



Willetton Tee Ball Scoring Guide

Thank you for volunteering and being involved in your child's tee ball season! This document aims to outline the basics of tee ball scoring.

Role of the Scorer

The Scorer is one of the Officials of the game. The Scorer is responsible for keeping track of the runs, outs and strike counts. They must notify the Umpire when the ninth batter has **completed** their turn at bat, and when a batter bats, or is about to bat, out of order.

There are two Scorers in the game – one supplied by each team, and they must sit together behind the home plate and outside the dead ball lines.

The scorebook is made up of rows (one for each player) and columns which represent each of the innings.

Prior to the game:

The Scorer:

- Enters the names of the teams at the top of the scorebook.
- Obtains a copy of the batting line up for each team from the Coaches, and enters the players' names into the scorebook, as per the below sample:

		1	2	3
1	<i>Write the player's name here</i>			
2				
3				

It is recommended to use pencil rather than pen when completing the scoring.

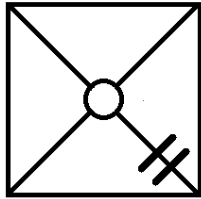
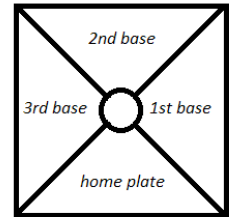
Batting:

The Dot Method is used to score tee ball games.

Each box on the scorebook is divided into 4 segments – one for each base on the diamond

These segments are used to indicate how a player moves around the bases.

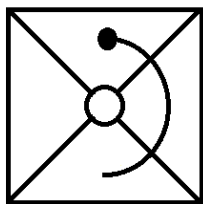
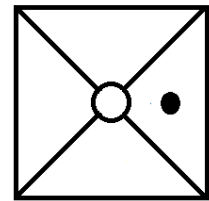
The circle is used to indicate an out (1, 2 or 3) or a run (coloured in)



Mark the strikes using a dash on the diagonal line between 1st base and home plate

At the completion of each at bat, the final position of each batter/runner is shown using a dot in the corresponding segment.

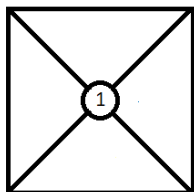
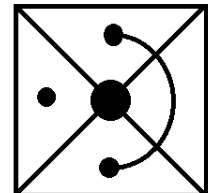
(The player in this example was safe at 1st)



When a player runs more than one base in any passage of play, an arc is drawn through the relevant segments.

(The player in this example hit the ball, ran, and was safe at 2nd)

When a run is scored, colour in the circle in the centre of the square.
(The player in this example was safe at 2nd on their hit, was safe at 3rd during the next batter, and then was safe at home during the following batter)















When a player gets out, write the number 1, 2 or 3 in the circle.

(The player in this example was the first out of the inning. They were called out before they reached 1st – either struck out, caught out or thrown out at 1st)

At the end of the inning:

The inning ends when the first of either three outs, or nine batters are completed.

Player A				
Player B	3 			
Player C				

To complete an inning, draw a diagonal line through the scorebox below the last batter, and across into the next inning column.

This indicates which batter will commence the next inning.
(Player C will be the first batter in the next innings)













Tally the scores for the inning at the bottom of the scorebook.

Enter the runs scored during that inning in the upper section, and the cumulative total in the bottom section.

4	2	4
4	6	10

Starting a new inning:

Start the new inning in the next column of the scorebook, starting with the player with the diagonal line next to their name.

Player A				
Player B	3 			
Player C				

(Player C is the first batter of the new inning)

All information for the inning should be entered into the same column. That is, when you complete the 'at bat' for the player at the bottom of the list, start at the top of the same column.

What should I do if I have a question?

- Contact the committee via the email: teeball@wbc.asn.au
- Talk to one of the committee members on Saturday mornings