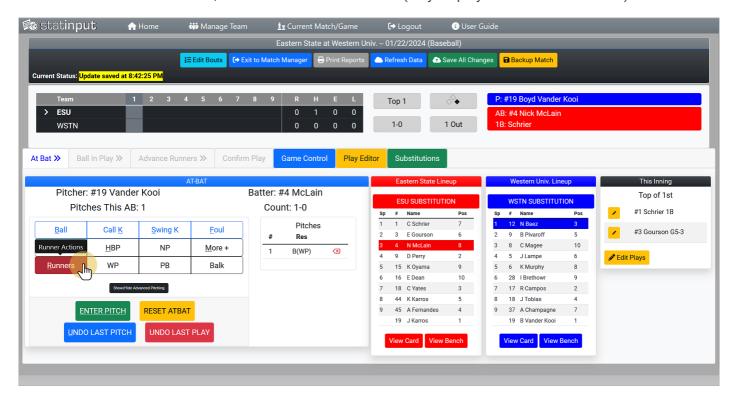
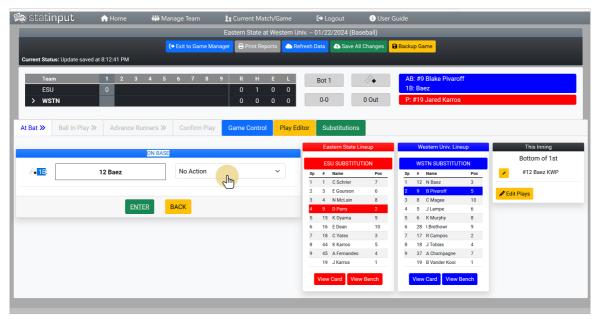




# Stolen Bases, Caught Stealing and other runner actions

To access the Base Runners tab, click the red Runners button (only displays when runners are on)

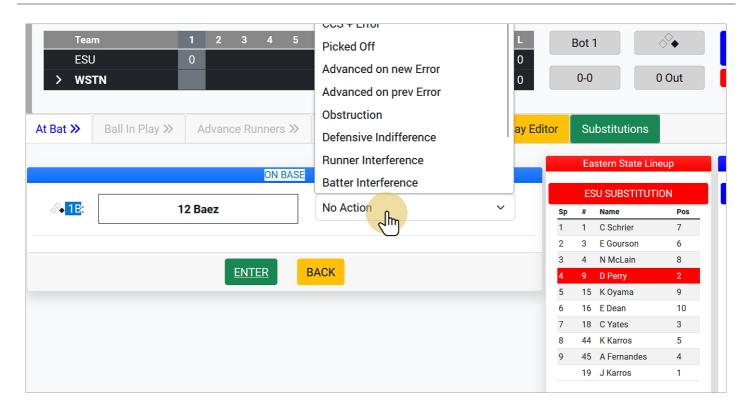




Select the action menu

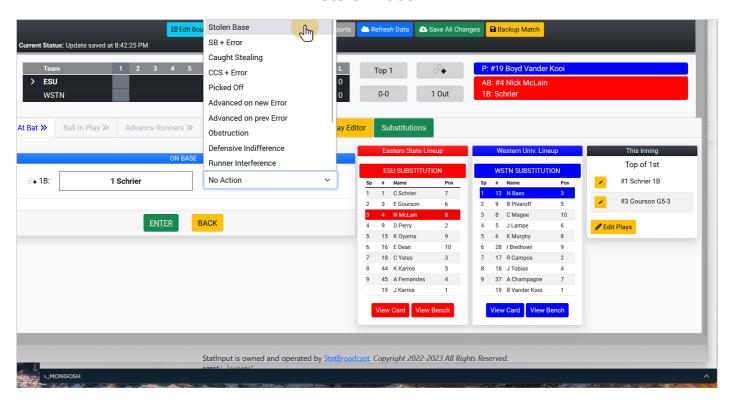






Click the select box for the runner(s) that moved and choose a reason why.

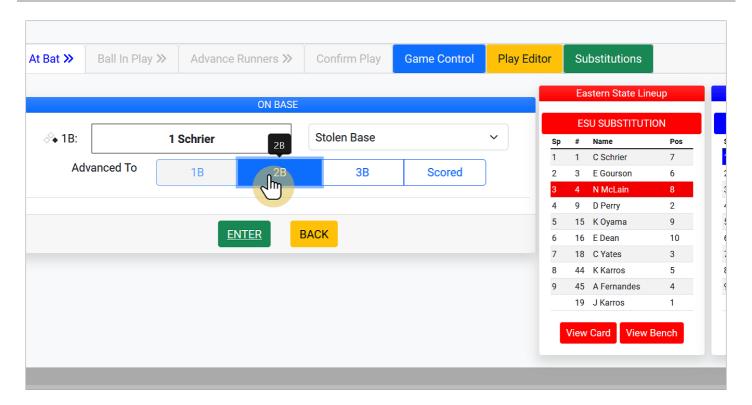
#### **Stolen Base**



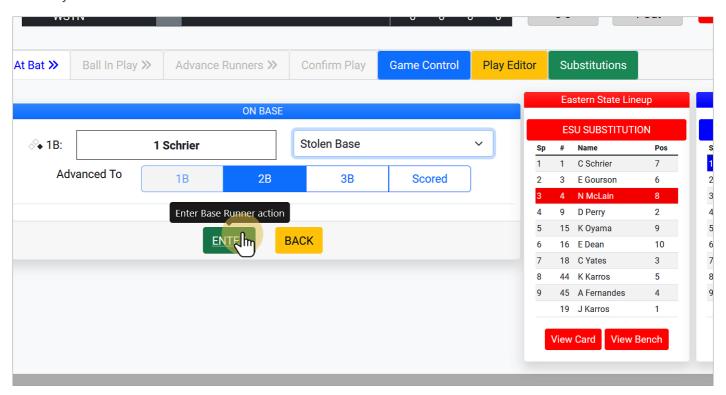
Select the action





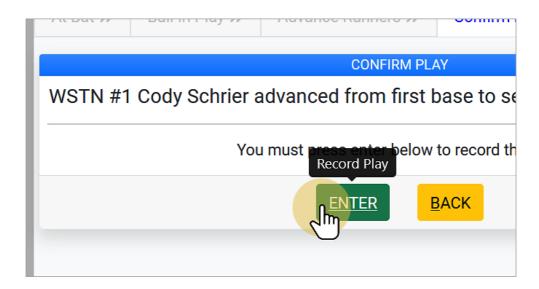


On an advancement play, the runner will automatically be advanced to the next open base. You can adjust this if necessary.



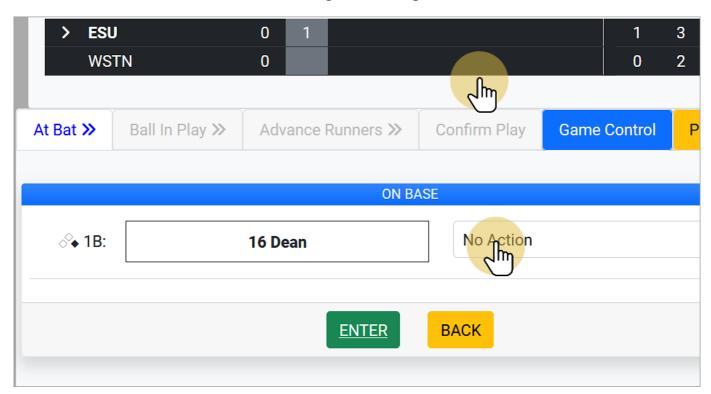
Enter the play





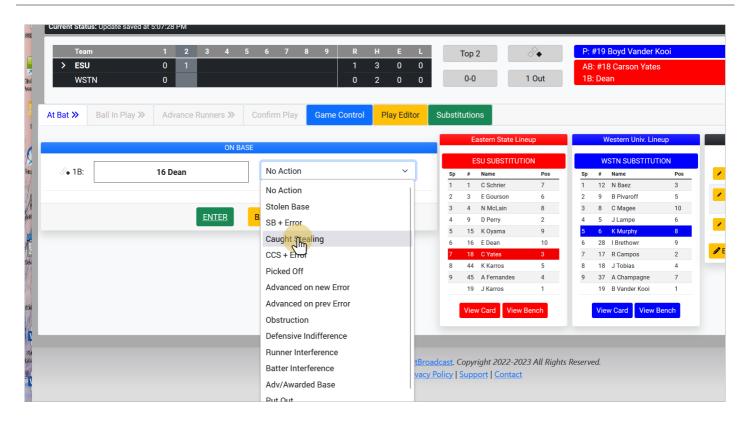
#### Confirm the play

## **Caught Stealing**

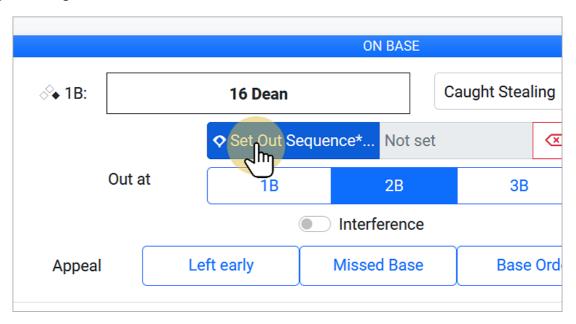


On an action where the runner is put out, you will be prompted to enter additional information.

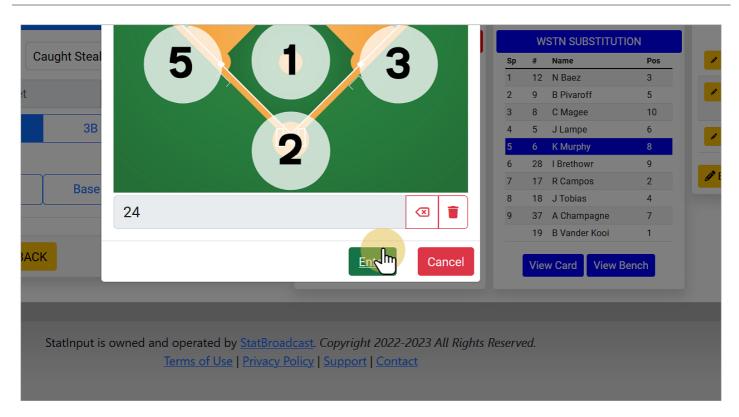


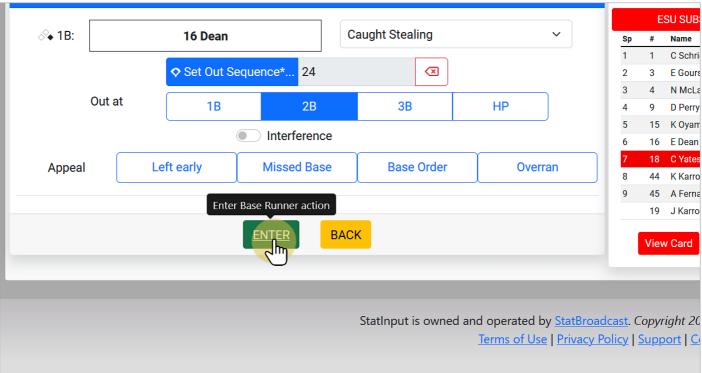


#### Select caught stealing as the runner action

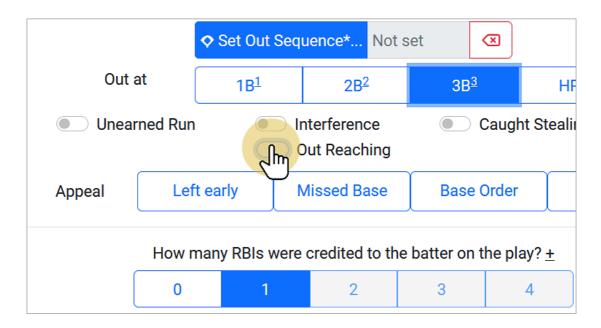


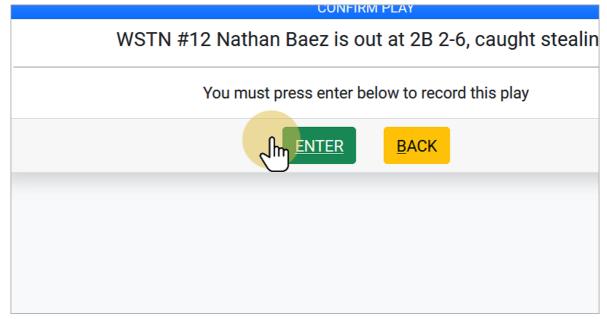






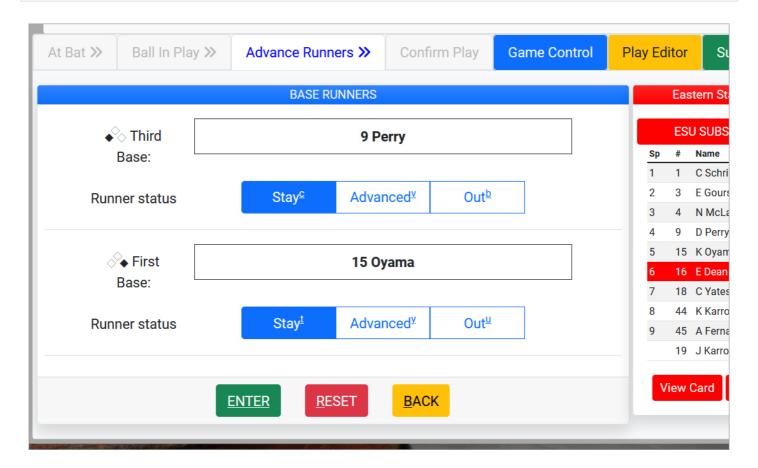




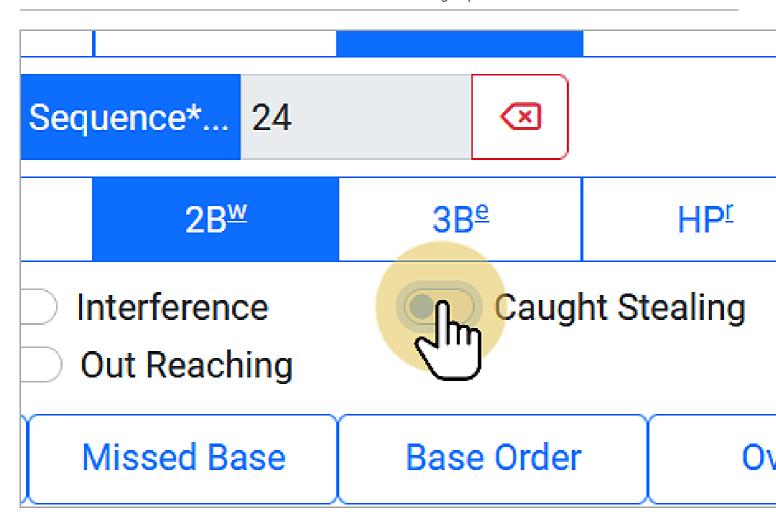




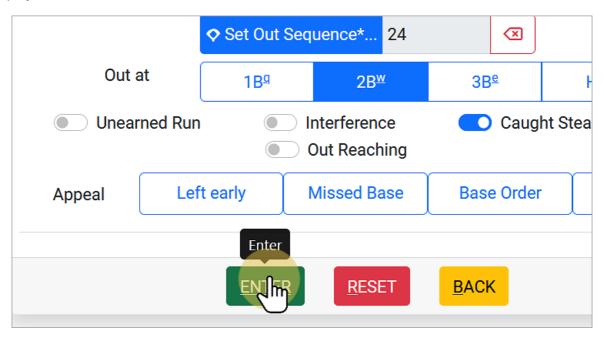
# Recording actions on the basepaths (outs, advances)



Recording an out by reaching



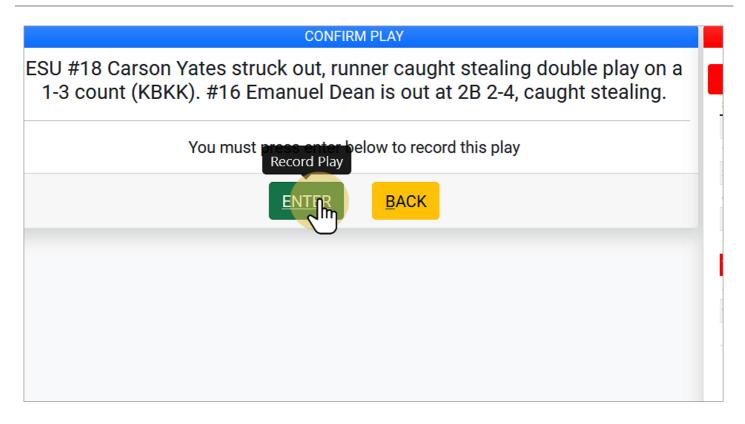
Score the play for the batter



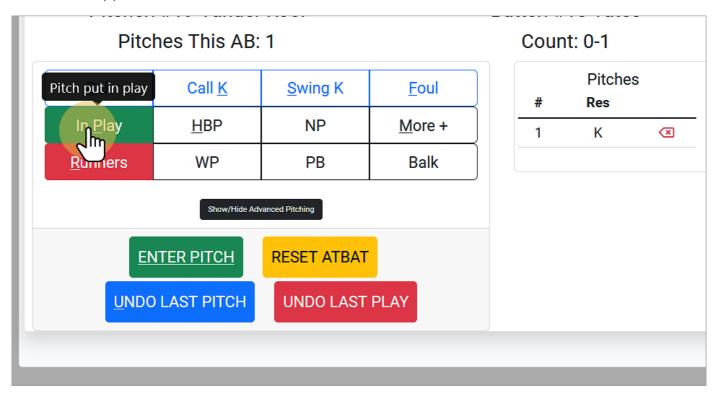
Advance any runner(s) that reached safely





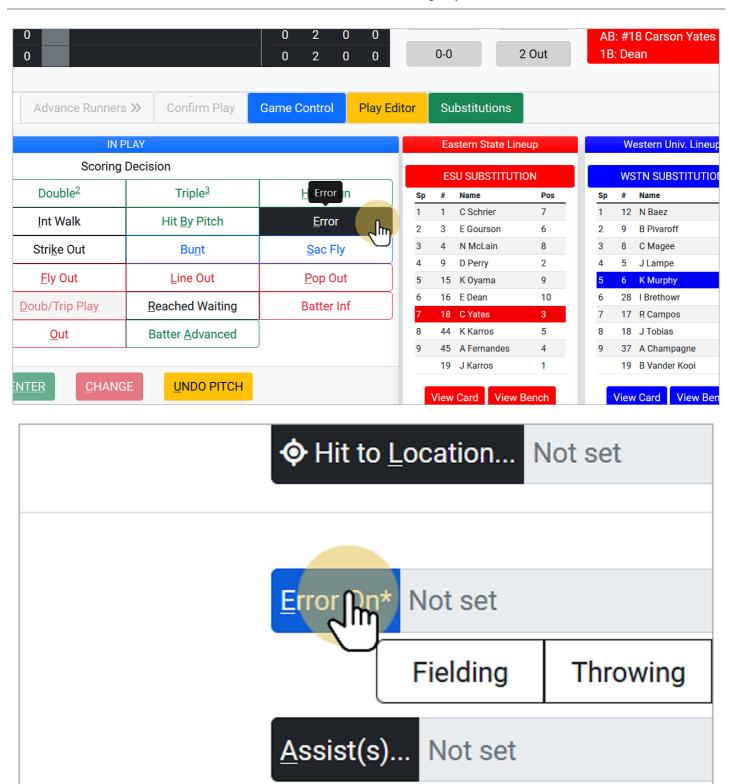


Mark the runner(s) that reached as Out



Set the sequence for the putout, set the base where the out was made and then mark the runner as Out Reaching





Confirm the play

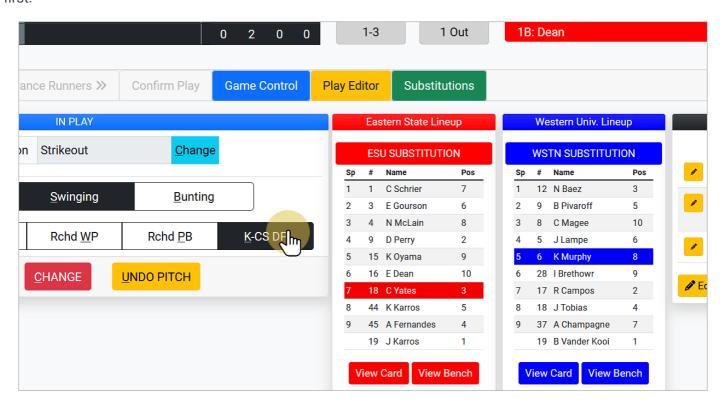
Recording a run down





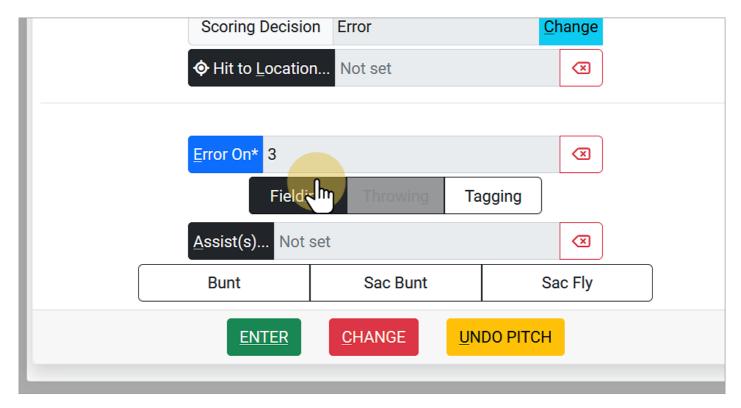


To records out on the base path not caused as a result of the original batted ball, complete the play for the batter first.

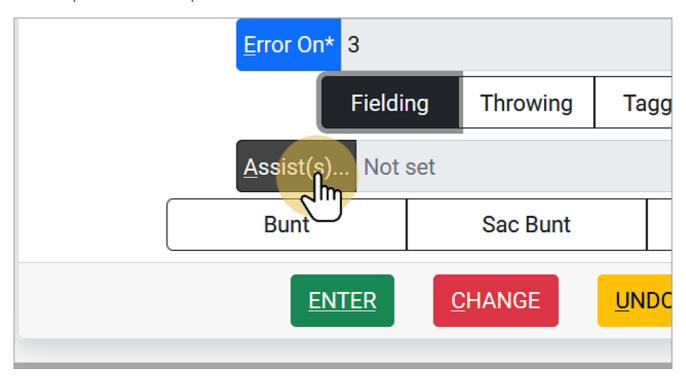




#### Mark the runner as out

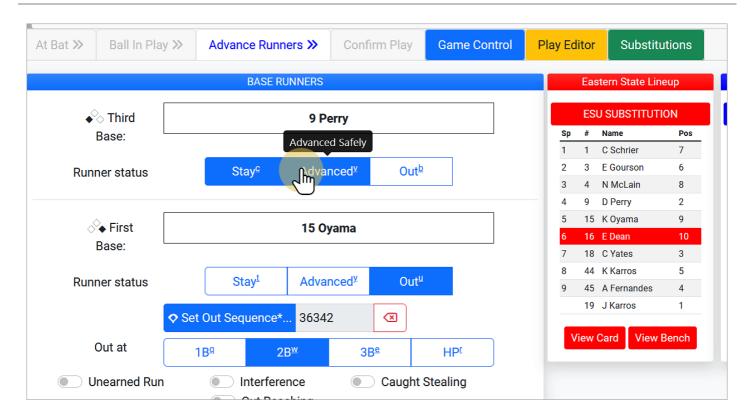


#### Enter the complete run down sequence



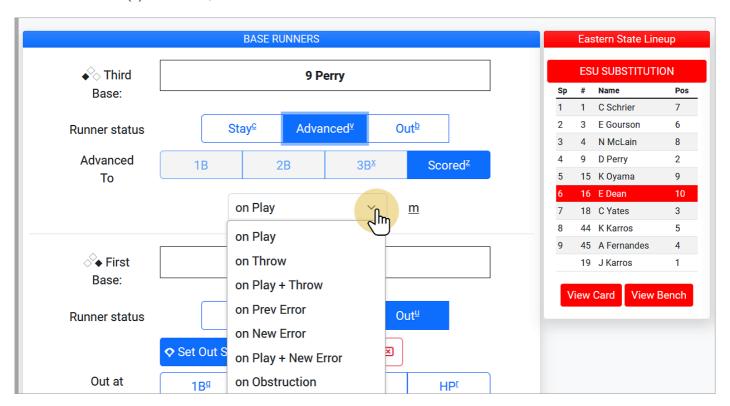
Note: you will enter the full play sequence for notation in the play-by-play narrative; assists will still only be assigned one per putout.



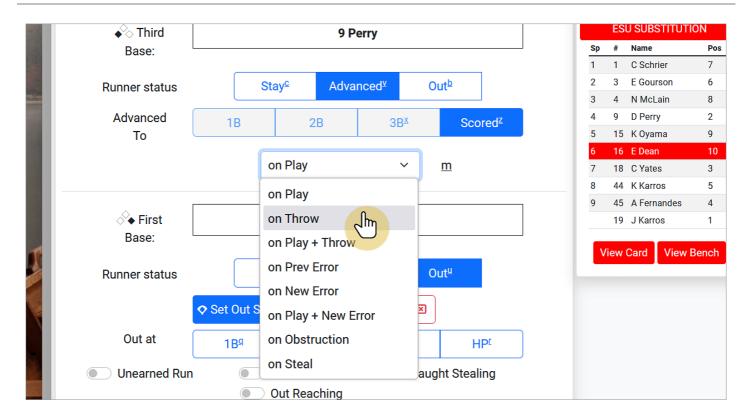


If other runner(s) are on and did not advance, leave their status as Stay and end the play.

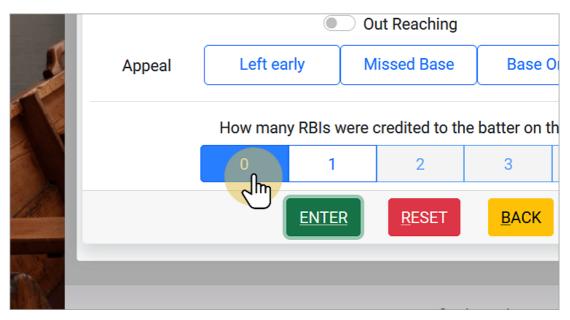
If additional runner(s) advanced, mark them as Advanced





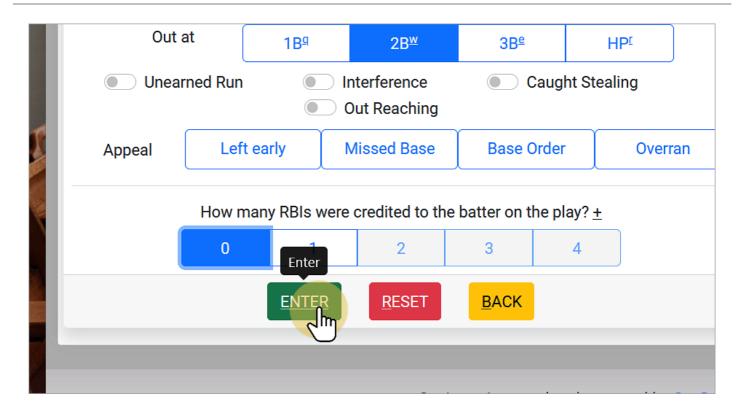


Select 'On Throw' to indicate that they did not advance as a direct result of the batted ball

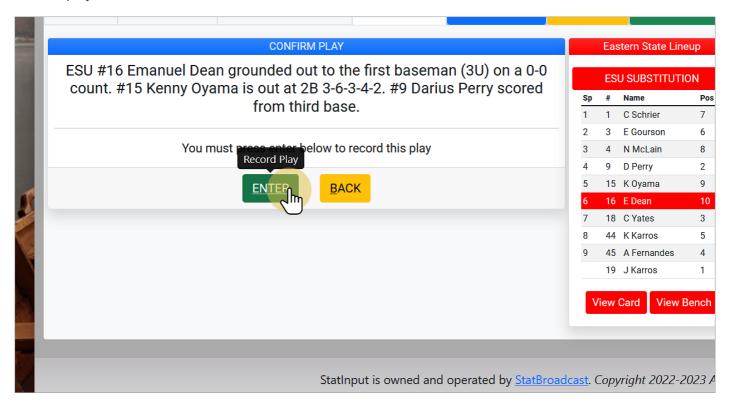


Set the RBIs on the play; in this example, the batter did not earn an RBI.





#### Enter the play

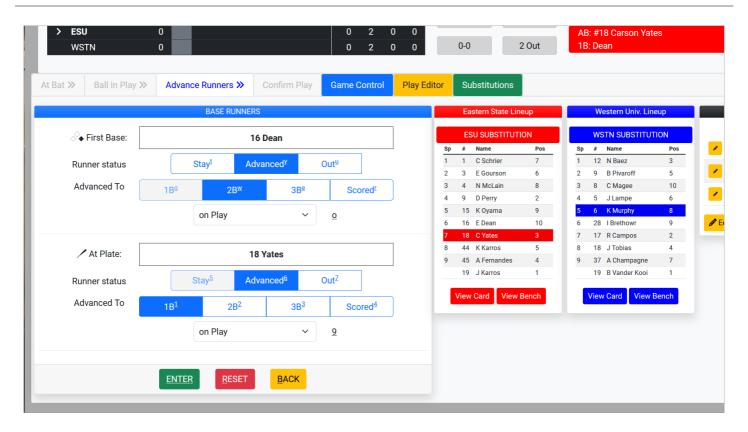


Confirm the play

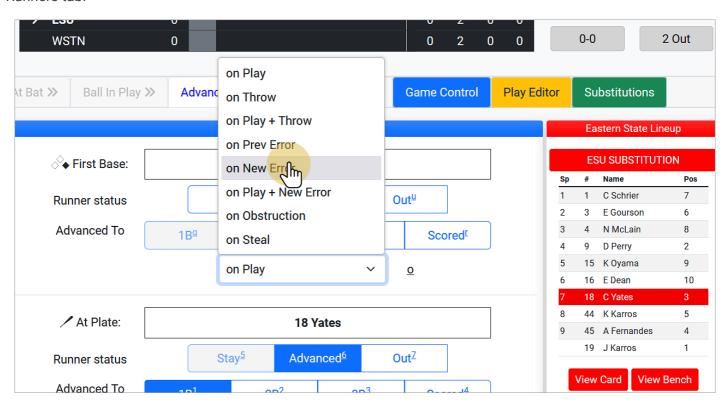
## Recording errors on the basepaths





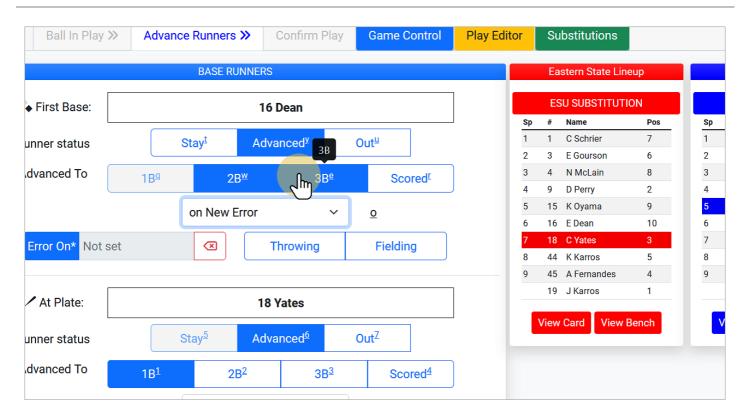


When an error occurs not on a batted ball that allows runner(s) to advance, those will be entered on the Base Runners tab.

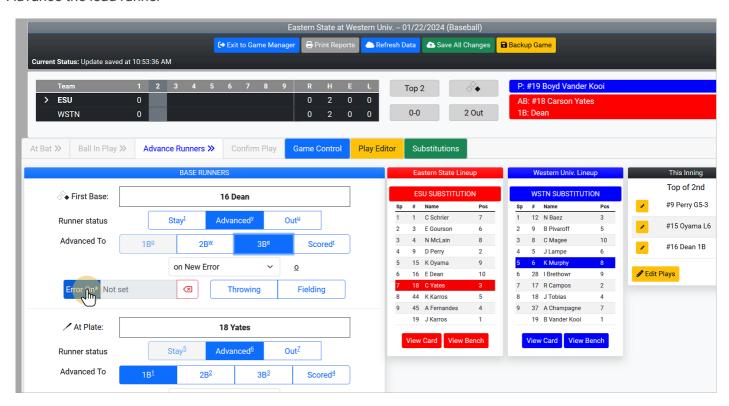


When multiple runners are on base, set the lead runner to 'New Error'





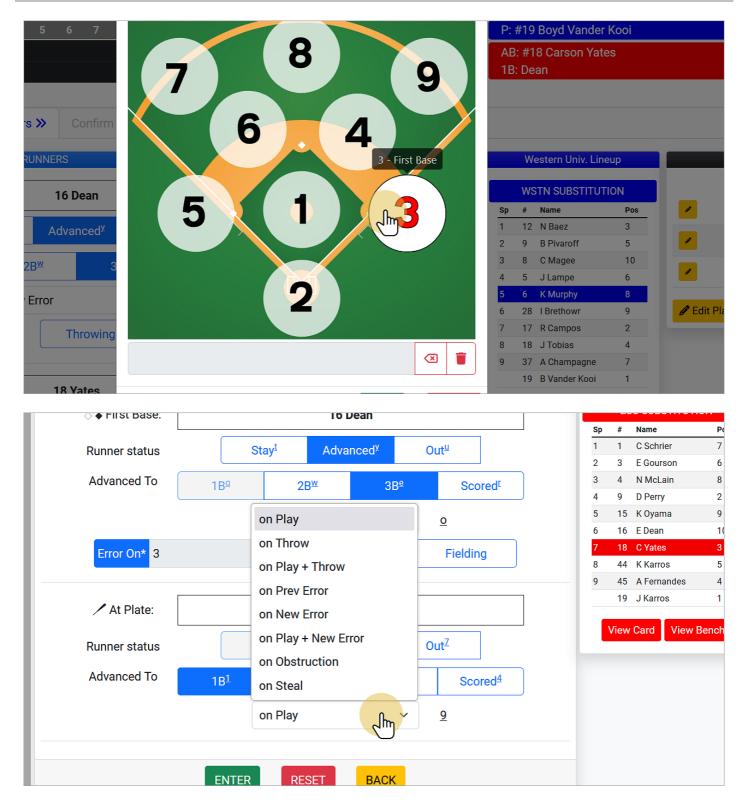
#### Advance the lead runner



Assign the error to a fielder



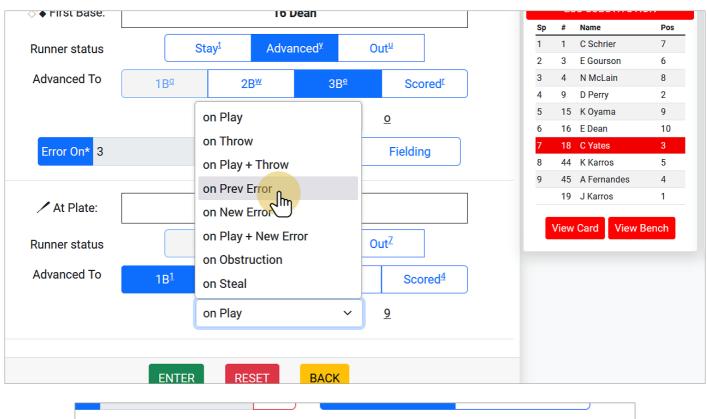


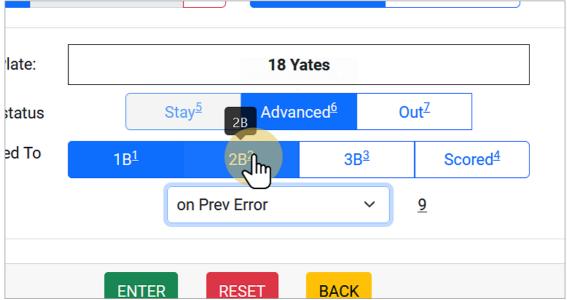


If the trailing runner(s) advanced on the same error, select 'Prev Error'

Note: selecting 'on New Error' or 'on Play + New Error' will credit a second error on the play and should only be used if multiple errors were committed allowing runners to advance.

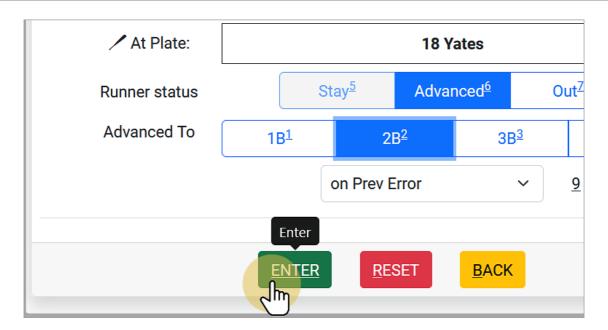




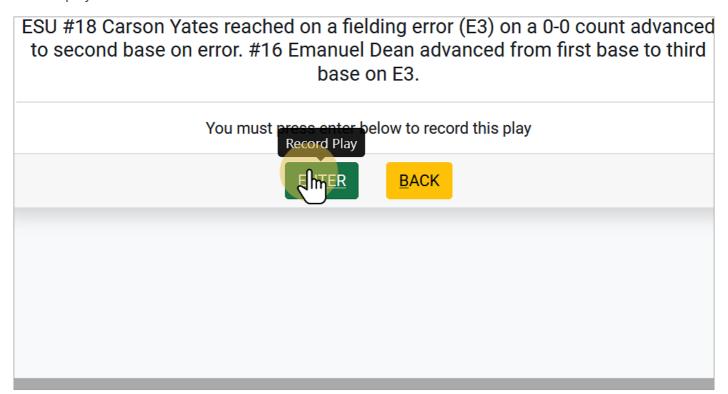


Advance the trailing runner(s)





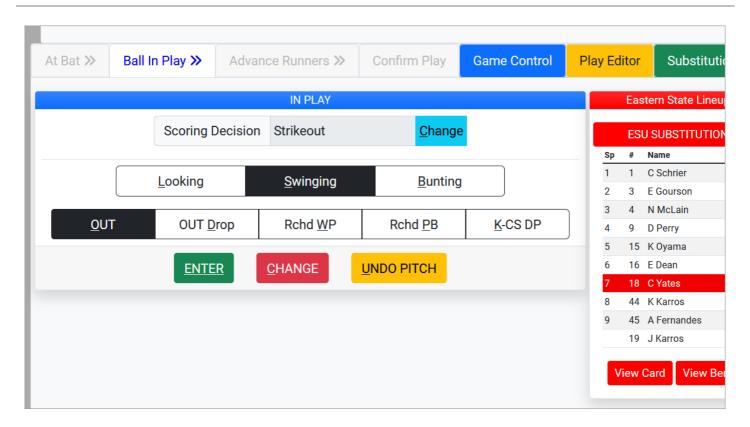
#### Enter the play



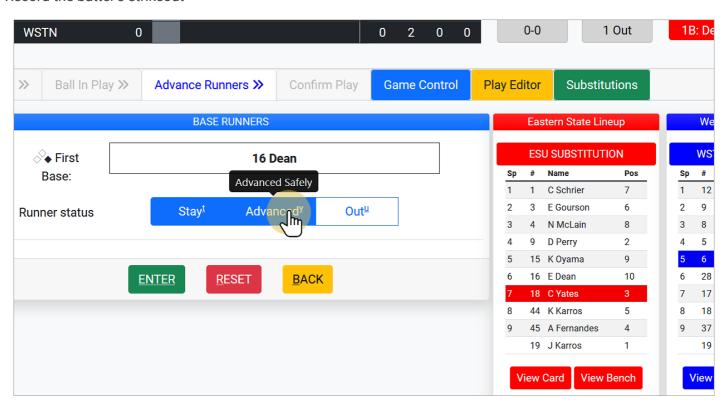
Recording a steal immediately following a strikeout







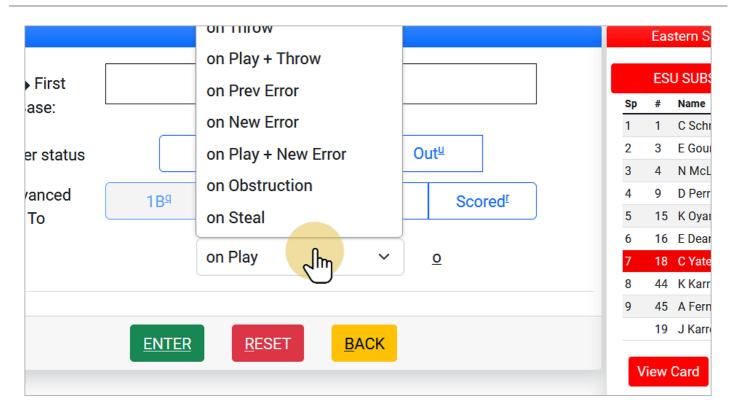
#### Record the batter's strikeout



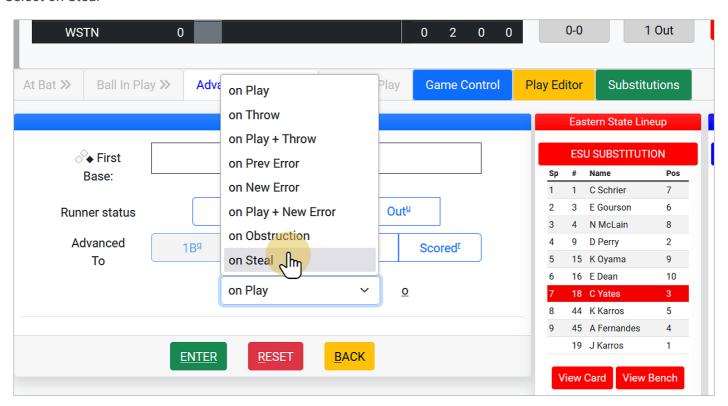
Advance the runner



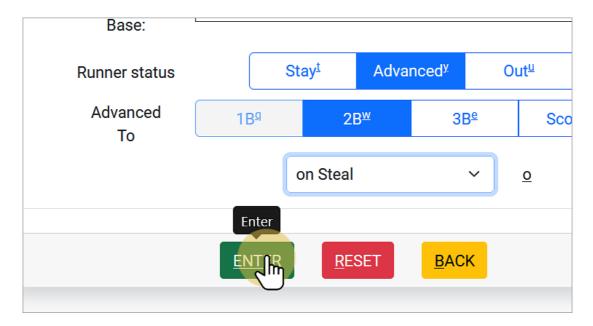




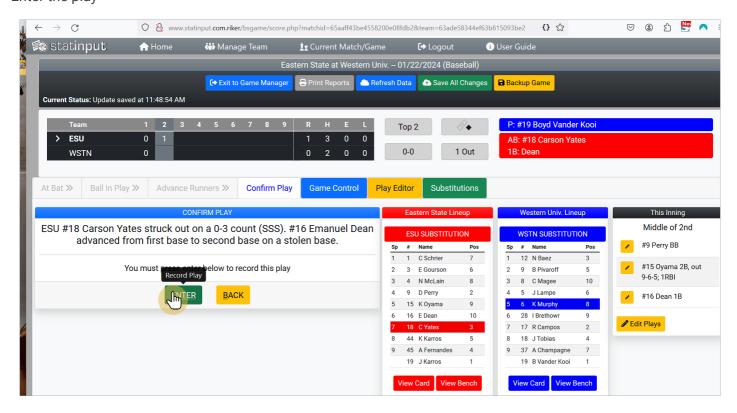
#### Select on Steal







#### Enter the play



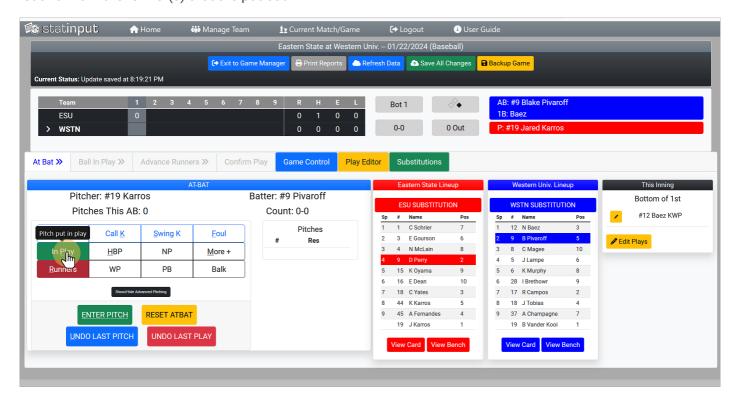
Confirm the play

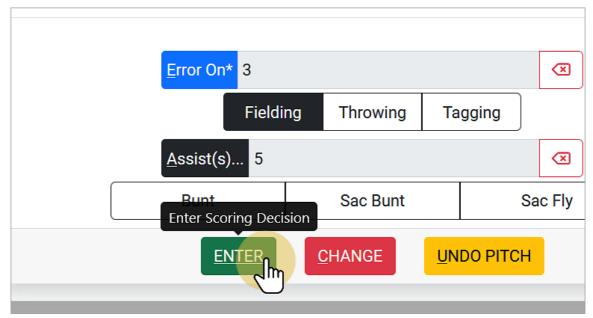




# Recording a Fielder's Choice

When you score a fielder's choice, whether its a single out or a double or triple play, you will place the batter on first and mark the runner(s) that are put out.

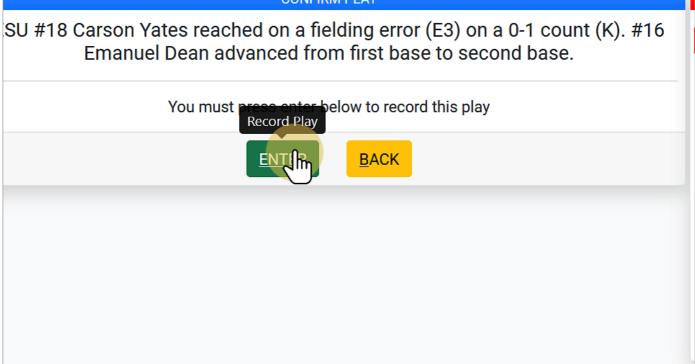






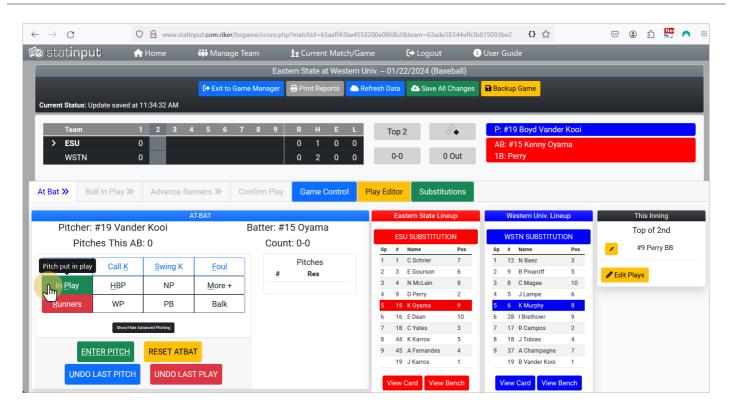




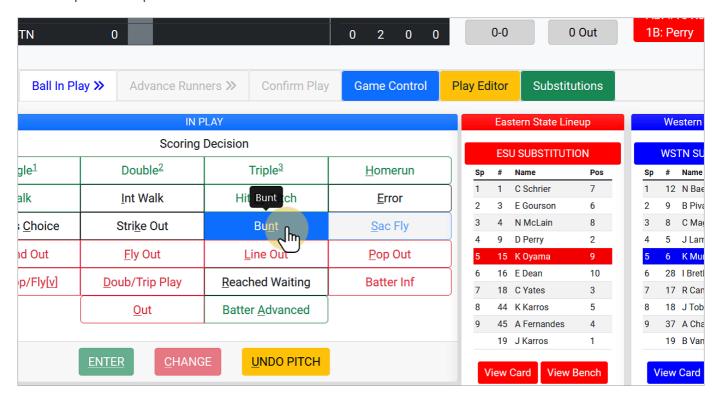


Mark the runner that was put out as Out.





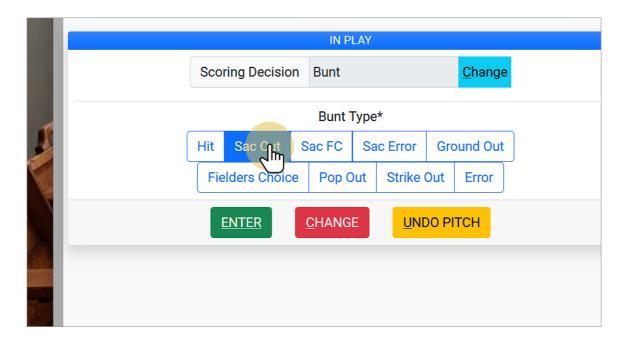
Record the put out sequence.



Leave the batter as having Advanced to 1B







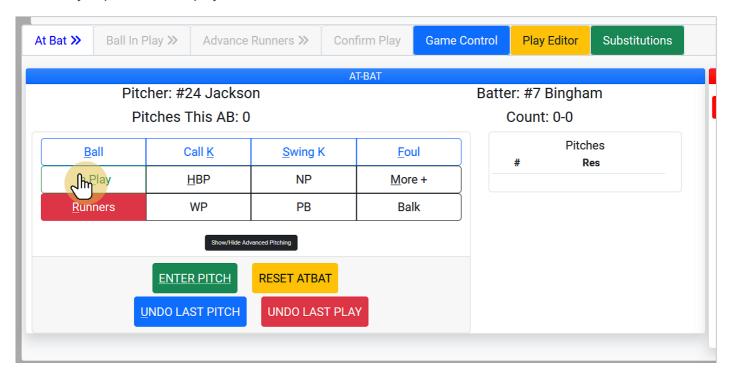


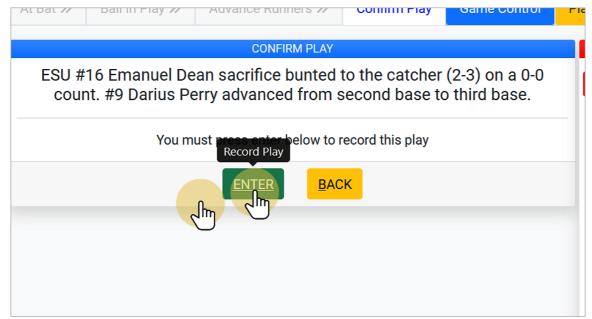


# **Recording a Double Play**

With one or more on and less than two outs, you can record a double play.

Click In Play to put the ball in play.

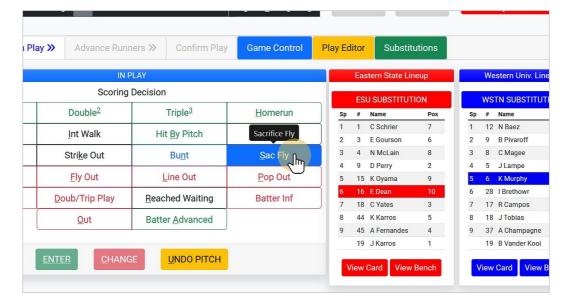






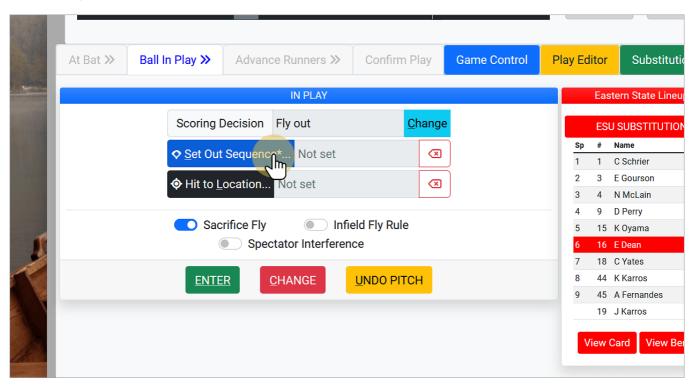


#### Click on Double or Triple Play



Click on the result of the batters' batted ball.

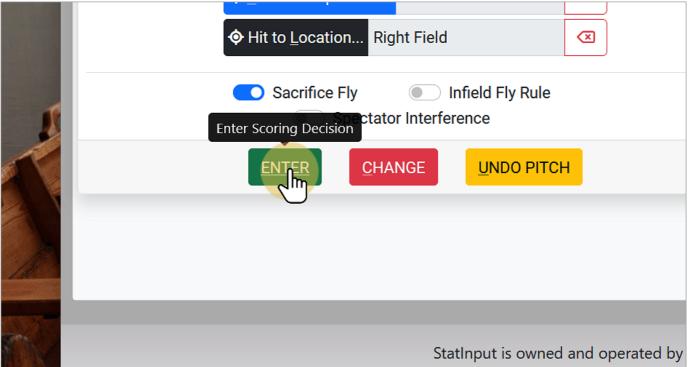
If the play is a triple play, toggle the type to 'Triple Play' (note: only available when there are no outs and at least two runners on).



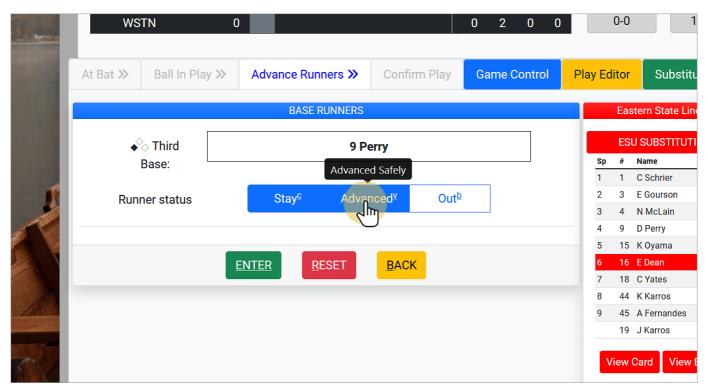
Enter the complete out sequence with all assists (for instance, 543)

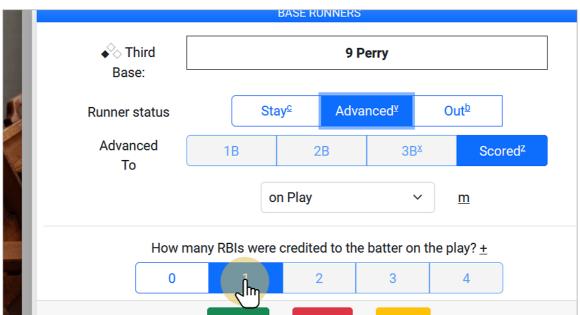




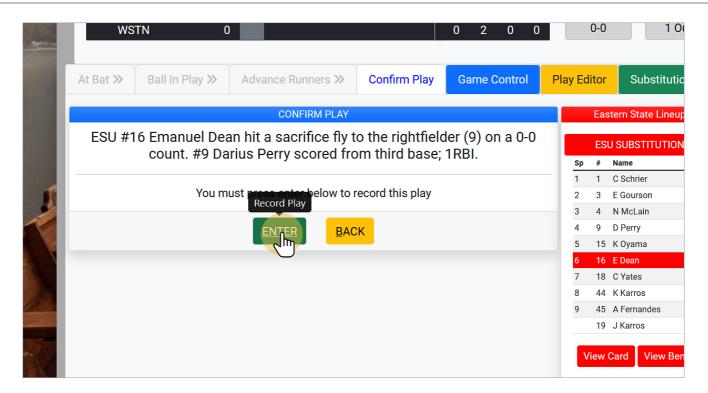




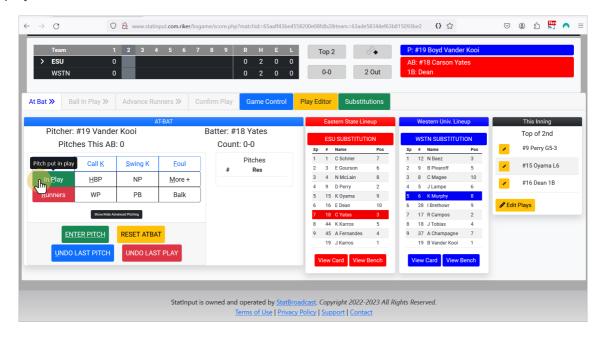








Enter the play.

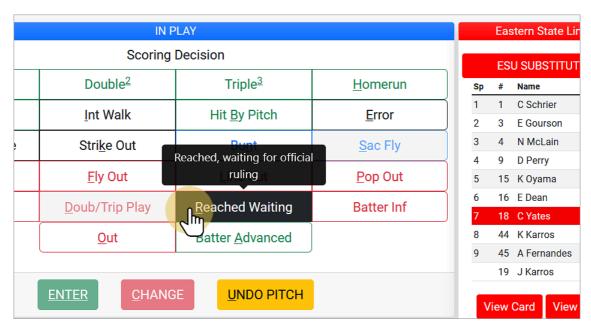


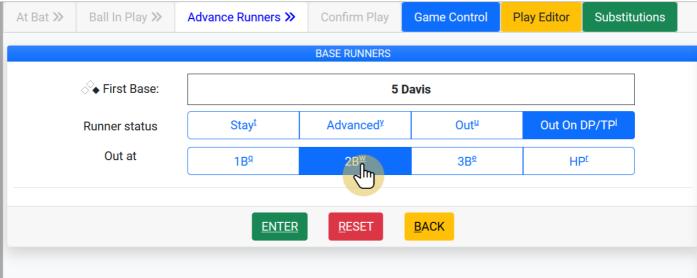
On the runner tab, select Out on DP/TP for the corresponding runner(s).

Note, for a FC DP or a TP, you will set the out sequence at the top of the Base Runners tab and you will set all runners that were out on the play as 'Out on DP/TP'.

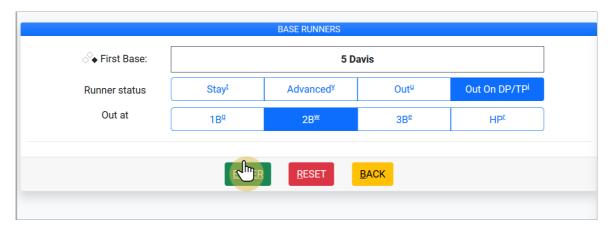






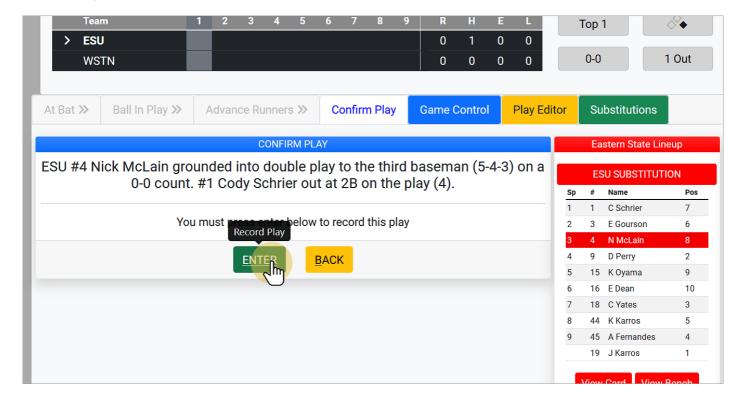


Set the nearest base the runner was at when they were called out.



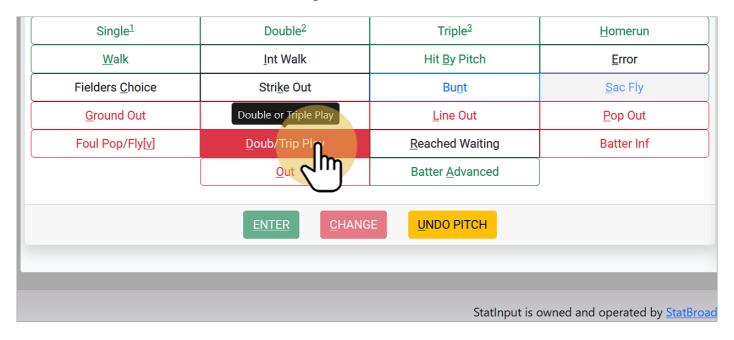


#### Enter the play.



Confirm the play.

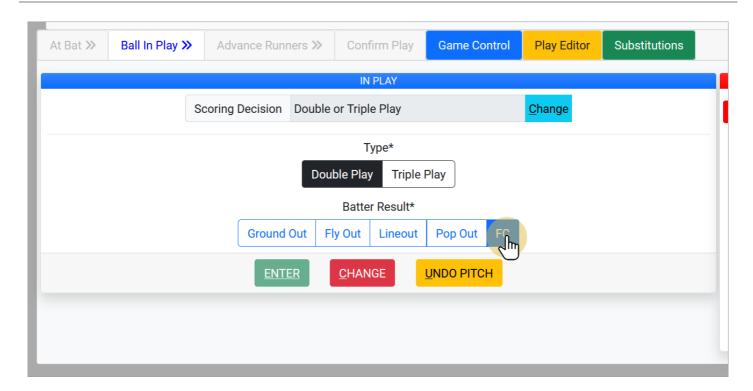
## **Recording a Fielder's Choice DP**



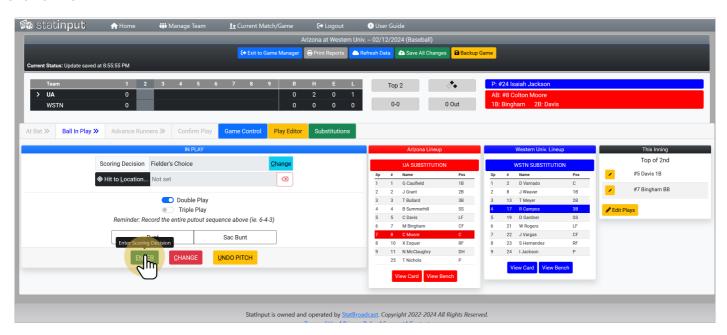
Click on Double/Triple Play





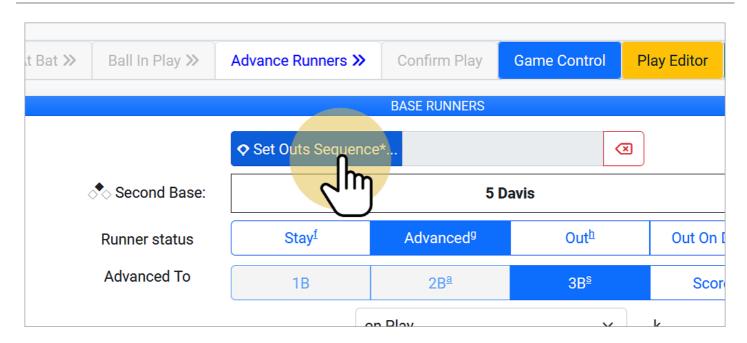


#### Click on FC

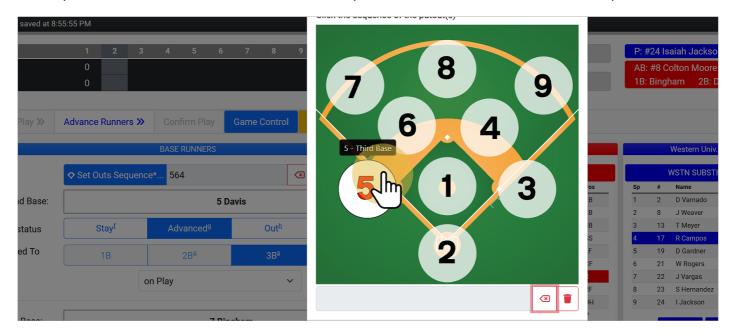


Enter any necessary descriptors and click Enter

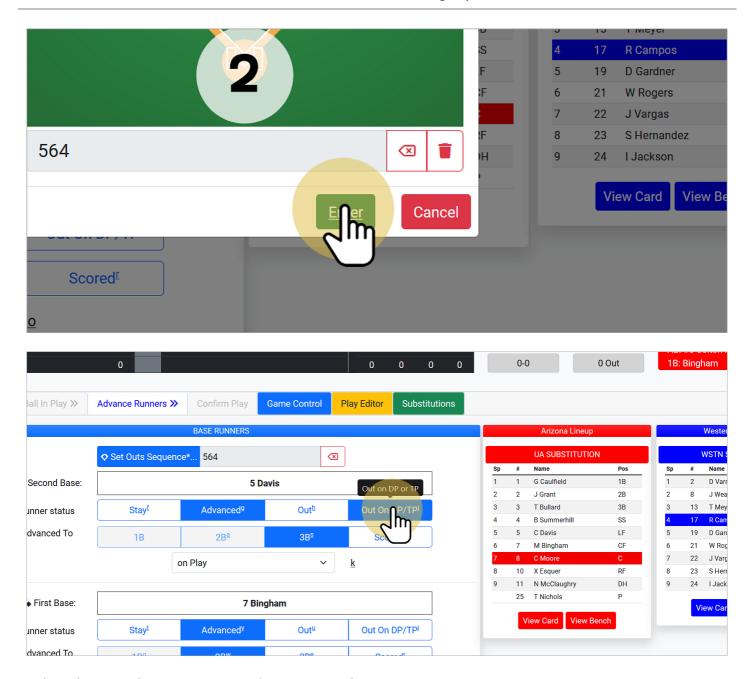




At the top of the base runner tab, click on Set Outs Sequence and enter the entire defensive sequence...

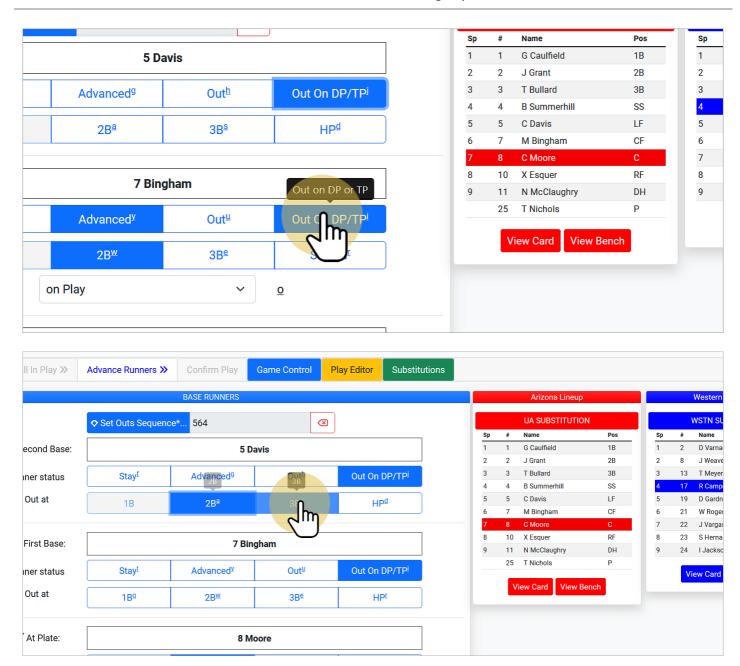






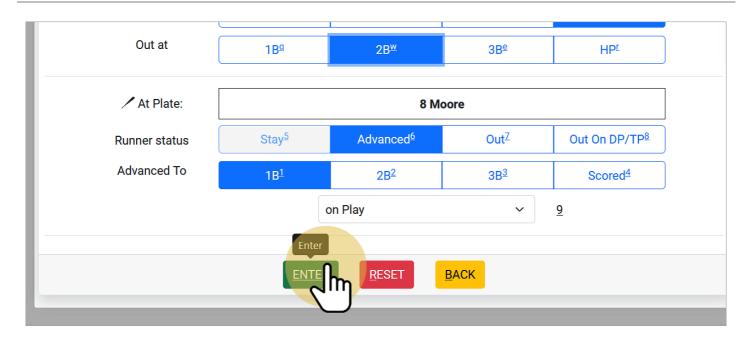
Mark each runner that was put out as 'Out on DP/TP"



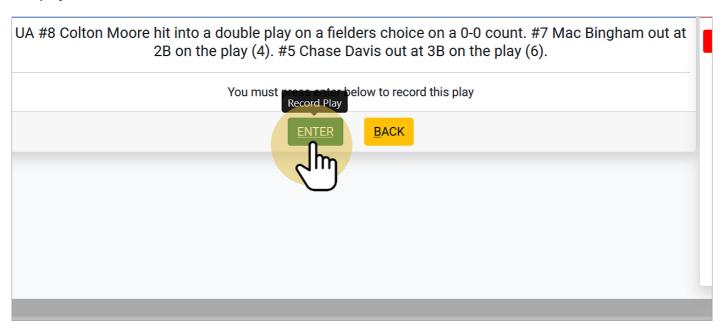


Set the bases each runner was put out at.





## Enter play



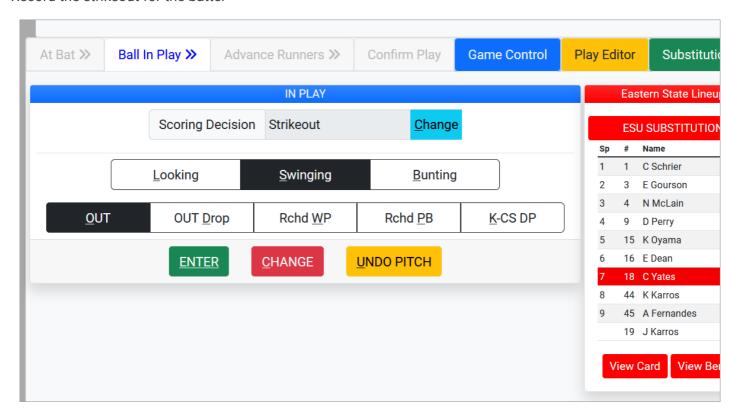
Confirm play





# Recording a Strike out - Throw Out DP

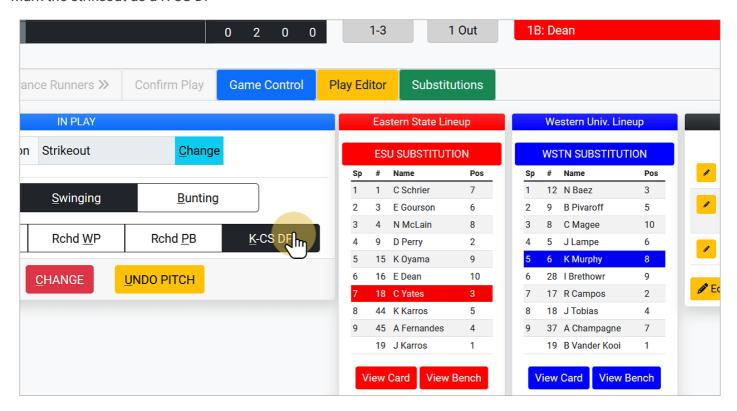
Record the strikeout for the batter





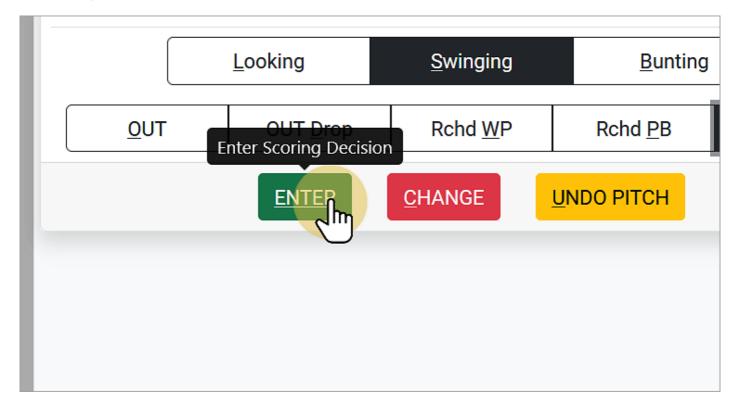


#### Mark the strikeout as a K-CS DP





# Enter the play

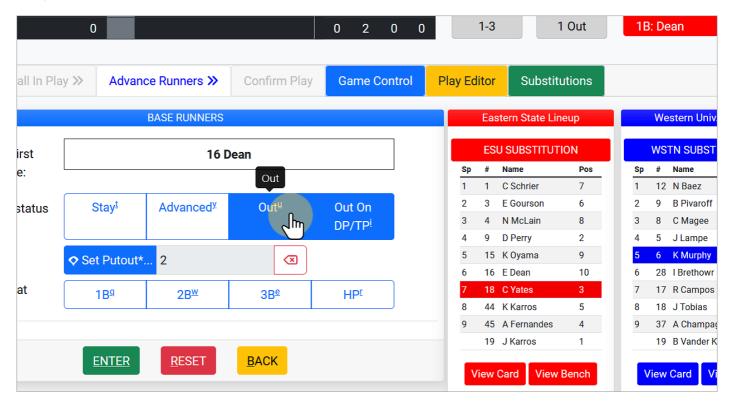






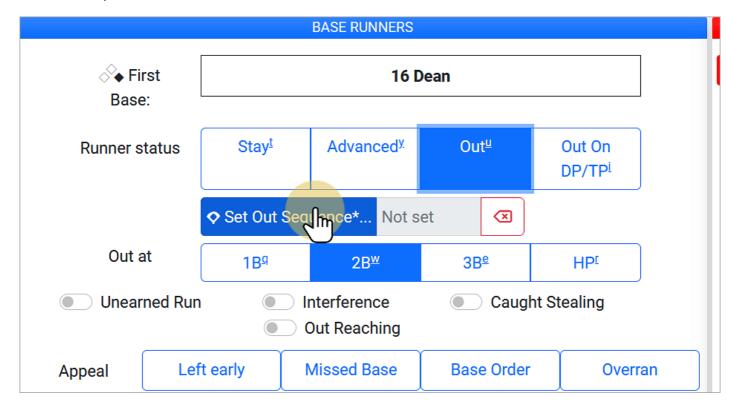
Set the runner as out

Note: you need to select Out and not Out on DP in order to record the assist/CS for the catcher



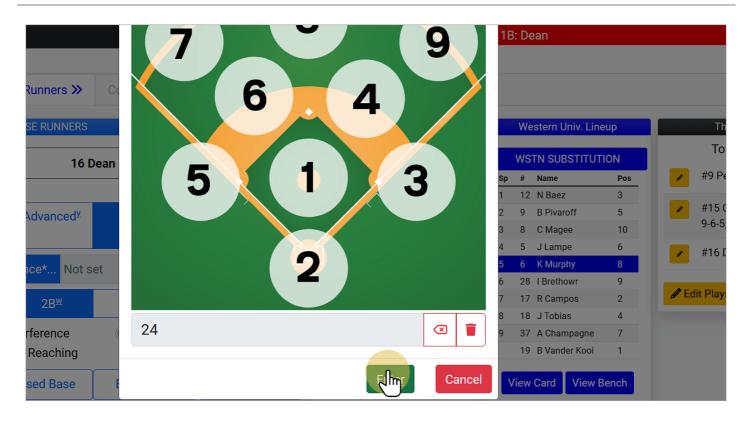


## Set the out sequence



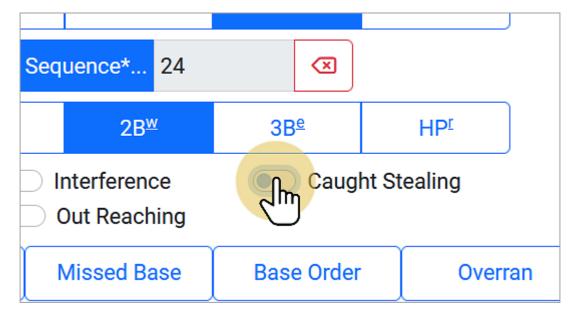








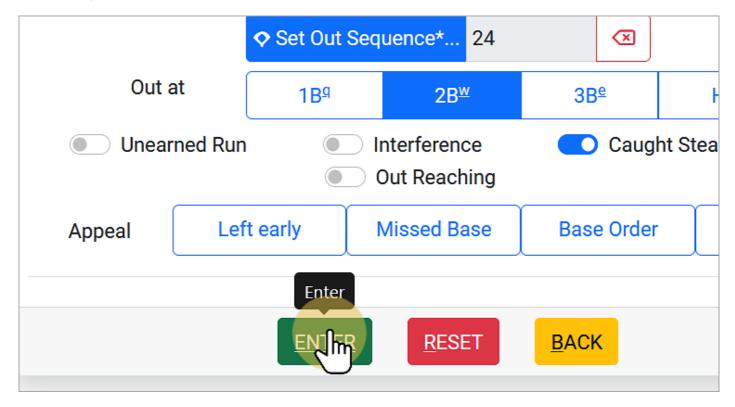
## Set as Caught Stealing





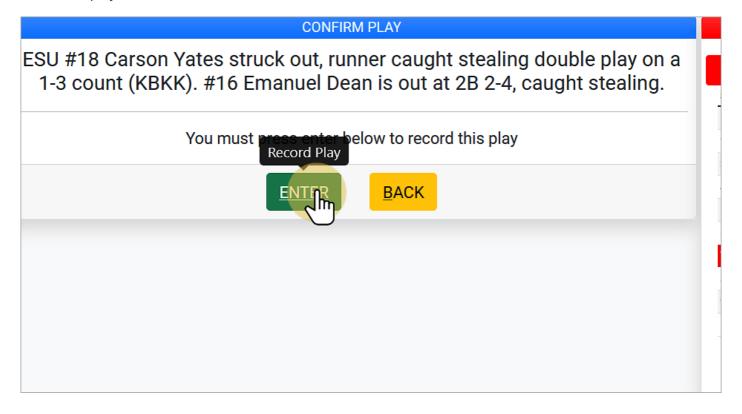


## Enter the play





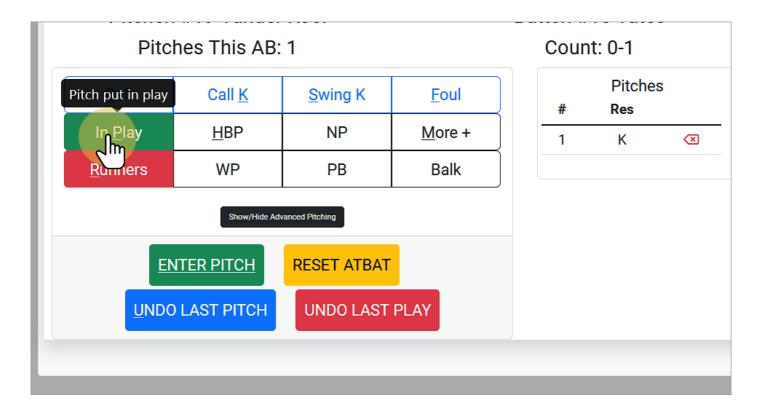
## Confirm the play





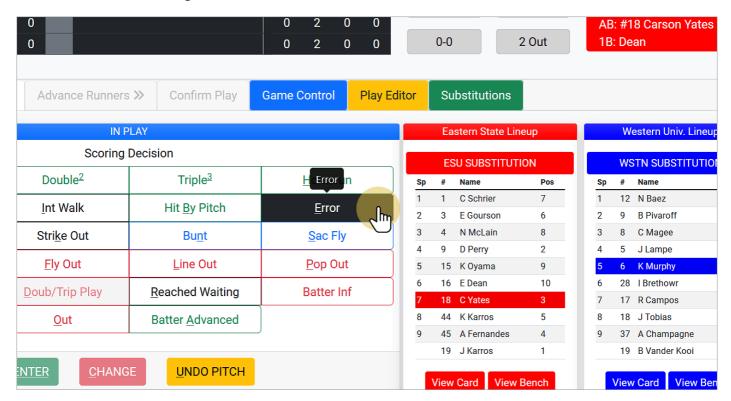


# **Recording a Reached on Error**



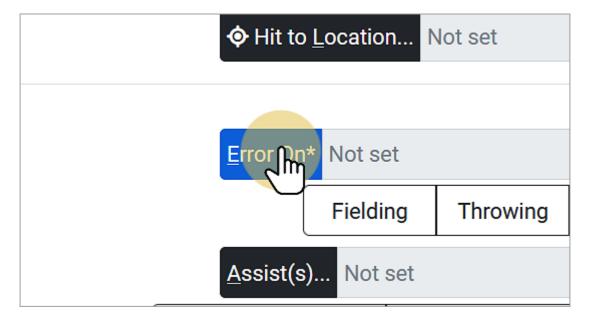


#### Select Error from the Scoring Decision menu





#### Set the fielder who committed the error



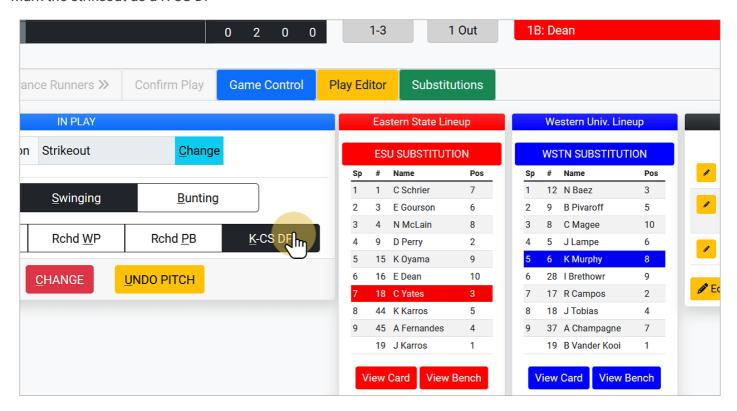






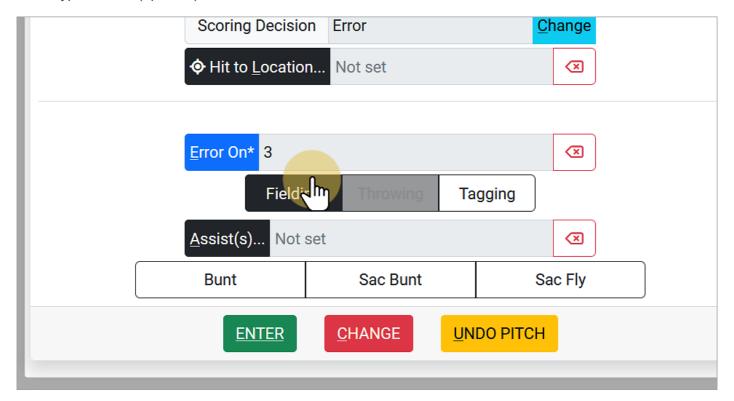


#### Mark the strikeout as a K-CS DP





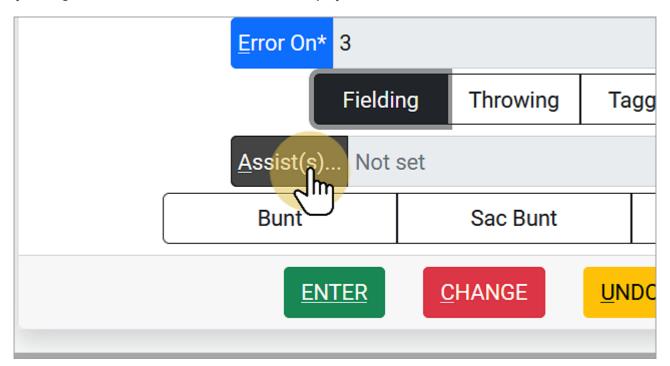
Set the type of error (optional)







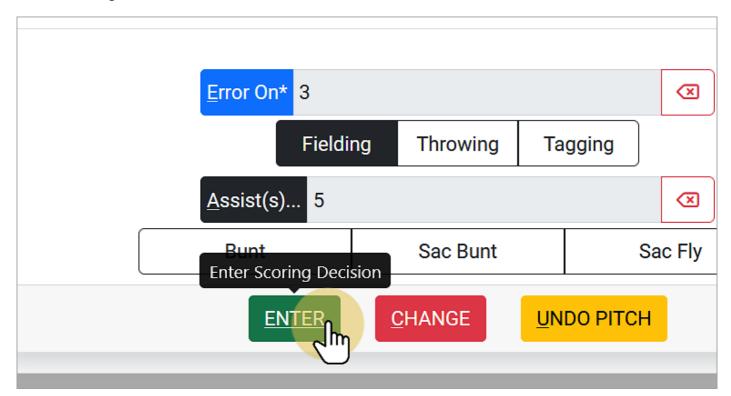
Set any fieding assists that should be credited on the play







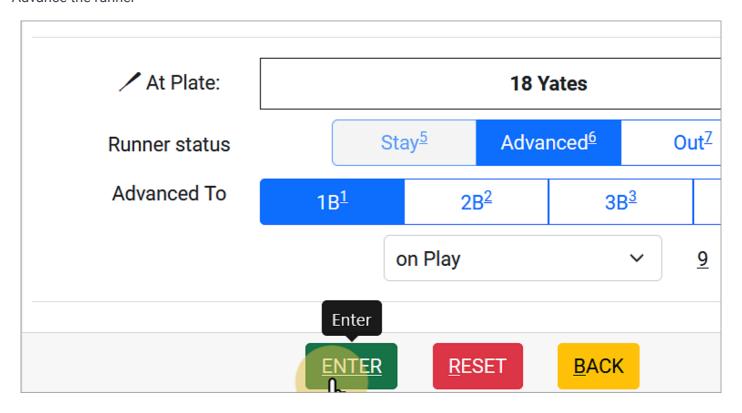
## Enter the scoring decision







#### Advance the runner







SU #18 Carson Yates reached on a fielding error (E3) on a 0-1 count (K). #16
Emanuel Dean advanced from first base to second base.

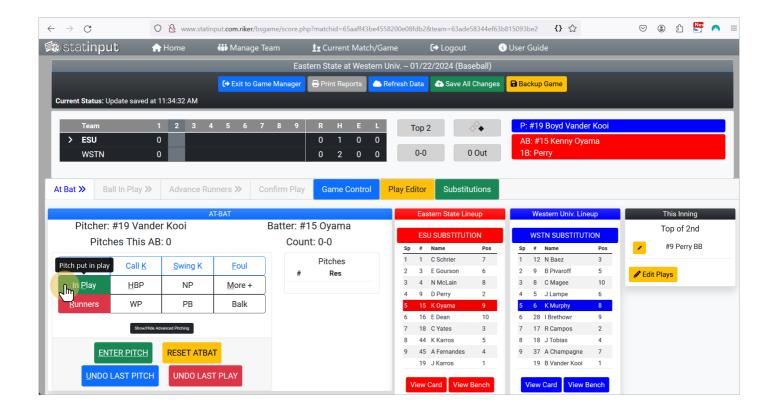
You must presenter below to record this play

Record Play

BACK



# **Recording a Sacrifice**

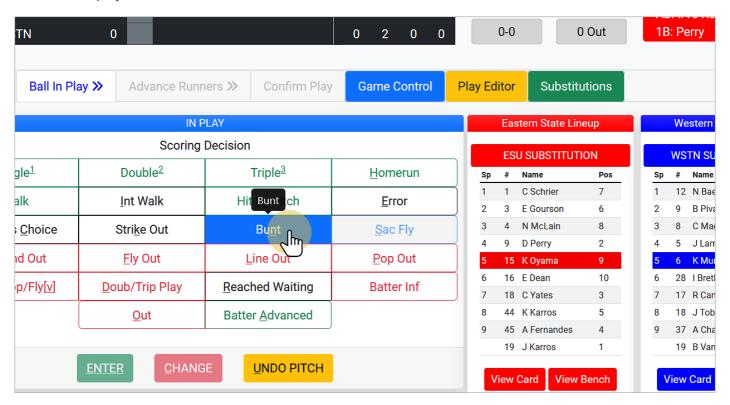




# **Sacrifice Bunts**

For a sacrifice bunt, the option will only be displayed when at least one runner is on and outs are less than two.

Put the ball in play and click 'Bunt'.



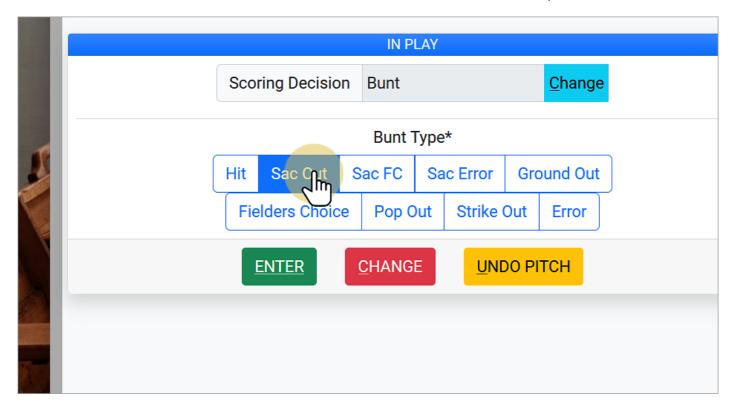




For a standard sacrifice hit, click Sac Out.

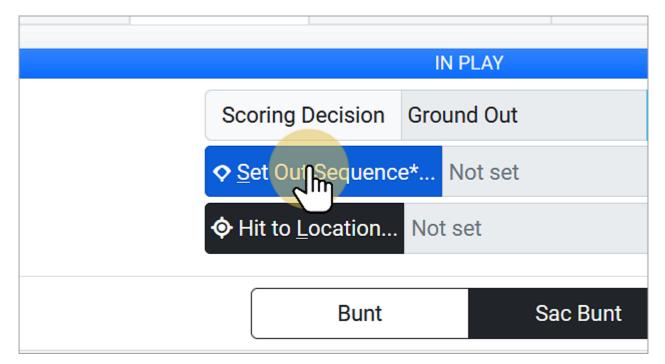
If there are two runners on and one is called out and the batter reaches first safely, select Sac FC.

If the batter reaches on an error that would have otherwise been credited as a sacrifice, select Sac Error.





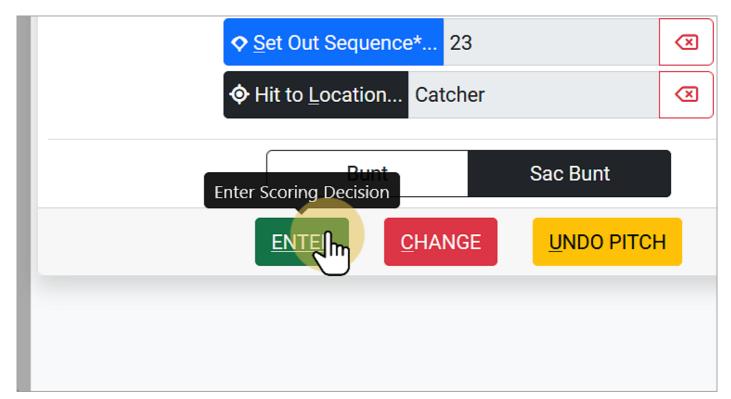
#### Set the out sequence





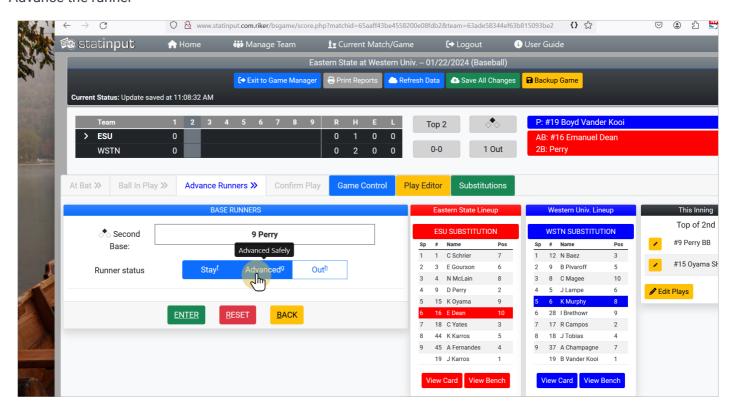


## Enter the scoring decision



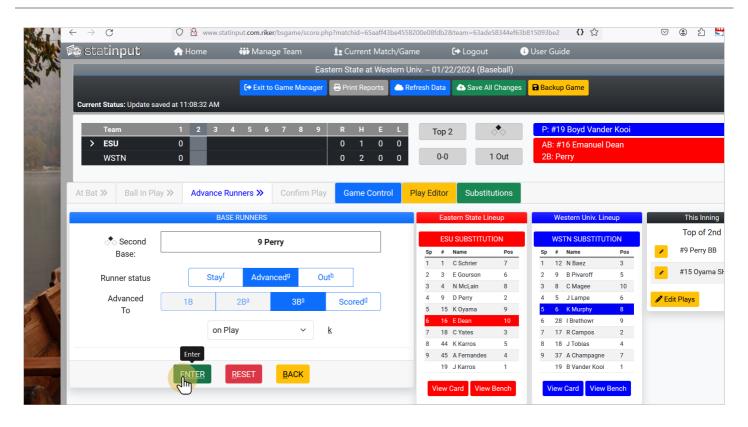


#### Advance the runner



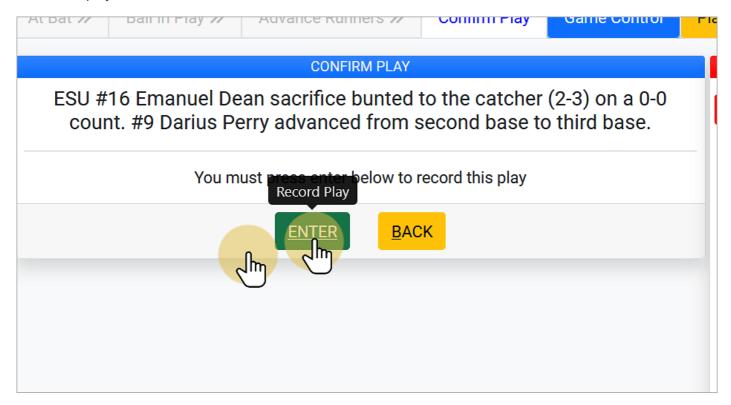








#### Confirm the play

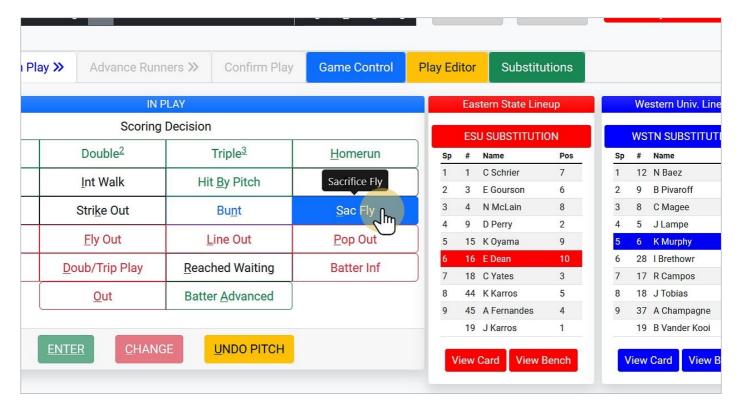




# **Sacrifice Fly**

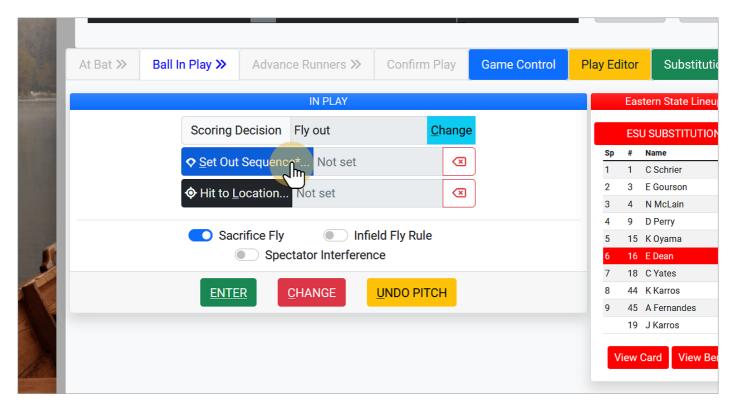
The Sac Fly selection will only be active with a runner on third and less than two outs.

Put the ball in play and select 'Sac Fly'. You will automatically be advanced to the Fly Out screen with Sac Fly selected.



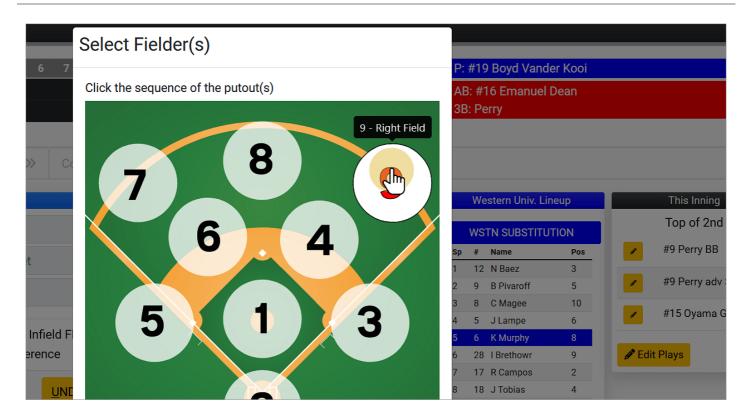


#### Set the out



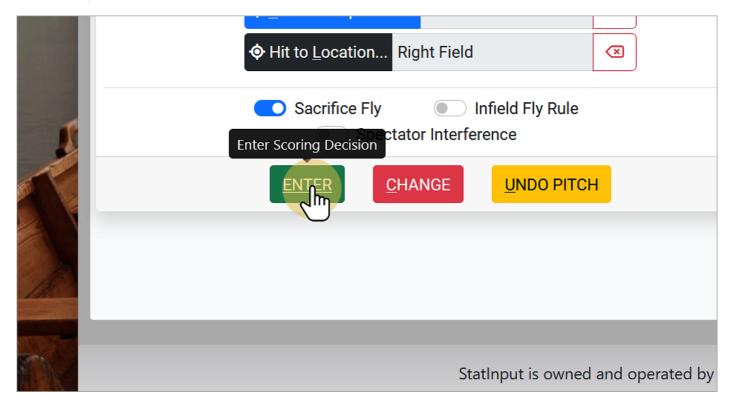








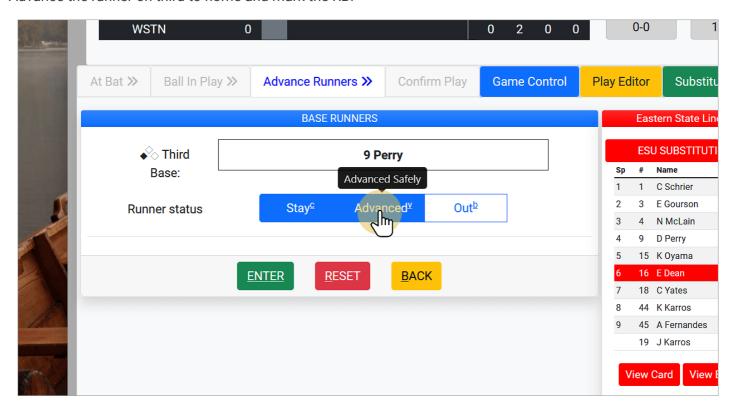
# Enter the play







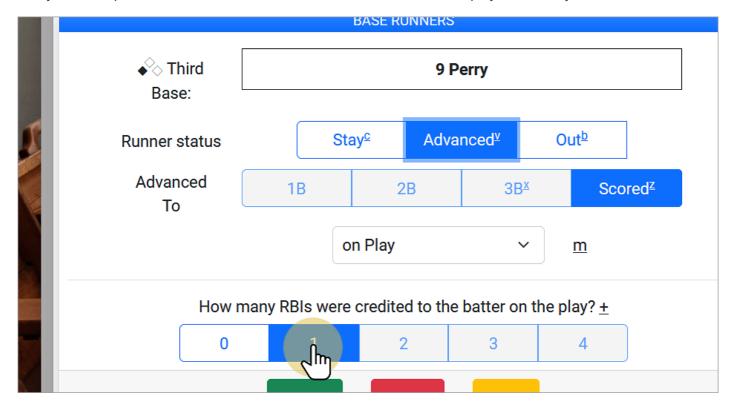
# Advance the runner on third to home and mark the RBI





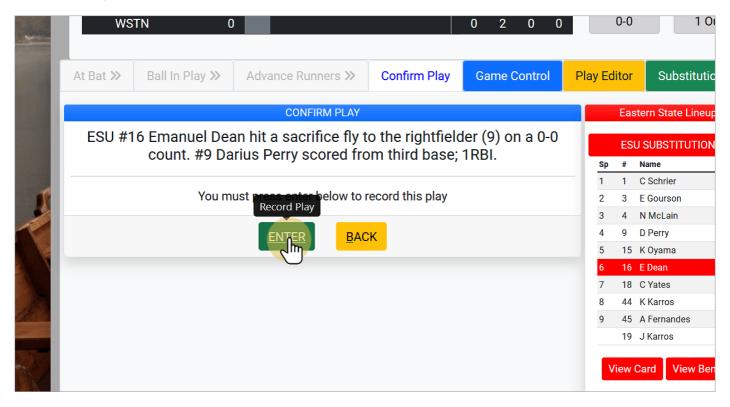


Note: you are required to advance a runner to home in order to score the play as a sac fly





# Confirm the play

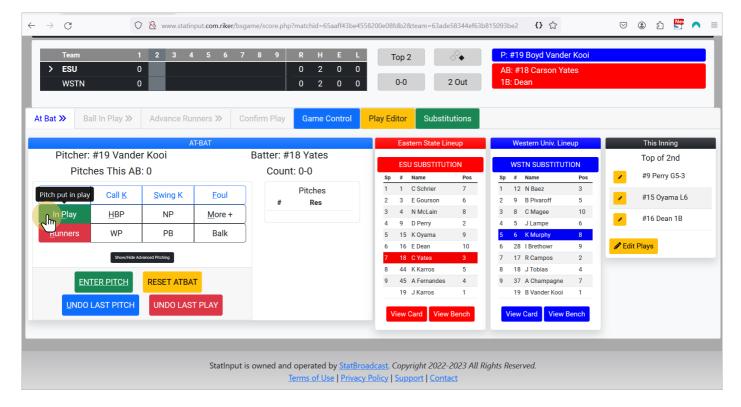




# Recording a play that is pending a Scorer's Decision

When a decision has not yet been made whether to award a hit or error on a play, you can input the play as 'Reached, Waiting' so that you can continue scoring the next at bat while waiting on the official scorer to render a decision.

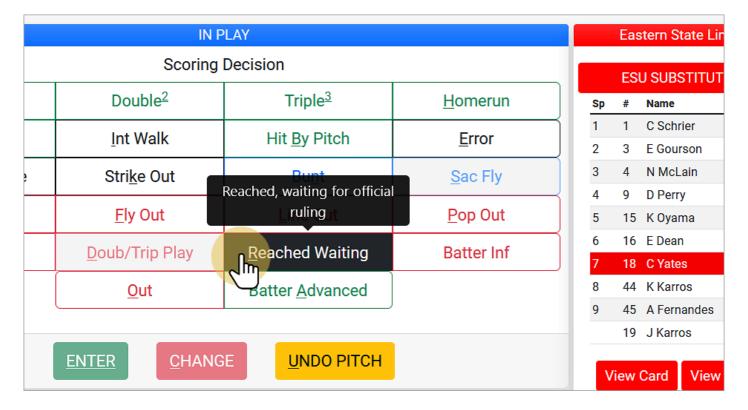
Begin by putting the ball in play





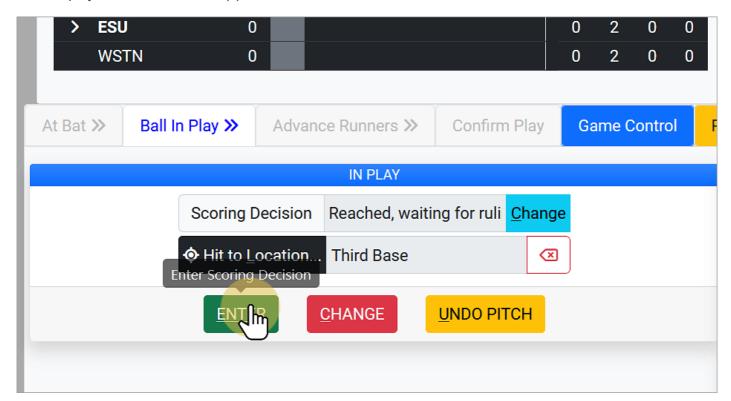


Select 'Reached Waiting' as the scorer's decision

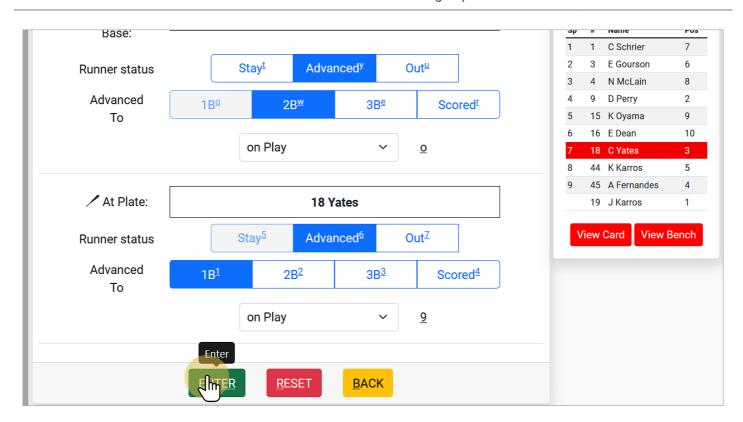




Enter the play and advance runner(s).







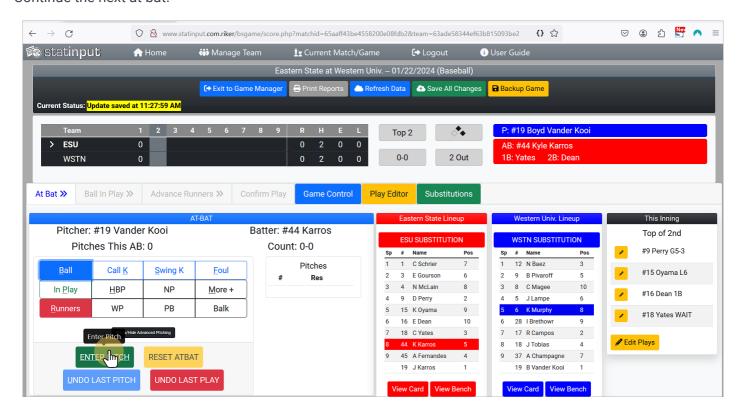


# ESU #18 Carson Yates reached base (awaiting official scorer's decision) to third base on a 0-0 count. #16 Emanuel Dean advanced from first base to second base. You must presenter below to record this play BACK BACK





Continue the next at bat.

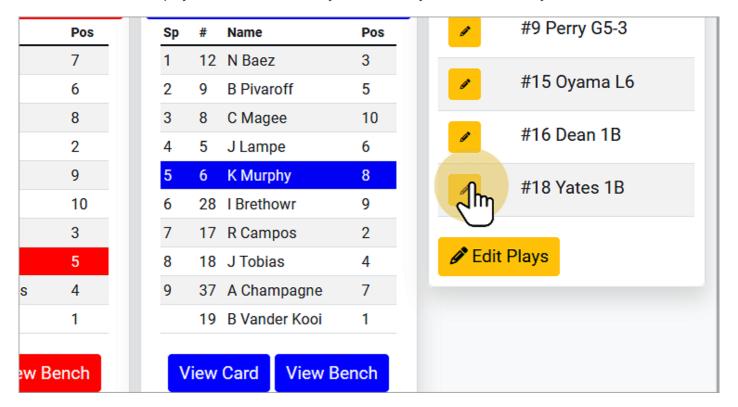




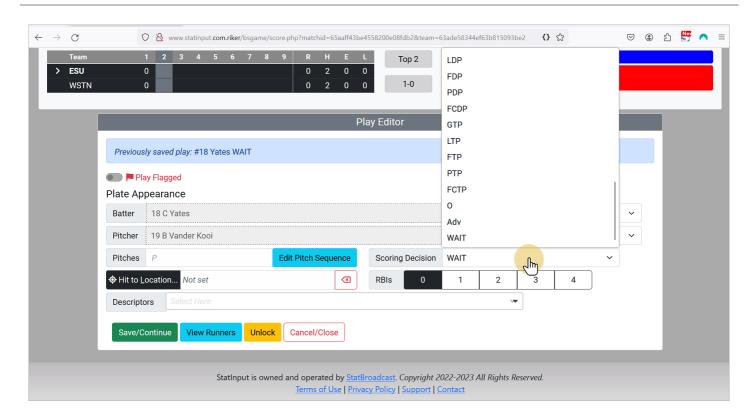


Once a decision has been made, click the yellow Edit button next to the play in the Inning table

You can also access the play editor from either the yellow Edit Plays button or the Play Editor button in the tab bar.



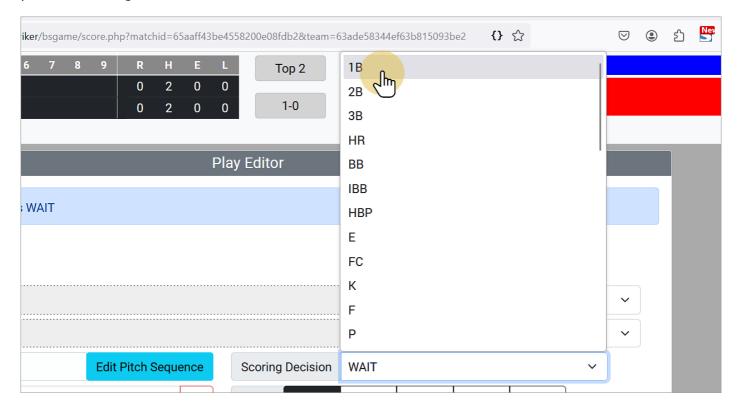








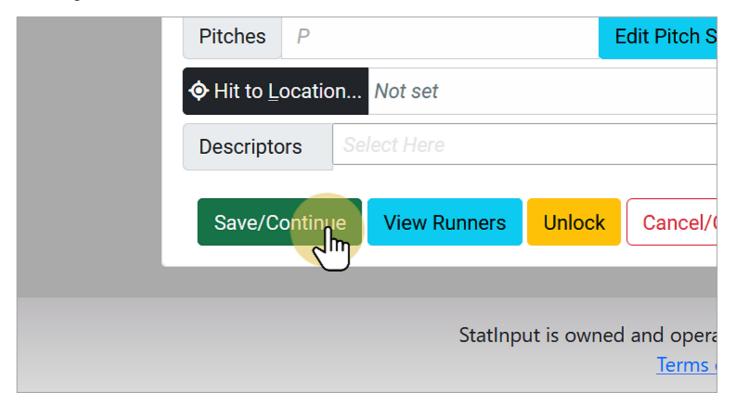
# Update the scoring decision





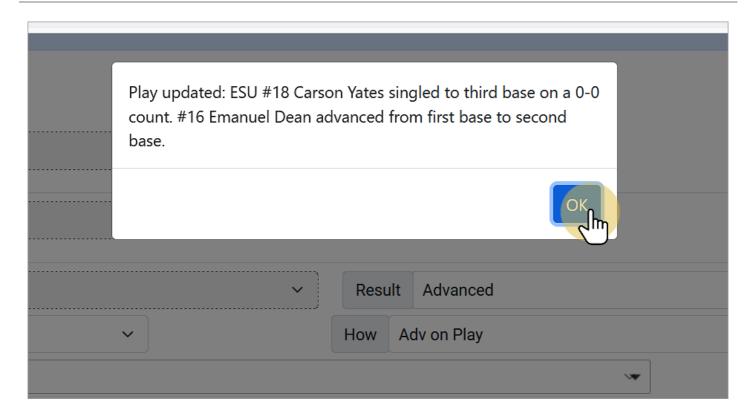


# Save changes







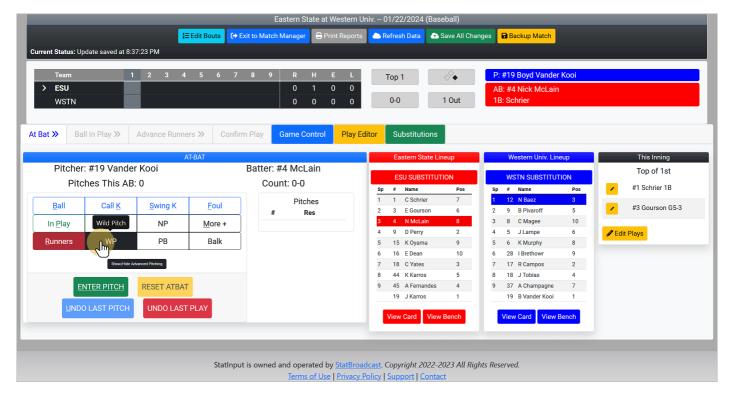




# WP, PB, BK

To advance a runner on a wild pitch, passed ball or balk, select the special pitch.

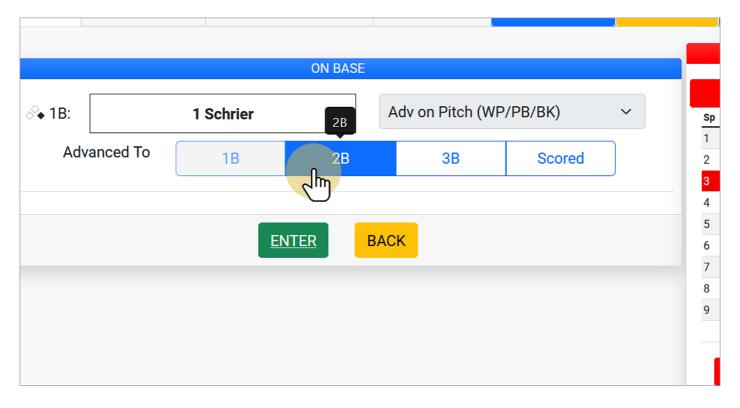
Note that for WP and PB, pitch type Ball is automatically selected; for BK, pitch type No Pitch is automatically selected. In either case, you can select a different type of pitch outcome to be recorded.







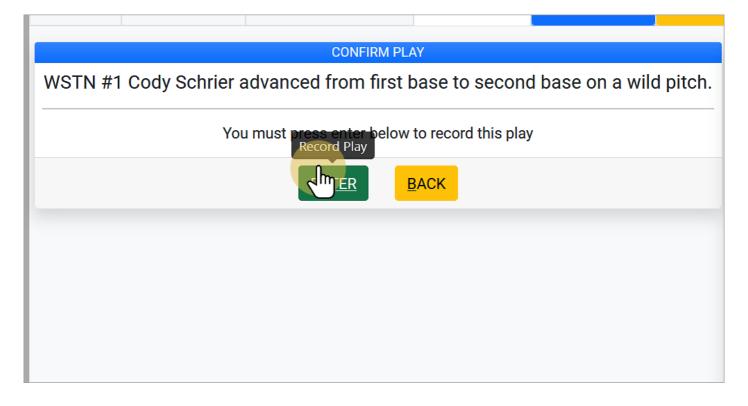
# Advance the runner







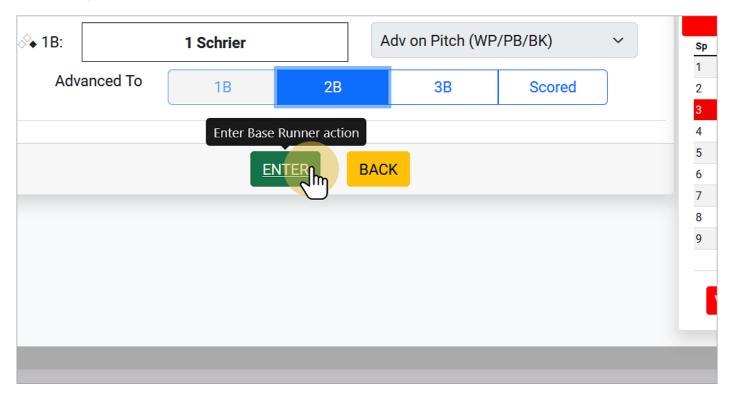
# Confirm the play







# Enter the play



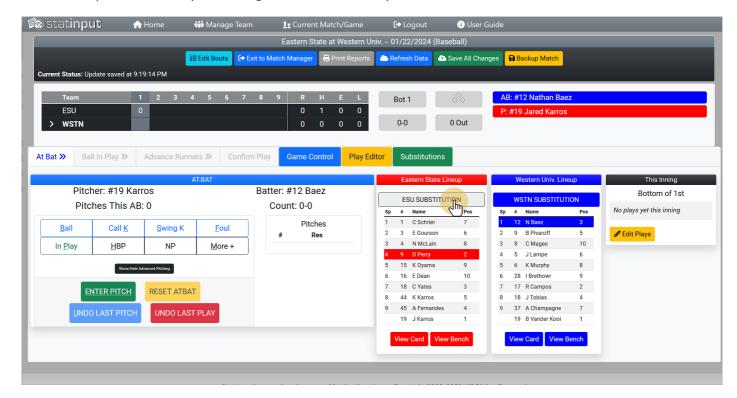


# **Making Substitutions**

To make a substitution, click on the Substitution button at the top of each team's lineup card.

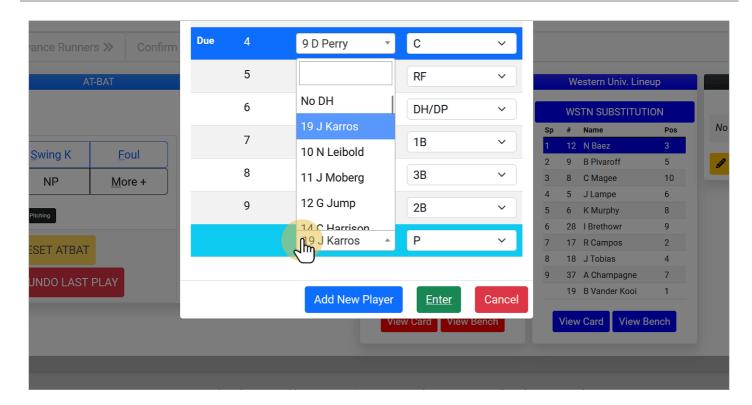
You can also click on the green Substitutions button in the tab button strip.

You can also bring up the substitution menu with the keyboard by typing either SHIFT + H (for Home team substitutions) or SHIFT + V (for Visiting team substitutions).

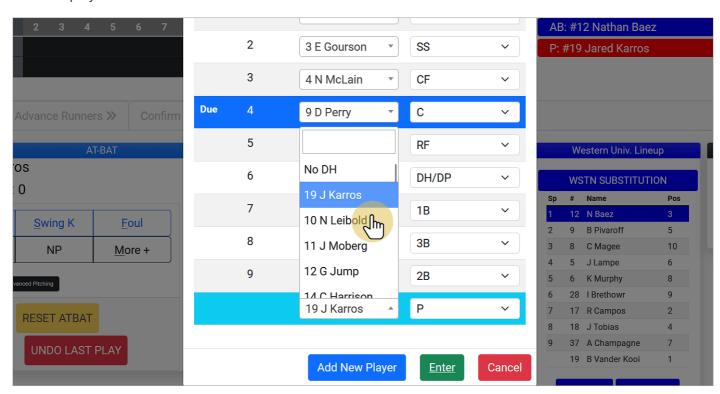






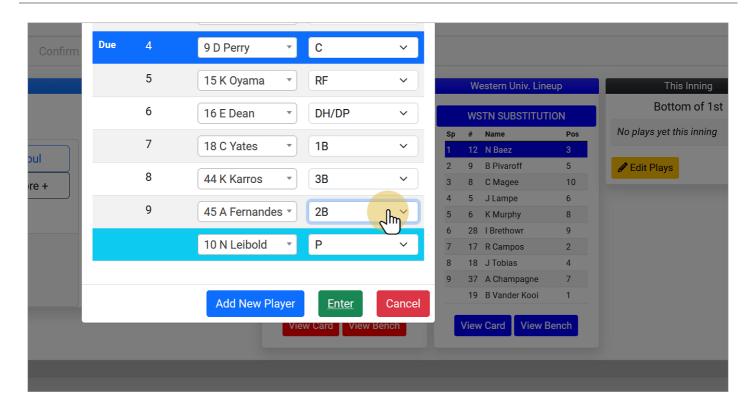


Click on a player name to make a substitution.

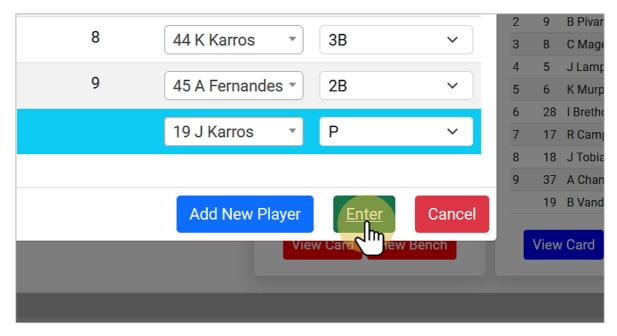


Select the new player entering the game



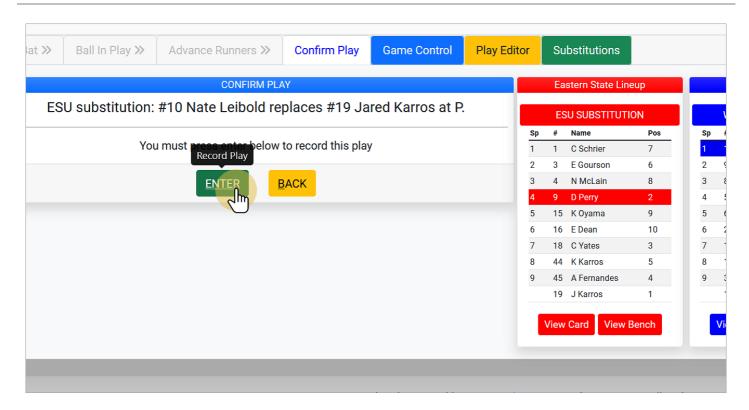


To record a position change only, change the affected players' positions. Note you will not be able to submit changes until all nine positions are accounted for.

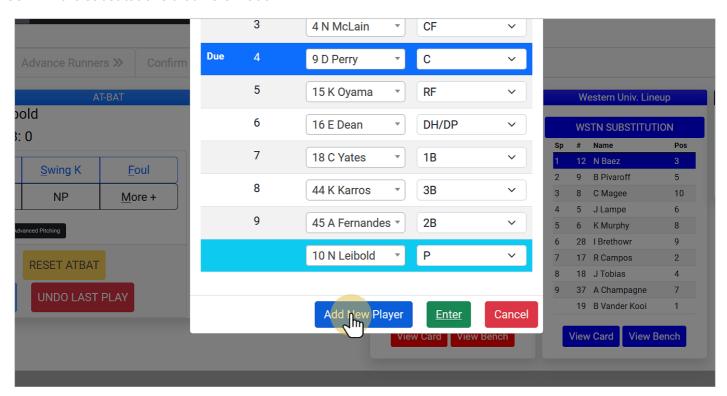


Enter the substitutions



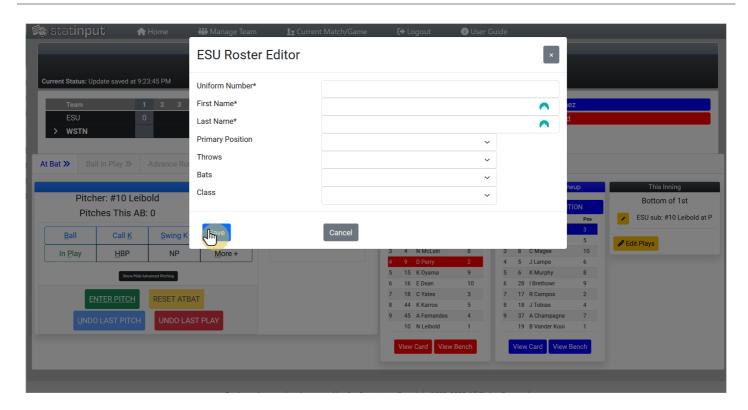


Confirm the substitutions that were made.



If a player is missing from the roster, use the 'Add New Player' button.



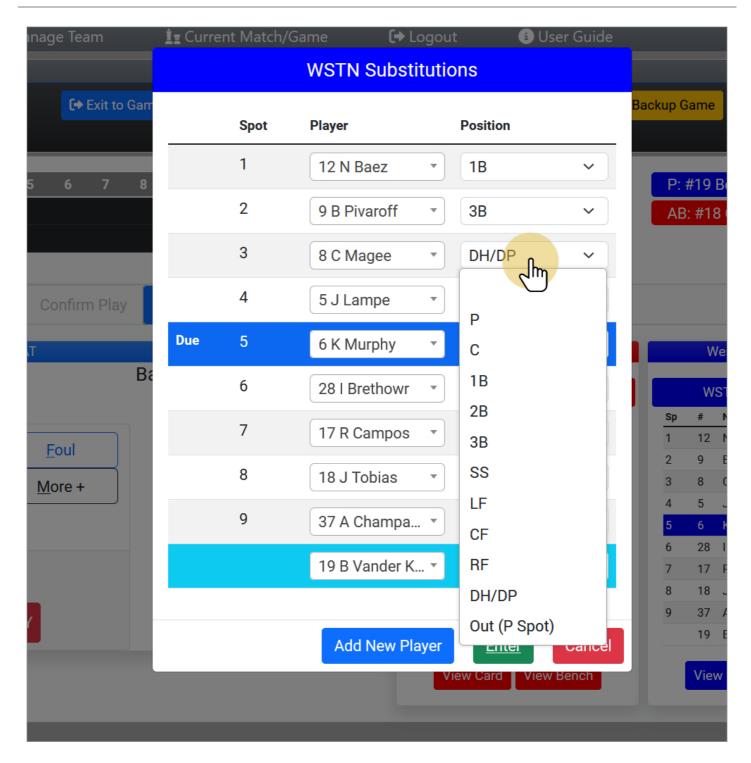


Fill in the required fields and click Save. You will then be returned to the Team Substitution menu and the new player will be available to place in the game.

# **Handling DH Substitutions**

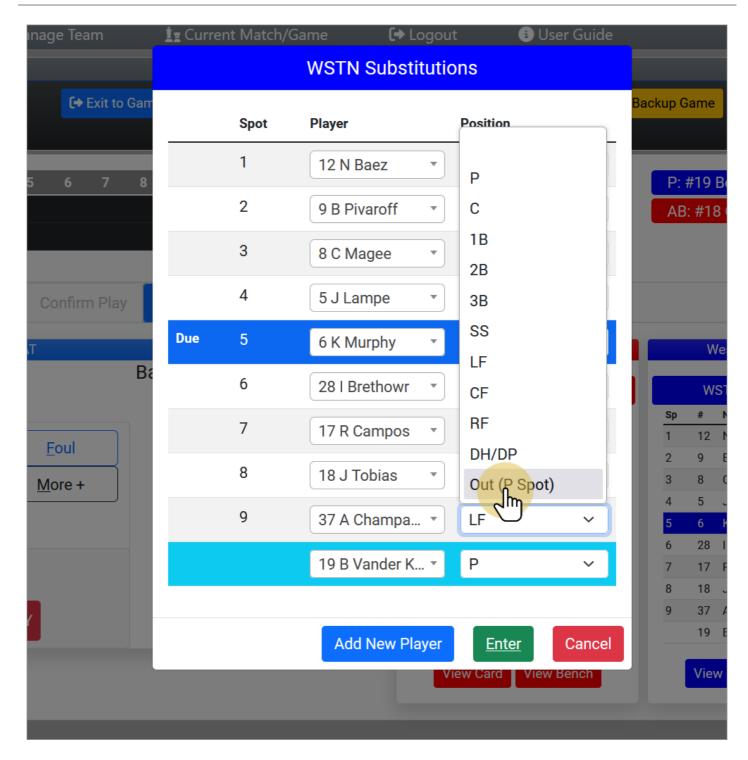






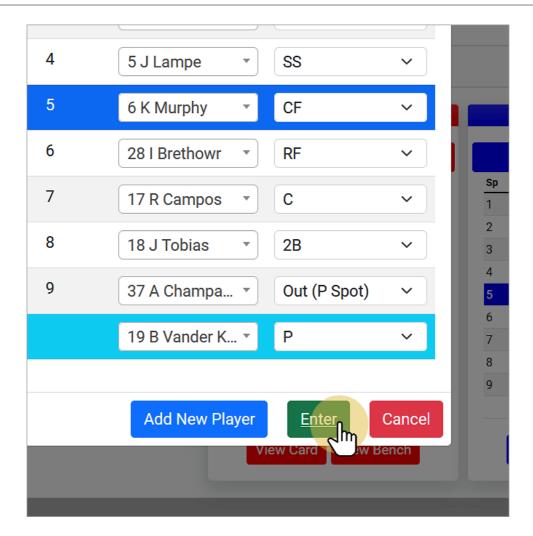
If a team makes a substitution in which they lose their DH/DP (such as using the DH for a defensive position in the field), first change the DH's position.





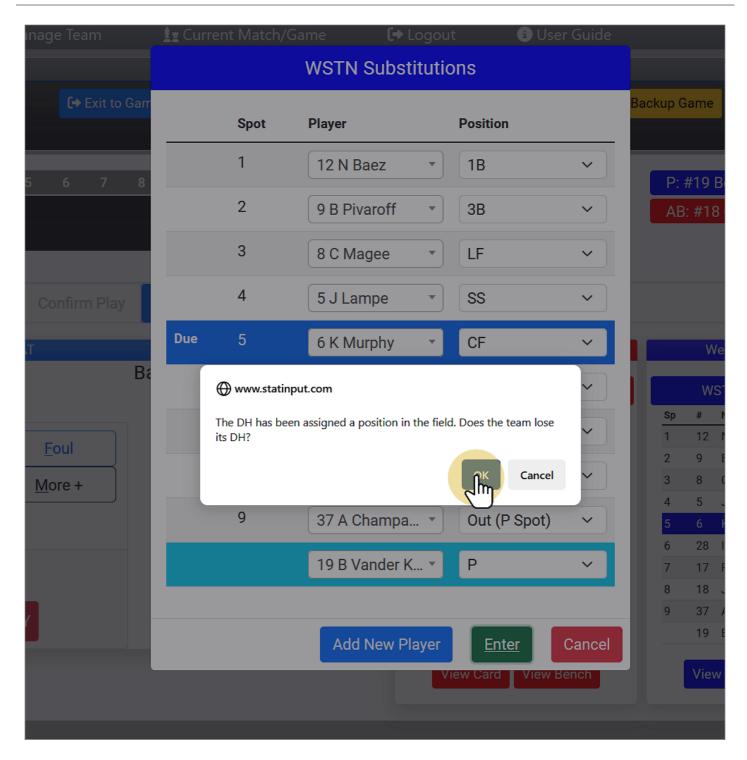
Set the fielder that will be replaced to 'Out (P Spot)' to move the pitcher into this spot in the lineup.





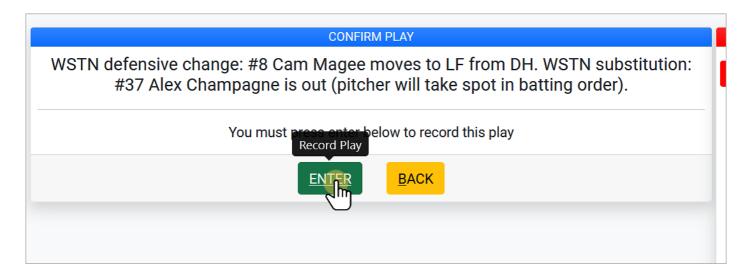
Press enter to save and close the subtitution menu





When prompted, click OK to remove the DH spot.





### Confirm the substitution

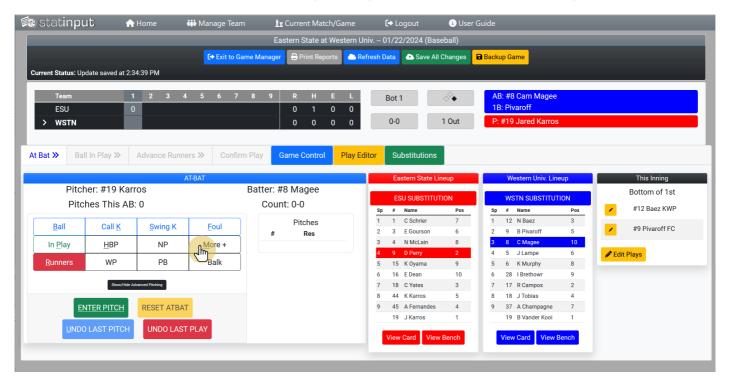


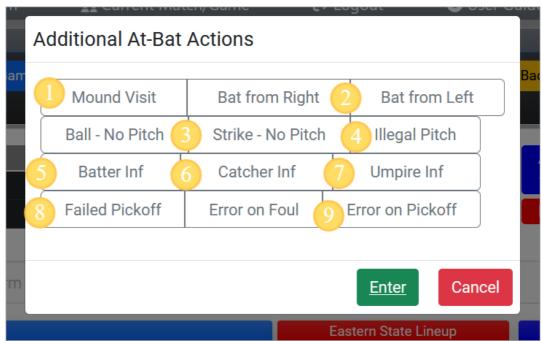
Note the pitcher has now taken the place in the batting order of the fielder that was marked as 'Out'



# Non-Pitch and other At-Bat Actions

Additional at-bat actions are available by clicking the More+ button during an at bat, including tracking mound visits, switching the batter's hand, and non-in-play errors (dropped foul and failed pickoffs).









- 1. Track a Mound Visit
- 2. Change a switch hitter's side of the plate
- 3. Record a ball or strike assessed without a pitch (ie Pitch Clock violation)
- 4. Record an illegal pitch (softball)
- 5. Call the batter out for interference
- 6. Advance the batter on catch interference
- 7. Record a no-pitch for Umpire Interference
- 8. Record a failed pickoff (for tracking disengagements)
- 9. Record an error that did not result in a runner advancing

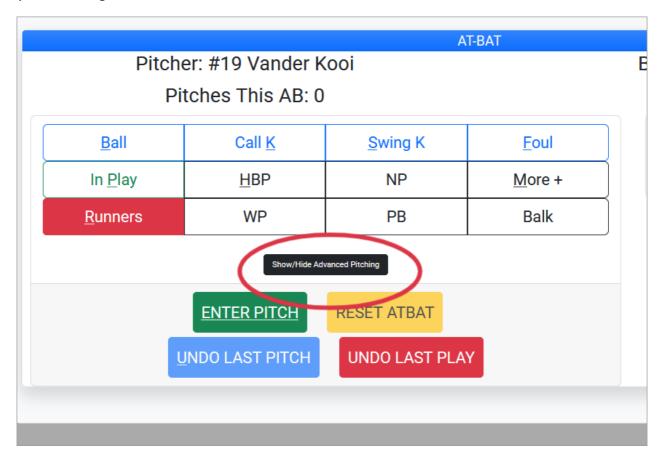




# **Advanced Pitch Tracking**

You can toggle (show/hide) the Advanced Pitching menu by clicking on the black button.

Advanced Pitch Tracking will allow you to capture additional information about each pitch thrown during an atbat for pitch charting and tendencies.

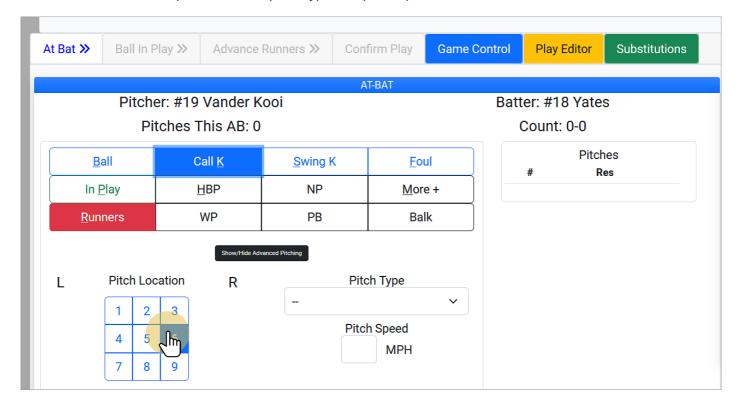




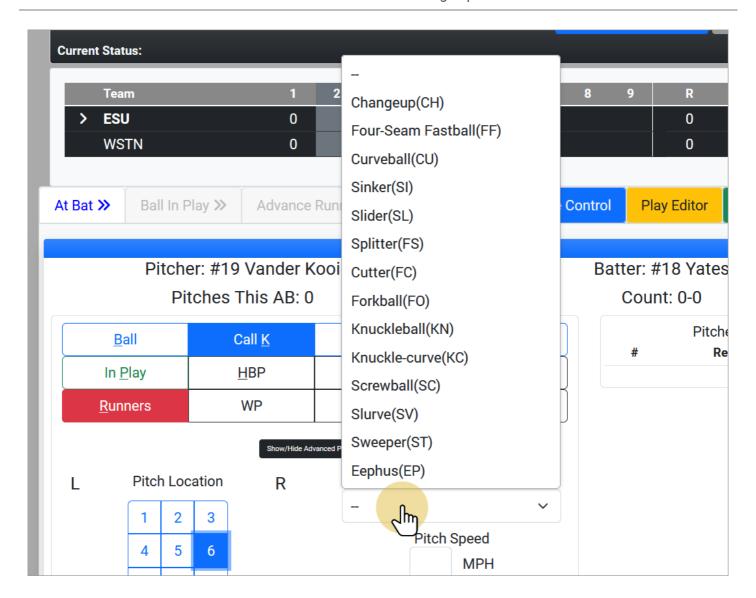




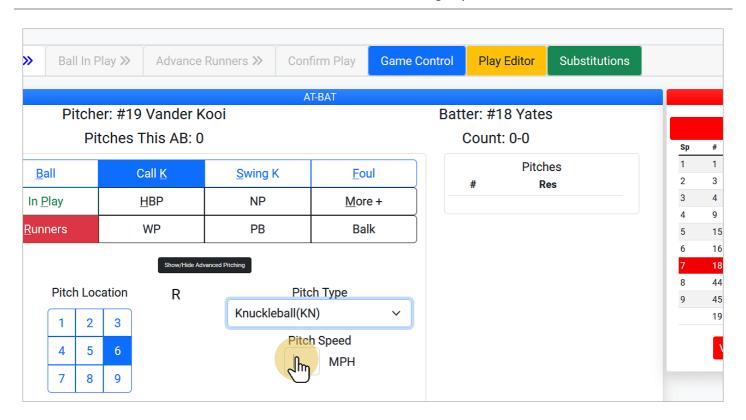
Additional details include pitch location, pitch type and pitch speed.



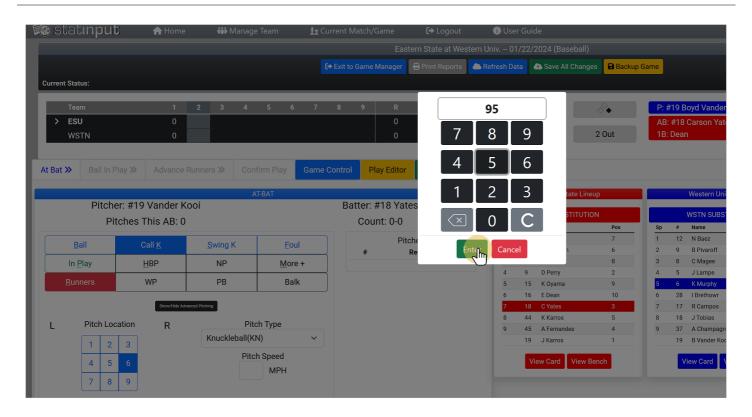














Click the button again to hide the options if you wish to track pitches in basic mode only.

