

NBBA Digital Scorecard Handbook

Screen reader edition

This guide is written for JAWS, NVDA, VoiceOver, and other screen reader users who need the scorecard to stay predictable during a live game. It keeps the opening simple, then explains the detailed scoring steps that matter most.

Most important keyboard pattern

- Tab and Shift+Tab are the main ways to move through the scorecard.
- Enter or Space on a scoring cell opens the scoring popup.
- The status line above each team table tells you the current inning and batter up.
- Jump to Current Batter returns focus to the batting row that is due up.

1. Learn the page in the order you will use it

- Top bar. Go Live, Complete Game, Save Stats and Scorecard, autosave status, sync status, New Game, Reset Game, and Exit to Hub.
- Game controls. Game Type, tournament sync and load controls, duration, 12-Run Rule, and Add Inning.
- Game information. Field number, date, start time, end time, scorekeeper, and head umpire.
- Away Team and Home Team sections. Each side has a heading, a status line, lineup table, bench, pitchers, notes, and sportsmanship area.

Good habit. Before the first game of the day, move through the whole page once so you know where the top bar, the away table, the home table, and the pitcher areas are located.

2. Choose the game mode

- Quick Game. Type team names, players, and pitchers yourself.
- Tournament Game. Sync the roster while online, then load the tournament and choose the two teams.

In Tournament Game, the roster loads into the bench first. You still build the starting lineup yourself.

3. Fill in the game information

1. Enter field number, date, start time, and scorekeeper before first pitch.
2. Enter end time when the game finishes. The duration box updates from the start and end times.
3. Enter the head umpire name.

Notes are optional. Scorekeepers can feel comfortable writing notes without them being published publicly.

4. Build the lineup and pitchers

4. Turn Edit Batting Order on.
5. Move six players into the lineup in the correct order.
6. Assign at least one pitcher for each team and mark the active pitcher.
7. If any batter is a DH, assign the DF row too.
8. Turn Edit Batting Order off when the starters are set.

The scorecard will not let you score until the lineup, pitchers, and DF requirement are complete.

Move option	What it does
Up 1 / Down 1	Moves the player one row inside the same area.
To Bench	Moves a lineup player, DF, or pitcher to the bench.
To Lineup	Moves a bench player into an open lineup slot.
To Pitchers	Moves the player into the pitcher table.
To DF	Fills the defensive fielder row when a DH is active.

5. Use the status line so you do not lose your place

- Above each team table, the status line announces Game runs, Inning outs, the current inning context, and the batter up for that lineup.
- The batting team shows Jump to Current Batter.
- Use that button any time you are unsure which row should be scored next.

6. Score a batter

9. Move to the correct batter row and the correct inning cell.
10. Press Enter or Space to open the scoring popup.
11. Choose the play result.
12. If the play is defensive, choose the defender and the zone before saving.

The popup is the same place where you can score offense, score defense, track count, start a substitution for that player, and fix an existing cell.

- If fewer than 3 outs are recorded, the scorecard says “Next up” and opens the next batter popup automatically.
- If the play records the 3rd out, the scorecard stops and gives choices to end the half inning, stay here, or end the half inning and start substitution for the team that just finished batting.
- Escape or Cancel closes the popup and returns focus to that same batter cell.

Choice	What happens	What else updates
Run	The batter gets one run in that inning cell.	Team score and pitcher runs allowed update.

Choice	What happens	What else updates
Home Run (2)	The batter gets a home run worth two runs in the scorecard logic.	Home run total, run total, team score, and pitcher runs allowed update.
Strikeout	A strikeout is recorded.	One out is added and the active pitcher strikeout total updates.
Putout	A defensive out is recorded after you choose a defender and zone.	The defender gets a putout and zone credit. One out is added.
Double Play	A defensive double play is recorded after defender and zone are chosen.	Two outs are added. The defender gets a double play and two putouts.
Triple Play	A defensive triple play is recorded after defender and zone are chosen.	Three outs are added. The defender gets a triple play and three putouts.

7. Track Count

Track Count is optional and works one plate appearance at a time.

- Turn on Track count for this plate appearance if you want the strike and pass-ball detail saved with that result.
- Use the plus and minus controls to record strikes and pass balls.
- If Track Count is off, the popup saves the result without count detail.
- Use Track Count when the at-bat needs more detail. Leave it off when a simple result is enough.

8. Choosing the defender and zone

- After choosing Putout, Double Play, or Triple Play, move to the defender list and choose the correct fielder.
- Then move to the zone field and enter S, M, or D.
- DH players should not be chosen as defenders. The DF can be chosen.

When you save the play, the scorecard writes the defender information into the inning cell, adds the outs, updates the defender's putout totals, and records whether the putout came in short, middle, or deep field.

9. End the half inning and manage game completion

- Use End Top Half after the away team finishes batting.
- Use End Bottom Half after the home team finishes batting.
- These buttons keep the inning, outs, and next batter aligned. If you choose End half inning from the 3-out prompt, focus moves into the correct popup for the first batter of the new half inning.

At the end of the 6th inning and later innings, the scorecard gives you choices instead of forcing the next inning. You can complete the game, continue play, or stop and make edits.

If the 12-Run Rule is active, the status text and announcements explain when the special inning flow continues.

10. Edit a mistake without losing the rest of the inning

13. Return to the cell that needs to be corrected.

14. Open it again and choose Edit or Fix.

15. Add or remove only the event that is wrong.

16. If the wrong defender was chosen, change the defender and zone instead of deleting the whole inning.

11. Substitutions, re-entry, and injury override

17. Activate Start Substitute for the correct team.

18. Choose the player who is leaving.

19. Choose the bench player who is coming in.

- The incoming player is inserted into that batting slot so the slot history reads Starter, Sub, and later Re-entry if needed.
- Entered and Exited timing is shown in a compact format such as 2nd, 1O or 4th, 0O.
- If the change is made after the half inning has been ended, the timing is recorded for the new half inning with 0 outs.
- Normal re-entry requires 6 outs on the bench, or 3 outs when the 12-Run Rule is active.
- Re-entry stays tied to the same batting slot.
- Injury Override can be turned on during substitution mode for a one-time emergency return before the normal wait is complete.

12. Save the workbook and work offline

- Save Stats and Scorecard saves the game workbook locally.
- The workbook includes Game Info, Team Stats, Pitcher Stats, Scorecard Copy, and Game Log. The Scorecard Copy and Game Log show substitutions, re-entry, and timing with inning and outs where appropriate.
- If rosters were synced ahead of time, or if you entered a Quick Game manually, the scorecard can continue to work offline.
- New Game lets you finish one game and begin the next while keeping the synced roster package on the device.

Go Live requires service. If you lose service, keep scoring locally and save the workbook at the end.

13. Practical screen reader tips

- Listen for the row you are on before you score. If you feel unsure, use Jump to Current Batter and the status line to re-anchor yourself before saving the next play.
- Escape or Cancel from a popup will return you to the same batter cell if you need to back out and check something before scoring again.
- Switch the active pitcher immediately when the defense changes pitchers.
- Use Save Stats and Scorecard at the end of every game even if autosave has been working all day.