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Fixed It! ScoreBook Help Utility

Thank you for your interest in **Fixed It! ScoreBook for Baseball**. We hope the information provided in our help utility will answer most of your questions about our product.

[and when you hit the big leagues . . .](#)

Teams & Rosters

Before you can use **ScoreBook** to score a game, you must first create at least two team files.

To create a team file:

- Select **Team** from the **File** Menu
- Select **New**
- Enter a Team Name, Coach, and Manager in the fields provided
- Select the **Edit Roster** Button (See figure below)
- To add a player, enter player information in the Name, Position, Batting Order, and Uniform Number fields, then select the **Add Player** Button. Repeat this for each player on the team, then select the **OK** Button to return to the Edit Team Dialog. As you enter players into the Batting Order, the Check Boxes on the field in the lower left will indicate what fielding positions are covered in the Starting Lineup. **NOTE:** Do not enter a Batting Order number for a pitcher if your team uses a designated hitter. When the game **Start** Button is selected, you will be prompted to select a starting pitcher.
- Select the **OK** Button again, then enter a file name for your team.

To import a team file from an ASCII text file:

- The text file must have the following format:
 - line 1:Team Name (max of 25 characters)
 - line 2:Coach Name (max of 25 characters)
 - line 3:Manager Name (max of 25 characters)
 - line 4..n:Player Name (max of 25 characters), Position(0..14), BattingOrder(0..20), UniformNumber(-1..99)
- Select **Team** from the **File** Menu
- Select **Import**
- Select a Text file from the list provided
- Enter a file name for your team

To edit a team file:

- Select **Team** from the **File** Menu
- Select **Edit**
- Select a team from the list of *.TEM files provided
- Change any Team fields (Team Name, Coach, or Manager) if desired.
- Select the **Edit Roster** Button if you wish to add, delete or change any player in the roster.
 - To **Add a player**, enter player information in the Name, Position, Batting Order, and Uniform Number fields, then select the **Add Player** Button.
 - To **Remove a player** from the roster, click on the player's name in the **Current Roster** List Box, then select the **Delete** Button.
 - To **Edit a player** in the roster, click on the player's name in the **Current Roster** List Box, then change the Name, Position, Batting Order, and Uniform Number fields as desired. For these changes to take affect, either select the **OK** Button or click on any player name in the **Current Roster** List Box.

See also:

[Lineups](#)

[Games](#)

Lineups

Lineups can be changed in four ways:

1) When creating or editing a [Team](#), a default Batting Order can be defined for any player in the roster. Whenever a game is created using this team, the game will use this Lineup information by default. It is not necessary to explicitly define all or any Batting Order information in the Team Roster, because the entire Lineup can be modified when creating a game.

2) When creating a game, all team information, including the Roster and Lineup can be changed. Note that team changes made here, such as the Starting Pitcher, apply only to this game and are not saved to the Team File. Permanent team changes, such as new players, should be made via the [Team](#) Dialog **prior to** creating a game. **NOTE:** Ensure that the Starting Lineup is complete prior to starting a game. If you begin a game with 8 batters, **ScoreBook** will assume for the duration of that game that your team uses 8 batters!

3) To **substitute a player** during a game:

- Select [Substitute Player](#) from the [Lineup Change](#) Menu. Note: This menu item is only active while a game is in progress.
- Select the Player to Remove from the [Substitute](#) Combo Box
- Select the Substitute from the [With](#) Combo Box
- If the Position of the Substitute is incorrect, select the appropriate position from the [Position](#) Combo Box
- Select [OK](#)

4) To **change player positions** during a game (i.e. Players stay in game, but swap positions):

- Select [Change Player Positions](#) from the [Lineup Change](#) Menu. Note: This menu item is only active while a game is in progress.
- From the [Position](#) Combo Box, select a new position for one or more players
- Select [OK](#)

See also:

[Teams & Rosters](#)
[Games](#)

Creating Games

After creating two Teams with complete Rosters, a new game can begin.

To create a new game:

- Select **Game** from the Main Menu
- Select **New** for the Edit Game Information Dialog
- Input the game information (i.e. Date, Time, etc.)
- Select the Home Team **Select Team** Button and choose one of the Team files (.TEM)
 - Make any necessary Home Team Roster and Starting Lineup changes by selecting the Edit Roster Button
 - Select the Visiting Team **Select Team** Button and choose a different Team files (.TEM)
 - Make any necessary Visiting Team Roster and Starting Lineup changes by selecting the Edit Roster Button
 - Select the **Start Button** if you wish to begin scoring. Otherwise select **OK** to save any changes or select **Cancel** to abort changes to the Game file.

See also:

[Game Play](#)

[Teams & Rosters](#)

[Lineups](#)

Game Play

Games are scored by entering data into score boxes for each [At Bat](#) during a game.

Once play has begun, the scorer uses the [Next Player](#) and [Previous Player](#) Buttons to navigate between batters during an inning.

When the batting team reaches three outs, upon confirmation, ScoreBook advances the game one-half inning. It is also possible to end an inning prior to three outs by manually pressing the [Next Inning](#) Button.

Navigating between innings can be accomplished by using the [Next Inning](#) and [Previous Inning](#) Buttons or by double-clicking on any existing At Bat in the main window.

Once an inning is complete, no At Bats can be added to or deleted from it. However, the information in any At Bat can be modified if needed.

ScoreBook does not consider a game complete until the [Stop Game](#) Button has been selected, the user chooses to Save the game, and the user then indicates that the game is over. **Shareware Note:** Printing Games or Stats is not allowed in the Shareware Version.

When a game is over, the user is prompted to select Winning, Losing, and Saving Pitchers from three drop down lists. Because the rules for crediting pitchers with Wins, Losses, and Saves are subjective in nature, these decisions must be made by the scorer (See your league's rule book on the subject).

See also:

[Creating Games](#)

[Teams & Rosters](#)

[Lineups](#)

Scoring An At Bat

ScoreBook uses a standardized [Scoring Box](#) to capture all the events for every At Bat during a game. Each scoring box is meant to show:

- The Ball and Strike count when the runner got out or on base
- How the batter got on base
 - How many runs were driven in by the batter
 - How and how far the runner advanced while on base
 - If the player scored or not **or**
- How the batter got out
 - The out number that inning
 - The fielders involved in getting the batter/runner out

ScoreBook uses a blown up image of the Scoring Box (see figure below) and the following buttons to capture this data:

- Strike
- Advance
- On Base
- Out
- Foul
- Clear Last
- Ball
- RBI
- Clear All



The options associated with the [On Base](#), [Out](#), and [Advance](#) Buttons are listed in the [Scoring Box](#) Section.

Many of the On Base and Out options for an At Bat will automatically update previous players still on base. For example, if the bases are loaded and you select the On Base option Base on Balls, all three runners on base will automatically advance one base. The runner on third will score (indicated

by a gray-filled diamond), and the batter will be given an RBI.

Other options will require some minimal input. For example, if a runner is on second and the current batter singles, you will be prompted to indicate which base the runner advanced to.

RBIs are automatically awarded in most conditions, however, the scorer can use the RBI button to manually award an RBI to a batter or remove an unearned RBI. See your rule book for an explanation on when to award RBIs. Clicking the [RBI](#) Button will increment the RBI counter by one. When the RBI count is four, Clicking the [RBI](#) Button again will clear all RBIs.

The [Clear Last](#) Button will clear the last action initiated by the user for the At Bat.

The [Clear All](#) Button will clear all information about the At Bat.

Updating an At Bat once an inning is complete:

If for some reason the scorer needs to update an At Bat from a previous inning, care should be taken to ensure that all information about that At Bat has been recorded properly. Player substitutions make it difficult for ScoreBook to determine what pitchers and fielders to assign. When updating an At Bat that requires Fielder entries, when a potential conflict exists, the scorer will be prompted to select from a list of all fielders who have played at that position during the game.

Example: Suppose at the end of a game, the scorer wants to change a single during the third inning to an error charged to the pitcher, who had since be removed from the game. The scorer would:

- Select the At Bat to update by double-clicking on its Scoring Box
- Select the [Clear Last](#) Button
- Select the [On Base](#) Button, then choose the type [Error](#)
- Click the Pitchers Check Box (A list of pitchers used during the game would appear)
- Select the pitcher responsible for the error
- Select [OK](#)

The scorer can check or edit Batter, Runner, Pitcher, Fielder, or Error assignments for an At Bat. To do this:

- Select the At Bat to update by double-clicking on its Scoring Box
- Select [Modify At Bat](#) from the [File](#) Menu
- Change assignments as desired
- Select [OK](#)

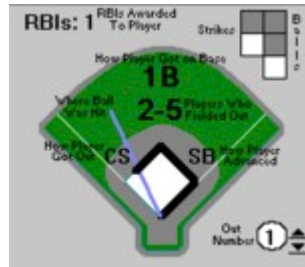
See also:

[Scoring Legend](#)

Statistics Considerations

Scoring Legend

Each At Bat is tracked via a standardized Scoring Box. The Scoring Box conventions are described below:



Abbreviations Used:

On Base

1B - Single
2B - Double
3B - Triple
HR - Home Run
BB - Base on Balls
IW - Intentional Walk
HP - Hit by Pitch
AB - Awarded Base
IF - Interference
BK - Balk
FC - Fielder's Choice
E? - Reached On Error
SAC-E? - Reached on Error While Sacrificing
ASE-E? - Assist with Error
DTS-WP - Dropped 3rd Strike, Wild Pitch
DTS-PB - Dropped 3rd Strike, Passed Ball

Out

CS - Caught Stealing
LBE - Left Base Early
DNT - Did Not Tag Up
PO - Picked Off
F - Fly Out
Fo - Foul Fly Out
DTS - Dropped 3rd Strike, Out at First
BF - Bunt Foul
SF - Sacrifice Fly
SAC - Sacrifice Bunt
IF - Interference
DP - Double Play
TP - Triple Play
K - Strike Out Swinging
K (Backward) - Strike Out Looking
LBP - Left Base Path
LD - Line Drive
TBB - Touched By Own Batted Ball
MB - Missed Base
IBB - Illegally Batted Ball
BOT - Batted Out of Turn
GO - Ground Out
CO - Called Out
CV - Circle Vilation (Softball)
LOV - Leading Off Violation (Little League)
HFS - Head First Slide (Little League)

Advance

SB - Stolen Base
AB - Awarded Base
WP - Wild Pitch
PB - Passed Ball
BK - Balk
E? - Advance on Error
~E - Previous Error
~WP - Previous Wild Pitch
~PB - Previous Passed Ball
~BK - Previous Balk

? - Denotes position of the fielder responsible for error (e.g. E3 indicates an error on the First Baseman)

Fielder Positions:

1 - Pitcher 6 - Shortstop
 2 - Catcher 7 - Left Field
 3 - First Base 8 - Center Field
 4 - Second Base 9 - Right Field
 5 - Third Base 10 - Short Field(Softball)

Example Scoring Situations

Scoring certain events can be tricky, especially those involving more than one offensive player. ScoreBook was written to handle a wide variety of situations.

Example 1: Player 1 singles to left.

- At Player 1's [Scoring Box](#), Select the [On Base](#) Button
- Select [Single](#)
- When prompted to indicate where the ball was hit, click on some area in left field
- Advance to the next batter's Scoring Box by selecting [Next Batter](#)

Example 2: With Player 1 on First Base, Player 2 hits into a Double Play (Shortstop to Second Baseman to First Baseman).

- At Player 2's Scoring Box, Select the [Out](#) Button
- Select [Double Play](#)
- Click on the Fielder Check Boxes in the order the fielders touched the ball, in this case Short, Second, then First (Position numbers of the fielders involved appear in the [Fielded By:](#) Text Box)
- Select [OK](#)
- When prompted to "indicate other player out," select Player 1 from 1st
- Select [OK](#)

Example 3: With Player 1 on First Base, Player 2 grounds to the Shortstop, who throws to the Second Baseman covering second. The Second Baseman makes no attempt to throw to first.

- At Player 2's Scoring Box, Select the [On Base](#) Button
- Select [Fielder's Choice](#)
- When prompted to indicate where Player 1 went, select the [Out](#) Button
- Select [Forced Out](#)
- Click on the Fielder Check Boxes in the order the fielders touched the ball, in this case Short, then Second
- Select [OK](#)

Scoring Notes:

Selecting Fielders for Assists and Put Outs: When Stats are computed, in most cases the last fielder in the Fielder list will be credited with a Put Out and all prior fielders will be credited with Assists. Exceptions are Double and Triple Plays which will award additional Put Outs as necessary. When scoring unassisted Double or Triple Plays, when prompted to input fielders, only select the exceptional fielder once. The fielder will be credited with the correct number of Put Outs. For more information on Put Outs and Assists, review the [Statistics Considerations](#) section.

Fielders Versus Bases: Be careful to select fielders and not just a base. For example, if a player is forced out at second base, but the Shortstop catches the ball for the put out, don' t select the second baseman for the Put Out.

See also:

[Scoring Legend](#)

[Statistics Considerations](#)

Internet Access

As of this release the **Fixed It! ScoreBook** Home Page URL is <http://iquest.com/~dturner/baseball.shtml>. Unregistered users can download the latest shareware version of **Fixed It! ScoreBook** and other Fixed It! products such as **Win A Lotto!** from this site.

See also:

[Registration](#)

Removing ScoreBook

Since ScoreBook is self-contained (i.e., nothing is written to your Windows directory), removing it from your system is as easy as removing the ScoreBook Directory. This can be accomplished from an MS DOS prompt by simply performing the deltree instruction using the ScoreBook directory as a parameter (e.g., DELTREE C:\BB), which will remove all ScoreBook files and subdirectories. The same can be accomplished using the File Manager under Windows by clicking on the ScoreBook root directory and selecting [Delete](#) from the File Menu.

The Fixed It! Windows Group can be deleted by minimizing the group and selecting [Delete](#) from the Program Manager File Menu.

Sound

The [Sound/No Sound](#) options are selected via the [Options](#) Menu. Sounds are only available for systems with Sound Blaster compatible sound cards. The default is [Sound](#).

Printing

To Print Scorecards for a Game:

- Select [Print](#) from the [File](#) Menu
- Select [Game](#)
- Choose a Game file from the [Files](#) List
- Select the desired Scorecard(s) using the [Print Option](#) Radio Buttons
- Select the [Print](#) Button

Note: If you get insufficient memory error messages while printing a Game, try printing the Home & Visitor Scorecards one at a time. That is, change the [Print Options](#) Radio Button from [Both](#) to [Home At Bats](#), then select [Print](#). Then select [Visitor At Bats](#), then select [Print](#) again.

If you still have trouble, try selecting [Printer Setup](#) and changing the [Orientation](#) to [Landscape](#).

To Print a Registration Form See:

[ScoreBook Registration](#)

To Print Statistics See:

[Statistics](#)

Statistics

Some stats are kept throughout the game in the [Current Pitcher and Inning Statistics](#) Window. More in-depth team and individual stats and [Scatter Plots](#) require analysis of one or more complete games.

To view and print Player and Team Batting, Running, Fielding and Pitching Statistics, first select [Team and Player Stats](#) from the [Statistics](#) Menu. Then choose a game file (*.GAM) to be analyzed from the [Files](#) List Box. Click on the [Select Game](#) Button to add this game to the [Games To Analyze](#) List Box. Add as many games as you like in the same manner. **Shareware Note:** Only one game at a time may be evaluated with the Shareware version.

To remove a game from consideration, choose the game file in the [Games To Analyze](#) List Box, then click on the [Remove Game](#) Button.

Once all games are selected, you must choose a team from the [Team To Analyze](#) Drop Down List Box before you can proceed.

Once a Team is selected, choose [OK](#).

The Batting, Running, and Fielding Stats Window will then appear.

Use the [Batter & Pitcher](#) Radio Buttons to toggle between Batter, Runner, Fielder Stats and Pitcher Stats.

Select the [Print](#) Button to print all Batter, Runner, Fielder Stats and Pitcher Stats. If the printout is too small to read, try changing the Printer's Page Orientation to Landscape.

Select the [Export](#) Button to save the displayed data to a comma-delimited text file, which can be imported into a word processor or spreadsheet utility.

Statistics Considerations:

ERA - The [Number Of Innings Per Game](#) Radio Buttons are provided in the Stats Dialog to allow correct computation of pitcher Earned Run Averages (ERA). The default is [9](#) innings. This can be changed to [6](#) or [7](#) based on the normal innings per game in your league. The method of computing ERAs is described in [Pitching Stats](#).

Errors & Fielding Average - To ensure Errors are assigned appropriately and Fielding Average is computed correctly, special care should be taken while scoring fielding errors.

Example 1:

A runner advances two bases due to a throwing error. Advance the player using the [Advance](#) Button and charge an error by selecting [Error](#) and clicking the check box associated with the offending player. On the second base path advance, charge a [Previous Error](#). This will ensure that the fielder is charged with only one error.

Example 2:

Two runners advance a base due to a throwing error. Advance the first player, charging an error as described in example one. Advance the second player using [Previous Error](#). Again, this will ensure that the fielder is charged with only one error.

Example 3:

The third baseman handles a ball perfectly, throws to first, but the first baseman drops the ball. Because the third baseman properly handled the ball, he should be credited for an assist, even though the batter wasn't put out. Select the [On Base](#) Button for the batter and select [Assist With Error](#). Click the check box associated with the offending player, then click all the fielders who touched the ball in the order they touched it, including the fielder who committed the error.

Wild Pitches, Balks, & Passed Balls - Care should also be taken while assigning Wild Pitches, Balks, and Passed Balls. Any time a player commits a mistake that allows more than one base advance, that mistake should be assigned once, and all other base advances should be charged as [Previous Wild Pitch](#), [Previous Balk](#), or [Previous Passed Ball](#). This will ensure that the fielders aren't overly penalized for their sins.

See also:

[Batting, Running, Fielding Statistics](#)

[Pitching Stats](#)

[Scatter Plots](#)

[Current Pitcher/Inning Statistics](#)

Batting, Running, & Fielding Statistics

The following is a list of the currently supported Batting, Running and Fielding Stats and how they are computed:

| | |
|---------------------------------|--|
| GP - Games Played | SAC - Sacrifice Bunts + Sacrifice Flies |
| IP - Innings Played | SB - Stolen Bases |
| 1B - Singles | ATT - Stolen Base Attempts |
| 2B - Doubles | PO - Put Outs |
| 3B - Triples | A - Assists |
| HR - Home Runs | E - Errors |
| BB - Base on Balls | SO - Strike Outs |
| HBP - Times Hit By Pitch | R - Runs Scored |
| RE - Reached on Error | RBI - Runs Batted in |
| Batting Average | - Hits divided by Official At Bats |
| H (Hits) | - Number of Singles + Doubles + Triples + Home Runs |
| OAB (Official At Bats) | - All complete plate appearances except when on base as a result of Base On Balls, Intentional Walk, Hit By Pitch, or Catcher Interference or out as a result of a Sacrifice Fly or Sacrifice Bunt |
| Slugging Percentage | - Total Bases divided by Number of Official At Bats (OAB) |
| On Base Average | - Total Times on Base (H + BB + HBP + RE) divided by Total At Bats (OAB + BB + HBP + RE + SAC) |
| Stolen Base Percentage | - SB divided by ATT |
| Fielding Average | - (PO + A) divided by (PO + A + E) |

See also:

[Statistics](#)

[Pitching Statistics](#)

[Scatter Plots](#)

[Current Pitcher/Inning Statistics](#)

Pitching Statistics

The following is a list of the currently supported Pitching Stats and how they are computed:

| | |
|---------------------------------|--|
| GS - Games Started | HB - Times pitcher Hit a Batter |
| GC - Games Completed | BK - Balks |
| SAV - Saves | WP - Wild Pitches |
| BF - Batters Faced | SO - Strike Outs |
| H - Hits allowed | W - Wins |
| 1B - Singles allowed | L - Losses |
| 2B - Doubles allowed | PCT - Win/Loss percentage |
| 3B - Triples allowed | PO - Put Outs |
| HR - Home Runs allowed | A - Assists |
| R - Total Runs allowed | E - Errors |
| BB - Base On Balls | |
| Fielding Average | - $(\text{PO} + \text{A})$ divided by $(\text{PO} + \text{A} + \text{E})$ |
| IP (Innings Pitched) | - One third inning is given for each out. |
| ER (Earned Runs) | - For ScoreBook, a run scored is always considered "earned" unless an error, wild pitch, or passed ball contributed to advancing a batter or runner at least one base. |
| ERA (Earned Run Average) | - $(\text{ER} * \text{Innings Per Game})$ divided by IP |

See also:

[Statistics](#)

[Batting, Running, Fielding Statistics](#)

[Scatter Plots](#)

[Current Pitcher/Inning Statistics](#)

Current Pitcher/Inning Statistics

The following is a list of stats maintained in the [Pitching and Current Inning Stats](#) Window throughout the game:

Current Pitcher Stats:

- Pitch Count
- Strike Outs
- Base On Balls
- Strikes
- Balls

Inning Stats:

- Runs
- Hits
- Errors
- Runners Left on Base

See also:

[Statistics](#)

[Pitching Statistics](#)

[Scatter Plots](#)

[Batting, Running, Fielding Statistics](#)

Scatter Plots

To view and print Scatter Plots:

- Select [Scatter Plots](#) from the [Statistics](#) Menu
- Choose a game file (*.GAM) to be analyzed from the [Files](#) List Box.
- Click on the [Select Game](#) Button to add this game to the [Games To Analyze](#) List Box. Add as many games as you like in the same manner.
- Select [OK](#)
- Select a batter and a pitcher from the drop down lists. Choose [ALL PITCHERS](#) to see how a particular batter performs against all pitchers. Choose [ALL BATTERS](#) to see how a particular pitcher fares against all batters.
- Three plots appear, a Hit plot, an Out plot, and a Combined Hit and Out Plot. Red marks indicate hits, blue marks, outs.
- Select the [Print](#) button to print the three plots.

See also:

[Statistics](#)

[Pitching Statistics](#)

[Batting, Running, Fielding Statistics](#)



Rob & Don

. . . remember your friends at **Fixed It! Software**

ScoreBook Registration

To receive a Registered copy of **Fixed It! ScoreBook**:

- Select **Print** from the **File** Menu.
- Select **Registration Form...**
- Enter your name, mailing address, e-mail address and comments into the menu fields. If you provide an e-mail address, we will status your order as soon as we receive it. Also, please provide feedback in the Comments field, especially features you would like to see implemented in future releases of ScoreBook.
- Select the **OK** button.
- Make out a check or money order to **Fixed It! Software** for \$50 (U.S. Funds only!).
- Mail your form and check to:

Fixed It! Software
P.O. Box 372
Capshaw, AL 35742

To place a **Credit Card Order**, access the [Fixed It! ScoreBook Home Page](http://iquest.com/~dturner/baseball.shtml) (<http://iquest.com/~dturner/baseball.shtml>) for the latest phone number and instructions.

Registering has the following benefits:

- Full-featured product with no nagware or other shareware limitations (such as printing games and stats)
- Six months of free technical support (via e-mail), support files, and minor upgrades (via the registered portion of the **Fixed It! ScoreBook** Home Page)

