



HOW TO SCORE DURING THE GAME IN THE SCORE BOOK

This method usually adopted for scoring Tball games is the DOT Method. It is simple and straight forward. Use the second page to score on as you follow the instructions below.

Nam	HOME TEAM		
	Innings 1	Innings 2	Innings 3
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
	2 2	2 4	

- (1) The batting line up is written down on the score sheet for each team.
- (2) The batters and runners' positions are shown by means of dots starting in the right segment (first base) proceeding anti-clockwise to top, left and bottom segments (home base).
- (3) Thus batter 1 has, in innings 1, proceeded around the bases and reached home. The inner circle is shaded to indicate a run.
- (4) Batter 2 was out and the number 1 in the inner circle indicates one batter down.
- (5) Batter 3 made first base (dot in right segment) but was out at second (2 in the inner circle means second batter out).
- (6) Batter 4 hit a home run shown by an arrow joining the four segments. The inner circle is shaded.
- (7) Batter 5 made second base safely (shown by arrow in two segments).
- (8) Batter 6 was out and as third batter out, side is away. A diagonal line is put through the next batters score position to indicate the end of the innings and a horizontal line in the next innings shows he is the first batter.
- (9) The score for the innings (upper segment) and the game (lower segment) is placed at the bottom (in this case 2 runs) of the innings column. The shaded circles show runs scored.
- (10) The next innings for this team will start with batter 7.
- (11) In the example the second innings has batter 7 reaching first safely and reaching home on the home run of batter 8. Batters 9, 10, 11 were out thus close of innings. Score for innings 2 is 2 runs, which makes the total 4. The next batter in the third innings will be batter 12.

(1) Scorers fill out *score* card at end of the game.

Use the blank page (next page) while following the simple instructions above to learn how to score.

