



USER GUIDE FOR THE STATISTIC PROGRAM
"THE AUTOMATED SCOREBOOK"
EDITION FOR THE DATA ENTRY (LOCAL OPERATOR)

EUROPEAN BASEBALL CONFEDERATION
SCORER COMMISSION

March 2012

INDEX

A brief introduction to the program "The Automated Scorebook"	Page	4
Terms and symbols used in this manual	Page	5

BEFORE THE GAME

Update the data of the competition	Page	11
Start scoring a game "live"	Page	14
Activate the game live to internet	Page	24
Show the live connection in the results website	Page	27

SCORING THE GAME

Show the pitches count	Page	31
The game starts	Page	33
Making corrections	Page	36
Substitutions and defensive changes	Page	38

AFTER THE GAME

Wrap up (close) the game	Page	43
Generate the files of the game	Page	44
Put the box score in the website	Page	45
Update the result in the website	Page	46
Export the game and send the game files to the server	Page	47

USEFUL ATTACHED DOCUMENTS

List of scoring symbols	Page	51
Quick keys	Page	56
To modify an already played and inserted game	Page	57
Troubleshooting	Page	59
Checklist of tasks in order when scoring a game	Page	61
The "Field Map": Determining areas for hits	Page	62
Play by play scoring – scorebook help F1	Page	63

Written by CEB Scorer Commission: Pablo Carpio, Anna Maria Paini, Linda Steijger

© Copyright by CEB Scorer Commission. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying or recording, or by any information storage and retrieval system, without permission in writing of the CEB Scoring Commission.


A BRIEF INTRODUCTION TO THE PROGRAM "THE AUTOMATED SCOREBOOK"

The Baseball and Softball Statistics Program called "*The Automated Scorebook*" (TAS), designed by an American sports software company, became the CEB official program in the main 2007 CEB Competitions, after the CEB impulse and FIBS experience in 2006, with Anna Maria Paini as pioneer in the Italian Leagues. Starting 2008, both CEB and some National Federations planned to improve and spread its use in most of the Tournaments and Leagues. IBAF also started using this software in 2008, which is generally used nowadays in all its Tournaments.

This Guide is intended to help in this labor, so that many European scorekeepers can easily learn to manage it for international, national or domestic competitions.

In this Guide you will find "*only*" the information needed to score games: as you can imagine, the program has lots of functions, possibilities, menus..., many of them controlled by the Central Operator. Maybe you will discover some of them after some practice, but we don't consider it necessary to explain all this here.

This program allows scoring baseball/softball simultaneously to the game, which allows showing live in the tournaments' website all the plays, stats, results and a "play by play" summary of the game. Of course, it can also be used after a game to insert the data of a game played before.

The program has 2 parts: one to score the game ("*The Automated Scorebook*"), and another one (called "*TAS Live*") to put the game live on internet. At the end of the game we need to use a "ftp program" to put the box score online (in this manual we use "*Leech Ftp*", but any kind of FTP program –like  *wvs*– could be used for this task).

We are sure that, using this manual and with a little of practice, you will easily learn to use the Program perfectly.

If you have any question or comment, please contact scorer@baseballeurope.com

TERMS AND SYMBOLS USED IN THIS MANUAL

- > Indicates an **action** you must do.
- ☺ **Tips**, recommendations for an easier management.
- 👉 **Pay Attention**: actions you have to do exactly as indicated.
- ! Actions you must **not** do / **Dangerous** for the program / game management.
- 👉 **Go to page...**

DATA ENTRY (DE) (also called the *Local Operator*):

He/she is the scorekeeper who is actually operating the program during the game.

Of course, he/she **must write exactly the same play and data as the official scorer does on paper**, who will call the play loud and clear (even in easy plays, to avoid mistakes).

The DE has to check the program stats with the ones of the scorer, after the game.

CENTRAL OPERATOR (CO):

He/she is the person, designated by the organization (CEB), responsible of managing the complete competition: receive and send the information to the data entry, control the data, feed the web, elaborate the stats and reports...

The Central Operator, before receiving and sending information, will decide which FTP program to use.

WEBMASTER:

He/she is the person, designated by the organization (CEB), who designs the website for the competition - according to the features of the Program TAS - which will show the schedule, results, standings, individual and teams cumulative...

SCCP (CONTROL PANEL) Stats Crew Control Panel: It's the main window with the general functions to operate the program.

- ☺ Create a Direct Access Icon in your desktop:

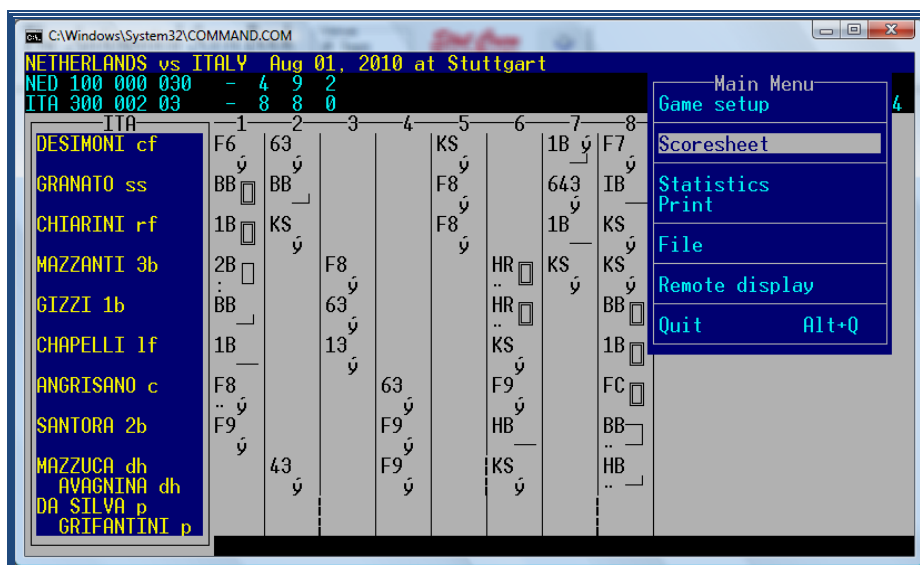


- ☺ During a game, do not close this window: you better minimize it.



When you enter the Game Scoring, press B and two times ENTER and you will get into the...

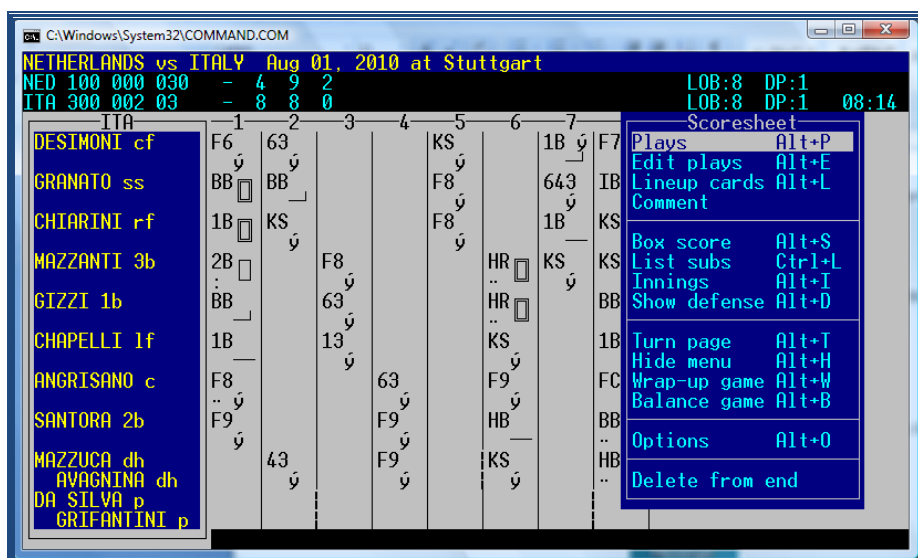
Main Menu: It is the general menu to manage a game: to insert the general information, write or print the lineups, select games to load, modify or print, etc. This example shows how the program shows the plays during the game, quite similar to a score sheet.



☺ During a game, do not close this window: you better minimize it.

☺ As this is a "DOS" window, you can only use the arrow keys or the initial letter of each sub menu to activate. Go to score sheet and press ENTER and you will get into the

Scoresheet Menu: It's the basic menu to start scoring the game, once you have inserted the data of the game (place, date, umpires, teams, lineups...), and it contains all the functions to do it.



QUICK KEYS: see the attachment at the end of this document, to learn the use of some quick keys.

LEECH FTP: It's the FTP program, used to put the box score on Internet.

☺ Create a Direct Access Icon in your desktop:

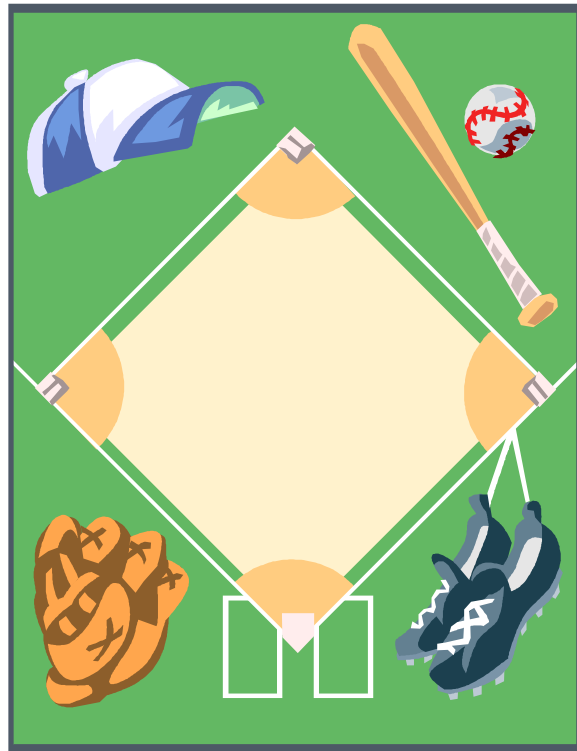


Windows Live Messenger (Messenger): It's the program used for live communications between Central Operator and Data Entry, to send files, confirmation messages, questions or doubts.

- ☺ Create a Direct Access Icon in your desktop:
- ☺ **Keep it connected during the complete game.**




How to score a game



Before the game

Update the data of the competition

Before starting scoring any competition, the CO supplies all Data Entry with a folder that contains all the data of the tournament: teams and rosters.

> The CO/DE must download and copy this “initial” folder into the computer in the correspondent folder. 

☺ Create a folder/subfolder system in C:/ or D:/ for each year/competition:
e.g.: C:/CEB/2010/EURO

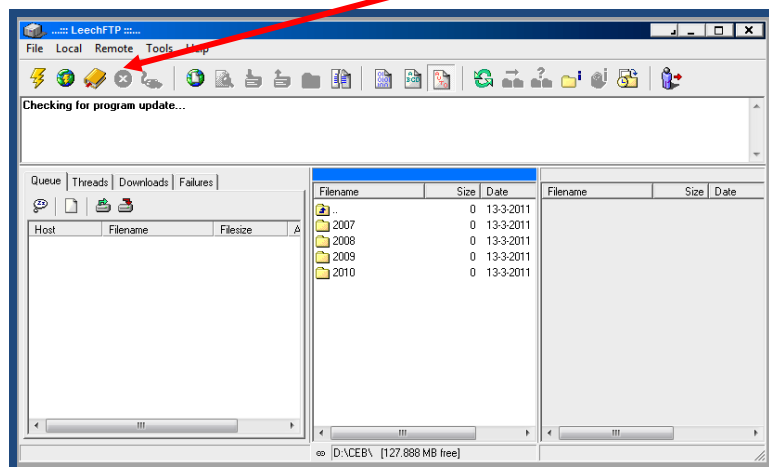
Once the competition has started, the CO will daily send the updated folder (with the updated rosters, game data, individual and teams stats...).

> The DE must copy this file and paste it exactly in the same folder (delete the previous one).

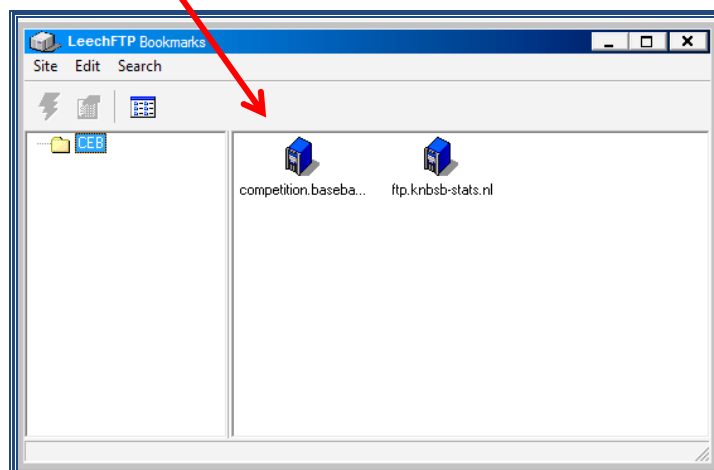
When you're working a tournament in different cities/venues, you have to download the folder by yourself. This is how to do it:

> **Open the Program “Leech FTP” by double clicking the icon you created on the desktop**

> **Enter the Server of the website by clicking the "book" icon**



> **Double click on the icon of the Server in the right side of the window**



Every now and then the login data for the server will be changed. If that happens, double clicking the bookmark will give the message “Could not login to competition.baseballeurope.com”. In that case, the bookmark needs to be edited.

Close the connection with the red button with the white cross (right to the book icon). Click the book icon. The window shown on the former page will appear.

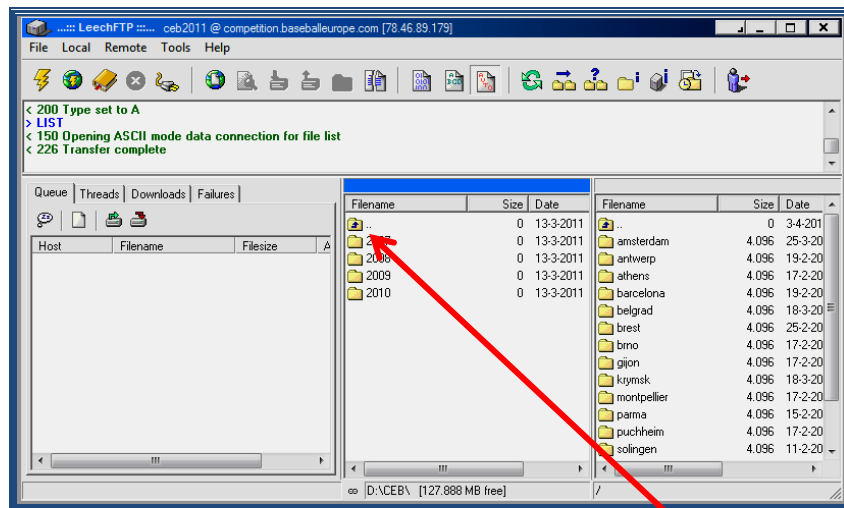
> Click on Edit > Choose “Edit bookmark”

Ask the CO for the correct login data and change the information in the window.

Close the window with OK. Now you can double click the icon of the server to continue.

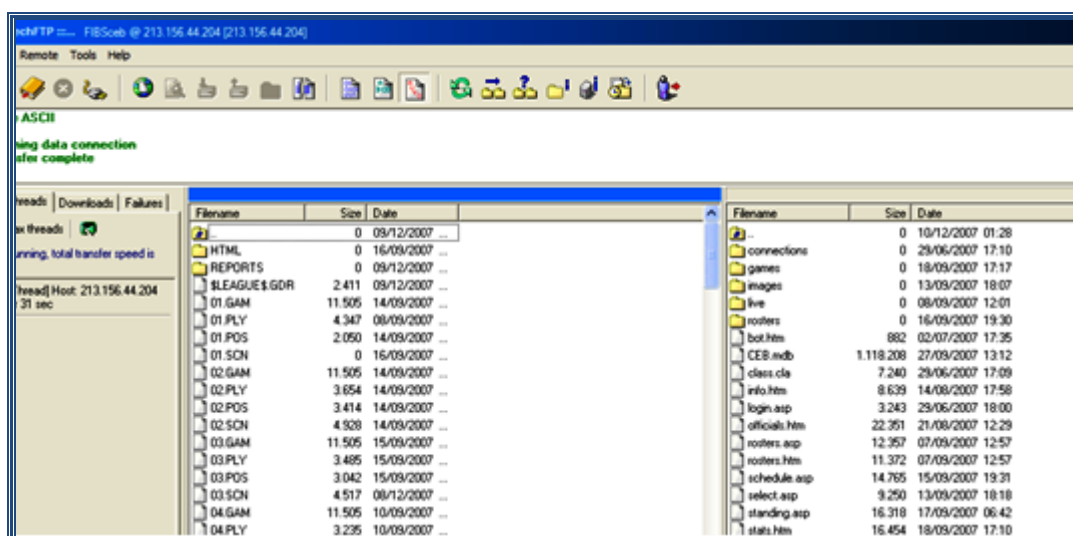
When connected you will see 3 “windows”:

- One in the left side, where you can see the progress of the sending process
- in the center: there is the list with the folders on your own computer
- at the right side: here is the list of the folders on the server



- To return to a superior folder, double click on the icon of folder with a blue arrow).

> Ask your CO which folder you have to download from the server (right window) to your computer (center window).



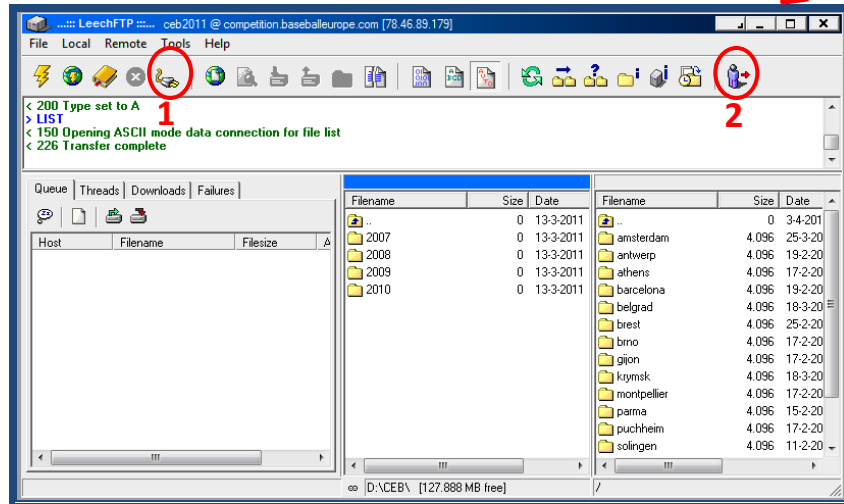
> Do a “Drag and drop” from the right to the center window.

The DE only must open and use the folder “GAMES”. DO NOT OPEN the other files and NEVER MODIFY ANYTHING IN THE OTHER FOLDERS (STATS, LIVE, ROSTERS...) to avoid the risk of deleting other important files from the hard disk or server.

To QUIT/ESCAPE THE LEECHFTP PROGRAM

☞ You must **not** close with the box X at the right top of the window.

- > First (1), click on the “switch” icon (to disconnect the server)
- > Then (2) click on the “man” icon (to leave the program)



> Enter the Program:

Double Click on the Control Panel Icon:



OPEN THE CORRECT DIRECTORY

- > Go to SCCP > Utilities/roster maintenance > File > Open directory
- > Choose the right folder (look for the correct year) and open the right directory by double clicking it.

Start scoring a game "live"

In CEB tournaments it is decided to always score the games live in the internet by using this play-by-play software.

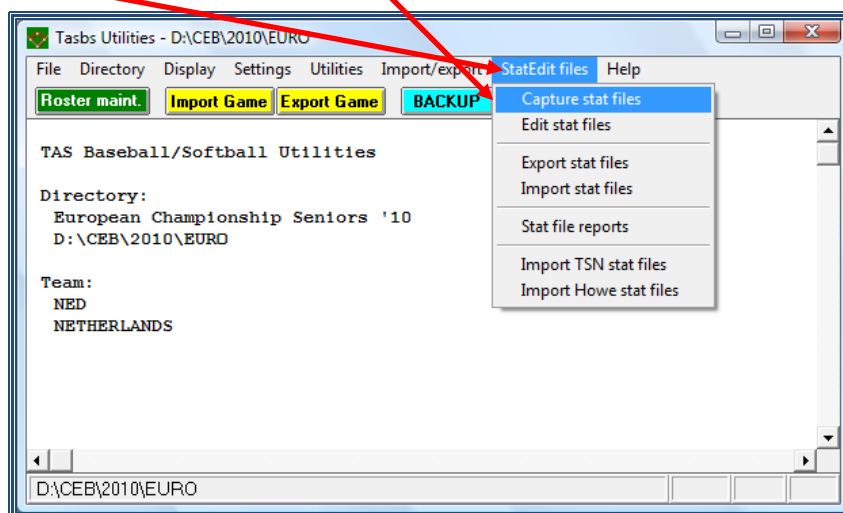
- > Once you have arrived in the field, check the Internet connection of the venue.
- > Connect to Windows Live Messenger (from now on Messenger) to establish communication with the CO.

Now we have to make sure that we show the individual stats online.

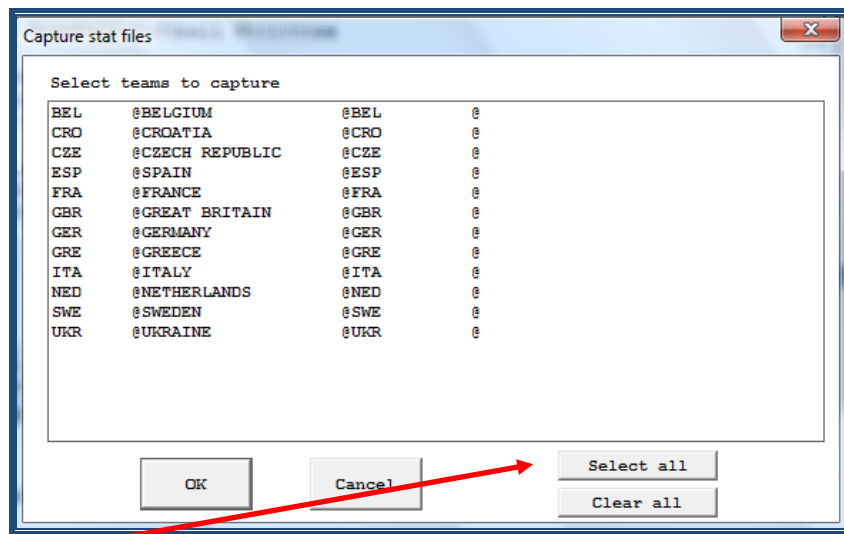
- > Go to the Control Panel SCCP -> Utilities/roster maintenance



- > Choose StatEdit files, and then Capture stat files



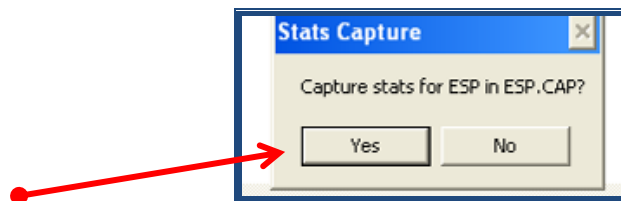
Then you will see the list of the teams, like this:



> Click on Select all

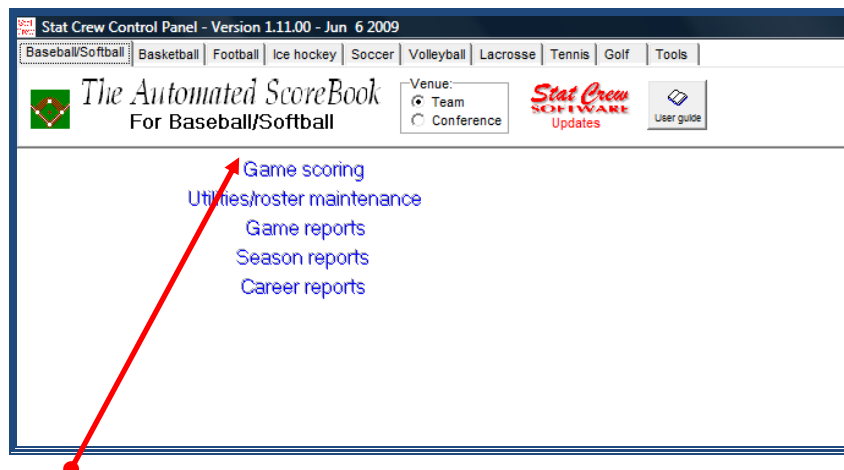
> Press OK

Then you will be asked:

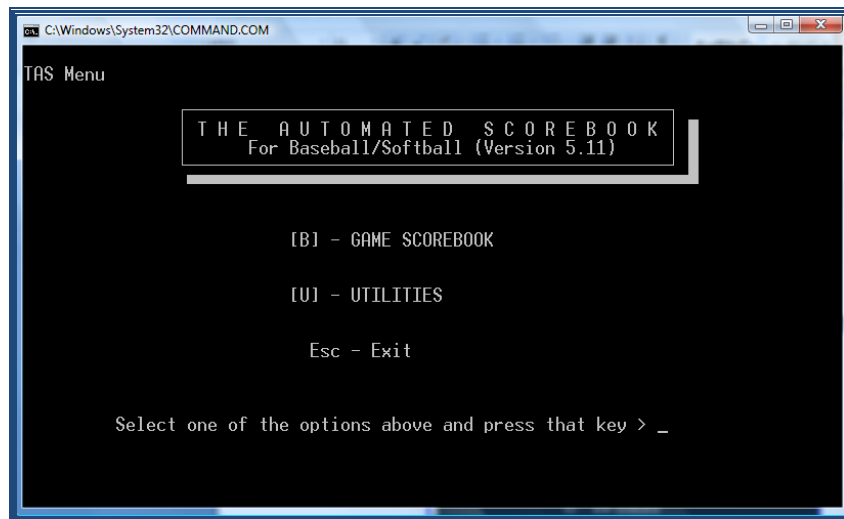


> Click on YES and OK for all the teams, until the end. Close the window by using EXIT.

Now we will go back to the Control Panel and open Game scoring to reach our Game Scorebook



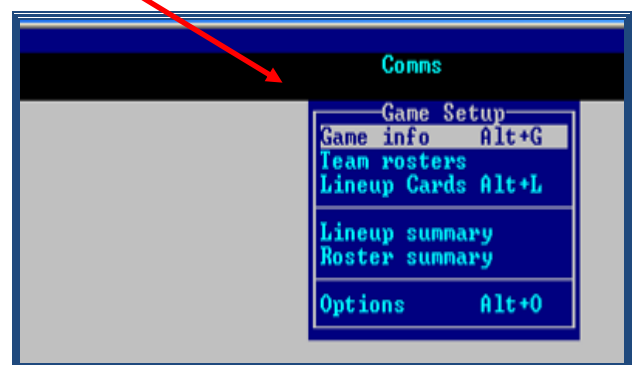
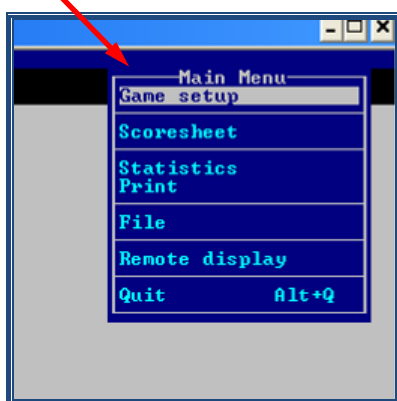
> Click on Game scoring



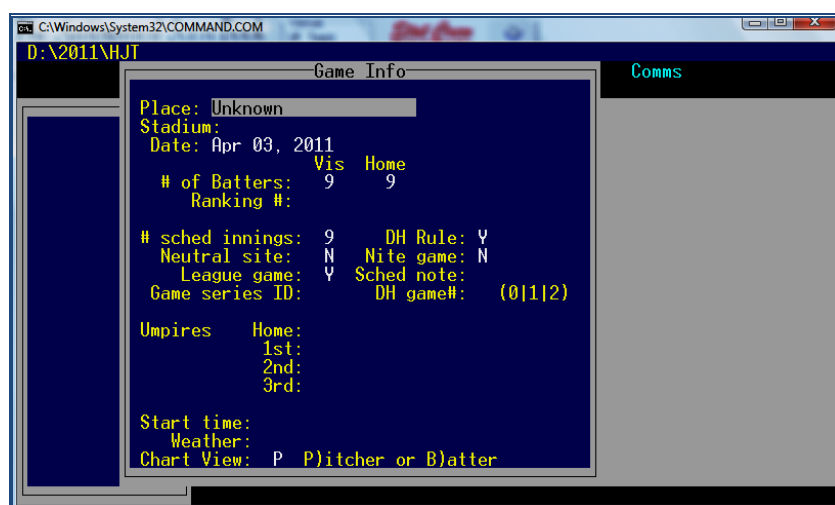
> Now type "B" and press ENTER twice

(The program will display two kinds of information that we don't need now).

Then > Choose Game setup and directly after that Game info



After which the program shows the following screen:



> Now insert the data of the game

👉 Write the words **exactly** as explained in this example, to assure uniformity in all the documents and files.

☺ Click **ENTER** to accept the option shown by the program.

☺ Use the ARROWS keys in your computer (↑↓) to move inside this window, if you need to change or correct any information.

☺ If you make several mistakes in this menu you can escape from it by clicking the computer key **ESC**. Repeat the operation (Game setup > Game info) to write again the data.


Place (City): e.g. **Barcelona** (First letter in capitals, rest in small letters).


Stadium (Field or Venue): e.g. **Montjuic** (same way as place).

Date **Accept** the date that the computer inserts automatically (Click ENTER)

of Batters: 9 **Don't change a thing.**

Ranking #: **Don't write anything** (The CO will add this data after the game)

Sched innings: **Don't change a thing** (if it needs to be changed, the CO will change the options)
 think about 7 inn games in softball or in cadets games


DH Rule: **Don't change a thing** (The CO will configure **Y** (for Yes) **or N** (for No))


Neutral site: **N**

Nite game: Select **N** (NO = for game during daylight) **or Y** (YES = for evening game)


League game: Select **Y** (= normal games of the tournament)

Sched note: **Don't write a thing**

Game Series ID: **Don't write a thing.** (The CO can modify this after the game )

Umpires Write **SURNAME** (all in capital letters) + **Name** (first letter in capitals), exactly as written in the Tournament Officials' List

👉 Write the 3 initial letters of the country (official name, such as in CEB web).

Example: Home: **LEONE Pierfranco (ITA)** 1st base: **VERBRUGGE Arnold (NED)** 
 2nd base: **MENENDEZ Javier (ESP)** 3rd base: **KULHANEK David (CZE)**

When there are only three umpires, write their names at Home, 1st and 3rd base and keep 2nd base open.

Start time: Write the scheduled Starting Time e.g. **20:30** (with : symbol)

Weather: short remarks about the weather like "sunny", "cloudy", "clear", "windy", "partly cloudy and raining", "drizzling"

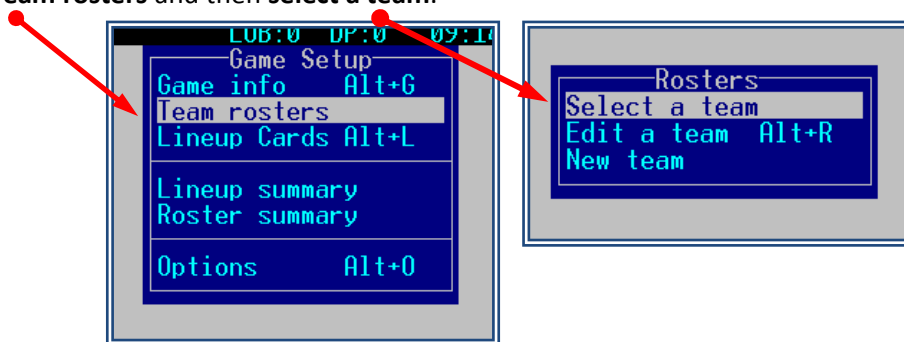
Pitch Chart View: Select **P**

When you finish this

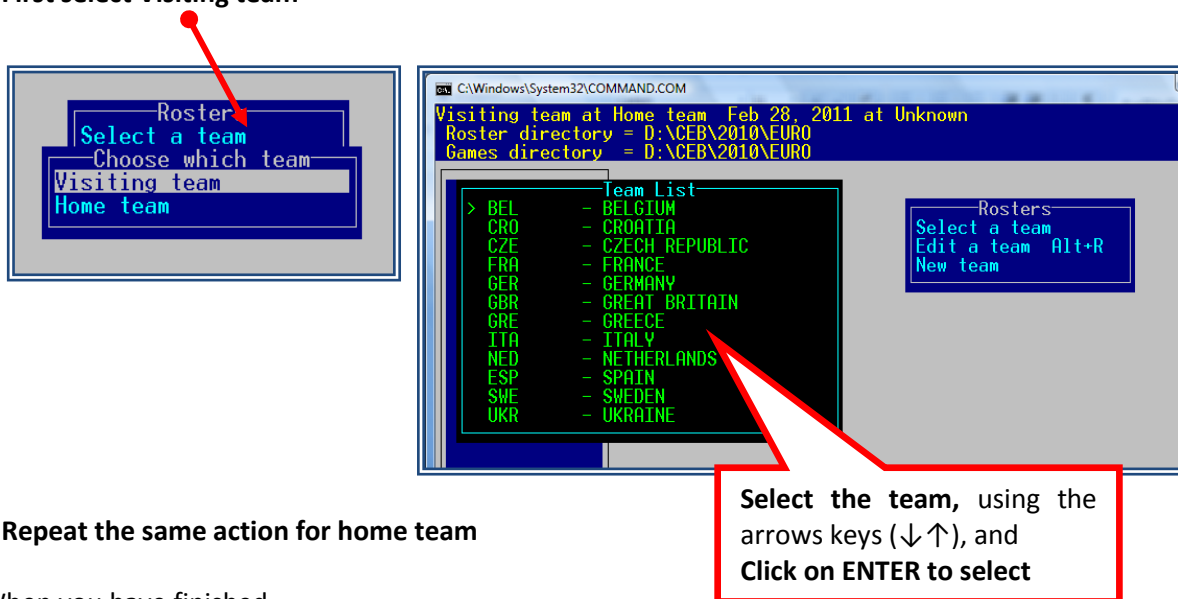
> Press **ENTER**

Now, we select the teams that are playing the game.

> **Choose Team rosters** and then **select a team**.



> **First select Visiting team**



> **Repeat the same action for home team**

When you have finished,

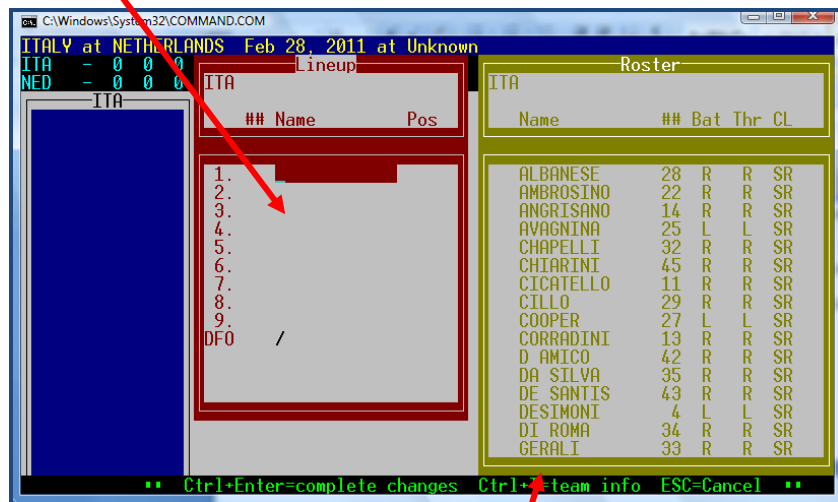
> **Click on ESC**

Now, we insert the line-ups

> **Select Lineup Cards** and then > **Select the visiting team**
(that's the one mentioned above)



In the red box we will put the line-up, behind the number of the batting order:



> **Write the shirt number** of the player and the program will insert the name of the player. Then, **write the defensive position** (with the ordinary numbers 1 to 9) or with initials (cf, 2b, dh, lf, p, pr, ph... always in small letters).

You can also go into the yellow list to select the players:

> **Click ENTER** to go to the yellow list, and when the cursor is on it, you select the players using the arrows keys (↓↑), and ENTER for each player

- ☞ For Designated Hitter **dh** (or **10**)
- For Pinch Hitter **ph** (or **11**)
- For Pinch Runner **pr** (or **12**)

* **DFO**: indicates the Defensive Only Player (the pitcher when the team plays with a DH).

Complete the line-up. With the last enter you finish the line-up. Be aware that in case the list is finished by the last ENTER, every change you make afterwards is now an official substitution.

In case the line-up only has 9 players, end the line-up at the 10th position with a slash "/". Also if the game has started with a dh and meanwhile the dh is in the game, change the line-up and put a slash in the 10th position.

☞ The player list / final roster has been approved by the Technical Commission before the tournament starts. For that reason a team is not allowed to add players to the team during the tournament. When the DE recognizes a new player he must immediately inform the CO and TC and ask what to do. The DE should be aware if a player's name is on the list, but the player might be playing in a different shirt number. This should also be known by the Technical Commissioner of the game.

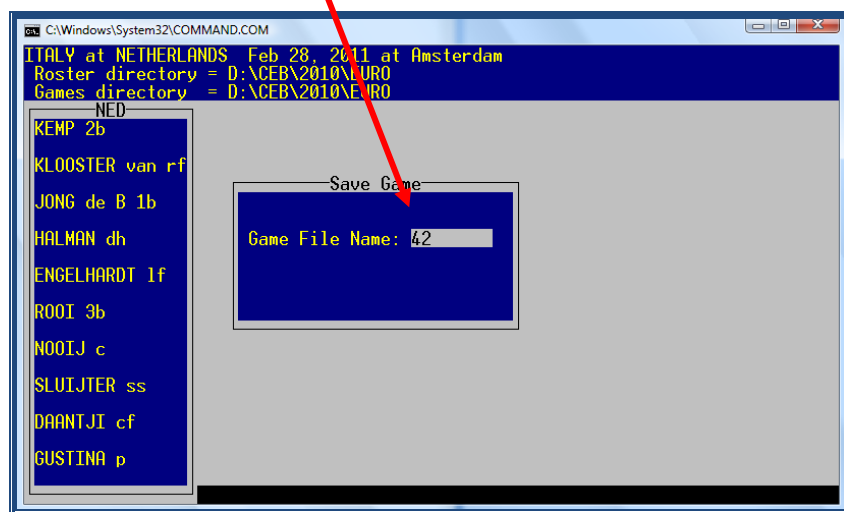
Once finished the lineup of the visiting team:

> **Repeat the same operation for the HOME TEAM.**

When finished the two line-ups

☞ > Save all the Game Info by typing **ALT + F**

☞ > Insert the name of the file for the game (here 42 – as is the game number in the schedule)

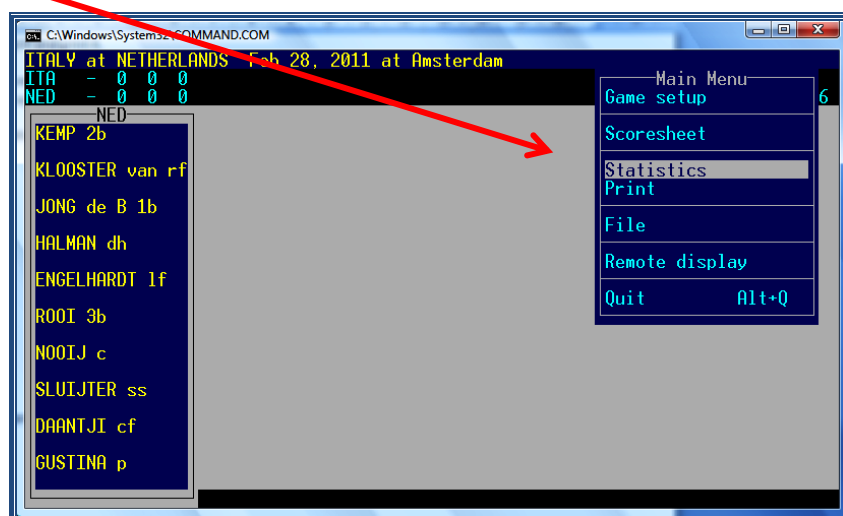


To print a complete line-up printed with the substitution players as well:

Having saved the game with the game number > **Go to SCCP > Game Reports > Games** and find your game number. Then click **Reports > Pre-game report**. Use the Pre-game notes field to fill in the names of the scorekeepers and TC members. Then choose **Print**. In the next window choose the name of the printer **PFD creator** and press **OK**. Save the new document on the desktop of the computer. Now open the pdf document and print it.

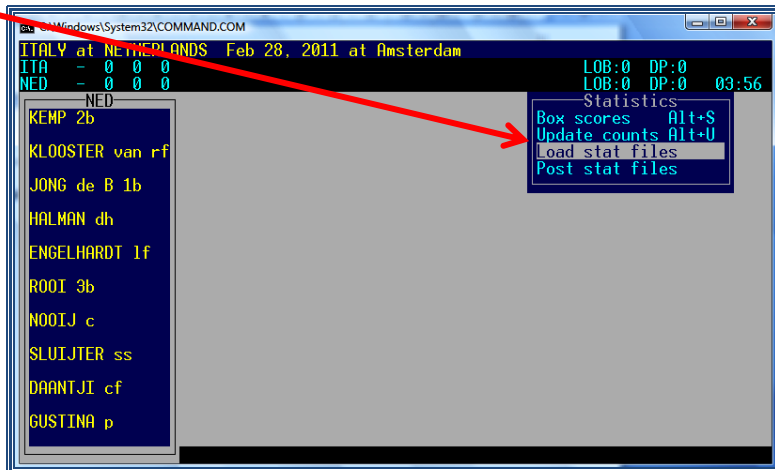
As we have chosen to put our game live in the internet, we wish to have the statistics available so we have to upload them.

> **Go to Statistics**, selecting this option in the menu:



☞ When you have to go back to a previous menu, or escape from a window, click on **ESCAPE** on your keyboard

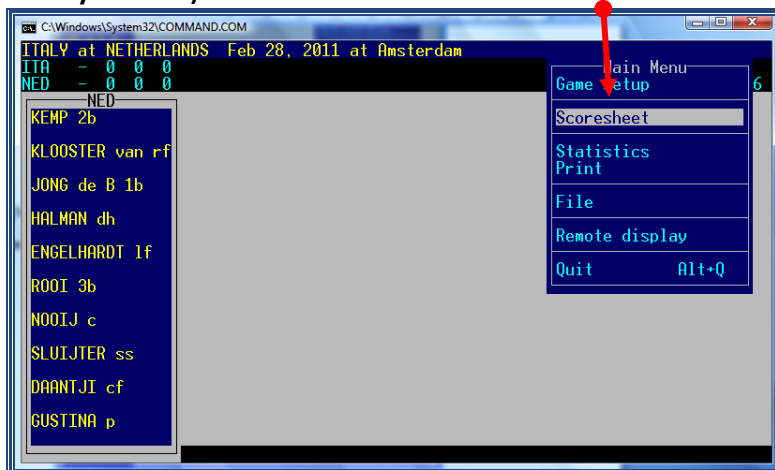
> Select Load stat files:



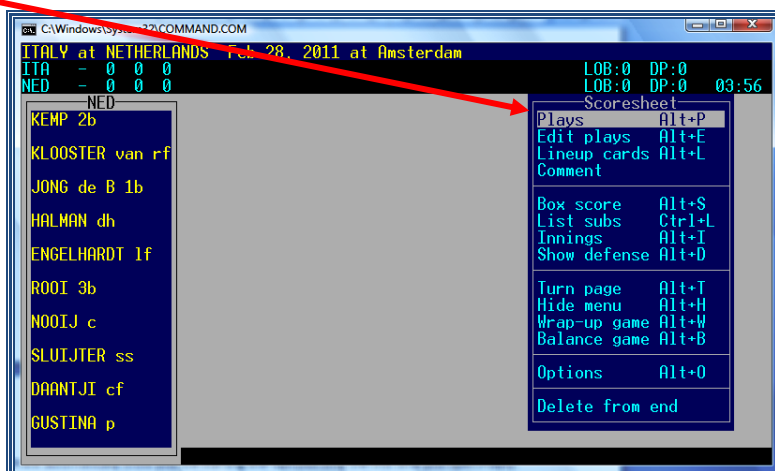
> Answer Y (yes) for both teams, when you are asked.

Now you are ready to start the game. As it sometimes happens that changes are made before the games that do not count as substitutes, we must wait until the line-up is final. The coach will give the final line-up to the home plate umpire, and tell him possible changes. The home plate umpire gives part of the line-up form to the technical commissioner and shares the information. If the DE does not hear otherwise, the game can be started as of the first pitch.

> Now go back (if necessary use ESC) to the Main Menu and select Scoresheet



> Select Plays



The program will automatically show you the starting line-ups (but only the first time you open Plays).

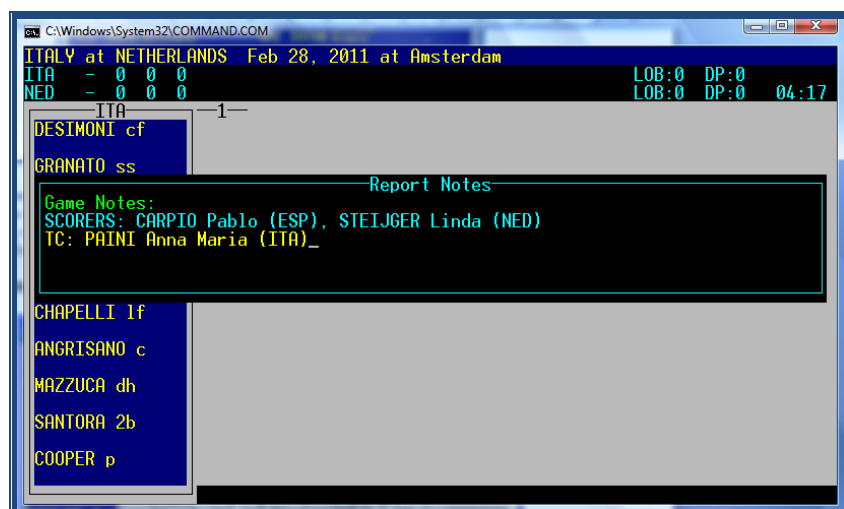


> Press ENTER until the window disappears

Now we have to insert the names of the scorekeepers and technical commissioners:

> **Type ALT + N** Write the word "Scorers" and then the names of the scorer(s) and data entry: last name in capital and first name only first letter in capital (COUNTRY CODE). Do not use a comma in between the last name and the first name. In the next line, write "TC" and the names of the technical commissioner(s) as done with umpires and scorers.

> **Click ENTER** to confirm the names until you have reached the last line of the black box and it disappears.



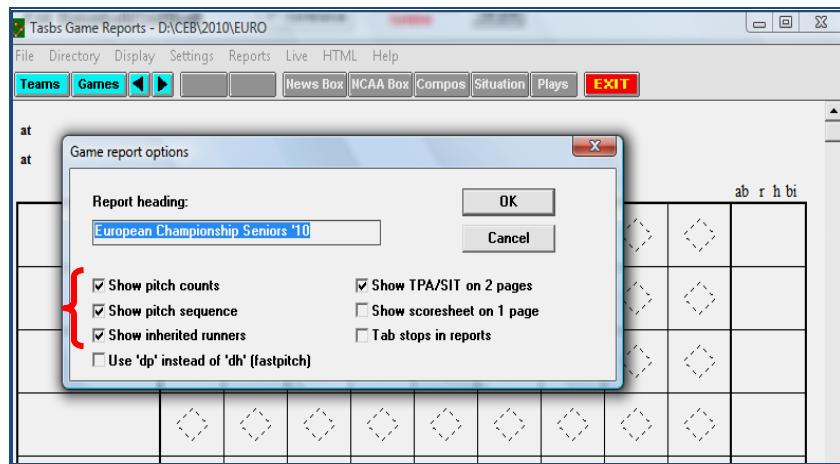
The black box can also be used for other game notes like "rain delay", "lights breakdown" but never use it for the visits to the pitcher. Information in the Report Notes will only be added to the report and not to the play-by-play.

☺ You can also enter the Notes window from the menu Lineup summary.

👉 When all the information needed is inserted, **DON'T FORGET TO SAVE IT. Use ALT + F and ENTER**

👉 As we want to show the pitches count, we have to activate this option to show the pitches in the internet.

> Go to SCCP > Game Reports > Settings > Report Options and activate the first three (3) options



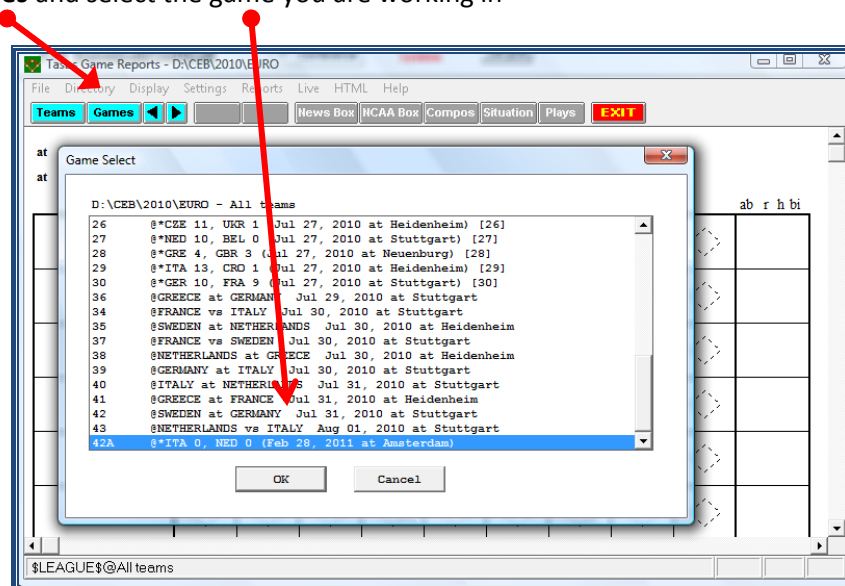
> Click **OK** and close the window with **exit**

👉 To check how to insert the pitches count, 📖 page 31.

Activate the game live to internet

Now we will put the game LIVE in internet.

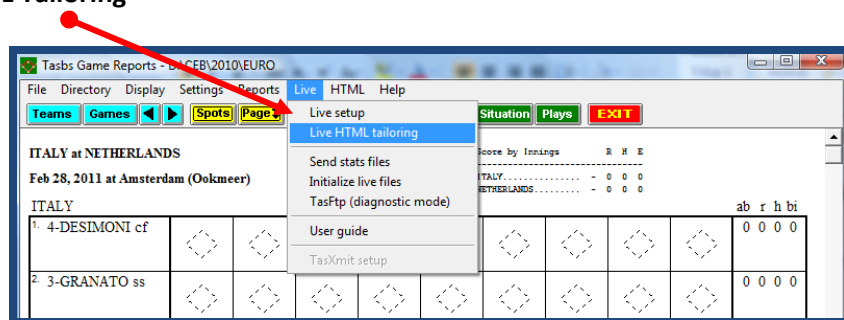
- > Go back to the Stat Crew Control Panel (SCCP)
- > Select Game reports
- > Click on Games and select the game you are working in



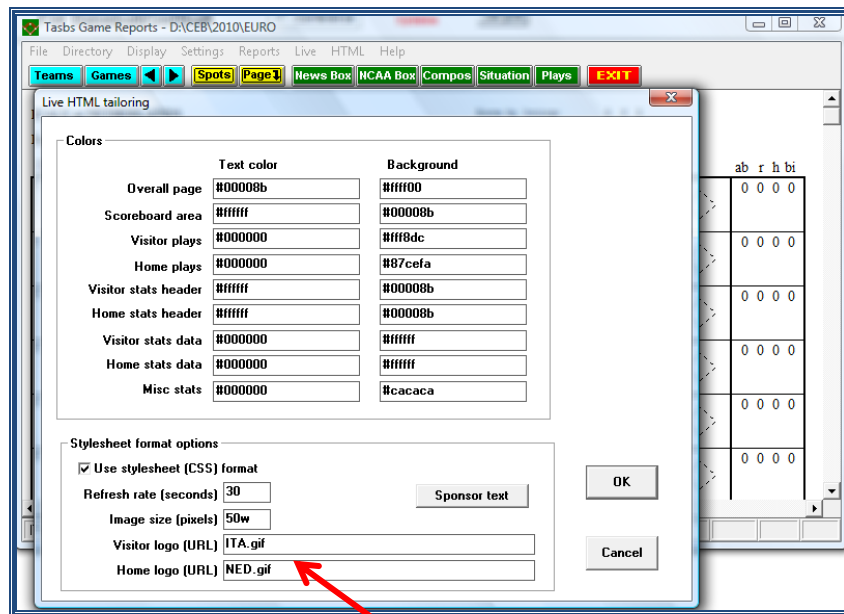
In case you cannot find your game, then select "Teams" first and make sure "All teams" is selected. Then return to Games and find your game.

Once you have selected the game press OK and go to

- > Live > Live HTML Tailoring



Here we will insert the logos of the teams so these logos will be visible in the internet. We will be using the boxes "Visitor logo" and "Home logo". The logos were put on the server by the webmaster in advance of the tournament.



> Write the 3 initials (exactly as given by CO) for each team + .gif

When the CO cannot be reached, check in the folder “live” on the server the initials you have to use.

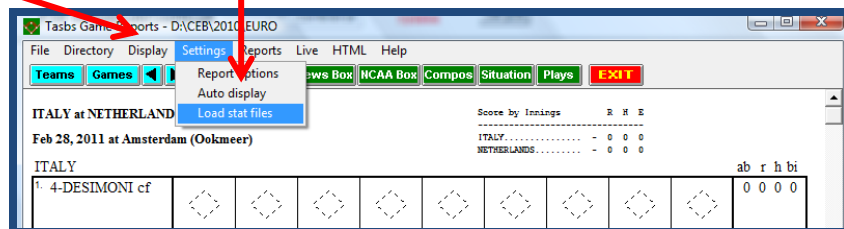
In case Gametracker is used in your tournament, you don't have to add the logo's in the HTML tailoring. You will receive your instructions from the CO.

After having inserted the codes for both logos

> Press OK

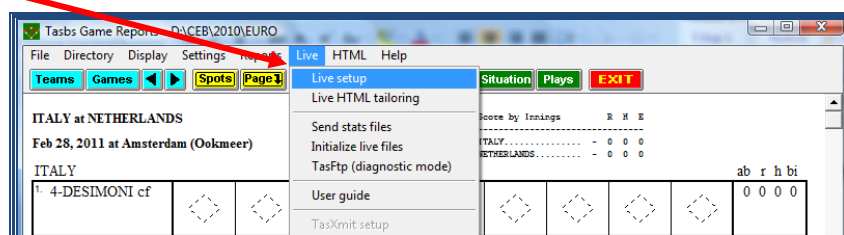
Now, to make sure the batting averages are visible in the play-by-play:

> Click on Settings > Load Stat files > Say Yes for both teams.



After that we make the final step to put the game live in internet:

> Select Live > Live setup



Before the tournament starts, the CO will give the FTP settings that have to be filled in. Only with the FTP settings you will have connection to a server and play-by-play is possible. Now...

👉 The box **Activate** must be selected: ☒

👉 Then **click on OK** just a few minutes before the starting time.

The screenshot shows the 'Live stats settings' window. At the top left, there is a checkbox labeled 'Activate' which is checked. To its right is a text field for 'Gametracker ID:'. Below this is a section titled 'FTP settings' containing a checkbox for 'Auto-send FTP' (checked), radio buttons for 'Html' (selected) and 'Xml', and text fields for 'FTP site: competition.baseballeurope.com', 'User ID: ceb2010', 'Password: *****', and 'Target directory: amsterdam/live'. To the right of the FTP settings is an 'XML output' section with a checkbox for 'Enable XML stats feed', a text field for 'Xml filename: xmlid', and a 'Code:' label. Below the FTP settings is a 'Copy file settings' section with a checkbox for 'Auto-copy files' (checked), radio buttons for 'Html' (selected) and 'Xml', and a text field for 'Target directory: c:/taslive'. At the bottom left is a 'Live message text:' label above a text area. At the bottom right are 'OK' and 'Cancel' buttons. A red arrow points from the text above to the 'Activate' checkbox.

The live message text box can be used to give extra information to the internet-viewers, e.g. a **GAME DELAY**.

👉 Do not forget to erase the text again once the situation has changed.

When **Gametracker** is used in your tournament, you will get your instructions from the CO how to use the Gametracker ID box.

After having done this, do **NOT** close the window of the game you have in front of you, or there will **NO** play-by-play visible. Just minimize the window.

😊 Sometimes, if there is a problem with the Internet connections, you can try to reactivate the program. In this case, **go to the window above, deactivate the ACTIVATE box, and then activate it AGAIN**. Or try to send the files manually. To do that, go to Game Reports > Live > Send Stat Files

Finally, before the game starts:

Show the live connection in the results website

👉 We have to indicate in the website that the game is live.

> **Enter the website of the Tournament** (The CO will give the link).

To access this web page, follow the instructions given by your CO.

For example - **Click** on the blue border line of the table, just in the middle point below.

- You will be asked to write this data

Login: _____ (provided by CEB Webmaster / Central Operator)

Password: _____ (provided by CEB Webmaster / Central Operator)

> **Click OK**



Game	At time	Ballpark	Pool	Home team	Visiting team	Final Score	Inn	Box
Wednesday 2nd June								
1	11:00	Neptunus 1	A	Telemarket Rimini (ITA)	Savigny Lions (FRA)	9 - 1		
2	15:00	Neptunus 1	A	Hoboken Pioneers (BEL)	T & A San Marino (SMR)	0 - 7		
	20:00	Neptunus 1	A	DOOR Neptunus (NED)	Tenerife Marlins (ESP)	2 - 4		
Thursday 3rd June								
3	11:00	Neptunus 1	A	Savigny Lions (FRA)	Hoboken Pioneers (BEL)	3 - 5		
4	15:00	Neptunus 1	A	Tenerife Marlins (ESP)	Telemarket Rimini (ITA)	2 - 5		
5	20:00	Neptunus 1	A	T & A San Marino (SMR)	DOOR Neptunus (NED)	2 - 6		
Friday 4th June								
6	11:00	Neptunus 1	A	Tenerife Marlins (ESP)	T & A San Marino (SMR)	2 - 13		
7	15:00	Neptunus 1	A	Hoboken Pioneers (BEL)	Telemarket Rimini (ITA)	0 - 10	7	
8	20:00	Neptunus 1	A	Savigny Lions (FRA)	DOOR Neptunus (NED)	1 - 7		
Saturday 5th June								
9	11:00	Neptunus 1	A	Savigny Lions (FRA)	Tenerife Marlins (ESP)	6 - 0		

> **Click exactly on the Game Number**

> **Write the word "Live"** in the Inning box



European Cup 2010			
Date:	Wednesday 2nd June	Pool:	Pool A
Time:	11:00	Field:	Neptunus 1
Visit team:	Savigny Lions (FRA)	Score V:	
Home team:	Telemarket Rimini (ITA)	Score H:	
Inning:		Standing:	Not played
Back to list		Update	

> **Click on UPDATE**



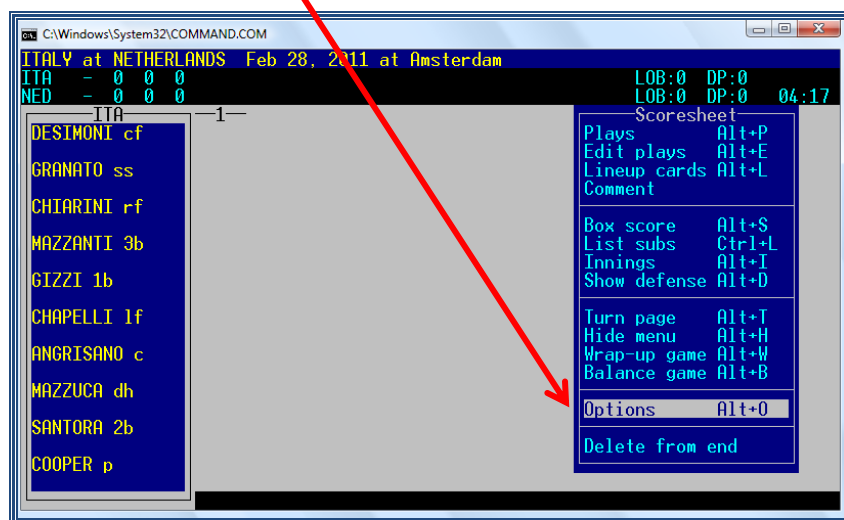
Scoring the game

Show the pitches count

☞ Before starting to score, we have two options, on which the CO will decide:
 * **to display or to not display the pitches count** (ball / strikes / number and type of pitches).
 When the CO decides not to do this, ☞ continue with page 33.

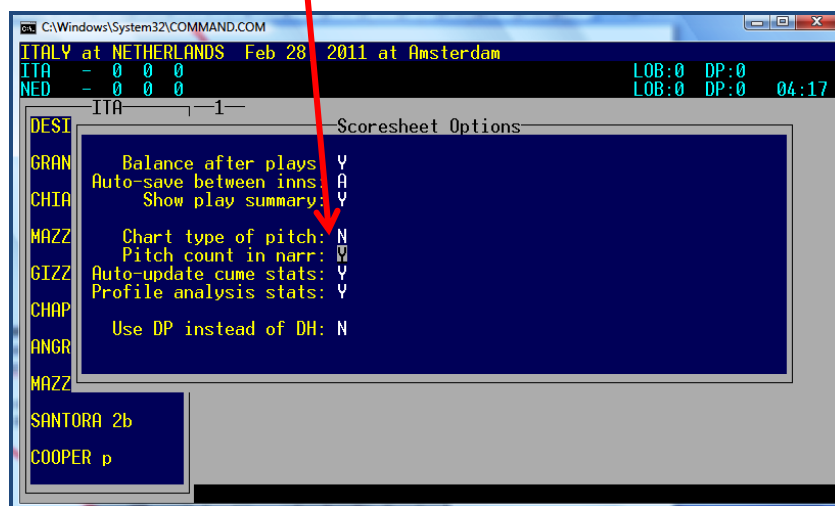
Otherwise: **Before starting to score, activate the options to show this info on the screen / Internet (check how to do it on page 24)**

> Go to ScoreSheet Menu, > Select Options



> to show Ball / Strike: Go to Options > Pitch Count in narr > Type Y (for Yes).

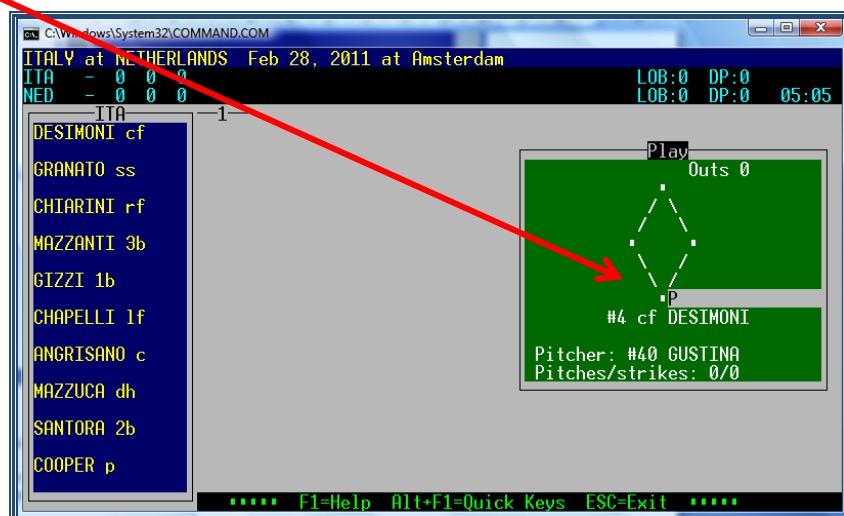
When you use ALT + O to get to Options, first choose S for Scoresheet options, and then type Y for Pitch Count in narr.



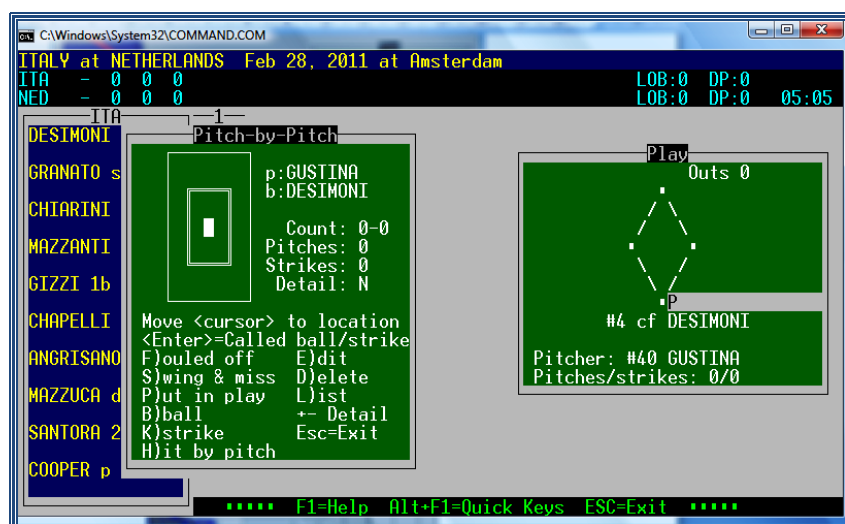
Press ENTER until the window disappears. Now return to Plays.

Then, when the batter is on:

> **Type P** in the grey box in which we will insert the play later.



>Write an initial for each pitch, using the keyboard of your computer, like shown in the picture below:



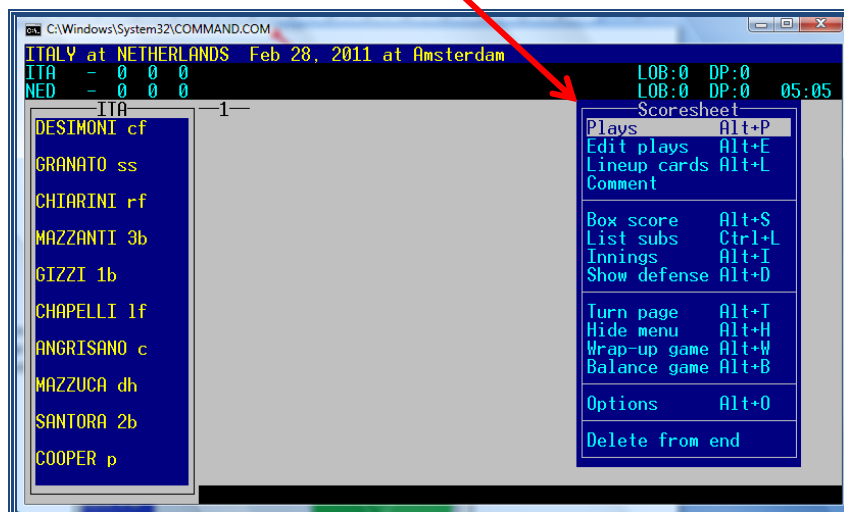
When the batter has two strikes and you enter a K, the KL will automatically appear in the grey box with the batter; same as when you enter an S in that case, the program gives automatically KS. Also when you type the forth B (ball), it puts BB with the batter. And also for H it gives you HBP. When there is a play, just type P and enter the play in the grey box with the batter. The program automatically counts this a pitch for the pitcher.

When the pitcher tries to pick off the runner from base and does not succeed, exit the pitch-by-pitch window by using ESCape and type FPO (Failed Pick Off) to the runner. After having confirmed this with ENTER, you get back to the batter, type P and continue the pitches. Only do this once because there is a risk you might lose the pitch count. If you wait after having typed the FPO to see if another FPO will take place, than you can put the other FPO, but never switch from pitches to FPO to pitches more than once.

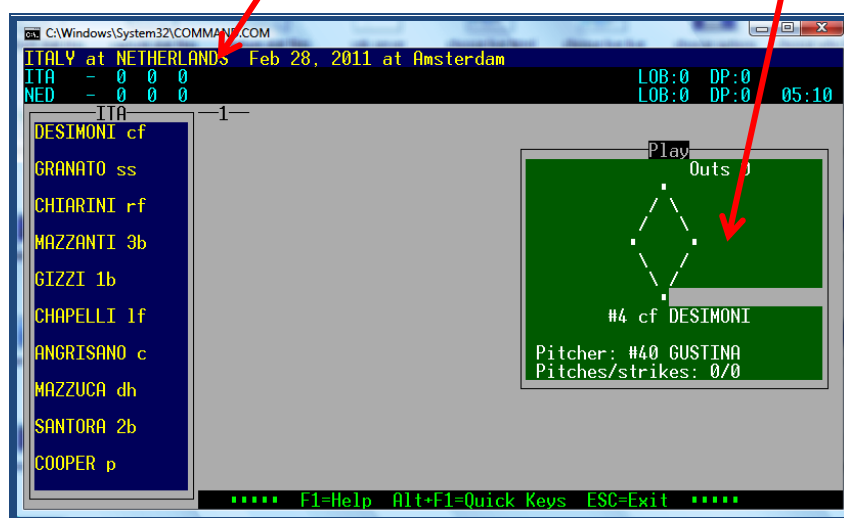
👉 Remember this option requires a full and continuous concentration of the DE.

The game starts

Once everything is prepared according to previous instructions, we are now ready to start scoring. We will work mostly with the menu **SCORESHEET > PLAYS**:



The program will display a screen with the lineup of the team at bat, and a schema of the field (in which the batter at bat will be indicated as well as the runners). Be aware that the green window (the schema of the field) will move to the left side in the screen from the 6th inn on.



Now, we will start to insert the pitches' count (as explained before), if we have this option. So > **Type P** and use your keyboard for the pitches.

When there is a play

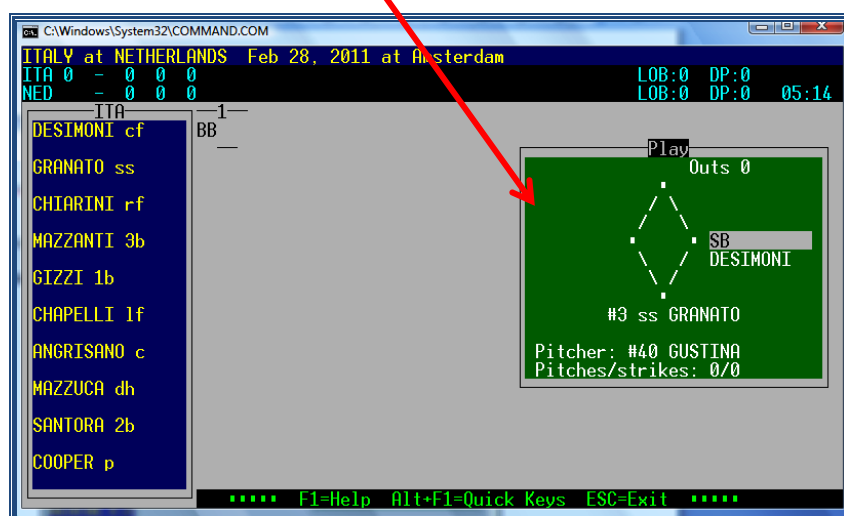
> **Write the play** in the correspondent grey box (for the batter, or for the runner(s)), using the list of symbols. Most of them are quite similar to the CEB Scoring System.

👉 You will find the complete list of symbols in the attachments.

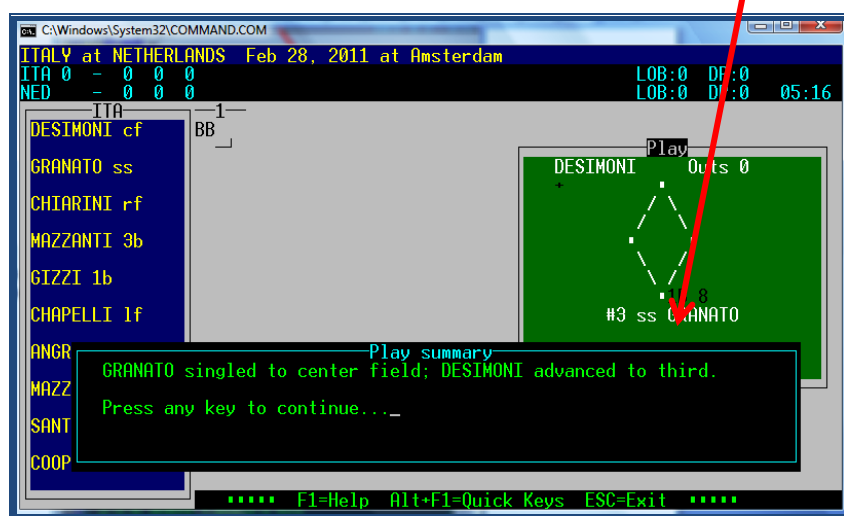
If you have to insert a play for the batter and for runner(s), first insert the play for the batter, press ENTER and the grey field will move to the runner's box. Now you can insert the continuous play.

If you have to insert a play **ONLY** for a runner (e.g. a stolen base, a putout, or a FPO (Failed Pick Off)) :

> Press **ENTER** and the cursor will move to the grey box of the next runner on base:

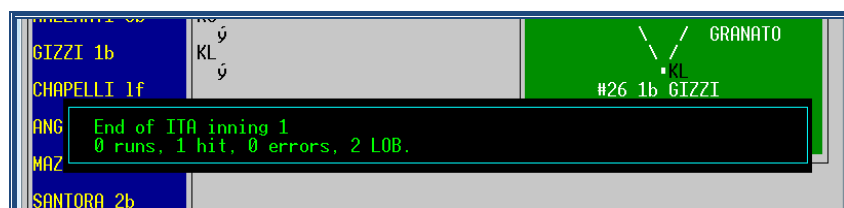


When you're finished inserting the play, the program will display a Play Summary of the play(s) you have inserted. Read it carefully to check if your input was okay. Then **press ENTER**.



When the description is not the right one, you have to correct your input. This will be explained on page 36.

At the end of each half inning, the program will display a Plays summary: **# inning, R-H-E-LOB**. Also here you confirm with **ENTER**, and the program will **save the file** of the game **automatically**.

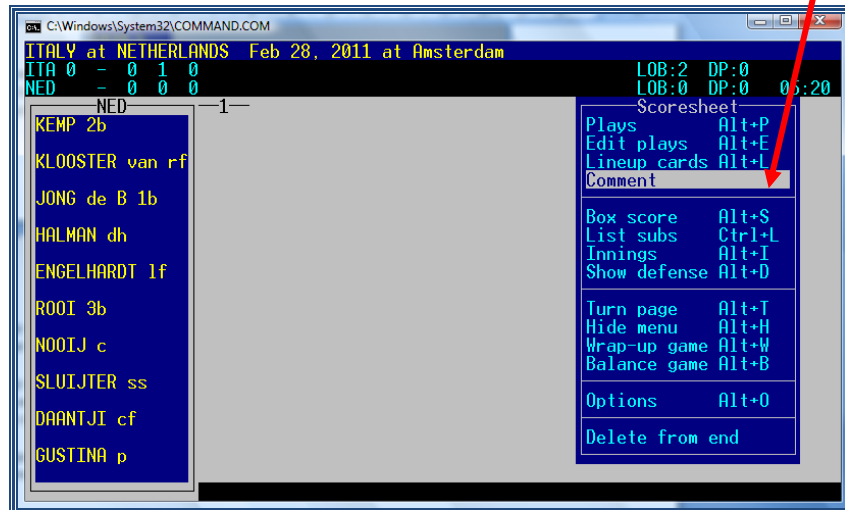


Sometimes we want to put a comment into the play-by-play to give an explanation. Like for instance "COACHING VISIT TO MOUND", when the coach is talking with the pitcher during a time-out. For other examples, have a look at the list in the attachment.

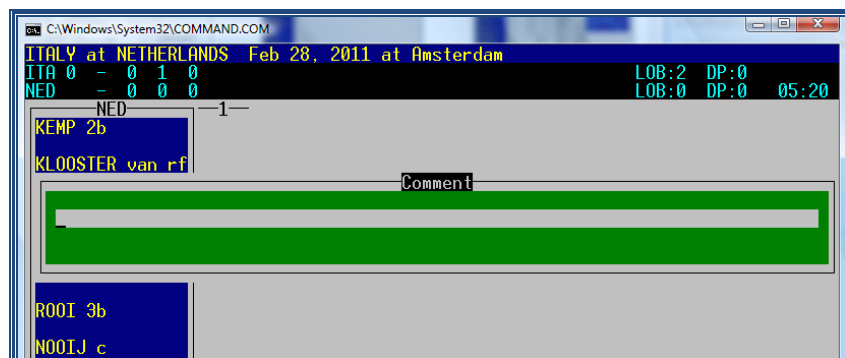
Also when you insert Out By Rules, you start with a comment before putting the play in the grey box. Only for Batter's Interference there is a symbol of its own, for all others use a comment.

Very important is to first put the comment in before putting in the play. Especially with two outs in the inning, when you first insert the play, the program will switch to a new inning and your comment will appear with the wrong team in the wrong half inning.

To put in a comment: > **Press ESCape**. In your scoresheet menu, select **Comment**.



Fill in the comment and press **ENTER**. Now return to **Plays**.



When a Tie-Breaker starts with a new pitcher on the mound, it is very important to **first** insert the new pitcher, before you place the runners on the bases. If you use the wrong order, the runs that the Tie-Break runners might score, will be charged to the substituted pitcher.

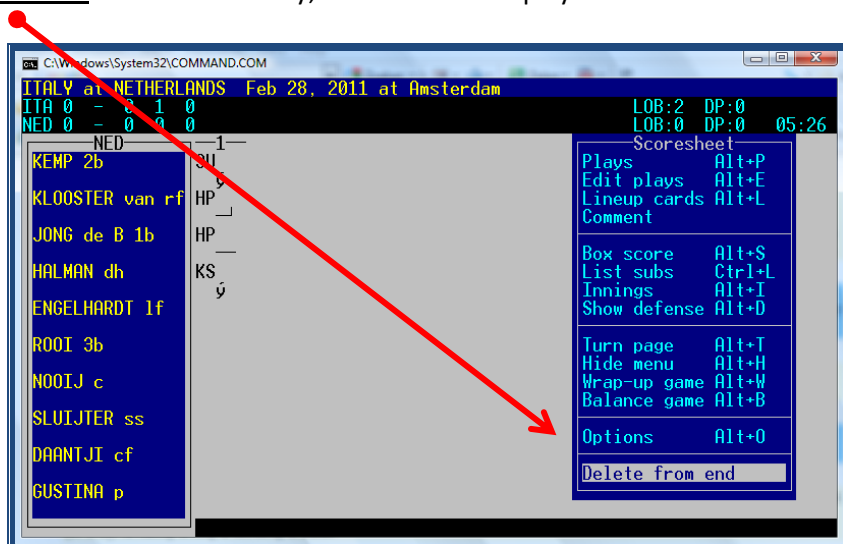
Making corrections

☺ First of all, even if you have made a mistake, stay patient: don't forget you have a scorer beside you, who will repeat the plays for you when you have made a mistake or missed a play.

a) if we have to delete only the last play:

> (standing in the "Plays" Menu) Press **ESCAPE** to return to the Scoresheet Menu,

> Select **Delete from end** and automatically, the last inserted play is deleted.



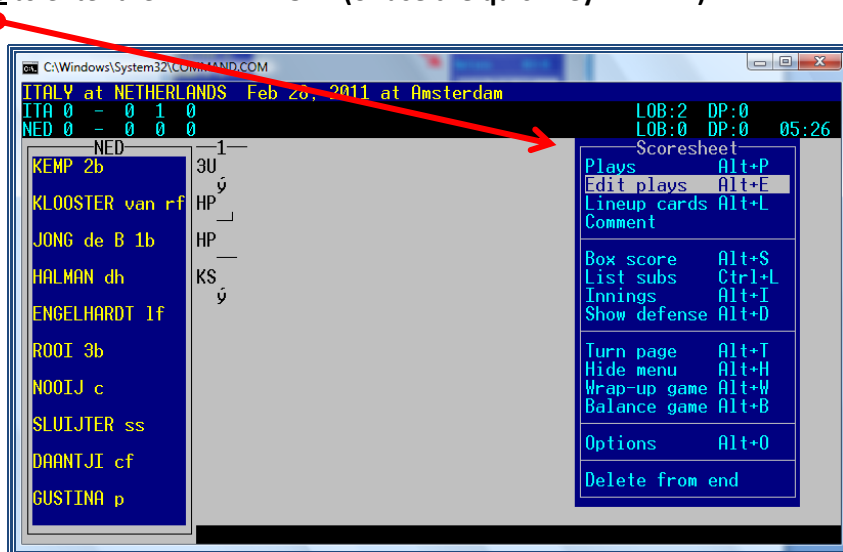
You can delete also the previous plays by repeating this action.

To return to scoring, select sub-menu Plays.

b) to correct plays previously inserted: USE PLAY EDITOR.

> Press **ESCAPE** to return to the Scoresheet Menu.

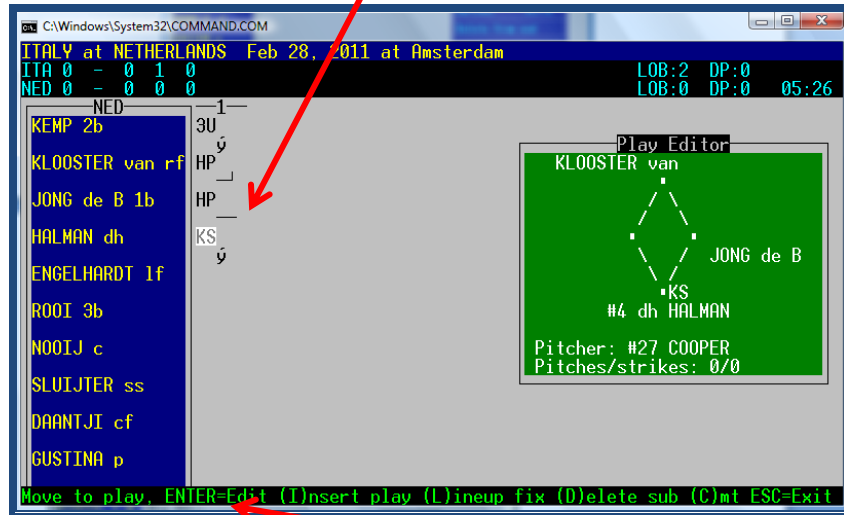
> Select **Edit Plays** to enter the **PLAY EDITOR**: (or use the quick key: ALT + E)



If you need to change the team press ALT + T.

The cursor will display the last inserted play in a **white square**.
To correct it, press ENTER, and insert the right play.

You can also “move through” the game, and locate the exact play to correct (like in this example).
> Using the arrow keys (↑↓ to move up/down, or →←, to go to another inning).



In this submenu, there is some helping text, with initial letters for an easier and faster use.

If you need to **change more plays**, press the **SPACE BAR** on your keyboard and stay in the play editor.
To **leave Play Editor**, and return to scoring, press **ENTER > Plays**

c) to change an unearned run into an earned run

As described before, go to the play that caused the unearned run (so if it was scored on a double of player 8 of the batting order, move the white square to the double). The run is mentioned as UE (unearned). Now **delete the letters UE**.

The program will ask for a confirmation: "Is Mazzanti G's run an Earned Run? Y(es) N)o T)eam unearned". Confirm with Y and the run becomes an earned run.

Press **ENTER** to get to the scoresheet Menu and continue with Plays.

d) to change an earned run into an unearned run

As described before, go to the play that caused the earned run (so if it was scored on a double of player 8 of the batting order, move the white square to the double). Press **ENTER** and then **CTRL + ENTER**.

The program will ask you "Enter the number of RBI's (0-x)". Reply to that question. Then the program will ask "Is Mazzanti G's run an Earned Run? Y(es) N)o T)eam unearned". Confirm with N and the run becomes an unearned run.

Press **ENTER** to get to the scoresheet Menu and continue with Plays.

Substitutions and defensive changes

☺ We strongly recommend using **the QUICK KEYS** for this task:

- F5** To edit the defensive line up (substitution in the field)
- F6** To insert a pitcher's change
- F7** To insert a Pinch Hitter
- F8** To edit the offensive line up (substitution at bat or on base (= pinch runner))
- ALT +L** To enter the line ups window

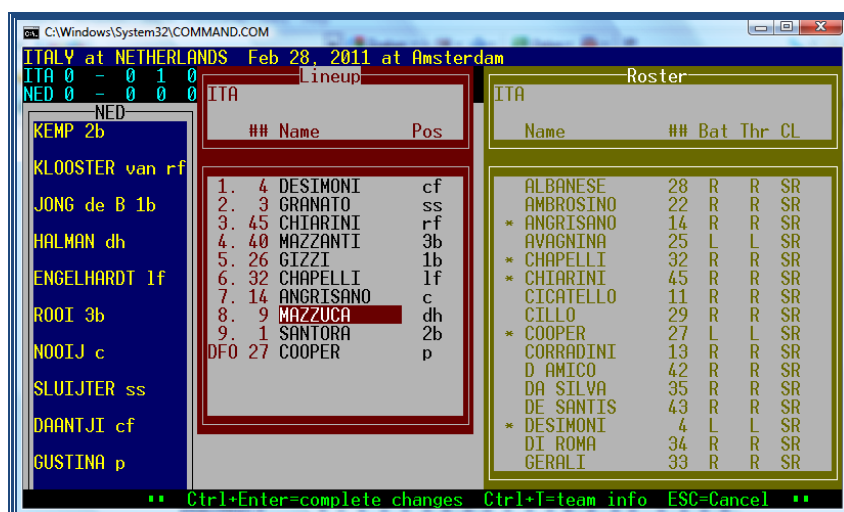
*** Pitcher Change:** Press F6 > write the shirt number or select the name from the list > ENTER.

*** Defensive changes:**

For a defensive change press F5

> **Select the player** involved in the substitution

> **Write the shirt number of the new player and the position or change the position of the old one** (as explained), then go on with the other defensive changes in the same way



👉 **PRESS ENTER until the end of the list, so the substitutions become effective** (or use CTRL + ENTER)
If we only use ESCape, the substitutions will **NOT** be effective.

*** Substitutions**

For new batters Press F7

Write the shirt number or select the name from the list > ENTER and write PH in the column for position.

Press F8 for a substitution in the offensive line up (batting order)

Write the shirt number for the new player and the position. If more substitutions appear at the same time, make sure all players have the right position afterwards.

Substitution of DH: Write the shirt number or select the name from the list > ENTER and write PH or PR (which is applicable) in the column for position. After this half inning, change the position in DH again, when the player is not going to be in the field.

When a substitution has taken place with position PH/PR, the program will miss a fielding position. It will come with a new window, saying " **the following defensive positions are not filled: xx**" Press ENTER and the program will lead you into the line-up, where you can change PH/PR into a fielding position. Press ENTER until the end of the list (or use CTRL + ENTER) to confirm the new position(s).

*** To check substitutions: > Go to sub-menu LIST SUBS (or use CTRL + L)**





After the Game

Wrap up (close) the game

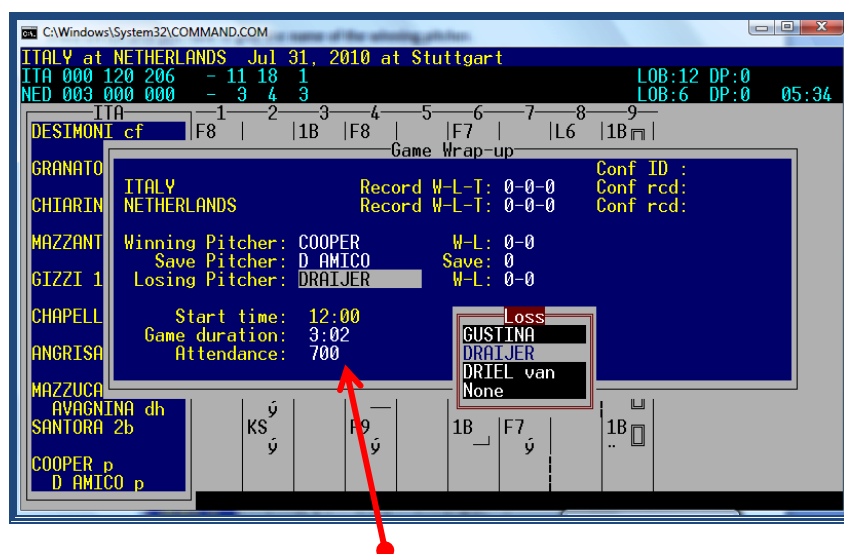
When the game ends, there are several tasks to do, especially if we are scoring live. To do that, we use the following sequence.

> Go to SCORESHEET MENU > WRAP UP

Press ENTER until you have to give the **name of the winning pitcher**.

You do that by using the arrows and choose the pitcher whose name is in the grey box. Check the name with the official scorer.

Do the same for the save and the losing pitcher. You don't fill in anything with the W-L/Save (the CO will do that).



Write the **Game duration** (here: 3:02) and **Attendance** (700) > ENTER.

Then a list "Stat name game" will appear. Press ENTER until the list disappears. You don't have to do anything else. (Press ENTER to all).

Save the game (**ALT + F**) and **QUIT** with **ESC**.

Now, after having checked that the game online is final (the word final must appear) the first thing you do is to **deactivate your Live Setup**.

Open the Game Reports window that you have minimized and go to > Live > Live setup > deactivate the Activate box.

👉 Now, you can also see or print the **BOX SCORE**

In the Game Reports window > Click on NCAA Box (or Compos) > File > Print

Remember: if you see anything that needs to be changed, you can use the Play Editor. After having used the Play Editor **DO THE WRAP UP and SAVE AGAIN** or your changes will not be in the game.

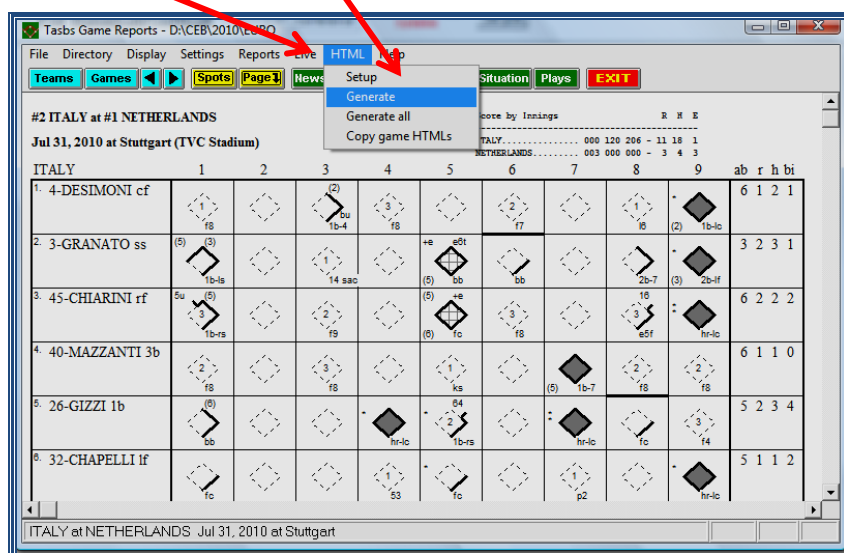
Generate the files of the game

Go to **SCCP > Game Reports > Games > Select the game > OK**

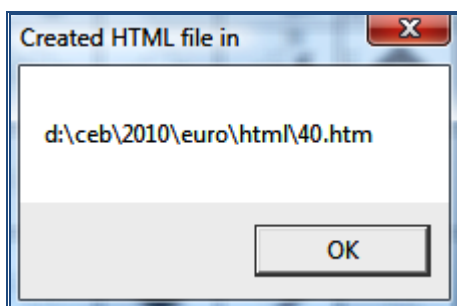
Before generating the file, check if the right boxes are ticked.

Go to **HTML – SETUP** and tick the boxes “Composite box”, “Play-by-play” and “Line score”

Now > **HTML > Generate**



The Program will now show the “path”, indicating the unit and directory for the **file with the extension .htm** created for this game.



Remember the path and the name of the folder because you’ll need it to put the file on the server (in this example, d:\ceb\2010\euro\) and to export this file (40.htm), which will be on the subfolder “HTML”.

Put the box score in the website

This is the same procedure as mentioned on page 11 on how to download the files from the server before the game. Without the pictures, we remind you with a short list.

> Open the Program “Leech FTP”.

> Enter the Server of the website by double clicking the "book" icon

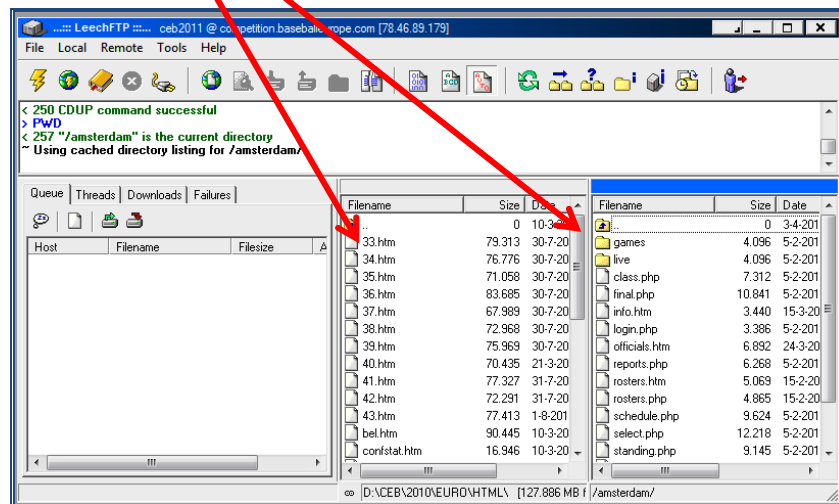
> Double click on the icon of the Server in the right side of the window

When connected you will see 3 “windows”:

(To return to a superior folder, double click on the icon of folder with a blue arrow).

> Now open the folder “Games” at the right side by double clicking it

> Select the game files with the extension .htm, which you will find in the folder HTML of the tournament directory



> Do a “Drag and drop” of the ____ .htm file from the center to the right window.

👉 The DE only must open and use the folder “GAMES”.

👉 Therefore, we recommend you that -in the first game of the competition – you select and set these folders. The following days, it will appear automatically. And we recommend keeping it as it is all days.

To QUIT/ESCAPE THE LEECHFTP PROGRAM

👉 You must **not** close with the box X at the right top of the window.

> First, click on the “switch” icon (to disconnect the server)

> Then click on the “man” icon (to leave the program)

Update the result in the website

> Enter the website, as explained in page 27. This time, do not click on the game number, but on the link that is placed in the column "Pool". Click on the letter that is mentioned there.

> Write the **final score** for home team (H) and Visitors (V):

> Inning box: Remove the word Live and write the number of innings played but only **if it is not 9** (e.g. 7-10-11). (If it is 9, don't write anything in the box and don't use half innings)

> **STANDING** Box: select **Played.** and in **BOX SCORE**, select **YES**

European Cup 2010			
Id: 1		Game: 1	
Pool: Pool A ▼		Game Code: 0	
Date: Wednesday 2nd June		Field: Neptunus 1 ▼	
Time: 11:00		Field link:	
Visit team: Savigny Lions (FRA) ▼		Score V: 1	
Home team: Telemarket Rimini (ITA) ▼		Score H: 9	
Inning:		Box: Yes ▼	
Standing: Played ▼		Box link: 01	
Back to list		<input type="button" value="Update"/>	

> In **Box link**, delete "**NoBox**", and write the name of the game file (exactly the same as formerly used)

> **Click UPDATE**, (placed in the lower part of the page)

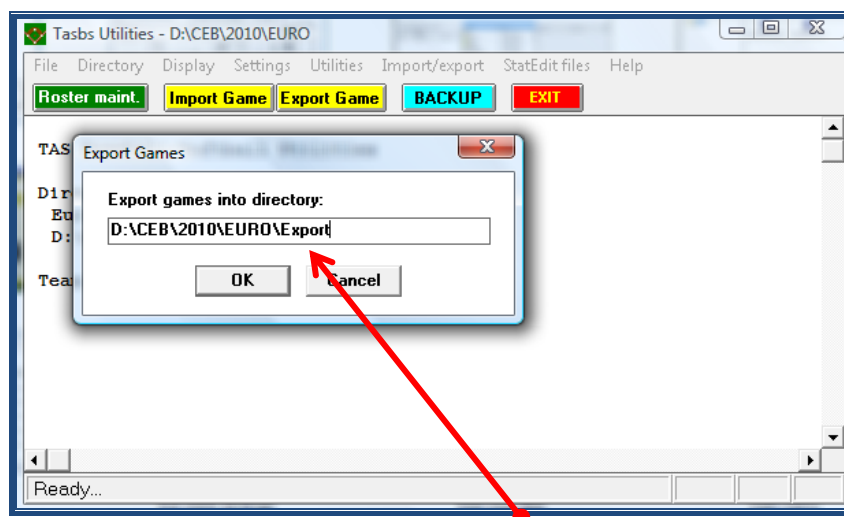
Quit with > **Back to List** > **Exit**

Export the game and send the game files to the server

👉 Before starting a Tournament, the CO will have created **a specific folder for the files to export**. If not, you can do it, on your computer hard disk. (For instance C:\CEB\2010\EURO\Export)

👉 We recommend all DE to use the same system of folders, to unify the scorers' labor.

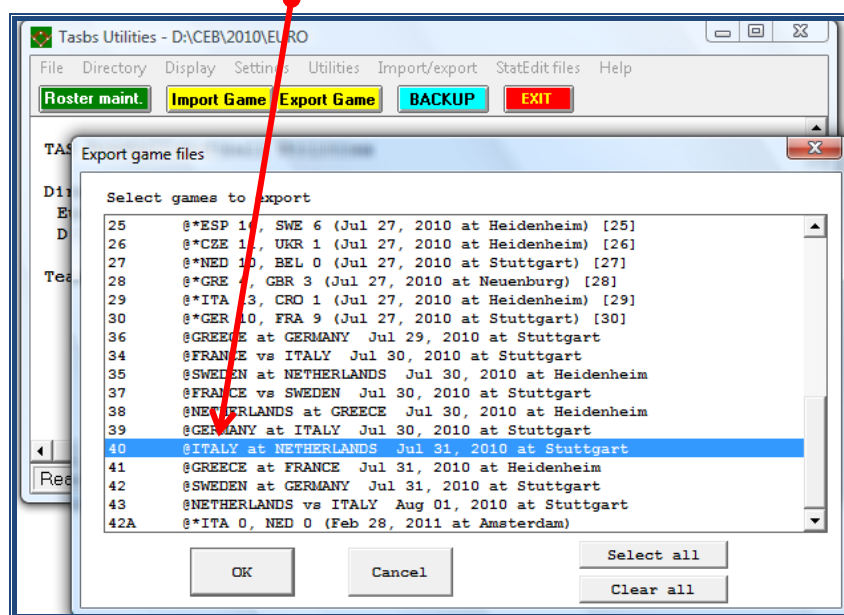
> Go to SCCP > Utilities / Roster Maintenance > Export Game



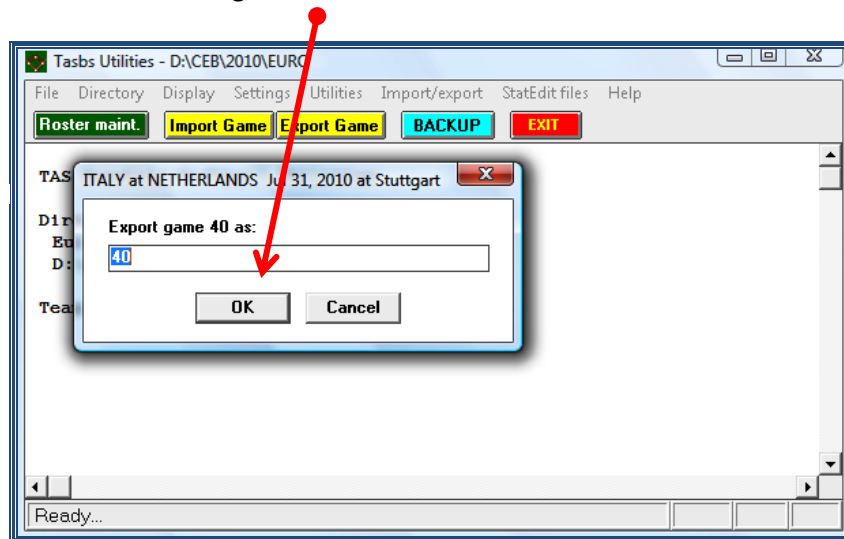
The program will ask for the name of the folder: **Confirm it with OK** (or write a new one; always use a folder "Export").

Then, you will see the list of games:

> **choose the game you want to export**, by clicking on it and **confirm with OK**



> **Confirm with OK** the name of the game selected



The program has now generated three game files. They end by the extensions .GAM .POS and .PLY. These are the files that the CO needs. So now you send the files to the CO.

> **Use LeechFTP to get a connection to the server.**

> **Drag and drop the 3 files of the game on the server in the folder GAMES.**

> **Refresh the right window, so you can see that the drag and drop has succeeded**

> **Close the LeechFTP connection**

> **Inform the CO by Messenger that the files are on the server**



Useful Attached Documents

List of scoring symbols



// (runners): indicates that a play affects both the batter and the runner(s).



In all these examples and in the symbols list, you will see there is **ONE SPACE** between symbols and numbers: **WRITE THIS SPACE WITH THE SPACE BAR OF YOUR COMPUTER.** (This happens in most of the plays, but not for all).



Remember criteria for hits: area in which the ball ends / falls after batting. Have a look at the **FIELD MAP** on page 61.



You can write the location of hits using the short position name (p, 3b, lf...) or the position number (1-9).

1B 8 / 1B CF	single to center field
1B 5 BU	single on a bunt to third base
2B 7 / 2B LF	double to left field
3B 9 / 3B RF	triple to right field
HR 8 / HR CF	homerun through center field
HR RF IP	homerun inside the field to right fielder
2B 9 GR	double by ground rule
1B LC	single to left center
1B RC	single to right center
1B LL	single down the left line
1B RL	single down the right line
1B LS	single to the left side
1B RS	single to the right side
1B MI	single to the middle

Walks, hit by pitch

BB	base on balls
IBB	intentional base on balls
HP /HBP	hit by the pitch

Ground Out

63	ground out 63
163	rolling to pitcher > shortstop > first baseman
3U / 3UA	rolling to first baseman unassisted
31 BU	grounded out on a bunt first baseman > pitcher

Fly Out

F8	fly out to center field
P6	pop fly to shortstop (<i>POP FLY: high fly ball to infield, in fair territory</i>).
L5	line out to third baseman
FF5	foul fly to third baseman
IF6	infield fly to shortstop

Strike outs

KS	strike out with swing
KL	strike out looking (no swing)
KS 23	dropped third strike and out by throw from catcher to first baseman

KS WP	Struck out and on first on a wild pitch
KS PB	struck out and on first on a passed ball
KS E2T	struck out and on first on an throwing error by the catcher
KS E3M A2	struck out and on first by assist catcher, error first baseman

K with runners' plays:

KS FC // runner: 25 CS	strike out fielder's choice for batter, caught stealing 25 for the runner
KS 24 DP // runner: X CS	strike out and caught stealing 24; defensive DP for catcher and second baseman

Errors

E6F	fielding error by shortstop
E4T	throwing error by second baseman
E6D	error on dropped fly by shortstop
E6F +E	the same batter arrives in second base by the error
E4M A6	for a play 6E4 (error on a muffed throw not caught by second baseman)
E3 DF	error on dropped foul ball
E3F BU	error by first baseman on a bunt
E4M NA A1	stayed longer on base by 1E4 (no advance)

! The program doesn't distinguish extra base and decisive errors.

☺ Be aware that the syntax for some defensive plays is in "THE OPPOSITE" ORDER IN RESPECT TO SCORING, e.g.: 1E3 in scoring is E3M A1 in the program).

Fielders' Choice

FC 6	Fielder's choice (O6 or FC), ball was hit to shortstop. Always enter the position of the fielder the ball was hit to.
FC 3 BU // runner 16	Fielder's choice with bunt to first base, runner out on second 16

Advance on Throw:

+T	symbol for the batter or runner, for instance after a hit: 1B 8 +T
-----------	--

O/2, O/#: Defensive Indifference by the catcher / ...

FC	write FC to the runner (but first: Open "Comments", and write "Defensive Indifference").
-----------	--

GDP (Grounded into Double/triple Play)

463 GDP //runner: X	GDP 46 > 63: the program credits automatically all the assists, putouts and DP for the defensive players. write only X for the runner put out.
543 TP //runners: X X	If there is a grounded into <u>triple</u> , write X for both runners in this case: play 5 – 54 – 43
FC 54 GDP //runners: X X	GDP with Occupied Ball (FC). In this case play: 5 > 54 > GDP O5.

DP / TP defensive (not GDP):

KS 24 DP //runner: X CS	double play strike out and caught stealing
L6 DP //runner: X	double play line out to shortstop and runner out
L54 DP //runner: X	double play line out to 3b, assist 3b > 2b.
543 TP //runners: X X	triple play line out to 3b, assist 3b > 2b. Assist 2b > 1b.
F862 DP //runners: X	double play fly out to cf, assist cf > assist ss > c
F862 TP //runners: X X	triple play fly out to cf, assist cf > ss, assist ss > c
FC X // runner 654 DP	double play; batter reaches first base and then goes out
	play assist ss > 3b, assist 3b > 2b

Sacrifices:

13 SAC //runner(s): +	Sacrifice Hit 13 for the batter, runner(s) advance
E3M A1 SAC //runner(s): +	Sacrifice Hit 1E3 for the batter, runner(s) advance
E3F SAC //runner(s): +	Sacrifice Hit E3, runner(s) advance
F9 SF //runner(s): +	Sacrifice Fly 9, runner(s) advance
E8D SF //runner(s): +	Sacrifice Fly 8 dropped, runner(s) advance

RBI

In many situations, the program recognizes a RBI. In that case it will ask for a confirmation: “Insert the number of RBI (0-1-2-3)”, with the possible ones. The DE writes the right number.

Runners’ and batters’ advances

To credit runners an advance, we have to place the cursor on his box, using ENTER key

+	when runner advances one base
++	when runner advances 2 bases
+++	when runner advances 3 bases

👉 If a runner does **NOT** advance: > click **ENTER** in his grey box.

+ +E	when a runner advances by a hit and then advances another base by an error.
-------------	--

Have a look at the difference:

++E	the runner advances two bases on an error
------------	---

1B 6 +E6T	when a batter advances an additional base due to extra base or decisive errors. <u>In this example:</u> hit to ss and extra base error on throw by ss: the batter reaches 2 nd base.
------------------	---

👉 **When several advances are a result of the same error, DO NOT WRITE the defensive number of the player twice, because if you do that, you will be crediting 2 errors. Just write the advance of every runner with +E.**

1B 8 +E8T //runners: + +E	<u>In this example:</u> Runner on 1st base. Hit to cf, and extra base error on throw by cf: the batter reaches 2 nd base. The runner advances to 2nd by the hit, and to 3rd by the error.
---	--



F9 SF //runners: +E9T +E

To indicate a runner advancing due to errors made on his play, or on other players. In this example: Bases loaded. SF to rf. The runner on 3rd scores. Then, extra base error on throw by rf. The other runners advance to 3rd and 2nd by this error.

👉 If there are 2 outs, and a runner advances because of an error, remember **TO WRITE THIS ADVANCE WITH +E**, to indicate that this advance is **NOT legal (for Earned Runs)**.

Stolen Base – Caught Stealing

SB	Stolen Base for the runner. (Don't need to credit to catcher)
SB E2T	Stolen Base followed by advance on error
SB FPO	Stolen Base with failed pick off (SB not credited for catcher).
24 CS	Caught Stealing, assist c, putout 2b.
E6M CS FPO – A13	Caught Stealing 13E6 with failed pick off As the grey box is not large enough: first enter the play, then return to the runner and put in the assists
136 CS PO	Caught Stealing after pick off – play 136
13 PO	out on pick off – play 13

WP, PB, BK

To credit this kind of advances, place the cursor on the runners grey box, using **ENTER**.

WP	Wild Pitch
PB	Passed Ball
BK	Balk

👉 If more than one runner advances with the same WP/PB/BK:

> **Write the symbol to every runner**, the program understands that it is just one WP/PB/BK

++WP	If a runner advances 2 bases with the same action. (Do not write WP twice, because the program would credit 2)
KS WP	Strike out with Wild Pitch
KS PB	Strike out with Passed Ball

Earned Runs (ER) / Not Earned Runs

First, notice that the program displays them with different symbols in the score sheet screen:

ER: ☒ Not ER: ☐

When there's no question about a run being earned, the program will recognize the earned run automatically. In all cases where the program is not sure, you will be asked to enter the information by yourself. Example: **"Is Mazzanti G's Run an Earned Run? Y)es N)o T)eam unearned"**

At this point, you write the initial:

Y (Yes) – **N** (No) – **T** (if it is a Team unearned = *ER for the pitcher, but not for team*).

😊 Sometimes the scorer has to wait to decide whether the run is ER or not, depending on the evolution of the inning. When it becomes an Earned Run, **use the Play Editor** (🔗 page 36) to change it.

Out By Rule

BI	Out for Batter Interference
RLE	Runner left early (only for juveniles)

There are NO other symbols specified for Out By Rule (OBR)

When an Out by Rule (OBR) applies, first open the comment in the scoresheet menu, add the comment, go back to plays and put in the play on the batter / runner.

::: NAME Out by rule - Batter's illegal action :::	for the batter: 2U
::: NAME Out by rule - Strikeout by rule :::	for the batter: KS
::: NAME Out by rule - Touched by own batted ball :::	for the batter: 2U
::: NAME Out by rule - Out of turn :::	for the batter: 2U (or the play)
::: NAME Out by rule - Refuse to touch first base :::	for the batter: 2U
::: NAME Out by rule - Refuse to touch base :::	for the batter: 2U
::: NAME Out by rule - Dropped infield fly :::	type the play
::: NAME Out by rule - Hit by fair ball :::	type the play (batter basehit, runner the play)
::: NAME Out by rule - Base line violation :::	type the play
::: NAME Out by rule - Passing preceding runner :::	type the play
::: NAME Out by rule - Run reverse order :::	type the play
::: NAME Out by rule - Runner interference :::	type the play
::: NAME Out by rule - Interference by preceding runner :::	type the play

Batting Out of Turn:

B:#	to set the batting order for the regular batter
B:4	instead of the 3rd batter the 4th goes at bat

Tie Breaker

R:#,b	to replace and set batter # (of the batting order) in the proper base
R:3,2	to put batter 3 of the batting order on second base

When a Tie Breaker starts with a new pitcher, be aware to put in the new pitcher before the runners / batter of this new inning.

Time-out

Every time there is a visit to the pitcher, we will record it, in order to show it in the Play by Play. To do this:

> Go to SCORESHEET Menu > **COMMENTS**

> Write “::: Coaching visit to mound :::”

Other plays

Most possible plays were mentioned and described so far. For all other situations we refer to the list under the key F1. This list is also published in this attachment on page 62 and further.

Other comments

Besides the already given examples for comments, you can also use:

::: Suspended Game - Injury Delay :::
 ::: Suspended Game - Rain Delay :::
 ::: Suspended Game - Fog Delay :::
 ::: Suspended Game - Light Failure :::
 ::: Game should be restarted at hh:mm :::

Quick keys

There are combinations of keys for easy use in the Scoresheet menu:

ALT + F1	to see the list of these quick keys . To leave it, press ESC.
F1	Show the complete list of scoring symbols (to go forth and back in this window, use the keys Av PAG / Re Pag of your PC)
ALT + B	to see the balance of the Scoresheet
ALT + D	to check defensive positions
ALT + E	edit plays
ALT + F	to save the file of the game, after inserting Game info, and at the end of game. (During the game program does it automatically at the end of every half inning).
ALT + G	to see / edit Game Info Menu
ALT + H	Hide the Menu
ALT + I	Read the Information of PLAY BY PLAY. (Use arrow keys (↑↓) to find the inning needed)
ALT + L	to see / edit line ups
CTRL + L	List of substitutions
ALT + Q	to Quit a menu
ALT + R	to see /edit rosters
ALT + S	to see the stats of the team (offensive and pitching). Useful to check them with the official scorekeeper)...
ALT + T	Turn the Scoresheet page, from one team to the other.
ALT + U	Update stat counts
ALT + W	Wrap-up game (some data for summary, made at the end of the game).

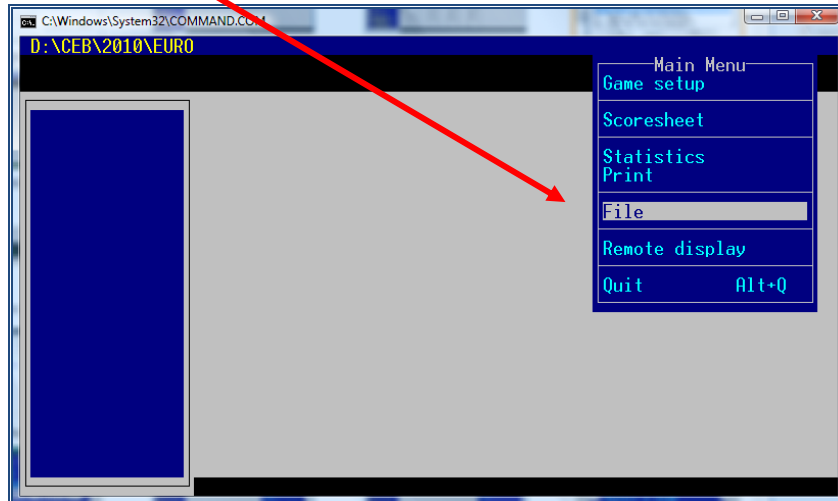
For substitutions and changes:

F5	To edit defensive line up
F6	To insert a pitcher's change
F7	To insert a Pinch Hitter
F8	To edit offensive line up / pinch runners

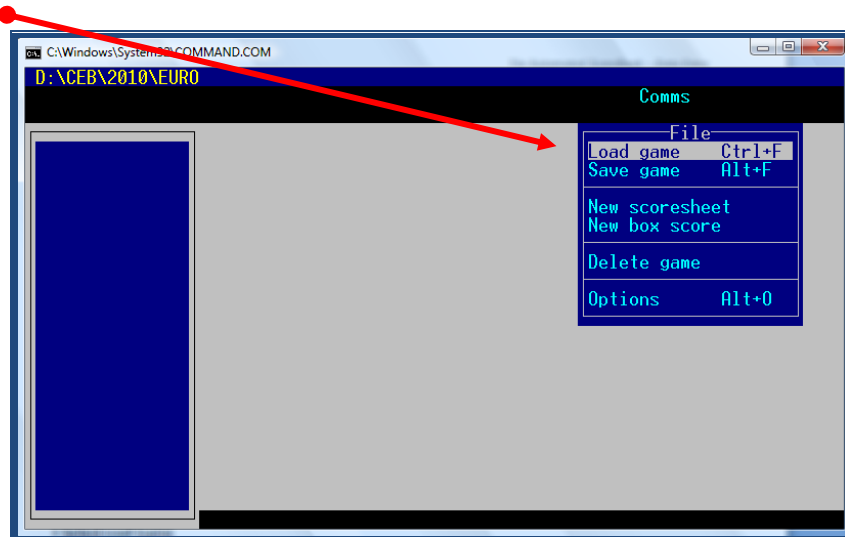
To modify an already played and inserted game

When you need to open a game, to revise, modify, check, or keep on scoring a suspended game:

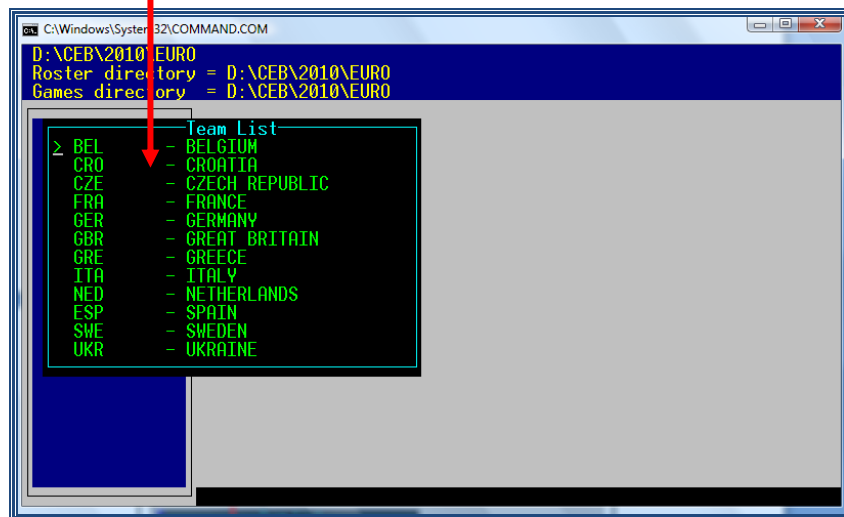
> Go to Main Menu, and select File



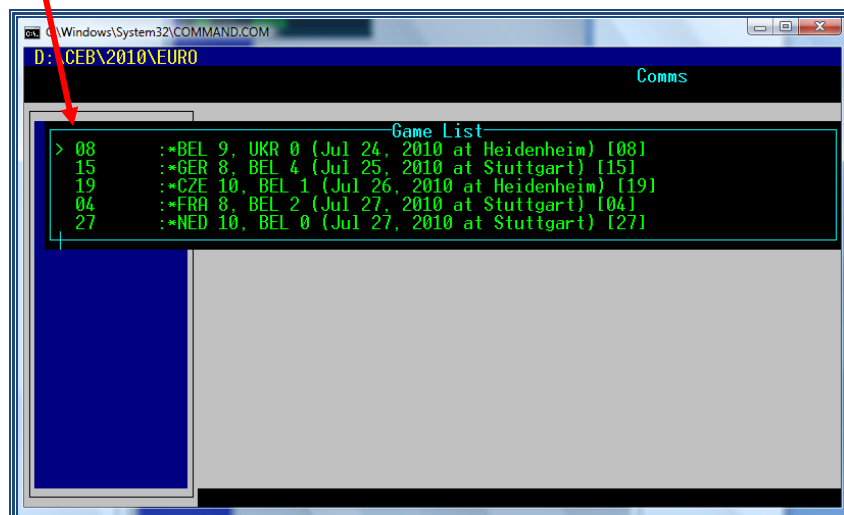
> Select Load Game



- > **Select one of the teams who played it the game**(visitor or home), using the arrow keys (↑↓)
(In this example Belgium)



- > **ENTER** and a list of all the games of this team appears.
> **Select the concrete game** from the list displayed, using the arrow keys (↑↓)
> **ENTER** to confirm



The game you need to revise, modify, check now opens on your screen and you can continue by using Plays. Don't forget to do a wrap-up again after you have finished.

Troubleshooting

a) Problems with the internet connection

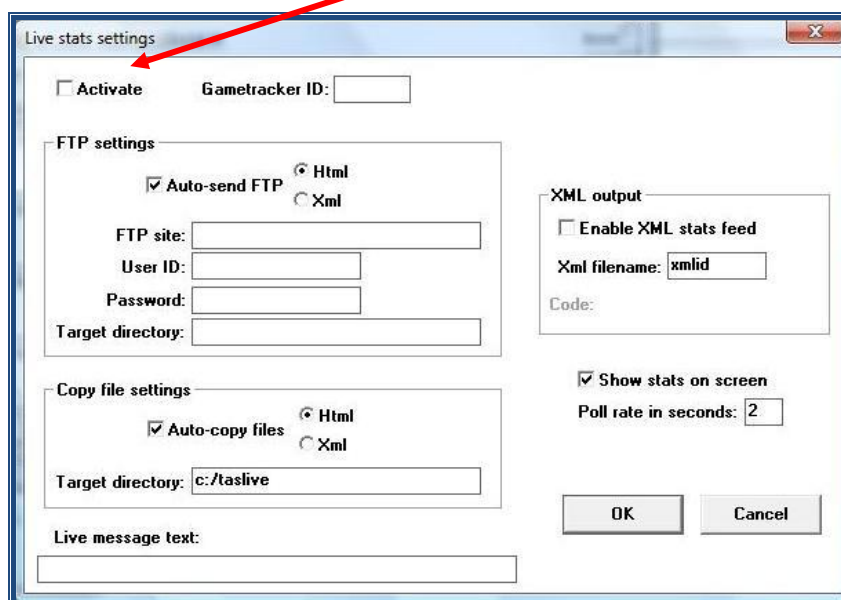
Normally, if all the connections and cables of your computer are correct, you will have to contact the person responsible of the field / expert person.

If you can choose a cable connection, it will be safer and faster than a Wi-Fi connection.

If the problem persists, keep on scoring the game, and afterwards, do the task of the 3rd part (After the Game), in another computer/place.

☺ Sometimes, when there is a problem with the Internet connection of the field (the Internet play by play is not updating automatically), you have to reactivate the program.

In this case, **go to Game Reports – Live – Live Setup, deactivate the ACTIVATE box, and then activate it AGAIN.**



SERIOUS FAILURE IN THE CONNECTON TO INTERNET

☞ If after we have done the above and we realize the connection is still not working properly, we have to give ourselves some time to check, and proceed like this:

> Save the game

> Quit the game

> Find the TAS FTP icon that will be in the Desktop Menu Bar, (placed in the lower part of your computer's screen).

**TAS
FTP**

> Select it, and choose END TASK NOW, by clicking at the same time CTRL + ALT + DEL

- > Click on **END NOW**
- > Exit the SCCP > Exit the program
- > Enter again the Program > Load the game (File > Load Game)
- > Go to LIVE > LIVE SETUP
- > Click again in the box ACTIVATE

In case the above does not work, we can also do:

- > **GAME REPORTS** > select the game > LIVE > **SEND STAT FILES**

b) Players in the field, but NOT in the roster

When there is a new player in the lineup given by the team, or a player is not in the roster (yellow list) follow the procedure as described on page 19 and 20.

Checklist of tasks in order when scoring a game

BEFORE THE GAME

- | | | |
|---|------|---------|
| 1) Connect to Internet | | |
| 2) Update the folder with stats / rosters / results ... | page | 11 |
| - download and import the folder from the server | | |
| - drag and drop in your PC | | |
| - update stats | | |
| 3) Capture stat files | page | 14 |
| 4) Insert the Game Info (field, time, umpires...) | page | 16 |
| 5) Insert the Game teams and line ups | page | 18 |
| 6) Save the Game | page | 21 |
| 7) Load Stat Files | page | 22 |
| 8) Insert the names of scorekeepers and TC | page | 23 |
| 9) If wanted, choose the option to show pitches count | page | 24 + 31 |
| 10) Activate the game "live" to Internet | page | 24 |
| - Insert the logos of the teams | | |
| - activate the game | | |
| 11) Show the live connection in the results website | page | 27 |

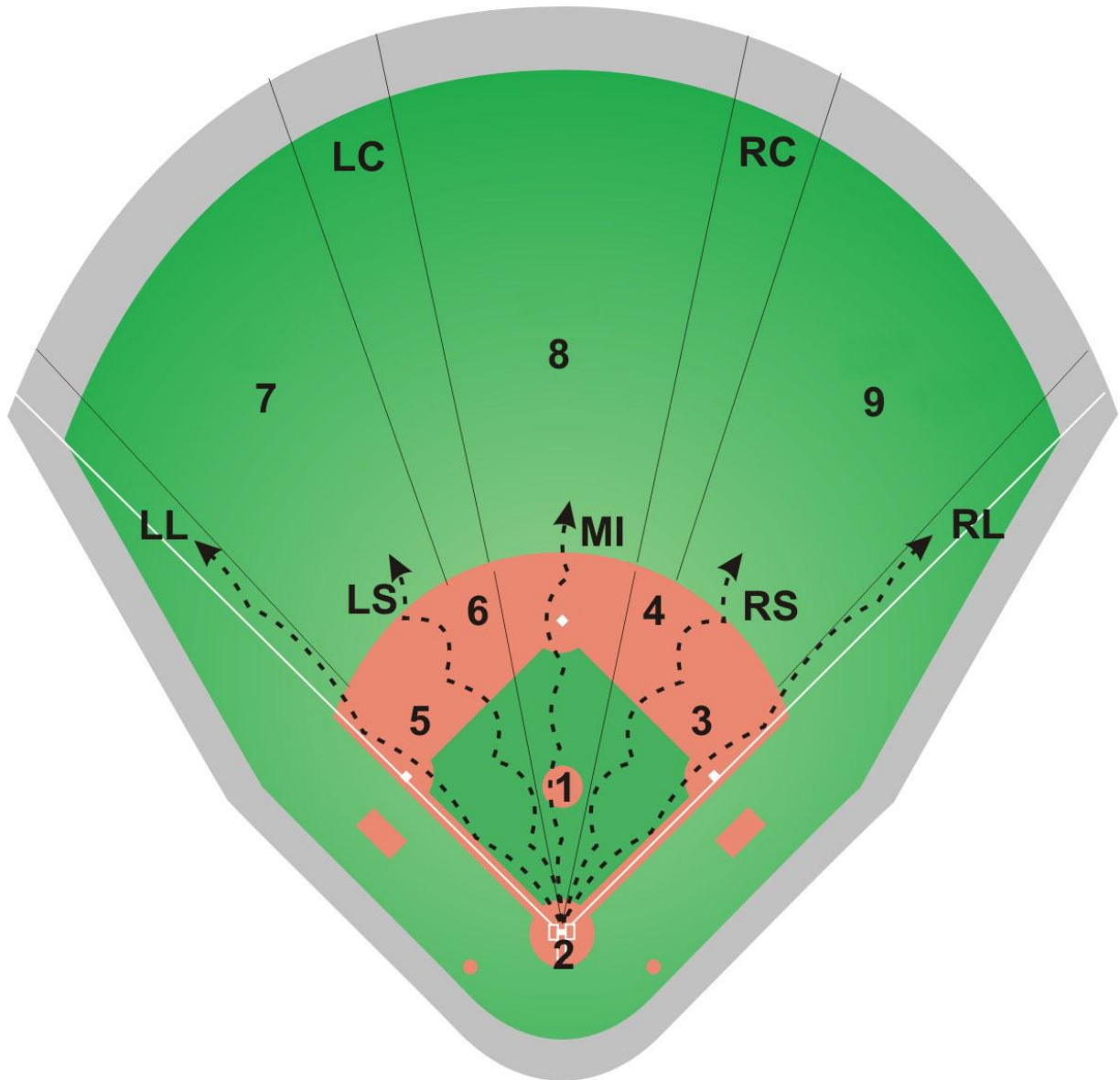
DURING THE GAME

- | | | |
|--|------|----|
| Besides scoring the game: | | |
| * Activate the option to show pitches count, if wanted | page | 31 |
| * Check the stats with the official scorekeeper | | |
| * Insert text in case of coaching visit to pitcher | page | 35 |
| * Insert substitutions | page | 38 |

AFTER THE GAME

- | | | |
|--|------|----|
| 1) Wrap up the game (pitchers' credits, etc.) | page | 43 |
| 2) Check the stats with the scorekeeper | | |
| 4) Generate the files of the game | page | 44 |
| 6) Put the box score in the website | page | 45 |
| 3) Update the final result in the website of the Competition | page | 46 |
| 5) Export the game and send the game files to the server | page | 47 |

The "field map" – determining areas for hits



Play by play scoring – scorebook help F1

Batter keywords

1B	=	Singled	SAC	=	Sacrifice hit (bunt)
2B	=	Doubled	SF	=	Sacrifice fly
3B	=	Tripled	RBI	=	Runs batted in
HR	=	Homered	RBI#	=	Runs batted in (#)
BB	=	Walked	DP	=	Hit into double play
IBB	=	Intentional walk	GDP	=	Grounded into DP
HP	=	Hit by pitch	TP	=	Hit into triple play
FC	=	Fielders choice	PB	=	Reached on passed ball
CI	=	Catchers interference	WP	=	Reached on wild pitch
BI	=	Batters interference	DF	=	Dropped foul ball
E#	=	Reached on error by #	BU	=	Batter bunted
F#	=	Flied out to #	+	=	Advanced extra base
P#	=	Popped up to #	++	=	Advanced 2 extra bases
L#	=	Lined out to #	+++	=	Advanced 3 extra bases
IF#	=	Infield fly to #	+T	=	Advanced on throw
FF#	=	Fouled out to #	+E	=	Advanced on error
#-#	=	Grounded out # to #	A#	=	Assist for position #
###	=	Multiple assists	O:#	=	Set outs to #
#UA	=	Gnd out unassisted to #	B:#	=	Set batter to #
K	=	Struck out	R:#,b	=	Place batter # on base b
KS	=	Struck out swinging	INT	=	Interference / obstruction
KL	=	Struck out looking	/	=	No play

Runner keywords

SB	=	Stolen base	+	=	Advanced 1 base
CS	=	Caught stealing	++	=	Advanced 2 bases
PB	=	Advanced on passed ball	+++	=	Advanced 3 bases
WP	=	Advanced on wild pitch	+E	=	Advanced on error
PO	=	Picked off	+E#	=	Advanced on error by #
UE	=	Scored unearned run	+T	=	Advanced on throw
NA	=	No advance	X	=	Out on double play or TP
FPO	=	Failed pick off (on SB)	RLE	=	Runner left early
TU	=	Team unearned run	INT	=	Interference
BK	=	Advanced on a balk	IP	=	Advanced on illegal pitch

Situation adjust keywords

O:#	=	Set outs to #
B:#	=	Set batter to #
R:#,b	=	Put batter # on base b

Hit location keywords

1B	=	Singled
1B P	(or 1B 1)	= Singled to pitcher
1B C	(or 1B 2)	= Singled to catcher
1B 1B	(or 1B 3)	= Singled to first base
1B MI		= Singled up the middle
1B LS		= Singled thru the left side
1B RS		= Singled thru the right side
2B LF	(or 2B 7)	= Doubled to left field
2B CF	(or 2B 8)	= Doubled to center field
2B RF	(or 2B 9)	= Doubled to right field
3B LL		= Tripled down the left field line
3B RL		= Tripled down the right field line
HR LC		= Homered to left center

HR RC = Homered to right center

Error keywords

E5 = Error by 3B
 E5T = Throwing error by 3B
 E5F = Fielding error by 3B
 E5D = Dropped fly by 3B
 E5M = Muffed throw by 3B

Special keywords

? = display season profiles for current batter/pitcher
 X = transmit season profiles for current batter/pitcher
 P = display the Pitch-by-Pitch entry window

Quick roster changes

#num = set uniform number for current batter to "num"
 :bt = set batting profile for current batter to "b" (LRB)
 : = set throwing profile for current batter to "t" (LR)

Sample situations

Play scenario	Enter for batter	Enter for runner
Base hit	1B (or 2B, 3B, HR0	
Doubled to left field	2B 7	
Doubled down lf line	2B LL	
Tripled down rf line	3B RL	
Bunt hit to third	1B 3B BU	(or 1B 5 BU)
Homered to right center	HR RC	
Base on balls	BB	
Intentional BB	IBB	
Hit by pitch	HP	(or HBP)
Grounded out	4-3	(or 43)
Unassisted ground out	3UA	
Flied Out	F-7	(or F7)
Popped out	P-4	(or P4)
Lined out	L-6	(or L6)
Fouled out	FF-5	(or FF5)
Struck out (looking)	K (KL)	
Reached on strikeout	K PB (K WP, K E2)	
Fielders choice (strike out)	K FC	25 CS
Reached on fielders choice	FC	46
Grounded into double play	653 GDP	X
Lined into double play	L63 DP	X
Flied into double play	F845 DP	X
Double play strikeout	K 24 DP	X CS
Fielders choice double play	FC 54 GDP	X (for 2 runners)
Triple play	543 TP	X (for 2 runners)
Sacrifice bunt	14 SAC	+
Sacrifice fly	F7 SF RBI	+
Batters interference	BI	
Catchers interference	CI	
Error by ss	E6	
Fielding error by 3B	E5F	

Throwing error by lf	E7T	
Interference by pitcher	E1 INT	
Dropped foul ball	E9 DF	
Muffed throw	E3 A6	
Advanced on throw	1B +T	++
Runner out trying to score	1B	+ 72
Stolen base		SB
Stolen base, advanced on error		SB E2
Caught stealing		26 CS
Advance on wild pitch		WP
Advance on passed ball		PB
Stolen base on failed pickoff attempt (no stolen base against the catcher)		SB FPO
Advanced on a balk		BK
Advanced on an illegal pitch		IP
Runner advanced 2 bases	1B	++
Runner scores on error	1B E9	++E9
No advance on error		E4 A1 NA
Runner picked off at 1 st		13 PO
Runner out in run-down		16454

Account for each player

When scoring a play, account for what happened to the batter and each runner during the play. The following example shows the batter singled to right and advanced on the throw, the runner at 1st advanced to 3rd, and the runner on 2b was thrown out attempting to score:

Batter	1B 9 +T	(singled to right & advanced on the throw)
Runner 1	++	(advanced 2 bases)
Runner 2	+ 92	(advanced 1 base, out rf to c)

Enter the defensive scoring first

You must enter the defensive scoring to account for what happened to the batter before entering additional keywords. For example:

Correct	Incorrect
F9 SF	SF F9
53 SAC	SAC 53
643 GDP	GDP 643
E9 DF	DF E9
24 CS	CS 24

Advancing runners

The program automatically advances the runner the number of bases indicated by the batter action unless you answer "N" to the advance prompt. You can also use the following actions to show an advance due to an error, a throw to another base, etc.

+	Advanced a base
++	Advanced two bases
+++	Advanced three bases
+T	Advanced a base on the throw
+E	Advanced a base on the error
+E#	Advanced a base on an error
++E#	Advanced two bases on an error
+++E#	Advanced three bases on an error

Think of the plus "+" sign as the equivalent of drawing a line from one base to another in the scorebook.

Defensive scoring

The dash "-" is optional when entering plays like F-8, P-4, L-6, 6-3, 6-4-3 etc. Also the "F" and the "P" characters are not required for fly out and pop-outs. You can just enter "9" or "6", the software will automatically score a putout and generate the correct text in the play-by-play narrative.

Moving around the play window

Enter	=	Move to the next runner
TAB	=	Move to the next runner
Backtab	=	Move to the previous runner / batter
Right arrow	=	Move right one character
Left arrow	=	Move left one character
Del	=	Delete one character
Ins	=	Toggle insert character mode
Esc	=	Close window and cancel changes
F1	=	Display play window help

The play will be accepted when you press <Enter> in the field for the last runner or press <Enter> in the field for the batter if there are no runners on base.

Base runner symbols

The position of each runner is indicated on the score sheet using the following symbols:

—	=	runner at 1st	ŷ	=	batter put out
└	=	runner at 2nd	ŷ	=	runner put out at 2nd
└	=	runner at 3rd	ŷ	=	runner put out at 3rd
☐	=	scored (earned)	ŷ	=	runner put out at home
☐	=	scored (unearned)	ŷ	=	runner put out at home
☐	=	scored (team unearned)	ŷ	=	runner put out at home
			..	=	1 RBI
			:	=	2 RBI
			::	=	3 RBI
			:::	=	4 RBI

Unearned runs

If a runner scores when an error or passed ball has occurred in the inning you will be prompted to whether the run is an earned run. Press "Y" or "N" to indicate if it is earned. Earned/unearned runs will be indicated on the scoresheet display as follows:					
☐	=	earned run	☐	=	unearned run
To indicate a team unearned run press "T" to answer the earned/unearned run prompt. The run will then be unearned against the team but earned against the pitcher, and the "TU" (team unearned) keyword will automatically be inserted by the software for you.					
☐	=	team unearned run			

Runs batted in

When a runner scores you will be prompted for the number of RBIs. Press a key indicating the number of RBIs. The number you type will be represented on the scoresheet with one of the following symbols:

```

..  =  1 RBI
:   =  2 RBI
:.. =  3 RBI
::  =  4 RBI

```

Double plays

Scoring double plays can be the trickiest thing to enter in the program. Note the following points when entering double plays:

- Enter the defensive scoring BEFORE you enter the "DP" or "GDP" keyword.
For example: "643 GDP"
- Enter an "X" for the runner who was put out on the double play
- Use the "GDP" keyword to add the batter's "grounded into double play" stats. Otherwise use the "DP" keyword to indicate not to add the GDP count for the batter. In either case, the offensive and defensive teams will be credited with a team double play.
- Unless you indicate a fly- or pop- or line-out double play, the last two players in the defensive scoring are credited with the putouts on the play.
For example: "643 GDP" the 2b and 1b positions get putouts
 the ss and 2b positions get assists
- If you score a fly- or pop- or line-out double play, the first and last players in the defensive scoring are credited with the putouts.
For example: "F862 DP" the cf and c positions get putouts
 the cf and ss positions get assists
- If the first player involved in a double play has a putout and an assist on the play, you can abbreviate the scoring if you want.
For example: the following scoring notation is equivalent in the defensive statistics:

663 GDP	or	63 GDP	
553 GDP	or	53 GDP	
L3 DP	or	3 DP	
L43 DP	or	43 DP	
82 DP	or	882 DP	or F82 DP

