illegally (award the out to the catcher)
INT*	interference by a member of the offence
LH*	losing a helmet which interferes with a live ball play
PPR*	passing a preceding runner
LFP*	leaving the field of play

4 Scoring Outs

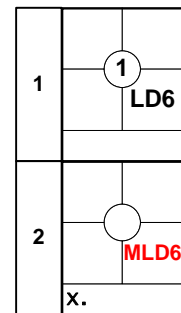
This section contains additional out situations following on from those already covered in the Level One Scoring Course.

4.1 Line drive

A **line drive** is a ball that is batted sharply and directly into the playing field.

If a line drive is caught the batter is out and the play is recorded as **LD*** to distinguish it from other types of catch. If the ball is dropped (and should have been caught with ordinary effort), then this becomes a **muffed line drive**, recorded as **MLD***.

Figure 4—1
Line drives.

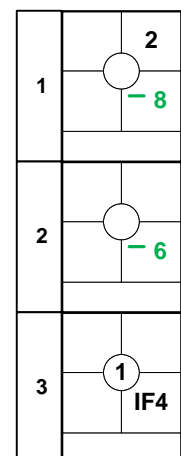


4.2 Infield fly

With less than two out and runners on first and second (including loaded bases), if the batter hits a fair fly ball which can be caught by an infielder with **ordinary effort**, then the batter is called out whether the ball is caught or dropped. This is called an **infield fly**, symbol **IF*** (Figure 4—2).

The out is awarded to the fielder taking the catch, or to the closest fielder if the ball is not caught.

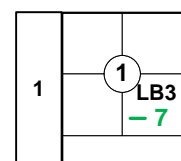
Figure 4—2
Recording an
infield fly.



4.3 Leaving base early

A runner (for example, who is attempting to steal) leaving base before the pitch is released should be called out. The putout is credited to the nearest fielder, for example **LB3**. The ball is dead, and this is a **no pitch**. No count is recorded on the batter.

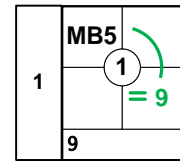
Figure 4—3
Leaving base
early.



4.4 Missed base

A runner who fails to touch a base may be given out on appeal. The out is recorded using the symbol **MB**, and credited to the fielder closest to the missed base. (If the appeal is made by throwing to the missed base, give the out to the fielder receiving the ball.) No assist is given. In the example, we have the successful appeal on a batter-runner who has failed to touch third base after hitting what would have been a home run, and so is only credited with bases legally made.

Figure 4—4
Missing a base.



4.5 Illegal batting

For each of the following types of out, credit the catcher with the putout.

- 1) **Batting out of the box** — This occurs when the batter strikes the pitch (either fair or foul) with one or both feet entirely on the ground outside the batting box, or touching home plate. Record the out using the symbol **BOB**.
- 2) **Bunting foul with two strikes** — If a batter bunts foul with a count of two strikes on them, they are given out. Record the out using the symbol **B3S**.
- 3) **Batting out of order** — this occurs when a team fails to bat in the order indicated on the official lineup. On a successful appeal for batting out of order, the player who should have batted will be given out, shown as **BOO**. Batting out of order is discussed in more detail in the Level Three Scoring Course.

4.6 Interference

If an offensive player interferes with a fielder who is in the act of making a play then that player may be given out, with the putout credited to the fielder who was interfered with. Here are some common examples of interference.

- 1) The batter deliberately interferes with the catcher's attempt to prevent a runner from stealing and is given out (**INT2**), with the ball called dead and the runner returning to the base previously occupied (Figure 4—5, batter 2).
- 2) In running to first, the batter-runner runs inside the diamond, rather than within the lane provided, and interferes with the catcher's throw to the first baseman. The batter-runner will be called out, with an assist credited to the catcher (**INT2-3**) (Figure 4—5, batter 3).
- 3) The batter-runner is also out if they step back towards home plate to avoid a tag. Assuming that it was the first baseman who was attempting to tag them, this would be recorded as **INT3** (Figure 4—5, batter 4).
- 4) In running to second, the base runner interferes with the second baseman's attempt to field the ball and is given out. Enter **INT4** on the base runner, and **FC4** on the batter (Figure 4—6).

Figure 4—5
Interference by a batter and batter-runner.

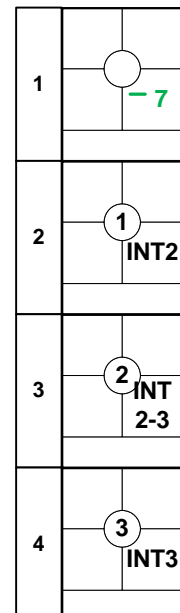
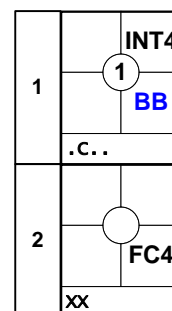


Figure 4—6
Interference by a base runner.



4.7 Hit by the batted ball

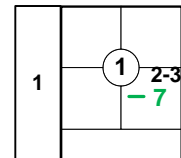
Being hit by the batted ball is a form of interference committed by an offensive player, since it interferes with the fielders ability to make a play. If a batter is hit by their own fair batted ball after leaving the batting box and is called out, record this as **HBB***, with the putout credited to the nearest fielder (for example, **HBB2**).

When another base runner is called out for being hit by the batted ball, record the out as shown above under interference; that is, use **INT*** for the base runner and **FC*** for the batter, and use the number of the fielder closest to point where the runner was hit.

4.8 Two symbols at one base

An offensive player, having reached a base safely, may be put out at that base on a subsequent play. The symbols used to record this need to be placed in the same section of the score box to indicate the correct base where the out took place.

Figure 4—7
Two symbols at one base.



In the example shown, the batter reached first base on a safe hit, and was subsequently picked off by the catcher throwing to the first baseman.

4.9 Rundown plays

A **rundown play** occurs when an unforced base runner begins to advance, sees a tag ahead and turns back, and is eventually tagged out by the fielders throwing the ball back and forth. Several players may handle the ball, and some more than once during the same play. The fielder who eventually makes the tag is credited with the putout. All other fielders who handle the ball are given a single assist, even if they handle the ball more than once.

- A typical rundown play on a base runner caught between third and home might be **1-2-5-3**.
- While a player can only have one assist, they may be credited with both an assist and a putout — for example, **1-2-5-1**.
- If the ball is dropped or thrown wildly, then the final putout will be replaced with an error — for example, **1-2-5-E3**, or **1-2-WT5**.
- If the base runner manages to slide under the tag and reaches base safely without the aid of an error, no assists are recorded — the rundown play is only recorded if it should have or does result in an out.

5 Advancing Runners

5.1 Stolen bases

A **stolen base** is credited to a runner who advances one base unaided by a hit, a putout, an error, a fielder's choice, a passed ball, a wild pitch, or an illegal pitch. Stolen bases are recorded using either **S_b** or **\$_b**. The subscript (**B**) should be replaced with the number of the current batter.

The following examples cover the various factors to be considered when scoring and recording stolen bases.

- 1) Figure 5—1: The runner leaves first base on the pitch, reaches second base safely, with the fielding team attempting to make the out. The runner is credited with a stolen base (**\$₂**).
- 2) Figure 5—2: The runner advances to second with the defence making no attempt to prevent the advance. No stolen base is credited in this case, and the advance is recorded as an **allowed steal (AS₃)**. This situation often arises when there are runners occupying first and third bases.

Figure 5—1
Recording a stolen base.

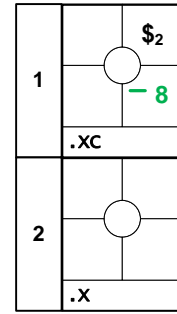
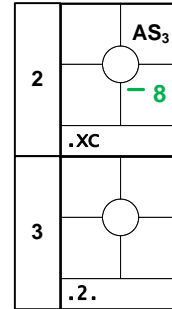
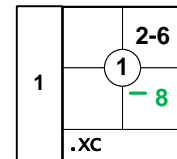


Figure 5—2
Recording an allowed steal.



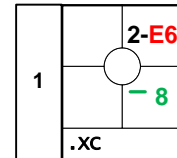
- 3) Figure 5—3: The defence is successful in preventing the advance. The base runner is then **caught stealing**, with assists and putouts credited to the fielders involved (**2-6**).

Figure 5—3
Recording a runner caught stealing.



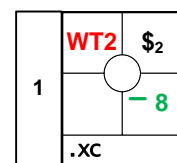
- 4) Figure 5—4: If the throw from the catcher arrives in time to make the out, but the receiving fielder drops the ball or misses the tag that should have been made, do not credit the base runner with a stolen base, but record an assist and error (**2-E6**).

Figure 5—4
Error committed on a runner stealing.



- 5) Figure 5—5: If the catcher's throw is inaccurate or wild, credit the base runner with a stolen base. Only charge the catcher with an error if the runner is available to advance beyond that base as a result of a wild throw.

Figure 5—5
Stolen base plus throwing error.



If a runner attempting to steal a base slides in, loses contact with the base and is subsequently tagged out, the runner is not considered to have made the base.

Whenever good base running or a good slide results in the tag being missed and no other error is made, the runner should be credited with a stolen base.

5.2 Wild pitch and passed ball

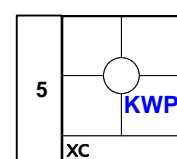
A **wild pitch** is any legally pitched ball which is so high, so low, or so wide of home plate that the catcher cannot, or does not, control the ball with ordinary effort, thus allowing a runner to advance. A wild pitch is not an error in the fielding statistics, but instead is included in the pitching statistics.

A **passed ball** is a legally pitched ball that should have been held or controlled by the catcher with ordinary effort. When the catcher fails to control such a pitch and one or more base runners are able to advance as a result, a passed ball is recorded.

Wild pitches **WP_b** and passed balls **PB_b** are recorded in the pitch count as balls. The subscript (**B**) should be replaced with the number of the current batter.

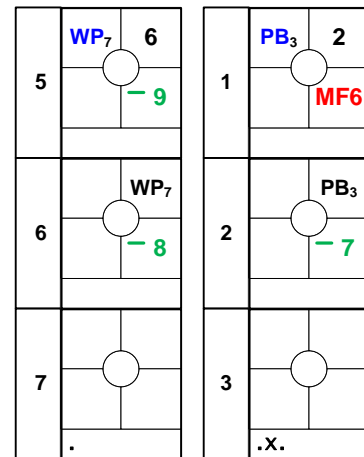
- Figure 5—6: If a batter attempts to hit a wild pitch, a strike will be called. If this occurs and it is the third strike, the batter is entitled to advance to first base (or further) with liability to be put out. A successful advance to first base is recorded as **KWP**,

Figure 5—6
Wild pitch on strike three.



- not **KE2**, as the latter would penalise the catcher who was not responsible.
- Figure 5—7: Base runners advancing on wild pitches and passed balls do so with the batter's number, shown as a subscript to the symbol. The **WP** or **PB** should always be credited to the lead runner. Show the advance of any other runners with the same symbol in black, as shown. (In the case of a **KWP**, the advance of any other runners will also be shown black.)

Figure 5—7
Base runners
advancing on wild
pitches and passed
balls.



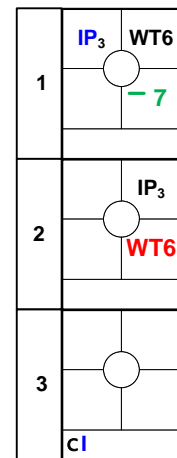
5.3 Illegal pitch

If an **illegal pitch** is called, any base runners advance one base and a ball is credited to the batter. However, if the illegal pitch is hit, and the batter and all base runners advance at least one base safely, the illegal pitch is nullified and the play stands.

Unless it occurs on ball four, the illegal pitch is shown in the pitch count as **(I)** in **blue**, so that it is easy to count in the pitcher's statistics. Use the **IP** symbol to show the advance of base runners.

As with **WP_B** and **PB_B**, score **IP_B** on the lead runner, and show the advance of any other runners in black, with the batter number in subscript. This identification assists when reconstructing the play to determine **earned** and **unearned** runs (introduced in level 3).

Figure 5—8
Base runners
advancing on
an illegal pitch.



5.4 Advancing on errors

A fielding **error** occurs when a batter reaches base safely, or runners are advanced, because a fielder was unable to successfully complete a play using **ordinary effort** (see page 14).

For example, if a fielder throws the ball wildly such that the receiving player cannot reach or control it with ordinary effort, and the batter-runner reaches base, or one or more runners advance as a result, an error is recorded against that fielder.

- Figure 5—9: If the throwing error is on the batter-runner, score **WT*** on the batter, and use a black **WT*** for other base runners who advance because of the error.
- Figure 5—10: If the throwing error is on a lead runner, score **WT*** on the runner being played on, and score a fielder's choice **FC*** (see page 11) for the batter. If there are additional runners on base, and they advance because of the error, show the advance as **WT*** in black.

Figure 5—9
Error made on
the batter and
runners
advance.

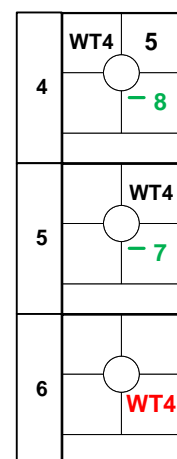
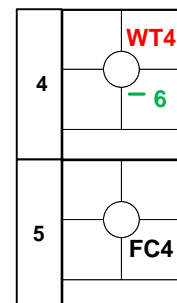


Figure 5—10
Error made on
a base runner.








5.6 Advance of a runner on a fly ball

With less than two out, a runner will usually hold their base when a fly ball is hit and can then advance as soon as the ball is touched.

- If the catch is taken and the runner advances, credit the batter with an advance, and a sacrifice if the runner scores (batter 2 advancing on batter 4).
- If the ball is dropped, score the error **MF***. If the runner advances and in your opinion would have advanced if the catch had been taken, then credit the advance to the batter. (If the runner scores, this will typically be a **sacrifice fly**, see page 14). Otherwise, put black **MF*** in the runner's box (batter 1 advancing on muffed fly on batter 2, and batter 3 advancing on muffed fly on batter 5).
- If there are two down when the fly ball is hit, runners should be running before the ball is touched. If caught, nothing is scored on the runners (end of inning), but if dropped, score as **MF*** to batter and black **MF*** to the runners.

Figure 5—12
Advancing on
caught and
muffed fly balls.

1	MF9	
	3	= 7
.2		
2	3	
	4	MF9
9		
3	5	
	MF6	= 7
9		
4		F9
	9	
5		MF6
	9	

6 Scoring Runs

6.1 Run scores

One run is scored each time a runner legally touches all bases and home plate before the third out of an inning.

6.2 Run does not score

A run is not scored if the third out of an inning is:

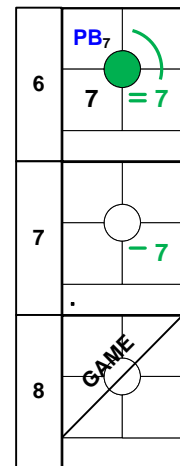
- 1) the batter-runner being put out before legally touching first base;
- 2) a runner being forced out (including on an appeal play);
- 3) a runner leaving base before a pitch is released;
- 4) a preceding runner being declared out.

A run can score if the third out of an innings is not a force out, and the run scores before the non force third out occurs; that is, depending on the timing of the run and the out. In such situations, the plate umpire will normally confirm whether the run has scored or not. 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.

6.3 Number of bases credited to the batter after the winning run

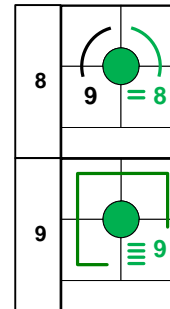
Once the winning run has been scored (including the game ending under the **run ahead** rule) the batter is only credited with the number of bases necessary to score the winning run. In the example (Figure 6—1), even though the batter may have appeared to gain extra bases, only a single is credited, because the winning run started from third base.

Figure 6—1
Winning run scores, batter credited with a single.



The exception to this rule is for a **home run** over the fence (Figure 6—2), in which case the batter is credited with the home run, and all runs count towards the final score.

Figure 6—2
Winning run scored on a home run.



7 Symbols when Bases are Occupied

7.1 Fielder's choice

The **fielder's choice** symbol (**FC**) should only be used when a fielder (including outfielders) *justifiably* chooses to play a preceding runner rather than play the batter-runner at first base; that is, in your judgement the fielder had a realistic opportunity to make the out on the runner.

A fielder's choice counts as a time on base for the batter except when the play results in the third out.

- Figure 7—1: With a runner on first, the batter hits to the shortstop thus setting up a force play. Shortstop throws to the second baseman who retires the runner (either by playing the base or with a tag). This out is recorded in the normal manner in the second base box (**6-4**), and **FC6** on the batter. Never score a safe hit on the batter as the runner is put out. If there was no runner on base, the defence would have been able to make a play on the batter instead.
- Figure 7—2: If an out is not made because of an error in throwing or fielding the ball, it is recorded as such; for example, **WT6** or **6-E4** on the runner, and **FC6** on the batter.

Figure 7—1
Recording a fielder's choice.

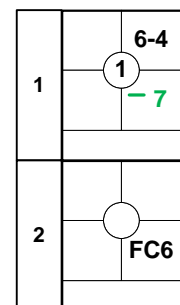
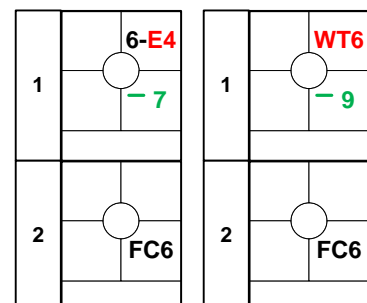


Figure 7—2
Fielder's choice with an error made on the base runner.



The fielder chose to play the lead runner and therefore **FC** followed by the fielder's number is placed in the first base box. This shows how the batter reached first. The actual play is recorded on the lead runner to show how the runner was put out or advanced.

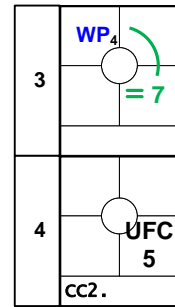
7.2 Unattached fielder's choice

There are occasions where the correct play by a fielder is in fact to do nothing.

This may arise with a runner on third base in the bottom of the last innings with the score tied, and less than two out. The ball is hit to the third base player, who chooses not to make a play on the batter, but instead holds the potential winning run at third. In this situation, the fielder has made the correct choice. **UFC5** would be recorded on the batter.

No error, sacrifice or hit is recorded on the play.

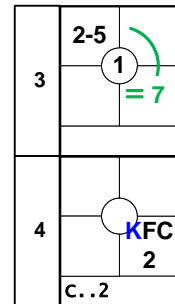
Figure 7—3 Unattached fielder's choice.



7.3 Strikeout fielder's choice

There are occasions when the catcher decides, on a dropped third strike, to make a play on a preceding base runner, allowing the batter-runner to reach first base safely. This is scored as **KFC2**.

Figure 7—4 Fielder's choice after a dropped third strike.



7.4 Double and triple plays

The normal symbols as appropriate are used to record both the outs that constitute a double play.

- Figure 7—5: With a runner on first, the ball is hit to shortstop, who throws to second for the force out. The second baseman then relays the ball to the first baseman who touches the base before the batter-runner to complete the second out. This is noted as a double play on the scorebook by the use of mitres in the corner of the two boxes concerned.
- Figure 7—6: The two players out do not necessarily need to be consecutive in the batting lineup, as shown.
- Figure 7—7: Triple plays are uncommon, but can occur and are scored in a similar manner. For example, with runners on first and third, the batter hits a line drive to the first baseman, who quickly tags the runner who had led off, then throws to the catcher, who tags the runner from third sliding into home.

Figure 7—5 Recording a double play.

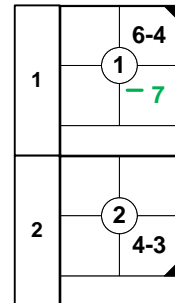


Figure 7—6 Double play with non-consecutive batters.

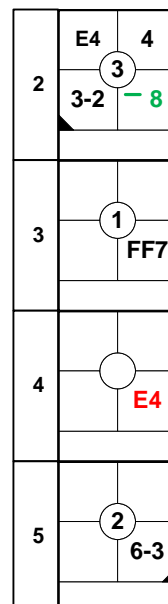
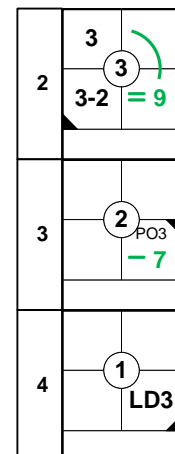


Figure 7—7 Recording a triple play.



8 Bunting and Slapping

There are styles of hitting used during the game to advance a runner, or to attempt to get on base. A **bunt** is defined (**RULE 1 SEC 14**) as a batted ball not swung at but intentionally met with the bat and slowly tapped into the infield. A **slap hit** is defined (**RULE 1 SEC 89**) as a batted ball that has been struck with a controlled short, chopping motion rather than with a full swing.

- Figure 8—2: If the batter bunts or slap hits fair and is able to make first base safely, provided no error was made, it is recorded as a bunt or slap safe hit, **B*** and **SL***.
- Figure 8—1: If the batter was put out, add **B** or **SL** before the normal play symbol; e.g. **B***, **B*-***, **BF***, **SL*-***.
- Figure 8—4: If an error is made, score as **BE***, **SLE***, **B*-E***, or **SL*-E***.
- Figure 8—3: If the fielder elects to take out the lead runner, record as **BFC*** or **SLFC*** on the batter with the play on the runner.

Figure 8—2
Bunt safe hit.

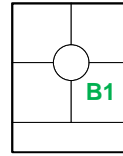


Figure 8—1
Bunt ground out.

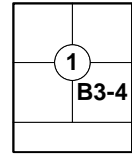


Figure 8—4
Bunt safe due to fielding error.

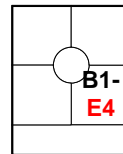
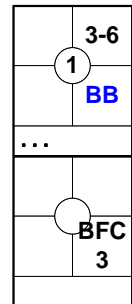


Figure 8—3
Bunt fielder's choice.



9 Sacrifices

There are two types of sacrifice, a sacrifice bunt and sacrifice fly. A sacrifice is not counted in batting statistics as a turn at bat.

A safe hit bunt as discussed in the previous section is not a sacrifice. To award a sacrifice, there must be less than two out, a runner must be advanced, and it must be a bunt, not a miss-hit.

9.1 Sacrifice bunt

- Figure 9—1: A batter may be called upon to sacrifice a turn at bat for the sake of the team. If a batter bunts the ball to make the fielders move into position where an out can be made but they cannot prevent the advance of at least one runner, then the batter is credited with a sacrifice. This is indicated using a large **S** superimposed over the usual details as shown. If in the scorer's judgement the batter has successfully and fully completed the task set by the coach then the sacrifice should be given.
- Figure 9—2: If a batter bunts as above, advances the runner but reaches first base safely because of a fielding error made while attempting to put the batter out, the batter is still credited with a sacrifice. Note that the runners being advanced may also reach additional bases because of the error.

Figure 9—1
Standard sacrifice bunt.

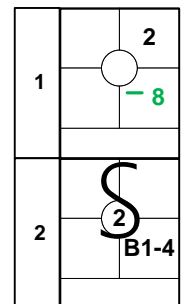
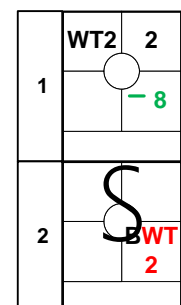
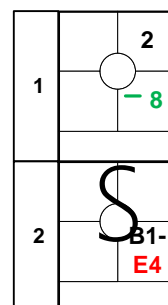


Figure 9—2
Sacrifice bunt with an error made on the batter.



- Figure 9—4: Batter two bunts, the fielder chooses to play the lead runner who advances safely with skilful sliding, and without the benefit of any fielding error. The batter reaches first base safely. The batter is credited with the sacrifice on the fielder's choice.
- Figure 9—3: The batter bunts and makes first base safely without the benefit of any fielding error. Record this as a bunt safe hit, *not a sacrifice*.

Figure 9—3
Bunt safe hit.

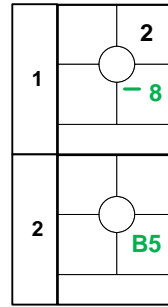
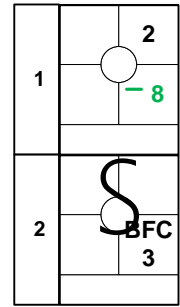


Figure 9—4
Bunt fielder's choice sacrifice.



9.2 Sacrifice fly

A sacrifice is also allowed for a fly ball that scores a run, but is not given if it only advances a runner, say from second to third. As with a sacrifice bunt, there must be less than two out.

If the fly is muffed it is still a sacrifice if, in your opinion, the run would have scored had the fly been taken.

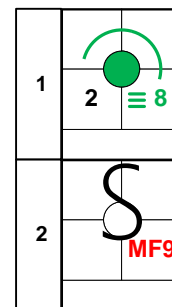
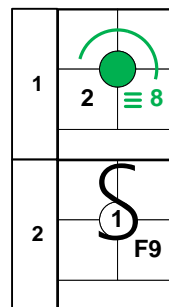
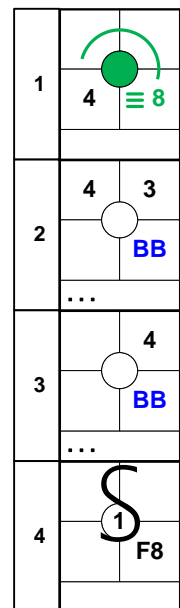


Figure 9—5
Sacrifice fly examples.



10 Judgement

Judgement is the opinion of the scorer as to the potential result of a play and the success or otherwise of the players in making that play. Variations in judgement will occur between scorers because of the angle of view on the play, but this variation will generally be minimal.

Scorer's judgement is used in all aspects of the game. However the main areas of concern are in determining whether:

- the batted ball was an error or safe hit;
- the thrown ball was accurate or wild;
- the pitched ball escaping the catcher was a wild pitch or passed ball;
- the difference between a steal and an allowed steal;
- sacrifice or no sacrifice.

Concern arises on those plays where there is no clear distinction and it is not obvious how the play should be recorded. It is not possible to provide hard and fast rules, only guidelines. Above all else, the scorer should not make a decision which conflicts with the decision of the umpire, or the Official Rules of Softball.

10.1 Ordinary effort

In fielding a batted ball, a fielder is expected to display **ordinary effort**. This concept is discussed further in this section. The level of play has a considerable impact in determining ordinary effort.

A hard hit line drive, which the fielder reaches for, touches, but fails to trap, would be scored as a safe hit. Third base and the pitcher are most likely to be recipients of hits where the ball is gone before any attempt is made to field the ball (often referred to as “too hot to handle”). The result is that neither the batter nor the fielder are penalised by the sheer power on the hit.

If a fielder makes an **extraordinary effort** to run for a pop-up fly (“Texas Leaguer”), the ball touches the glove but then drops to the ground, this again would be scored as a safe hit.

When a high fly is hit, and three fielders converge, then stop, each thinking the other is taking it while the ball drops to the ground, this could be either a hit or an error according to the situation, level of play, weather conditions, glove side, etc.

There are occasions when ill-judged extraordinary effort will warrant a penalty; for example, if in diving for a ball the third baseman deflects it away from the shortstop, who had a routine play on it, an error would be scored against the fielder (the third baseman) who prevented the out. It is your judgement that determines if the shortstop in fact had a play, or if it was extraordinary effort by the third baseman to touch a ball destined for left field. Generally, however, mere poor judgement by a fielder is not recorded as an error.

In some cases, even though the fielder touched the ball or fumbled it, an error is not recorded because with perfect fielding the out would not have been made. A safe hit is recorded instead; for example, on a slow roller surprise bunt where the batter-runner was always going to beat the throw to first, irrespective of any fumble.

11 Changes

Changes can be made at any time during the game. Use top (**T**) or bottom (**B**) and the batter number to record when they occurred in the game. For example, **T5/2** means the change occurred at the top of the fifth inning, batter 2. Also note the importance of change lines to allow you to correctly record the player’s participation.

11.1 Fielding changes

First base player Sally McCreedy is replaced in the bottom of the fourth innings by Danica Howlett. Show the number of the innings and the number of the opposition batter (in this case 2) when the change was made. A horizontal and vertical black line on the opposition’s page is drawn to show where fielding change commenced as shown in the example.

Opposition Page

TOP		AUSTRALIA	v	JAPAN	AT	FENGTAI PARK					TOP						
BOTTOM												BOTTOM					
BATTING LINEUP				A	5	6	6	6	6	5	5						
				PO	3	5	3	3	2	3	2	9	8	3	6	4	
				E													
P O S	LAST NAME	First Name		U N I	B A T	1	2	3	4	5		4					
3	McCREEDY	Sally		16		1	/	1				3					
3	HOWLETT	Danica	B4/2	2	1	1	5-3	= 7				4					
						.X.											
DP	WILKINS	Brooke		29		2	2	1				1					
						F5		K2				5-3					
						C.C		C.C.				C.C					
2	TITCUME	Natalie		15		3	3	2				3					
						6-3		F9									
						cc2.		.									

Figure 11—1 Recording a fielding change.

11.2 Batting changes

When a substitution is made it is to be recorded in the scorebook along with the point in the game when it happened. For example, at the top of fifth inning, Danica Howlett replaces Sally McCreedy (**T5**). You also draw (in black) a vertical line in the inning to show when the substitute enters the batting lineup.

In the example, Sally McCreedy re-enters in the bottom of the fifth, recorded as **RE B5/4**. Danica Howlett is shown as a pinch hitter (**PH**), then crossed out and another vertical line shows where she left the game and McCreedy re-entered.

TOP		AUSTRALIA	v	JAPAN	AT	FENGTAI PARK					TOP	
BOTTOM												BOTTOM
BATTING LINEUP				A	5			4				
				PO	3			3				
				E								
P O S	LAST NAME	First Name		U N I	B A T	1	2	3	4	5	6	
3	McCREEDY	Sally	RE B5/4	16		1	/	1				3
PH	HOWLETT	Danica	T5	2	1	1	5-3	4-3		= 7		4
						.X.		X				

Figure 11—2 Recording a batting change.

11.3 Base running changes

In Figure 11—3, a **pinch runner**, Danielle Stewart, comes in to run for Sally McCreedy in the third inning. Use a hooked black line to show the pinch runner coming in at first base. Then Sally McCreedy is re-entered in the bottom of the third (**RE B3/5**).

Pinch runner (PR) — can come on only once in the game to run for a player already on base; that is, a normal substitution.

Designated runner (DR) — allowed in many competitions. Must be indicated on the original bench list. May come on once an inning for any runner already on base. Cannot be used as a batter or fielder. (Check the local competition rules for variations.)

Temporary (catcher) runner (TR) — used in many competitions as a speed-up rule, with the intent being to hasten the changeover of innings. With two out, if the catcher is on base, they may be (and in some competitions, must be) replaced by a runner. (Check the local competition rules for variations.)

P O S	LAST NAME	First Name	U N I	B A T							
					1	2	3	4			
3	McCREEDY	Sally	RE B3/5	16	1 5-3 .x.	○	○ -7	○			
PR	STEWART	Danielle	T3	2					1	○	○

Figure 11—3 Recording a pinch runner.

11.4 Pitching changes

A pitching change is marked identically to a fielding change, except that the line is drawn in blue on the opposing team's page. In the third inning (Figure 11—4), the change is indicated before the next batter, and also at the top of the inning, to show put-outs, assists and errors before and after the change. Short blue lines are also drawn to indicate the bases occupied by any base runners at the time of the change.

The scorer should take note of any runners on base at the time of change, as well as the ball and strike count on the current batter. In the example, there is a runner on base when the new pitcher takes to the plate (**T3/2**). If this base runner (Sally McCreedy) had scored, the run would have been credited to the first pitcher, since she was pitching when McCreedy reached base.

When a new pitcher comes into the game total up the pitch count before the new pitcher commences. It is also a good habit to display the relieving pitchers initials on or near the change line.

TOP AUSTRALIA v JAPAN AT FENGTAI PARK

BOTTOM

BATTING LINEUP				A	5	6	6	6	6	5	6
				PO	3	5	3	3	2	3	2
				E							
P O S	LAST NAME	First Name	U N I	B A T	1	2	3	4	5	6	
3	McCREEDY	Sally	16	1	○ 5-3 .x.	○	○ 3 -7	○	○	○ 2	
										.xx	
DP	WILKINS	Brooke	29	2	○ F5 c.c.	○	○ 1 K2 c.c.	○	○	○ 3 -3 ..	
										c	
2	TITCUME	Natalie	15	3	○ 3 6-3 cc.	○	○ 2 F9	○	○	○	

Note that slash (/) must be in blue.

Figure 11—4 Recording pitching changes.

Refer to the diagram note for an example (**T5/2**) of a pitching change during a batter's turn at bat.

11.5 Re-entry

Any player in the starting lineup may re-enter the game once after being substituted. Show this using the symbol **RE**, and use a vertical black line to show when the re-entry is made.

In Figure 11—5, Supple replaces Tutchener at the top of the fifth as a pinch hitter. She hits a double to centre field and eventually scores. Tutchener then re-enters to field in the bottom of the fifth and bats in the sixth inning (for a ground out).

3	TUTCHENER	Sarah	RE B5	24	7			
PH	SUPPLE	Tayla	T5	19				

Figure 11—5 Recording re-entry of a starting player.

Note that Tutchener, as a starting player, is not crossed out when Supple enters the game. Supple is then crossed out when the re-entry takes place, as she can no longer take part in the game.

11.6 Replacement player rule (blood bin)

If any player (termed the **withdrawn player**) needs to leave the diamond because of blood, a **replacement player** may be used.

Notation by the scorer is essential, as the withdrawn player has the remainder of the inning in progress, as well as the following inning, to be attended to. If the withdrawn player cannot return to the game within the time described, he or she must be replaced by a legal substitute. Should the team not have a legal substitute available, the game will be forfeited (subject to the provisions of any local rules).

TOP		VICTORIA		V	NSW		AT	BLACKTOWN		*
BOTTOM										
P	LAST NAME	First Name	U	B	1	2	3			
O			N	A						
S			I	T						
6	WALKER	Marina	37							
6	HOLLETT	Jessica	T1	30						

BENCH			#
HOLLETT	Jessica	*	30
SMETHURST	Emily		22
DAYKIN	Lauren		4

Figure 11—6 Recording use of a replacement player.

Enter the name of the **replacement player** in **red**, show where she enters, and also where the withdrawn player must return to the game, or be substituted for. In the example above, the replacement player (Hollett) enters in the first inning, and can continue to replace the withdrawn player (Walker) until the top of the third, at which time a substitution would have to be made (which may be by the replacement player). This is recorded by placing a red * at the top of the third. If the replacement player becomes a substitute for the withdrawn player, outline the name in **black**.

The replacement player may be used as a substitute later in the game for any player, as normal. Any base-running statistics (runs, stolen bases, etc.) recorded by the replacement player are credited to that player. These statistics should be circled in **red**.

12 Designated Player

A **designated player**, referred to as the **DP**, may be used to bat for any fielder, and is accordingly named on the line-up sheet in one of the nine batting slots. As with other starting players, the **DP** may be substituted for, and may re-enter one time, provided that the re-entry is into the same position in the batting order.

The name of the defensive player for whom the **DP** is batting — known as the **FLEX** — is entered in the tenth position on the line-up sheet. The starting player listed as the **DP** must remain in the same position in the batting order whenever they are in the game. The **DP** may be substituted for at any time, either by a legal substitute from the bench, or the **FLEX**. Note that the **DP** and the **FLEX** may never play offence at the same time.

If the **DP** plays defence for another player in the batting lineup, that player then becomes known as the **OPO** (offensive player only). They *do not* become the designated player (since they do not occupy the **DP** position in the lineup), even though they are only playing offence.

12.1 Rules related to the Designated Player

Use the diagrams following as reference to the points below:

- 1) If a coach is going to use a **DP** they must start the game with a **DP**; that is, with ten players (Figure 12—1). A **DP** cannot be introduced part way through the game, although a team may finish the game with nine players.
- 2) The **DP** (Mosley in Figure 12—1) bats for the **FLEX** (Roche), who is listed in the tenth place in the line-up.
- 3) The **DP** may field for any player, at any position, at any time (Figure 12—2, Mosley fields for Titcume **T3**). The player that the **DP** fields for must still bat and is known as the **OPO** (offensive player only).
- 4) The **DP** fielding for any player — other than the **FLEX** — is not considered a substitution. That player will continue to bat, but not play defence, and is not considered to have left the game.
- 5) If the **DP** fields for the **FLEX**, the **FLEX** has left the game (Figure 12—3, Titcume replaces Roche **T4**), and may re-enter one time only. The game continues with nine players.
- 6) The starting **FLEX** may re-enter once, or a substitute may resume as the **FLEX**, and the game then reverts to ten players (Figure 12—4, Harding enters **T5**, with Titcume and Mosley changing positions). The **FLEX** goes back to playing defence only.
- 7) The **DP** and the **FLEX** may be substituted using bench players (Figure 12—5, Quigley runs for Mosley **B5**).
- 8) The starting **DP** and **FLEX** may re-enter once (Figure 12—5, Mosley re-enters).
- 9) The **FLEX** may bat but only in the place of the **DP** (Figure 12—6, Harding bats for Mosley **B6**).
- 10) If the **FLEX** bats for the **DP**, the **DP** has left the game (Figure 12—6, Mosley is now out of the game as she has been substituted twice). The game continues with nine players.
- 11) The **DP** and **FLEX** can never be on offence (i.e. batting) at the same time and only nine batters may bat.
- 12) The **DP's name** and **position** is to be written in **green**.

P O S	LAST NAME	First Name	U N I	B A T
//				
2	TITCUME	Natalie	21	4
DP	MOSLEY	Tracey	9	5
//				
1	ROCHE	Melanie	5	F L E X

Figure 12—1 DP and FLEX in the starting lineup (10 players).

P O S	LAST NAME	First Name	U N I	B A T	
//					
OPO	^{T3} 2	TITCUME	Natalie	21	4
2	DP ^{T3}	MOSLEY	Tracey	9	5
//					
1	ROCHE	Melanie	5	F L E X	

Figure 12—2 DP plays defence, not a substitution (10 players).

P O S	LAST NAME	First Name	U N I	B A T	
//					
OPO	^{T3} 2	TITCUME	Natalie	21	4
1	_{T4}				
2	DP ^{T3}	MOSLEY	Tracey	9	5
//					
4	^{T4}	ROCHE	Melanie	5	F L E X

Figure 12—3 DP/OPO both field, FLEX leaves the game, a substitution (9 players)

P O S	LAST NAME	First Name	U N I	B A T	
//					
OPO	^{T3} 2	TITCUME	Natalie	21	4
1	_{T4}				
	_{T5}				
2	DP ^{T3}	MOSLEY	Tracey	9	5
	_{T5}				
//					
4	^{T4}	ROCHE	Melanie	5	F L E X
1		HARDING	Tanya	T5 7	

Figure 12—4 The starting FLEX is substituted (10 players).

P O S	LAST NAME	First Name	U N I	B A T	
//					
OPO	^{T3} 2	TITCUME	Natalie	21	4
1	_{T4}				
	_{T5}				
2	DP ^{T3}	MOSLEY	Tracey	RE B6 9	5
PR	_{T5}	QUIGLEY	Kate	B5 11	
//					
4	^{T4}	ROCHE	Melanie	5	F L E X
1		HARDING	Tanya	T5 7	

Figure 12—5 Runner for the DP, a substitution (10 players).

P O S	LAST NAME	First Name	U N I	B A T	
//					
OPO	^{T3} 2	TITCUME	Natalie	21	4
1	_{T4}				
	_{T5}				
2	DP ^{T3}	MOSLEY	Tracey	RE-B6 9	5
PR	_{T5}	QUIGLEY	Kate	B5 11	
		HARDING	Tanya	B6 7	
//					
4	^{T4}	ROCHE	Melanie	5	F L E X
1		HARDING	Tanya	T5 7	

Figure 12—6 FLEX bats for the DP, a substitution (9 players).

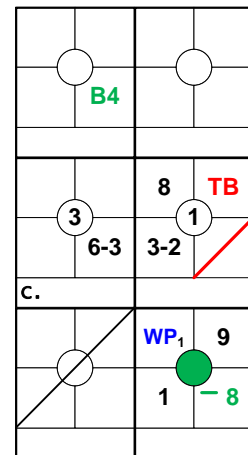
13 Tie-Breaker

Local rules may, and indeed all Australian Championships do, stipulate the use of the tie-breaker if a game is tied after seven or more innings, or after the expiry of time.

At the start of any tie-breaker inning, the batting team commences the inning with the player scheduled to bat last (that is, ninth) in that inning starting at second base. This is recorded using **TB** in red, as shown.

Note that the normal rules for substitution of players are applicable. For example, a pinch runner may take the place of the runner on second, and in turn be replaced in the following defensive inning.

Figure 13—1
Placing the tie-break runner on base.



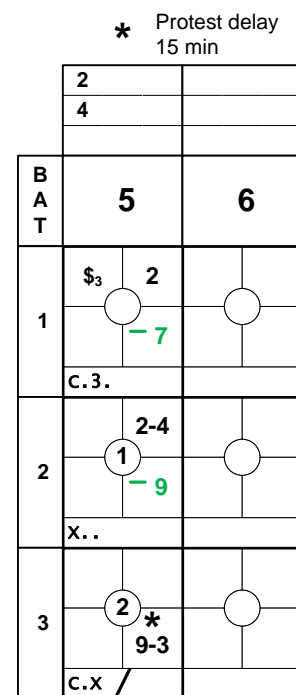
14 Protests

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 14—1
Recording a protest.



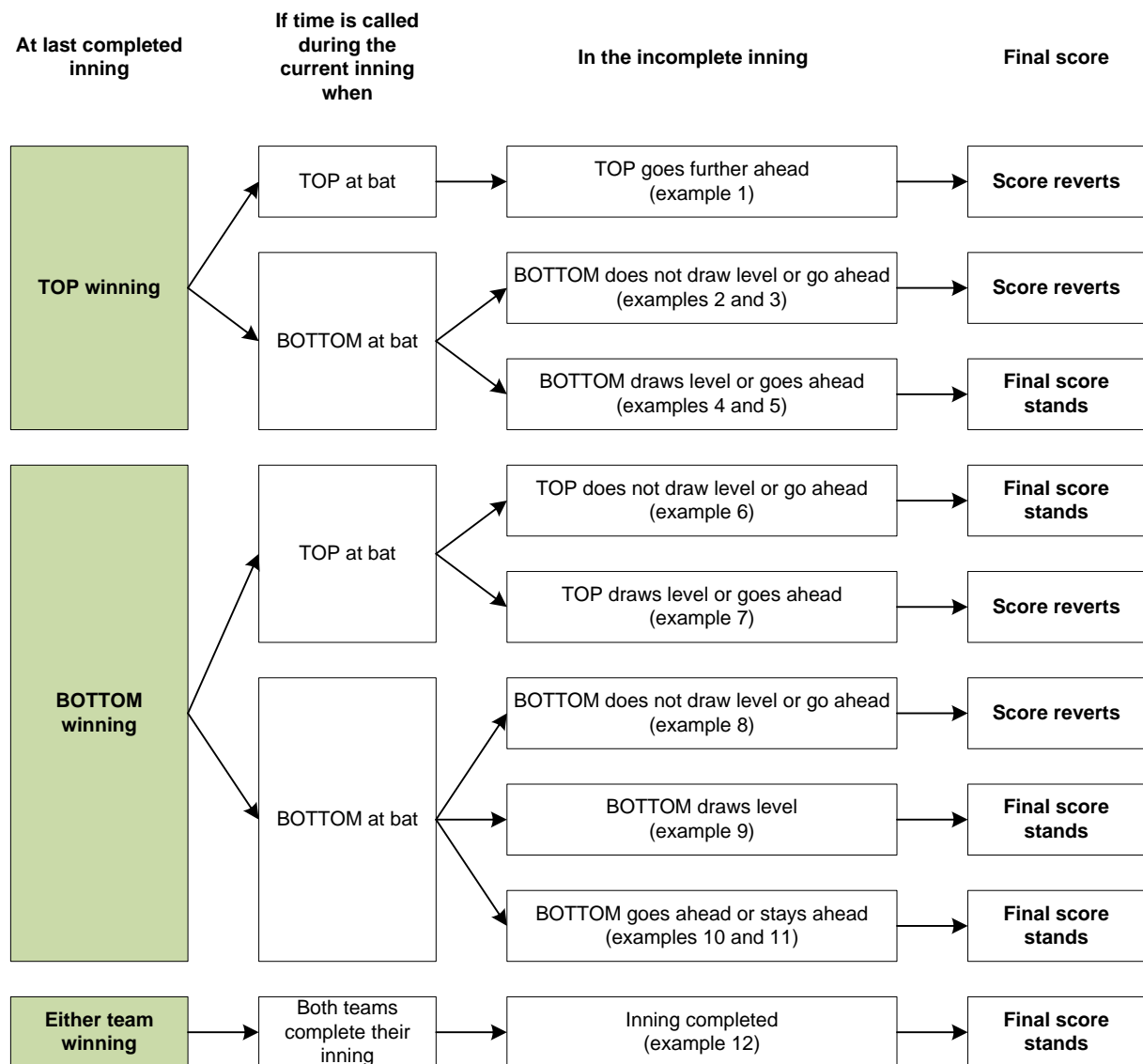
15 Timed Games and Incomplete Innings

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.

15.1 Incomplete inning decision chart



15.2 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 4 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

16 Sample Scoresheet

Date: _____ Tournament: _____ At: _____

TOP _____
 BOTTOM _____ V _____

P O S	BATTING LINE UP		U N I	B A T	1	2	3	4	5	6	7
	LAST NAME	First Name									
				1	○	○	○	○	○	○	○
				2	○	○	○	○	○	○	○
				3	○	○	○	○	○	○	○
				4	○	○	○	○	○	○	○
				5	○	○	○	○	○	○	○
				6	○	○	○	○	○	○	○
				7	○	○	○	○	○	○	○
				8	○	○	○	○	○	○	○
				9	○	○	○	○	○	○	○
				F L E X	△	△	△	△	△	△	△

BENCH	#	BENCH	#

Game won by: _____

Score: _____ runs to _____

Scored by: _____

17 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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