

NBBA Digital Scorecard Handbook

Sighted scorekeeper edition

Use this handbook as the working reference for the current NBBA digital scorecard. It is written for real game use, so it starts with the main flow first and then explains the details that matter during scoring.

Quick start

- Choose Quick Game for manual entry, or Tournament Game after rosters have been synced.
- Enter the game details at the top of the page before first pitch.
- Turn on Edit Batting Order to build the six-player lineup, assign at least one pitcher, and add a DF if any batter is marked DH.
- Use the score cell for the current batter and current inning to record each plate appearance.
- Use End Top Half or End Bottom Half every time a half inning is complete.
- Use Save Stats and Scorecard at the end of the game. The workbook can be saved even when you are offline.

1. Learn the page layout

- 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 toggle, and Add Inning when extra innings are needed.
- Game information. Field number, date, start time, end time, scorekeeper, and head umpire.
- Away and Home team sections. Each side has an Away Team or Home Team heading, a status line, lineup table, bench area, pitcher table, notes box, and sportsmanship box.
- Status line above each team table. This shows Game runs, Inning outs, the current inning context, and the batter who is up. The team that is batting also shows Jump to Current Batter.

2. Choose the game mode

Quick Game is for manual entry. Tournament Game is for games that use a synced tournament roster.

| Mode | Use it when | What to expect |
|-----------------|---|---|
| Quick Game | You want to type teams, players, and pitchers yourself. | No synced roster is required. Once the players are entered, the game can be scored fully offline. |
| Tournament Game | You already synced the tournament roster while online. | The roster loads into the bench first. You still choose the six |

| Mode | Use it when | What to expect |
|------|-------------|---|
| | | starters, assign pitchers, and place any DH and DF. |

- Tournament rosters must be synced while you still have service.
- After the roster has been synced to the device, scoring, saving, and starting a new game can continue without Wi-Fi or cellular service.

3. Enter the game information

1. Enter the field number.
2. Enter the date.
3. Enter the start time when the game begins.
4. Enter the end time when the game ends. The duration updates from the time fields.
5. Enter the scorekeeper name and head umpire name.

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

4. Build the lineup, bench, pitchers, DH, and DF

6. Turn Edit Batting Order on.
7. Move players from the bench into the six batting slots in the correct order.
8. Assign at least one pitcher for each team and choose the active pitcher.
9. If a batter is serving as DH, check DH for that batting row and fill the DF row with the defensive player.
10. Turn Edit Batting Order off when the starters are set.

Move options

- Up 1 and Down 1 move a player one row inside the same area.
- To Bench moves a lineup player, DF, or pitcher to the bench.
- To Lineup fills an open lineup slot.
- To Pitchers moves a player into the pitcher table.
- To DF appears when a DH is active and lets you fill the defensive fielder row.

Scoring stays locked until both teams have six batting rows filled, at least one pitcher assigned, and a DF filled when a DH is active.

5. Understand what each lineup row shows

- Number and player name.
- Role. This can show Starter, Sub, Re-entry, DF, or Bench. If the player is a DH, the role will show that too.

- Entered and Exited. These columns show when a player entered or left the lineup history. The timing is shown in a compact format such as 2nd, 10 or 4th, 00.
- Inning cells. These are the plate appearance cells used for scoring.
- Totals on the right. These update throughout the game and feed the workbook.

Substitutions do not erase history. A new row is inserted for the incoming player so the batting slot keeps a readable appearance record, and the role column reflects Starter, Sub, and later Re-entry when that happens.

- If a substitution is made between halves after the half inning has been ended, it is recorded for the upcoming half inning with 0 outs.

6. Score a plate appearance

11. Go to the correct batter row and the correct inning cell.
 12. Press Enter or Space to open the score popup.
 13. Choose the play result.
 14. If the play is defensive, choose the defender and the zone before saving.
 15. Save the play. If fewer than 3 outs are recorded, the scorecard announces “Next up” and opens the next batter popup automatically.
- If the play creates the 3rd out, the scorecard stops and asks whether to end the half inning, stay on the just-scored cell, or end the half inning and start substitution mode for the team that just finished batting.
 - Escape or Cancel closes the popup and returns focus to that same batter cell.
 - Start Substitution for This Player can be used from the popup as a shortcut into substitution mode for that exact batting slot.

| Button | What it records | Outs added | Other stat impact |
|--------------|--|------------|---|
| Run | One run for the batter in that inning cell. | 0 | Updates team score, batter run total, and active pitcher runs allowed. |
| Home Run (2) | A home run that counts as two runs in the scorecard logic. | 0 | Updates team score, batter home run total, batter run total, and active pitcher runs allowed. |
| Strikeout | A strikeout in that inning cell. | 1 | Adds one out and updates the active pitcher's strikeout total. |
| Putout | A defensive out with defender and zone. | 1 | Credits the selected defender with 1 putout and 1 short, middle, or deep field putout. |
| Double Play | A defensive play with | 2 | Credits the selected |

| Button | What it records | Outs added | Other stat impact |
|-------------|--|------------|--|
| | defender and zone. | | defender with 1 double play and 2 putouts, then adds the matching zone credits. |
| Triple Play | A defensive play with defender and zone. | 3 | Credits the selected defender with 1 triple play and 3 putouts, then adds the matching zone credits. |

7. Track Count

Track Count is optional for each plate appearance. Turn it on only when you want a more detailed record of that at-bat.

- When Track Count is on, the popup lets you record strikes and pass balls for that plate appearance.
- The count applies only to that one batting result. It does not carry over automatically to the next batter.
- If Track Count is not turned on, the plate appearance will save without count detail.
- This keeps the scorecard cleaner for routine plays while still giving you the option to capture a fuller count when needed.

Good use cases include a long at-bat, a plate appearance you know may be questioned later, or games where the tournament wants fuller pitch-count style detail.

8. Choosing a defender and what a putout really does

For Putout, Double Play, and Triple Play, the scorecard needs two extra pieces of information: the defender and the zone.

- Defender. Choose the fielder from the defending team. DH players should not be used as defenders. The DF can be selected.
- Zone. Enter S for short, M for middle, or D for deep.

When you save a defensive play, the scorecard does more than place a mark in the inning cell. It writes the defender information into the cell, updates the out count, updates the defender's putout and zone totals, and updates any double-play or triple-play totals. That is why picking the correct defender matters.

9. Pitchers

- Always make sure the correct pitcher is active before you score the next batter.
- Runs and strikeouts are credited to the active pitcher at the time the plate appearance is saved.
- If the defense changes pitchers, switch the active pitcher first, then score the next batter.

- The workbook includes a Pitcher Stats sheet with batters faced, strikeouts, runs, and strikeout percentage.

10. End each half inning and complete the game correctly

- Use End Top Half when the away team has finished batting.
- Use End Bottom Half when the home team has finished batting.
- These buttons move the game state forward, update the status line, and point to the next batter.
- When a 3rd out is recorded from the scoring popup, the scorecard can guide you through the half-inning change before you continue.

At the end of the 6th inning and later innings, the scorecard prompts you instead of forcing the next inning. This lets you mark the game complete, make edits first, or continue play into the next half or extra inning when needed.

If the 12-Run Rule is active, the scorecard also announces when that special inning flow continues so the inning transition is easier to follow.

11. Substitutions, re-entry, and injury override

16. Click Start Substitute for the correct team.
 17. Choose the player who is leaving the lineup or DF row.
 18. Choose the player coming in from the bench.
 19. The new row is inserted into that batting slot so the slot history remains visible and the role column reads Starter, Sub, and later Re-entry when that happens.
- If you use the popup shortcut to start a substitution for the current batter, the scorecard closes the popup, returns focus to that batter cell, and starts substitution mode for that same slot.
 - If the substitution is made after the half inning has been ended, the entered and exited timing is stamped for the next half inning with 0 outs.
 - A player who leaves the lineup normally must sit out for 6 outs before re-entering.
 - If the 12-Run Rule is active, the wait drops to 3 outs.
 - Re-entry stays tied to the same batting-order slot. A player cannot return in a different batting spot.
 - In an emergency, Injury Override can be used during substitution mode to allow a one-time re-entry before the usual wait is satisfied. The game log records that override.

12. Edit or fix a scored cell

- Reopen the inning cell that needs correction.
- Choose Edit or Fix.
- Add or remove only the event that is wrong.
- If the wrong defender was credited on a defensive play, change the defender and zone instead of deleting unrelated events.
- Finish the edit and confirm the inning, outs, and batter-up status still make sense.

13. Save, workbook output, and offline use

Use Save Stats and Scorecard at the end of each game, and any time you want a local backup during the game.

- 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.
- Team Stats includes totals and defensive zone columns for short, middle, and deep putouts.
- Private notes can stay with the local saved file without being published publicly.
- If rosters were already synced, or if you entered a Quick Game manually, the scorecard can continue scoring and saving without service.
- New Game lets you finish one game and begin the next while keeping the synced tournament package on the device.

14. Go Live

- Go Live is for publishing the game to the public live page.
- You must be online for Go Live to work.
- If service drops, the scorecard should still let you keep scoring locally.
- Complete Game sends the finished live game to the completed-games side of the public board.

15. Best habits and troubleshooting

- Set the active pitcher before scoring the next batter.
- Use the end-of-half buttons every time. Do not advance the inning by memory alone.
- Use the status line and Jump to Current Batter if you lose your place.
- If scoring is locked, check lineup spots, pitcher assignment, and DF assignment.
- Save the workbook at the end of every game even if autosave has been working all day.