

NBBA Digital Scorecard Guide

Scorekeeper Edition - v69 staging workflow

This guide covers open scoring, authorized live broadcasting, saved-game recovery, six- and seven-player configurations, optional pitcher assignments, substitutions, editing, offline work, Excel backups, and the tournament hopper.

Practice first: Open /training for the optional beginner orientation, 12 guided lessons, scorecard-decisions quiz, four scored situations, and required certification game. The certificate and permanent scorekeeper ID are issued only after the game and final review are complete.

Start or resume

The opening screen identifies saved games before you enter them. Scoring a Quick Game or Tournament Game is open to everyone. Officials Mode is required only for administrative control and public live broadcasting.

- Choose Score a Game to start fresh.
- Choose Resume Saved Game to review teams, score, inning, outs, tournament, field, save time, and synchronization state before opening it.
- Choose Officials / Tournament Command Center only with that tournament's Officials password.
- Test Mode is an advanced training tool and must never be used for an official game.

Training and certification

Open /training directly. Training is intentionally separate from the official scorecard menus, but every hands-on task opens the real scorecard in an isolated training session. The course supports experienced scorekeepers and first-time learners without adding training controls to a live game.

- Use the optional Before You Score orientation if you are new to beep baseball. It explains four strikes, one pass, runs, putouts, foul balls, dead balls/no-pitches, and the basic scoring flow.
- Complete 12 guided lessons, one lesson at a time. Each lesson gives one clear task and opens the real scorecard on the exact screen needed to complete it.
- Complete the ten-question scorecard-decisions quiz. The questions ask what action to take in realistic scoring situations; choices are deliberately similar so the correct answer is not obvious by elimination.
- Complete four interactive scored situations. A wrong response explains the correct scoring method and lets the learner try again until the situation is completed correctly.
- Finish the required six-inning Office versus Parks and Rec certification game, beginning with tournament-style lineup setup and including substitutions, pitching changes, corrections, dead ball/no pitch, offline recovery, the 12-run rule, and final review.
- Training never broadcasts publicly, enters the tournament hopper, or changes official statistics.

Certification after the practice game

Certification is awarded only after the full practice game is completed and its final review has no unresolved warnings. The returning training page explains the result and collects the scorekeeper's identity for the certificate.

- Enter the scorekeeper's full name and email address after the game. The device immediately creates the certificate and permanent scorekeeper ID.

- If internet is unavailable, certification is saved on the device and queued. Reopening the training page after internet returns retries registry synchronization automatically.
- The scorekeeper ID does not expire. A short five-question annual refresher updates the scorekeeper's current refresher status without requiring the entire certification course again.
- The ID is attached to a scorecard and its Excel workbook only when the scorekeeper name entered for that game matches the certified name saved on the device. A different name cannot inherit someone else's ID.
- Certification identifies a trained digital scorekeeper. It does not change tournament permissions; live broadcasting and Officials Mode still follow their separate authorization controls.
- Keep the private management token on the scorekeeper's device. It is used to connect future refresher results to the permanent registry record.

Game and lineup setup

Choose home and away teams, field, date, scorekeeper, umpire, batting positions, defensive players, strikeout rule, and 12-run setting. Lineup review is a separate screen with one batter list. Choose Edit Lineup to go back.

- Six batters / six fielders: zero or one DH/DF pair.
- Seven batters / six fielders: Batter 7 is automatically a DH. Choose only Batter 7, or Batter 7 plus one additional DH among Batters 1 through 6 and one DF.
- Seven batters / seven fielders: choose zero, one, or two DH/DF pairs.
- Fill every required DF. A DH bats but does not field; the corresponding DF fields but does not bat.
- Optional batter-to-pitcher assignment is above the lineup. When enabled, choose the pitcher alongside each batter. It is off by default.
- Escape does not discard lineup work. Use the labeled Cancel button when you intend to leave setup.

Score pitches and plays

Open the current batter's inning cell. The dialog opens at Pitch Tracking. Record clean strikes, foul balls, passed balls, and dead balls as they occur, then choose the final outcome. After a play, focus returns to the Pitch Tracking heading for the next batter.

- Use the Live Scoring shortcuts to jump to Pitch Tracking, Scoring Controls, or App Pages.
- The displayed count identifies clean strikes, foul balls, passed balls, and total pitches. Dead balls are separate because they are no-pitches.
- A run scores one run and counts as one pitch. A home run scores two runs on one at-bat and counts as one pitch.
- If Strikeout is chosen before the last clean strike was entered, the scorecard adds exactly one clean strike. An automatic strikeout does not add it twice.
- Putout requires the exact defender and short, middle, or deep zone.
- Double play always credits two putouts; triple play always credits three, even if fewer inning outs remain.
- Dead Ball / No Pitch records a ball that dies in play or contacts the pitcher. It changes no count, pitch total, out, score, or batting-order position.

Pitchers

Select the active pitcher before the next batter for a normal pitching change. Optional batting-slot assignments switch pitchers automatically only when enabled. A substitute batter receives an assigned pitcher during substitution review when that option is active.

- The scorecard tracks batters faced, runs, strikeouts, clean strikes, foul balls, passed balls, and dead balls/no-pitches from the recorded play data.
- For a pitcher change after pitches have been thrown, use Record Injury Pitching Change. Earlier pitches remain with the original pitcher; later pitches, the batter faced, and the outcome belong to the replacement.
- Final review independently rebuilds pitching totals from the play log. A mismatch blocks completion until corrected.

Substitutions and re-entry

Choose Start Substitution, select the outgoing player, select the incoming player, then review and confirm the exact switch. Each Next button replaces the prior step and moves focus to the new step heading.

- A player normally must remain out for six outs before returning.
- An injury override requires official judgment and a recorded reason.
- When assigned pitching is enabled, choose the incoming batter's assigned pitcher before confirming.
- DH/DF changes preserve batting and defensive histories, including DF1 and DF2 when two pairs are configured.

Twelve-run rule

Follow the guided catch-up and equalization notices. The game is not automatically final at the first 12-run margin. Complete the required opportunities and use the prompted game-ending decision.

Fix or delete a result

Open the exact player and inning cell. Each plate appearance is separate with Replace Result, Delete Result, and Fix Pitch Count. A defensive play also offers Change Defender or Zone. Replace Result stays with the selected batter. Review the exact score, outs, pitcher totals, and defender/zone impact before confirming. Cancel restores the untouched snapshot.

Offline saving and recovery

The scorecard autosaves on the device and works after required files have been cached. If the browser closes, use Resume Saved Game and confirm its identifying details.

- Authorized completed games enter an IndexedDB upload queue.
- When the app is open and internet returns, it retries the tournament hopper automatically.
- Mobile Safari cannot promise background upload while suspended or closed. Reopen the scorecard or Command Center to retry.
- A conflict never silently overwrites another device. Compare the versions and choose the correct one.

Complete, synchronize, and back up

Run end-of-game review and resolve missing or suspicious information before finalizing. Excel is the required independent backup and downloads automatically. JSON is optional under Advanced Backup / Transfer Game.

- Only a game scored by an official or with its assigned game code may enter the tournament hopper automatically.
- Official submissions may be accepted directly; assigned-game submissions wait for official review.
- The tournament generator calculates from accepted games only and still accepts missing Excel workbooks manually.
- Keep the Excel workbook until the tournament head scorekeeper confirms receipt.

Go Live

Public live broadcasting is protected. Officials may go live directly. A non-official scorekeeper may request permission for one scheduled game; approval grants no broader official control. Confirm the announced event after every play, substitution, and pitching change.

Final checklist

- Correct tournament, scheduled game, teams, field, date, and scorekeeper.
- Both lineups and all DH/DF relationships match the reviewed setup.
- Active pitcher is correct for every plate appearance.
- All defensive plays have the correct defender and zone.
- Substitutions and any injury override reasons are complete.
- Final score, innings, outs, and 12-run status are coherent.
- Excel workbook downloaded.
- Authorized game shows Pending Upload or Synchronized receipt; retry online if necessary.