SCORING

The method usually adopted for scoring Tee-ball games is the DOT METHOD. It is simple and straight forward.

HOME TEAM

В	NAME	1	INNINGS				
B A T	TOTAL	1	2	3			
1							
2		1					
3		2.					
4				X			
5		TX.					
6		3					
7		X		X			
8		X		X			
9		X	1	X			
10		X	2	X			
11		X	3	X			
12		X		X.			
RUNS		2 /	2 /				
	TOTAL	2	4				

- (a) The batting line up is written down on the score sheet for each team.
- (b) 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).
- (c) Thus batter 1 has, in innings 1, proceeded around the bases and reached home. The inner circle is shaded to indicate a run.
- (d) Batter 2 was out and the number 1 in the inner circle indicates one batter down.
- (e) Batter 3 made first base (dot in right segment) but was out at second (2 in the inner circle means second batter out).
- (f) Batter 4 hit a home run shown by an arrow joining the four segments. The inner circle is shaded.
- (g) Batter 5 made second base safely (shown by arrow in two segments).
- (h) 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.
- (i) 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.
- (j) The next innings for this team will start with batter 7.
- (k) 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 and 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.

ROLE								<u> </u>
				_ v's .				
at								
	age							
Team	1	2	3	4	5	6	7	Total
Report								
at				s	core	r		
Umpire_				ç	core	r		