

The Ballclubz App

A guide for BBF scorers



Jason Toms - BBF Scoring Director

Jason.Toms@britishbaseball.org.uk

Scoring@britishbaseball.org.uk

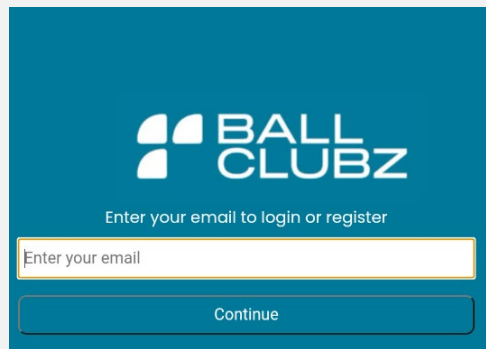
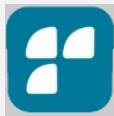
Registering

as a new scorer

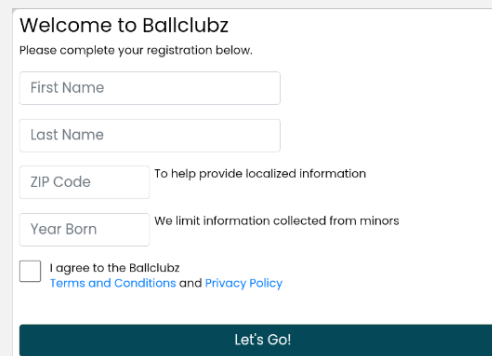


Registering On The App As A New Scorer

Registering



The screenshot shows the Ballclubz app's login/register screen. It features the Ballclubz logo at the top, followed by the text "Enter your email to login or register". Below this is a text input field with the placeholder "Enter your email" and a "Continue" button at the bottom.



The screenshot shows the "Welcome to Ballclubz" registration form. It includes fields for "First Name", "Last Name", "ZIP Code", and "Year Born". There are also checkboxes for "I agree to the Ballclubz Terms and Conditions and Privacy Policy" and a "Let's Go!" button at the bottom.



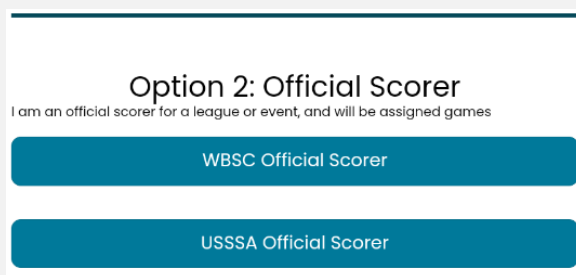
The screenshot shows a button labeled "I'm a Scorekeeper" with the text "Next steps: select team or league, keep score..." below it.

1. Download the Ballclubz app from the relevant app store.

2. Enter the email address you wish to use for your account. A "One Time Code" will be emailed to you at this point to enable you to log in. There is currently no other way of logging in.

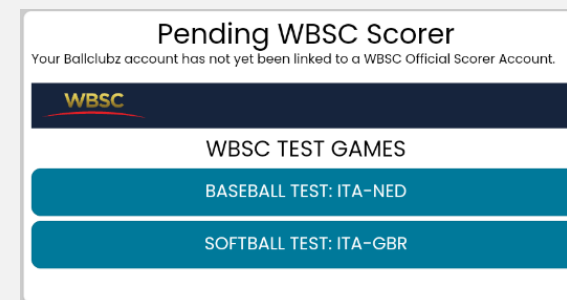
3. If you do not already have an account, complete the short registration form. Use "12345" as the ZIP code, as UK postal addresses are not recognised.

4. Click the "I am a Scorekeeper" button.



The screenshot shows the "Option 2: Official Scorer" screen. It includes the text "I am an official scorer for a league or event, and will be assigned games" and two buttons: "WBSC Official Scorer" and "USSSA Official Scorer".

5. Choose "WBSC Official Scorer" from the list of options on the next screen.



The screenshot shows the "Pending WBSC Scorer" screen. It includes the text "Your Ballclubz account has not yet been linked to a WBSC Official Scorer Account." and a WBSC banner. Below the banner are three buttons: "WBSC TEST GAMES", "BASEBALL TEST: ITA-NED", and "SOFTBALL TEST: ITA-GBR".

6. You should now see "Pending WBSC Scorer" and the WBSC banner. All that's left now is to email Scoring@britishbaseball.org.uk to tell us you've registered, and wait for your account to be linked.

Creating A WBSC Profile

Registering



With the app installed and a Ballclubz account created, you can explore the WBSC Test Game and get used to the app's features, however you won't be able to score any BBF games yet because your app account needs to be linked to a WBSC profile.

If you've played baseball in a BBF affiliated league since 2021, you should already have a profile, we'll just need your email address to create a user account. If not, or if you're not sure, please provide the following details to scoring@britishbaseball.org.uk to enable us to create one:

Name (this needs to be your full legal name)

Preferred Name ("Phil" if your full name is Philip, for example. Note this works for surnames, too – e.g., "Rodriguez" instead of "Rodriguez de la Cruz").

Email Address (this must be the same one you used to register for the app)

Date of Birth

Biological Gender (this is a required field)

Country of Birth (and Nationality, if different)

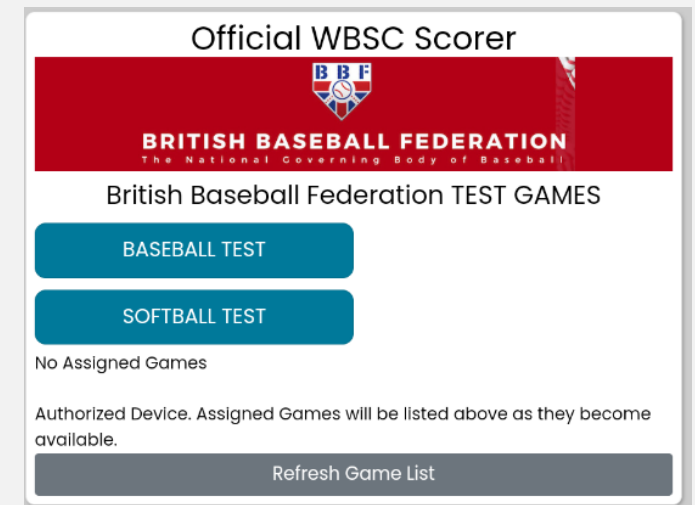
Once this info is provided, we can set up your WBSC profile (if it doesn't already exist) and user account.

We'll then submit the new scorers to WBSC for linking to the app. This is usually done in batches a few times per week, unless urgent, and can take up to 48hrs.

Once your account is linked, it'll look like the image to the right when you log in.

When you can see the red BBF banner, and the title says "Official WBSC Scorer", you're all ready to go.

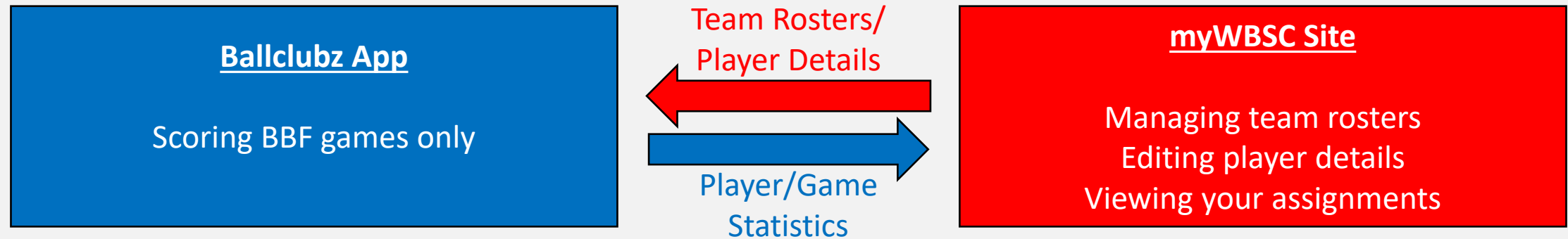
Games that are assigned to you will appear just below the test games, viewable 48hrs before first pitch, though they'll only be active 24hrs before first pitch.



We use two different (but linked) services to score games and track player statistics:

- **Ballclubz App** (for scoring games)
- **WBSC website** (for everything else)

Note: As a scorer, you will not necessarily have access to do anything in myWBSC other than view your own assignments and view/edit your profile, unless you are also a Team Admin.



BBF Game Assignments

- For 2024, scorers are being assigned all at once, however you can only see them in the app 48hrs before each game starts.
- Assigned to home team's designated primary scorer – unless we're notified otherwise (scoring@britishbaseball.org.uk).
- Changes to assignments are easy to make, just let us know who the new scorer should be.
- Let us know if you can't see any games you're expecting to **on the Friday of the game week**, where possible.
- Revisions to completed scored games can be made yourself via the app until **midnight on Wednesday** following the game, at which point the games are made official and won't be changed. BBF Scoring reserve the right to amend scoring where rules have been incorrectly applied (earned/unearned runs, wrong winning/losing pitcher, etc).

App Introduction

A look at the main features



“Official WBSO Scorer” / BBF Banner
If you can't see this, you're not fully registered yet.

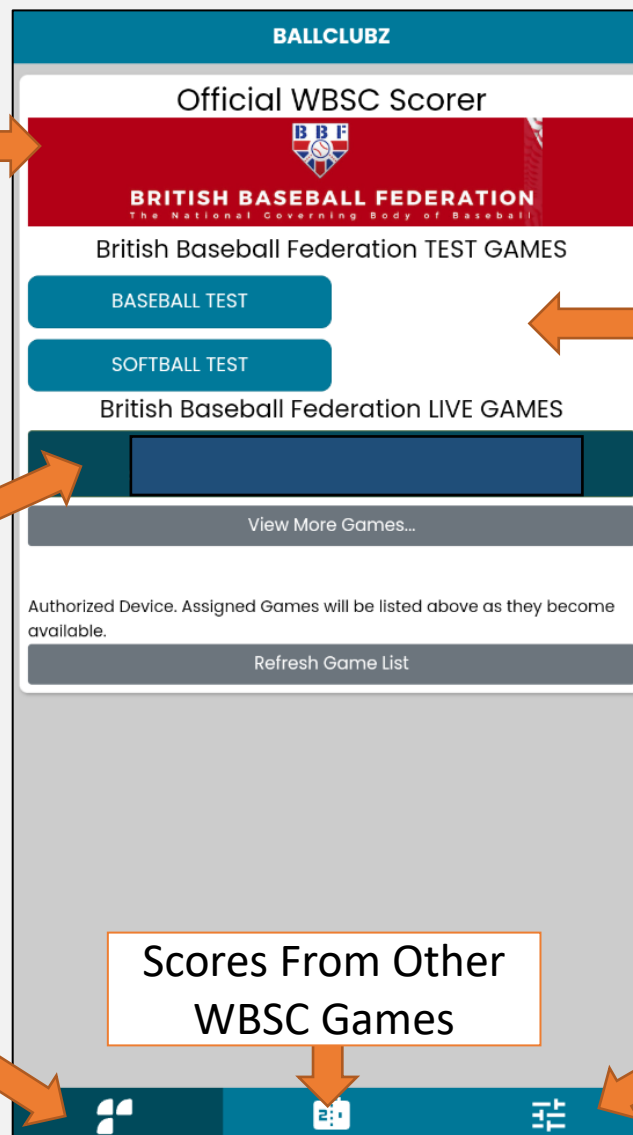
Assigned games will appear here.
Games with a **blue** background are active and ready to go.

Games with a **grey** background are assigned to you but not unlocked yet (24hrs before scheduled first pitch time).

Home (this menu)

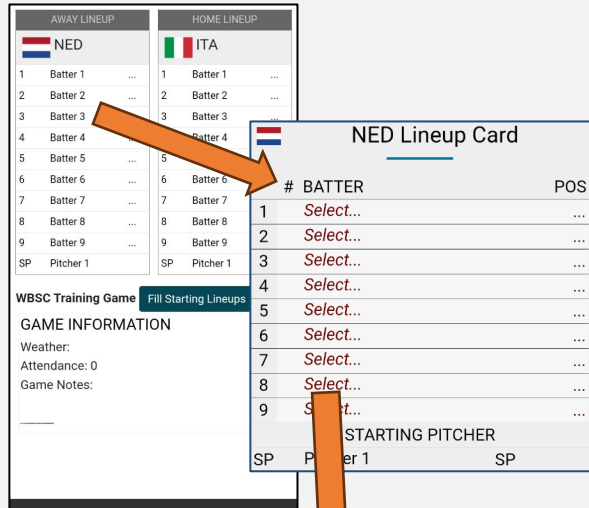
Scores From Other
WBSO Games

User Profile / App Info / Logout



Baseball/Softball test games, for you to practice/play around with.

Refresh Games List
If you can't see a game you're expecting to see, press this before contacting BBF Scoring.



Tap on either team's **lineup** to go to their lineup card.

Note: The Fill Starting Lineups button is not available outside of the WBSC Training Game.

Tap on a **slot in the batting order** to add a player to the lineup.

Scroll through the list of players to **find the correct player**.

Players already selected in the lineup will be greyed out and placed at the bottom of the list to remind you they're already in the lineup (but can still be selected if needed).

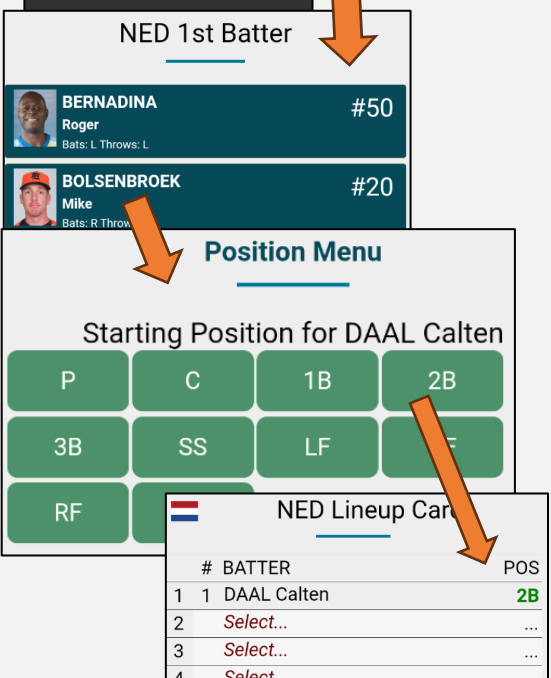
Select a fielding position for the player.

Positions already used will be greyed out (but can still be selected). If two players accidentally get assigned the same position, the position will be highlighted in yellow in the lineup for the original player.

Repeat this process for each hitter in the lineup.

If there is no DH, the player given the position of Pitcher should automatically be selected as the starting pitcher, however double check the Starting Pitcher before continuing (especially if there is a DH).

The app will not care if there are duplicate positions, or even duplicate players, so double check before starting play. It's a good idea to show the lineups on the app to both managers before play begins, just to be sure. Virtually everything can be fixed, but it's easier to get it right the first time.





Green Tick
Whenever you see this, the last play was saved to the server successfully.

Current pitcher
Tap to add a relief pitcher

Current batter
Tap to add a pinch hitter

More Options
See next slide for details.

These options will become available when there's a runner on base.

Scoreboard
Tap to see lineups, box scores and play by play.

Defence
Tap to see defensive alignment and make changes. This will turn **yellow** if there's a problem with defensive alignment, like a position missing.

Bases
You can tap **empty** bases to place runners (such as the Automatic Runner for extra innings in MLB).
You can tap **occupied** bases to record stolen base attempts, wild pitch/passed ball advancements, pickoff attempts, etc.

Pitch outcomes
Tap the relevant button to record what happens after each pitch of the game.

	1	2	3	4	5	6	7	8	9	R	H	E	L
NED										0	0	0	0
ITA										0	0	0	0

BALL ●●● STRIKE ●●● OUT ●●●

ON DECK: #50 BERNADINA 0 for 0

DEFENSE View/Change

#17 RHP Maestri Alessandro 0 P (0 B - 0 S)

1) #7 KEMP Dwayne - 3B 0 for 0 RHB

MORE ERROR HBP

GDP HOME RUN F

FLD CHOICE TRIPLE S

GROUND DOUBLE CALLED

FLY OUT SINGLE B

BALL

Main Sub-Menus (1)

App Introduction

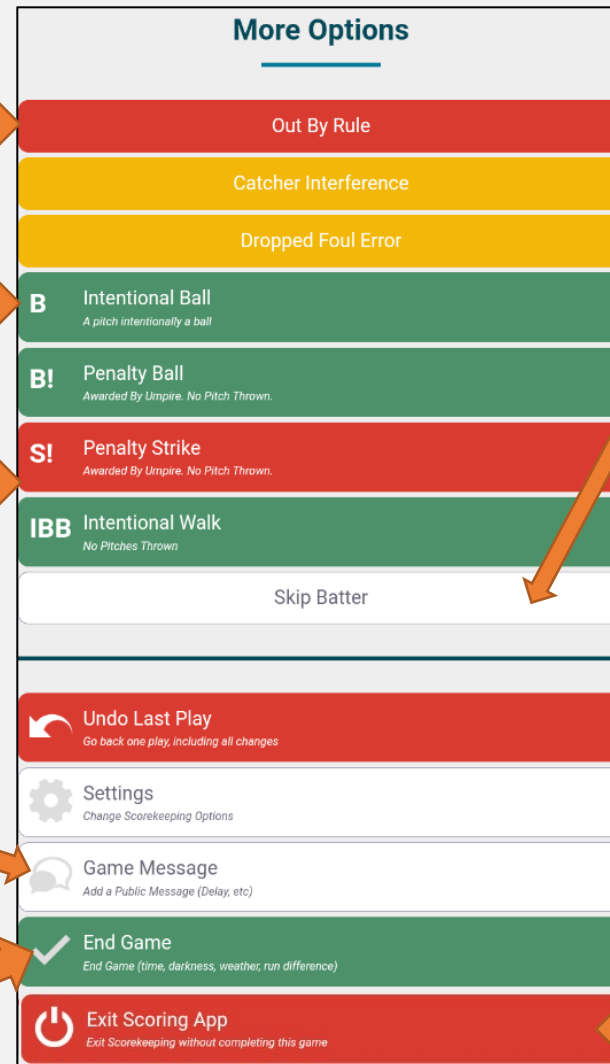


Some of the less frequently used scoring options, for more obscure plays.

Note: It's not shown here because of the test game ruleset, but this is where the button for **Inning Over By Rule** would be – above End Game. This is used if an inning ends because of a run limit or other rule that ends an inning before three outs are made.

Game Message sends a message to the website play-by-play to explain delays in the game (weather, injury, etc).

End Game is used to end the game at a final score before the regularly scheduled end point, for example due to weather, a mercy rule or because a time limit was reached.



Skip Batter is used if a batter bats out of turn (see rule 6.07 in the OBR). Skip Batter until the correct, legitimised, batter is shown at bat.
Tip: Don't do this until the new batter has actually been legitimised, otherwise you have to undo a lot of things unnecessarily if the defence successfully appeal.

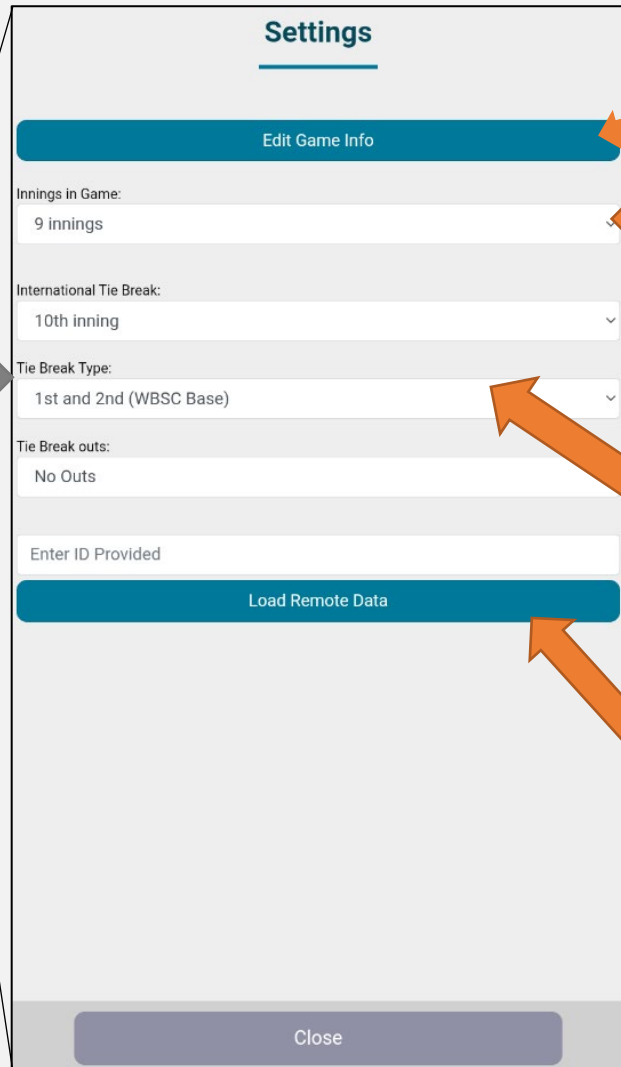
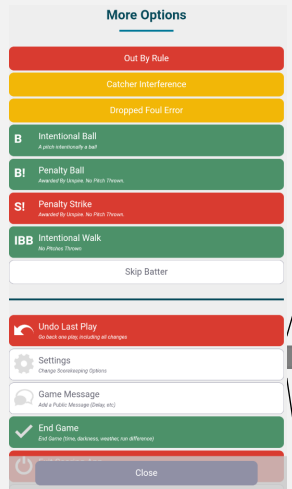
Undo Last Play returns to just before the last play you scored (last pitch, not entire AB). You can use this multiple times to go back multiple plays - however, there's no "Redo" option. Once you undo, it's permanently undone and you have to score the undone play(s) again.

Settings - See next slide...

Exit Scoring App is used to exit the app without ending the game, so it can be resumed later. Effectively a pause button.
This is the button you should use to exit if you've pre-entered line-ups in advance of the game starting.

Main Sub-Menus (2)

App Introduction



Edit Game Info - See next slide...

The number of innings will be set for you according to the league settings, but if you're **playing a different number of innings to normal** for your league (e.g., one 9 inning game instead of a 7-inning double-header), change it here **before** you reach the last inning.

Do **not** change this setting just because a game finishes earlier than planned. A 7-inning game that finishes in 5 innings will show in the box score as "Final/5" to represent this.

Tie Break Rules are league settings and should not be changed without prior agreement with BBF.

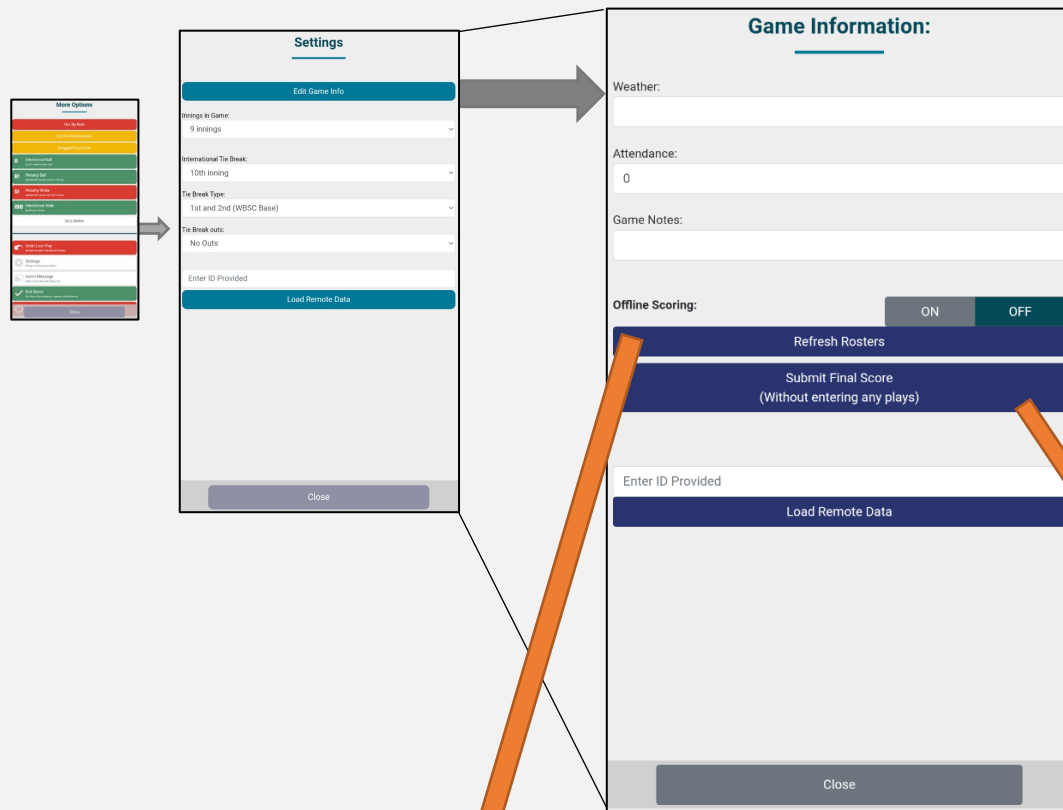
Note: The rules pictured are not from a BBF league game and will be different when you score BBF games.

Load Remote Data is used behind the scenes to re-score/correct older games if needed.

Don't press this unless asked to, without a valid game ID it often crashes the app.

Main Sub-Menus (3)

App Introduction



Optionally you can add a weather report, attendance figure and game notes (debut, milestones reached, etc) if you like. These show on website play-by-play and box scores.

Offline Scoring means that the game data will not be uploaded until you connect to WiFi. This can be useful for situations where the mobile data signal is extremely dodgy or you have no mobile data/credit available, but generally should be turned off unless you've experienced connection problems.

Note: If turning this on, the rosters will need to be loaded **before you leave home/the clubhouse**, as the app won't be able to connect to the website to get the rosters without WiFi.

Refresh Rosters re-imports the team rosters into the app. For example, if you're resuming a suspended game from earlier in the year and new players have joined since it began, click this to pull the new player information down from the site, as they won't be there otherwise.

Submit Final Score should not generally be used, as not scoring the game will make you liable for a forfeit. One potential legitimate use would be if you scored on paper and wanted to publish the score immediately before uploading the full scoring later.

Workflow, Hits & Baserunners

Scoring A Game





1. Log the result of each pitch during the game.

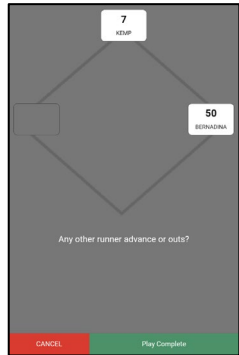
Blue buttons are used for individual pitch outcomes like a ball, strike (swinging or called) or foul.

With two strikes, the next strike will cause a **Strikeout**.

With three balls, the **Ball** button will change to a **Walk** button.

Green buttons are used for hits or reaching base via an error.

Red buttons are used for the batter hitting into an out (or a fielder's choice).

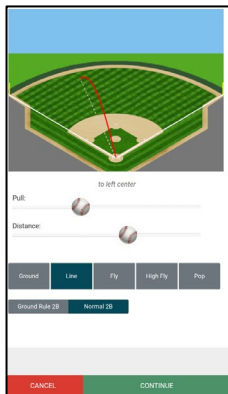


2. Sort out baserunners.

After a ball is put in play, you'll be presented with the Advance Runners screen. This gives you the opportunity to move any baserunners to bases they advanced to on the play (batters forced to the next base will be moved automatically but can be put out if needed by tapping on them).

3. Hit direction

If the ball was put in play, you'll then be asked to define the hit direction. The app does a decent job of working this out from the context you give it (i.e., a groundout to the third baseman will default to being towards third base, a double by a right-handed batter will default to a hit towards left-center field) though move the sliders and change the options until it matches what happened in reality.



More detailed guidance for each screen is coming up.

The primary method of getting on base is, of course, via the humble “hit”. Ballclubz gives you separate buttons for each number of bases.

This is fairly straightforward, the only real thing to keep in mind is that just because a batter-runner makes it to second base, does not always mean they’ve hit a double. If the batter-runner has a genuine two-base hit, then hit the Double button to record this – anyone already on base who is forced to advance will do so automatically.

However, quite often the batter-runner has actually hit a single, and then advanced further via fielder’s choice or error. In this case, you should only award them a Single, and then treat them as a baserunner from then on, from the standard baserunning menu we’ll see shortly.

Also, if the runner is out **after** reaching first base safely (or reaching second base, etc), for instance trying to stretch a single into a double and then being tagged out, they should still get credit for the single, even though they’re out on the same play.

Again, use the baserunning interface to record the out after recording the single.



Lead Runner (R1)

Tap to see options for advancing or putting out

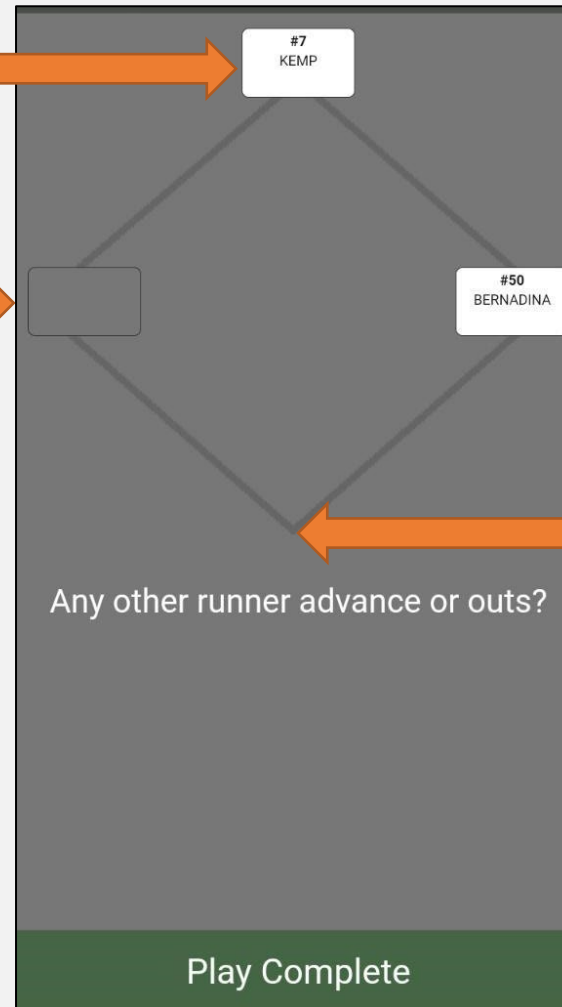
Empty Base

You can click on empty bases to place runners (such as the Automatic Runner for extra innings in MLB). Normally you'd do this from the main scoring screen at the start of the inning though, not here.

Advancing Baserunners

Advancing baserunners is as simple as tapping on the runner and then tapping the relevant option to advance them or put them out (see next slide)

If you move a runner, then any runner who is forced to advance will automatically do so. For instance, in the screenshot here, if you move Bernadina to second base, Kemp will automatically advance to third



Trailing Runner (R2)

If you advance this runner first, any preceding runner who would be forced to advance does so automatically. Handy for moving multiple runners at once

Home Plate

Anyone you advance to here (or advances here automatically) will score a run and disappear from the screen

Stolen Bases/Caught Stealing

Note that the same interface for baserunning exists on the main scoring screen too, and that is how stolen bases/caught stealing/wild pitches, etc, are scored - not here. You can't steal a base whilst the ball is in play!

Advancing A Baserunner

Scoring A Game



RIFAELA Advanced to Home

On Play (2B)

On Throw

Fielders Choice

Error/Obstruction

No Advance Error

Runner Out

Out at Home

Out at 3rd

On Play (2B) means that this runner advanced on the play we're scoring (in this case, a double (2B) by the batter, but this will change to match the play being recorded).

Example: With a runner on second base, the batter hits a double. The runner on second is forced to third base, so will be moved automatically, but in our example he advanced to home plate and scored on the play. So we use "On Play (2B)" to record that the advance happened on the hit. This will automatically give the batter an RBI.

On Throw means that the runner didn't advance on the hit itself, they advanced because the fielder chose to throw to another base. Example: Runner on second base. On a base hit to right field, the runner advances to third, then tries to go home. The RF throws to home plate to try to stop the run scoring. Seeing this, the batter-runner advances to second base.

Here we'd say the batter-runner, after hitting a single, advanced to second **On The Throw**.

It wasn't a double, as without the throw going to home plate the batter would've stayed at first base.

Fielder's Choice in a ball-in-play context is used if another runner is put out when the fielder had an opportunity to put this runner out instead. For instance, Abbi and Ben are on 2nd and 3rd base, Charlie puts the ball in play, Abbi and Ben both try to advance and the shortstop throws Abbi out at home. In this case, we'd say Ben advanced to third base on a **Fielder's Choice**. The fielder essentially chose which of them to put out. It's very similar to On Throw and is often used interchangeably, though Fielder's Choice implies someone else was put out.

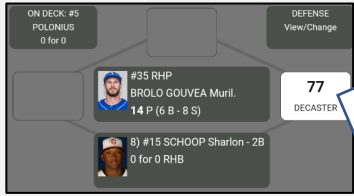
Error/Obstruction means that the runner was only safe because of an error, or was awarded the base due to obstruction. We'll look at errors in more detail soon.

No Advance Error means that a baserunner was safe going back to their **original** base, but only due to an error. This usually happens after a pickoff throw, or overrunning a base. Example: runner thinks about advancing from second base to third on a batted ball, changes their mind half way, and hurries back to second base. They would've been tagged out at second base, except the second baseman dropped the ball during the tag. Here, nobody advanced, but an error was committed that cost the team an out. Hence: No Advance, Error.

Out At Home/3rd/2nd is straightforward - runner was put out either advancing to the next base, or whilst returning to the existing one. In the case of a rundown situation, use the base the runner was travelling to at the time of the tag. You'll be able to assign assists and putouts independently of where the out occurred.

Stealing Bases – No Outs Made

Scoring A Game



DECASTER to 2nd

Between Pitches	On Last Pitch
Fielders Choice	Fielders Choice
Stolen Base	SB Stolen Base
Error/Obstruction	WP Wild Pitch
Balk	PB Passed Ball
No Advance Error	Error/Obstruction
Out at 2nd	No Advance Error
Out at 1st	Out at 2nd
Pickoff Attempt	Out at 1st
Pinch Runner	Pickoff Attempt by C
Temporary Runner	

Between Pitches or **On Last Pitch**: Did it happen between the end of the previous play and the start of the next pitch, or during delivery of the pitch itself? Note: For stolen base attempts that happen during a pitch, you need to log the result of the pitch (ball or strike) **first**, before the stolen base attempt.

Fielder's Choice: either the defence successfully put out another runner on the same play, so this runner does not get a stolen base, or the defence made a conscious decision not to try to throw the base stealer out, because a runner might've scored from third base if they did (defensive indifference/undefended steal). This does **not** award a stolen base to the runner.

Stolen Base (SB): Runner advances to the next base safely without the ball being put into play, another runner being thrown out, a fielding error, a wild pitch or a passed ball.

Wild Pitch (WP)/Passed Ball (PB): Runner advanced because of a wild pitch by the pitcher or passed ball by the catcher. Note: If the runner was already trying to steal the base before the pitch went awry, credit them a stolen base. It's only a WP/PB if they took the base **because** of the mishap with the pitch.

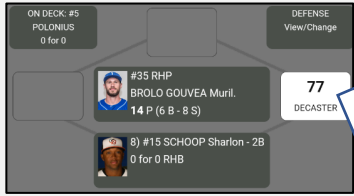
Error/Obstruction: The runner is either awarded second base due to obstruction on a stolen base attempt, or is only safe because of a fielding error when trying to put the base stealer out (remembering the "immunity" for catchers on the initial throw to the initial base).

Balk: If the umpire calls a Balk, all baserunners (not the batter!) advance one base. Due to the nature of a balk, this is only available in the Between Pitches column. Note: you only need to do this once, all runners will advance on the same balk.

No Advance Error: As with the previous slide; the runner would've been out (picked off/tagged out in a rundown) whilst returning to their original base, but an error allowed them to be safe. The runner did not advance, but the error cost the defensive team an out.

Stealing Bases – Out Made/Misc

Scoring A Game



Out at 1st/2nd/3rd/Home: The runner is put out whilst running to, or trying to return to, a base. Usually this results in a **Caught Stealing**, but not always - not if they were trying to advance on a wild pitch, for instance (you can choose the type of out on the next screen).

Pickoff Attempt [/by C]: A pickoff attempt was made but was unsuccessful. The 'by C' version means the catcher attempted a back pick after a pitch. Nothing happens here, this just logs that an attempt was made in the play-by-play.

Pinch Runner: Used when the hitting team substitutes the runner for a different player - this is a permanent change, and the substituted player is removed from the game.

Temporary Runner (not currently used in BBF): Similar to a pinch runner, except this is only a temporary replacement and the 'real' player on base will return to the game after the half-inning is over. A temporary runner does not gain any stats; any stats accrued by the temporary runner are credited to the original runner exactly as if they'd earned it themselves. Most often this is used when a catcher is on base with two outs; they're replaced by a temporary runner to give them time to get their gear on, ready for the next inning.

Temporary runner substitutions appear in the play by play, but anything that happens to the runner still uses the original runner's name. This is by design, as for statistical purposes it was the original runner that achieved everything even though they didn't do the physical running.

As mentioned, the BBF don't use temporary runners at all at any level at time of writing.

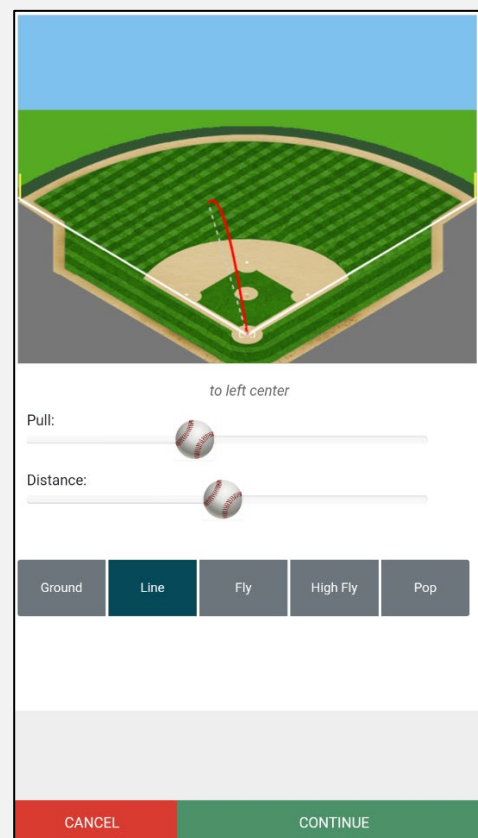
The Hit Direction screen appears after the Baserunning screen, if a ball was put into play. It's used to gather stats about the direction and type of hits. This data is gradually being rolled out on the stats website; currently you can see spray charts for each individual game (by player or by team). It is definitely worth taking the time to record this as accurately as you can - as more visualisation features are added the data will become more and more useful.

Use the **Pull** and **Distance** sliders to adjust the trajectory of the ball.

The app does a decent job of predicting this based on batter handedness and (for outs) the player who fielded it, however please take the extra few seconds to correct it when it's wrong.

If the hit is a home run, you'll be asked to choose if it was hit over the fence or inside-the-park.

If the hit was a ground ball with short distance, you'll be asked if it was a bunt.



Ground – a ball hit along the ground, that bounces before leaving the infield.

Line – a line drive; a powerfully-hit ball that travels out of the infield (unless caught!) on a relatively flat trajectory.

Fly – a fly ball that arcs up into the air and down again.

High Fly – a fly ball with a steep trajectory; higher than a fly ball, but further than a popup.

Pop – a popup, going very high into the air but not very far from the plate, either into foul territory or into the infield.

Outs & Fielder's Choices

Scoring A Game



Groundouts & Sacrifices

Scoring A Game



To record a groundout, select the fielder who fielded the ball, and then the fielder who recorded the putout, in order.

For example, for a **63** groundout (shortstop fields the ball, throws to first base for the out), you'd tap the shortstop position, then the first base position. This would create the screenshot on the right and give you a green button in the bottom right marked "**OUT 63**", which you'd then tap to progress.

You just need to remember to tap the positions in the right order, to credit the correct assists and putouts.

Because in this example there's a runner on base, we're also given the "**SAC 6-3**" option to record a sacrifice hit. A sacrifice is where the batter puts the ball in play to deliberately move a baserunner to the next base, not caring if the batter himself is out as a result. This is always a bunt.

To score a sacrifice, you need to be sure the batter was not attempting to get on base themselves (which is why sacrifices are always bunts) – they must have purposefully sacrificed their time at bat to advance the runner. A poorly-hit ball that happens to advance a runner does not count. Generally, if they swing at a pitch, they're trying to get a hit and are not eligible for a sacrifice.

The **Batter Out By Rule** options at the bottom allow you to specify if the batter was out by one of the technicalities in the rulebook – the abbreviations are explained below the buttons. For instance, if the umpire rules that the batter went out of the baseline whilst avoiding a tag by the first baseman, you'd tap 1B and then ROL.

Technically this is still a groundout to first base, but the ROL gives extra context in the play by play.

A screenshot of a baseball scoring application interface. At the top left is a red button labeled 'GROUND'. To its right is the text 'Select Fielders'. Below this is a grid of green buttons representing fielding positions: LF (Poma), CF (EPIFANO), RF (Reginato), SS (CECCHINI), 2B (Vaglio), 3B (Bocchi), P (BROLO GOUVEA), 1B (MAZZANTI), and C (Mineo). The SS and 1B buttons are highlighted with a yellow border. Below the fielder selection is a section titled 'Batter out by Rule' with buttons for 'No', 'BOT', 'ROL', 'BIN', and 'OIN'. At the bottom of the screen are three buttons: 'CANCEL' (red), 'SAC 63' (blue), and 'OUT 63' (green).

GROUND

Select Fielders

LF Poma

CF EPIFANO

RF Reginato

SS CECCHINI

2B Vaglio

3B Bocchi

P BROLO GOUVEA

1B MAZZANTI

C Mineo

Batter out by Rule

No BOT ROL BIN OIN

BOT-Batting Out of Turn, ROL-Running out of baseline, BIN-Batter Interference, OIN-Other Interference

CANCEL SAC 63 OUT 63

Grounded Into Double Play (GDP)

Scoring A Game



GDP Select Fielders

LF Poma CF EPIFANO RF Reginato

SS CECCHINI 2B Vaglio

3B Bocchi P BROLO GOUVEA 1B MAZZANTI

C Mineo

Runner out by Rule

No	ROL	PPR	RIN	BIN	OIN
----	-----	-----	-----	-----	-----

Batter out by Rule

No	ROL	PPR	RIN	BIN	OIN
----	-----	-----	-----	-----	-----

ROL-Running out of baseline, PPR-Passing Preceding Runner, RIN-Runner Interference, BIN-Batter Interference, OIN-Other Interference

Batter out 6-4-3

CANCEL More... Out at 2nd 6-4

GDP is a stat charged to the batter for hitting into a double play. Use this button when both a runner and the batter are **forced out**. **Important:** You cannot use the regular groundout button to record GDPs, as the app will not charge the batter with a GDP if you do it that way.

Scoring a double play is mechanically the same as scoring a groundout, just with extra fielders involved. Shown left is a 643 double play with a runner starting on first base; probably the most common scenario. We first tap the shortstop, then the second baseman, then the first baseman.

If it's not a standard 643, select **More...** and you'll get a list of other possible combinations of assists and putouts. This is also where you'll find the option for **Triple Plays**.

As with groundouts, there are options for the batter and/or runner being Out By Rule. Select the appropriate fielders as normal, then use these buttons to choose how they were put out.

At the bottom you can see how the app currently thinks the two players were put out. Here, the batter was put out 643, and the runner put out at 2nd base 64. This will give the second baseman and first baseman a putout each, and the shortstop and second baseman an assist each, plus all three fielders a DP and the batter a GDP.

Other Double Plays

Scoring A Game



Select Fielders

LF RIFAELA	CF BERNADINA	RF DAAL
SS BREEK	2B SCHOOP	
3B KEMP	P YNTEMA	1B DECASTER
	C POLONIUS	

Runner out by Rule

No	ROL	PPR	RIN	BIN	OIN
----	-----	-----	-----	-----	-----

ROL-Running out of baseline, PPR-Passing Preceding Runner, RIN-Runner Interference, BIN-Batter Interference, OIN-Other Interference

DP	Not DP	GDP
----	--------	-----

CANCEL	PO 42	CS 42	OUT 42
--------	-------	-------	--------

Any play where two outs are made without errors between them is considered a Double Play (or Triple Play for three outs) and all fielders involved get credit for this. You do not need to do anything specific to trigger this to happen.

Not all double plays are **GDPs** though, and other types of DP do not have their own specific button. To record a double play that is **not** a GDP, record the plays as they happened, using the baserunning screen for additional outs on balls in play. The app will notice if two outs are made on the same play and give you the choice to select whether it was a DP or not.

One common scenario is a flyout, where a runner is then “doubled off” whilst running the bases. In this case you’d record the flyout as normal, then record the runner as “out at <base>” in the baserunning menu during the same play.

A strikeout followed by a player being caught stealing is another such example – a “strike ‘em out, throw ‘em out” double play.

When recording a second out during the same play, you’ll see a selection at the bottom of the screen with buttons for **DP**, **Not DP** or **GDP**. DP will be selected by default and is usually the correct choice.

Pictured left: we’ve just recorded a strikeout in the usual way, and are now recording the runner from first base being put out at second base on the last pitch. The app is clever enough to realise both outs must’ve happened on the same play, so gives us the option to make it a DP.

When Two Outs Are Not A Double Play

Scoring A Game



Select Fielders



Runner out by Rule

<input checked="" type="radio"/> No	<input type="radio"/> ROL	<input type="radio"/> PPR	<input type="radio"/> RIN	<input type="radio"/> BIN	<input type="radio"/> OIN
-------------------------------------	---------------------------	---------------------------	---------------------------	---------------------------	---------------------------

ROL-Running out of baseline, PPR-Passing Preceding Runner, RIN-Runner Interference, BIN-Batter Interference, OIN-Other Interference

<input checked="" type="radio"/> DP	<input type="radio"/> Not DP	<input type="radio"/> GDP
-------------------------------------	------------------------------	---------------------------

<input type="button" value="CANCEL"/>	<input type="button" value="PO 42"/>	<input type="button" value="CS 42"/>	<input type="button" value="OUT 42"/>
---------------------------------------	--------------------------------------	--------------------------------------	---------------------------------------

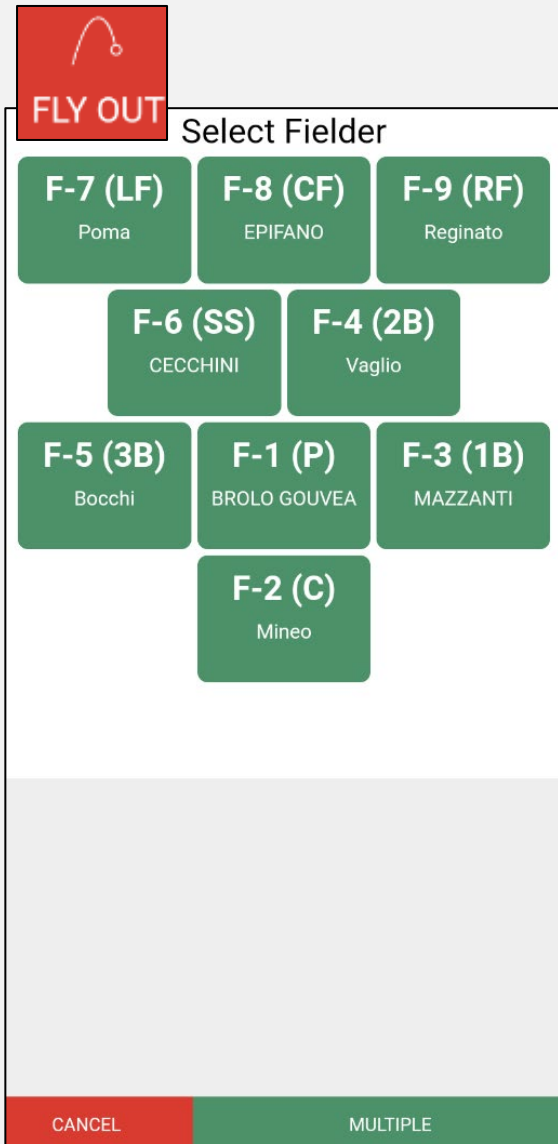
Two outs on the same play are not considered a DP if there was an error between them that allowed a runner to be safe. This is why the “**Not DP**” option is there.

For example: the shortstop fields the ball, tags the runner coming from second, throws to second base, but the ball is dropped - allowing the runner from first to be safe at second. The 2B then picks it up and throws to first to get the batter-runner out. If the 2B had caught the ball it’d be a triple play, but because of the error, they do not get credit for a double play either because the outs were not consecutive. This goes down as two separate outs that happened to come on the same play. We score this: **6E4, 43**.

There’s also a **GDP** option – this is so that you can charge the batter for a **GDP**, even though the batter is not out. This would either be because they’ve reached base via an error, or on a fielder’s choice, as the defence chose to get two other runners out instead of the batter-runner.

Example: Runners on first and second, batter hits it straight at the 3B, who steps on the base and throws to 2B for the second out, then throws to 1B, but this throw is too late to get the batter-runner: this is a **fielder’s choice**, but the batter still gets charged with a **GDP**.

Another example: Runner on first, batter grounds one to the shortstop, who throws to second for one out. 2B throws to first base, but the 1B muffs the catch causing the batter to be safe. The batter reaches on an **error** here but should still be charged with a **GDP** if, in your judgement, it would’ve been a **GDP** with errorless play. That’s what the “**GDP**” button here is for – plays where the batter grounded into a double play, but wasn’t one of the people put out.



Flyouts are scored in a very similar fashion to groundouts, except there's only one fielder involved (usually!). Simply select the fielder who caught the ball and you'll automatically be taken to the Hit Direction screen.

The **Multiple** button can be used to score the rare instances where one fielder meaningfully touches a fly ball and stops it hitting the ground, but another fielder makes the actual catch – tap the **Multiple** button first, then choose the fielders involved. The first fielder selected will get the assist, the second will get the putout.

For example: the centre fielder dives to catch a ball, misjudges it slightly, and it bounces off his back or shoulder, however the right fielder is covering nearby, and catches it before it hits the ground. This is scored **F89** – assist to the centre fielder, putout by the right fielder.

As with groundouts, a flyout can start a double play or lead to runners advancing. Any additional outs or advances that happen after the flyout – runners tagging up, etc - can be made from the Baserunning screen.

Strikeout Menu

Dropped 3rd 2-3

Dropped 3rd 2U

Dropped 3rd Other Putout

Dropped 3rd WP

Dropped 3rd PB

Dropped 3rd Error

KL STRIKEOUT

Dropped 3rd OBR

A strikeout occurs whenever a third strike is recorded on the batter, regardless of whether they end up reaching base due to an uncaught third strike. Tapping the third strike of an At Bat will automatically cause a strikeout to be recorded. You can then choose the type of strikeout from the menu that pops up:

Dropped 3rd ### means that the third strike was dropped, but the out was made anyway because the catcher threw to first base (23) or made the tag themselves (2U, for Unassisted). In rare circumstances it'll be someone else making the putout, so there's a third option to choose exactly how it happened.

Dropped 3rd WP/PB/FC/Error means that the third strike was dropped but the batter-runner reached first base due to a **Wild Pitch** or **Passed Ball**, on a **Felder's Choice** (only shows if there's a runner on base already, so this isn't visible in the screenshot), or due to an **Error**.

[KS/KL] Strikeout is the standard "caught third strike" strikeout which you'll use most of the time. The button will say **KS** or **KL** depending on whether the third strike was **Swinging** or **Looking**.

If there's a runner on first base already, and fewer than two outs, these options will all be replaced by **Dropped Third OBR** which means the batter-runner is Out By Rule, regardless of the pitch being dropped, because in this situation the batter is automatically out according to the rulebook. Note: In WBSC notation, this is now written KSR, (Strikeout Swinging by Rule).

Scoring A Game

Fielder's Choice



FC / FLD CHOICE

Select Fielders

LF RIFAELA	CF BERNADINA	RF DAAL
SS BREEK	2B SCHOOP	
3B KEMP	P YNTEMA	1B DECASTER
	C POLONIUS	

Runner out by Rule

No	ROL	PPR	RIN	BIN	OIN
----	-----	-----	-----	-----	-----

ROL-Running out of baseline, PPR-Passing Preceding Runner, RIN-Runner Interference, BIN-Batter Interference, OIN-Other Interference

CANCEL More... Out at 2nd 64

A **Fielder's Choice** happens when the fielder had the option to put the batter out, however chose to try to put out a different runner instead (whether they succeeded or not). You score a Fielder's Choice in exactly the same way as a groundout, except that the putout is usually not at first base because the batter isn't the one being put out.

In this example on the left, the batter has hit the ball to the shortstop, who has thrown to the second baseman to force out the runner coming from first base.

By scoring a Fielder's Choice, we're saying that plays were possible at one base **or** another, and the fielder **chose** which base to attempt an out at. Therefore, the batter does not deserve to be credited with a hit – if nobody was on base to force the fielder to choose, it would've been a groundout.

Important: If no out is actually made (or an error keeps the runner safe), it's **still a Fielder's Choice**. There does not necessarily need to be an out made for a FC to be scored. Pressing **More...** will give you various options for less common plays that include these scenarios.

However, if nobody is put out then it is **not** a fielder's choice if the batter **would've been safe regardless** of the fielder's decision, in your judgement. If the fielder throws to a different base because they do not believe they have a chance of throwing out the runner at first base, and do not get the out at their chosen base either, you should use your discretion and award a hit.

If an out is made on the play, then by rule you cannot award a hit, it **must be a fielder's choice**.



(nb, at time of writing this screen is labelled "Double Play Menu" in the app)

As mentioned on the last slide, the **More...** menu gives a selection of alternative options for your fielder's choice. Pictured left are the options we have for a 64 play with a runner starting on first base, these options may change depending on your specific game scenario but these are the main ones:

Out 64 Going To <Base> – this is the default option and the one that would be used if you didn't open this menu – runner is put out 64 going to second base.

FC With No Out – The fielder chose to throw to a different base but failed to get the out there. It's a FC because the fielder chose to try to get the lead runner instead of the batter, was too late. If there's no mechanical misplay, there's no error.

FC With No Out And Error (<Base>) – There would've been an out at <base> but someone messed up. Fielder's Choice for the batter, error on the fielder who messed up (you choose on the next screen).

FC With No Out And SH – This allows us to give the batter credit for a sacrifice hit despite the FC. We're saying: the batter bunted to advance the runner, the fielder chose to try to get the runner out instead of the batter but failed to do so. Batter gets to first base safely via FC, but also has credit for a SH.

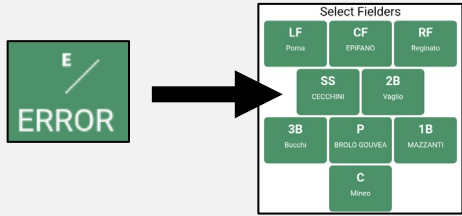
GDP + Error combos – These are buggy at time of writing and don't often work, I find it easier and better to record the FC and then sort the extra outs and errors manually in the baserunning menu.

Out at <Base> Appeal – This is for the rare occasion where a fielder's choice occurs, there's no initial out, but a runner is later called out after an appeal by the fielding team.

Errors

Scoring A Game





Errors, in this context **Decisive Errors**, happen any time a batter or runner is safe due to a defensive misplay that would've put them out otherwise. Errors are scored in much the same way as a groundout (or flyout, depending on the type of error). The only difference is that the fielder you select needs to be **the player who made the error**, even if it was the player receiving a throw from someone else.

For instance, if a good throw is made to first base by the shortstop, but the first baseman drops the ball, the error is on the first baseman for a muffed catch. So you need to tap the first baseman first, not the shortstop as you normally would for a groundout. You can then give the shortstop their well-earned assist afterwards.

There are different types of error; these give more context to the play-by-play:

Fielding Error – the error was made in the attempt to field a batted ball, such as the ball going through the fielder's legs, a bounding ground ball deflecting off their glove, or the fielder failing to pick up the ball cleanly, when with **ordinary effort** you judge they should've made the play.

Throwing Error – the fielder made a poor throw – too high, wide or short, that they should've been able to make successfully with **ordinary effort**. This still goes down as an error if the receiver does catch it but has to leave the base whilst doing so and the runner is safe as a result.

Muffed Catch – the throw was good, but the receiver didn't catch it, though with **ordinary effort** they should've.

Dropped Fly – a fly ball that should've been caught with **ordinary effort**, wasn't caught.

Obstruction – The fielder is called for Obstruction, so the batter-runner is safe. An Error is charged to the fielder who caused the obstruction, but if getting on base via obstruction, the batter is not charged with an At Bat.

Select Error Type

E6 Fielding Error

E6T Throwing Error

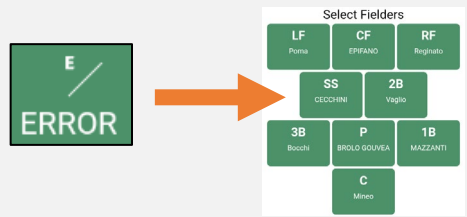
#E6 Muffed Catch

E6F Dropped Fly

Obstruction

Errors With Assists

Scoring A Game



If the error is made by a fielder receiving a throw from someone else, you should still give the Assist to the fielder who made the throw. This is called a **Muffed Catch**. Selecting this option gives you the opportunity to select the fielder who made the assist. This is why there's a hash sign in the play notation. As you'll recall from paper scoring, if the shortstop throws to the second baseman it's recorded as "64". If the second baseman muffs that catch, it's recorded as "6E4", to note that the shortstop should still receive an assist for their part in the play.

Select Error Type

- E6 Fielding Error
- E6T Throwing Error
- #E6 Muffed Catch
- E6F Dropped Fly
- Obstruction

Which fielder made throw? (credit assist)

CANCEL 4E6

In this example, the second baseman fielded the ball and threw to the shortstop, who muffed the catch. So we select "#E6" from the menu shown on the far left, and then on the new screen that pops up, we select the second baseman to credit them with their assist. This gives us the "4E6" button at the bottom, which is what we want to record.

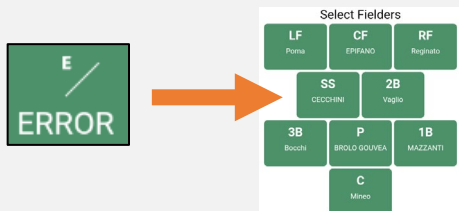
After dealing with the error and any assists, you'll be taken to the standard baserunning screen, so you can attribute any other advancements, outs or errors during the same play as normal.

Note: If a batter-runner advances to second base as the result of a **two-base error**, you should record the initial error that got them to first base as described already, and then advance them to second base using the "On Play (E#)" option to indicate it was the same error.

Do not record this as an additional error, unless there *actually* was an additional error that allowed the advancement. Otherwise the fielder will receive two errors for the same mistake, which is not correct.

Mistakes That Are Not Errors

Scoring A Game



Sometimes, a play does not get counted as an error because “the rulebook says so”. You just need to learn these by reading the rulebook. Usually though, it’s protection within the rules for doing something extremely difficult, to encourage fielders to attempt it.

The two most common ones are:

The catcher’s initial throw to prevent a stolen base.

We covered this earlier, but it’d be odd to omit it here – the catcher should not be charged an error if their throw to prevent a stolen base is wild and results in the runner being safe at the base they were trying to steal. This should be credited as a stolen base to the runner, basically because throwing out runners is hard enough as it is.

If the throw is so bad that the runner (or a different runner) takes further bases because of the poor throw, then those advances **are** charged as a throwing error to the catcher as normal, but never the initial stolen base attempt.

The pivot player’s throw on a GDP attempt

Along the same lines of “protection in the rules for something that’s hard to do” – you should not charge an error to the pivot player in a double play if the runner is safe because their throw is off-target. In that case, the runner advances on a fielder’s choice. As above however, this is only true for the initial base. IF they take further bases because of the error, those bases are charged as a throwing error as normal.

For example, with a runner on first base, the ball is hit to the shortstop. The shortstop throws to second base for the first out. The second baseman then throws over the head of the first baseman, and the batter-runner is safe as a result.

You could be forgiven for scoring this **64 4E3 GDP** right? You *could be*, but you won’t be, as rule 9.12(d)(3) explicitly doesn’t allow us to do this.

This instead is scored **64 FC4**. Or, in the app, Fielder’s Choice, 64. In other words, R1 is out 64 at 2nd base, batter-runner reaches first base on a fielder’s choice on the throw by the second baseman. It is not considered a double play, or a GDP, but neither is it considered an error.

Of course, as with other examples, if the batter-runner advances to second base because of the bad throw, **then** we would charge them with a throwing error.

Select Error Type

E6 Fielding Error

E6T Throwing Error

#E6 Muffed Catch

E6F Dropped Fly

Obstruction

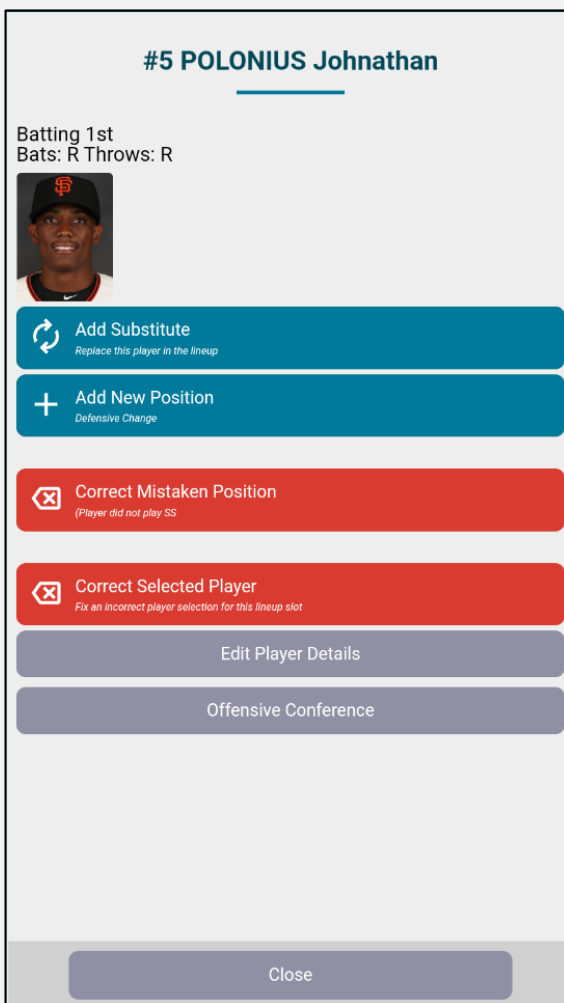
Player Substitutions

Making lineup/pitching changes



Batter & Fielder Substitutions

Player Substitutions



To add a substitute player or correct a mistake:

- Open the **lineup** for the team making the change.
- Tap the player **coming out of the game** or **changing position**.
- You'll be presented with several options (left image), most of which are common sense:

Add Substitute: Swap the current player with a **new player from the bench**. The outgoing player keeps all the stats they've accumulated so far. Any stats accumulated by that batting slot or fielding position from now on are assigned to the new player.

Add New Position: Adds a new position for the selected player, because they've switched positions during the game. All the stats they accumulated at their old position remain, but going forward they accumulate stats at their new position.


Correct Mistaken Player: Retroactively **removes** the player from the game and replaces them with a different one. The outgoing player is considered not to have played at all in the game. Use this if you selected the wrong player entirely when inputting the lineup (or put them in the wrong slot).

Correct Mistaken Position: Same as above, but for positions. So if a player does play in the game, but you got their position wrong, you can fix it with this.

Edit Player Details: Edits a player's information in this game only. As a general rule, don't use this, as it doesn't change anything on the WBSC site and only causes confusion. If a player's details are wrong, ask the team's manager/admin to get it updated on the MyWBSC site for next time, rather than editing it yourself in the app.


PITCHER:Maestri Alessandro


#17 Maestri Alessandro
0 Pitches



Pitcher	IP	H	R	BB	SO	PIT-STR
1) Maestri	0.0	0	0	0	0	0-0

Other Team	IP	H	R	BB	SO	PIT-STR
1) YNTEMA	0.0	0	0	0	0	0-0

 Add Relief Pitcher
The current pitcher is being substituted

 Correct Selected Pitcher
The incorrect pitcher was selected

Edit Pitcher Details

Coaching Visit to Mound

Defensive Conference

Close

To change the pitcher, the simplest way is as follows:

- Tap the **current pitcher** on the main scoring screen.
- Tap **Add Relief Pitcher**.
- Choose the **new pitcher** from the list.

If it's a **substitution** (the pitcher is coming **on from the bench** and the outgoing pitcher is coming **out of the game**) then nothing further is required.

If it's a **position switch** (the outgoing pitcher is **going into the field**, or the incoming pitcher **was already on the field at a different position**) you'll need to return to the lineup screen and make the appropriate defensive changes after changing the pitcher.

Remember, if the team are using a DH and a position player moves to play pitcher, you need to replace the DH in the lineup. You can't have a DH and a pitcher in the same lineup, and you can't move a position player or pitcher to the DH slot. From 2023 onwards, the exception to this is if the starting pitcher and the starting DH were the same person, in which case you can replace the pitcher without removing them as a DH (the "Ohtani rule").

It's important to understand that **changing a player's defensive position to Pitcher does not, by itself, change the currently active pitcher**. You need to use the Add Relief Pitcher button. The app treats fielding the position totally separately to playing it. Just as a batter's hitting and fielding stats are separate, so are a pitcher's pitching and fielding stats.

After The Game

Finishing the game and tidying up mistakes




	1	2	3	4	5	6	7	8	9	R	H	E	L
NED	10	3								13	8	2	2
ITA	3	2								5	2	3	2


End of Inning 2
2 Runs, 1 LOB


Confirm Earned Runs

Reginato Mattia scored **UNEARNED** [Change to ER](#)
Poma Sebastiano scored **EARNED** [Change to UN](#)

Due up for NED:

4  RIFAELA Ademar, 1 for 2

5  BREEK Donny, 1 for 1

6  LOOPSTOK Sicnarf, 1 for 1

Game Over

TIP: Remember to always score the pitch or play first, and then any runner advancement or runner outs after

Continue

At the end of each inning (whether three outs have been made or the inning ended early due to the run limit in Single A), you'll see this screen to the left.

The first thing to do is check the Earned/Unearned status of all the runs scored that inning. The app makes a best guess, but tap the "Change to UN" link for any runs that should be unearned, and vice versa. This can easily be changed after the game if you're not sure right now.

Here, Mattia's run is unearned (because he reached on an error), but Sebastiano's is earned. If the app got this wrong, you can change it here easily.

Below that you can see a preview of the batters due up next half-inning.

Below that is an orange **Game Over** button, if the game has ended earlier than scheduled (due to a mercy rule, time limit or bad weather) you can tap this button.

Hit **Continue** to move to the next half-inning. If you weren't ready to end the inning yet, hit **Continue** anyway and then hit **Undo**, and you'll be moved back to the last pitch before the inning ended.

Finishing The Game

After The Game



Game Over

NED wins 13-5

	1	2	3	4	5	6	7	8	9	R	H	E	L
NED	10	3								13	8	2	2
ITA	3	2								5	2	3	2

Winning Pitcher:
YNTEMA Orlando

Losing Pitcher:
Maestri Alessandro

Save:
None

Start Time:
13:00

Game Time:
2:52

Attendance:
0

Please confirm the final score, after which you can review and make any revisions

Undo Final Play Confirm Final Score

At the end of the game you'll see this screen (this game ended after two innings, but the screen is the same if you complete the scheduled number of innings).

Choose the **Winning** and **Losing** pitchers – the app will not do this for you. By default it chooses the first pitcher for the winning or losing team.

Choose the pitcher credited with a **Save**, if any. Again, the app won't know who is eligible, it'll give you a list of every reliever on the winning team.

Change the **Start Time**, if needed – this defaults to the time you pressed the first pitch outcome of the game.

The **Game Time** is automatically calculated, but you can change it if needed (useful if there was a long delay).

Add the attendance if you want. This is entirely optional but is saved in the game notes on the website if entered.

Then hit **Confirm Final Score** to finish the game. The **Undo Final Play** button is also useful if the game hasn't ended yet and you moved to this screen in error.

Correcting Mistakes (1)

After The Game



Sometimes, mistakes are made.

If you notice immediately and it's just the last play (or a very recent one) that you got wrong, the easiest thing to do is make use of the **Undo Last Play** button (in the **More...** menu) to go back to the play before, then carry on from there.

Sometimes, though, you don't notice until much later. Or you decide after the game to change your mind about your ruling on a play (changing an Error to a hit, for instance) – which you're entitled to do within 72hrs if it's for a genuine reason. Maybe you re-read a rule when you get home and realise that you got it wrong initially, or replay a play in your mind and realise there was no way the first baseman could've reached that throw.

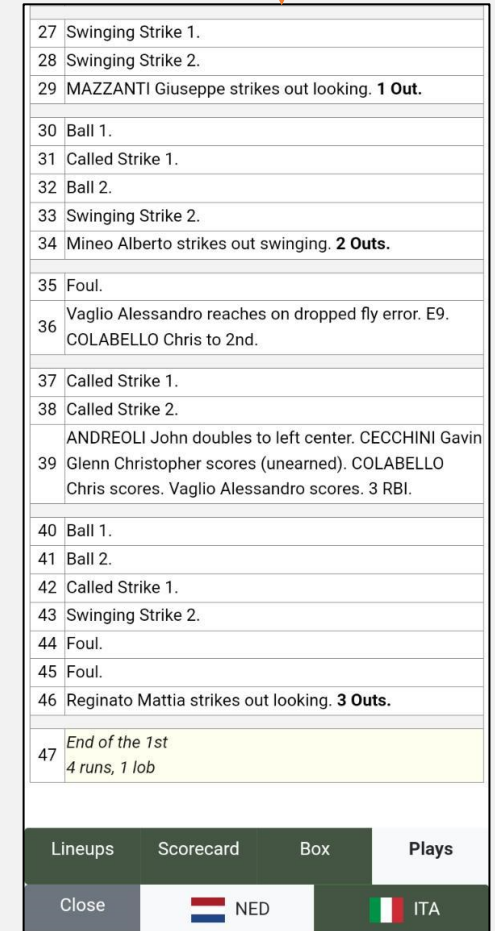
In these cases, the Play By Play menu comes to our rescue. Tap the scoreboard on the main screen, then **Plays** in the bottom right.

If we look at play #36 in the screenshot, we've charged the right fielder with an error. Maybe with hindsight we now realise he had to come a long way to reach that ball and doesn't really deserve an error. We can easily rescore this play, as long as the game state remains the same (same number of players on base, same score, same number of outs).

On the next slide we'll see how to correct this.



A small screenshot of a scoreboard showing the top of the 1st inning. The top row lists innings 1 through 9, and the bottom row lists R (Runs), H (Hits), and E (Errors). The score is 0-0-0 for both teams, with 0 outs. The teams are NED (Netherlands) and ITA (Italy).



A screenshot of the play-by-play menu. The menu is a list of plays numbered 27 to 47. Play 29 is highlighted in yellow. The bottom of the screen shows a navigation bar with 'Lineups', 'Scorecard', 'Box', and 'Plays' tabs. The 'Plays' tab is selected. Below the tabs, there are buttons for 'Close', 'NED', and 'ITA'.

27	Swinging Strike 1.
28	Swinging Strike 2.
29	MAZZANTI Giuseppe strikes out looking. 1 Out.
30	Ball 1.
31	Called Strike 1.
32	Ball 2.
33	Swinging Strike 2.
34	Mineo Alberto strikes out swinging. 2 Outs.
35	Foul.
36	Vaglio Alessandro reaches on dropped fly error. E9. COLABELLO Chris to 2nd.
37	Called Strike 1.
38	Called Strike 2.
39	ANDREOLI John doubles to left center. CECCHINI Gavin Glenn Christopher scores (unearned). COLABELLO Chris scores. Vaglio Alessandro scores. 3 RBI.
40	Ball 1.
41	Ball 2.
42	Called Strike 1.
43	Swinging Strike 2.
44	Foul.
45	Foul.
46	Reginato Mattia strikes out looking. 3 Outs.
47	End of the 1st 4 runs, 1 lob

Correcting Mistakes (2)

After The Game



Play Details

Batter: Vaglio
Pitcher: YNTEMA
Runner at 1st: COLABELLO
Runner at 3rd: CECCHINI
Vaglio Alessandro reaches on dropped fly error. E9. COLABELLO
Chris to 2nd.

Rescore This Play

Add Missed Substitution

Server Revert to before this play

Server Revert to after this play

Close

In the screenshot, we're picking up where we left off on the last slide: we've tapped on play #36. We now get a summary of the original play, and some options.

Rescore This Play does what you might expect, it'll take you back to right before the play happened (in our case: Vaglio at bat, 0-2 count, runners on first and third) and you'll be able to rescore the play.

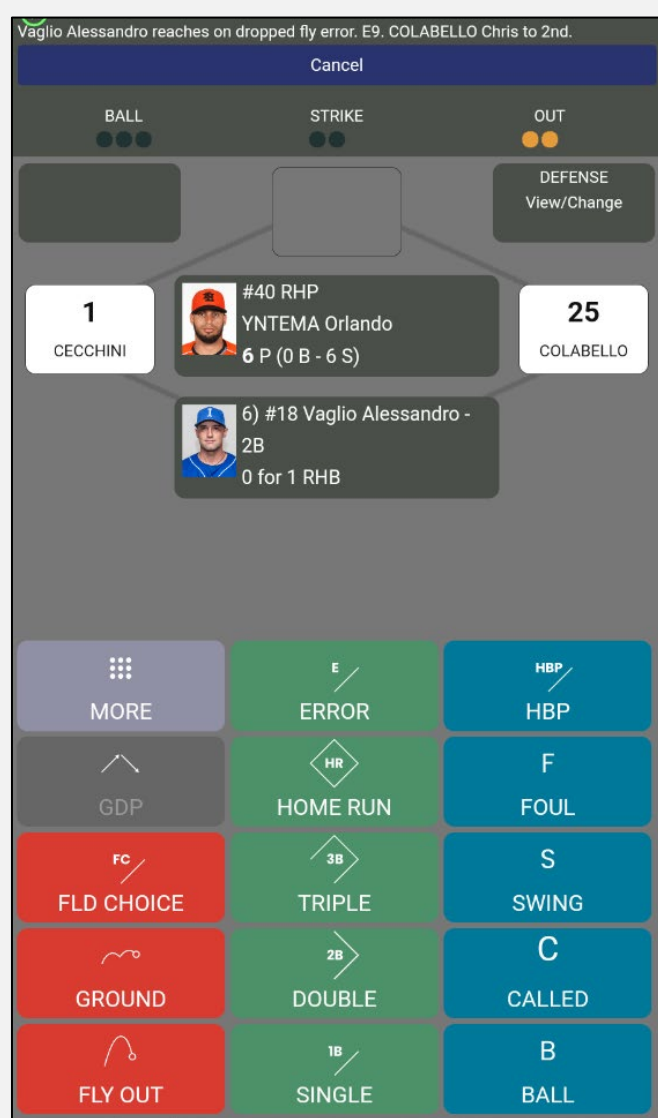
Add Missed Substitution allows you to insert a substitution that happened just before this play but you forgot to add at the time. You should do this on the specific play that it happened on – for instance, don't add a relief pitcher or pinch hitter half way through an at bat (unless that's actually where they entered, but it usually isn't). The app will automatically recalculate the stats from this point on to assign them to the substitute player where appropriate. This will not change the play, only the player involved.

Server Revert to... will take you back to before or after this play happened and allow you to continue scoring the rest of the game from that point. It's the equivalent of pressing **Undo Last Play** over and over again until you get to the play that was incorrect. You'll need to rescore the rest of the game from there. Bear in mind you **CANNOT UNDO THIS** once you've done it, so be sure you really mean it. You also cannot rescore only one half of a game (i.e., you can't rescore all of the home team's batting innings but leave the away team's half-innings alone), it's all or nothing.

If you do use this option and have not scored the game on paper, I would highly recommend taking a screenshot of the plays from the stats website (or writing them down), so that you have something to refer to. To repeat: **everything after this play will be deleted, irretrievably, if you press these buttons.**

Rescoring Plays

After The Game

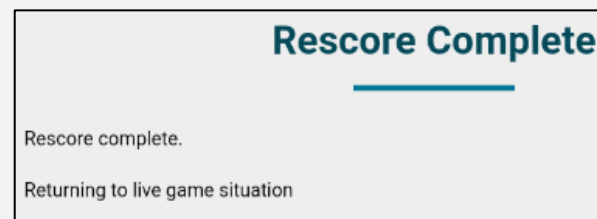


Here we're in Rescoring Mode (following on from the previous slide with play #36).

We can tell this because the scoreboard has been replaced by a box at the top of the screen that tells us what happened on the original play.

Rescoring is exactly the same as scoring the play normally, except that the game state at the end of the play (runners on base, outs, score) must be the same as it was originally. For instance, you can change a hit to an error, but you can't change an out to a hit. Another way to think of it: you can change the things a scorer decides, but not the things an umpire decides. You also can't add things that weren't originally scored (a stolen base or a missed at bat). For that, you'd need to use Server Revert and re-score the game from the last correct play.

Here though, we're rescoring an error to a hit. Easy. We're just going to click on Single. We can then move runners, choose the batted ball location, etc, as we would normally do after a single. We'll then see this confirmation:



Note that it says "returning to live game situation". It does not advance to the next play, it returns to wherever you are in the **live** game. If you're rescoring after the game has finished, you'll go back to the main Review & Revise menu.

If the game state has changed (runners on different bases, number of outs or score has changed), then you'll get an error and be taken back to the live game situation. You'll need to re-enter the Play By Play menu as described earlier.

FAQs & Further Questions



Q: Can I log into multiple devices with the same Ballclubz account?

A: Yes! You can log into as many devices as you want. However, to avoid potential problems, please **don't** try to score the same game on multiple devices at once (with the exception of the Test Game, which creates a separate instance of the game on each device). If you need to switch devices mid-game, due to low battery for example, you should first exit the scoring app on the first device (using the **Exit Scoring App** button), then resume scoring the game on the other device.

Q: Can two people score the same game on the app on different devices simultaneously? I.e., the away scorer and home scorer?

A: No, only one scorer should score on the app – the home scorer, unless otherwise agreed. The away team's scorer can follow the scoring via the play-by-play on the website if they wish. The official scorer's decision on judgement calls should not be challenged.

Q: I can see my assigned game(s) in the app, but they're greyed-out and not 'clickable'.

A: Games appear in the app 48hrs before first pitch, usually Friday afternoon for a Sunday game, however you're not able to enter them to start scoring until 24hrs before the scheduled start time. At this point they'll become "active", and coloured light blue. If they don't, contact us as soon as you notice.

Q: Can I set the lineups in the app prior to the start of the game, if I have them in advance?

A: Yes, in fact we encourage it! As long as the game has unlocked, you can enter the lineups and then leave the game via **Exit Scoring App** (not **End Game!**). You need to progress all the way through to the main scoring screen in order for the lineups to save. If there are any changes when you arrive at the field, you can correct them before the game starts using the **Correct Mistaken Position/Player** buttons. The game does not 'start' on the app until the first action is recorded (ball, strike, hit, etc), though be aware that lineups will be visible on the website once entered.



Q: How do you decide who to assign the game to?

A: At the start of each season, we ask clubs to submit a primary scorer for each team. This designated scorer is then assigned all of the team's home games. Any changes that need to be made can easily be accommodated, as long as we're told before gameday (scoring@britishbaseball.org.uk).

Q: Can we have more than one scorer?

A: Yes, the number of scorers a team can have is theoretically limitless, however you'll need to tell us in advance if anyone other than the designated scorer is going to be scoring a given game, unless of course your team uses a generic scoring account.

Q: What do you mean by a "generic scoring account"?

A: Often, teams do not have the luxury of a dedicated volunteer to score games, and have to use players from the bench. In these cases, where you may not know who your specific scorer is going to be, it can be easier to have a "team" scoring account. What most teams do is set up an account with a free email address (or one specifically for scoring, at least) such as *team.name.scorer@gmail.com*. This email address and password can then be given to anyone interested in scoring for the team, so they can log into the app on their own device (or use a device provided by the team). This removes the need for us to change individual scoring assignments because the game is always allocated to the team account.

Q: Do we have to use the app? What if we prefer to score on paper?

A: Whilst we encourage paper scoring, and in an ideal world there would be someone scoring on paper in addition to the scorer using the app (as a backup and a development opportunity), ultimately the game needs to be scored on the app by midnight on Wednesday (assuming a - Sunday game) in order to "count", otherwise the home team are liable for a forfeit. If you strongly prefer to score paper-only on gameday, this is acceptable (though discouraged), however you must re-score the game from paper into the app before the Wednesday deadline.

Thanks for your time!

Any further questions:

jason.toms@britishbaseball.org.uk

scoring@britishbaseball.org.uk