ESPN iScore Baseball Scorekeeper v 2.70.89 for iPhones

This **guide** will take you through each of the options available on the home screen, providing screen shots and examples of what to do. Please note that this is aimed at the individual new to baseball scoring (just like me!). I have included some reference notes that I found useful for what I consider unusual terms.

Produced by **allrounder** utilising information sourced through (a) use of the app itself, (b) watching the Faster Than Monkeys tutorials (Parts 1-4), and (c) reading the iScore Baseball forums. I would like to thank **jdonato, cvincent** and **ohiotex** for feedback on my previous versions.

Please feel free to contact me at **allrounder@optusnet.com.au** if you have any suggestions/changes!

Product Information: http://iscore.fasterthanmonkeys.com/
Training Videos: http://iscore.fasterthanmonkeys.com/training.jsp
iScore Forum: http://iscoreforum.com

Last updated: 28 April 2010

Touching the version # on the main screen will take you to the release notes for that version as well as any news - a red badge will appear any time Faster Than Monkeys has news available.

Touching the information (*i*) button on the main screen will take you to a welcome screen with information about the home of iscore plus links to training videos, the web forum and fasterthanmonkeys.com
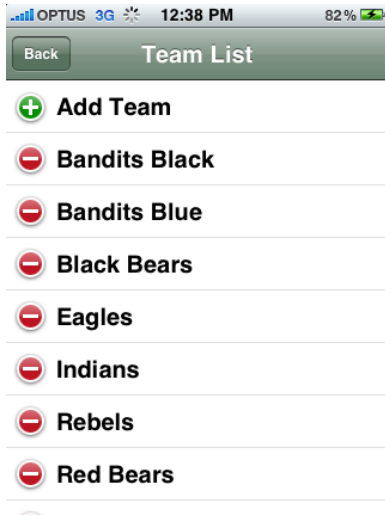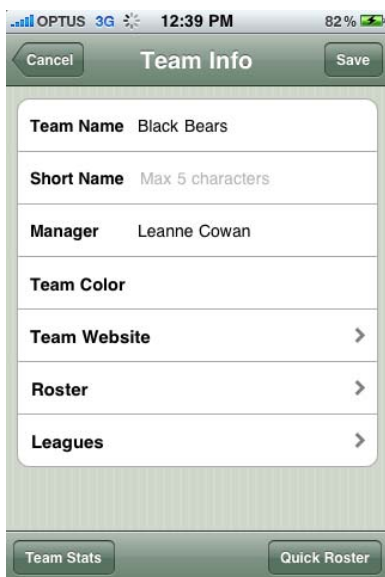
In **Team Manager** you can add or delete teams *(deleting removes all associated stats)*

Merge

if you accidentally created a second team and scored an entire games or games with them, you can combine into the one team

> + Add Team

Enter Team Name, Short Name (max 5 characters), Manager, Team Color, Team Website>, Roster>, Leagues>

Can also view team's cumulative season stats *(bottom left)*

Can also enter **Quick Roster** *(bottom right)*

*Team Website - can purchase from within the app or via your Admin Website; you can display statistics, games, calendars, photos, sponsors and more for your team; statistics and game details are automatically updated every time you score a game; check out some of the websites already created by iScore customers - http://baseball.iscorecentral.com/gallery/index.html

Quick Roster option allows you to quickly enter a new team when you don't have much time before the game starts

Enter number of players available & number of batters, as per league regulations
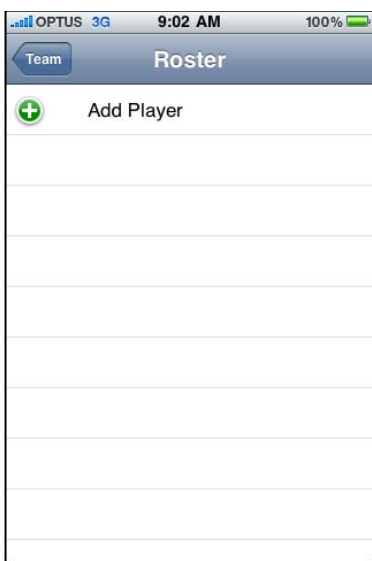
A customised player name is generated by selecting a default first name *(e.g. player)* and a default last name *(either a sequential number of letter)*

> Create *(roster automatically completed)*
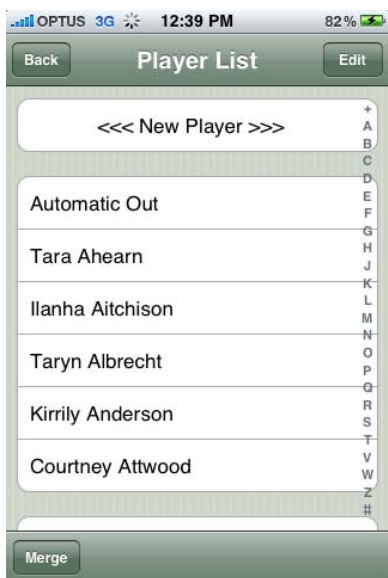
> Save *(now ready to score)*
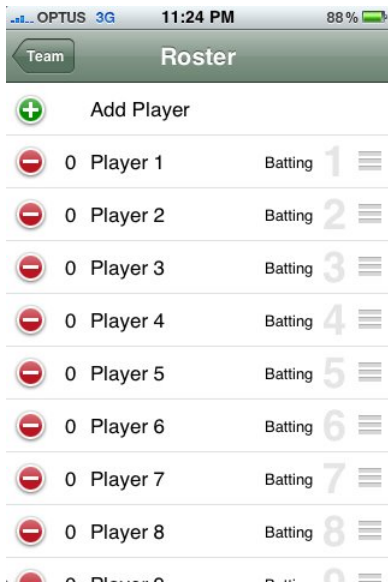
Example of quick roster

Roster should include everyone available for the game

+ **Add Player**

You can choose an existing player from the **Player List** or create new a player

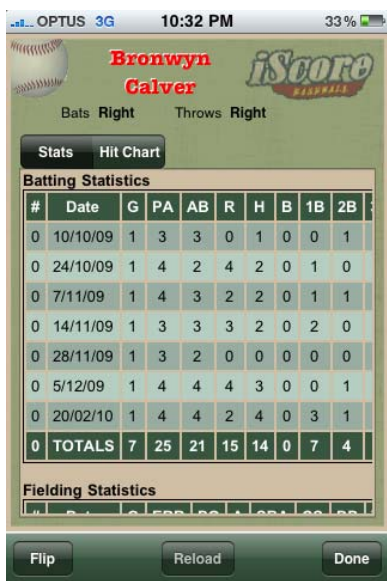Note - players can be used on **any** team

Merge

if you accidentally created a second player and scored an entire games or games with

them, you can combine into the one player

Choosing **New Player** will take you to the **Player Info** screen

Enter First Name, Last Name, Player Number, Which hand they bat/throw with, Playing Position, whether they are batting or not

> Done

Selecting the **Player Card** button will display the player's **Stats** & their **Hit Chart** which is their Historial Scatter Chart

NB: the data shown will reflect the whichever league is "on", not necessarily all the data for the leagues to which the player has been assigned
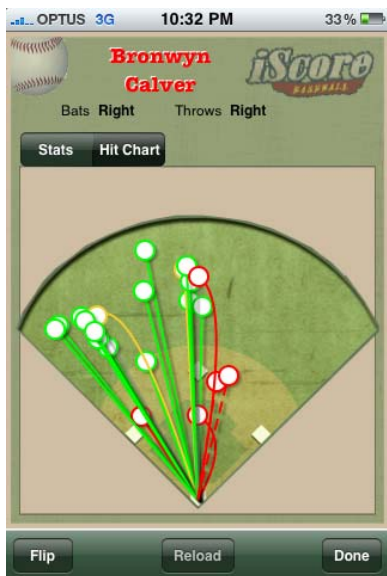
Hit Chart

Green = reached base on hit

Red = out

Yellow = reached base on something other than a hit (e.g. error, fielder's choice)

Dashed line = grounder

Solid line = line drive

Curved line = popup or flly ball

Thickness of line = strength of hit

Selecting **Flip** displays links that will give you further information about the player, if you have the MLB Roster add-on.

Shows games scheduled to be played (if entered), games in progress and completed games (most recent listed first)

You can select games to view/edit **Game Info**

You can create a game and score this game via the **(+)** option (*this is the recommended method by Faster Than Monkeys for scoring a new game*)

Once a new game is created it will appear in the schedule - you select that game then select **Play** to begin scoring

Once a game is selected, you can scroll down the page to see the following **Game Info**:

Play (*can select play to begin or resume scoring a game*)

Game Name (*can select and edit this info*)

Box Score (*which can be scrolled left or right if more than 9 innings, includes left on base detail*)

Game Record (*pitch by pitch; you can also use this option to make corrections to previously scored games*)

Visitor team Statistics (batting, pitching, fielding, scorebook)

Home team Statistics (batting, pitching, fielding, scorebook)

Pitchers (Win, Lose, Save) - *you select which pitcher gets what*

Game Dates (shows start & end times; *this times can be edited if required*)

Game Details (displays visitor team, home team, can add location, weather, field conditions, notes eg umpires; *can edit all details here*)

Options (League - can assign/re-assign leagues, i-Scorecast Synchronise - use to update i-Scorecast after making edits)

Email (*can email game details from here; can add multiple emails with a space in between each address - iScore will "remember" these addresses*)

Trash Can icon (*can delete games- note that this removes all associated stats*)

> Note: if "back entering" matches, after hitting exit, edit the **Game Start** details and then hit **Play** - player stats are forced to re-calculate and the correct game date will then be shown instead of the date the game was entered

Screen 1

.ıll OPTUS 3G 12:39 PM 82%

Back | **Game Info** | Play

3/27/10 Black Bears at Bandits Black

	1	2	3	4	5	6	7	R	H	E	L
Black Bea	3	3	2	1	6			15	15	3	7
Bandits B	1	0	3	5	0			9	10	5	7

Pitchers

Win	>
Lose	>
Save	>

Game Dates

Started 27/03/2010 3:41 PM

Email | 🗑

Screen 2

.ıll OPTUS 3G 12:39 PM 82%

Back | **Game Info** | Play

3/27/10 Black Bears at Bandits Black

	1	2	3	4	5	6	7	R	H	E	L
Black Bea	3	3	2	1	6			15	15	3	7
Bandits B	1	0	3	5	0			9	10	5	7

Ended 27/03/2010 5:26 PM

Game Details

Visitor Team	Black Bears
Home Team	Bandits Black
Location	Enter the location
Weather	Weather Type

Email | 🗑

Screen 3

.ıll OPTUS 3G 12:40 PM 82%

Back | **Game Info** | Play

3/27/10 Black Bears at Bandits Black

	1	2	3	4	5	6	7	R	H	E	L
Black Bea	3	3	2	1	6			15	15	3	7
Bandits B	1	0	3	5	0			9	10	5	7

Weather	Weather Type
Field Conditions	Enter the conditions
Notes	Enter notes

Options
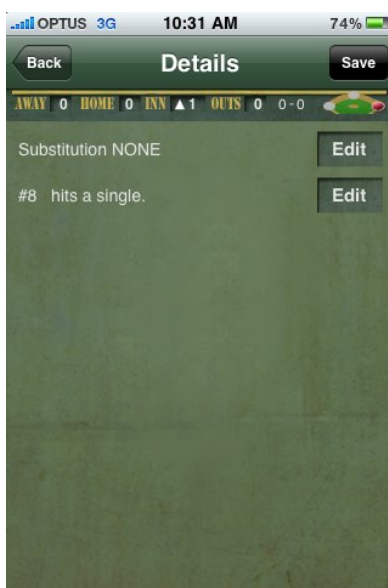
Leagues
i-ScoreCast Synchronize

Email | 🗑

You can view and edit pitch details in the **Game Record (Pitch by Pitch)** screen

Scroll through the pitches or Select the number of the inning of the pitch play you wish to edit *(below Pitch by Pitch)*

Select pitch to edit *(you can scroll down to see all the pitches)*

On the **Details** screen you can make edits that do not impact the course of the game *(i.e. you can't change a hit to an out).* Examples of *c*hanges you can make:

lineup - select 1st inning then "Game Starts"

making or correcting a substitution

a single to an error or vice versa

how an out was made

> Save

Correcting Lineup after game has ended:

Select the game from **Game Manager**

Touch **Pitch By Pitch** in the Game Info screen

In the Pitch by Pitch screen touch **the first item which says Game Starts**
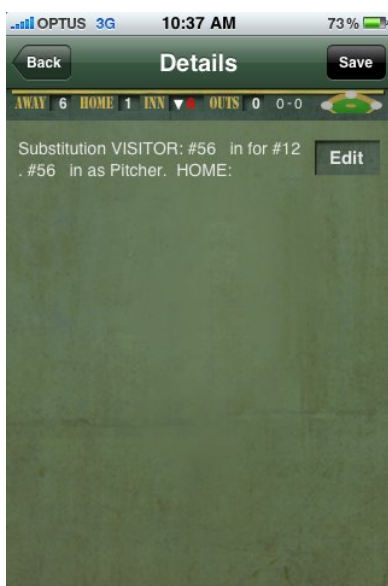
Touch the **Edit** button

Move the players into the correct batting order by touching and dragging the icon with the three horizontal bars
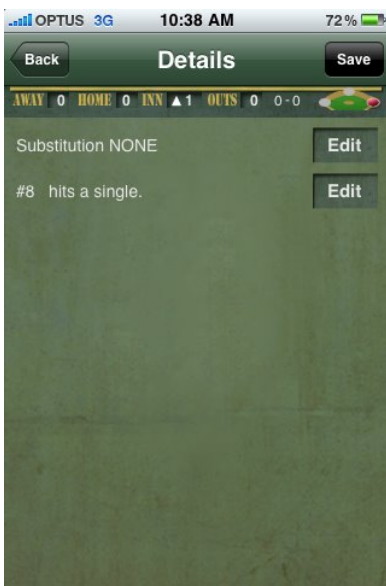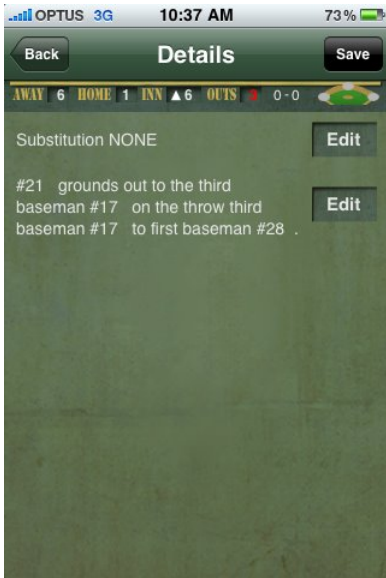
Once the players are in the correct batting order touch **Done**

Touch **Save** in the upper right corner
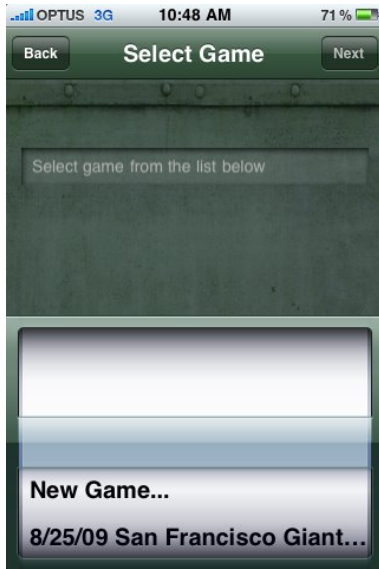
Touch **Back** in the upper left corner

You can select the **email** option to send game info

Before you send you can select the format *(any or all of HTML/Excel/CSV and whether to include the scorebook)* and whether to send either visitor or home information or both.

Multiple email addresses can be added, separated by a space (iScore will remember these addresses)
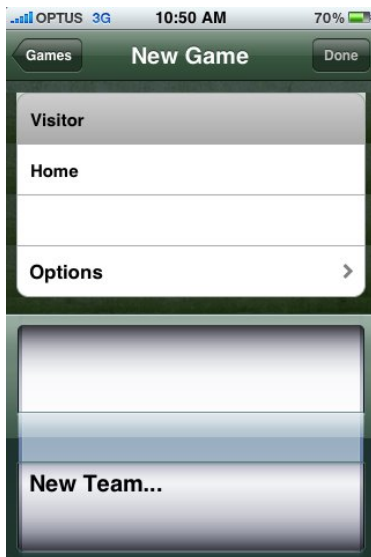
Note that this button may be used for something else in later versions as faster Than Monkeys recommends that new games be created and scored via Game Manager

Select Game from the list then **> Next**
or select **New Game…** *(automatically takes you to New Game screen)*

Select from the teams listed to fill in **Visitor** listed first (bat first) & **Home** (fields first)
You can create a **new team**…
The date is automatically entered with the two teams to give the game title – you can change the title by tapping on it

Options allows you to configure game settings *(default is 9 innings, 9 fielders, play sounds "off" - for ball/strike/foul, pitch location first "no", view from behind – for recording game -"catcher")*
# of fielders and innings set for game will be stored and used as defaults for the next new game
> Back *(will take you back to New Game Screen, select game then >Next to proceed)*

If you forget to set the game options here, you can set them later while scoring through the Tools menu
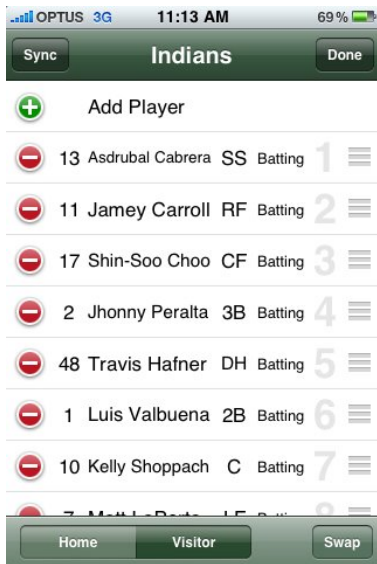
Set up **lineups** in batting order *(drag players to move to the correct position by selecting and holding the three horizontal bars);* you can toggle between home & visitor to view/edit each lineup

Can swap teams if entered in wrong order *(i.e. home instead of visitor)*

Note: You must have at least one batter marked as batting for each team before you are able to score

Adding a player to the batting lineup PRIOR to game start will default to Batting=YES; adding a player after the game has started will default to NO
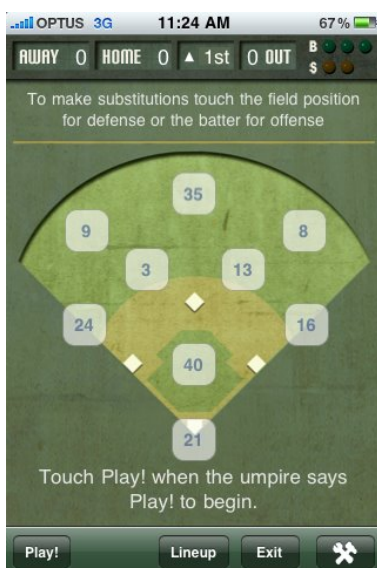
> Done

Scoring MLB - if you have the Major League Baseball Roster Add-On, you have the ability to update the starting lineup at game time by using the **Sync button (up to 30mins before start; further information about this Add-On is located under Options on page 21)*

Select player to edit fielding position and/or batting options *(no, yes, DP, Flex)* and enter Player Number

> Done

Scoring view – last stage before the game commences

Can make **lineup** changes here or **exit** back to New Game Screen

Hammer & spanner icon button > Options *(game settings)*

Select **Play!** To being the game

Scoring View

The top row shows the **current game situation**:

> *Away score, Home Score, which innings, how many outs, balls/strikes*

Below that but above the field display, the **current batter** and **on deck batter** & the **current pitcher** and their **pitch count** (good for checking you have the right players up!) are displayed.

Can scroll to the right to see the **box score**; further to the right you can send a **"tweet"** about the state of the game (*must be set up through Options, see page 21*) or view **notes** you've entered

Five buttons to record each ball (plus an undo/redo option)

- **Ball** - note, to score an *intentional ball, touch" Ball" & swipe up in one move*
- **Strike** - *note, to score a swinging strike, touch "Strike" & swipe up in one move*
- **Foul**
- **Out** - *used if batter is out before reaching 1st base, touch "Out" & swipe up in one move to get common outs – options shown depend on number of runners on base*
- **In play** - *used if batter made it to at least 1st base*

If you used Quick Roster to set up a team, as mentioned previously, you can edit a player's details by the Misc button > Show Starting Lineup the select desired player to edit. You can also correct the batting order via the **Misc** button **> Show Starting Lineup**

Undo - allows you to undo your last scoring action (it will undo each scoring action in reverse order so you can undo more than one action) *** can also cancel out of play by shaking device ***

Redo - if you accidently selected Undo, Redo will restore the scoring action undone

Exit - takes you back to (a) "Game Info" if you have entered scoring from "Game Manager" on the main menu or (b) "Select Game" if you started scoring from "Score a Game" on the main menu

Swipe scoring view to left to enter **pitch track mode**

Select ball, strike, foul, out or in play & record the necessary details **then** indicate location of ball in strike zone (pitcher's body/light green = strike)

Can also select pitch type on right hand side *(FastBall, Curve, Change, Slider, Cutter, Splitter, Kuckle, Other)* and speed on left hand side

Can alter pitch location any time up until the next pitch is registered

Pitch detail can be added before or after the play (under Game Options)

"Speckle" chart *(left hand side below "speed option")* reveals previous pitch locations for current pitcher - numbers = total pitches in each zone
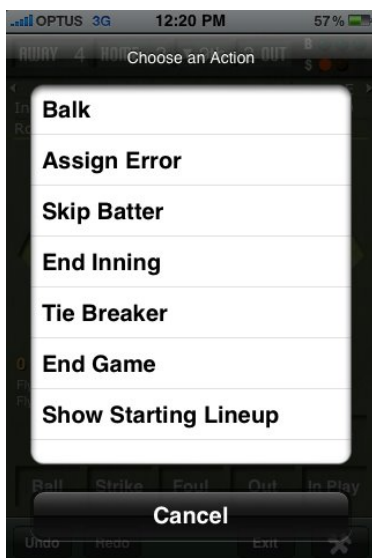
Scoring view - Misc button

- Balk
- Assign error *(e.g. foul ball should have been caught but dropped)*
- Skip batter *(will be asked if this counts as an out or not)*
- End inning *(e.g. mercy rule in place with maximum number of runs allowed per inning)*
- Tie breaker *(can set up base runner in any configuration as per league regulations)*
- End game
- Show Starting Lineup. *(Note that you cannot add or remove a player from the lineup once you have gone through the order once)*
  NB: can copy Lineups back to the Roster by selecting Show Starting Lineup then Options then Update From Roster (this will copy any player name / jersey # edits back to the Roster for that team, ideal when using Quick Roster and updating the players as the game progresses

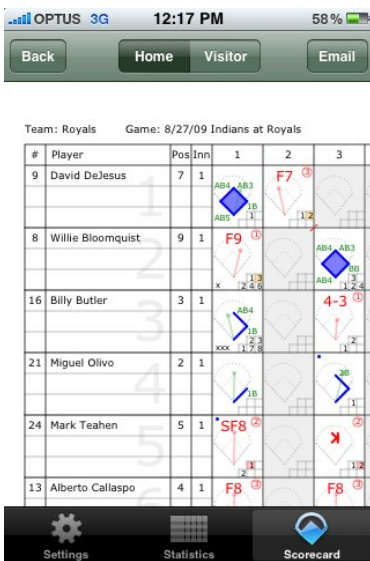**Scoring view - Hammer & spanner icon button**

Game Settings (as per Options from New Game view)
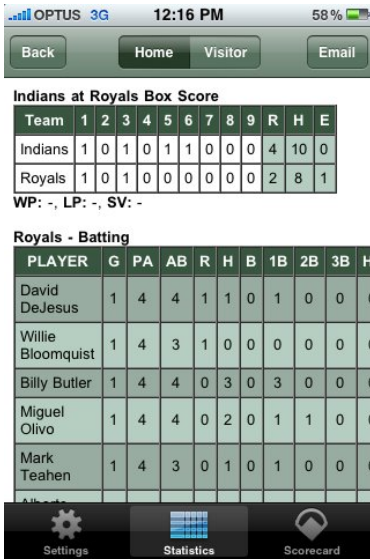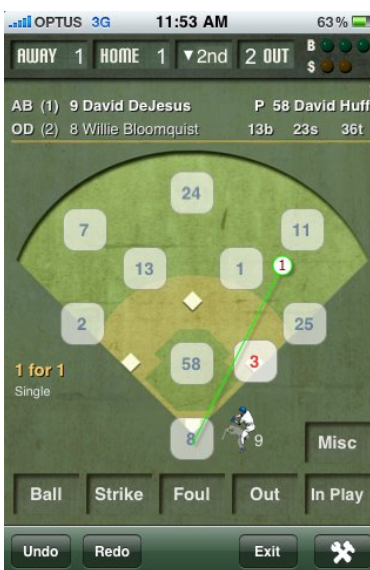
Once game started can also see:

Statistics

- can view for home or visitor

- displays box score, batting stats, pitching stats

- can also select the **email** button to send from here

Scorecard

- can view the scorecard as it would be written

- can also select the **email** button to send from here

Previous at bat display

When a player comes up to bat you can see their spray chart & description of prior at bats for the current game or historical scatter chart (all games in iPhone); - can toggle between this two options or turn it off altogether by tapping their prior at bats summary on the left

Switch hitter: can set side of plate for switch hitter by simply dragging batter to correct side
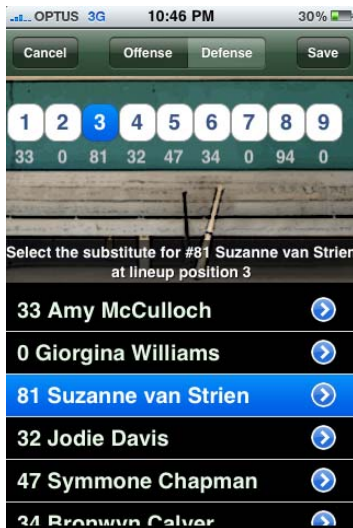
Managing substitutions

NB: Do not use "Show Starting Lineup" option via the **Misc** button- this lineup should only display the **starting** lineup plus available substitutes

Substitution of batter (offensive sub):

- Tap batter icon
- The player batting is already highlighted in the top half of the screen
- Select replacement from list
- **Save**

Can also edit player names directly by tapping on the right arrow next to the player's name

Can replace runner on 1st base with pinch runner*

- Select runner on 1st base
- Select Pinch Runner from the bottom of the "What happened to the runner" screen
- Select the player to be the pinch runner
- **Save**

(* courtesy runner is also an option)

How the stats work when batter replaced, pinch batter hits single and then
pinch runner steals 2nd base
Original batter- no plate appearance
Pinch hitter - plate appearance & hit
Pinch runner - no plate appearance, stolen base

Substitution of fielder/pitcher (defensive sub)

- touch player
- you will now have a field view with their position highlighted plus a list of players to choose from
- select replacement
- **Save**

* if more than one player to be replaced repeat above

NB: Can make defensive and offensive substitutions at the same time (toggle switch at top) - if you forget to make the offensive substitution, you can still make it when that player comes up to bat

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When **Out** selected from scoring view (as opposed to swiping for common outs - note, you will still get the option to indicate where & how the ball was hit when selecting common outs):

Options

Strikeout looking (K2)

Strikeout swinging (K)

Ground out

Line drive *(catch straight to fielder)*

Pop up/Fly out

Bunt

Sacrifice fly

Sacrifice bunt

Infield fly

(when there's less than two out and a force play at either 3rd or home, deemed catchable even if not caught; if caught, runners must tag up, if not no need to tag up; removes force play)

Hit by ball *(must be trying to avoid being hit and not swinging at the ball)*

Dropped 3rd strike

Runner interference

Offensive Interference

(More) - takes you to second page of out options

Batting Out of Turn

Fan Interefence

Thrown Bat

Out of Box

(More) - takes you back to the first page of out options

Cancel (returns to main scoring screen)

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Common outs (no runner on base)

Common outs (at least 1 runner on base)

When **In play** selected from scoring view

Options

Base on balls (walk)

Intentional walk

Hit single

Hit double

Hit triple

Home run

In park home run

Bunt

Error

Hit by pitch

Dropped 3rd strike

Wild pitch 3rd strike

Fielder's choice

(choosing to put out another base-runner other than the batter going

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to 1st; FC is recorded regardless of whether the attempt to put out other runner(s) is successful; if the other runner is successfully put out for the **3**rd out, FC is still recorded for the batter; other examples, batter hits single and reaches 2nd base because of attempt to put out another runner; runner on base reaches another base due to fielder's attempt to put out another runner unless it is a stolen base)

1. Batter ground balls to SS who throws to 2B to attempt force out

2. Runner on 2B, batter singles to outfield, OF throws to catcher, batter to 2nd base - if safe, then single + FC; if out, then single + put out. If runner out at home and it's the 3rd out then batter only gets single

3. Runner on 1st base, batter grounds towards SS, SS dives to cut it off and throws to 2B for force out = hit as there was no time due to dive to throw to 1st base

Cancel (returns to main scoring screen)

(More) - takes you to second page of scoring options

Sacrifice Bunt

Sac Bunt with Error

Sac Fly with Error

Catcher obstruction *(same as catcher interference)*

Ground rule double *(e.g. over fence on bounce, lodged in fence, rolls under fence)*

(More) - takes you back to first page of scoring options

Cancel (returns to main scoring screen)
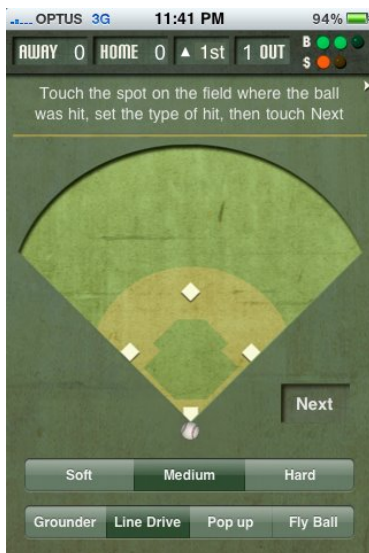
Indicate ball position by touching the screen - you can drag and hold to reposition the ball

Can also indicate type*(grounder, line drive, pop up, fly ball)* and power of hit *(soft, medium, hard)*

> **Next**

Select fielders involved in play (for outs/errors)

(e.g. SS to 1B will display 6-3)

> Done

If runner on base, **"What happened to runner X?"** appears with the following options:
(note that this screen will have some additional options depending on which base is selected and/or the game situation (number on base, number of outs),

Safe

      Advanced by batter

      Held up

      Stolen base

           (unaided by hit, put out, error, force out, fielder's choice, passed ball, wild pitch or balk except when runner starts before pitcher starts delivery or catcher throws wild)

      Error

           (misplay - fumble, muff, wild throw; "ordinary effort")

      Passed ball

           (catcher fails to hold/control legal pitch; runner who advances on PB not credited with stolen base UNLESS breaks for base prior to pitcher beginning delivery; can also mean dropped 3rd strike)

      Wild pitch

           (so high, wide, low it cannot be controlled by "ordinary effort")

      Defensive indifference *(no attempt to put base runner out; no stolen base recorded)*

      On the Throw

      Ball out of play *(e.g. ball thrown through/over fence)*

<u>Out</u>

> Caught stealing
>
> Picked off
>
> Tagged out
>
> Force out
>
> Double play
>
> Triple play
>
> Interference
>
> Hit by ball
>
> Missed base
>
> Left base early
>
> Left base path *(more than 3 feet to avoid tag except when avoiding interfering with fielder)*
>
> (More) - takes you to second page of out options
>
> Passed Runner
>
> Offensive Interference
>
> Hesitation
>
> Other

**"What happened to batter X?"** will then appear with the same options listed

Can add **Notes** to a play by scrolling to right of batter/pitcher information and the box score at the top of the scoring view until you see the pencil & paper icon

Notes can be assigned to previous or current pitch
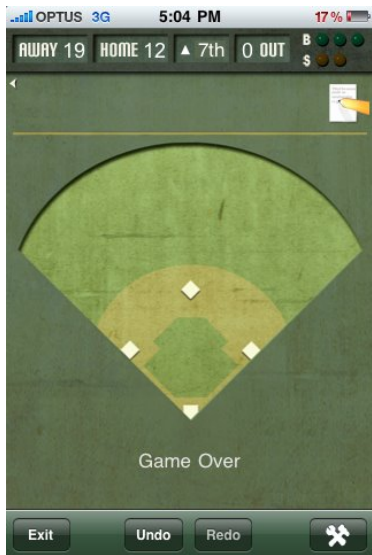
When selecting **Exit** at the conclusion of a game, there will be a confirmation that that is what you want to do so you don't do it by mistake!
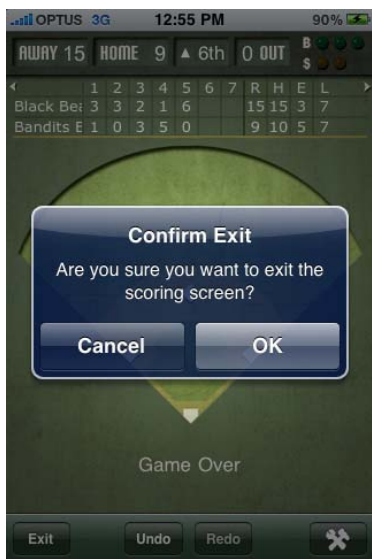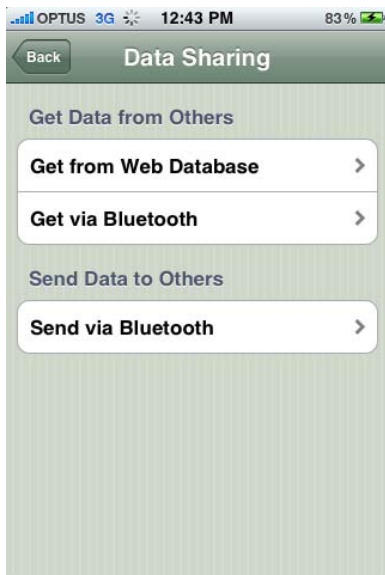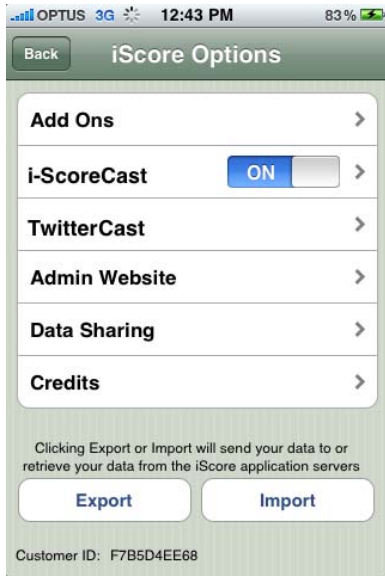
Add-ons

> (such as Major League Baseball Roster which supplies complete season MLB rosters and is updated daily; updating the iPhone/Touch is a manual process - if "new data" is displayed press the button)

i-Scorecast

> enables people online to view game (toggle on/off)

> displays viewer URL & Customer ID which is required to view games

> Bookmark the following link to view all the games that you score using i-Scorecast:
> http://data.iscorecentral.com/iscorecast/player.html?c=xxxxxx
> *(xxxx = your Customer ID)*

TwitterCast

> allows "tweets" about game to be sent

> must enter account info here (info remains on device)

> toggle on/off (if on, option appears on scoring screen to right of batter/pitcher information and box score at top)

Admin Website

> shows you the URL for your Admin Website (where you can manage your iscorecasts, teams and games online), your User ID & Password

> you can add a Team Website for team(s) through Teams tab as well as create "Player Spotlight" website for individual players (via Teams tab then select Roster for the team the player is in)

Date Sharing

> you can share games/rosters between devices through Bluetooth (OS3.0+ only) or over the internet

> if you have multiple people that share scoring responsibilities from game to game or you have multiple teams in a league, you can share game or roster data with them and all cumulative stats will be maintained

Export > can backup data; send support issue; it's recommended by that data be exported periodically for back up purposes and prior to making big changes

Import > can import data back after optimizing the database via the Admin Website (tune-up tab)
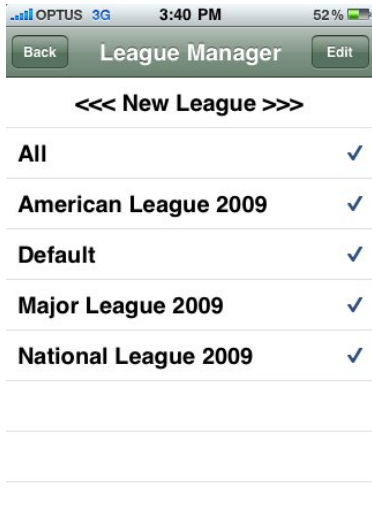
Way of grouping players, teams, games (very flexible and powerful feature)

Leagues need to be turned on/off (select relevant league to go to that league's info page to turn on/off) and you can create own leagues

Data will only be displayed relevant to the particular league(s) "checked" - multiple leagues can be selected at the same time

Players, teams and games can be in multiple leagues.

New players and teams are automatically added to default league (if selected)

Example:

Create a league for each "set" of games you would like grouped together. You might create Leagues with the following names:

"Travel Season 2009" - ALL games would be assigned to this League

"Tournament 09-04-2009" - If you had a tournament the weekend of 9/4, you might have a league for that

"Tournament 09-18-2009" - If you had a tournament the weekend of 9/18, you might have a league for that

So you have one League for the entire season, and create a league for each tournament.

Once the leagues are created, you can edit games through Game Manager, and assign them to the appropriate leagues. All games would be assigned to the "Travel Season 2009" league, and they would also be assigned to the appropriate tournament Leagues. Any time you go to view stats, they will be filtered by the currently "active" leagues. So to view the season stats, go to League Manager, and make only "Travel Season 2009" active, then view any of the stats data. To view stats for just a tournament, make only that tournament active in League Manager, then view stats data.

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http://images.iscorecentral.com/scorebooklegend/
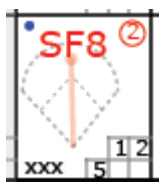
Play Description	Scorebook Box Picture / Details
Typical batter making an out	Out # in inning. Player struck out looking. Pitch detail. Top boxes indicate strikes, bottom indicate balls. Shaded means swinging. The # is the pitch #. Pitch #'s for fouls can be implied. One "x" for each foul ball. Will change to F:# if many are hit.
Typical batter getting a hit and going on to score	RBI Indicator: Dot for each RBI for batter hit (one in this case). Player advanced to 3rd by batter #6 and advanced home by batter #7. Shaded box means runner scored. Player hit a double (indicated by 2B) to right center field (indicated by line). Player had 2 swinging strikes before putting the ball in play.

Ways for Batter to make an out
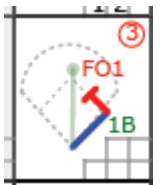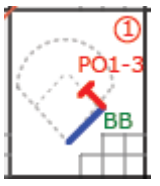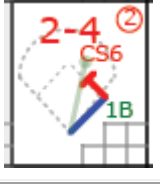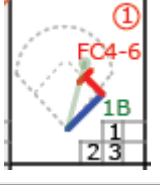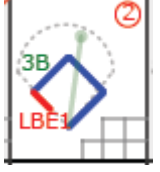
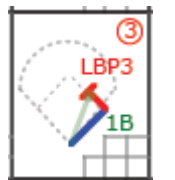| Out Type	Scorebook Box	Additional Comments
Strikeout Looking		*Count was full, 3rd out of inning*

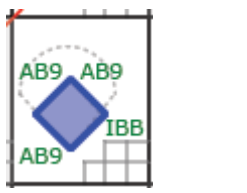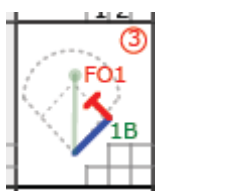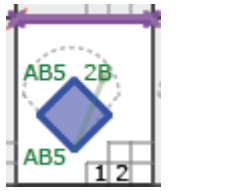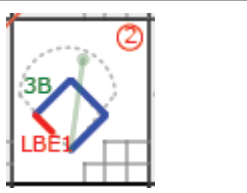|		
Strikeout Swinging		*Count full, swinging strikeout, 2nd out of inning*
Fly Out		*Fly out to left field, 1st out of inning*
Ground Out		*Ground out to shortstop, 1-0 count, 2nd out of inning*
Unassisted Ground Out		*Unassisted ground out to first baseman, ending the inning*
Double Play		*Batter hit into a 1-6-3 double play (DP1-6-3)*
Triple Play		*Batter hit into a triple play. In this case, a line drive to short stop, he stepped on bag at second and threw to first.*
Line Drive Out		*Line drive out to shortstop (just shows position number). First out of inning.*
Infield Fly Rule		*Infield Fly Rule. Second out of inning.*
Bunt Out		*Batter tried for a bunt base hit, but was thrown out by catcher to first base (2-3).*
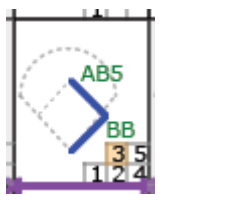
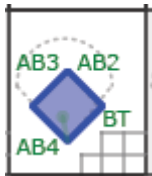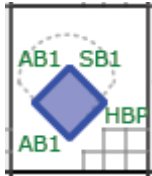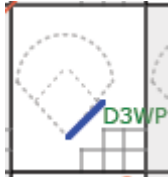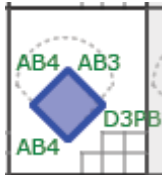| Sacrifice Fly | | *Sacrifice fly to center field. One RBI (blue dot), 2nd out of inning. Three foul balls during at bat - really worked for it.* |
| Sacrifice Bunt | | *Sacrifice bunt to advance a runner. First out of inning.* |
| Skipped Batter, Out | | *Skipped Batter, Out. Second out of inning.* |
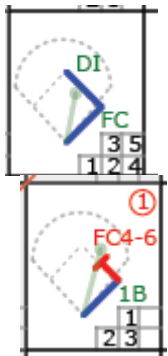
Ways for Runner to make an out

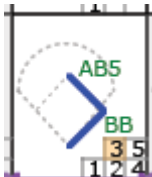| Out Type	Scorebook Box	Additional Comments
Forced Out		*After hitting a single, player was forced out on way to second base while batter #1 was up (FO1) for the third out of the inning.*
Picked Off		*Batter walked, then was picked off at first base (PO1-3) for first out of inning.*
Caught Stealing		*Batter hit a single, then was caught stealing second while batter #6 was up (CS6).*
Fielder's Choice		*Runner thrown out on way to second on a fielders choice (FC4-6)*
Runner Left Base Early		*Batter hit a triple. Then Left Base Early when batter #1 hit a fly ball (LBE1) and he was trying to tag up to score.*

| Runner Left Base Path | | *Batter got a single, but then Left the Base Path when batter #3 (LBP3) hit the ball and was called out.* |
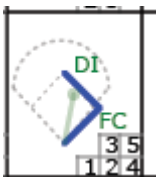
Ways for Batter to make it to base safely

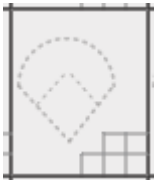| Made it How	Scorebook Box	Additional Comments
Walk		*Batter was walked indicated by BB on first baseline, advanced to second by batter #5. Pitcher was changed right after at bat denoted by purple line under box*
Intentional Walk		*Batter was intentionally walked (IBB). Went on to score when batter #9 hit a home run.*
Single		*Batter hit single designated by 1B on first base line. Subsequently forced out at second while batter #1 was up (FO1) making the 3rd out of the inning*
Double		*Batter hit double designated by 2B on second base line. Went on to score while batter #5 was at bat (AB5). Pitcher had just been changed (purple line above batter).*
Triple		*Batter hit a triple (3B). Made an out later for Leaving Base Early.*
Homerun		*Grand slam home run. 4 dots mean 4 RBI, purple line means pitcher had just been changed, dark filled in field and HR means home run*
In Park Homerun		*In the park homerun (HR). Note hit location is still in field. Two RBI.*

Bunt Single		*Bunt single (BT on first base line). Player moved around the bases on batter #2, #3, and #4 at bats.*
Hit by Pitch		*Batter hit by pitch (HBP on first base line). Player went on to steal second while first batter was up (SB1) and wound up scoring on first batter's hit (AB1).*
Wild Pitch 3rd Strike		*Batter made it to first base on a 3rd strike wild pitch (D3WP).*
Dropped 3rd Strike		*Batter made it to first on a dropped 3rd strike pass pall (D3PB).*
Fielder's Choice		*Batter made it to first on Fielder's Choice (FC on first base path). There will be another box showing the runner that got out on the Fielder's Choice (2nd image). Player advanced to second on Defensive Indifference (DI).*
Ground Rule Double		*Batter hit a Ground Rule Double (GRD).*

Ways for Runner to advance bases

Advanced How	Scorebook Box	Additional Comments
Advanced by Batter		*Batter walked, then was Advanced by Batter #5 in the lineup (AB5)*

| Defensive Indifference | | *Runner made it to base on a Fielder's Choice, then advanced to 2nd on Defensive Indifference.* |

Miscellaneous

Batter did not bat in inning		*Gray box means batter did not make a plate appearance in that inning.*
Pitcher Change		*Pitcher change is indicated by horizontal purple bar before batter that new pitcher pitched to.*
End of Inning		*Red diagonal line shows end of half inning*

Struck out

- after entering 3rd strike

- Select either swinging or looking (looking also = called)

Ground out to SS

- touch "Out" & swipe up in one move

- select 6-3 Ground Out

- indicate position of ball

-done

Single to centre field

- in play

- hit single

- indicate position of ball

- what happened to batter? *Usually* > "first" (auto) > -

held up

Fly out to right field

- out

- pop up/fly out

- indicate position of ball

- select fielder (RF = 9)

- done

Hit to shortstop, safe at 1st on fielder's choice, runner

out at 2nd

- in play

- Fielder's Choice

- select fielders involved (SS to 2B = 6-4)

What happened to runner on 1st?

- out > second >forced out

- what happened to batter?

- safe > first > held up

Base on Balls

Simply enter ball x 4!

Intentional walk

Enter ball x 3

On 4th ball > in play > safe > first > intentional walk

Runner caught stealing at 2nd on ball

- ball

- select runner on 1st

- what happened to runner X?

- out > second > caught stealing

- select fielders involved (C to 2B = 2-4)

- done

Runner on 1st, batter hits double to Centre Field, runner

scores

- in play

- hit double

- indicate position of ball

- what happened to runner on 1st?

- safe > home > advanced by batter

- what happened to batter?

-safe > second > held up

wild pitch, runner on 1st advances to 2nd

- ball

- select runner on 1st base

- what happened to runner X?

- safe > second > wild pitch

double play (with runner on 1st base), batter hits to SS

who throws to 2B who throws to 1B

- out

- ground out

- indicate where ball hit

- select fielders involved in order (SS to 2B to 1B = 6-4-3)

- done

- what happened to runner X?

- out > second > double play

Some Scoring Scenarios

Runner on 1st base, 2 outs, batter hits to SS who throws to 2B to get runner @ 2nd base

- in play
- Fielder's choice
- indicate where ball hit
- what happened to runner X?
- out > second > Fielder's choice (6-4)

Runners on all bases, batter hits to 2B who throws to SS to get runner @ 2nd base

- in play
- Fielder's choice
- indicate where ball hit
- what happened to runner who was on 3rd?
- safe > home > advanced by batter
- what happened to runner who was on 2nd?
- safe > third > advanced by batter
- what happened to runner was on 1st?
- out > second > forced out (2B to SS = 4-6)
- what happened to batter X?
- safe > first > held up

Runner on 1st - unassisted double play by 2nd base

- swipe out to display shortcut keystrokes
- select ground out (4-3)
- indicate where ball hit
- select select out
- select 2nd as the base
- select double play
- what happened to runner who was on 2nd?
- safe > third > advanced by batter
- what happened to runner who was on 1st?
- out > second > double Play

Runner on 1st - assisted double play 2nd base/shortstop

- swipe out to display shortcut keystrokes
- select 4-6-3 Double Play
- indicate where ball hit

Runner at 1st hit by batted ball - out hit ball

- in play
- if it would have been base hit - score single to batter otherwise Fielder's Choice
- if single indicate where ball hit
- what happened to runner who was on 1st?
- out > second > hit by ball

Scoring a run during third out play
2 outs with runner on 3rd base, batter hits single then tagged out between 1st/2nd base, runner on 3rd scores

- in play
- single
- indicate where ball hit
- what happened to runner who was on 3rd?
- safe > home > advanced by batter
- what happened to batter?
- out > second > Tagged out

Scoring an error:
Batter hits to SS who fields cleanly and throws to 1st who drops the ball

- In Play
- Error
- indicate where ball hit
- only select player who made error (1B = 3)
- what happened to batter?
- safe > first > Held Up

Some Scoring Scenarios

Sacrifice Bunt, would have been out but error by catcher

allows batter to make first (runner on 1st)

- in play

- more

- sacrifice bunt w/error

- select location/type of hit

- select fielder

- runner safe on second > on throw

Sacrifice Bunt, safe even without the error by catcher

(runner on 1st)

- in play

- bunt

- select location/type of hit

- runner safe on 2nd > error on catcher

(can make note of sacrifice attempt for your records)

Sacrifice Bunt, safe at first due to play on runner from 1st

- in play

- fielder's choice

- select location/type of hit

- select fielders involved in the out (eg 2-4)

- runner out at 2nd > force out

- batter held up at 1st

(can make note of sacrifice attempt for your records)