Introduction

BallStat and **BallScore** are two separate programs with two different purposes.

BallStat is used to accumulate stats and create reports. All you need to get started with BallStat is to create your league. Teams and players will be added when you export your scoresheets from BallScore. You will need to score your games with BallScore then export your scoresheets into BallStat (see BallScore below). Once the first scoresheet is imported you will be able to create an unlimited number of reports using the **Custom Report Maker** in BallStat.

If you are not using BallScore you can enter games manually with BallStat. To setup your league follow this order:

1) Create a league (**File/Create new league**)
2) Add your teams (**Add/Team**)
3) Add your players (**Add/Player**)
4) Add your games (**Database/Games/Enter player game stats**)

BallScore is used to score your game. You can score your game live using a laptop computer or copy your paper scorebook into BallScore at home. The whole game as it is scored (both teams) is known as a scorebook. You can save a whole scorebook in the form of a **sbk** file to disk at anytime. This would allow you to reload the scorebook to finish scoring a game or to simply review a previously scored game. Each teams portion of the scorebook is known as a scoresheet. When a game is over you export each scoresheet (or just your scoresheet if you don't want to track the other team) into the BallStat database using the Direct Export method. For maximum stat generation it is recommended that you export both scoresheets.

Getting Started with BallStat/BallScore

Below is all the information you need to get started using BallStat/BallScore. More information can be found in the main BallStat help file. It is highly recommended that you follow the steps below to set both programs up properly.

- **Setting up your league in BallStat**
- **Configuring BallScore**
- **Scoring a game with BallScore**
- **Exporting scoresheets from BallScore to Ballstat**
- **Creating reports with Ballstat**

If you are not using BallScore you can enter games manually with BallStat. To setup your league follow this order:

1) Create a league (**File/Create new league**)
2) Add your teams (**Add/Team**)
3) Add your players (**Add/Player**)
4) Add your games (**Database/Games/Enter player game stats**)

Setting up your league in BallStat

Setting up your league in BallStat is an important first step before scoring any games with BallScore. The database you create will hold all of the statistics that will be created when you score a game with BallScore. To create your league database follow the steps below.

Run the Create League Wizard

Select **File/Create new league** from the main Ballstat menu. Each screen and the entries you need to make are explained below.

Note: If you've never created a league in BallStat before the Wizard will start automatically the first time you run BallStat.

Enter League Name

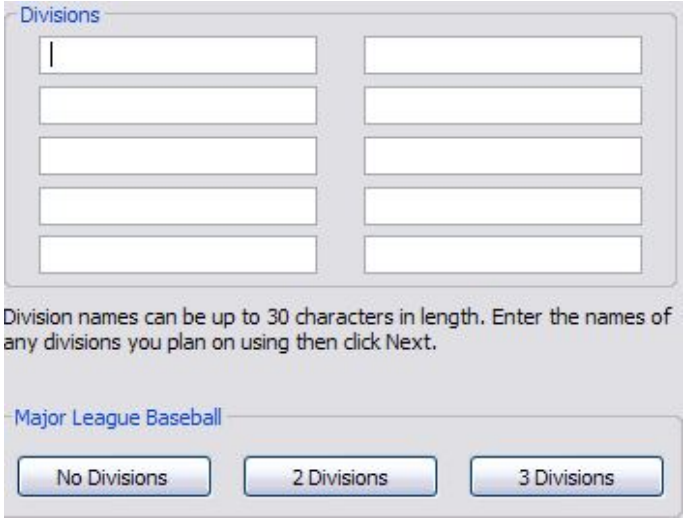
Enter a name for your league up to 30 characters long. Avoid using special characters such as slashes and quotes. This name will be used to create certain file names which cannot contain illegal characters. If you are doing a MLB replay you can click the **Major League Baseball Replay** button then enter the year of your replay. Click **Next** when finished.

Select Game Length

Select the normal length of a game in your league. This setting will be used to calculate certain pitching statistics such as ERA and Base Runners allowed per # of innings. Click **Next** when finished.

Enter Divisions

Enter the names of any divisions within your league using up to 30 characters per division. For MLB replays you may click one of the MLB buttons to have BallStat enter the divisions for you. Note that you only need one league to hold both the AL and NL teams. Simply enter all the divisions you will need for both leagues.



Select League Path

The path you enter here is where your league database will be stored on your hard disk. Click **Browse** to select an existing folder or enter your own folder path. If the path does not exist then BallStat will create it. A default folder will be supplied for you based on the name of your league. You can modify this path if you like. Click **Next** when finished. Click **Yes** if you are asked to create the folder.

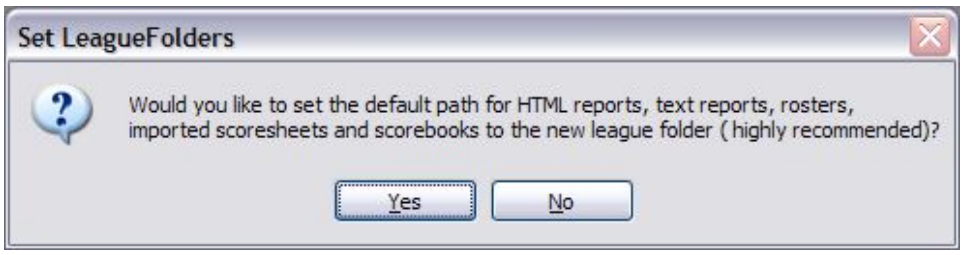
It is recommended that you store your league in the BallStat folder located in your documents folder. This will make backing up and restoring a snap.

For example,

Windows XP - C:\Documents and Settings\Owner\My Documents\BallStat\Your League
Windows Vista - C:\User\Owner\Documents\BallStat\Your League

Finish and Save League

All the information you entered on the previous screens will be listed here. To change any of this information click the **Back** button. If all the information is correct then click **Finish**. When you are asked to set the default paths for reports to your new league it is recommended that you click **Yes**.



Click **Ok** to exit BallStat. BallStat should re-start automatically with your new league database loaded and ready to go. If you are using BallScore to score your games then **DO NOT** use BallStat to create teams and players. Teams and players will be added to the database automatically when you export your scoresheets from BallScore to BallStat. **Do not** create any reports in Ballstat until you have imported at least 1 game from BallScore. Team and player data are needed to correctly configure reports and there is no data available yet.

Important Tip: In case you ever want to rebuild your league using the BallScore scorebook batch mode an empty backup of your league will be created automatically. To rebuild later, simply restore your empty backup before batching your scorebooks. BallStat supports unlimited backup files.

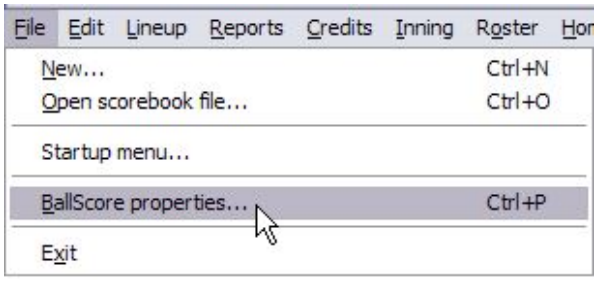
The next step is to configure BallScore to work in conjunction with BallStat. To configure BallScore **click here**.

If you are going to use BallStat to enter data manually then you need to add your teams & players in BallStat first. Do not use the links below if you are using BallScore to score your games.

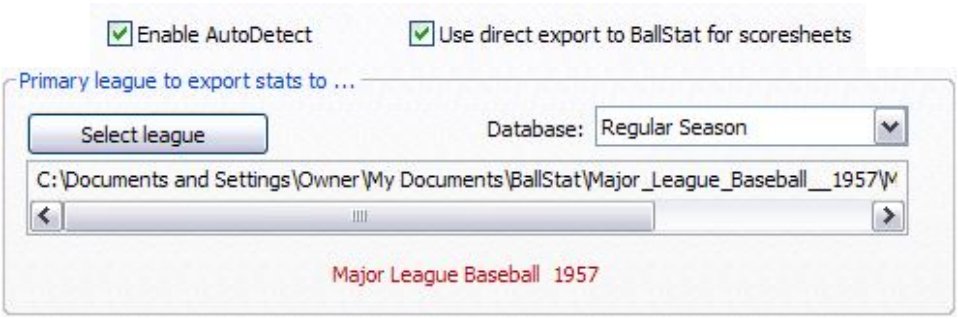
Add Teams
Add Players
Add Games

Configuring BallScore

To make sure BallScore and BallStat work together correctly you will need to make some configurations within BallScore. To configure BallScore select **File/BallScore properties** from the main menu. Below are the tabs you will need to click to configure BallScore to work properly with Ballstat. Click each tab, make the required entries or selections then click **Ok**.



AutoDetect/Export



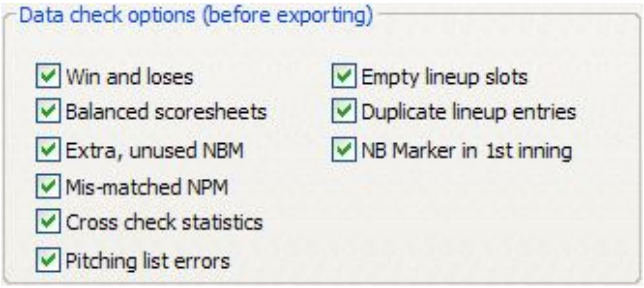
This tab is where you tell BallScore which BallStat league to use when importing season stats and exporting scoresheets to BallStat. If you have already created a league in Ballstat then that league will be used by default. If you want to use a different league or a league has not yet been set, then click the **Select League** button and browse to the league file (LGE extension) you wish to use. The Secondary league is for the rare occasion where you need to export each team to separate leagues. You can usually leave this selection blank.

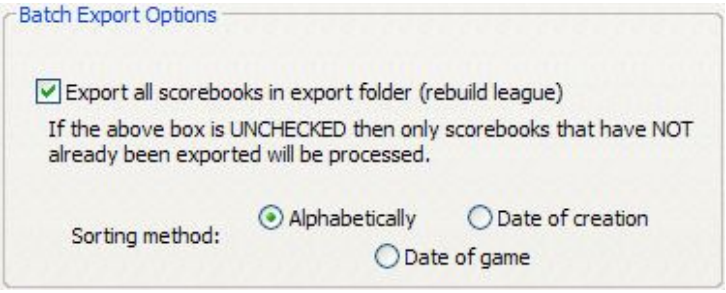
If you have created any new databases in BallStat then select the database you want to use. Regular Season is the default. Click the **Enable AutoDetect** box so BallScore can load your season stats for teams that have already been exported to BallStat.

Check the **Use direct export to BallStat for scoresheets** button if you want to export your scoresheets directly into the BallStat database instead of using the BallStat import wizard.

Direct Export is the recommended method and the default method.

Is is also recommended that you keep all the **Data check options** checked. This will catch most scoring errors *before* the scoresheet is exported.





If you want to rebuild an entire league, to a new BallStat database, then check the **Export all scorebooks in export folder**. The folder you selected under the **Folder** tab for storing your scorebooks will be used. When this button is checked, *ALL* scorebooks will be processed whether they have already been marked as exported or not. Normally a warning is displayed if you try to export the same scorebook twice. The warning will **not** be displayed if this box is checked.

Folders

The settings on this tab determine where BallScore will look to find certain file types.

Scorebook files - This will be the default folder where BallScore will load scorebooks from and save scorebooks to.

Exported Scoresheets - This is the folder where BallScore will save exported scoresheets to (SBX files) if you are not using Direct Export.

Team Rosters - BallScore will save all created rosters into this folder.

Reports - This is where BallScore will save all reports generated when exporting scoresheets.

It is recommended, though not required, that you set all these folders to point to the appropriate folders in your current league folder. You can do this by clicking the **Set all folders to league defaults** button. This way BallStat and BallScore with always look in the same folder to find each file type.

Innings/Count

Select the normal number of innings of a game in your league. Select the normal number of batters in a lineup for your league. If your league uses a variable number of players in a starting lineup then select what you think will be the maximum number of players that a lineup will ever contain.

Most of the other tabs are just personal preferences you can use to control how BallScore works. **Click through the other tabs and make any changes you wish**. Click **Ok** when all of the above have been set or selected.

You are now ready to **score your first game with BallScore**.

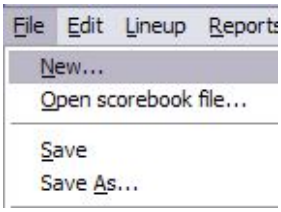
Scoring a game with BallScore

Starting a new game

If you want to use **Direct Export** (recommended) then make sure it is turned on. **AutoDetect** must also be turned on. These two properties can be turned on, if needed, by clicking the Properties button then the **AutoDetect/Export** tab. The name of your export league should also show on this screen. If not, click the league button and select the league you created in BallStat. Make sure the correct database within the BallStat league is also selected. Regular Season is the default.

Click the **Game Setup** button on the BallScore startup screen. Click **Yes** to discard the current default scorebook. The Roster & Lineup Manager (RLM) will appear. This is where you create or load rosters and lineups. If the startup screen is not showing you can make it appear by selecting **File/Startup menu**.

You can also start a new game by selecting **File/New** from the main menu.



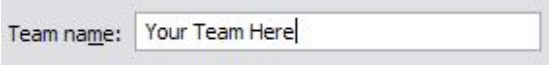
Creating a roster

Add all players at once:

1) Click the **Create New Roster** button.
2) Enter a team name. Do not use illegal characters such as slashes, quotes or other punctuation marks.
3) Enter all your players.
4) Click **Save Roster.**
5) The Save Roster dialog box appears so you can assign a filename for this team. Type a filename for your team making sure it ends with the .ros extension (Ex: **My Team.ros**). Click **Save**.

This function will only create the roster, it will not load it into BallScore. After closing this screen use the **Load Roster** button on the RLM screen to load your roster into BallScore.

One player at a time:



1) Press **ALT+M** and enter the name of the team you are going to create. Do not use illegal characters such as slashes, quotes or other punctuation marks.

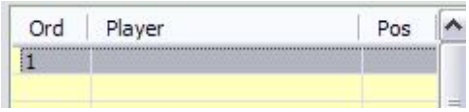
2) Press **ALT+Y** or click the **Add player** button to add your first player. Fill out all requested information for the player then press the **Add** button.

3) The Save Roster dialog box appears so you can assign a filename for this team. Type a filename for your team making sure it ends with the .ros extension (Ex: **My Team.ros**). Click **Save**.

4) Repeat step 2 until all your players have been added to the roster.

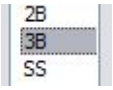
Click here for other methods of creating rosters using as-played lineups.

Creating a lineup



Select the first spot in the batting order.

Select the player you wish to bat in this spot.

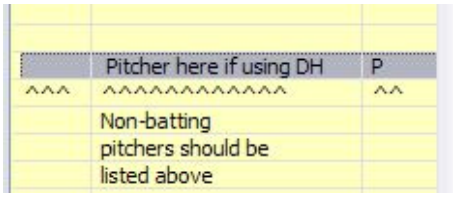


Select the position the player will play in the field.

Click **Place selected player**.

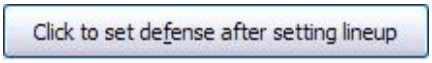
Repeat for the remaining batting spots until your lineup is finished. Click **Save lineup** to save this lineup for future games if needed.

If you are using a DH for the pitcher then scroll to the very last spot in the lineup (right above the ^^^^^^^ line) and insert the pitcher.



Starting with the 2nd game for this team you can choose to create a new lineup or click **Load lineup**, select a previous lineup and modify it if needed.

Setting the defense



Once your lineup is finished you will need to set the defense. Click **OK**. Click the green button and you are done with this team.

Note: After you set the initial starting defense with the RLM then you must use the D button to set the defense for the rest of the game. The RLM has nothing to do with setting a defense after the initial defense has been set.

Repeat the above steps for the other team and you're ready to start the game.

Scoring the game

The cursor - Most of the time the cursor is controlled by BallScore and you should not move it. When scoring any event the cursor should be on the current batter. If the cursor is not on the current batter you will see several warnings. If you try to score an event with either cursor on the wrong batter the event will fail and a Failed Event screen will appear. Scoring an event with the cursor on the wrong cell can result in an incorrect scorebook. If you have to move the cursor to make a correction or assign a credit be sure to move it back before scoring the next event or the next event will fail. **Both** cursors must be on the correct cell.

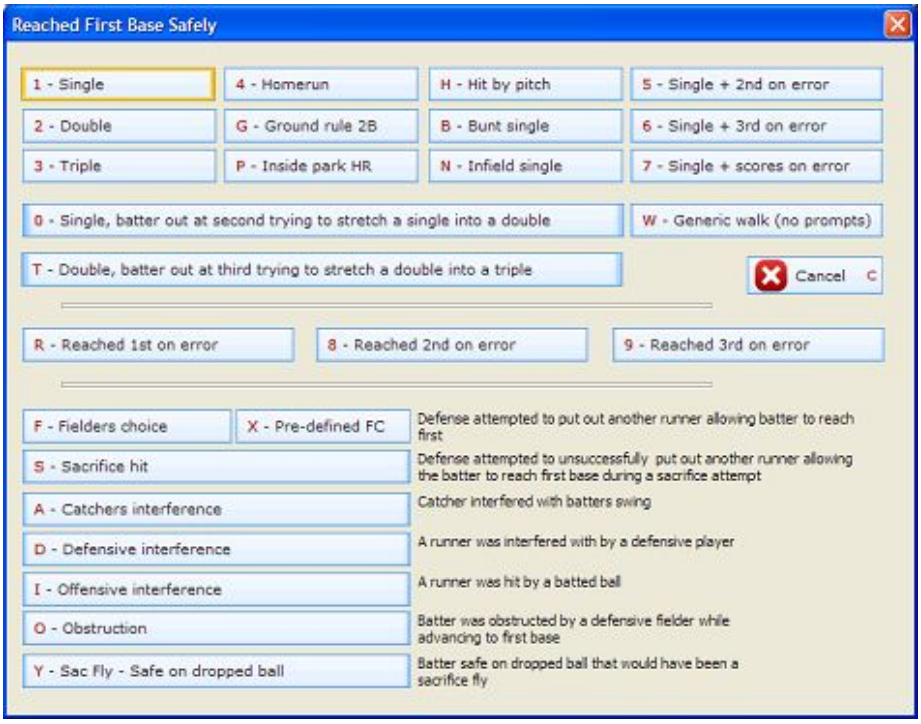
Always score the batter first. Once the batter reaches first base safely be then becomes a runner. Follow the logical sequence of each event when scoring and don't start scoring until the play is over. .

Don't edit cells if you don't have to - Use the **backspace** key or the Undo button to the right to undo

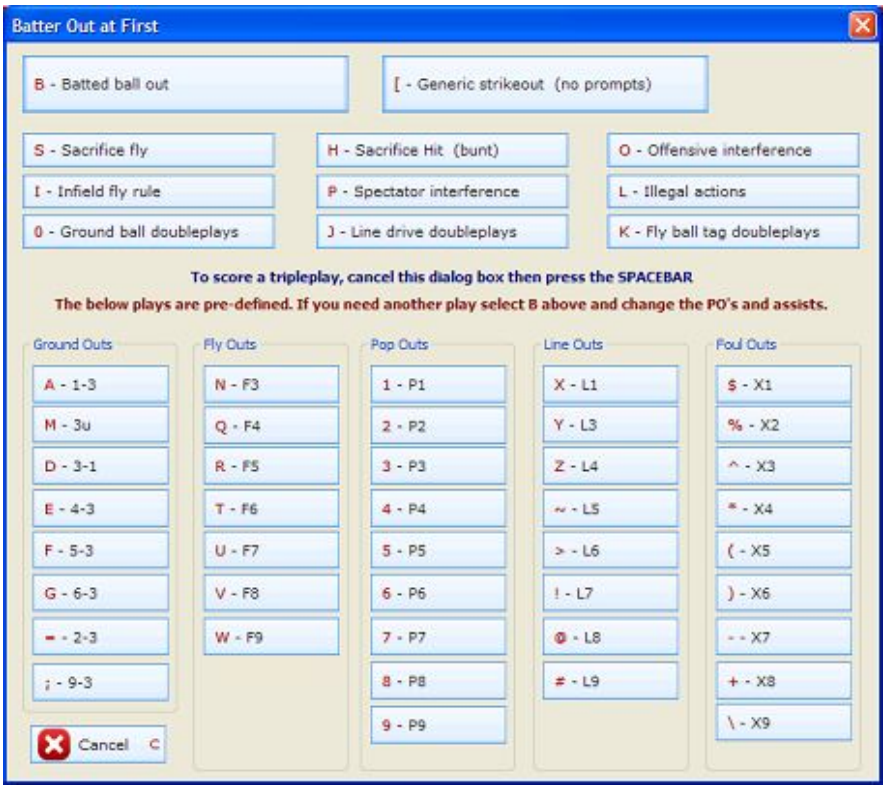
scoring errors that are noticed right away. You can undo a scoresheet as far back as you need.

Start scoring each event with one of three buttons (or key presses):

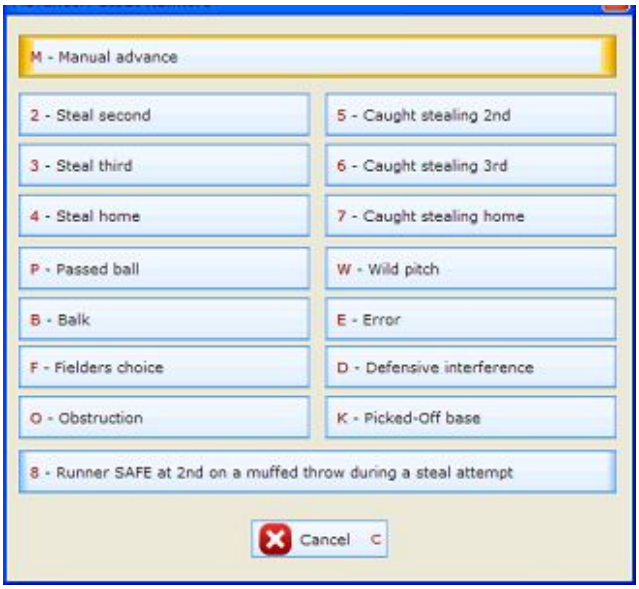
The batter reached first base safely. Use this button or press **A**. Below are all the pre-defined options you will have when pressing **A**.



The batter was out at first base on a batted ball. Use this button or press **O**. Below are all the pre-defined options you will have when pressing **O**.



A play was made on a runner without batter involvement. Use this button or press **R**. Use this button to manually advance a batter after he becomes a runner. Below are all the pre-defined options you will have when pressing **R**.



There are many other scoring buttons on the toolbar that allow you to skip starting with one of the 3 buttons above such as the 1B button which will score a single directly. To see what event a button will perform, hold the mouse cursor over the button for a second to display the tooltip.

Other keys you will use frequently:

B A ball. If you are not tracking pitches then you can set the number of balls for a base on balls to 1 (File/BallScore Properties). Use this button or press **B**.

S A strike. If you are not tracking pitches then you can set the number of strikes for a strikeout to 1 (File/BallScore Properties). Use this button or press **S**.

F A foul ball. Use this button or press **F**.

NP Click this button or press **P** to insert a new pitcher.

NB Click this button or press **G** to insert a new batter or re-enter a player.

PH Click this button or press **J** to insert a pinch hitter.

PR Click this button or press **W** to insert a pinch runner.

RBI BallScore will normally credit RBI's automatically. If you find you do need to credit an RBI manually use this button or press **I**. To decrement the RBI's in a cell use **Shift+I**.

M Markers & Assignments. Use this button or press **M** to display a multi-purpose menu that will allow you to manage the offense, defense and make different types of substitutions after the game starts. You can also mark runs as unearned and assign errors with this button.

After the third out the scorebook will automatically flip to the other team at the correct cell to be scored next. To flip the scorebook manually use this button, the **=** key or the **tab** key.

Whenever runners need to be advanced the Runner Advancement screen will appear. Place the runners then click **Ok**.

Whenever putouts or assists need to be assigned the Putout, Assists and Error Sequence screen will appear. Assign putouts, assists or errors as needed then click **Ok**.

When you need to change the defense press **D** for the Set Defense screen. Sometimes this screen will appear automatically.

When the game is over press **N**. Assign the winning & losing pitchers, a save (if any) and any blown saves. When finished click **Done** and your scoresheets are ready for exporting.

Ending a Game

BallScore will detect the end of a game and offer you a chance to use the Game Over dialog. To end a game yourself press **N** or select **File/End game** from the main menu.

BallScore will parse both scoresheets and check for empty slot errors. If any empty slot errors are found then select **Yes** to have BallScore automatically fix all empty slot errors.

The Game Over dialog is used to set the winning pitcher, losing pitcher, saves, blown saves or holds. You can also use this screen to set umpires, game location and game conditions. This screen can be used anytime during a game but is normally used when the game is over.

Check the appropriate pitchers for each team for any of the above stats.

Complete games, shutouts and team shutouts are tracked automatically by BallScore.

Click **Done** when all choices are set. The scorebook will be automatically saved if you previously saved the scorebook. If not you will be prompted for a file name to save the scorebook as.

Exporting scoresheets from BallScore to Ballstat

There are 3 ways to export your BallScore data into BallStat.

- By exporting the current game scoresheets directly to the BallStat database
- By batch processing all scorebooks in the scorebook folder (Rebuild league).
- By exporting each scoresheet to an SBX file then importing the SBX file into BallStat using the Import Wizard.

The recommended method is #1 above. Use method #2 to rebuild a league from your scorebooks. The third method can be used if multiple teams are using BallScore to score their games. Each team then sends their SBX file to a central location (by email for example) for processing. In this case a team can use the first 2 methods to keep local stats and the 3rd method for centralized league stats. Each method is explained below.

Direct Export is the recommended method and the default method.

Exporting the current game scoresheets directly into the BallStat database

Before exporting occurs BallScore will check the scoresheets for errors and give you the chance to fix them. You can also check all scorebooks in the scorebook folder for errors without actually exporting by selecting **File/Scorebook functions/Create error log without exporting** from the main menu.

When using this method make sure your game is over and has been ended properly (press N to end a game). You will also need to be sure that the **Use direct export** box is checked on the Export properties screen (**File/BallScore properties/Export tab**).

Select **CTRL+V** to export the visiting team or **CTRL+H** to export the home team or click the appropriate button on the toolbar:

Red for the visiting team

Blue for the home team

Once a scoresheet is exported you will receive a warning if you try to export the same scoresheet again.

The Ready to Export screen will appear listing the BallStat league the stats will be exported to and the BallStat database that will be used to hold the stats. ***Make sure all this information is correc***t. You will also be notified if this team already exists or the team needs to be created by the large button at the bottom right of the screen.

There will be 3 drop down boxes at the upper left of the screen. These boxes are explained below.

Export team - This box will display the team that will receive the exported stats.

If there is a red **Add icon** to the left then this team does not exist in the BallStat database and will be created. All the players listed to the right will also be created and added to this team.

If there is a green **Update icon** to the left then this team already exists in the BallStat database. All the players listed to the right in green will have their stats updated and all the players listed to the right in red will be created.

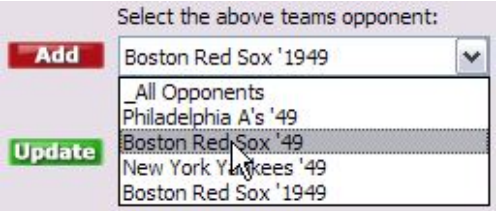
If you know the team you want to export to exists but the team shows a

red Add icon then drop down the box and select the team you want to use. After selecting a new team all the player icons will be refreshed. The only time you should ever need to do this is when the existing BallStat team and the current BallScore team have different spellings of the team name. For example, the BallStat team was created as the Lancaster Bombers and the BallScore team is the Lancaster B's. BallScore uses the spelling of the team names to match data automatically but you can select the team manually here if you ever need to for the above reason.

Select the above teams opponent - Select the opponent that the export team is playing.

Add If a red **Add icon** appears to the left then the opponent does not exist in the BallStat opponent list and will be created. Note that the BallStat opponent list is separate from the BallStat team list so even if your opponent's team has already been exported you still must export the opponent here to add it to the opponent list.

Update If there is a green **Update icon** to the left then this opponent already exists in the BallStat opponent list.

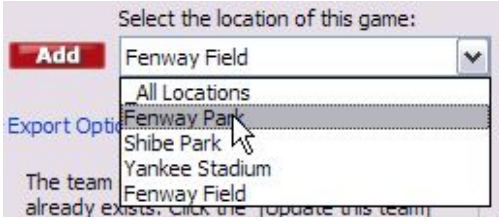


If you know the opponent you want to use already exists but the opponent shows a red Add icon then drop down the box and select the appropriate opponent. The only reason to ever do this is if the BallStat opponent list spelling is different than the BallScore opponent's spelling.

Select the location of this game - This is the location where the game was played.

Add If a red **Add icon** appears to the left then the location does not exist in the BallStat location list and will be created.

Update If there is a green **Update icon** to the left then this location already exists in the BallStat location list.



If you know the location you want to use already exists but the location shows a red Add icon then drop down the box and select the appropriate location . The only reason to ever do this is if the BallStat location list spelling is different than the BallScore location spelling.

When all your selections are correct then click the button below that appears according to your situation to export your scoresheet.

A geen *Update this team* button means the team already exists in BallStat and the stats for the current game will be added to the BallStat database.

A Red *Create this team* button means the team does not exist in the BallStat database and will be created.

Once data has been exported the first time for a team you are ready to create reports in BallStat.

Batch processing all scorebooks in the scorebook folder

There are 2 reasons for batch processing all the scorebooks in the scorebook folder. Both are explained below. **You must make sure that there are no scorebooks in the scorebook folder from other leagues when batch processing the scorebook folder!**

A) *You are not sure which scorebooks have already been exported*.

If you want to export all scorebooks in the scorebook folder that have not already been exported you must first go to the Export properties screen (**File/BallScore properties/Export tab**). Make sure that the **Export all scorebooks in the export folder** box is **UNCHECKED**. BallScore will load every scorebook, one at a time, and export only those scorebooks that have NOT already been exported.

B) *You want to rebuild your league*.

If you want to rebuild your entire league from scratch using your saved scorebooks then you need to do the following:

- Create a NEW league in BallStat using the Create New League Wizard **or** restore an empty backup to your current league if one was created. Exit BallStat.
- Change the AutoDetect paths in BallScore to point to your newly created league (**File/BallScore properties/AutoDetect tab**) if you created a new league.
- Make sure that the **Export all scorebooks in the export folder (rebuild league)** box is **CHECKED**.
- Select **File/Export scorebook folder** from the main BallScore menu.

BallScore will export each scorebook (both teams), one at a time, until all scorebooks in the scorebook folder have been exported. You will be prompted for team abbreviations, divisions and ballpark names whenever a teams first scorebook is processed. BallScore will ignore whether a scorebook has been marked as already exported and will export *ALL* the scorebooks in the scorebook folder.

Exporting each scoresheet to an SBX file

This method can be used if multiple users are using BallScore and need to send the exported scoresheets to a central location for compiling.

In BallScore:

1) Uncheck the **Use direct export** box on the Export properties screen (**File/BallScore properties/Export tab**).
2) Select **CTRL+V** to export the visiting team or **CTRL+H** to export the home team.
3) Enter a filename when prompted or use the default filename that is supplied.

An **SBX** file will be created that can then be imported into BallStat.

In BallStat:

1) Select **Database/Games/Import game** from the main menu.
2) Select the scoresheet you wish to import. You will be warned if the scoresheet has already been imported into BallStat.
3) Select, fill-in or match-up all the requested information on the Import Wizard screen. Click **Finish** when you are sure all the information is correct. Add any new data (such as players, teams, etc) by clicking the **Click here to add ...** button. BallStat will attempt to match existing data automatically whenever possible.

Once data has been imported the first time for a team you are ready to create reports.

Creating reports with Ballstat

Custom Report Maker

Once you have imported data into BallStat you can create reports. Do not attempt to create a report before any data has been imported. To properly create a report BallStat has to attach the report to a team index which will not exist until the team has been created.

Use the Custom Report Maker (CRM) to create all the reports you will likely ever need. The CRM eliminates the need to manually create reports for each team, division or league. To start the CRM select **Reports/Custom Report Maker** from the main menu. The CRM contains 7 different tabs to allow the selection of reports and the formatting of all the reports that will be created. If you select to create all the reports available and have a large number of teams in your league then it may take a minute or two for report creation. Generally, you only have to create the reports once since all reports will display the most recent data each time they are opened.

All reports will use the stats in the database that you select. If you check the **Merge all databases** box then BallStat will combine the stats from *all* databases for *all* reports.

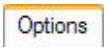
The CRM will create the following report types:

These reports will show player totals for the season. You can create team, division, league, division set and leader reports.

These reports will display player totals for a team only. However, you can create complex reports such as how a player performed in day games, night games, batting right handed & left handed, against each opposing pitcher, against each opposing team, at every ballpark, etc.

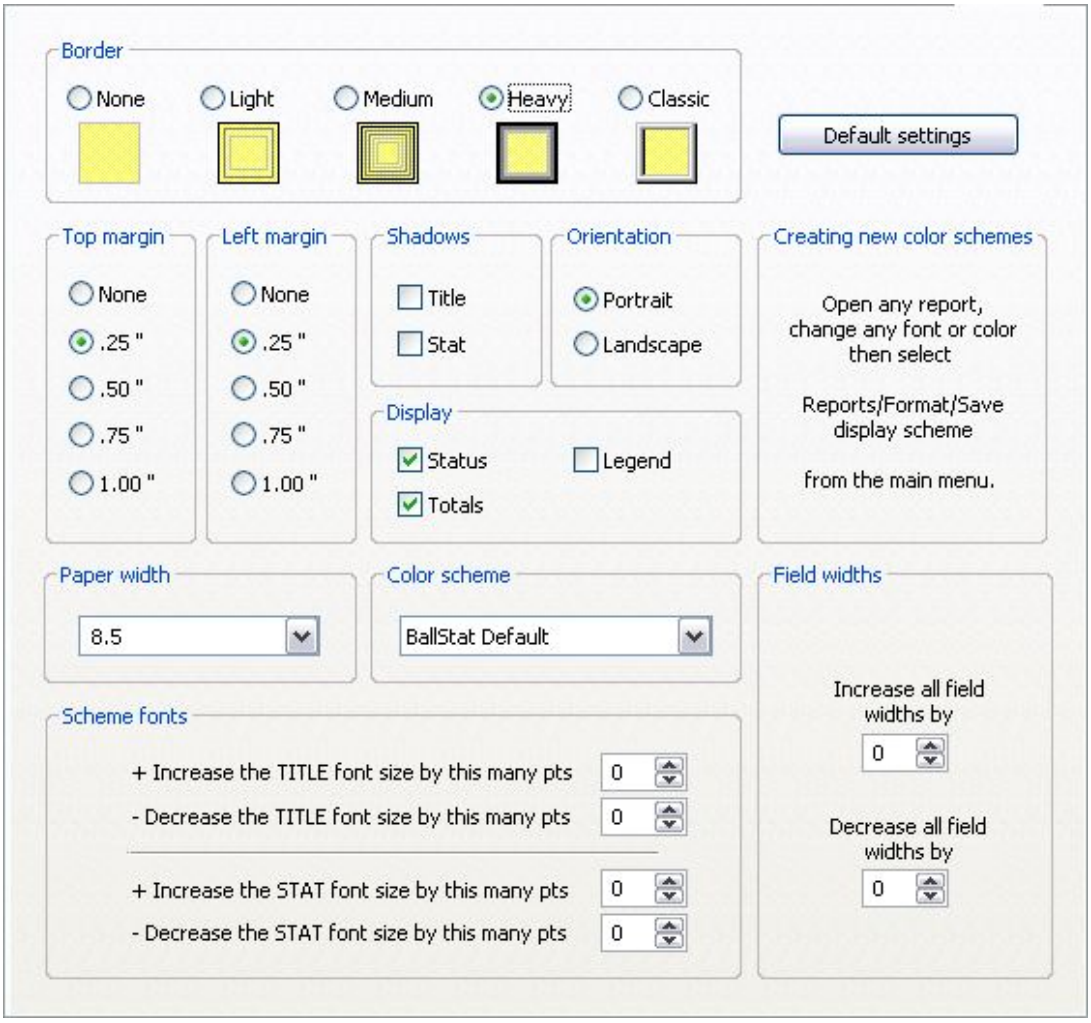
Game reports will show team totals for the season or in each game. You can create reports for team totals, division totals, league totals & division sets. You will also use game reports to create league standings.

You can create leader reports for each team, each division or the entire league. Use any stat supported by BallScore with up to the top 50 players for each stat.



You can delete all reports and start over by clicking the **Options** tab. It is also a good idea to make sure the **Always overwrite existing reports** button is checked.

You can set how your reports will appear with the **Format** tab.



Click the **Create reports** button on the **General** tab to actually create the reports.

To select all the reports on a screen click the **Check all** button. To de-select all reports on a screen click the **Uncheck all** button. To create a single report type click the **Uncheck all report types** button then check just the report you want to create.

After the reports have been created you can open them with the CT, CI, CG and buttons on the BallStat toolbar.

Entering a manual game with BallStat

There are 2 ways to keep score, using BallStat or using BallScore.

Use BallStat if you want to copy the totalled stats out of your scorebook and manually enter them into BallStat. This is the method most programs have been using for years.

BallScore is an electronic version of your paper scorebook. You keep score with BallScore just like you would keep score with a paper scorebook. When your done scoring a game with BallScore you export each scoresheet to your disk in a format that BallStat can read. Then you run BallStat and import the scoresheet containing all the stats from the game using the Match up Wizard. BallScore has the advantage of calculating all the stats for you including advanced fielding and situation stats.

Note: BallScore now has a Direct Export method of exporting stats to BallStat which is the recommended method.

If you are not familiar with how to score a game then you may want to use the BallStat method.

How to enter stats with BallStat is described below.

If you are not using BallScore you can enter games manually with BallStat. To setup your league follow this order:

1) Create a league (**File/Create new league**)
2) Add your teams (**Add/Team**)
3) Add your players (**Add/Player**)
4) Add your games (**Database/Games/Enter player game stats**)

> Select **Database/Games/Enter player game stats** from the main menu.

> Select the team you want to enter stats for. The Setup dialog appears.

> The new score keeping system in BallStat uses a convenient dialog box with tabs at the top to easily change between screens. The setup screen should be filled in before continuing on to the other screens. After completing the setup screen you may tab freely between all 11 screens. All screens that can be tabbed to are described below.

> Enter all game stats from your scorebook or other source. Use the Summary screen often to check the validity of your data.

> After all data has been entered and you are sure it is correct click the **Ok** button at the bottom of the screen. All stats will then be entered into the BallStat database you selected. Clicking **Cancel** will leave the game entry process and you will lose all data entered.

The Setup screen

PURPOSE : To select all game variables and opposing pitchers

Fill out all relevant data on the setup screen before tabbing to the other screens. If you want to track batting stats against each pitcher in your league be sure to select all the opposing pitchers who pitched in the game. You can add opposing pitchers using the **Add new pitcher** button.

Most information on the setup screen is optional but omitting data will restrict the type of reports you can use later on. It is best to fill in or select as much information that you can.

Select or create a lineup if you want to be able to see how a batter does at each batting position as your season progresses. You can also add locations and opponents by clicking the appropriate buttons. Make sure you have the correct database selected so the game stats will be saved to the correct database.

Batting screen

Purpose: To enter all player batting statistics including batting stats against each opposing pitcher.

Enter all game batting stats for each player using the **<< >>** or **Select** buttons to move from player to player. If you selected opposing pitchers on the setup screen then use the **Next** button to move to the next opposing pitcher. You do not have to track all the different stats provided, only the ones that interest you. However the more stats you do track the more complex reports that can be created. Be careful to note whether you are entering At Bats or Plate Appearances (the first stat box). If you make illegal entries you will be warned when attempting to tab to another screen.

If you created a starting lineup on the setup screen the **Order** button will appear at the bottom of the screen. Use this button to select the next player in the batting order. This button will also insert the correct batting order position in the BOP box.

Pitching screen

Purpose: To enter all player pitching statistics.

Enter all game pitching stats for each player using the **<< >>** or **Select** buttons to move from player to player. You do not have to track all the different stats provided, only the ones that interest you. However the more stats you do track the more complex reports that can be created.If you make illegal entries you will be warned when attempting to tab to another screen.

Note: You must track Opponents At Bats (OAB) to have BallStat correctly figure Opponents Batting Average and Total Batters Faced, otherwise these stats will be estimated.

Pitching Order is the order in which the pitcher entered the game. The starting pitcher would be 0, the next pitcher 1 and so forth. This allows the pitchers to be shown in the correct order when displaying box scores.

Fielding screen

Purpose: To enter all player fielding statistics. If you choose to track advanced fielding stats then this screen will not accept entries but will display the totals of the advanced fielding screen.

Enter all game fielding stats for each player using the **<< >>** or **Select** buttons to move from player to player. You do not have to track all the different stats provided, only the ones that interest you.

Advanced Fielding screen

Purpose: To enter all advanced fielding statistics. If you choose to not track advanced fielding stats (on the options screen) then this screen will be disabled and will not accept any entries.

Enter all game advanced fielding stats for each player using the **<< >>** or **Select** buttons to move from player to player. You do not have to track all the different stats provided, only the ones that interest you.

User screen

Purpose: To enter user-defined statistics.

Enter all game user-defined stats for each player using the **<< >>** or **Select** buttons to move from player to player. You do not have to track all the different stats provided, only the ones that interest you.

Situation screen

Purpose: To enter situation statistics.

Enter all game situation stats for each player using the **<< >>** or **Select** buttons to move from player to player. You do not have to track all the different stats provided, only the ones that interest you.

Summary screen

Purpose: To display the player individual and team total statistics of the stats entered with the above 6 screens. This screen should be used frequently to verify that all statistics are entered correctly.

Select the summary report you wish to view from the drop down box at the top of the screen. Use this screen to verify the data you have entered. These screens are updated every time you click the **Summary** tab so the data shown is always current.

Check the **Compress records** box to show a players total batting stats instead of his stats versus each individual pitcher. If you are not tracking stats against opposing pitchers then this box is not needed.

Comments screen

Purpose: To enter any comments about the game. Any comments entered here will be saved when the game stats are saved.

Enter as many comments about the game as you wish. When finished just tab to another screen.

Line score screen

Purpose: To enter the inning by inning score of the game plus the total runs, hits and errors by both teams.

Enter all runs scored in the game into the correct innings. Make sure the total runs equal the sum of all innings for both teams. Total runs and hits will be filled in automatically from the data you have entered on the batting and pitching screens.

Options screen

Purpose: To set options that are used to configure the way data entry behaves.

Keep cursor on current field

Check this box to keep the cursor in the same stat filed when changing players. If this box is not checked the cursor will return to the first stat field every time you change players.

Use standard fielding statistics

Check this box if you do not want to track advanced fielding stats. If this box is checked then the advanced fielding screen will not allow any data entries.

Use floating keypad

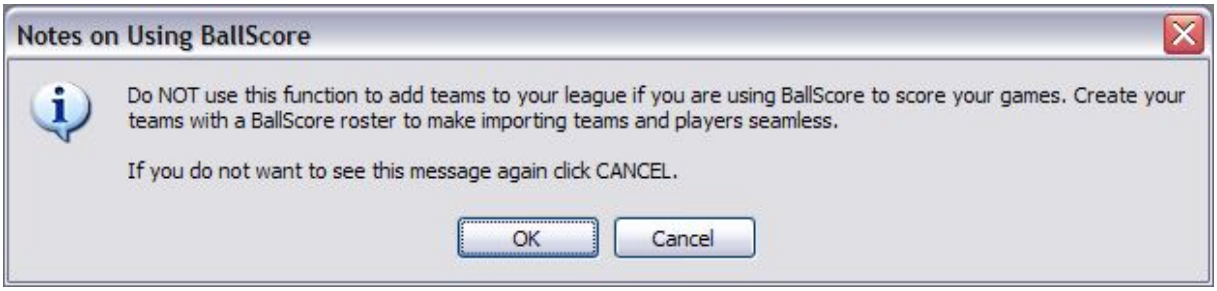
Checking this box will make a floating keypad appear below the current stat box. This keypad will allow you to use your mouse instead of the keyboard for data entry.

Check conflicts before changing players

Check this box to have Ballstat check for invalid data entries when switching screens or players.

Adding teams

If you are going to use BallScore to score your games then teams will be added when importing your first game into BallStat, do not use the method below. This method should only be used if you are not using BallScore.



BallStat supports an unlimited number of teams in each league.

To add a team to your league if scoring with BallStat then follow the steps below:

1. Select **Add/Team** from the main menu.

2. Enter a name for your team in the space provided.

3. Enter a 3 letter abbreviation for your team in the space provided.

4. Enter the name of your home field in the space provided.

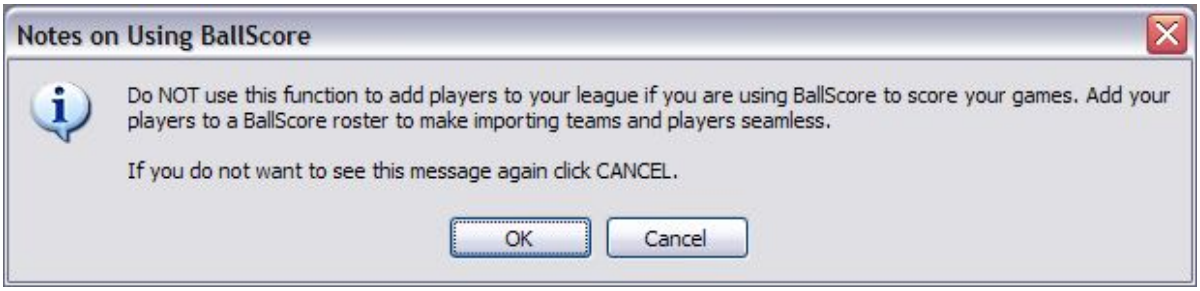
5. If you entered divisions when creating your league select the division from the drop down box.

6. Click **Save**

Your team has been saved to disk. You can choose to add more teams or exit. You are now ready to add players to your team.

Adding players

If you are going to use BallScore to score your games then players will be added when importing your first game into BallStat, do not use the method below. This method should only be used if you are not using BallScore.



BallStat supports an unlimited number of players for each team.

To add a player to your team **when scoring with BallStat** follow the steps below.

1. Select **Add/Player** from the main menu.
2. Select the team you wish to add the player to.
3. Enter the players first and last name in the spaces provided.
4. Select the position this player usually plays. Be sure to check the pitcher box if this player may ever pitch in a game.
5. Fill in any other information you would like to keep track of. The only required information is a players first and last name.
6. Click **Save**.

The player has been saved to disk. You can elect to add more players or exit. You are now ready to enter games using BallStat.

Set league officers

Type in the names and addresses of your league officers. Click **Save** to save the information to disk. You can actually store any information you want in this area.

Set user-defined fields

You may define up to 10 different fields to contain player information. Type the name of the field in one of the blank spaces. Click **Save** to save the defined fields to disk. An example would be to type **Fathers name** in field #1 and save to disk. When you add players to your team you will now be able to save the name of each players father.

Set user-defined stats

Define up to 24 **accumulative** stats and 12 **derivative** stats. You type the stat title for any new stats you want to create here. For example if you want to track how many ground ball chances and how many fly ball chances a fielder has, name one of the fields GBF for ground balls fielded and one of the fields FBF for fly balls fielded. When you enter game stats the new stats will be located under **User Stats**. Click **Save** to save your new stats.

NOTE: If you define a derivative stat you will need 2 accumulative stats to calculate the derivative stat. The derivative stat field will show you which 2 accumulative fields to use.

An **accumulative statistic** would be Home Runs (HR) and At-Bats (AB) for example. Each time you hit a Home Run or was credited with an At-Bat, your total would increase. A **derivative statistic** is a statistic derived from 2 or more accumulative statistics. For example, the statistic Home Runs per At-Bat (HRAB) is derived from taking the accumulative statistics Home Runs and dividing it into At-Bats. Boxes A-X are accumulative and boxes AA-LL are derivative. Note that the first derivative box is labeled AA=A/B. Using the example above, the A box would have "HR", the B box would have "AB" in it and the AA box would have "HRAB". Use these if you find there are statistics you would like to track that are not included in the program.

Add New Database

To add a new database select **Edit/League** from the main BallStat menu. Click the **Add new database** button.

You can save your stats to 10 different databases. BallStat comes with a **Regular Season** database and you can define up to 9 more. Simply type the name of your new database in one of the 9 remaining spaces. The stats for all 10 databases can be edited anytime after you add stats to them. Click **Save** to save the names of your new databases to disk.

Note that databases may also be added while importing a BallScore scoresheet

NOTE: Once you save stats to a database, do **NOT** give the database another name unless it is similar to the old name or has the same meaning!

Below are some suggestions for database names.

Pre-Season
Play-Offs
Tournaments
Championship

Opening an existing league

To open an existing league that is stored on your hard disk:

1. Select **File/Open** league from the main menu.

2. Browse to the folder where the league files (**.lge**) are stored.

3. Select the league file (**.lge**) and click **OK**.

4. Exit the program then re-start to correctly initialize all variables (BallStat may re-start automatically).

Until you open another league the league you selected will be automatically opened each time you start the program.

Importing a game to BallStat

If you are using the Direct Export method in BallScore then this function should not be used. This function should only be used if you are exporting SBX files from BallScore.

The First Game

The first game you import into BallStat is very important. You will use this game to setup your teams and players. This is the recommended procedure for adding players because it will assure that your BallScore rosters and your Ballstat rosters will contain the same players with the same spelling of names. This also will make importing future games much quicker as match ups will be automatically found for each player.

To import a BallScore scoresheet into BallStat follow these steps:

1. Start BallStat.
2. Select **Games/Import game into BallStat** from the main menu.
3. Browse to the folder that contains your scoresheets.
4. Select your scoresheet and click the **Import** button.
5. The Import Wizard appears.

Green, Red and Yellow Signs

The Match up Wizard will take you step by step through the matching process. Matching data is needed to assure that the data being imported is going to the right place. BallStat will try to find a correct match for you for certain types of data such as teams, players, umpires, etc.

If BallStat finds a perfect match the Green go sign will appear.

A Red Stop Sign means no match could be found and you will have to select the matching data yourself or **add new data**.

A Yellow Yield Sign means that a selection needs to be made instead of a match.

Game Variables

Set the 4 game variables then press **Next.**

Database

Select the database you want the stats imported to then press **Next**. If the database you want does not exist click the **Click here to add a database not on the above list** button.

Team

Select the team from the list that matches the team shown then press **Next**. If the team you want does not exist in the list then click the **Click here to add a team not on the above list** button.

Players

Match each player that appears with a player from the list, clicking **Next** after each selection. If the player you want does not exist in the list then click the **Click here to add a player not on the above list** button.

Location

Select the location from the list that matches the location shown then press **Next**. If the location you want does not exist in the list then click the **Click here to add a location not on the above list** button.

Umpires

Match each umpire that appears with an umpire from the list, clicking **Next** after each selection. If the umpire you want does not exist in the list then click the **Click here to add a umpire not on the above list** button.

Sky

Select the sky condition from the list that matches the sky condition shown then press **Next**. If the sky condition

you want does not exist in the list then click the **Click here to add a sky condition not on the above list** button.

Wind
Select the wind condition from the list that matches the wind condition shown then press **Next**. If the wind condition you want does not exist in the list then click the **Click here to add a wind condition not on the above list** button.

Opponent
Select the opponent from the list that matches the opponent shown then press **Next**. If the opponent you want does not exist in the list then click the **Click here to add a opponent not on the above list** button.

Opposing pitchers
Match each pitcher that appears with a pitcher from the list, clicking **Next** after each selection. If the pitcher you want does not exist in the list then click the **Click here to add an opposing pitcher not on the above list** button. If you don't want to track stats against each individual pitcher but want to track batter stats against LHP and RHP then select either **_Right Handed Pitchers** or **_Left Handed Pitchers.**

Lineup
Select the lineup from the list that matches the lineup shown then press **Next**. If the lineup you want does not exist in the list then click the **Click here to add a lineup not on the above list** button.

Finish
This is the last entry when importing stats. You can click the **Back** button to go back towards the beginning if you need to make any changes. When you are sure all data is matched up properly click **Finish**. All data from this game will be added to the database you selected.

After you enter a few games you may want to change a BallStat property that will speed up the import process. Select **File/BallStat properties** from the main menu. Click the **General** tab if needed then place a check in the box that reads **Bypass green lights when importing games from BallScore**. Starting with the next scoresheet that you import, the import wizard will only stop at red lights and yellow lights to ask for an entry.

Re-Importing a BallScore scoresheet

Always create a league backup before using this function

If you have a scoresheet that was already exported from BallScore but you need to replace it with an updated scoresheet then follow the instructions in the order below.

1) Delete the original scoresheet from BallStat **(Edit/Delete/Games** from the main menu). **Do not** purge the deleted game yet!

2) Start BallScore, load the scorebook you want to re-export, make any needed changes then export the scoresheet again.

3) Select **Database/Maintain database** from the main BallStat menu.

4) Select the team and the deleted scoresheet you want to replace by clicking the appropriate button.

5) Select the game you re-exported from BallScore by clicking the appropriate button. This game will typically have the same date as the deleted scoresheet.

6) Click the **Move game** button.

You can **now safely purge** the deleted game by clicking the **Purge deleted games from team** button then selecting the team you want to purge.

Unless the game you moved was the last game played for the team, you will also need to re-calculate player streaks.

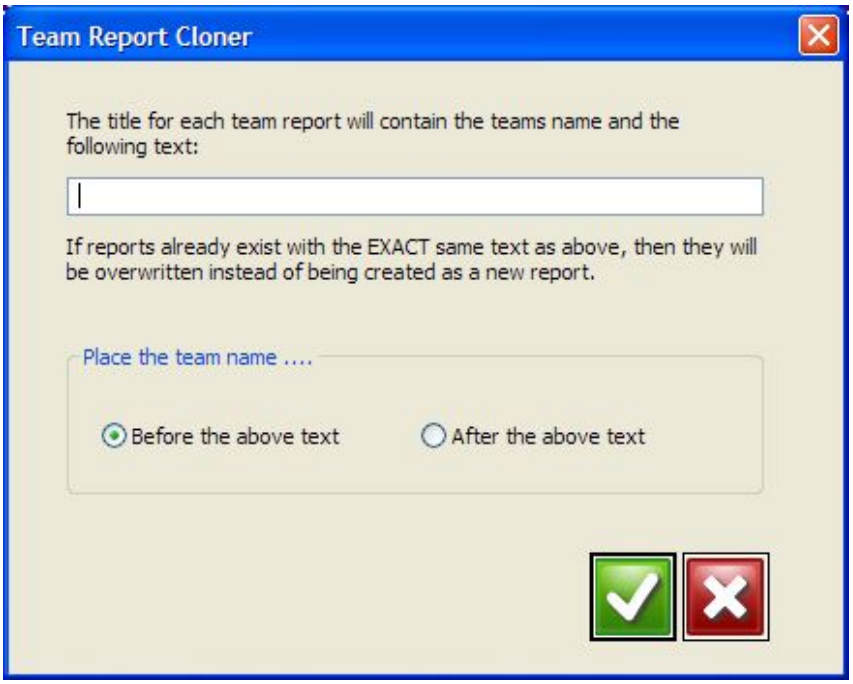
1) Click the **Check** tab.

2) Click **Re-calculate streaks for team** then select the team.

Clone Reports

If you ever create a single custom report and want to create the same report for every team in the league then select **Reports/Team report cloner** from the main menu.

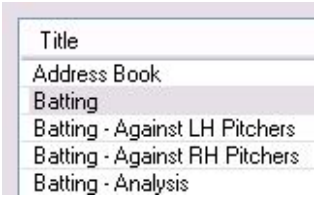
1) Open the report you would like to clone.
2) Enter a title that will be shared by all the reports then select whether you want each teams name before or after the title.
3) Click the **Clone reports** button to create the reports.



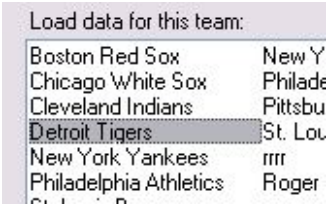
Creating Custom Total Reports

Follow the steps below to create a custom total report. Note that you must have imported at least one game before creating custom reports.

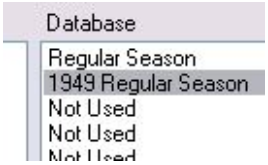
Click the **Stock Total** Report button on the toolbar or select **View/Create a custom total report from a Stock Total report** from the main menu.



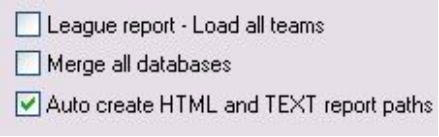
Select the type of report you wish to create then click **Ok**.



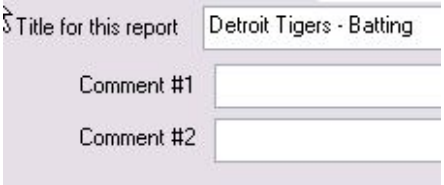
Select the team you wish this report to reflect.

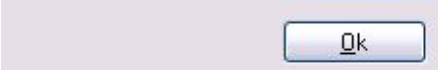


Select the database you want to pull the statistics from.



If you want to create a league report that shows all players in the league then check the **League report** box. If you want to pull the statistics from all databases then check the **Merge all databases** box. You can also choose to have the file names for web pages and text files created automatically.



6) 

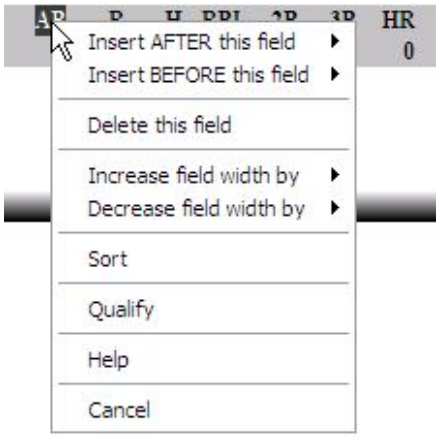
Enter a title for this report or use the default title. You can also enter comments for the report which will appear right beneath the title. The title and comments can be changed later if you wish. Click **Ok** when finished.

Detroit Tigers - Batting

Name	AB	R	H	RBI	2B	3B	HR	BB	SO	SB	BA	SLG	OBP
Totals	0	0	0	0	0	0	0	0	0	0	-	-	-

Number of players : 0

The report will appear on the screen. Don't worry if there are no statistics showing yet, they will appear when you open the report as a Custom Total report.



You can add stats, delete stats, sort and do other functions by holding the cursor over a stat and left-clicking the mouse. All these actions can also be performed at a later time whenever the report is re-opened as a custom report by clicking the Custom Total button.

You can save the report as a Custom Total report by clicking the Save button

on the toolbar or by closing the report by clicking the X

in the upper right corner of the screen and clicking **Yes** when prompted to Save.

Whenever you wish to display this report you can open it by clicking the Custom Total button

on the toolbar or selecting **View/Player total reports - custom** from the main menu then selecting the report. You only need to create a custom report once, it will always reflect the most recent data imported each time it is opened.

Detroit Tigers - Batting

Name	AB	R	H	RBI	2B	3B	HR	BB	SO	SB	BA	SLG	OBP
Stuart, Marlin	1	1	1	0	0	0	0	1	0	1	1.000	1.000	1.000
Outlaw, Jimmy	4	0	3	1	0	0	0	0	1	0	.750	.750	.750
Rapp, Earl	3	0	2	1	0	0	0	0	0	0	.667	.667	.667
Kolloway, Don	35	8	12	3	5	0	1	6	1	0	.343	.571	.439
Mullin, Pat	16	1	5	5	1	0	0	1	2	0	.313	.375	.353
Evers, Hoot	59	6	18	6	1	0	1	6	12	0	.305	.373	.364
Lipon, Johnny	89	16	26	8	5	2	0	8	5	0	.292	.393	.351
Wertz, Vic	106	16	30	24	3	2	5	11	10	0	.283	.491	.347

Whenever a Custom Report is opened you can change it's properties by selecting File/Report properties from the main menu or by clicking the

Report Properties icon.

Text Reports

Any BallStat report that is currently displayed on the screen can be made into a text report (ASCII). Click the text report button above or select **Reports/Text report/Create text report** or **File/Save as text report** from the main menu. A file name for the text report will be created automatically. If you selected a text editor to use with **BallStat properties/Paths** then that editor will be used to display the text report. Otherwise, your system default editor will be used which is normally NotePad.

Text Queue

If you have a need to combine multiple text reports into one large text report then use this function. You can create an unlimited number of profiles with each profile combining up to 200 reports each.

To use the Text Queue select **Reports/Text Queue** from the main menu.

1) Click the Create new profile button and enter a name for the new profile. This name will also be used to create the file name for the profile so only use letters and numbers, no special characters.

2) Add reports to the profile by clicking the **Add Total**, **Add Individual** or **Add Game** buttons.

3) Click the **Ok** button to run the queue and create the profile report. All reports in the profile will be contained in one large text report. If you have many reports to add then consider breaking them up into multiple profiles. Each profile can contain up to 200 reports.

You can also **Clear** the queue, **Remove** a report from the queue and rearrange the reports with the **Up** and **Down** buttons.

The queue will remain open so you can create multiple profile reports without leaving the queue. Click the **Cancel** button when you are done creating reports.

HTML Reports

Any BallStat report that is currently displayed on the screen can be made into a HTML format report. Click the HTML report button above or select **File/Save as HTML** from the main menu. A file name for the HTML report will be created automatically. If you selected a browser to use with **BallStat properties/Paths** then that browser will be used to display the HTML report. Otherwise, your system default browser will be used.

Note: Some versions of the Netscape browser may not work within BallStat. You can still leave Netscape as your default browser but use Internet Explorer to display BallStat HTML reports by selecting Internet Explorer under **BallStat properties/Paths**.

Creating Series Reports

To create a report with a series of games:

1. Click the **SI** button on the toolbar then select the report you would like to create. Click **Ok**.
2. Select the team and database to load for this report. Click **Ok**.
3. Select **Reports/Create a series report** from the main menu or click the Series Report button on the toolbar.
4. Hold down the **CTRL** key and left click the games you want to include in this report.
5. Click the appropriate **Modifier** for the report type you are creating.

None - Click if you selected a random series of games.
Opponent - Click if you selected consecutive games against the same team.
Home stand - Click if you selected a series of consecutive home games.
Road trip - Click if you selected a series of away games.

Notice the Comment field will change depending on the modifier you have selected. You may edit this field after you are done making all your selections. The dates shown will always be the first and last games you have selected.

6. Click **Finish** when you are sure you have selected the games you want.

Note that you must use simple batting, pitching and fielding reports when creating Series Reports since the original macro that was attached to the report will be lost.

Don't forget to save your report!

Recap Reports

Recap reports give a brief synopsis of a game including the date, teams, linescore, winning and losing pitchers and a few other stats. An example recap is shown below. You can create several different types of recaps such as:

1) A single game recap.
2) All game recaps for a single team.
3) All game recaps for every team in the league.
4) Daily recaps which is all games played on a specific date.

You can select which stats to display and which database to use by selecting **File/BallStat properties/Recaps** from the main menu.

To create recaps select **Reports/Recaps** from the main menu.

Note: There are a few requirements for creating recaps:

1) You **must** track stats for every team in your league.
2) You **must** assign a 3 letter abbreviation for every team in your league.
3) The above abbreviation **must** be the same as the one in the Opponents List.

```
Game #23
Friday, May 10, 1957

Chicago White Sox (11-9) at Detroit Tigers (16-7)
Pierce(CWS) vs. Foytack(DET)


                   1  2  3  4  5  6  7  8  9 10 11 12 13    R  H  E
                   -  -  -  -  -  -  -  -  -  -  -  -  -    -  -  -
Chicago White Sox  1  0  0  0  0  0  0  0  0  0  0  0  0    1  5  3
Detroit Tigers     0  0  0  0  0  0  0  0  1  0  0  0  1    2  4  1

W- Lee(1-0)     L- Staley(0-1)

2B- (DET) Maxwell(6)
SB- (CWS) Aparicio(5)  Phillips(4)  Rivera(4)
CS- (DET) Bolling(1)
```

Team Highs/Lows Reports

Team Highs/Lows reports display a teams high & low game stat totals for the season. You can create team Highs/Lows reports for a single team or for every team in the league.

You can select which highs & lows to include (batting, pitching & fielding) and which database to use by selecting **File/BallStat properties/High&Low** from the main menu.

To create highs & lows select **Reports/Highs & Lows** from the main menu.

An example report is shown below.

```
Season Team Highs & Lows
Chicago Cubs
____________
Only first occurrence listed

Batting Highs
-------------
PA      51      @ Milwaukee Braves on Monday, April 22, 1957
AB      45        Cincinnati Reds on Saturday, May 11, 1957
R       7       @ Philadelphia Phillies on Friday, May 3, 1957
H       13        St. Louis Cardinals on Sunday, April 28, 1957
RBI     7       @ Philadelphia Phillies on Friday, May 3, 1957
1B      8       @ Milwaukee Braves on Monday, April 22, 1957
2B      5       @ St. Louis Cardinals on Sunday, April 21, 1957
3B      1       @ St. Louis Cardinals on Sunday, April 21, 1957
HR      2         St. Louis Cardinals on Sunday, April 28, 1957
BB      7       @ Philadelphia Phillies on Friday, May 3, 1957
SO      14      @ Philadelphia Phillies on Saturday, May 4, 1957
SB      1       @ St. Louis Cardinals on Sunday, April 21, 1957
CS      3         Cincinnati Reds on Saturday, May 11, 1957
HBP     1       @ Milwaukee Braves on Monday, April 22, 1957
SH      2       @ Milwaukee Braves on Monday, April 22, 1957
TB      24        St. Louis Cardinals on Sunday, April 28, 1957
EBH     7       @ St. Louis Cardinals on Sunday, April 21, 1957
IBB     2       @ Philadelphia Phillies on Friday, May 3, 1957
GIDP    2         Milwaukee Braves on Tuesday, July 11, 2006
RLSP    9       @ Milwaukee Braves on Monday, April 22, 1957
LOB     13      @ Milwaukee Braves on Monday, April 22, 1957
```

Team Individual Highs/Lows Reports

Team Individual Highs/Lows reports display the highest and lowest individual player season performance for a number of stats. You can create team individual Highs/Lows reports for a single team or for every team in the league.

You can select which individual highs & lows to include (batting, pitching & fielding) and which database to use by selecting **File/BallStat properties/High&Low** from the main menu.

To create individual highs & lows select **Reports/Highs & Lows** from the main menu.

An example report is shown below.

```
Season Team Individual Highs
Chicago White Sox

Batting Highs
-------------
Minimum 1 PA per team game
played for averages


BA    .284   Phillips
SLG   .473   Phillips
OBP   .341   Fox
OPS   .802   Phillips

PA    92     Aparicio
AB    79     Aparicio
R     9      Rivera
H     21     Phillips
RBI   9      Rivera
1B    14     Aparicio
             Phillips
2B    5      Fox
             Minoso
3B    2      Rivera
HR    3      Phillips
BB    10     Torgeson
SO    11     Aparicio
             Rivera
SB    5      Aparicio
CS    4      Aparicio
             Minoso
HBP   5      Minoso
SH    3      Aparicio
SF    1      Torgeson
             Minoso
             Rivera
             Battey
TB    35     Phillips
XBH   7      Phillips
IBB   1      Fox
             Lollar
             Phillips
GIDP  2      Rivera
RLSP  12     Doby
LOB   21     Doby
```

Division Set Reports

Note that the Custom Report Maker can create Division Set reports automatically.

Division Set reports allow you to create a text report from a standard BallStat report but broken down by divisions. This is like having 2 or more reports in one. For example, you have 2 divisions - North and South. You can create a standard BallStat report that includes all the players in the North division and one that contains all the players in the South division. However, you can't create a report that contains players from both divisions AND separates the players by division. With Division Set reports it is possible to create a text report that does separate the 2 divisions.

To create a DS report you must first create a division set.

1) Open the report you would like to make into a DS report then select **Reports/Report properties** from the main menu.
2) Click the **AutoLoad** tab then click the **Create a division set** button.
3) Select all the divisions you want to include in the report.
4) Enter a title then click **Save**.

Now you have to attach the division set you just created to the report.

1) Click the **Load division set** radio button then click the button to the right.
2) Select the division set you just created then click Ok.
3) Click the Ok button at the bottom and save the report.

The saved report will now always be opened as a division set report. In the above example you would see both divisions listed in the report but not separated when the report is first opened. Select **Reports/Create a division set report** from the main menu. BallStat will then generate a text version of the report but with both divisions listed separately. If the report does not have a DS attached you will be told it is not a DS report.

You can have the text version of a DS report created automatically each time the report is opened with **File/BallStat properties/Defaults** tab.

The division set you created above can be attached to any Total (CT) or Game (CG) report you like. A DS only needs to be created once. This is also a great solution for creating standings reports which include all the league divisions on one report.

Individual Report Wizard

Note: Many individual reports can now be created automatically by the Custom Report Maker.

Use the Report Wizard to create pre-defined reports for any single player. The Wizard makes creating these reports fast and easy.

To use the Report Wizard you must have already loaded your individual data into memory by opening *any* individual report. Follow the simple steps below to create any of the useful Wizard reports.

1. Start the Wizard by clicking the Wizard button on the tool bar or by selecting **Reports\Individual Report Wizard** from the main menu.

2. Select the player you wish to make a Wizard report for and click the **Next** button.

3. Select the type of report you want to create and click the **Next** button.

4. Enter a title for the report or simply use the suggested title. You can also check the **Use last name only** box to use only the players last name in the title. After you have decided on a title click the **Finish** button and your report will be created automatically.

The finished report will now appear on the screen. The report has **not yet been saved to disk** so you can make any changes you like such as a different title or adding and deleting stats. Click the **Save button** to save the report. The report will now appear with all the other individual reports. From now on you can open the report and the correct data will display. Please note that the correct macro was recorded automatically, saved to disk and attached to the report. If you ever create the exact same report for the exact same player later you will be asked if you want to overwrite the previous macro. Click **Yes**.

Hit Locations (displaying in BallStat)

The hit locations dialog will show a graphic baseball field with the locations of all players batted balls for the season. You have to use BallScore to score a game and enter the hit locations for this feature to be active.

To access the hit location chart select **Window/Hit locations** from the main menu or click the Hit Locations icon on the bottom toolbar.

Hit Locations are only tracked if you are scoring your games with BallScore. Click on the player you want to view. Check the **Show entire team** box to view all hit locations for the entire team. You can also select the Type, Situation, Opposing team, Opposing pitcher and Locations of the hit locations. Select the Dots button if you have too many hit locations to show. This will make the chart more readable. The **Print** button will print a spray chart for every player on the team.

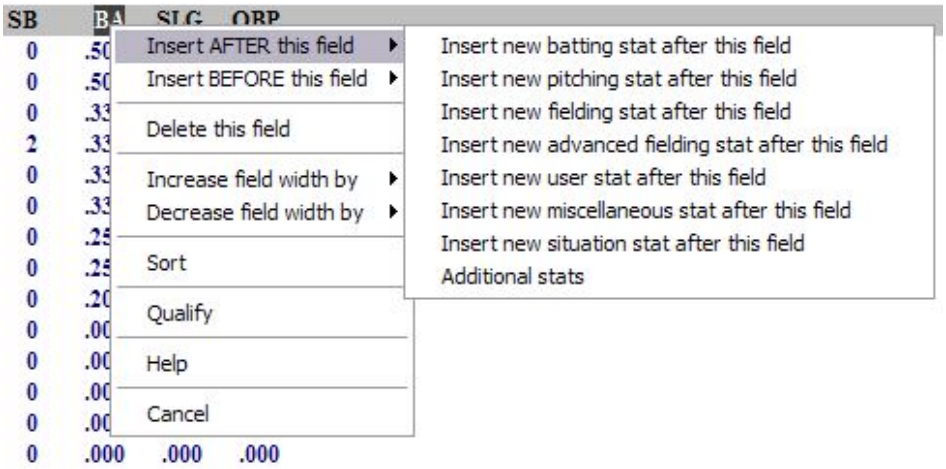
Inserting stats in a report

There are 2 ways to insert a statistic in a BallStat report:

1) Select **Reports/Format/Fields** from the main menu then either **Insert field AFTER** or **Insert field BEFORE**.
2) Select the type of stat you want to insert (Batting,Pitching,etc).
3) Select the **current** stat you want to insert the new stat before or after and click **Ok**.
4) Select the stat you want to insert and click **OK**.

-or-

1) Move the mouse cursor over the stat where you want to insert the new stat.
2) Click the left mouse button and select either **Insert AFTER this field** or **Insert BEFORE this field**.
3) Select the type of stat you want to insert (Batting,Pitching,etc).
4) Select the stat you want to insert and click **OK**.



Deleting stats from reports

1) Select **Reports\Format\Fields\Delete field** from the main menu.
2) Select the field you want to delete and click **OK**.

-or-

1) Move the mouse cursor over the stat you wish to delete.
2) Click the left mouse button and select **Delete field**.

Changing a stats field width

1) Select **Reports\Format\Fields\Set field width** from the main menu.
2) Select the stat that you want to change the width of and click **OK**.
3) Enter the new width and click **OK**.

-or-

1) Move the mouse curser over the stat for which you want to change the width.
2) Click the left mouse button and select **Increase field width by** or **Decrease field width by**.
3) Select a number from **1** to **9**.

You may also select **Reports\Format\Fields\Decrease all fields by 1** to decrease the field size of all stats in the report or select **Reports\Format\Fields\Increase all fields by 1** to increase the field size of all stats in the report.

Changing the sort order of a report

You can change the sort order of the currently displayed report by clicking on the stat title you want to sort with then clicking **Sort**. You can choose the stat to sort with by selecting **Macros/Sort** from the main menu. You can switch between ascending and descending order by clicking the sort button on the toolbar or by selecting **Macros/Sort**.

For permanent sorting for each report use Report properties/Report Macro/Sort Properties

Report Logos

About logos

You can display and print most of the more popular image formats on any report as a logo. The logo will always be displayed in the upper left corner of a report. The logo can be made larger or smaller and the rest of the report will be re-formatted automatically. Each report can contain its own logo and the full path to each logo file will be remembered by the program. Reports that contain a logo will still be shown on the screen exactly as they will appear when printed.

Adding logos

Open the report you wish to add a logo to then select **Report/Format/Add logo** from the main menu. Use the file box to browse to the image file you want, select it, then click **OK**. The logo will then appear in the upper left corner in its default size. Some of the supported image formats are BMP,JPG,GIF,PCX,TIFF,TLA plus more. Note: When creating HTML reports from a standard report the logo will always be created as a JPG, the most popular internet format.

Removing logos

Select **Report/Format/Remove logo** from the main menu and the logo will be removed from the report.

Sizing logos

To increase the size of your logo select **Report/Format/Increase logo size** from the main menu.
To decrease the size of your logo select **Report/Format/Decrease logo size** from the main menu.
You can also position the mouse cursor over the logo until the cursor changes into the shape of a mouse. Then left click to increase the size or right click to decrease the size of the logo. To restore the logo to its original size select **Report/Format/Default logo size** from the main menu.

Report titles and comments

To change the title in a report

1) Select **Reports\Format\Tiles & Comments** from the main menu.
2) Type in new report title and click **OK**.

-or-

1) Move the mouse cursor over the report title and click the right mouse button.
2) Select **Change report title**.
3) Type in the new report title and click **OK**.

To change the comments in a report

1) Select **Reports\Format\Tiles & Comments** from the main menu.
2) Type in new comment and click **OK**.

-or-

1) Move the mouse cursor over the report title and click the right mouse button.
2) Select **Change comment #1** or **Change comment #2**.
3) Type in the new comment and click **OK**.

Changing report fonts

The fonts you use on the screen will be also be used on printed reports. BallStat can use any font that is supported by your system.

1) Select **Reports\Format\Fonts** from the main menu.

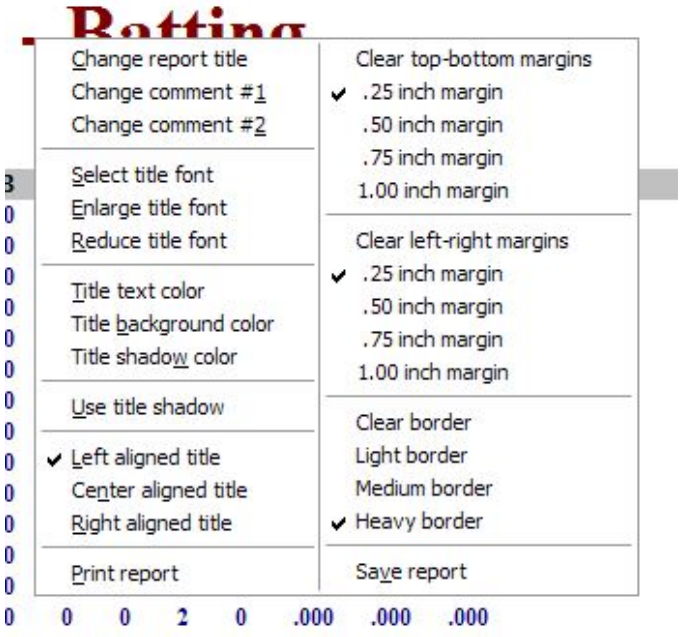
2) Select your font function:

To change the font, font style and font size for the title font select **Select title font**.
To change the font, font style and font size for the stat font select **Select stat font**.
To reduce the stat and title fonts 1 point size select **Reduce both fonts**.
To enlarge the stat and title fonts 1 point size select **Enlarge both fonts**.
To enlarge the title font 1 point size select **Enlarge title font**.
To reduce the title font 1 point size select **Reduce title font**.
To increase the stat font 1 point size select **Enlarge stat font**.
To reduce the stat font 1 point size select **Reduce title font**.

-or-

Move the mouse cursor over the report title and click the right mouse button to change the title font attributes.
Move the mouse anywhere else on the report and click the right mouse button to change the stat font attributes.

To size fonts across the width of a page, display the ruler by selecting **Reports\Format\Toggle ruler**.



Changing screen and paper colors

The colors you use on the screen will be also be used on printed reports if you are using a color printer. BallStat can use any colors that are supported by your system.

To change colors in a report:

1) Select **Reports\Format\Colors** from the main menu.
2) Select the part of the report that you wish to change.
3) From the color dialog box select the color you want and press enter.

-or-

1) Move the mouse cursor over the part of the report that you want to change the color for and click the right mouse button.
2) Select either the background color or the foreground color to change.
3) From the color dialog box select the color you want and press enter.

If you choose to change the **Page background color** all other colors on the report will be set to the background color. So if you use this function always use it **BEFORE** changing any other parts of the report.

Changing Report borders

1) Select **Reports\Format\Border types** from the main menu.
2) Select the border type to use.

-or-

1) Move the mouse cursor over the report title and click the right mouse button.
2) Select the border type to use.

Changing report margins

To change the top-bottom margins on a report

1) Select **Reports\Format\Margins** from the main menu.
2) Select the margin width to use.

-or-

1) Move the mouse cursor over the report title and click the right mouse button.
2) Select the margin width to use.

Note: When using borders in a report you must set all margins to at least .50 inches.

To change the left-right margins on a report

1) Select **Reports\Format\Margins** from the main menu.
2) Select the margin width to use.

-or-

1) Move the mouse cursor over the report title and click the right mouse button.
2) Select the margin width to use.

Report schemes

Note: Schemes have been replaced by Themes in v11. Select BallScore Properties/Themes in order to use this new feature.

Schemes are a reports colors, fonts, borders and margins. You can save an unlimited number of schemes to your hard disk to be loaded later.

To save a scheme to disk

1) Set your colors, fonts, border and margins to any setting you like.
2) Select **Reports\Format\Save display scheme** from the main menu.
3) Type in a name for your scheme and press enter.

To load a scheme from disk

1) Select **Reports\Format\Load display scheme** from the main menu.
2) Select the scheme you would like to use.

Printing reports

To print the current report select **File/Print report** from the main menu or click the printer icon on the toolbar. If you want any border that is selected to print on the entire page regardless of the report size check the **Expand border to whole page box**. To set landscape or portrait printing click the **Page setup** button then the General tab. All BallStat reports will print about the same as you see them on the screen.

Printer Queue

Using the printer queue

1. Select **File\Printer queue...** from the main menu.

2. Select a report to add to the queue with one of the three **Add..** buttons on the right. You can also clear the entire queue by clicking the **Clear queue** button. To clear a single report, select the report in the list box and click **Remove report from queue**.

3. When you are sure all the reports you want to process are in the queue, click the **Run queue** button. Note that this button will be grayed out if the proper data is not already loaded into memory.

Please note that to run a large queue with a printer you must be using some kind of spooling program. Windows by default will use its own spooler unless you manually disabled it. Depending on which printer you are using the printer may also use its own spooler. Some printers will process the spool much more efficiently than others. Go to Print Manager to change your spooling settings. You should also make sure that you have enough hard disk space to store the spool as Ballstat quickly creates each report and sends it to the spooler.

Report General Properties

Border
Select the type of border you would like for the report.

Margins
Select the top/bottom and right/left margins for screen and printer reports. If you are using a border then both margins should be at least 1/4 inch.

Shadows
Check the Title or Stat box to have related text appear with a shadow.

Orientation
Check Portrait to have a printed report appear with the long length of the paper up and down. Checking Landscape will print the report with the long length of the paper going right and left.

Display
Check the appropriate box to display a status line at the bottom of the report, display all stat totals at the bottom of the report or to display a legend at the bottom of the report. A legend will give a brief description of each stat in the report.

Paper width
Select the longest length of the paper you plan to print with. The 3 most common sizes are already provided (8.5, 11 ,14). For other sizes select Custom then enter the correct size.

Scheme
Select a scheme (a set of borders, fonts and colors) to use with the report. All new reports will use the Default BallStat scheme.

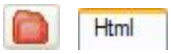
Report Path Properties

HTML and Text paths are now created automatically by BallStat.

Bitmap path

Enter a complete path to the filename of a bitmap that you want to appear in the report. Click the **Browse** button to select a filename from the Select Bitmap dialog box. Bitmaps must have the **.bmp** extension. You must check the **Use the path below** button in order for the bitmap to appear in the report. Use the slider control to change the size of a bitmap once it is inserted in a report. Click the **Original size** button to return the bitmap to its original state.

Report HTML Properties



Note: Although you may still use these HTML settings it is recommended that you use the new Suite reports which offer many more features and a much improved look.

Type
Select the type of HTML report you wish to create. There are 2 types to select from - **Tables** and **Preformatted**. Pre-formatted reports generally load much faster then table reports when a user accesses your page from the web. Table reports will encase your data in separate cells making them easier to read. Most stat services on the web use preformatted reports.

Tables

Border
This setting will determine the width of the border surrounding the table. The higher the number the wider the border.

Cell spacing
This setting will determine how close the cells in the table will be. The higher the number the farther apart the cells will be.

Cell padding
This setting will determine how much padding will be around the text within each cell. The higher the number the more padding that is supplied. If the text in a report seems cramped then increase this number.

Title size
This setting will determine how large the title text in a report will be. The higher the number the larger the title text.

Preformatted
Check the appropriate box to create the report part with either bold or italic text. Set the spacing box to determine how many spaces will be inserted between each stat column in the report.

Horizontal rule placement
Check the appropriate box to insert a horizontal rule at the specified location in the report. These settings affect both type of reports.

Colors
Click the Text button to set the color of all text in the report. Click the Background button to set the background color of the web page. These settings affect both type of reports.

Copy buttons
Click the appropriate button the copy the current report property to **all** reports.

Report Links Properties

To insert an HTML link or plain text in a report enter the text in one of the 5 available boxes then select where you would like the link to appear in the report. If you wish you can then click the **Copy** button to copy the link to all reports. To include a link to www.ballstat.com check the box at the bottom.

Report AutoLoad Properties

Note: The use of AutoLoad is now required as the manual method of loading data has been removed.

Use AutoLoad to automatically load the specified data into memory each time a report is opened. Note that each time a report using AutoLoad is opened, all memory is cleared before the new data type is loaded into memory.

Load type

Select the type of data you wish to load with this report. If you select to load a single team or a whole division then click the appropriate button to select the team or division. To load more than one team but not all teams in a league you must select the teams one at a time with the Load command from the main menu using the append option.

Database to load

Select which database you wish this report to load or select to merge all databases together.

Report Colors Properties

Click the appropriate button to select the color you wish to use for the specified portion of the report. To set all backgrounds in a report to the same color click the button at the bottom.

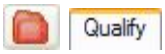
Report Macro/Sort Properties

Macros are instructions to manipulate data that is already in memory. Macros are executed before the report is actually displayed. Most Individual and game reports that come with BallStat already have a macro attached to the report. **Do not change this macro**!

Macro
Select whether to use a macro with this report or not. If you choose to use a macro then click the button and select the macro to use. You will only need to attach a new macro to a report if you created the macro yourself.

Sort key
Select the stat you wish to sort this report with by clicking the appropriate button. You must also select whether to sort the report in ascending or descending order. If you do not wish to sort the report at all then uncheck the **Use a sort key for this report** button. Note that any sort selected here will override any sort element contained within a macro as this sort function will be executed last.

Report Qualify Properties



If you only want selected players to appear in a report according to specific qualifications then select the qualification to use. There are 3 batting, 5 pitching and 1 fielding qualifiers you can choose from. If you need a qualification not included here you will need to include it as part of a macro.

Creating a new Leader Report

Note: Leader Reports can now be made automatically with the Custom Report Maker.

To create a new leader report select **Leader/Create a new leader** report from the main menu.

Steps to setup your new report:

Add or select a data set

Note: *If the data set you want already appears in the list then simply select it, you won't need to add it again.*

A data set is a file you create that will contain all the stats for a report including each stats qualifier, the columns across each row, the sorting order of each stat and the number of players to include for each stat. You can create as many data sets as you like, however, you can use the same data set in multiple reports. One set may contain batting, another may contain pitching and so on. You'll probably find you will only need 3 or 4 data sets no matter how many reports you create. When saved to disk a data set has to have a **.dat** extension.

Adding a data set

To add a new data set click the **Add new data set button**. Select the stats you want to add to the data set by clicking the appropriate stat button (Batting, Pitching, etc). Once a stat is added to the **Current stats** box you can double-click it to change the attributes for that stat. You must choose a setting in the **Insert** box to determine where your stat will be inserted in the list (Before the highlighted stat, after the highlighted stat or at the end of the list).

Select how many columns you want in each row and how many players you want to appear for each stat (1-50). If you only want to include a players first name initial check the **Use players first initial only** box.

Selecting the player data to load (AutoLoad)

Click the AutoLoad tab to associate a team, division or entire league with this report. If you choose a single team or a single division then you must also click the appropriate button to select the team or division. Select the database you wish to use or select to merge all databases.

Other Properties

You can click any of the remaining tabs to set any other report properties that you wish. Remember you can always come back and change any properties later by opening the report and selecting **Leader/Setup leader report** from the main menu. For more information on the other tabs see Report Properties.

Finishing setup

When you are finished making any changes click the **Ok** button at the bottom. You will be prompted for a filename for your data set if you are creating a new one. Use a descriptive filename in case you want to use the data set for other reports. If you selected a data set instead of creating a new one then no prompt will appear.

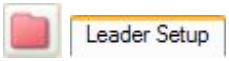
Customize your leader report

Change the report title and comments to reflect the actual content of the report. You can also change the spacing between each column and the spacing between a stat and its value by selecting **Leaders/Adjust columns** from the main menu. Buttons also appear on the toolbar for this purpose. If you want a teams 3 letter abbreviation to appear after each platers name use **Leaders/Toggle team abbreviation** from the main menu.

When you are done making changes to your report you must save it to disk. Select **Leader/Save leader report** from the main menu. You will be prompted to enter a filename for the report. Use a descriptive name making sure the report ends with the **.ldr** extension.

The next time you want to open a report use Leaders/Open leader report from the main menu or click the file folder icon on the bottom toolbar.

Setup Leader Report



Note: Leader Reports can now be made automatically with the Custom Report Maker.

Leader report setup is accessed from the **Report Properties** dialog by clicking the **Leaders** tab or by selecting **Leaders/Setup leader** report from the main menu.

The function of each button on the Leader Setup screen:

Report
Select the leaders report that you want to display from this box. The first time you use BallStat this box will be empty, click the **New** button to create a leaders report.

Select stat
Before you select a stat you have to decide where you want to insert it. Click on an existing stat in the **Current stats** box to highlight it. Now in the **Insert** box select either **Before**, **After** or **End**. Select the stat you want to include in the leader report by clicking either the **Batting**, **Pitching**, **Fielding** or **User** button. Select the stat to include and click **Ok**. You can then set the attributes for the inserted stat.

Current stats
This box shows all the stats that are currently included in the selected leader report. Double-click any stat to set the attributes for that stat.

Columns
Use this box to set the number of columns you want to display across the screen on the leader report. The smaller the font the more columns you will be able to use.

Players
Select the number of players you want to include in the leader report. You can display up to the top 50 players in any leader report.

Use players first initial only
Check this box if you want to display a players fist initial only instead of their full first name.

Insert
If you select **Before**, a new stat will be inserted before the stat highlighted in the **Current stats** box.
If you select **After**, a new stat will be inserted after the stat in the **Current stats** box.
If you select **End**, a new stat will be inserted at the end of the report.

New
Click this button to start a new leader report from scratch.

Ok
Click this button to accept any changes you made.

Cancel
Click this button to exit without saving any changes.

Most leader report functions can be selected by clicking the right mouse button anywhere on the report.

Leader Report Stat Attributes

Double click a stat on the Leader Report Setup screen to set each stats attributes.

Sort order

Which button you select here will determine how the selected stat will be sorted on the leader report. Select **Ascending** to list the lowest value first. Select **Descending** to list the highest value first. Descending is the default and should be used for most stats.

Qualifications

Here you can determine which players to include for the selected stat. First you must select which stat you are going to use as the qualifying key. Note that usually the key will be the same as the selected stat itself so this is the default.

If you want to change the key select the stat by clicking either the **Bat**, **Pit**,**Fld** or **User** button. Then select the stat from the resulting display box. You can now make an entry for **Minimum to qualify**. The default here is 1. Here are 2 examples, one for AB (At bats) and one for BA (Batting average):

At bats - For at bats you would most likely want to qualify with at bats as the key. So you actually wouldn't have to change anything unless you want to raise the minimum number of at bats to qualify. If you set the minimum to 50, only players with at least 50 at bats would be eligible to be included in the leader report.

Batting average - Batting average would be slightly different. You probably don't want to use BA as the key although you could. You most likely would want to use AB as the key so click the **Bat** button and select AB At Bats. Say you only want players with at least 10 AB bats in the report so you enter 10 under **Minimum to qualify**. Now when you display the leader report only players with 10 or more AB will be eligible to be included under the Batting Average Stat.

Ok

Click this button to save any changes you made for the selected stats attributes.

Delete

Click this button to delete the selected stat from the leader report.

Adjusting column and stat spacing

To adjust the spacing between a players name and his stat or the spacing between category columns follow the steps below.

Select **Reports\Leader reports\Adjust column and stat spacing on leader report** from the main menu.

Do one of the following:

Click the **+** or **-** buttons under **Set column spacing** to set the spacing between columns.

Click the **+** or **-** buttons under **Set stat spacing** to set the spacing between the players name and his stat.

Click the **Def** button to return to the default settings.

-or-

Click the right mouse button anywhere on the report.

Select one of the following:

+ Column spacing to increase the space between columns.
- Column spacing to decrease the space between columns.
+ Stat spacing to increase the space between names and stats.
- Column spacing to decrease the space between names and stats.

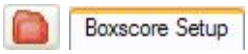
Most leader report functions can be selected by clicking the right mouse button anywhere on the report.

Team abbreviations on leader reports

Select **Reports\Leaders\Toggle team abbreviation** from the main menu to show or hide what team each player is on.

Most leader report functions can be selected by clicking the right mouse button anywhere on the leader report.

Boxscore Setup



For more detailed Box scores which include stats for both teams, use BallScore Box scores by clicking the **button on the bottom toolbar in BallStat**.

Box score setup can be accessed from the **Report Properties** dialog by clicking the Box score tab or by selecting **Reports/Boxscore reports/Boxscore Setup** from the main menu.

Function of the box score setup buttons:

Spacing between stats
Select a number from 1 to 9. The higher the number the more space between each stat on the box score report. If you find that two or more stats are too close together, select the next highest number.

Batting stats
Place a check in front of each batting stat you want to include in the box score report. Please note that **Batting average (BA)** will always show on the report as each players current BA, so use this stat only for the last game entered.

Pitching stats
Place a check in front of each pitching stat you want to include in the box score report. Please note that **Earned run average (ERA)** will always show on the report as each pitchers current ERA, so use this stat only for the last game entered.

Use players first initial only
Check this box if you want to use each players first initial instead of their full first name.

Include umpires
Check this box if you entered the names of the umpires and you want them to show on the box score report.

After making changes to setup click **Ok** for your changes to take effect. Click **Cancel** to abort any changes you may have made.

Selecting a boxscore (BallStat manual entry)

For more detailed Box scores which include stats for both teams, use BallScore Box scores.

For BallScore boxscores:

1. Select **Reports/Boxscore reports/BallScore boxscore** from the main menu.
2. Select the team you want the box score for.
3. Select the box score you want to view.

For BallStat boxscores:

1. Select **Reports/Boxscore reports/Select box score** from the main menu.
2. Select the team you want the box score for.
3. Select the box score you want to view.

-or-

1. Click the right mouse button anywhere on the box score report.
2. Select **another box score**.
3. Select the team you want the box score for.
4. Select the box score you want to view.

-or-

Click this button on the toolbar.

Working with records

When each players or teams stats are loaded into memory they are referred to as records. A record could be a players total stats for the season, his stats for one game or a teams stats for one game. Records can be manipulated to show or hide them (Include\Exclude\Qualify), arrange them in a particular order (Sorting) or combine like records together (Compressing). This process of manipulating records is done through the use of macros.

Including and Excluding records

Macros/Sort

Before you can **include** and **exclude** records you must already have your data-loaded into memory by opening an individual (CI) or game (CG) report. You use these 2 functions when working with individual and game data. Both functions can be accessed from the **Macros/Sort** menu on the main menu bar.

Including records - Including records is the process of showing a record that was previously hidden. Before including data in a report you must first **Exclude all records**. This will give you a blank report. You can now include just the data you want in your report.

Excluding records - Excluding records is the process of hiding a record that is currently being shown in the report. Before excluding data in a report you must first **Include all records**. You can now exclude just the data you want from the report.

Generally these 2 functions should not be mixed, use one or the other for each report. For example, suppose you want only records in the report for **home games played during the day**. You have 2 ways of going about doing this.

Using Include - First exclude all records. Now include just home games using the include records menu. Then include just day games from the include records menu. Mission accomplished, your report now contains only player records for home games played during the day.

Using Exclude - First include all records. Now exclude just away games using the exclude records menu. Then exclude just night games using the exclude records menu. Again your mission is accomplished, using this method produces the exact same report as method 1.

Note that after using include or exclude you will usually use the **compression** function to finish your report. By combining include, exclude, compress and qualify, you will be able to create an unlimited number of complex reports.

Sorting records

Macros/Sort

Note: Using a sort element in a macro is no longer needed. A sort key for each report can now be set using th Report Properties dialog.

Sorting records is the process of arranging your data by a sort key. You can sort any stat included in the program, including personal and user-defined data, in either ascending (a-z) or descending (z-a) order. The status bar at the bottom of the screen will always show the order that your data will be sorted in when you perform your next sort. The sort order and the sort key can both be selected from the sort menu located on the main menu bar. You may also sort by moving your mouse over the stat you want to use as a key, left click, then select sort.

To sort by a certain stat

1) Select **Macros/Sort** from the main menu.
2) Select the stat type you want to sort by (Batting,Pitching,etc).
3) Select the stat you want to sort by (BA,R,H,etc) and click **OK**.

-or-

1) Move the mouse cursor over the stat title on the report that you want to sort by.
2) Left click the mouse and select **Sort**.

Compressing records

Compressing records is the process of combining like records according to a key you select. You compress records by selecting **Compress records** from the sort menu located on the main menu bar. The key you will select to compress the records on will strictly depend on the type of report you are trying to create. You will usually use compression when working with individual and game records that are loaded in memory. Compression is where the real power of BallStat shines.

To compress records in memory

1. Select **Macros\Sort\Compress** from the main menu.
2. Select the key you want to compress the records on.

After compressing data you will usually need to sort the records and make sure the appropriate stat title is in the report. After compressing data some stat titles will **not** be appropriate to have in your report. You will almost always want to sort the resulting report by **player name** after compressing data. Below are tips for meeting these requirements.

Key			**Required stat title...**	**Titles that will be useless....**
Game			None	
None				
Date			Date	
Most non-numerical stats				
Database		Database		Most non-numerical stats
Lineup		Starting lineup		Most non-numerical stats
Opposing pitcher	Opposing pitcher		Most non-numerical stats	
Location		Game location		Most non-numerical stats
Batting order position	BOP			Most non-numerical stats
Opponent		Game opponent		Most non-numerical stats
Home\Away		Place of game (H/A)		Most non-numerical stats
Day\Night		Time of game (D/N)		Most non-numerical stats
Grass\Turf		Surface type (G/T)		Most non-numerical stats
Right\Left starter	Opposing starter (R/L)	Most non-numerical stats		
R\L pitcher		Opposing pitchers arm	Most non-numerical stats	
All player records	None			Most non-numerical stats

Qualifying records

Qualifying records is the process of hiding records based on input you give to the program. Usually this is done by you supplying a minimum or maximum number to the program. A simple example would be to qualify by a minimum of 1 at bat. This would hide all records that did not have at least 1 at bat. You may also supply a maximum so you can derive a complete range of records to qualify. If you supply 10 at bats as a minimum and 55 at bats as a maximum the program will hide all records below 10 at bats and all records above 55 at bats. You can qualify on **any stat** included with the program including personal and user-defined data. The stat you want to qualify with can be selected from the **Macro/Qualify** menu located on the main menu bar. You may also qualify by moving your mouse over the stat you want to use as a key, left click, then select **Qualify**.

Creating macros

A **Macro** is a report that also remembers all the functions you used to create that report. Once you learn to create your own macros you will see what a time-saver they can be. To create a macro you simply turn the macro recorder on then use the **include**, **exclude**, **qualify**, **compress** or **sort** functions to create the report you like. When finished, turn the recorder off and give the macro a name. A recorded macro can be attached to a report and will be executed every time the report is opened.

Macros are where the power of BallStat lies. It is through the use of macros that you are able to create the complex reports that no other stat management program offers. BallStat comes with some macros that are ready to use. Load your individuals into memory by selecting a total, an individual or game report.

Starting the macro recorder

Load your data into memory and select **Macro\Turn macro record on** from the menu bar. Use the include, exclude, qualify, compress and sort functions to create the complex report that you want. When you are done creating the report select **Macro\Turn macro record off** and give your macro a title.
If you want the macro title and the stat headings to be used whenever you run this macro, check the **Save report title and stat headings with this macro** box. If this box is checked then the macro will be a **Display macro** or a complete report. If you do not check this box the macro will be a **Time saving macro**. Time saving macros do not replace the report title and stat headings when run. Use time saving macros with functions that filter reports such as qualifying by 1 at bat or 1 inning pitched.

Editing Macro Titles
Once a macro has been created you can change the title of the macro. Note that you **cannot** change the properties of an existing macro, just the title. To change the properties of an individual macro you can use the Macro Editor.

1. Select **Macros** from the main menu.
2. Select the type of macro you want to change the title for. (Totals,Individuals,Games)
3. Double-click the macro title you want to change.
4. Enter the new title and click **Ok**.

You can delete a macro with **Edit\Delete\Undelete** from the main menu. To change the properties of a macro you must record the macro again or for individual macros, use the Macro Editor.

Macro Editor

Macro/Edit macro

Use the macro editor to change an existing macro or to create a new macro.

Note: This feature is intended for advanced users. **Do not** edit a macro that came with BallStat unless you know exactly what you are doing. Changing an existing macro incorrectly can render a report that it is attached to useless.

A macro consists of one or more elements that together manipulate data in memory to fit the requirements of an advanced report. For more information about the different elements available see Working with records. There are 16 different types of elements available for your use:

Sort - This element will sort the records in memory using any stat as a key.

Include - This element will make all records currently in memory active.

Exclude - This element will make all records currently in memory inactive.

Compress - This element will combine all like records on a key that you choose.

The below elements will exclude specific records (make inactive) according to minimum and maximum parameters that you supply.

Qualify batting
Qualify pitching
Qualify fielding
Qualify advanced fielding
Qualify miscellaneous
Qualify user-defined

The below elements will exclude specific records according to the situation you choose.

Situation balls
Situation strikes
Situation outs
Situation innings
Situation runners

Last # of games - This element will only include records that occurred in the last number of games that you select.

Each line in the editor can contain one macro element. Any of the buttons on the right side of the editor that you click will always use the currently highlighted element. The buttons included with the macro editor and their functions are described below.

Load - This button will load an existing macro into the editor so you can add, remove or change elements.

Create new - Click this button to start building a new macro from scratch.

Save - This button will save any changes you have made to a macro that was loaded into the editor with the Load button.

Save As - This button will save the elements that are currently in the editor as a new macro.

Edit element - Click this button to make changes to the currently highlighted element.

New element - Click this button to insert a new element into the editor. The new element will be inserted before

the currently highlighted element. To insert the new element as the last element in the editor, check the Insert at end box before clicking this button.

Delete element - This button will remove the currently highlighted element from the editor.

Custom Game Comment Macros

CG Macros can be inserted into the comments fields of any CG report. A comment field can contain only one macro at a time. When a report is opened that contains a CG macro, the macro will calculate the appropriate text and automatically insert it into the comment field. The current macros available are listed below.

[CDATE] This will always show the current date when the report is opened.
[DBASE] This will always show the database associated with the report.
[TEAMREC] This will show various team records of the team associated with the report in the below format.

[Record: 15-12] [Home: 10-7] [Road: 5-5] [vs R: 13-9] [vs L: 2-3]

[STATS] This will show various stats for the team associated with the report in the below format.

[BA: .240] [SLG: .353] [OBP: .321] [ERA: 4.05]

[LEAGUE] This will always show the name of your league.

Deleting Reports

To delete a report you no longer want to display in the report list:

1) Select **Edit/Delete-Undelete**/The report type you want to delete
2) Select the report then click **Change**.
3) Click **Done** when finished.

Building a Complete Website with WebBuilder

BallStat now has the ability to build a complete website for all your team and players by simply selecting a menu item. All league pages, team pages and players pages will be linked for easy access to the data you want to view. Even if you don't want or need a website this is still a great way to view all your league stats on your local hard disk.

Before you build your website there are a few options you must set. Select **Reports/Web Reports/WebBuilder preferences ...** from the main menu. On the preferences screen you can set the following options -

Website builder path
Your selection here will tell BallStat where to store the created web pages on your hard disk. It is recommended that you use a folder that is dedicated to just these web pages so uploading to the internet can be simplified to uploading the entire folder. Please note that large leagues can contain over 2000 separate files and can approach 100 MB in size.

Default database to use when building database
This selection is very important as you are telling BallStat which database to pull the stats from. BallStat will only build a website from one database at a time. If you need to use more than one database then create each one separately then link them together with a page you create.

Optional team reports
Select the reports you want to include in your website for team stats. The main team page will always be created and contains links to all the players on the roster. The more reports you include the larger the website will be. If you select to use any of the listed optional team reports a link to each report will appear on the team's main page.

Optional player report
A main page will always be created for each player listing a game by game line for his batting, pitching and fielding stats. If you select to use any of the listed optional player reports a link to each report will appear on the players main page.

General options

Underscore all hyperlinks
Check this option if you want all click able links to be underlined. If you don't use this option you can still click player and team names to go to another page but they won't be underlined.

Break between tables
Checking this box will slightly separate the tables on all the main pages that contain batting, pitching and fielding stats.

Use divisional standings
If you check this box then BallStat will create separate standings for each division in your league and put them all on the main league page (leaguemain.htm). A link to each division will be provided at the top right of the main league page. Separate division batting, pitching and fielding stats will also be created for each team. If this box is left unchecked then every team in your league will be lumped into the standings regardless of an assigned division.

Leader Reports
WebBuilder contains a Leader Report Page that can list as many leader reports as you like. Create your leader reports the normal way (run the CRM once) then select the ones you want by clicking the **Add leader report** button. You can add text headers to separate different types of leaders reports by clicking the **Add text** button. When you run WebBuilder the Leader Page and all the selected leader reports will be created and linked.

To create your website select **Reports/Web Reports/Build website for entire league** from the main menu. There are other options on the Web menu to just build individual components of a website if that is all you need. For instance, if you just want to view stats for a single team then build that team's player pages and the team's main page. Colors and fonts can be selected with the Suite Properties as all pages will be created using the current properties. Creation time varies and can take up to 5 minutes for very large leagues. As a general rule the more players in your league, the longer it will take to create the website. The number of teams won't affect creation time much unless there are a lot of players on each roster.

Important! All links are created automatically from team names and player names. The main league page will always be named **leaguemain.htm**. If you change a player or team name then the next time you create a website the new

names will be used to create the appropriate web pages.

HTML Queue

The HTML Queue is a fast and easy way to create a web site for all your statistical reports. The web site you create will contain a contents page with links to every report in the queue. You can add up to 200 different reports to the queue. You can control how the web site will look with the Suite Options and Suite Creation Options.

Use **BallStat Properties/HTML** tab to turn on the Suite options and set the contents page title. For a better overall appearance it is recommended that you use the Suite options.

To have BallStat upload your pages to your server as soon as they are created use **BallStat Properties/FTP** tab. Your server must support FTP in order to use the FTP uploading functions. BallStat does **not** supply a server, you must aquire your own server to upload.

The contents page will be created line by line starting with the first entry in the queue. The report title will appear as the first line of the contents page.

Adding reports to the HTML Queue

After you create your BallStat reports you can add them to the queue.

To Add a report to the queue:

1. Click any of the 3 **Add ... report** buttons and select the report you wish to add. Click Ok.
2. The report will appear in the queue list. Use the **Up** and **Down** buttons to move the report anywhere in the list.

To remove a report simply highlight the report then click the **Remove report from queue** button. you can also clear the entire queue by clicking the **Clear queue** button. Leader reports are added the same way only you use the leader window and the associated buttons. Note the report list shows the report titles but the leader list shows the actual filename the leader report was saved to.

Adding text to the queue

Besides adding reports to the queue you may also enter text. Each text line on the contents page can include up to 255 characters of text. The text may in itself include any HTML code you wish. A text line can be useful for adding descriptions of the different types of reports to the contents page.

To add text to the queue:

1. Click the **Add text** button.
2. Enter the text you wish to add then click Ok.
3. Use the **Up** and **Down** buttons to move the text entry anywhere in the queue list.

To edit existing text, highlight the entry in the list then click the **Edit text** button. Text entries will appear with +++ before the entry in the list.

Running the queue

Once all your reports and text are added to the queue you can create the web site by click the **Run queue** button. A progress bar will appear at the bottom of the screen along with an information dialog that lets you know what the queue is currently processing. If you set BallStat to automatically publish your reports as soon as they are created the dialog will also notify you which report is being published. The contents page is created while the queue is running and will also be published if you selected the publishing option.

After the queue is done you can view the contents page offline by clicking the View contents button on the toolbar. If all your pages were uploaded to your server then all you need to do is provide a link to your contents page to make all your reports available.

HTML Suite Properties

With HTML Suite Properties you can control how Suite Reports will appear. You can choose colors and fonts for different parts of the report and save all of them together as a scheme. You can save an unlimited number of different schemes. All reports will display with the same properties for a uniform look. Turn Suite Properties on by using BallStat Properties and clicking the HTML tab.

Page properties

Click the **Page Bkgrd** button to select the color of the report background. Click the **Border color** button to select the color of the border that will surround the created report. **Cell spacing** determines the distance between each stat cell in a report. **Cell padding** determines the distance between the stat text and the wall of its cell. **Border size** determines the width of the border that surrounds the actual report.

Fonts

Click the button for the part of the report you want to change the font for. Select the font then click ok. You can ignore the style and size buttons in the font dialog as they are not used with HTML reports. The button will show you the currently selected font. Right beside the font button you can select the size of the font. The values range from 0 to 9 with a normal size being a 2 or 3.

Colors and attributes

Click any button to the left of a color bar to set the color for that part of the report. You can also choose wether the font for that part of the report will appear as bold or italic by checking the appropriate box.

Comments

You can add comments to all your reports by clicking the **Comments** button. Comments added here will appear on all reports in addition to the regular comments you may use on standard BallStat reports. You can also set the font, font size, color and attributes for the comment lines. Comments lines can contain any legal HTML code such as links besides regular text.

After you are done with all your settings you can click the **Save scheme** button to keep your settings for later use. You will be asked to supply a name for the scheme which will then be displayed in the scheme list box. To share schemes with other people use the **Import** and **Export** scheme buttons.

HTML Creation Options

Note that these options will only take affect if the **Use HTML Suite settings box** is checked under HTML Options.

Creation options allow you some control over the way your HTML files, including the contents page, will be created. Each option is explained below:

Underline links on contents page

By default, the links on the content page to each report are not underlined to give a less crowded appearance. Check this box if you want all links to be underlined.

Clicking a link on the contents page opens the link in a new window

Normally when you click a link the new page replaces the current page in your browser. You must then use the Back button in your browser to return to the contents page. You may find it easier to navigate if a link opens in a new window when you click on it. Using this method allows the contents page to be available all the time. Check this box if you want a link to open in a new window when clicked.

Adjust contents page to the width of the browser window

The contents page will normally appear as wide as the longest link or text that it contains. To force the contents page to always be at least as wide as the browser window check this box. This often makes the content page more pleasing to the eye.

Adjust all stat reports to the width of the browser window

All stat reports will normally appear as wide as the longest stat line or text that it contains. To force each stat report page to always be at least as wide as the browser window check this box. This often makes the stat report more pleasing to the eye.

Center all stat titles and comments

Stat report title and comment alignment be normally be whatever setting you chose when you created the report. To force all titles and comments to be centered check this box. This will often give reports a more uniform appearance.

Center stats on Suite reports

Normally stats are left aligned or right aligned depending on the stat field. Check this box to force all stats to be centered in their columns. This will not affect certain fields like names that should always be left aligned.

Include report comments

Check this box to include report comments in the HTML version of the report. These are the report comments you normally would see when viewing the report within BallStat.

Include Suite comments

Check this box to include Suite comments in each report . These are the comments you set from the Suite Properties dialog.

Show cell and table borders

Normally an HTML table, which Ballstat uses to make suite reports, will only show the border around the table. Check this box to also show the borders around each cell within the table. This option can give your reports a totally different, often more pleasing, appearance.

HTML Image Properties

Image Properties allow you to control where a logo appears on an HTML report and to a lesser extent, how it appears. The options available to you are listed below.

Alignment
Select where you want the image to appear on the report. Left is the default.

Border Width
The value here determines how wide a border will appear around the image (in pixels). Select 0 for no border.

Horizontal and Vertical spacing
This value determines how much empty space will surround the image (again in pixels). If either of these values is set to zero then adjoining text will appear too close to the image. A value of 3 works well with images.

JPEG Output Quality
This allows you to choose between quality and compression for any images that are created for the internet. JPG is the most popular format for internet images. The higher the quality, the larger the file size of the image (100% = no compression, best quality). If you select a higher compression (towards 0 on the slide bar. 0% = maximum compression,worst quality) the quality is worse but the file size is also smaller (much smaller in some cases). You can try different settings to see what setting works best for you. The default setting is 75%.

HTML Examples

HTML Queue Examples

To add the examples below use the **Add Text** button on the HTML Queue screen. Simply copy the example you want then change the text and/or link to what you need.

To add a link:

```
<a href="http://www.ballstat.com">BallStat</a>
```

To add a button:

```
<FORM>
<input type="button" value="www.ballstat.com" name="B4" onClick="location.href='http://www.ballstat.com'">
</FORM>
```

To add a blank row with a horizontal rule:

```
<tr><td><HR></td></tr>
```

Rules for editing data

Read and **learn** these 2 simple rules for editing all data that has already been saved to disk. It may save you a lot of time and frustration.

1. If you made a mistake with a players stats when you entered and saved the game to disk, always edit the individual at-bat to make changes.

The players season totals and the teams game totals will then be updated automatically to reflect the changes you just made.

Player stats include the following:

Batting stats
Pitching stats
Fielding stats
User stats
Opposing pitcher

2. If you made a mistake with a game variable when you entered and saved the game to disk, always make changes with **Edit\Game**. All player individuals will then be updated automatically. Game variables include the following:

Home\Away
Day\Night
Right\Left
Grass\Turf
Date
Opponent
Lineup

By following the above rules you will be assured that the Total and Individual statistics will always match.

Editing Individual Player Data

Editing data the correct way

Data imported from BallScore is stored on an at-bat basis. When you edit data for a player you must be sure to edit the correct at-bat whenever possible to ensure the database is correct to calculate different statistics. Below are the steps you need to correctly edit a player's data in BallStat.

By editing data at the at-bat level, player season totals and team game totals will be updated automatically.

There are 3 ways to edit a players data within BallStat:

1. Selecting **Edit/Player personals, stat totals and individuals** from the main menu.

2. Clicking the **Edit player individuals** button on the EasyStart menu.

3. Clicking the **EDIT** button on the toolbar.

The preferred methods (and easiest) are numbers 2 and 3 which will be followed below.

After clicking the button above, select the **team** you want to edit.

Milwaukee Braves	MIL	National League	25
New York Giants	NYG	National League	25
New York Yankees	NYY	American League	25
Philadelphia Phillies	PHP	National League	24
Pittsburgh Pirates	PIT	National League	27

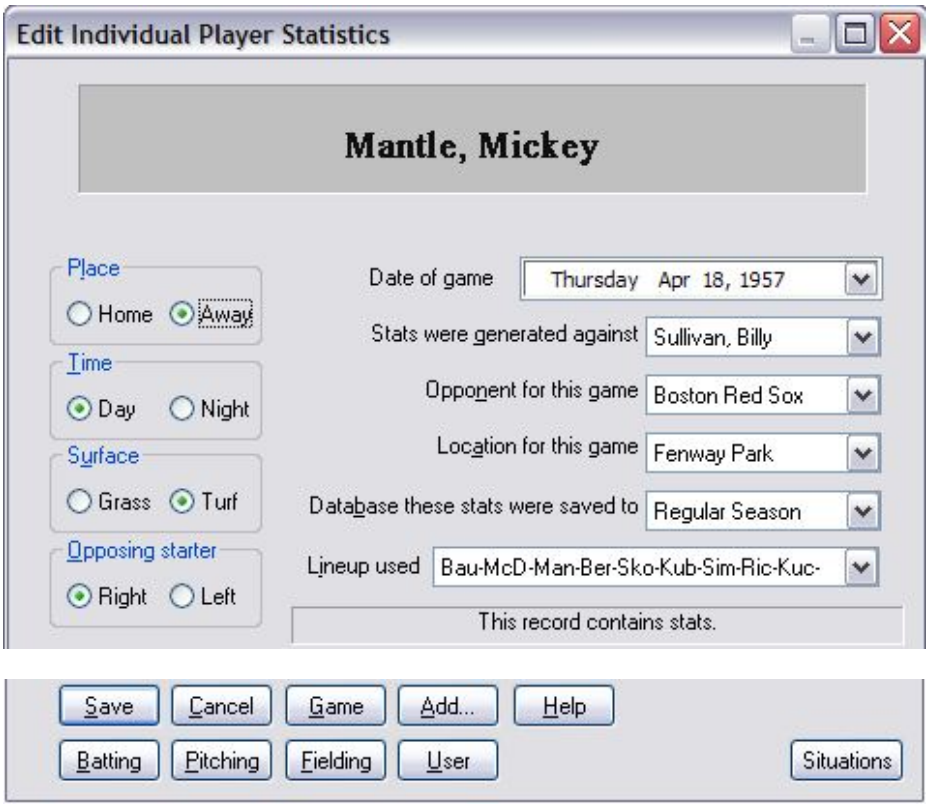
Select the **player** to edit

Lumpe, Jerry		7	0	2	2	0	1	.286
Maglie, Sal		2	0	0	0	0	0	.000
Mantle, Mickey		76	15	23	15	15	17	.303
McDougald, Gil		97	11	27	11	5	9	.278
Richardson, Bobby		59	3	15	4	2	5	.254

Select the at-bat to edit

04-16-57	WAS	Yankee Stadium	Abernathy, Ted	12	1	0
04-18-57	BOS	Fenway Park	Sullivan, Billy	1	1	0
04-18-57	BOS	Fenway Park	Sullivan, Billy	4	1	0
04-18-57	BOS	Fenway Park	Sullivan, Billy	5	1	0
04-18-57	BOS	Fenway Park	Sullivan, Billy	7	1	0
04-18-57	BOS	Fenway Park	Porterfield, Bob	9	0	0
04-20-57	BOS	Fenway Park	Brewer, Tom	1	1	0

Consider the Edit Player screen to be divided into 2 sections as below:



You will only want to edit the data on the **bottom** half of the screen by clicking the appropriate button. The data on the top half of the screen is common to every player who played in this game. To change any data on the top half of the screen you would want to edit the **Game** (**Edit/Game** from the main menu), not the player. This way the data on the top half of the screen will be changed automatically for every player who played in the game.

Edit league

League data may be edited at anytime after you have created your league. However there are few things you have to be careful of when editing league data.

Changing database names - You may change the names of all your databases or create new ones after your league has been created. Do not change a database name unless the new name is similar to the old name or has the same meaning.

Changing user-defined stat names - If you change the name of a stat you had defined before, you will more than likely have to change each players totals for that stat to zero unless the new stat title has the exact meaning as the old one. You also have to make sure any new stat will not interfere with a derivative stat you are currently using.

Changing game length - If you change the length of you games, the program will automatically use the new length to figure certain stats. You may have to reload any data in memory in order for the changes to take affect.

Be sure to **Save** your changes to disk before exiting.

Edit team

If you are using Direct Export with BallScore you must make sure this team name matches the team name of your BallScore roster.

You may change any of your team attributes anytime after your team has been created.

- **Select team -** Click to select another team to edit.
- **Prev -** Click to edit the previous team in your league.
- **Next -** Click to edit the next team in your league
- **Edit players -** Click to edit the players on this team.
- **Delete\Undelete -** Click to delete or undelete this team. You will have to reload any data in memory for the change to take affect.
- **Set team coaches -** Click to edit your manager and coaches personal information.
- **Comments -** Click to save any comments about this team. Windows notepad will open to a pre-set file name. Type any comments you have and save the comments to disk. **DO NOT** change the pre-set file name. Use **Save**, not **Save as**.
- **Save -** Save any changes to disk.
- **Cancel -** Leave this screen without saving any changes you made.

Edit player

It is recommended that you only change a players name on a BallScore roster. That way the players name in BallStat will also be changed. BallStat names and BallScore names must match in order to ensure the proper importing of player data. If you are not using BallScore then use this screen to make any name changes.

You can change any player information at anytime. You will have to reload any data that is currently in memory for the changes to take affect. Any changes made to a players personal information will be made to all databases. Changes made to statistics will of course only be made to the database you are currently working with.

- **Select player -** Click to select another player to edit.
- **Prev -** Click to edit the previous player on your roster.
- **Next -** Click to edit the next player on your roster
- **Database -** Click to change the current database. The current database is always shown on the screen.
- **Delete\Undelete -** Click to delete or undelete this player. You will have to reload any data in memory for the change to take affect. **Remember that you will only delete\undelete this player from the current database**!
- **User-defined data -** Click to modify any user-defined data you may have.
- **Edit games for current player -** Click to edit any individual game stats this player may have.
- **Batting -** Use to edit this players current stat batting totals.
- **Pitching -** Use to edit this players current stat pitching totals.
- **Fielding -** Use to edit this players current stat fielding totals.
- **User -** Use to edit this players current stat user-defined totals.
- **Streaks -** Use to edit this players current stat streak totals.
- **Status -** If this player was traded from your team and you no longer want the player to show up on reports then change the players status to **Traded**.
- **Save -** Save any changes to disk.
- **Cancel -** Leave this screen without saving any changes you made.

Edit Batting Stats

CAUTION: Make sure you know the 2 rules of editing data before saving any changes to disk.

The batting stats located here are generated automatically when you enter your games. You can change or even reset these stats but you must be careful. Once you edit these stats the original stat settings will be lost.

- **Save -** Click the **Save** button to save your changes to disk.
- **Cancel -** Click the **Cancel** button to abort any changes you made. Note: this will not cancel any changes you made before pressing the **Save** button
- **Select -** Use this button to select another player.
- **Database -** Use this button to change to a different database. If you select a different database the players stats for the new database will be shown.
- **>> -** Selects the next player on the roster.
- **<< -** Selects the previous player on the roster

Edit Pitching Stats

CAUTION: Make sure you know the 2 rules of editing data before saving any changes to disk.

The pitching stats located here are generated automatically when you enter your games. You can change or even reset these stats but you must be careful. Once you edit these stats the original stat settings will be lost.

When entering partial innings use a 0 for no partial innings, a 1 for one third inning and a 2 for two thirds of an innings. No other numbers are allowed.

- **Save -** Click the Save button to save your changes to disk.
- **Cancel -** Click the **Cancel** button to abort any changes you made. Note: this will not cancel any changes you made before pressing the **Save** button
- **Select -** Use this button to select another player.
- **Database -** Use this button to change to a different database. If you select a different database the players stats for the new database will be shown.
- **>> -** Selects the next player on the roster.
- **<< -** Selects the previous player on the roster

Edit Fielding Stats

CAUTION: Make sure you know the 2 rules of editing data before saving any changes to disk.

The fielding stats located here are generated automatically when you enter your games. You can change or even reset these stats but you must be careful. Once you edit these stats the original stat settings will be lost.

- **Save -** Click the **Save** button to save your changes to disk.
- **Cancel -** Click the **Cancel** button to abort any changes you made. Note: this will not cancel any changes you made before pressing the **Save** button
- **Select -** Use this button to select another player.
- **Database -** Use this button to change to a different database. If you select a different database the players stats for the new database will be shown.
- **Advanced -** Use this button to enter advanced fielding statistics.
- **>>** - Selects the next player on the roster.
- **<< -** Selects the previous player on the roster

Edit User-Defined Stats

CAUTION: Make sure you know the 2 rules of editing data before saving any changes to disk.

The user-defined stats located here are generated automatically when you enter your games. You can change or even reset these stats but you must be careful. Once you edit these stats the original stat settings will be lost. However, there is another way to find a players totals. Simply load your teams individuals into memory and compress on **All player records** and you now have each players totals for that database.

- **Save -** Click the **Save** button to save your changes to disk.

- **Cancel -** Click the **Cancel** button to abort any changes you made. Note: this will not cancel any changes you made before pressing the **Save** button

- **Select -** Use this button to select another player.

- **Database -** Use this button to change to a different database. If you select a different database the players stats for the new database will be shown.

- **>> -** Selects the next player on the roster.

- **<< -** Selects the previous player on the roster.

Edit Streaks

All the streaks located here are automatically calculated by the program. You can edit these streaks to fit your own needs if you like, but they may be changed when you enter your next game. If you don't have a need to track these streaks then simply don't use them in your reports.

Edit individuals

CAUTION:
Make sure you know the 2 rules of editing data before saving any changes to disk.

Please note:
Normally you will use this screen to change data entry errors that occurred when entering your game stats such as batting, pitching, fielding and user. If you made a mistake with a game variable such as home/away, day/night etc, you should edit the game so all player records will be updated at once. To edit the game select **Edit\Games** from the main menu.

- **Save -** Click to save any changes to disk.
- **Cancel -** Click to exit without saving any changes.
- **Select another game -** Click to select another individual to edit for the current player.
- **Batting -** Click to edit the players batting stats for the current game.
- **Pitching -** Click to edit the players pitching stats for the current game.
- **Fielding -** Click to edit the players fielding stats for the current game.
- **User -** Click to edit the players user-defined stats for the current game.

If you change the database the stats were originally saved to, you will be prompted for a yes or no answer. You should normally answer **Yes** to this prompt.

Edit game

CAUTION: Make sure you know the 2 rules of editing data before saving any changes to disk.

Once a game has been saved to disk you can change game variables and stats here. Make sure you read the above rules before changing any game data. You would not normally change a games stats here, although you could. You most likely would come here to change a games variables, umpires, line score or conditions. After making any changes you must click the **Save** button to save your changes to disk. Clicking the **Cancel** button will exit the screen without saving any changes you may have made.

Macro Editor

Use the macro editor to change an existing macro or to create a new macro.

Note: This feature is intended for advanced users. **Do not** edit a macro that came with BallStat unless you know exactly what you are doing. Changing an existing macro incorrectly can render a report that it is attached to useless.

A macro consists of one or more elements that together manipulate data in memory to fit the requirements of an advanced report. For more information about the different elements available see Working with records. There are 16 different types of elements available for your use:

- **Sort -** This element will sort the records in memory using any stat as a key.
- **Include -** This element will make all records currently in memory active.
- **Exclude -** This element will make all records currently in memory inactive.
- **Compress -** This element will combine all like records on a key that you choose.

The below elements will exclude specific records (make inactive) according to minimum and maximum parameters that you supply.

- **Qualify batting**
- **Qualify pitching**
- **Qualify fielding**
- **Qualify advanced fielding**
- **Qualify miscellaneous**
- **Qualify user-defined**

The below elements will exclude specific records according to the situation you choose.

- **Situation balls**
- **Situation strikes**
- **Situation outs**
- **Situation innings**
- **Situation runners**

- **Last # of games -** This element will only include records that occurred in the last number of games that you select.

Each line in the editor can contain one macro element. Any of the buttons on the right side of the editor that you click will always use the currently highlighted element. The buttons included with the macro editor and their functions are described below.

- **Load -** This button will load an existing macro into the editor so you can add, remove or change elements.
- **Create new -** Click this button to start building a new macro from scratch.
- **Save -** This button will save any changes you have made to a macro that was loaded into the editor with the Load button.
- **Save As -** This button will save the elements that are currently in the editor as a new macro.
- **Edit element -** Click this button to make changes to the currently highlighted element.
- **New element -** Click this button to insert a new element into the editor. The new element will be inserted before the currently highlighted element. To insert the new element as the last element in the editor, check the Insert at end box before clicking this button.

Delete element - This button will remove the currently highlighted element from the editor.

Maintain Database/Purge Records

Always create a league backup before purging games!

Purge deleted games from team

1. Click the **Purge deleted games from team** button. **Do not** purge any games if you have a deleted game you want to replace. Once games are purged they cannot be replaced.
2. Select the team to purge then click **Ok**.

This function will **permanently** remove deleted games from your hard disk. A league backup is recommended before purging data.

Purge deleted players from team

1. Click the **Purge deleted players from team** button.
2. Select the team to purge then click **Ok**.

This function will **permanently** remove deleted players from your hard disk. A league backup is recommended before purging data.

Maintain Database/Change Records

It is recommended that you make a league backup before using any of the functions below.

Merge 2 players into 1

Use this function if you accidently created the same player twice (with different spellings) with BallScore and the player was imported twice into the BallStat database. Click all 3 buttons in order.

1. Select the team which contains both players.
2. Select the player you want to **keep**.
3. Select the player you want to **remove**.
4. Click the **Merge** button.

All the player at bats from the remove player will be assigned to the keep player. All the totals from the remove player will be added to the keep player. The remove player will be deleted then purged from the team. Once this function is complete the removed player cannot be recovered.

Change database associated with a game

1. Click the **Select team** button and select the team that contains the game to change.
2. Click the **Select game** button and choose the game to change.
3. Click the **Select database** button and choose the new database for the game.
4. Click the **Process** button.

All player individuals, total and game records will be changed to the new database.

Update games played for a team

Select the team to update. This function will read all individual files for the selected team and update the Games Played for each player.

Transfer estimated Innings Played to actual Innings Played

BallScore now tracks Innings Played using the MLB method. The MLB method credits a fielder with one-third inning played for each out recorded while he was on the field playing defense. The old method used an estimated formula where a player got credit for an inning played even if no outs were recorded while he was in the field.

This function can be used to transfer innings played under the old method to innings played under the new method. Part of the innings played will still be estimated but this function can be useful if you're already in the middle of a season. Note that a pitcher's innings played will be totally correct even after the transfer simply because it will be the same as his innings pitched.

Rebuild Total database from Individual database

Select the team to rebuild. This function will use every players individual files to create a new total file for each player. Always do a league backup before using this function.

Maintain Database/Add Records

Add player individuals to game

Use this function to add an individual record to a database. This function is only needed if you missed a player while entering games manually with BallStat. A blank record will be created for the selected player. After the record is created you can edit the stats for the individual record.

Maintain Database/Checking Records

Check for duplicate pitching individuals

Previous versions of BallScore allowed a player to be included in the lineup more than once. This would import duplicate individual records for pitchers in certain situations. This function will scan all databases for the selected team and detect duplicate records. You will be prompted with details about the records and whether you want to delete one of the records.

Automatically fix duplicates for entire league without prompting

Check this box to automatically scan the entire league for duplicates and fix them without prompting.

Re-Calculate streaks for a team

This button will rebuild all batting and pitching steaks for a single team. It uses the individual database to update the total database. Use this function after deleting a game from BallStat and re-exporting the game from BallScore.

Maintain Database/Backup and Restore

Backup files are created in standard zip format and can be opened outside of BallStat if needed. This makes it easy to transfer entire leagues from one computer to another.

To backup a league:

1. Select **Database/Backup current league** from the main menu.
2. Click the **Backup** button.
3. Browse to the folder or drive you wish to store your backup file on.
4. Enter a filename for this backup and click **Save**.

To restore a league:

1. Select **Database/Restore current league** from the main menu.
2. Click the **Restore** button.
3. Browse to the location of the backup file you wish to restore and select it. Click **Open**.

To transfer a league from one computer to another:

1. BallStat must be installed on both computers.
2. Make a league **backup** on the current computer.
3. Transfer the backup file to the new computer and unzip the file.
4. Run BallStat on the new computer and select **File/Open league** from the main menu.
5. Browse to the **.lge** file located where you unzipped the backup file and select it.
6. Click **Open**, close BallStat then re-start BallStat (BallStat may re-start automatically).

Maintain Database/League Id's

Assigning League Id's (LI) are included in versions 9.09.12 and later. The League ID System (LIDS) is needed to combine stats for players who have played for more than one team during a season. However, they are used only for league stat and league leader reports as they are not needed for team reports. Starting with leagues created with 9.09.12 and later **LI's** are created automatically and there is nothing you have to do except turn the LIDS on (**Maintain database/League Id's** tab).

Note: You must have a league currently open to assign League Id's

Versions earlier than 9.09.12
If you created a league with an earlier version of BallStat then you should use the **Assign League Id's** function if needed. Using this function will create a unique Id for every player in the league. If a player has already played for more than one team he will have 2 different Id's assigned to him (1 for each team). You will have to edit one of his Id's so that both Id's are the same. Note what the 2 Id's are then see how to edit a players Id below.

Note: **Do not** use the League Id System without indexing an old league or one player will receive the entire leagues stats because every player has an Id of 0 and all the zeros will be combined!

Editing a player League Id

Note**:** Depending on the version of BallStat you are using, BallStat may find all players that need editing automatically. If you let BallStat search it will make all the edits for you and there is nothing else you have to do.

To edit a players LI select **Edit/Player personals** from the main menu and select the team and player you wish to edit. Click the **Edit Id** button then enter the Id that is different from the one already displayed. Click **Ok**.

Example: Joe Smith played for 2 different teams during the season. After assigning League Id's you note that Joe has an Id of 34 for one team and 157 for the other team. If you choose to edit the team with the Id of 34 then you would change it to 157. Joe now has an Id of 157 for both teams so his stats for both teams will be combined for league stat and league leader reports.

Versions 9.09.12 or later
If you created a league with version 9.09.12 or later then League Id's are handled automatically so there is nothing you have to do except turn the LIDS on if needed (**Maintain database/League Id's** tab). .

Assigning League Id's

You can assign League Id's by clicking the **Assign League ID's** button. This process will only take a few seconds for a medium sized league.

Note: You can not control what team will display for a player who has had his stats combined. It will however be one of the teams he has played for.

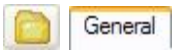
Transferring Players

BallStat makes it easy to transfer a player to another team in the league. Simply follow these steps:

1. Click the **Select player to transfer** button.
2. Select the team the player is currently on.
3. Select the player to transfer.
4. Click the **Select new team** button.
5. Select the team you want to transfer the player to.
6. Click **Transfer player**.

The transferred players stats will remain with the old team but the players status will be changed to **Traded**. The players stats on the new team will be all zeros and the players status will be **Active**.

BallStat General Properties



Check a box to use a property or uncheck a box if you do not want to use a particular property. All general properties are described below.

Use sound effects
Check this box to enable sound effects when using BallStat.

Show Welcome Screen
Checking this box will display the Welcome dialog box each time you start Ballstat.

Hide team earned runs
Check this box if you plan on tracking Team Earned Runs. This stat is not usually tracked except by the most serious statisticians.

Prompt for exit
Uncheck this box to exit BallStat without being prompted first.

Use lower case positions
Check this box to use lower case letters when listing positions played in box score reports.

Use ROE for OBP
Check this box to include Reached On Error when calculating On Base Percentage. Although MLB rules do not allow this some coaches prefer to include ROE. BallStat does not recommend checking this box at any level of play.

Prompt when saving edits to disk
Check this box to be prompted before saving data to disk.

Use Plate Appearances when entering manual games
Check this box to enter PA instead of AB when entering games manually using BallStat. If this box is checked BallStat will calculate AB automatically. If this box is left unchecked then you enter the AB and BallStat will calculate PA.

Estimate Total Batters Faced
Check this box to have BallStat estimate TBF. If you are tracking AB against each pitcher then uncheck this box as TBF will then be calculated automatically.

Use standard fielding titles
Check this box to display standard fielding and situation titles (ex: AB as opposed to AB-PH). You may have to uncheck this box when creating reports that use advanced fielding or situation stats.

Use standard fielding stats instead of advanced fielding stats
When entering games with BallStat you can choose which fielding stats you wish to use.

Disable date checking
This function is no longer used.

Use default team to enter games
Check this box to always use the default team when entering games. This box should only be checked if you are tracking stats for one team.

Use flat toolbars
Check this box to display all toolbars as flat icons.

Prompt for changes made to a report when saving
Check this box to be prompted for saving changes to reports. If this box is unchecked report changes will automatically be saved.

Bypass green light when importing games from BallScore
When checked, BallStat will only stop at red lights during the importing of scoresheets

Show the EasyStart menu every time you start BallStat
Uncheck this box to hide the EasyStart menu when BallStat starts.

When opening leader reports always use the default team (OBSOLETE)
Check this box if you don't want to be asked which team to use when opening leader reports.

Always use the current database when using leader reports (OBSOLETE)
Check this box if you don't want to be asked which database to use when opening leader reports.

When opening box scores, always use the default team
Check this box if you don't want to be asked which team to use when opening box score reports.

Always create default web and text paths when creating new reports (OBSOLETE)
Check this box and BallStat will create text and web filenames based on the report name when you create a new report.

Show only fixed fonts when using BallStat editor
Check this box if you use the editor for box score and other stat reports. This will assure that columns line up.

Use the BallStat editor for all text reports
If you uncheck this box then BallStat will use the editor you set under the Report Properties Path tab.

Use RTF format for text reports
Check this box to allow full formatting of text reports with the BallStat editor.

Use @ symbol for opponents on reports
Check this box for an easy way to show whether a game was at home or away

Show score on W-L columns on game reports
Use (W 3-2) instead of just (W) if checked

Disable automatic reboot
If this box is unchecked then you'll have to start BallStat manually after creating or opening a new league.

Use Kc for third called strikes
Checked = Kc , unchecked = KL

Use smart cursor for dialog selection box
Checking this will place the cursor to the selection part of the screen after clicking the ok button

Show Recap requirements
If checked then the requirements needed to create recap reports will be shown each time you choose to create them.

When importing players match on name only
When checked, jersey numbers are not part of the matching process. This is not used when using Direct Import.

Show menu icons
When checked, BallStat will display icons on certain menu items for a quicker visual.

Save lineup with first 8 players only
When checked, only the first eight players will be used when saving lineups. Otherwise all players will be used.

Use smaller version of run differential
This setting determines how the Run Differential stat is calculated.

Turn off file I/O notification messages
Check this box only if you know any file I/O messages you are receiving are not affecting the operation of BallStat. This box is normally checked.

Use high resolution graphics
Check this box only if you are using Windows XP or Windows Vista. These 2 systems support better graphics by using alpha blended icons.

Use actual linescore to determine recap linescore
You may need to check this box if you have games that end early or innings that end before there are 3 outs (ex, 10 run rule, 9 batters maximum per inning, etc).

BallStat Path Properties

Path to text editor

Enter the full path and filename of the text editor you want to use when displaying ASCII text reports. The default is Windows Notepad. Click the Browse button to select a filename from Windows Explorer.

Path to web browser

Enter the full path and filename of the web browser you want to use when displaying HTML reports. Click the Browse button to select a filename from Windows Explorer.

The path BallStat was installed in and the path to your currently opened league will be shown at the bottom of this dialog.

BallStat Default Properties

Default team to load
Click the button to select the team you want to use automatically when accessing certain features in BallStat.

When loading data always...
You have 3 choice when loading the default data into memory.

1. Always use the current database only.
2. Always merge all databases.
3. Be prompted for which databases to load.

Note that the above two options are not used for most BallStat functions anymore.

Default start time
Set the usual starting time for your teams games. The setting here will be used as the default each time you enter a new game using BallStat.

Repeat stat header
Select the number of lines in a report before the stat header is repeated. This option allows you to see the headers even when scrolling down a large report.

Spacing for text reports
This option allows you to add extra spaces between the stat columns on text reports.

Create and display division set text reports ....
Checking this option will allow BallStat to create DS text reports whenever a DS report is opened. If this option is unchecked you will have to click the DS button on the toolbar to get the DS version of the report.

Close BallStat division set report ....
Checking this option will automatically close the BallStat report whenever a DS text report is created.

BallStat Functions Properties

With Ballstat functions you can set up to 20 different BallStat functions that can be accessed with the click of a button. You will probably want to select functions that are not readily available from the main menu or toolbar. You can access the selected functions at anytime by clicking the function button on the toolbar.

Showing/Hiding the function bar

Select File/Hide-Show/Function bar from the main menu.
-or-
Click the function bar button on the tool bar.

Adding functions to the function bar

1. Show the function bar by clicking the function bar button on the tool bar.
2. Click the **Setup** button.
3. Select the functions you want to place on the function bar by dropping down each box and selecting your function.
4. Click the **Ok** button when done. Your selections will now be available on the function bar.

Note: The above method can also be done from the properties screen by clicking the Functions tab.

Using a function on the function bar

Simply click the button that contains the function you want to use. Functions that are used in macros will still be remembered when accessed from the function bar.

Tip: Place functions that are used frequently or difficult to access on the function bar. There are over 100 program functions to choose from.

BallStat Precision Properties

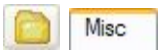
Set how many decimal places you want to display in reports for all the specified stats.

For example:

BA - Batting Average

Entering a **1** would display an average as **.3**
Entering a **2** would display an average as **.32**
Entering a **3** would display an average as **.324**
Entering a **4** would display an average as **.3247**
Entering a **5** would display an average as **.32474**

BallStat Misc Properties



Modem settings
Select the communications port that your modem is connected to. Also select whether you have a tone or pulse telephone line.

HTML fonts
Check a box then click the **Set** button to use a particular font when creating HTML reports. You can select 4 different fonts for the 4 different portions of a report. These settings will be overridden if you have chosen to use Suite Properties for your web reports.

Selection box style
Determines how BallStat selection boxes will look. Selection boxes are the dialogs that allow you to select teams, players, games etc.

Ballstat HTML Properties

Use HTML Suite settings for all web reports

Check this box to use HTML Suite settings for all your web reports. If this box is left unchecked then each report will use the original HTML properties that you set for each individual report.

Whenever you run the HTML queue a contents page is automatically created listing a link to every report in the queue. For fast uploading to your web server it is a good idea to store all your HTML reports and the contents page in the same folder on your hard drive.

Title of contents page

Enter the title you wish to appear at the top of the contents page. This title can also include HTML code such as line breaks (
) to place text on more than one line or links
(BallStat).

Server directory

Enter the web server directory where the HTML reports will be uploaded to. You must enter the full path. This setting will be used to create the links on the contents page. Note that this setting is optional. If you are going to upload all your reports to the same directory (recommended) on your server then you can leave this field blank.

Example : http://ballstat.com/stats/

BallStat Folders Properties

With this option you can specify where BallStat will look first for the following file types:

- **Imported scoresheets** - SBX files exported by BallScore. These files are not used when using Direct Export in BallScore

- **BallScore Reports** - This is the folder where BallScore will save the boxscore, composite and situational reports that it generates during an export.

- **Images** - Use this folder to store any image files you use in a report.

- **Web pages** - This is the folder where the HTML Queue will save all the reports that are created by the queue including the contents page.

- **WebBuilder pages** - THis is the folder where WebBuilder will save all the pages it creates including leaguemain.htm.

Type in the path for each item or click the **Select** folder button to browse to the folder you want. The path you enter for **Imported scoresheets** and **BallScore Reports** will also be used by BallScore.

BallStat FTP Properties

FTP (File Transfer Protocol) is a way to upload files from your computer to a server on the internet. In order to use this function you must have space on an internet server that supports FTP. Most large companies such as AOL and Yahoo do support FTP. You have to supply BallStat with the information that it needs to publish files to your server. When you publish your files you will be able to see the progress by looking at the message box and the progress bar.

Select **File/BallStat properties** from the main menu then click the FTP tab.

Fill in the following fields:

Server domain to publish to

Enter the name of the server you are going to upload your files to. Enter just the domain name (or IP address). Do **not** enter any prefixes (http://, ftp://, www, etc) or suffixes (/, sub directories).

For example in the following URL, http://www. **ballstat.com**/myfiles/ , you would enter **ballstat.com** only.

Server subdirectory to publish to

Enter the name of any sub directory you would like to publish your files in. Enter just the sub directory.

For example in the following URL, http://www.ballstat.com/ **myfiles/stats**/ , you would enter **myfiles/stats** only. Do **not** include any forward slashes (/) except to separate more than one sub directory. If you wanted to publish the files to the myfiles directory you would only need to enter myfiles.

User name and password

Enter the user name and password that you would normally use to access your account.

Note for AOL users:

You must be logged into your AOL account to publish with BallStat. This is something that AOL requires.

AOL Setup:

- Server: **members.aol.com**
- Sub Dir: EX: Stats or Files/Stats (don't use any '/' characters except to separate more than one sub directory.
- User: **anonymous**
- Password: **yourusername@aol.com**
- Lowercase: **Check box**

Upload all files to the above server

Check this box to publish your HTML Queue files to your server every time you run the queue. If you encounter any errors while running the queue check your FTP setup for wrong entries. Remember that your server must support the File Transfer Protocol (FTP).

Always publish filenames in lowercase

Some servers require that filenames always be in lowercase. If you find that after you publish your files, the links on the content page don't work, check this box then run the queue again.

BallStat Recap & High/Low Properties

Include in recap reports
Select the stats you want to include in all recap reports.

Include in High&Low reports
Select the types of stats you want to include in all High&low and Individual Highs reports.

Recap database
Select the database to pull the recap stats from. Select ALL DATABASES to merge the stats if you have more than one database.

High&Low database
Select the database to pull the recap stats from. Select ALL DATABASES to merge the stats if you have more than one database.

Individual highs database
Select the database to pull the recap stats from. Select ALL DATABASES to merge the stats if you have more than one database.

Note that all 3 databases above will usually be set to the same database

Minimum PA per team game to qualify ....
Select the plate appearances per team game played that a player must average to be included in the derived stats (BA,SLG,etc) on individual highs reports.

Batting Stats

*Calculated by program

AB	At bats
AB-PH	At bats as a pinch hitter
AB-L	At bats from left side of plate
AB-R	At bats from right side of plate
AB/BB	At bats per base on balls
AB/2B	At bats per double*
AB/H	At bats per hits*
AB/HR	At bats per home run*
AB/SO	At bats per strikeout*
AB/3B	At bats per triple*
AB-S	At bats with men in scoring position
BB/SO	Base on balls to strikeout ratio*
BB	Base on balls
BA-L	Batting average from left side of plate*
BA-R	Batting average from right side of plate*
BA-S	Batting average with men in scoring position*
BA	Batting average*
BA-PH	Batting average as a pinch hitter*
BOP	Batting order position
CI	Catchers interference
CS4	Caught stealing home plate
CS2	Caught stealing second base
CS3	Caught stealing third base
CS	Caught stealing
CHS	Current hitting steak*
2B	Doubles
XBH	Extra base hits*
FBO	Fly ball outs
G	Games played
GBO	Ground ball outs
GIDP	Grounded into double plays
HBP	Hit by pitch
PH	Hits as a pinch hitter
H-L	Hits from left side of plate
H-R	Hits from right side of plate
H-S	Hits with men in scoring position
H	Hits
HR-P	Home runs as a pinch hitter
HR-L	Home runs from left side of plate
HR-R	Home runs from right side of plate
HR-S	Home runs with men in scoring position
HR	Home runs
IBB	Intentional base on balls
LOB	Left on base
LHS	Longest hitting streak*
OBP	On base percentage*
PA	Plate appearances*
ROE	Reached on error
RLSP	Runners left in scoring position
RMU	Runners moved up
RBI-P	Runs batted in as a pinch hitter
RBI-L	Runs batted in from left side of plate
RBI-R	Runs batted in from right side of plate
RBI-S	Runs batted in with men in scoring position
RBI	Runs batted in
R	Runs scored
SF	Sacrifice flies
SH	Sacrifice hits
1B	Singles
SLG	Slugging percentage*
SB2	Steals of second base
SB4	Steals of home plate
SB3	Steals of third base

SBP4	Stolen base percentage for steals of home plate*
SBP2	Stolen base percentage for steals of second base*
SBP3	Stolen base percentage for steals of third base*
SBP	Stolen base percentage*
SB	Stolen bases
SO	Strikeouts
TOR	Thrown out running bases
TPO	Times picked off
TA	Total average*
TB	Total bases*
3B	Triples

Additional Batting Stats

KL	Strikeouts looking
Kc	Called strikeouts
HR2	Two run homeruns
HR3	Three run homeruns
HR4	Bases loaded homeruns
TBc	Total pitches a batter seen
PPA	Pitches per Plate Appearances
FC	Times reached base on a Fielders Choice
TLB	Times left on base

Pitching Stats

*Calculated by program

IP	Innings pitched
R	Runs allowed
ER	Earned runs allowed
H	Hits allowed
2B	Doubles allowed
3B	Triples allowed
HR	Home runs allowed
BB	Base on balls allowed
SO	Strikeouts
HB	Hit batters
WP	Wild pitches
BK	Balks allowed
W	Wins
L	Losses
Sv	Saves
CG	Complete games
SHO	Shutouts
GS	Games started
GF	Games finished
OAB	Opponents at bats
ORBI	Opponents runs batted in
TBF	Total batters faced*
QS	Quality starts*
NOP	Number of pitches
BSv	Blown saves
NOB	Number of balls thrown
NOS	Number of strikes thrown
RPO	Runners picked of base
SB	Steals allowed
GBO	Ground ball outs
FBO	Fly ball outs
DPI	Double plays induced
IR	Inherited runners
IRS	Inherited runners scored
IBB	Intentional base on balls
1B	Singles allowed
CWS	Current winning streak*
LWS	Longest winning streak*
CLS	Current losing streak*
LLS	Longest losing streak*
HST	Highest strikeout total*
HBT	Highest base on balls total*
HHT	Highest hit total*
SH	Sacrifice hits allowed
SF	Sacrifice flies allowed
RTO	Runners thrown out stealing while pitching
ERA	Earned run average*
WP%	Winning percentage*
OBA	Opponents batting average*
SO/9	Strikeouts per game*
BB/9	Base on balls per game*
H/9	Hits per game*
2B/9	Doubles per game*
3B/9	Triples per game*
HR/9	Home runs per game*
HB/9	Hit batters per game*
BB/SO	Base on balls to strikeout ratio*
IRS%	Percentage of inherited runners that scored*
Sv%	Save percentage*
BR/9	Base runners per game*
P/C	Power / Control*

Additional Pitching Stats

FPS	First Pitch Strikes
PPI	Pitches per Innings Pitched
PBF	Pitchers per Total Batters Faced
FPS%	First Pitch Strike Percentage

Fielding Stats

*Calculated by program

Note: The below regular fielding stats use an estimated method of calculating Innings Played. Advanced fielding stats use the MLB method of calculating Innings played. A fielder is credited with one-third inning played for each out that was recorded while he was on the field. With this method each positions total Innings Played will equal the team's total Innings Pitched.

All the below statistics can be entered manually or calculated from the totals of the advanced fielding statistics expect Innings Played.

IP	Innings played (estimated method)
PO	Put outs
A	Assists
FE	Fielding errors
TE	Throwing errors
E	Total errors
PB	Passed balls
RTO	Runners thrown out
OSB	Opponents stolen bases
G/P	Games played at pitcher
G/C	Games played at catcher
G/1B	Games played at first base
G/2B	Games played at second base
G/3B	Games played at third base
G/SS	Games played at shortstop
G/LF	Games played in left field
G/CF	Games played in center field
G/RF	Games played in right field
G/SF	Games played as short field
G/DH	Games played as designated hitter
G/EX	Games played as extra
G/PR	Games used as pinch runner
G/PH	Games used as pinch hitter
DPI	Double plays involved with
FLD%	Fielding percentage*
RTO%	Runners thrown out percentage*
RF	Range factor (estimated)

Additional Fielding Stats

INN	Actual Innings Played - No Short Fielder stats included

Situation Stats

Below are the stats that are tracked for Total reports and Game reports. **All stats are tracked for Individual reports**. With Individual reports you can calculate complex stats such as BA with bases loaded, 2 out and a full count.

BallScore tracks the following situation batting stats:
AB H RBI HR BB SO BA
for the following situations:

- **Men in scoring position**
- **Men in scoring position with 2 out**
- **Men in scoring position with less than 2 out**
- **Bases empty**
- **Bases full**
- **Runners on base**
- **Man on third**
- **Against right-handed pitchers**
- **Against left-handed pitchers**
- **Leading off inning**
- **Hitting first pitch**
- **With 2 strikes**
- **Pinch hitting**

BallScore tracks the following situation pitching stats:
BF AB H BB SO OBA
for the following situations:

- **Bases empty**
- **Bases full**
- **Runners on base**
- **Against right-handed batters**
- **Against left-handed batters**
- **Men in scoring position**

Advanced Fielding Statistics

Note: Advanced fielding stats use the MLB method of calculating Innings played. A fielder is credited with one-third inning played for each out that was recorded while he was on the field. With this method each positions total Innings Played will equal the team's total Innings Pitched.

Both methods can be selected for reports using Advanced fielding stats. The estimated stats (eIP,eRF) will always begin with a lowercase e. Estimated Innings Played will generally give a player credit for an inning played as long as he was on the field sometime during an inning even if an out was not recorded.

All the fielding statistics below are available for **each** player at **each** position.

IP	Innings played (MLB method)
eIP	Innings played (estimated)
PO	Put outs
A	Assists
FE	Fielding errors
TE	Throwing errors
E	Total errors
PB	Passed balls
RTO	Runners thrown out
OSB	Opponents stolen bases
DPI	Double plays involved with
FLD%	Fielding percentage*
RTO%	Runners thrown out percentage*
RF	Range factor (MLB method)
eRF	Range factor (estimated)

Team ERA

This stat, **ERNC**, is included for professional statisticians who abide by the relatively unknown rule **10.18 (i)** concerning team earned runs. If you are not interested in tracking this stat then simply leave this field blank. Otherwise enter the pitchers earned runs that are **NOT** to be charged to the team. Note that this field must be less than or equal to the ER field.

Rule 10.18 (i)

When pitchers are changed during an inning, the relief pitcher shall not have the benefit of previous chances for outs not accepted in determining earned runs.

NOTE: It is the intent of this rule to charge relief pitchers with earned runs for which they are solely responsible. In some instances, runs charged as earned against the relief pitcher can be charged as unearned against the team.

EXAMPLES:

(1) With two out, P1 walks A. B reaches base on an error. P2 relieves P1. C hits home run, scoring three runs. Charge two unearned runs to P1, one earned run to P2.

(2) With two out, P1 walks A and B and is relieved by P2. C reaches base on an error. D hits home run, scoring four runs. Charge two unearned runs to P1, two unearned runs to P2.

(3) With none out, P1 walks A. B reaches base on an error. P2 relieves P1. C hits home run, scoring three runs. D and E strike out. F reaches base on an error. G hits home run, scoring two runs. Charge two runs, one earned, to P1. Charge three runs, one earned, to P2.

EasyStart Menu

The EasyStart menu appears every time you start BallStat. This menu contains a few of the most commonly used features of BallStat.

To permanently remove the EasyStart menu:

1. Select **File/BallStat properties** from the main menu.
2. Click the **General** tab if needed.
3. Uncheck the box that reads **Show the EasyStart menu every time you start BallStat**.
4. Click **Save**.

The menu will not appear at start-up until you check this box again.

To temporarily remove the EasyStart menu:

Click the appropriate button on the toolbar

-or-

Select **File/Hide/EasyStart menu** from the main menu

Favorites Window

Use the favorite list so all your most frequently used reports are only one click away. You can add any total , individual or game report to the favorite list. The report title will appear in the button with the appropriate color appearing to the left of the button as a visual aid to quickly identify which type of report the button contains. The visibility state of the favorite list (hidden/shown) will be remembered by the program.

Opening

To open the favorites window select **File/Show/Favorites** from the main menu.
-or-
Click the favorites button on the tool bar.

Hiding

To close the favorites window select **File/Hide/Favorites** from the main menu.
-or-
Click the favorites button on the tool bar.
-or-
Click the **X** in the upper right hand corner of the Favorites window.

Adding reports

To add a report to the favorites window select **Window/Add to favorite list** from the main menu. Note that using this method the report will be placed in the first available spot. To select a specific button to place a report on use the method below.
-or-
Right click on the button you wish to add the report to and select **Add report to this button**.

Deleting reports

Right click on the button you wish to delete the report from and select **Delete report from this button**.

Clearing all reports

To clear all reports from the favorites list select **Window/Clear favorites list** from the main menu

Changing pages

Each league can save up to 150 favorite reports of which 15 can be shown at one time. To change to a different page click the **Prev** or **Next** buttons

Deleting a league

To delete a league created by BallStat, use Windows Explorer to delete the folder the league is contained in. ***Be sure to exit BallStat first****. When you open BallStat the next time the Create New League wizard will open. You can create a new league or cancel the wizard and use* ***File/Open*** *to open a previously created league.*

If BallStat hangs due to deleting a league without exiting BallStat first then press **ctrl-alt-del** and end the BallStat task. Use Windows Explorer to delete the following file:

BallStat.cnf

Use Windows search function to find this file on your system.

This file may show on your system without the **cnf** extension and may simply appear as **BallStat**. After re-starting BallStat all BallStat Properties will be reset to their defaults so you will have to change them back if you wish.

Search for player

Select **Database/Search for players** from the main menu.

Use the search function to find a single player in your league. You can also use this function to find all inactive players in your league.

Enter a full or partial last name then click **Search**. All matches will be listed in alphabetical order. To list all players in the league, leave the last name blank then click **Search**. To list non active players in the league check the **List non active players only** box, leave the last name blank then click **Search**.

Adding Comments to a Cell

Every cell is capable of holding a comment of up to 255 characters. To add a comment press **C**, enter your text then press **Enter**. A black triangle will appear in the lower left corner of any cell that contains a comment.

AutoDetect/Displaying Season Stats in BallScore

Team match

In order to display season stats in the data display windows you must have **AutoDetect** turned on. Whenever you open a roster in BallScore, AutoDetect will try to locate a team with the same name in the currently specified BallStat database. If a match is found then the indicator on right side of the scoresheet will disappear.

There can be 2 reasons why this No Match indicator appears:

1) The BallScore team has never been exported to BallStat before. In this case the team and all the players will be created when you export the scoresheet to BallStat (if you are using Direct Export).

2) You have changed the spelling of the team name in either BallStat or on the BallScore roster. Both spellings must be the same. Edit one or the other so both team names are the same. After editing the team name you may have to save the scorebook then re-load it back into BallScore. AutoDetect will then find a match and your season stats will now display.

Accessing Season Stats

In addition to displaying season stats in the data display windows there are a few other ways to access more advanced season stats.

1) From the **Stats** menu item on the main menu. From here you can select to view the teams *Complete Teams Batting History* or the teams *Batting History vs Current Opponent*. With either report you can double-click a players name to view the results of every plate appearance the player has for the entire season or against the current opponent.

2) From within the RLM you can:

a) Click the **Team Batting** button to display the entire teams season batting stats.
b) Select a player on the roster then click the **Pitching History** button to view every game the selected player pitched in.
c) Click the **Batting History vs Current Opponent** to view every players plate appearances against the current opponent.

3) From within the Insert New Pitcher dialog you can select a player then click the **Pitching History** button to view the players pitching stats for every game he pitched in.

Balancing the Scoresheets

BallScore automatically checks each scoresheet after every event to make sure they are balanced. You can apply a sticky note to the right side of the scoresheet that will always show the current balance state of both scoresheets. If you are not using sticky notes then press **Ctrl+B** at anytime to see the current balance state of the current scoresheet.

95% of all out of balance scoresheets result from an improper amount of men left on base. Be especially careful when an inning ends on a fielders choice with the bases loaded. You must have 3 men LOB in this situation. If your scoresheet goes out of balance in this situation then see this topic on how to fix the situation..

BallScore uses the Major League Baseball method of balancing a scoresheet. Depending on your leagues rules it may be impossible to balance a scoresheet properly using the MLB rules.

Bat-arounds

When the same player comes to the plate for the second time in the SAME inning your team has batted-around. You will need to shift all future innings to the right one column so you can score your players for the second time in the inning.

When a bat-around occurs:

1. Select **Inning/Insert inning for bat-around** then select the inning you are currently batting in.

All innings will shift right allowing you 2 columns for the current inning. If you make a mistake inserting a bat around you can reset the innings by selecting **Innings/Reset innings** from the main BallScore menu.

or

1. Click the inning header number on the scoresheet for the inning in which you want to insert the bat-around.

Cell Toggles

Use cell toggles to quickly change certain scoring events. Place the cursor on the cell to toggle then click the appropriate button below. Remember to move the cursor back to the current batter after you toggle!

This button will toggle the side of the plate the batter is batting from. The batter is represented by a black dot near home plate. BallScore will usually take care of the plate side automatically but this button provides a manual way of changing the plate side.

This button will toggle the earned run/unearned run maker on a cell. If the cell already contains a run scored then the unearned run state will place a black cross-hair on the orange scoring diamond. If a run has not scored you can still mark a cell as unearned it case the run does score later. The cell will be marked with an orange triangle in the upper left corner of the cell.

This button will toggle between a regular Base on Balls and an Intentional Base on Balls.

This button will toggle between a swinging strikeout and a called third strike.

Data Display Windows

BallScore has 2 data display windows located directly above the scoresheet. In the middle of the data display windows is the runners on base window. This window also serves as a warning when the cursor is not on the correct batter to be scored next. To the left of the data display windows, BallScore displays the current count and outs. There are 7 different data sets you can display in the data display windows and 2 different data sets for the count/outs windows. To rotate through the different sets you **click on the window you wish to change**. If your mouse has a middle button you can click it and select the data display you want from a menu. All the different sets are explained below.

Note: For season stats to display you **must** be using AutoDetect.

Data Display Window

Batter - Combined stats (season and game)

This will display the current batters season stats updated to include his current game batting stats.

AB	R	H	RBI	2B	3B	HR	BB	SO	SB	SH	SF	HBP
101	11	24	6	5	2	1	7	10	1	0	1	0

Lemon ,Jim AVG .238 SLG .356 OBP .284

Pitcher - Combined stats (season and game)

This will display the current pitchers season stats updated to include his current game pitching stats.

IP	ER	H	BB	SO	W	L	Sv	B	S	PC	BF	HR
56.0	10	29	17	42	3	1	0	2	26	28	210	1

Sturdivant ,Tom ERA 1.61 OBA .152

Pitcher (game only)

This will display the current pitchers game pitching stats only.

IP	ER	H	BB	SO	W	L	Sv	B	S	PC	BF	HR
7.0	3	6	2	10	0	0	0	2	26	28	28	0

Sturdivant ,Tom Win Streak 3

Batter (game only)

This will display the current batters game batting stats only.

AB	R	H	RBI	2B	3B	HR	BB	SO	SB	SH	SF	HBP
5	2	3	0	2	0	0	1	0	0	0	0	0

Lemon ,Jim Hit Streak 3

Linescore

This will display the current games linescore up to the 10th inning. The linescore can also be shown at the bottom of the scoresheet by pressing the **5** key.

Yankee Stadium	1	2	3	4	5	6	7	8	9	10+	R	H	E
Washington Senators	2	0	0	0	0	2	0	0	0	0	4	9	0
New York Yankees	0	0	0	0	3	1	0	0	0	1	5	15	1

Team batting - Combined stats (season and game)

This will display the current teams season batting stats updated to include their current game batting stats.

AB	R	H	RBI	2B	3B	HR	BB	SO	SB
870	91	186	87	33	10	17	78	137	4

Washington Senators AVG .214 SLG .333 OBP .300

Team pitching - Combined stats (season and game)

This will display the current teams season pitching stats updated to include their current game pitching stats.

IP	ER	H	BB	SO	W	L	Sv	BF	HR
235.2	125	274	91	145	8	17	6	1054	20

Washington Senators ERA 4.77 OBA .289

Count/Outs Window

Full Count

This will display the balls & strikes on the current batter and the balls & strikes totals for the entire game. The current outs in the inning is also displayed

Balls	0	2
Strikes	0	44
Outs	0	46

Runners on Base/Mini Count

This will display the names of the runners on base, the count for the current batter and the outs in the current inning.

Fly ball & Ground ball outs

If you want BallScore to automatically track fly ball & ground ball outs for both the batter and pitcher then this option must be turned on with **File/BallScore properties/General/Automatically track FB & GB**. You can also choose to show or hide the FB/GB markers on the scoresheet. Note that line drives do not credit either a FB out or a GB out.

Use the buttons below to manually toggle the state of a cell for fly ball & ground ball outs.

Credit batter with a fly ball out.

Credit batter with a ground ball out.

Credit pitcher with a fly ball out.

Credit pitcher with a ground ball out.

Clear all batter FB/GB credits.

Clear all pitcher FB/GB credits.

Setting Hit Locations in BallScore in BallScore

To enable Hit Locations you must check the **Allow right mouse clicks to set hit locations** under **BallScore Properties/General** tab.

To set the hit location for a cell:

With a mouse

Place the mouse cursor at the correct location in the cell and right click. Hit locations can be set at anytime regardless of which cell the cell cursor is currently located on.

When you right click:

The default is a line drive (**Blue**)
Hold the **shift** key down to designate a fly ball (**Red**)
Hold the **ctrl** key down to designate a ground ball (**Green**)

If you don't want to separate the 3 types of hits then use **line drive** all the time (no keys down).

To delete a hit location, place the cell cursor on the correct cell and press **delete**. To delete **all** hit locations select **Special/Delete all hit locations** from the main menu.

Without a mouse

Press **Z** on the keyboard. Use the **arrow** keys to move the cross hairs to the correct hit location. Press **enter** to accept while holding down the shift or ctrl key if needed. Press **esc** to abort without setting a hit location..

Inserting a New Batter

A New Batter is a non-starting player who is coming to bat for the first time but has already played defensively. Note that this is different from a pinch hitter whose first appearance in a game was as a batter.

A new batter can be inserted in one of 2 ways.

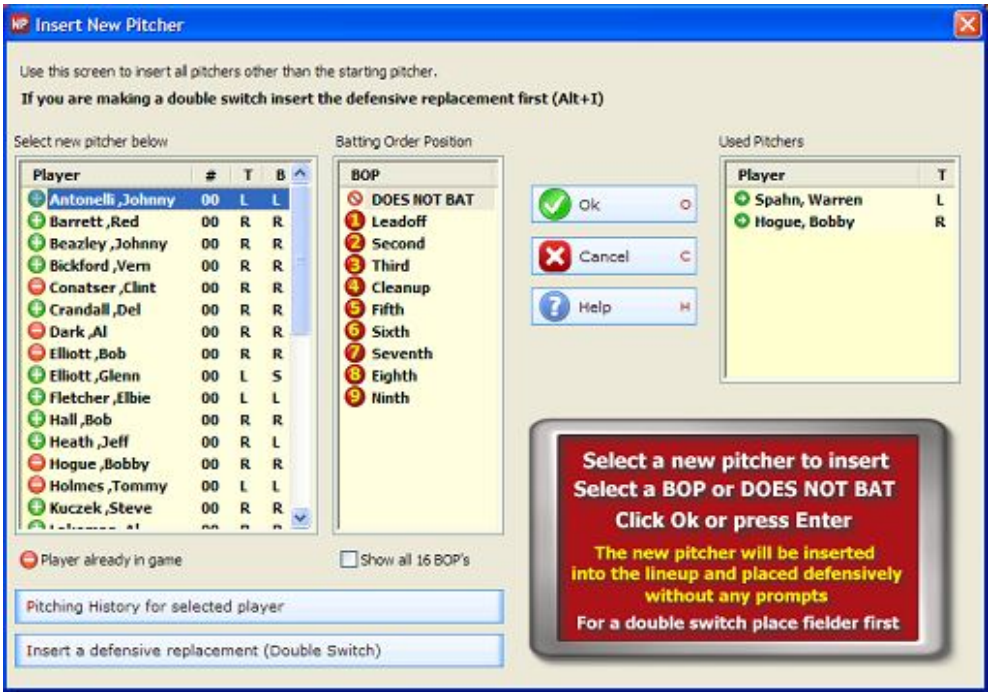
1) Place the batter with the RLM. Select the batter to insert, the slot to insert him in then double-click the position he has already played defensively. This will place the required new batter marker in the appropriate cell on the scoresheet.

2) If you don't want to use the RLM then press the **G** key. Select the slot you wish to place him in then press Enter. It is recommended that you use the default slot that is selected when the screen first appears. This will place him in the lineup and mark the cell with a new batter marker. You don't need the RLM with this method.

Note that the new batter should have already been placed defensively with the **D** key.

Inserting A New Pitcher

You do not need to use the RLM when inserting a pitcher or making a double switch.



Always insert a new pitcher with the **P** key (or the NP icon on the toolbar) after making sure the cursor is on the cell where you wish to insert him. Every cell from the current cursor position to the end of the scoresheet will be filled with the new pitcher information. After insertion, a New Pitcher Marker (a solid red line) will be placed at the top of the cell. This line tells BallScore where to start assigning pitching stats to the new pitcher. Every pitcher inserted into a game will be added to the Pitching List which BallScore maintains to assign pitching stats.

Methods for pitcher insertion

#1 Non-DH Insertion

Select the pitcher from the roster list then select where the pitcher will bat in the batting order. Click Ok or press the Enter key to insert the pitcher in the game. A New Pitcher Marker will be inserted in the current batter cell and the pitcher will be placed defensively. A New Batter Marker will be placed in the correct cell where the pitcher will bat. The pitcher will appear in the batting portion of the boxscore. *You do not need to use the RLM when inserting a pitcher.*

#2 Using a DH for the pitcher

Select the pitcher from the roster list then select DOES NOT BAT. Click Ok or press the Enter key to insert the pitcher in the game. A New Pitcher Marker will be inserted in the current batter cell and the pitcher will be placed defensively. The pitcher will be inserted at the bottom of the lineup (BOP #20) and will not appear in the batting portion of the boxscore. *You do not need to use the RLM when inserting a pitcher.*

Double Switches

When making a double switch always insert the new defensive player ***first*** by clicking the Double Switch button or by pressing Alt+I on the keyboard. Select the player to insert defensively, where he will bat in the batting order and the position he will play in the field. Click Ok or press Enter on the keyboard. A New Batter Marker will be placed in the cell where the defensive replacement will bat. Now you can insert the pitcher using method #1 above. *You do not need to use the RLM when making double switches.*

Running low on slots

If you find you are running low on the allotted 8 slots for a batting order position and you know the new pitcher will not bat then you can insert him as if you were using a DH. This way a batting slot will not be used and the pitcher will be placed in BOP #20. However, the new pitcher will not appear in the batting portion of boxscore.

Pitchers will always appear in the pitching portion of a boxscore no matter which method you choose.

Wrong pitcher inserted

If at any point in the game you find you inserted the wrong pitcher then follow the steps below.

1) Check that the correct number of New Pitcher Markers appear on the scoresheet and they are in the correct cells.
2) Select **Edit/Edit pitching list** from the main menu. You may have to flip the scoresheet to access the correct Pitching List. Examine the list and make any changes that are necessary. Do not leave any blank lines before the last pitcher as they have to be consecutive. You can also clear the list and start over.
3) Select **Edit/Re-calculate pitching cells** from the main menu then check the boxscore to make sure the correct pitchers are listed.

Inserting a Pinch Hitter

Always insert a pinch hitter with the J key. You do not need to use the RLM when inserting a pinch hitter.

With the cursor on the cell where you want to insert a pinch hitter press **J**. Select the player you want to insert as the pinch hitter from the list and the slot where you want to insert him. Note that empty slots between players are not allowed so you should use the default slot whenever possible. After pressing Enter the new player will be inserted into the lineup and marked as a pinch hitter. BallScore keeps separate stats for pinch hitting only if you use the **J** key or its associated icon on the toolbar.

Key points about pinch hitters

A player should only be inserted as a pinch hitter in his first at bat and *only if he did not yet play defense*. If a player has already played in the field before he comes to bat for the first time he should be inserted as a new batter (**G** key).

If the pinch hitter stays in the game then you need to place him defensively with the **D** key. Only his first at bat will be marked as pinch hitting and you don't need to insert him into the game again.

Inserting a Pinch Runner

A pinch runner should always be inserted by pressing the W key. *You do not need to use the RLM when inserting a pinch runner.*

Pinch runners are handled a little differently based on whether or not they will stay in the game. Either way you must select the player the pinch runner is running for on the pinch runner screen. Note that you do not have to move the cursor to do this, leave it on the current batter.

Stays in game

If a pinch runner will stay in the game and replace the player they ran for then the pinch runner should be placed in the next available slot. A new batter marker will have to be placed in an available cell if the pinch runner eventually comes to bat.

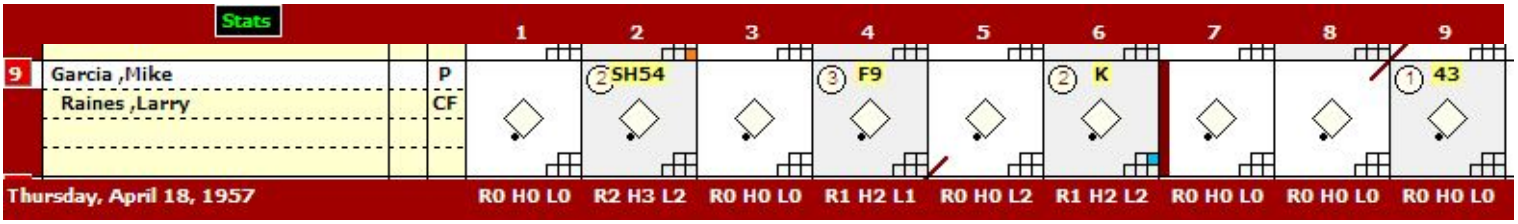
Does not stay in game or is a courtesy runner

If a pinch runner does not stay in the game or is a courtesy runner then the pinch runner should be placed in slot 8. A courtesy runner can be placed in the same slot any number of times. For example, if John runs for Pete 3 different times in a game, John can be inserted into slot 8 all 3 times. A player should only appear in a lineup one time but BallScore keeps track of pinch runners on a cell by cell basis so the stats will come out right.

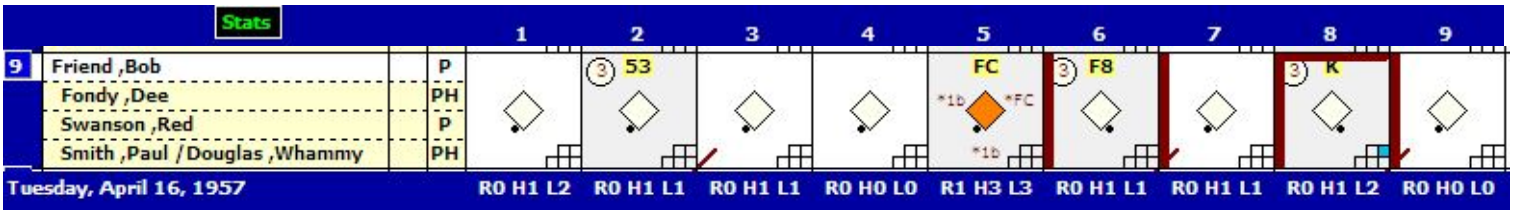
New Batter Markers

New Batter Markers (NBM) are used by BallScore to separate stats for players who bat in the same batting order position (BOP). If a BOP only has one player batting in it for the entire game then a NBM is not needed. BallScore usually places NBM's for you but sometimes you'll have to do it manually. NBM's can be inserted manually from the main **Edit** menu.

Below are some examples of how to use New Batter Markers.

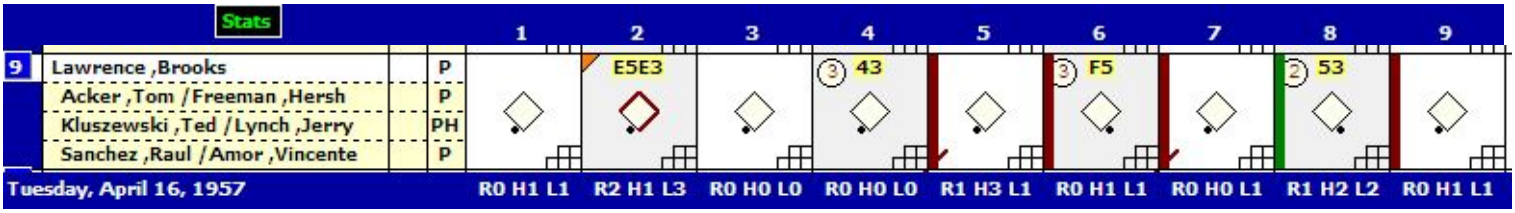


In the above example Garcia will be assigned the first 3 plate appearances. The NBM then tells BallScore to start assigning any PA's after the NBM to Raines.



The above example is a little more complicated. Friend gets the first 2 AB's. Fondy gets the pinch hit AB in the 6th. Swanson gets the empty cell in the 7th so he didn't bat. Smith gets the pinch hit AB in the 8th. Douglas would get the rest of the AB's if there are any.

BallScore also can us Double and Triple New Batter Markers. A DNBM will ignore a player in a slot and a TNBM will ignore 2 players. Below are some examples of these 2 markers.



Above we have Brooks getting the first 2 AB's. Ackers gets the empty cell in the 5th so he didn't bat. Kluszewski gets the pinch hit AB in the 6th. Shanchez gets the empty cell in the 7th because he didn't bat. Amor didn't bat either but we can't use a regular NMB in the 8th or he will get the AB. We use a DNBM which will skip Armor completely and give the AB in the 8th to Lynch. Freeman would get any other AB's in the game (if any).

Triple New Batter Markers work the same way only they skip 2 players instead of the one in the above example.

New Pitcher Markers

New Pitcher Markers (NPM) are red lines that appear across the top of a cell whenever a new pitcher is inserted into a game. These markers tell BallScore which pitcher to assign stats to. The markers are used with the Pitching List which BallScore maintains internally. An error will be generated when exporting if the number of pitchers in the pitching list do not match the number of new pitcher markers. NPM's can be toggled on and off manually with the **Edit/Toggle new pitcher** command.

For information on adjusting the pitching list see Inserting a new pitcher.

Opening a Scorebook

To open an existing scorebook select **File/Open** from the main menu and browse to the scorebook you wish to open. Scorebooks will always end with the **.sbk** extension. BallScore will always look in the folder that is selected under **File/BallScore Properties/Folders** first.

Player Re-Entry

A player who was removed from a game can be re-entered just like any other new player.

Note: To re-enter a player you must use the New Batter icon on the toolbar, select **Lineup/Insert new batter** from the main menu or press **G**. You cannot use the RLM to re-enter a player as it will remove him from his previous slot.

1) If the player plays on defense be sure to use **D** to place him defensively.
2) A player can be entered into the lineup multiple times as long as proper new batter markers are used just like inserting any other new player.
3) Do not leave blank slots between players.

For example, you have 2 players who you are alternating in the lineup - Jones and Smith. Jones is the starter so Smith would be entered into the lineup as either a pinch hitter, pinch runner or new batter. If Jones later replaces Smith he would be entered the same way but should not be a pinch hitter since he already played in the game once.

In the 4th batting order position we have:

Jones
Smith
Jones
Smith

Player	AB	R	H	BI	BB	SO	P	A	E
Smith c	1	0	1	0	0	0	0	0	0
Jones c	2	0	1	0	0	1	0	0	0

You can ignore any duplicate error entries in this case.

The above would be legal since there are no blank slots between players. When BallScore parses the scorebook it will combine all of Jones stats and all of Smiths stats. They will also appear only once in the boxscore. Just remember to check all new batter markers so BallScore can assign stats correctly. As always, be sure to use the **D** key to place them defensively each time they re-enter the game.

Printing a Scoresheet

To print a scoresheet select **File/Print** from the main menu. This will print the scoresheet for the team that is currently shown on the screen. The scoresheet will be adjusted to fit on one page.

You can select some printing options with **File/BallScore Properties/General** tab. If your printed scorebook is too small then try changing the magnification setting to 100%.

Printing Rosters & Lineups in BallScore

Rosters

To print your current roster to a text file select **File/Startup menu** from the main menu. Click the **Create Roster** button then click the **Load Roster** button. Select the team roster you wish to print. Once the roster is displayed click the **Print roster to text file** button. If you have not selected a text editor to use then the roster will appear in notepad where you can print it.

Lineups

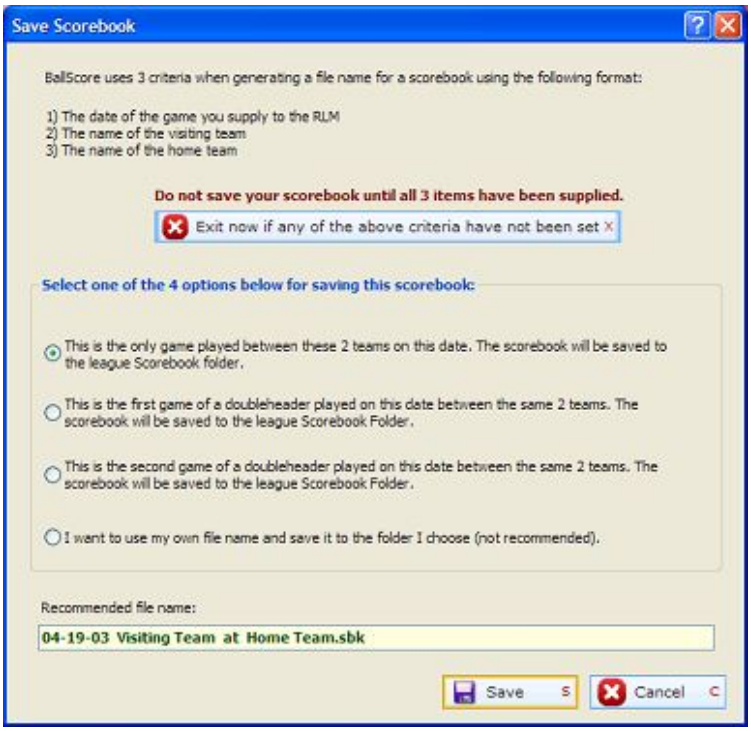
To print the current starting lineup to a text file, load your lineup into the RLM. When you are finished with the RLM exit to the main scoresheet. Select **File/Print starting lineup sheet** from the main menu. If you have not selected a text editor to use then the starting lineup will appear in notepad where you can print it.

Saving a Scorebook

To save the current scoresheet select **File/Save** from the main menu, click the **Save** button on the toolbar or press **V** on the keyboard.

You can have BallScore save a scorebook at regular intervals with **File/BallScore Properties/General** tab.

When you save a scorebook for the first time you will see the screen below giving you details on the file naming requirements for saving a scorebook. It is highly recommended that you let BallScore create the file name for the saved scorebook. Do not save a scorebook until both rosters have been selected and the Game Date has been set.

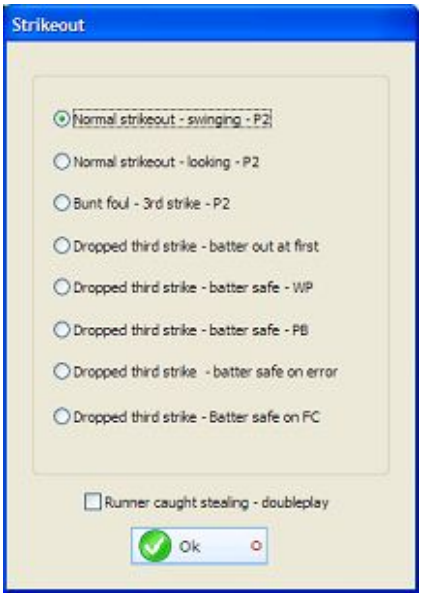


Scoring a Strikeout

There are 2 ways to score a strikeout in BallScore, the standard method and the generic method.

Standard Method

To record a strike press the **S** key or click the button on the toolbar. When the set number of strikes has been reached the Strikeout dialog will appear. Select the type of strikeout and press Enter or click the Ok button. You will then be presented with the Putout, Assist & Error screen to record any putout, assists or errors on the play. A putout for the catcher is the default. If a runner was thrown out trying to steal second on the strikeout then check the **Runner caught stealing** box. The runner will be credited with a Caught Stealing and the team will be credited with a doubleplay.



Generic Method

To record a generic strikeout click the button on the toolbar or press the **[** key. No other prompts will be presented and the catcher will be credited with a putout.

Scoring a Base on Balls

There are 2 ways to score a base on balls in BallScore, the standard method and the generic method.

Standard Method

To record a ball press the **B** key or click the B button on the toolbar. When the set number of balls has been reached the following prompt will appear.

Click **No** or press **Enter** for a normal base on balls. Click **Yes** for an intentional base on balls. The batter will be placed on first and any forced runners will advance 1 base.

Generic Method

Click the W button on the toolbar to score a base on balls without any prompts. Do not use this option is you are recording all pitches. The batter will be placed on first and any forced runners will advance 1 base.

Scoring a fielders choice

There are 38 pre-defined fielder choice plays that you can score in BallScore. If the exact FC you need is not listed then select the closest one and change the putout and/or assists when prompted. When using a pre-defined FC you must score 1 putout only.

To select a pre-defined FC:

Click the FC button on the toolbar -

then select the appropriate FC.

If the **Advance Runners** screen and **Putouts, Assists & Error** screens are filled with the appropriate selections you can just tap **Enter**.

You can also press the **O** key and click the FC buttons on the **Safe at first** screen.

Scoring a doubleplay

There are 90 pre-defined doubleplays that you can score in BallScore. If the exact DP you need is not listed then select the closest one and change the putout and/or assists when prompted. When using a pre-defined DP you must score 2 putouts only.

To select a pre-defined DP:

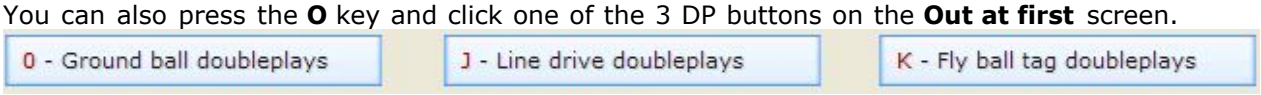
Click one of the 3 DP types on the toolbar -

then select the appropriate DP.

GDP - Ground ball DP
LDP - Line drive DP
FDP - Flyout/Tagout DP

If the **Advance Runners** screen and **Putouts, Assists & Error** screens are filled with the appropriate selections you can just tap **Enter**.

You can also press the **O** key and click one of the 3 DP buttons on the **Out at first** screen.



Scoring a tripleplay

To score a tripleplay always press the **SPACEBAR**. Select the original putout then enter all 3 putouts and any assists on the **Putouts, Assists & Error** screen.

Scoring Errors & Fixes

Every time you export a scoresheet whether you are using Direct Export or not, BallScore will first check for some common scoring errors before the scoresheet is exported. This will give you the opportunity to fix them before continuing with the export. It is recommended you check all the error options listed under the **File/BallScore properties/AutoDetect** tab. Below are the errors BallScore will check for and possible solutions.

NULL Cell

A NULL Cell is a cell in which the stats for the cell are not assigned to the correct player. A NULL Cell is almost always caused by a mis-placed or wrong type New Batter Marker. **A scoresheet with a NULL Cell cannot be exported until the error is fixed**. Check all NBM's to make sure the right amount and right type are in place. A Null Cell indicator will appear in the affected cell. If more than one Null Cell indicator appears for the same batting order position start correcting with the left most cell. You cannot turn NULL Cell error checking off.

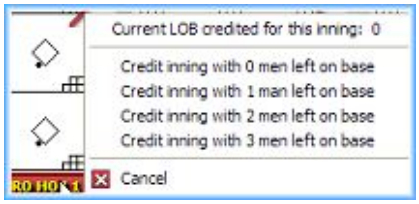
Wins & Loses

BallScore will issue a warning if a win and a loss are not assigned to any players. The obvious solution here is to press **N** and select the winning and losing pitchers. BallScore will still report this error in a tie game. In this case just ignore the error and continue with the export.

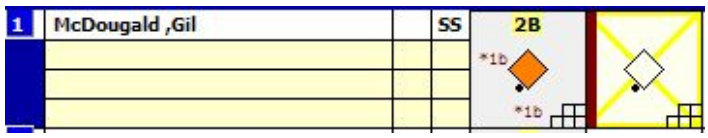
Balanced Scoresheets

BallScore will issue a warning if either scoresheet is out of balance. 95% of all out of balance scoresheets result from an improper amount of men left on base. Be especially careful when an inning ends on a fielders choice with the bases loaded. You must have 3 men LOB in this situation. If your scoresheet goes out of balance in this situation then edit the cell for the last batter and check the box for 3 LOB's.

You can also set the men left on base for an inning by clicking the RHL indicator at the bottom of the inning you wish to change.



Extra, unsued New Batter Marker



This error usually results from more NBM's than there are occupied slots. Check the scoresheet for the team and batting order position that are reported and take any necessary corrective action. This will be either adding or removing a NBM as the case may be.

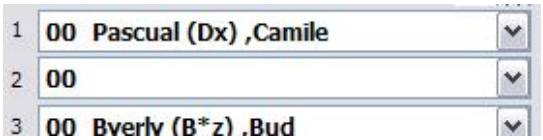
Mis-matched New Pitcher Markers

BallScore will issue a warning if the number of pitchers in the pitching list (**Edit/Edit pitching list)** does not match the number of NPM's on the scoresheet. The number of NPM's should always be one less than the number of pitchers in the pitching list. If the pitching list is wrong then correct it then select **Edit/Re-calculate pitching cells**.

Cross Check Statistics

BallScore will perform a number of checks for statistical integrity and report any errors it finds. If an error is reported then scan the 3 BallScore reports to find out why. It will be rare to see this kind of error. The most common cause would be the incorrect editing of a cell.

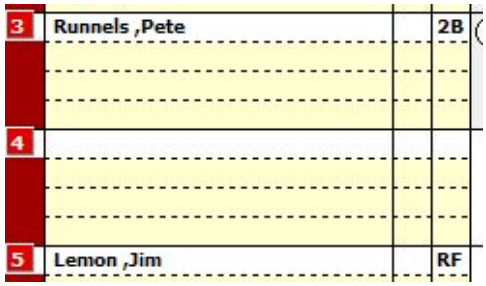
Pitching List Errors



BallScore will issue a warning if the same pitcher is listed twice or there is a blank selection between pitchers in the list. To correct see the solution for NPM's above. A warning will also be issued if the first pitcher in the pitching list does not have any innings pitched.

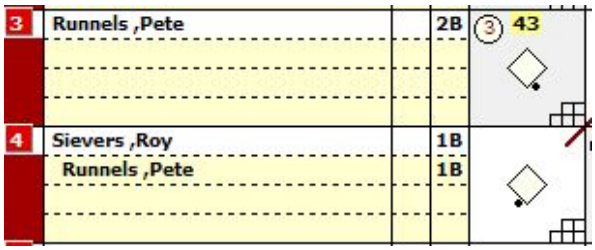
Empty Lineup Spots

BallScore will issue a warning if an empty lineup spot is detected. For example, you have 9 batters but no one is batting in the 6th spot an error will be reported. The correction here is to insert the correct player into the lineup. This is an error that should always be fixed.



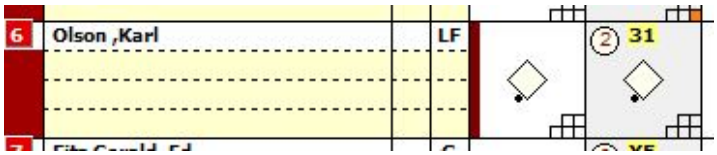
Duplicate Lineup Entries

BallScore will issue a warning if the same player is detected more than once in the lineup. Note that this is not always an error as re-entry is handled by BallScore. BallScore will usually just combine the 2 entries into one for stat and boxscore purposes. However, this may not always be the case as you may have inserted the same player into 2 different lineup spots which is illegal by any leagues rules. Note the player reported and take any action necessary.



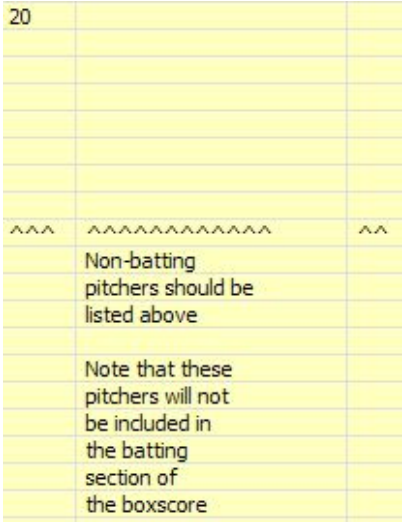
New Batter Marker in 1st Inning

BallScore will issue a warning anytime a NBM is found in the first inning. Note that this may not be an error is a starting player was removed before he came to bat for the first time. If this is the case then just ignore the error and continue with the export.



Pitcher not in lineup

BallScore will issue a warning if one of the pitchers in the pitching list is not listed in the actual lineup. Although most of the pitchers stats will still exported to BallStat the stats you assign on the End Game screen will not. This includes Wins, Losses, Saves and Blown Saves. Use the RLM to place the pitcher at the bottom of the lineup in batting order position #20.



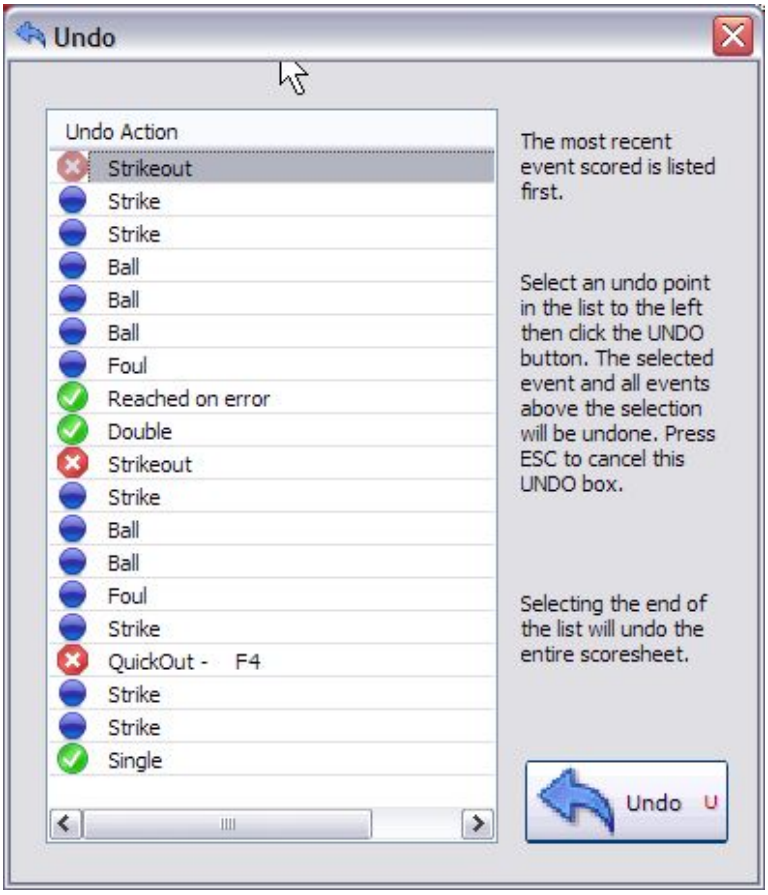
Swapping Teams

If you ever need to swap the home and visiting teams after a game has been setup then select **Special/SWAP TEAMS** from the main BallScore menu.

Undo Last Action

Click the **Undo** button on the toolbar or press the **Backspace** key to undo the last action or actions entered on the scoresheet. Select the point you want to undo from then click the Undo button. All events above the selected action will be undone.

Caution: Changes you made to a sheet by editing a cell could be changed back by the undo function if you undo past the point when the edit was made. Never edit a cell unless you have no other choice.



BallScore Reports

Text
HTML

BallScore contains 3 reports that can be displayed anytime during a game. Each time a report is opened it will show the current game data. All 3 reports can be found on the **Report** menu. The 3 HTML versions can also be created from the **Report** menu.

Box score **(press the 1 key)**
This is a standard box score showing both teams current batting and pitching statistics.

Composite **(press the 2 key)**
This is a more detailed statistical report that shows most standard batting and pitching stats for both teams.

Situations **(press the 3 key)**
This report shows all the situational batting and pitching stats for both teams.

When exporting a scoresheet all 3 reports are generated new and saved to disk in the folder specified with **File/BallScore Properties/Folders** tab.

On some systems (Win2000 and WinXP) you may have to tell BallScore where to find the program to use for viewing reports. Select **Edit/External viewer** from the main menu and browse to the file (.exe) you want to use for viewing reports. For Win9x the default is NotePad (notepad.exe). You may use any text editor that accepts text files.

Warnings & Indicators

When scoring a game with BallScore there are warnings and indicators displayed on the right side of the scoresheet. Below are descriptions of each warning/indicator that can appear.

See also: Scoring errors & fixes

You can turn each warning/indicator on or off by selecting **File/BallScore properties** then clicking the **Fonts/Cell** tab.

Location - This warning appears if you have not yet selected a location for the current game.

Balance - One of these 3 warnings will appear depending on whether the Home scoresheet, the Visiting scoresheet or both scoresheets are out of balance. Correct the situation causing the scoresheet to be out of balance and this warning will go away.

Stats - This warning will display one of the following conditions that could cause problems when exporting scoresheets. Correct the displayed condition before exporting.

1) **DUP Entry** Double entry in lineup.
2) **Empty Slot** Illegal Empty slot in lineup.
3) **PO != IP** Total putouts do not equal total third innings pitched.
4) **NBM in first** A New Batter Marker appears in the first inning.

Team - This warning means that BallScore could not find a matching team in the BallStat database. This can be caused by AutoDetect being turned off or the current team has never been exported to BallStat for the first time.

Cursor - This warning means the cursor is not on the correct cell that should be scored next. Place the cursor on the correct cell and this waning will disappear.

Defense - This warning will appear if a player appears at more than one defensive position at the same time. The warning will also show what cell contains the first occurrence of the error (Inning:Batter).

To correct the defense when this error appears press **X**. Place the cursor on the last cell that contains the correct defense then click **Copy**. Place the cursor on the offending cell then click **Paste**.

Scorebook Not Saved - This icon will be displayed until you save the scorebook for the first time. You should save your scorebook after the game date and both lineups have been set. This will allow BallScore to generate a default filename.

Starting Defense Not Set - This icon indicates that you have not yet set your starting defense.

You should be prompted to set the starting defense after your lineup has been set and you leave the RLM. Not setting the starting defense properly can lead to export stats errors and pitching list errors.

Setting The Defense

Initial Defense

BallScore handles setting a defense 2 ways. The initial defense is set by the starting lineup you create with the Roster & Lineup Manager (RLM). All 640 cells (32 innings x 20 batting spots) will be filled with the defense specified by the RLM. When leaving the RLM the first time you will be asked to set the defense. Once set, the RLM has **nothing to do** with setting the defense for the rest of the game. Positions selected in the RLM for subs once a game starts will **not** affect the defensive lineup in the field. For the remainder of the game use the **D** key. This will ensure that all fielding stats will be correct.

Setting the defense once a game starts

Once the starting lineup has been set and a game has started, the defense in the field will **always** be managed with the **D** key. To make defensive changes press **D** then select the new player at the position he will play in the field, then press ENTER. *Make sure the* ***Fill to end of scoresheet*** *box is checked* (this is the default). You can make defensive changes at anytime during a game with this key. Every cell from the current cursor location to the end of the scoresheet will be filled with the new defense.

BallScore will use each cell to calculate defensive fielding stats. To edit a single cell that has already been scored you also use the **D** key. Uncheck the *Fill to end of scoresheet* box so only the current cell will be changed.

Setting the Starting Defense with the RLM

When you first start scoring a game you must set your initial defense. After your initial defense has been set you should use the normal method of setting your defense -by pressing **D**. Sometimes you will know your defensive positions before the game starts and other times you will be scoring on the fly. There are 3 ways to set your defense with the RLM and each is described below. These 3 buttons, identified by color, will cover all the situations that arise. These buttons will set the known defensive players on every cell on the opposing teams scoresheet.

The Green button

This is the most common situation where you know the starting lineups and defensive positions of all the players before the game begins. After setting your lineup with the RLM and clicking **Accept and exit**, click the green button when the Set defense screen appears. All the cells on the opposing teams scoresheet will be set with the correct defense and this screen will not appear again. Use the **D** key to make any defensive changes for the rest of the game. Note that the **Click to set defense** button in the RLM will be disabled after clicking this button.

The Red button

Use the red button only when you have made a substitution before the entire starting lineup is set. When you click this button the starting defense will *not* be set and this screen will *not* be shown again. The reason the defense will not be set is because the substitution will overwrite the starters defensive settings. Use the normal method of setting your defense, by pressing **D**, for the rest of the game.

The Yellow button

The yellow button is used when you are scoring on the fly. You can click this button after each player is entered as long as you have not made a substitution. Defensive stats will only be correct for the players that have already been set on defense. Once all players are in the starting lineup then use the Green button above. Once a substitution has been made, click the Red button then use the normal method of setting your defense, by pressing **D**, for the rest of the game.

Roster and Lineup Manager (RLM)

- About the RLM
- Using the RLM to setup a game
- Setting the game date
- Setting game conditions
- Setting game umpires
- Creating a roster
- Loading a roster
- Creating and loading lineups
- Setting the lineup defensively
- Editing, removing and deleting players

Start the RLM at anytime by pressing **Ctrl+J**, selecting **Lineup/Lineup manager** from the main menu or by clicking the RLM button.

Do NOT use the RLM to insert new pitchers, pinch hitters, pinch runners or re-entered players.

To start scoring a new game with BallScore:

If you clicked the **Game Setup** button when first starting BallScore you can skip the 4 steps below and start setting up your teams using the RLM.

1. Select **File/New** from the main menu then click **Yes** to clear both scoresheets.
2. Press **Ctrl+J** or click the **RLM** button to use the Roster and Lineup Manager to setup the visiting team.
3. Flip the scorebook and use the **RLM** to setup the home team.
4. Play ball!

Before scoring games with BallScore you must setup your rosters and lineups. The **Roster and Lineup Manager** (**RLM**) allows you to set game dates, umpires, conditions, load and save rosters and lineups, delete and edit players, set defenses and manage all aspects of your game lineup - before and during the game.

Game setup now consists of using the RLM for each team. You can add each batter to the lineup as they come to the plate or enter the entire lineup before the game starts (recommended). It is also a good idea to set the minimum number of batters in a lineup using the preferences dialog (**Edit/Preferences** from main menu). This will help make sure the cursor returns to the top of the lineup at the right time. You will be able to enter more than the minimum number of batters in a lineup but not less.

The **Number of batters in this lineup** box should be set to the correct value as soon as possible. When creating a new lineup from scratch this value will be the same as the minimum number of batters in a lineup (see above).

To start the RLM press **Ctrl+J** or click the **RLM** button on the scoresheet or toolbar.

Using the RLM to setup a game

Setting the game date (Alt+D)

Setting dates with BallStat/BallScore is now easier than ever. A date consists of the day, month and year. The day of the week will be changed automatically as you change any of the other three items. To set the game date with the RLM press **ALT+D**.

How to set the date with your mouse:

1) Click on the down arrow in the date control and a calendar will appear.
2) If the correct month and year are already displayed simply click on the correct day.
3) To go to the previous month click the left arrow button or use the up arrow on the keyboard.

4) To go to the next month click on the right arrow button or use the down arrow on the keyboard.
5) Use the up, down, right and left arrows on the keyboard to change the day of the month.
6) To select the month click on the month and select from the list that appears.
7) To select the year click on the year and enter the correct year or use the up and down arrows.

How to set the date with the keyboard:

1) Use the right and left arrow keys to rotate between the day, month and year.
2) Use the up and down arrow keys to increase or decrease the values of the highlighted item.
3) When an item is highlighted you can also simply enter its value using the keyboard.

You can select any date from the year **1752** to the year **9999**.

Setting game conditions (**Alt+8** or **Set conditions** button)

1) For sky and wind conditions type in your condition or select a condition from the list.
2) Enter the current game time temperature.
3) Use the drop down lists to set the start time of the game.
4) When the game is over use the drop down list to set the elapsed time of the game.
5) Enter the official attendance.

Click **Done** when all your conditions have been selected.

Setting game umpires (**Alt+9** or **Set umpires** button)

You can type in the name of each umpire or select a previously entered umpire from the list. Note that the first umpire in each list is blank if you need to reset an umpire to a blank line. Click **Done** when you have finished selecting all your umpires.

If you have not created your roster yet then follow these steps:

Add all players at once:

1) Click the **Create New Roster** button.
2) Enter a team name. Do not use illegal characters such as slashes, quotes or punctuation marks.
3) Enter all your players.
4) Click **Save Roster.**
5) The Save Roster dialog box appears so you can assign a filename for this team. Type a filename for your team making sure it ends with the .ros extension (Ex: **My Team.ros**). Click **Save**.

This function will only create the roster not load it into BallScore. After closing this screen use the **Load Roster** button on the RLM screen to load your roster into BallScore.

One player at a time:

1) Press **ALT+M** and enter the name of the team you are going to create. Do not use illegal characters such as slashes, quotes or punctuation marks.
2) Press **ALT+Y** or click the **Add player** button to add your first player. Fill out all requested information for the player then press the **Add** button.
3) The Save Roster dialog box appears so you can assign a filename for this team. Type a filename for your team making sure it ends with the .ros extension (Ex: **My Team.ros**). Click **Save**.
4) Repeat step 2 until all your players have been added to the roster.

If your roster already exists:

1) Press **Alt+X** or click the **Load Roster** button. Browse to the folder that contains your roster then select the roster you want. Click **Open**. All the players on the roster you selected will appear in the players list. BallScore will also recognize and open rosters from www.retrosheet.org .

Creating a lineup

Creating a lineup is as simple as selecting each player, his fielding position, then inserting him in the correct spot in the lineup. For players who bat but are not starting in the field use the **EX** position. If you have created lineups

before than you can load a lineup by pressing **Alt+N** or clicking the **Load Lineup** button. To remove a player from the lineup select the player in the lineup then press **Alt+R** or click the **Remove selected player** button. To create a new lineup follow the steps below.

1) Press **Alt+P** then use the arrow keys to select the player you want.
2) Press **Alt+S** then use the arrow keys to select the position the player will play.
3) Press **Alt+L** then use the arrow keys to select the spot in the lineup to insert the selected player.
4) Press **Alt+E** or click the **Place selected player** button to insert the player in the lineup.
5) Repeat until all players are inserted into the lineup.

Sometimes it is quicker to load a previous lineup, then remove unwanted players and insert new ones. You will be notified if you try to place the same player in the lineup more than once. You can save the current lineup for future use by pressing **Alt+I** or clicking the **Save lineup** button. You will also be notified if the exact same lineup was already saved.

If you are using a mouse you can double click any of the 3 lists to insert the *selected player* at the *selected position* into the *selected spot* in the lineup.

When finished press **Alt+O** or click the **Ok** button.

Other functions of the RLM

Editing players (Alt+D)

Use the RLM to edit a players information by selecting the player in the players list and pressing **Alt+D** or clicking the **Edit selected player** button. Make your changes then click **Save**.

Removing players from the lineup (Alt+R)

To remove a player from the current lineup select the player in the lineup and press **Alt+R** or click the **Remove selected player** button.

Deleting players from the roster (Alt+A)

To remove a player from the current roster select the player in the player list and press **Alt+A** or click the **Delete selected player** button. The next player to be added to the roster will be inserted into the deleted players spot.

Changing the displayed position in the lineup

The lineup will usually display each players starting position in the field for the entire game. You can manually change the position displayed by selecting the player in the lineup to change then clicking the Change displayed position only button. This does NOT affect a players current position, just the position you want displayed on the scoresheet.

Modify/Replace player in lineup

Shift+M

Modifying/Replacing a player in the lineup is to be used for correcting a lineup which contains the wrong player. This function will simply change the name of the player in the selected spot of the batting order. All batting stats will then be credited to the new player. You must make any required defensive changes with the **X** key.

Do not use this screen to insert a new batter.
Do not use this screen to insert a pinch-hitter.
Do not use this screen to set a starting player into the lineup.

This screen **does not** make defensive changes, use the **D** key or **X** key.

Inserting players with On The Fly

When scoring OTF you insert players into the lineup by pressing **Shift+L**. This will insert the player at the batting order position where the cursor is located. The player will always be inserted into the first slot. If a roster is already loaded then select the player (and his position if known) and click **Ok**. If you are starting with an empty roster then follow these steps:

1. Select the first empty spot on the roster then click **Edit player**.
2. Enter the player information you know then click **Save**.
3. Enter a file name for your roster making sure it ends with the **.ros** extension and click **Save** (this step will not be needed if your roster has already been saved).
4. Make sure the correct player is selected (and his position if known) then click **Ok**.

The player will now appear in the lineup. All previous and current stats will now be credited correctly to this player. Defensive stats will also be credited if his position was selected.

Please read the below notes for this function:

1. **Do not** use this function to insert players after the entire lineup has been set.
2. If a players position is not known when you insert him then you must eventually insert the player again with his position. Use the same method as above, the correct player will already be selected.
3. Once a player is inserted with his position all batting and fielding stats will be credited to the correct player.

Starting Pitcher

Select the starting pitcher for this game then click **Ok**. *This screen should only be used if you are scoring on the fly*. Do **not** use this screen if you have already set your starting lineup with the RLM. When scoring on the fly this screen will ensure that the starting pitcher is properly added to the pitching list.

Importing Rosters from a Text File in BallScore in BallScore

BallScore supports importing rosters from a comma delimited text file. You can import up to 5 different fields which can be in any order:

First Name
Last Name
Jersey
Bats
Throws

Additionally, the very first line of the text file can contain just the name of the team. A sample text file is shown below. Each field **must** be separated with a comma.

Lancaster Lightning
Pete,Habel,23,R,R
Andy,Habel,12,L,L
Mike,Habel,B,R,R

For bats and throws you can use upper or lowercase. For switch hitters you can use B,S,b,s.

You can access the import feature from the Create Roster screen which is located on the startup screen or from within the RLM. Click the **Select file and get first text line** button to select the file you wish to import. The first line from the text file will be shown on screen. If this line shows a team name then check the **First line of file contains a team name box** then select the file again.

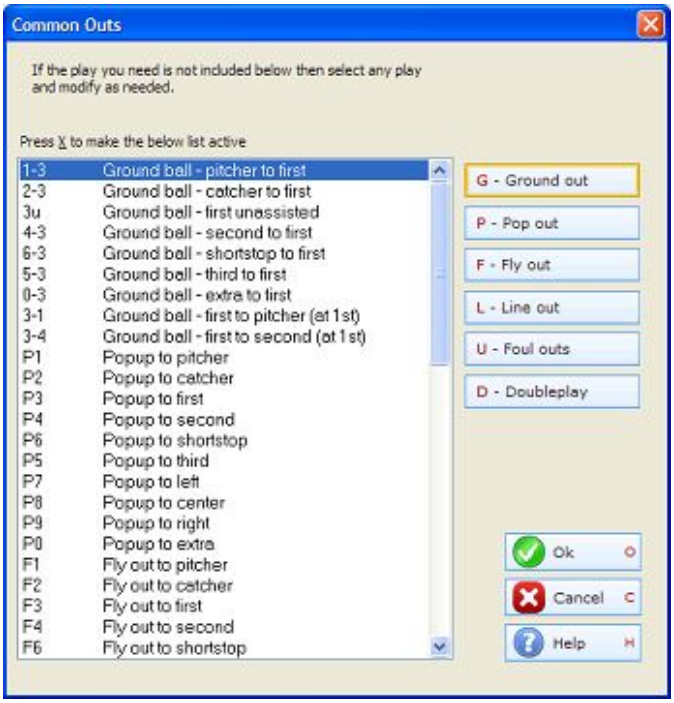
Click each field box and select the field that matches the order the data is shown in the **First stat text line** box.

When finished click the **Import** button. Save your roster from the Create Roster screen.

Common Outs

Common Outs Screen

This screen allows you select the most common plays that will occur during a game. Press the first letter of the button on the right for the play you want (**G**- Groundout, **P**- Pop out, etc). Use the arrow keys to scroll up or down to the play you want. Press **Enter** when you have made your selection. You PO and A's will already be filled in when you get to the PAE screen (see below). If the exact play you need is not on the list then select the closest one. You can make any needed changes when you get to the PAE screen.



For even quicker scoring of common outs press the **space bar,** the letter representing the type of out, then the position number of the fielder who made the play. BallScore will assume PO's and A's and if you agree press **Enter**.

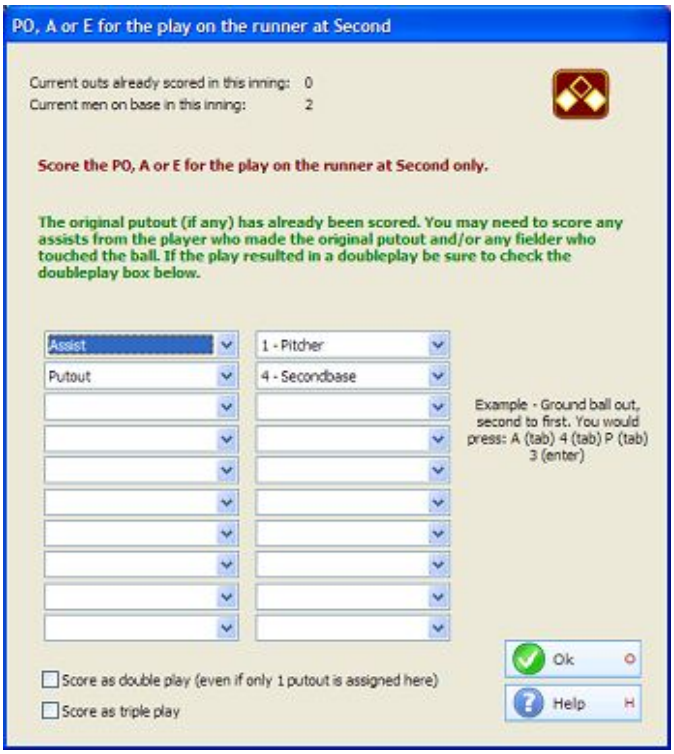
Putout, Assists & Errors

If an out was made on a play (including strikeouts) you will have to fill out the PAE screen to assign put outs, assists or errors. Many times the selections you want will already be filled in and all you have to do is press **Enter**. The left column is where you select either a PO, A or E. The right column is who gets assigned the PO, A or E. Up to 10 PO, A or E can be assigned for each play. Press the first letter or number of your action or fielder to make a selection. For example to quickly make selections for the double play : ground to short to second to first (643) the key sequence would be:

A,6,P,4,A,4,P,3

After scoring the batter you will have to score or place any runners on base. This is done with the Runner Advancement Screen. Remember that a batter does not become a runner until he has been scored and reached base safely.

When the third out of an inning is made the scorebook will automatically switch to the other team.

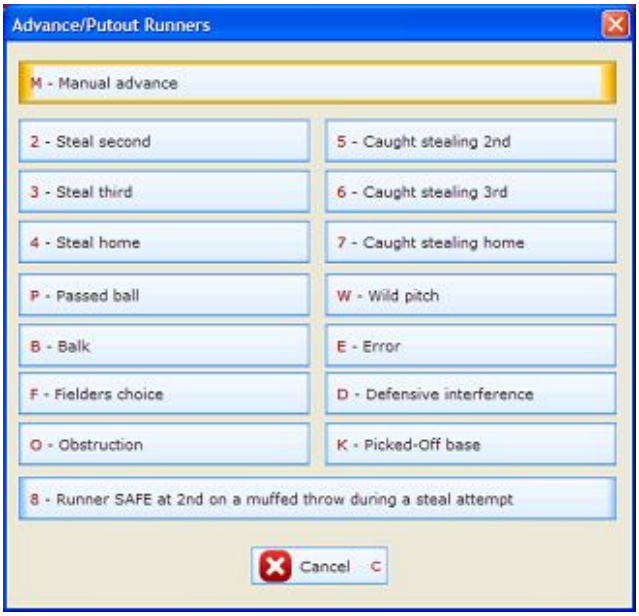


Advancing Runners

Runner Advancement Screen (RAS)

Anytime a play occurs that requires the disposition of base runners the **RAS** screen will appear. Many times a default placement of runners will be made by BallScore and all you will have to do is press **Enter**. Select where each runner ended up on the play. If any runner was put out then the Putout Assist & Error screen will appear when you press **Enter**.

Note that the batter is not placed using this screen, only runners who were on base before the ball was batted. Once the runners are placed and you click **Ok** then the batter can be placed or putout using this screen. To re-start the RAS manually press **R**.



Double - Switches

Click here for information on making a double switch

Common scoring mistakes with BallScore

Cursor not on current batter when scoring an event

By far the most common mistake when using BallScore is not having the cursor on the current batter when scoring an event. Most of the time BallScore will move the cursor automatically without the user having to do anything. In some cases such as marking a cell unearned or crediting a missed RBI the cursor will have to be moved to the cell you want to change. **Always be sure to move the cursor back to the current batter after making changes!**

Example: Batter #1 singles and the cursor advances to Batter #2. Batter #1 steals second. **DO NOT** move the cursor to Batter#1 to record the steal, it should remain on Batter #2. Just like Lou and Bud, BallScore always knows who is on what base.

Be sure to turn on the Cell Alarm feature on the BallScore Properties screen under the Cell/Fonts tab!

Not inserting a New Batter maker where one is needed

If stats are being credited to a wrong player then more than likely the cause is a New Batter Marker (NBM). A NBM is a red line that appears on the left side of a cell. NBM's are used to credit stats to multiple players in the same batting order position. The first player will get all stats up until the first NBM is encountered. The player in the second slot will get all stats up until the 2nd NBM is encountered and so on. NBM are usually inserted for you but not always. Make sure you check that NBM's are inserted where they should be.

Example: Even if the player in slot 2 never bats a NBM must be inserted if there is a player in slot 3 who does bat. NBM's may be inserted in empty cells for this reason. To toggle a NBM on and off select **Edit/Toggle New Batter Marker** from the main menu.

Defense or pitching not correct on certain cells

If fielding stats or some pitching stats are being credited to the wrong player then more than likely the cause is not checking the **Fill to end of scoresheet** box when making defensive replacements. If this box is not checked then any changes will only affect the cell the cursor is on. Normally this box will be checked for you but not always. Not checking this box can also affect some pitching stats.

Scoring on the fly and never setting the defense

When scoring on the fly you must set the defense before the first batter comes to bat for the second time or before the first sub is inserted in the game. Failure to do so may skew the pitching stats for some cells. If your pitchers seem to be out of order or one pitcher gets all the stats then this is the cause. It is recommended that you create lineups before the game begins whenever possible.

After inserting a player in the lineup when scoring on the fly you can set his defense by pressing **CTRL+T** then **A** then **A** then **ENTER**.

Scoring on the Fly

When you start scoring a game right before it starts you will need to know how to score the game on the fly. There are a few different ways to score on the fly with the most common way described below. Since you won't have time to set up both lineups before the game starts you will need to use the On The Fly (OTF) functions. The OTF functions are described below, be sure to note any special instructions.

The game starts with the visitors batting. You can actually start scoring plays before anyone is entered into the lineup so score the play first and attend to the lineup when you have time. Stats of course cannot be assigned to correct players until the lineup is complete but BallScore will take care of this automatically as you go along. If you already have a roster for the home or visiting team then load those rosters first. If no roster exists then follow the directions below. Be sure to read the **General** notes at the bottom of this page.

The 3 OTF scoring functions:

Clear both scoresheets

Press **Ctrl+N** then click **Yes** to clear both scoresheets. You will be starting with empty rosters for both teams. If you have a roster to load (**Ctrl+Z**)for both teams then you won't need this function, simply load both rosters. If you have a roster for one team then use this function first *then* load the roster.

Setting starting pitchers

As soon as you know the starting pitcher for a team press **Shift+P**. If a roster is already loaded then select the pitcher and click **Ok**. If you are starting with an empty roster then follow these steps:

1. Select the first empty spot on the roster then click **Edit player**.
2. Enter the player information you know then click **Save**.
3. Enter a file name for your roster making sure it ends with the **.ros** extension and click **Save** (this step will not be needed if your roster has already been saved).
4. Make sure the correct pitcher is selected then click **Ok**.

The starting pitcher will now be set and all current and previous pitching stats will now be credited to him. He will also be set defensively on the opposing teams scoresheet. The pitcher will not be inserted into the lineup, use the **Insert player in lineup** function below.

Note:**Do not** use this function to insert any pitcher other than the starting pitcher. If you need to insert another pitcher press **P** on the keyboard.

Insert player in lineup

When scoring OTF you insert players into the lineup by pressing **Shift+L**. This will insert the player at the batting order position where the cursor is located. The player will always be inserted into the first slot. If a roster is already loaded then select the player (and his position if known) and click **Ok**. If you are starting with an empty roster then follow these steps:

1. Select the first empty spot on the roster then click **Edit player**.
2. Enter the player information you know then click **Save**.
3. Enter a file name for your roster making sure it ends with the **.ros** extension and click **Save** (this step will not be needed if your roster has already been saved).
4. Make sure the correct player is selected (and his position if known) then click **Ok**.

The player will now appear in the lineup. All previous and current stats will now be credited correctly to this player. Defensive stats will also be credited if his position was selected.

Please read the below notes for this function:

1. **Do not** use this function to insert players after the entire lineup has been set.
2. If a players position is not known when you insert him then you must eventually insert the player again with his position. Use the same method as above, the correct player will already be selected.
3. Once a player is inserted with his position all batting and fielding stats will be credited to the correct player.

General notes for OTF scoring

1. The game date, conditions and umpires can be set at anytime by pressing **Ctrl+J**.
2. Although you could use the RLM for OTF scoring is best to use it only to set the date, conditions, umpires and number of batters in the lineup until after the entire lineup is set.
3. After both lineups are set you can use the usual scoring functions of BallScore including the RLM.
4. Take care to note the last batter in the lineup. You must set the number of players in the lineup using the RLM before the last batter is scored.
5. The 2 OTF scoring functions above are designed to handle all stat assignments for you. If using the RLM for OTF scoring you will have to set the defenses yourself.

Assigning Errors Manually

Usually errors are assigned with the **PAE** screen but there are situations where you'll have to assign them manually. To assign an error manually press the **E** key, select the situation that the error applies to then press **Enter**. You can usually leave the cursor on the current batter when assigning an error. If you are going to assign an error for a situation where a runner scored you may have to move the cursor to the cell in which the runner actually scored. Be sure to move the cursor back after assigning the error.

BallScore General Properties

General options

Display Undo Action
Checking this box will remind you which action is being undone when you click the Undo button. When unchecked the undo will occur without notification.

Use Players First Initial in Reports
Check this box to include all players first name initial in reports.

Use Runner Advancement Description
Check this box to have BallScore place descriptions for how a runner advanced to each base in all cells. To comply with MLB rules you should keep this box checked.

AutoDetect End of Game
When checked, this will allow BallScore to automatically detect when a game is over. For this to work properly you must set Normal Game Length below.

Hide extra defensive player
Check this box if you are using 9 man defenses. This will hide the 10th man on the Set Defense dialog.

Show batter side of plate marker
Uncheck this box if you are not interested in left/right batter/pitcher splits.

Automatically track FB & GB for pitcher and batter
When this box is checked BallScore will track flyball and groundball outs for both the batter and pitcher.

Show FB & GB in scoring cells
Check this box to display the FB and GB in the scoring cells. Note that you can still track them automatically even if they are not displayed.

Disable grid lines in list boxes
Checking this box will to turn off grid lines in all list boxes. When using Windows XP with a manifest file you will notice the grid lines don't scroll properly when using the arrow buttons on the scollbars. Paging will also not work properly. This is a bug in the Microsoft Common Control file which they have yet to address. If this bothers any users they can simply turn the grid lines off. Note that grid lines could always be turned off with BallStat by selecting *Properties/Misc* tab.

Another alternative is to leave the grid lines on and turn off smooth scrolling with Windows XP (*Start/Control Panel/Display Icon/Appearance tab/Effects Button/Uncheck [Use the following transition ...]*).

Spaces to pad name
This setting determines how many extra spaces will be inserted between a players name and his stats in a boxscore.

Use final disposition of batter for ROB stats
Check this box to use where the batter ended up on base to determine the Runners on Base stat.

Show game time
Check this box to show the game timer each time BallScore starts.

Use function keys F1 thru F9 as QuickOuts keys
Normally the function keys are not used in BallScore. Check this box to use the function keys as a quick way of scoring outs.

Use called third strike instead of looking
The default is to use KL when a batter strikes out looking. You can change this to Kc by checking this box.

Exclude pitch count from boxscore
If you do not wish to have each pitchers pitch count show on the boxscore then check this box.

Exclude weather conditions from boxscore
If you do not wish to show weather conditions on the boxscore then check this box.

Disable sound
Check this box to turn all BallScore sounds off.

Do not show runner screen if third out was already made
Check this box to have BallScore flip to the other team without showing the runner placement screen if the third out was already made.

Disable ratings
Right now this box should always be checked.

Turn off file I/O notification messages
Check this box only if you know any file I/O messages you are receiving are not affecting the operation of BallStat. This box is normally checked.

Use high resolution buttons
Check this box if you are using Windows XP or Windows Vista.

Prompt for date when starting a new game
If you want BallScore to ask for the game date at the start of each new game then check this box..

Disable automatic restart
Check this button if BallStat has trouble restarting after creating, opening or restoring a league.

Use alternate defense screen
Checking this box will result in a smaller, more compact Set Defense screen.

Flip scorebook automatically after 3rd out
If for some reason you don't want BallScore to flip the scorebook automatically then check this box.

Show fielding totals in ratings window
Check this box to have BallScore total the team and infield ratings and show them on the ratings windows. This assumes you are using fielding ratings.

Use 4 tier name matching when exporting
This box should normally be checked for compatibility with older versions of BallScore. If you are starting a new league then you can uncheck this box for more strict name matching.

Show each cells pitch count
Check this box to show the exact number of pitches thrown to each batter.

Show splash screen at startup
Uncheck this box if BallScore is conflicting with your video card at startup.

Use large font for scoreboard
Check this box if the font on the movable scoreboard (**Y** key) is too small.

Allow right mouse clicks to set hit locations
This box is unchecked by default. If you want to track hit locations then check this box. This will disable selecting a cell with a right mouse click and displaying a popup menu of commonly used BallScore functions.

Show flip reminder after PH insertion
Check this box to show a reminder to insert new players on defense after inserting a pinch hitter in the last half inning.

Check for illegal advancements
Checking this box will let BallScore check for errors on the Advance Runners screen such as 2 runners on the same base.

Printing Options

Use thin markers
Checking this box will produce New Batter and New Pitcher markers that are half the size of normal markers.

Magnification
Change this setting if your scoresheets are not filling the entire paper when printing. The default setting is 100%. If your printed scoresheet is only using half the paper then try a setting of 200%. You may need to use a trial and error method until you locate the correct setting for your printer. You can select any setting from 1% to 500%.

Innings for blank scoresheets
Select the number of innings to print when printing blank scoresheets

---

Autosave scorebook options

Do not use Autosave - You will be responsible for saving the scorebook.

Save after each play - After each event the scorebook automatically saves.

Save every time the scorebooks flips - Every time the scorebook flips to the other team it will be automatically saved.

BallScore Folder Properties

Select the default folders to store:

It is recommended that you set all folders to the league default when starting a new league.

- **Scorebook files -** This folder serves several purposes. It is where BallScore will look to open and save scorebook files. It also contains all the scorebooks (SBK files) that will be used when rebuilding a league or batch exporting scorebooks. Only save scorebooks in this folder that belong to the league that BallScore is currently exporting to.

- **Imported scoresheets** - SBX files exported by BallScore. These files are not used when using Direct Export in BallScore

- **Team Rosters** - This is where BallScore will look to load and save rosters.

- **BallScore Reports** - This is the folder where BallScore will save the boxscore, composite and situational reports that it generates during an export.

Click the **Select folder** button and browse to the folder you want. The paths you select for Exported scoresheets and BallScore Reports will also be used by BallStat.

BallScore Inning/Count Properties

Balls & Strike Properties

Strikes for Strikeouts
Select how many strikes are needed before a strikeout occurs. The default is 3. If you are not interested in tracking balls and strikes then you may want to set this value to 1.

Balls For Walk
Select how many balls are needed before a walk occurs. The default is 4. If you are not interested in tracking balls and strikes then you may want to set this value to 1.

Use Colored Balls and Strikes
Check this box to use colored coded balls and strikes. If this box if unchecked then all balls and strikes will show as gray blocks. When using colored strikes all strikes will be dark blue unless the very first pitch was a strike in which case they will all be light blue.

Use Small Balls and Strike Scoring Blocks
Check this box to make the balls and strikes blocks appear smaller. This will free up more cell space for scoring descriptions.

Prompt For Intentional Base On Balls
Check this box to be prompted if a walk is intentional or not. If this box is unchecked you will have to edit the cell to change a walk to an intentional walk.

Pitch Threshold
If your pitchers are limited to a certain number of pitches per game then enter that limit here. You'll also have to enable the sticky note for pitch counts under Properties/Fonts-Cells.

Innings to Display Properties

Innings to display
Select how many innings you want to display on the scoresheet beyond the current inning. *Setting this number to a low number will dramatically improve the speed in which BallScore redraws the scoresheet*. This number may have to be increased if you have a large number of bat-arounds.

Normal Game Length
Select the normal length of a game in your league. This setting will be used to calculate certain stats in BallScore

Normal number of batters in lineup
Select the usual number of batters in a lineup in your league. This setting will determine when the cursor returns to the top of the lineup.

BallScore Editor Properties

Use BallStat/BallScore Editor for Reports
Check this box to use BallScores built-in editor for all reports. If this box is left unchecked then you may have to tell BallScore which editor to use by selecting **Edit/External viewer** from the main menu.

Use RTF Box scores
If you want your Box scores created in Rich Text Format then check this box. RTF allows you to changes colors, fonts and other attributes of your text. You must use an RTF compliant editor to use this feature. WordPad is one such editor as is BallScores own built-in editor.

Use Bold Headers in RTF Box scores
Checking this box will use a bold font for certain headers in box score reports when using the RTF option above.

Maximize editor when opened
Check this box to have the BallScore editor open in full screen mode. You may also click the Browse button and browse the executable (.exe) file you want to use.

Path to alternate editor
Type in the path to an alternate editor to use when displaying BallScore reports.

Use Windows default text viewer
If this box is checked then BallScore will use the text viewer that is associated with text files on your system.

BallScore Colors Properties

Color Schemes

Color Schemes have been replaced with Themes. While you can still set certain colors here it is recommended that you start using themes instead.

Web page colors

Select the font color and background color for any web page created with BallScore. Note that web pages built with BallStat have many more options available through the HTML Queue & WebBuilder.

BallScore Fonts/Cells Properties

Fonts

There are 4 different fonts you can change with BallScore. Click the appropriate button to change the font you want.

Player name font
This is the name of all players shown on the scoresheet.

Play description font
This is the play description shown at the top of a cell: 1B,2B,BB,63, etc.

Runner description font
This is the description of how a runner advances around the bases: SB,CS,WP,PB,etc.

Inning header/footer font
This sets the font for the inning number and R-H-LOB text at the bottom of each inning.

Cell options

Scoring cell width - The width of each scoring cell in pixels
Lineup cell width - The width of the player name slots on the scoresheet

When changing the scoring cell width you will more than likely have to select a different font size.

This chart will show you how many cells will show at different resolutions using the Normal Lineup cell width.

If using the Narrow Lineup cell width then add 1 inning.
If using the Wide Lineup cell width then subtract 1 inning.
If using the Extra Wide Lineup cell width then subtract 2 innings.
If using the Super Wide Lineup cell width then subtract 3 innings.

800x600 resolution
Cell size
---
78 pixels = 7 innings X 4 players
72 pixels = 8 innings X 5 players
66 pixels = 9 innings X 5 players
60 pixels = 10 innings X 6 players
54 pixels = 11 innings X 7 players
48 pixels = 13 innings X 7 players
42 pixels = 16 innings X 9 players

1024x768 resolution
Cell size
---
78 pixels = 10 innings X 7 players
72 pixels = 11 innings X 7 players
66 pixels = 12 innings X 8 players
60 pixels = 14 innings X 9 players
54 pixels = 15 innings X 10 players
48 pixels = 18 innings X 11 players
42 pixels = 21 innings X 13 players

Lineup cell width

Narrow = 2 X Scoring cell width
Normal = 3 X Scoring cell width

Wide = 4 X Scoring cell width
Extra Wide = 5 X Scoring cell width
Super Wide = 6 X Scoring cell width

Select Super Wide to display all 8 batting slots with jersey and position.

Note: Whenever a new setting is selected it won't show until the next time you start BallScore

---

Sticky Notes

You can choose to view certain sticky notes on the right side of the scoresheet that show alarms or other information you may need. Each sticky note is described below.

Cell Alarm System
This sticky note should always be turned on to alert you that the cursor in not on the next batter to be scored. The Use Cell Alarm System above should also be turned on.
See Warnings & Indicators

Batters faced
Use this sticky note if you use a Batters Faced limit with your starting pitcher.

Balance Information
This sticky note should always be turned on to alert you as soon as either scoresheet goes out of balance. This will allow you to find the problem right away and correct it. Use the backspace key to undo the last play and try another way of scoring the play.
See Warnings & Indicators

Pitch Count
This sticky note will allow you to easily view the starting pitchers pitch count. A pitch count threshold can also be set on the ***Innings/Count*** tab. This note is usually **green** but will turn **yellow** when a pitch count is within 10 pitches of the threshold. When the pitch count reaches the threshold this note will turn **red**.

No Team Match
See Warnings & Indicators

Failed stat check
See Warnings & Indicators

No Location Set
See Warnings & Indicators

Defensive duplicate warning
See Warnings & Indicators

Troubleshooting Mode
This mode allows you to quickly scan the scoresheet for common scoring mistakes. Each cell will show the following information while this mode is turned on.

Putouts recorded in cell (lower left corner)
Third innings credited to pitcher (lower right corner)
Pitcher (first 4 letters of last name in the middle of the cell)
Green Border (for all innings with an End of Inning marker)

The above information allows you to troubleshoot stat errors and pitching list errors.

BallScore TableTop Game Properties

BallScore contains some functions to make life easier for table top game players. Each function and its purpose are listed below.

Retrosheet rosters (.ros)

BallScore can open these rosters just like a BallScore roster. BallScore will automatically recognize the Retrosheet format, you don't have to do anything special. Note however, if you later save the roster it will be saved in BallScore format so use a backup copy of your Retrosheet roster to open.

The information used here was obtained free of charge from and is copyrighted by Retrosheet. Interested parties may contact Retrosheet at 20 Sunset Rd., Newark, DE 19711.
Be sure to visit http://www.retrosheet.org/

Create LUF roster and lineups (*.luf)

This function can be a real time saver for replayers using BallScore to track their stats. LUF files are the creation of many people dedicated to creating the actual lineups used for every team in every year. Be sure to visit Gary Leven's site at http://groups.yahoo.com/group/ATMgrForBBW/

1. After clicking this button you have to browse to the desired **.luf** file and open it.
2. Select the team you want to create a roster for.
3. Enter a file name for your new roster.

Your roster and complete lineups are now available in the RLM.

Create TRECS rosters (trecs.*)

TRECS files are files containing all the MLB teams for a specific year. This file is usually linked to a **players.*** file which contains up to 26 players for each team. The **players.*** file must reside in the same folder as the **trecs.*** file.

1. Browse to the **trecs.*** file you wish to open.
2. Select the team you want to create a roster for.
3. Enter a filename for your new roster.

TRECS files have the added benefit of containing each players card data. This data can be showed in BallScore as you score your game.

Import carded player to the current roster

This function allows you to import any player from any players.* file into the current roster. The players card data will also be imported allowing you to view the players card while scoring.

1. Browse to the players.* file you wish to open, then open it.
2. Select the player to import.
3. Click the **Add to roster** button.

You can also **Delete** a player from the roster or **Select a new players.* file** to open.

Import card data to a current player

This function allows you to import card data for players on your roster who currently don't have a card.

1. Browse to the players.* file you wish to open, then open it.
2. Select the player on the left with the card data you wish to use
3. Select the player on the right who will receive the card data.
3. Click the **Add card to player** button.

Note that players on your roster who already have card data will have an **(X)** beside their name. You can also **Delete** a player from the roster or **Select a new players.* file** to open.

Import LUF lineups into the current roster

This function will place lineups from the selected team that you choose into the current roster. This function works on a name match basis so all positions in the lineup may not be filled.

1. Browse to the desired **.luf** file and open it.
2. Select the team that contains the lineups you want.

Import player attributes from another roster

This function allows you to draw player attributes (handedness and jersey) from another roster and place them into the current roster. This function works on a name match basis so all attributes may not be imported.

1. Browse to the **.ros** file that contains the attributes and open it.

Merge another roster into current roster

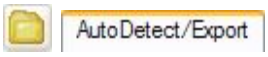
Use this function to combine all the players from 2 different rosters. The roster you select will be merged into the current roster. This function works on a name match basis so be sure to check for duplicate players when done.

1. Browse to the **.ros** file that contains the players to merge and open it.

Always convert rosters to lower case when importing

Check this button to convert all imported names to lower case (PETE HABEL to Pete Habel)

BallScore AutoDetect/Export Properties



If you are going to use the Direct Export method of exporting stats to BallStat (recommended) then you must use the following settings:

1) **Enable AutoDetect** must be **CHECKED**
2) **Use Direct Export to BallStat** must be **CHECKED**
3) A primary BallStat league **MUST** be specified

These settings are explained below.

Enable AutoDetect (**CHECK** is the recommended state)

AutoDetect allows BallScore to load stats from a BallStat database that you specify. It does this by checking for player and team matches and warns you if matches are not found.

Team matches - Every time you open a roster or load a previously saved scorebook, BallScore will attempt to find a match using the team name in BallScore and the team name in the specified BallStat database. If a match is found the Stats box above the scoresheet will be green. This Stats box will remain red is no match was found.

Player matches - Use the Roster & Lineup Manager (RLM) to check for player matches. If the warning box below the roster list in the RLM is green, then matches have been found for every player on the BallScore roster. If it is red then one or more players do not have a match and those players will have an asterisk beside their names. These players will always be added to the BallStat roster as new players when exporting the scoresheet (if you are using Direct Export).

Use Direct Export to Ballstat for scoresheets (**CHECK** is the recommended state)

Direct Export allows you to have BallScore manage all the tasks of creating teams, players and most other data. When using this method you never have to use BallStat to do these tasks. Also, with this method the matching of data in BallStat becomes obsolete as SBX files are no longer used.

Primary league to export stats to (**MUST** be specified)

Select the league you created in BallStat where you want to save all data exported by BallScore. This is the league where AutoDetect will look for teams and player stats and where Direct Export will save teams, players and many other types of data.

Secondary league to export stats to (**OPTIONAL** - no selection is recommended)

Only select a league here if you need to export each scoresheet to a different BallStat league. This is rare and it is recommended that no selection be made here.

Data check options (**ALL CHECKED** is recommended)

Check all the items you want BallScore to check BEFORE exporting the scoresheet. This allows you to make corrections directly to the scoresheet then try the export again. This will greatly reduce the need to make edits in BallStat. It is recommended that you check all the items listed here.

Batch Export Options (**UNCHECKED** is recommended unless rebuilding a league from scratch)

Normally this box should be unchecked so BallScore can check whether or not a scoresheet was already exported. If you attempt to export a previously exported scoresheet you will be warned. If this box is checked then you will NOT be warned. Check this box when you want to re-build a league from scratch. The sorting method can be left on *Alphabetically* for almost all user systems

BallScore Themes Properties

To access a theme select **File/BallScore properties** from the main menu then click the **Themes** tab or click the themes button on the toolbar .

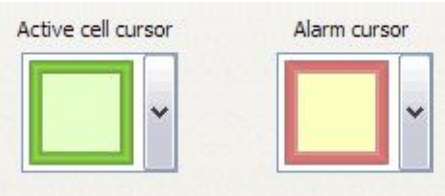
Themes allow you to set each scorebook to any color you'd like. Each team can have a theme attached to its roster so the selected theme is loaded every time the roster is opened. Each theme can also have its own cursor, text color, lineup colors and cell colors.

Themes

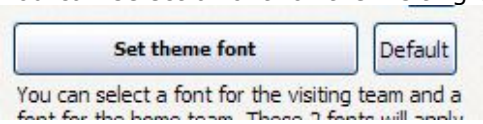
To select a theme click the **Select themes** drop down box and select the icon you wish to use for your theme background.

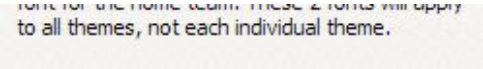
Once a theme is selected you can change any of the theme colors except for the icon.

You can select the active and warning cursors to use with the selected theme by dropping down the cursor boxes.

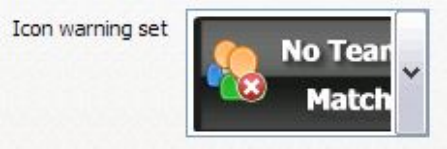


You can select a font for the visiting team and the away team but not for each individual theme.





You can select which icon warning set to use with each theme.



Any changes you make to a theme are saved automatically when you exit BallScore.

You change associate a theme with a roster when the RLM is open by clicking the **Attach theme** button. The currently displayed theme with be attached to the roster. The same theme can be attached to any number of rosters. Any roster without an attached theme will use the current home or visitor theme.

You can also create your own themes by selecting an empty icon slot (Select Icon) from the **Select theme** drop down box. Browse for an icon you'd wish to use then change your colors. Your changes will again be saved when you exit BallScore

Button Styles

Sometimes the buttons used with Windows are hard to read, especially when looking for the underlined shortcut key. BallScore allows you to select from 12 different button styles, 3 sizes and from 3 different fonts for the buttons used in BallScore. The buttons can be changed by clicking the **Button Style** button or by clicking the **Style** button in the RLM.

Keyboard Short-Cuts

Key	Action
A	**Batter reached first base safely**
B	Ball
C	Add comments to a cell
D	Set current defense
E	Assign an error to a play
F	Foul ball
G	Set lineup name and position
H	Rotate Stat View window
I	Increase RBI count for current cell (hold shift to decrease)
J	Insert pinch hitter
K	Show pitch count screen
L	Show complete roster/action buttons
M	**Assign markers to current cell**
N	Enter game over information
O	**Batter out at first base**
P	Insert new pitcher
Q	Edit cell information (do not use to score a cell)
R	**Advance runner options**
S	Strike
T	Toggle batters plate side (R-L)
U	
V	Save scorebook
W	Insert pinch runner
X	Assign/Edit/Copy/Paste defensive positions (1 cell at a time)
Y	Score by innings display
Z	Draw hit location (arrows to move, enter to end)
1	Box score report
2	Composite report
3	Situation report
=	Flip scorebook
[	Generic strikeout (no prompts)
]	Generic strikeout (no prompts)
BKSP	Undo
	Cancel dialog
ESC	box
TAB	Flip scorebook
	Clear hit
DEL	location
HOME	Return to 1st cell
END	Go to last cell
SPACE	Quick scoring for common outs
Ctrl+A	Add player to roster
Ctrl+B	Balance scorebook check
Ctrl+C	Clear batter FB and GB credits
Ctrl+D	Redraw all windows
Ctrl+E	Edit pitchers list
Ctrl+F	Credit batter with ground ball out
Ctrl+G	Credit batter with flyball out
Ctrl+H	Export home team
Ctrl+I	Toggle prompt for intentional base on balls
Ctrl+J	Lineup & Roster Manager
Ctrl+L	Load lineup
Ctrl+N	New setup for game
Ctrl+O	Open new scorebook
Ctrl+P	Set BallScore Preferences
Ctrl+Q	Toggle QuickScore window
Ctrl+R	Toggle runner base path description
Ctrl+S	Print scorebook
Ctrl+T	Display team functions menu
Ctrl+U	Mark cell run as unearned
Ctrl+V	Export visiting team
Ctrl+W	Save roster

Ctrl+X	Clear scorebook
Ctrl+Y	Save scorebook with a different filename
Ctrl+Z	Load roster
Ctrl+0	Clear out assignment for cell (affects display only)
Ctrl+1	Assign 1st out to cell (affects display only)
Ctrl+2	Assign 2nd out to cell (affects display only)
Ctrl+3	Assign 3rd out to cell (affects display only)
Ctrl+8	Display Game Timer options
Ctrl+9	Set current cell to next cell to be scored
Shift+B	Deduct one ball from cell
Shift+C	Clear pitcher FB and GB credits
Shift+D	Set default folders
Shift+F	Credit pitcher with ground ball out
Shift+G	Credit pitcher with flyball out
Shift+I	Deduct one RBI from cell
Shift+K	Toggle between K and KL
Shift+L	On the fly Lineup Entry
Shift+M	Modify/Replace player in lineup
Shift+P	On the fly Starting Pitcher Select
Shift+Q	Set scorebook colors
Shift+S	Deduct one strike from cell
Shift+W	Toggle between BB and IBB
Shift+1	Open box score and scroll to end

Batter safe at first

A	**Batter safe at first**
A0	Single, batter out trying to stretch into a double
A1	Single
A2	Double
A3	Triple
A4	Home run
A5	Single + 2nd on error
A6	Single + 3rd on error
A7	Single + Scores on error
A8	Reached 2nd on error (2 base error)
A9	Reached 3rd on error (3 base error)
AA	Catchers interference
AB	Bunt single
AC	Batter safe on a dropped Sac Fly
AD	Defensive interference
AF	Fielders choice
AG	Ground rule double
AH	Hit By Pitch
AI	Offensive interference
AN	Infield single
AO	Obstruction
AP	Inside the park home run
AR	Reached on error
AS	Sacrifice hit
AT	Double, batter out trying to stretch into a triple
AX	Pre-defined Fielders Choice

Batter out at first

O	**Batter out at first**
OB	Batted ball out
OH	Sacrifice hit
OI	Infield fly rule
OJ	Line Drive doubleplays
OK	FlyOut/Tag Out doubleplays
OL	Illegal actions
OO	Offensive interference
OP	Spectator interference
OS	Sacrifice fly
A0	Ground Ball doubleplays
O[	Generic strikeout (no prompts)

Advance/Putout runners

R	**Advance/Putout runners**
RM	Manual advance
R2	Steals second
R3	Steals third
R4	Steals home
R5	Caught stealing second
R6	Caught stealing third
R7	Caught stealing home
RP	Passed ball
RB	Balk
RF	Fielders choice
RO	Obstruction
RW	Wild pitch
RE	Advanced on Error
RD	Defensive interference
RK	Picked-off base

Markers/Insertions/Assignments

M	**Markers/Insertions/Assignments**
MI	Insert new batter in lineup
MN	Insert new pitcher into game
MR	Insert pinch runner
MP	Insert pinch hitter
MS	Set defensive alignment
ME	Assign error
MU	Assign run as unearned (toggle)
M1	Assign caught stealing to safe runner at second
M2	Assign caught stealing to safe runner at third
M3	Assign caught stealing to safe runner at home

Function Keys

F1	13 Ground out to pitcher
F2	X2 Foul out to catcher
F3	u3 Unassisted ground out to first
F4	43 Ground out to second
F5	53 Ground out to third
F6	63 Ground out to short
F7	F7 Fly out to left
F8	F8 Fly out to center
F9	F9 Fly out to right
F10	Go to menu bar
F11	Sacrifice hit
F12	Set defense

Space bar keys

(Spacebar to activate)

B	Fly out/Tag out doubleplays
D	Ground ball doubleplays
F	Flyouts
G	Groundouts
L	Line drive outs
P	Popouts
S	Sac Fly
X	Foul outs
Z	Line drive doubleplays

Definitions

Definitions

Scorebook A scorebook is the equivalent to the paper scoresheet you use to score a game. The scorebook has 2 pages, the **Home** side and the **Visitors** side. A scorebook consists of rows (Batters) and columns (Innings).

Scoresheet A scoresheet is a file that is exported from BallScore. You will have to export each teams scoresheet individually. You can then import a scoresheet (.sbx) into Ballstat.

Cursor The cursor is a shown as a dark blue rectangle around the perimeter of the current cell to be scored. **The cell with the cursor will be the next cell to be scored**. If you must edit a cell that was already scored then move the cursor to the correct cell and press **Q** on the keyboard. Use the up and down arrows to move the cursor from batter to batter. Use the right and left arrows to move the cursor from inning to inning.

Cell A cell is a single scoring block at the intersection of a batter and an inning on a scoresheet. There are 32 cells across and 16 cells down. A cell is where each play in a game is scored. A cell can only be scored if a players name is present for that row. Once a cell is scored you will have to Edit the cell to make any changes. A **red line** at the top of a cell indicates that a new pitcher was inserted into the game at that cell. A **red line** at the left of a cell indicates that a new batter was inserted into the batting order at that cell.

Batters Batters are shown on the left side of the scoresheet. Up to 8 players can be inserted for each row of cells or up to 8 players can be inserted into each spot in the batting order.

Innings Innings are shown at the top of the scoresheet along with the total hits, runs and men left on base.

Roster A roster is a list of players for a certain team. You can create and save any number of rosters. Rosters can also be imported from BallStat. You can also delete, add or edit a roster at any time.

Lineup A lineup is the specific batting order a team uses to start a game. You can create and save as many different lineups for each team as you like. Lineups can also be imported from BallStat.

Saving When you save a scorebook to disk all the scoring cells, both rosters, both lineups and other information is saved. You can re-open a scorebook later and edit it if you need to make changes or you can continue scoring a game right where you left off.

Defense The defense is the team that is currently in the field playing defense. When the **Home** team is batting the **Visiting** teams defense will be displayed and vise versa.

End of inning The end of an inning is reached immediately after the third out of an inning is made. The scoresheet will flip automatically to the other team. The end of an inning is marked on the scoresheet with a diagonal **red line** through the lower right corner of the cell of the last batter in the inning.

Next batter After a cell is scored the cursor is automatically advanced to the next cell in the batting order.

New Batter If a player was inserted into the defense **after** the game started and comes to bat for the first time later then insert him as a **new batter**, **not** a pinch hitter.

Pinch hitter If a player comes to bat for another player and it is his first appearance in the game then insert him as a **pinch hitter**. You will have to also place him defensively if he stays in the game when the inning is over and the scoresheet flips.

Exporting After a game is over you can export the game to BallStat. This eliminates having to manually enter your stats into BallStat. BallStat uses a simple match up Wizard to import games so player names in BallStat and BallScore do not have to be identical.

.SBX Exported scoresheets will always end with the .sbx extension.

.SBK Saved scorebooks will always end with the .sbk extension.

Slot Each spot in the batting order contains 8 slots. The starting player will be in slot 1 and slots 2-8 will be empty at the start of the game. The first substitute for a player will be inserted into slot 2, right below the starter he is replacing.

Support Screens

Support screens are windows that show data and statistics related to the current game. All support screens can be toggled on and off using the **View** option from the main menu. Below are descriptions of each support screen.

Scoreboard (Y)
The scoreboard will show the current score by innings plus both teams total runs, hits and errors. This screen is updated in real time.

Lineup/Roster (L)
This screen will show the team at bat's whole roster and lineup. If a player is grayed on the roster then he was already used in the game. This allows you to see which players are available on the bench at a glance. Various options are also available at the bottom of this screen for adding players and inserting players into the game.

QuickScore (Ctrl+Q)
QuickScore allows you to easily score a game using point and click. This will come in handy when scoring a game on paper then copying the paper book into BallScore at home. Most scoring functions and cursor movements are available on the QuickScore screen.

Pitch Count (K)
This screen allows you to see exactly how many pitches, balls and strikes each pitcher has thrown. This screen is updated in real time.

QuickDefense (X)
This screen allows to set your defense one cell at a time. When using QuickDefense a cells defense will always be overwritten when the **Set Cell** button is clicked. Note that defensive settings are usually set using the **Set Defense** screen. QuickDefense will be used mostly if you need to do some quick editing after a game or for viewing the current defense during a game.

Setting Dates

Setting dates with BallStat/BallScore is now easier than ever. A date consists of the day, month and year. The day of the week will be changed automatically as you change any of the other three items.

How to set the date with your mouse:

1) Click on the down arrow in the date control and a calendar will appear.
2) If the correct month and year are already displayed simply click on the correct day.
3) To go to the previous month click the left arrow button or use the up arrow on the keyboard.
4) To go to the next month click on the right arrow button or use the down arrow on the keyboard.
5) Use the up, down, right and left arrows on the keyboard to change the day of the month.
6) To select the month click on the month and select from the list that appears.
7) To select the year click on the year and enter the correct year or use the up and down arrows.

How to set the date with the keyboard:

1) Use the right and left arrow keys to rotate between the day, month and year.
2) Use the up and down arrow keys to increase or decrease the values of the highlighted item.
3) When an item is highlighted you can also simply enter its value using the keyboard.

You can select any date from the year **1752** to the year **9999**.

Set Conditions

- For sky and wind conditions type in your condition or select a condition from the list.
- Enter the current game time temperature.
- Use the drop down lists to set the start time of the game.
- When the game is over use the drop down list to set the elapsed time of the game.
- Enter the official attendance.

Click **Done** when all your conditions have been selected.

Set Umpires

You can type in the name of each umpire or select a previously entered umpire from the list. Note that the first umpire in each list is blank if you need to reset an umpire to a blank line. Click **Done** when you have finished selecting all your umpires.

Toolbars

Purpose

BallScore toolbars allow you one-click access to many scoring functions. To see what a toolbar button does, hold the mouse over the button for a second and a message will appear showing you the function of that button.

Adjusting

You can add, delete or rearrange buttons on a toolbar by double-clicking any empty space on the toolbar or selecting **Edit/Customize** ... from the main menu. A dialog will appear with your current toolbar setup on the right and any unused buttons on the left.

Toolbar setup dialog

To remove a button

Double-click a button that is currently active on the right side or highlight the button then click **Remove**.

To add a button

Double-click a button that is currently in-active from the left side or highlight the button then click **Add**.

To move a button

Highlight the button you want to move on the right side. Use the **Move up** and **Move down** buttons to re-position the button.

Edit Cell

Note: Editing a cell should only be used when the Undo button does not achieve the desired result. If you make a mistake and catch it right away then you should always use the Undo button instead of editing the cell.

Note: Editing a cell does not change the outs in an inning nor does it change the runners on base

Once a cell on the scoresheet has been scored you must use the Edit Cell function to make any changes. To edit a cell, place the cursor on the cell you want to edit then click the **Q-Edit** button on the toolbar or select **Edit/Current cell** from the main menu. To undo the last action entered on the scoresheet see the Undo function.

All variables and actions associated with the cell can be changed. Note that **changes will affect the current cell only**. Depending on what you want the scoresheet to look like you may have to edit adjacent cells also. For example, on a passed ball one cell will show the runner advancing on the passed ball but another cell will actually credit the catcher with the passed ball.

Many of the variables contained in a cell will be used to calculate statistics when the scoresheet is parsed. These variables are set automatically by BallScore while you are keeping score but you can always make changes when needed.

Action

Select the correct scoring play from the Action List. Press the **Use Selected Action** button. The correct description will automatically be placed in the First cell description unless you select Set Manually.

Use Set Manually if the player was putout at first base. With this selection you will have to enter the description yourself. For example, the player was out at first - short to first. You would enter 63 as the First cell description.

Use the Action function to change hits to errors or errors to hits.

Note: After changing the Action for a cell you must make sure you also change any assists, Put outs or errors that need to be changed. Click the Fielding tab to change assists, Put outs or errors.

Changing cell descriptions
Enter the correct description for each base this runner reached. Remember that these are just descriptions and do not affect statistics in any way.

Fielding

The credits entered here will be used for calculating defensive statistics. The order in which the numbers are entered does not matter.

Simply enter any assists, Put outs or errors that occurred during the scoring of this cell in the appropriate boxes. For example, on a double play - short to second to first. Enter 64 in the Assist box to credit the shortstop and second baseman with assists. Enter 43 in the Putout box to credit the second baseman and first baseman with a putout.

Note: If you make any changes here be sure to make any needed changes to the cell descriptions also.

Outs

Outs recorded on this play
The selection here will be used to determine how many third innings to credit the opposing pitcher with.

Outs when batter came to plate
Select the number of outs in the inning when the batter in this cell first came to the plate. The selection is used when calculating certain situational batting statistics.

Assign out to cell
This selection will display the appropriate out in the upper left corner of this cell.

Runners

To change which base the runner in this cell is on
Click the appropriate button in the Runner placement box.

To set how many runners were on base when the player in this cell came to bat
Check the appropriate boxes - First, Second or third.

Advance

To credit the player in this cell with a stolen base
Check the appropriate boxes in the SB box.

To credit the player in this cell with a caught stealing
Check the box representing the base the player was putout at.

To credit the player in this cell with having advanced on a passed ball
Check the bases that the player in this cell advanced due to a passed ball.

To credit the player in this cell with having advanced on a wild pitch
Check the bases that the player in this cell advanced due to a wild pitch.

Note:
The passed balls and wild pitches boxes are used to show runner advancement. The opposing defense will not automatically be credited with a PB or WP when these boxes are checked.

Count

To set the count when the current result for this cell took place
Select the number of balls, strikes and fouls on the batter right before the action took place. For example, Joe hit a single with the count full - Set the balls to 3, the strikes to 2 and the total pitches to 6. The only time the ball count should be 4 is when the cell action was a base on balls or a hit by pitch.

Note: On any hit ball the total pitches should be one more than the balls, strikes and fouls added together. BallScore will automatically count the hit ball as a strike when parsing the scoresheet.

Pitchers

Opposing Pitchers
Select the pitcher who was pitching when the action for this cell took place.

Charge Run To
Select the pitcher that should be charged with the run that scored in this cell. If the player in this cell did not score then the selection here is ignored.

Inherited Runner
If the runner in this cell was on base when a new pitcher came into the game then check this box and select the new pitcher. If the player in this cell is not on base or a new pitcher did not come into the game then this selection is ignored.

Successful Pickoff
Check this box if the player in this cell was picked off base by the opposing pitcher.

Pick Off Attempts
Enter the number of times the opposing pitcher tried to pick the player in this cell off base.

Steals Allowed
Enter the number of stolen bases the player in this cell should be credited with.

Wild Pitches
Enter the number of wild pitches the opposing pitcher is to be credited with in this cell.

Markers

Check the appropriate box if you want a marker or credit to appear in the current cell. Most markers and credits are placed in a cell automatically by BallScore and usually do not need to be changed. If you believe a marker or credit was incorrectly placed in a cell then uncheck that markers box and click **Ok**.

Reset Cell

Click the **Reset** button to set all cell variables to zero. Normally this button should never be used as resetting all cell

variables can cause incorrect stats and game settings such as the outs in the current inning.

Re-painting all BallScore screens

If you find a portion of the screen has hot been updated you can re-draw all currently displayed screens by pressing **Ctrl-D**.

Function Keys

The function keys in BallScore now provide a way to quickly score the most common outs. Below are the scoring events associated with each key. Note that this feature has to be turned on by clicking the **General** tab from the **BallScore properties** dialog.

F1	13 Ground out to pitcher
F2	X2 Foul out to catcher
F3	u3 Unassisted ground out to first
F4	43 Ground out to second
F5	53 Ground out to third
F6	63 Ground out to short
F7	F7 Fly out to left
F8	F8 Fly out to center
F9	F9 Fly out to right
F10	Go to menu bar (Standard Windows function)
F11	Sacrifice hit
F12	Set defense

Pressing these keys will **ALWAYS** score the play as above whether men are on base or not. Do not use these keys if you know you are going to have to change the above putouts or assists.

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Email: pete@ballstat.com

Technical Support Forum

End inning before 3rd out

Select **Special/End inning before 3rd out**

Use this function if your league has rules that require an inning to end before the 3rd out is made. Pitchers will only get credit for the number of outs that have already been made in the inning. An End Of Inning Marker will be placed on the cell of the last batter who was actually scored. The scorebook will then flip to the other team.

Set Current Outs

Select **Special/Change Runners, Outs or Reset**

With this function you can tell BallScore how many outs there are in the current inning. There are actually no reasons to do this other then to end the inning early.

Game Timer

BallScore has a built-in timer that you can use to keep official game times. This option has to be enabled with **File/BallScore properties/General/Show game timer**. When the first pitch is thrown select **Special/Game timer/Start**. When the last out is made select **Special/Game timer/Stop**. Stopping the timer during a game is the same as pausing as the timer does not reset when stopped. You can start the timer again with the Start command. To reset the timer to all zeros select **Special/Game timer/Reset.**

The timer is displayed above the lineup on the scoresheet.

Move all cells up or down

This function can be used if you find you missed scoring a play during the game. The cells to be moved always start at the current cursor location. This function does not move the players in the lineup, just the scoring cells.

Move all cells down one

This selection will place a blank cell at the cursor location and move all other cells one cell towards the end of the scorebook.

Move all cells up one

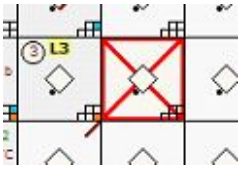
This function will move all cells up one towards the cursor location. The cell the cursor is on will be replaced by the cell below it.

Delete All Hit Locations

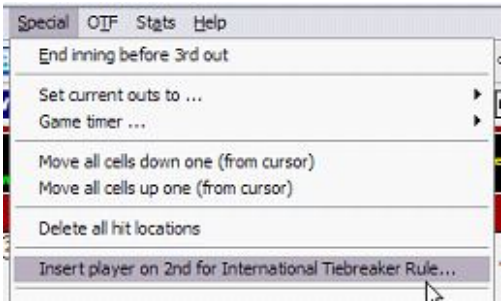
This function will delete (clear) every hit location on the current scoresheet. You can't undo this action so be careful that this is want you really want to do.

International Tiebreaker Rule

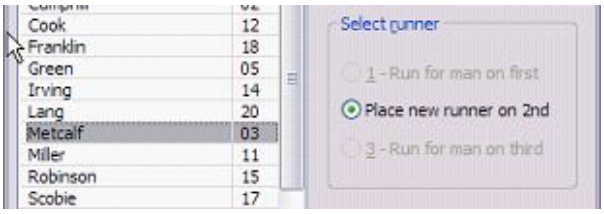
The cursor should be placed in the cell immediately to the right of the player who made the last out of the previous inning as shown below.The cursor will turn red. If a new pitcher is starting the inning then insert the pitcher **before** placing the runner on 2nd. If you need to insert a new pitcher do it now by pressing the P key.



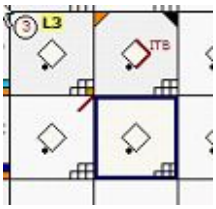
To access the International Tiebreaker rule select **Special/Insert player on 2nd for ITB** from the main BallScore menu.



Select the player who will be placed on 2nd then press Enter.



Now place the cursor back to the next batter and you're ready to score the next play.



Announced Base on Balls

Menu - **Special/Announced base on balls**

This function will walk the current batter without a pitch being thrown. The batter will be placed on first base and the pitch count remains unchanged.

Free Batting Slots

Only use this function for the last batting order position in the lineup.

This function will allow the user to select players in the 9th BOP who didn't bat, to be removed and placed at the bottom of the lineup. The purpose of this function is to free up slots for players who did bat or will be coming to bat. You can do this manually with the RLM but it will be much faster with this function. **You will need to adjust the NBM's for the BOP you have selected**. If you remove 2 adjacent players then use the function again to remove the blank slot as blank slots between players will assign the stats to - a blank player who doesn't exist.

1) Select the player(s) to remove by placing a check mark beside their names.
2) Click the **Remove all checked players** button.

MaxPreps Export File

BallScore now supports exporting game stats to be used for the MaxPreps.com web site. This prevents you from having to enter all your stats at MaxPrep manually.

MaxPrep uses a players jersey number to identify each player. The jersey number you use in BallScore has to match **exactly** the jersey number you use at MaxPreps.com.

Make sure you have ended a game before exporting to make sure all wins, losses, saves, complete games and shutouts have been assigned to the correct players. When you are ready to export select **File/Create a MaxPreps export file** from the main menu.

Check all the stats you wish to export then click the **Create export file** button. It is recommended that you use the default filename that is supplied by BallScore to make sure each game is saved to its own file. If you play the same team on the same day then place a 2 in the second games filename right before the .txt file name extension. After pressing **Save** the export file will be created. The default folder that will be used to save the export file will be your league's *Exported Scorebooks* folder. You may however change this folder to whatever folder you'd like.

Rebuild League

About rebuilding a league

A new feature of v10.0 is the ability to rebuild a league from scratch using your saved scorebooks (SBK files).

There are a couple of reasons why you might want to rebuild your league:

- You noticed errors in some of your scorebooks that have already been exported to BallStat. You can correct the errors then rebuild your entire league from the beginning.
- A new stat has been added to BallScore since your season began. You can rebuild your league from scratch to take advantage of any new stats.
- Your BallStat database has been corrupted and can no longer be accessed. Rebuilding your league will put the database in its original, or better, state.
- You were using a previous version of BallStat and want to use your current league with v10.0.

You can also check all your scorebooks for common errors before exporting by selecting **File/Scorebook functions/Create error log** from the main menu. A log will be created noting any errors that need to be corrected before actually exporting your scorebook folder. To see a list of errors that BallScore will check for and possible solutions, see Scoring Errors & Fixes.

Rebuilding your league

To rebuild your entire league from scratch using your saved scorebooks you need to do the following:

- Make sure all your scorebook files are in the correct folder. This folder can be selected with **File/BallScore properties/Folders** tab. *Only scorebooks in this folder will be processed*.
- Create an error log and fix any scorebooks that contain errors (**File/Scorebook functions/Create error log**). To see a list of errors that BallScore will check for and possible solutions, see Scoring Errors & Fixes.
- Create a NEW league in BallStat using the Create New League Wizard **or** restore an empty backup to your current league if one was created. Exit BallStat.
- Change the AutoDetect paths in BallScore to point to your newly created league (**File/BallScore properties/AutoDetect tab**) if you created a new league.
- Make sure that the **Export all scorebooks in the export folder (rebuild league)** box is **CHECKED**.
- Select **File/Export scorebook folder** from the main BallScore menu.

BallScore will export each scorebook (both teams), one at a time, until all scorebooks in the scorebook folder have been exported. You will be prompted for team abbreviations, divisions and ballpark names whenever a teams first scorebook is processed. BallScore will ignore whether a scorebook has been marked as already exported and will export *ALL* the scorebooks in the scorebook folder. For large leagues it may take some time to process all the scorebooks. On average, BallScore will process 1 scorebook every second. After checking and correcting any scorebook errors, you can shorten the rebuild time by turning off all error checks while doing the actual exporting of scorebooks.

Once your new league is created you can use the Custom Report Maker in BallStat to re-create all your reports.

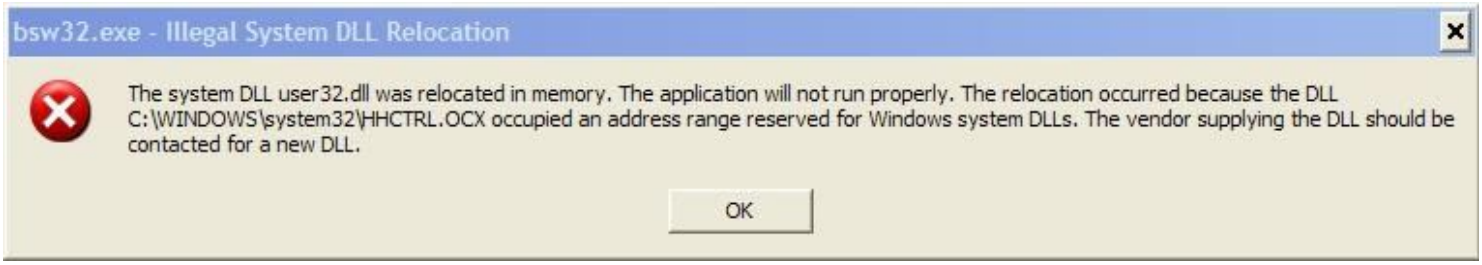
Using v11.0 with an Existing League

Compatibility Issues

Version 11 is 100% compatible with v10. Simply install the v11 upgrade overtop of your v10 installation. No other changes are necessary.

Versions 9.0 and earlier are no longer supported. You must upgrade to version 11 (free upgrade).

Relocated DLL Error



If you receive a dialog box with the above error when starting either BallStat or BallScore then you will need to download a fix from Microsoft. This is a problem with the Windows XP operating system, not BallStat or BallScore. It may also affect other programs. Click the link below to go to the Microsoft website that contains the fix. You should only need to download the fix in step 3 which only takes a few seconds to install. After installing the patch both BallStat abd BallScore should run normally.

http://support.microsoft.com/kb/935448

Frequently Asked Questions

After exporting a game from BallScore why are my game stats doubled in the boxscore?

The cursor doesn't seem to be scrolling the scoresheet correctly.

How can I display more columns and rows on my screen in BallScore?

How can I assign a Strikeout or Base on Balls without pressing S 3 times or B 4 times?

What is the proper way to set a defense?

How can I assign an error to a cell where a runner scored?

Why do I get an Empty Slot error when exporting a scoresheet?

How do I score a runner picked off a base by the pitcher?

I inserted a wrong pitcher but did not notice it until the game was over, can I change this?

How can I get BallScore to correctly advance to the top of the lineup and score more than 9 batters?

Why does the RLM remove my player from his original slot when I re-enter him?

I have the cursor on the correct cell but the event I'm scoring still fails. Why?

I have the cursor on the correct cell but I can't edit the defense with the D key. Why?

When qualifying a leader report for advanced positional fielding stats (FLD% & RF), players are shown that shouldn't qualify.

I accidently placed a runner on the wrong base. Can I change which base the runner is on?

Can I change the number of outs in the current inning?

After exporting a game from BallScore why are my game stats doubled in the boxscore?

Every time a boxscore is opened in BallScore the game stats are added to the season totals in BallStat. Once you export the game then the current game stats are already accounted for in the BallStat database. After a game is exported, view the boxscore in BallStat, not BallScore. The BallStat boxscore will always be correct. To view the boxscore in BallStat select **Reports/Boxscore reports/BallScore reports** from the main BallStat menu. Select the team then the game you wish to view. Also note that the BallStat boxscore can be edited to include any game notes since this boxscore will retain any changes. You cannot edit the boxscore in BallScore since it will be re-generated each time the boxscore is opened.

The cursor doesn't seem to be scrolling the scoresheet correctly.

To reset the scoresheet scrolling press the **Home** key then use the arrow keys to move the cursor to the correct cell to be scored next. If this cell is not the next batter to be scored then press **CTRL+9** to make the cell active.

How can I display more columns and rows on my screen in BallScore?

Select **File/BallScore properties** from the main BallScore menu. Click the **Fonts/Cells** tab. Under **Scoring cell width in pixels** select a smaller width then the one you are currently using. The smaller the width the more rows and columns will be displayed on the screen. If you select a smaller cell width you may also have to select a smaller font. Exit BallScore and restart to see the effects of the new width.

How can I assign a Strikeout or Base on Balls without pressing S 3 times or B 4 times?

Select **File/BallScore properties** from the main BallScore menu. Click the **Innings/Count** tab. If you are not tracking the number of pitches set Strikes to 1 and BallS to 1.

What is the proper way to set a defense?

The starting defense is set by using the Roster & Lineup Manager. The starting defense has also been set in every cell on the scoresheet. Once a game starts the RLM has nothing to do with setting a teams defense. You have to use the **D** key to change a teams defense after a game starts.
Press **D** to make a defensive change. You will usually do this at the beginning of an inning but not always. The Set Defense dialog box will appear. Make any changes that are needed. You can hold down the Alt key and press the number of the position you want to change to go directly to that drop down list. When all changes have been made press **Enter**. Every cell from the current cell to the end of the scoresheet will be set to the new defense.
Sometimes the Set Defense dialog box will appear automatically such as when you insert a new pitcher. In this case you can usually just press **Enter** as the new pitcher will have already been inserted for you.

How can I assign an error to a cell where a runner scored?

In order to assign an error that caused a runner to score you have to place the cursor on the cell of the player who scored. This will enable the correct option to choose when you press **E**. When you place the cursor back on the next batter it will remain yellow. Just score the next play anyway and the cursor will reset to the correct color.

Why do I get an Empty Slot error when exporting a scoresheet?

More than likely you have a pinch runner inserted into the 8th slot of a batting order position. If the pinch runner never batted in the game then you can ignore this error. If the pinch runner later came to bat then use the RLM to move him into the first empty slot of the same batting order position and make sure a New Batter Marker is inserted in the cell *after* the one where he was inserted as a pinch runner.

How do I score a runner picked off a base by the pitcher?

1) Press **R** then **K**.
2) Select the runner out on the Advancement screen, click **Ok**.
3) Assign putouts and assists, click **Ok**.

I inserted a wrong pitcher but did not notice it until the game was over, can I change this?

Edit the Pitching List:

1) Select **Edit/Edit pitching list** from the main menu.
2) Clear the list then select the correct pitching order. Click Ok.
3) Make sure all New Pitcher Markers are correct
4) Select **Edit/Re-calculate pitching cells** from the main menu.

How can I get BallScore to correctly advance to the top of the lineup and score more than 9 batters?

1) Select **File/BallScore properties** from the main menu.
2) Click the **Innings/Count** tab.
3) Set the **Normal numbers of batters in the lineup** to 16.
4) Exit BallScore then restart.

Now when you use the RLM to set your lineup make sure the **Number of Batters** box is set to the actual number of batters in the lineup.

Why does the RLM remove my player from his original slot when I re-enter him?

To re-enter a player you must use the New Batter icon on the toolbar, select Lineup/Insert new batter from the main menu or press G. You cannot use the RLM to re-enter a player as it will remove him from his previous slot.

I have the cursor on the correct cell but the event I'm scoring still fails. Why?

The cursors for **both** teams must be on the correct cells. Even though you are scoring an event for the home team, BallScore may have to store data in a cell on the visiting scoresheet.

I have the cursor on the correct cell but I can't edit the defense with the D key. Why?

To edit the defense for a cell that has already been scored you must use the **X** key.

When qualifying a leader report for advanced positional fielding stats (FLD% & RF), players are shown that shouldn't qualify.

When qualifying with advanced positional fielding stats, always use the FLD% as the qualifier for that position. Example, if using the RF (2B) stat use the FLD% (2B) stat as the qualifier. The MLB standards for qualifying are:

Pitchers - 1 IP for each team game played so use P1.0
Catchers - 1/2 of team games played so use P0.5
All Fielders - 2/3 of team games played so use P0.667

I accidently placed a runner on the wrong base. Can I change which base the runner is on?

Yes, place the cursor on the runner to move then select **Special/Change runners** from the main BallScore menu.

Can I change the number of outs in the current inning?

Yes, select **Special/Change runners** from the main BallScore menu.

Version 9.09.13

Exporting scoresheets from BallScore to Ballstat
Edit cell
BallStat General Properties

Version 10.17.21

HTML Queue
Keyboard Shortcuts
International Tiebreakers
Bat-Arounds
Ending a game
BallStat General Properties
BallStat Recap & High/Low PropertiesBallStat Recap & High/Low Properties
Batting Stats
Pitching Stats
Fielding Stats
BallScore General Properties
Building a Complete Website with WebBuilder
Printing Rosters & Lineups in BallScore
Roster and Lineup Manager
MaxPreps Export File
Text Queue

Version 11.06.11

95% of the topics have been updated.

BallScore could not find this team in the specified BallStat database. If AutoDetect is set to the correct league then this is a new team. *If you suspect this team was already created then you may have edited the team name since the last export.* The team name **must** match the team name in the BallStat database. All current teams in the BallStat database are listed so you can check for mis-matched spellings. If this is the case then click **No**, edit the team name to match the name in BallStat then export again.

BallScore has detected that this scorebook was already exported into the BallStat database. If you export it again the same game will show up twice in BallStat. Click **No** to abort the export.

BallScore has detected that no export league has been set for the **AutoDetect** property. Click Ok then go to BallScore properties and click the AutoDetect tab. Browse to the league you want to export your game to. If you have not yet created a league in BallStat then exit BallScore, create a new league in BallStat, then start BallScore again.

BallScore has detected that the league set for the **AutoDetect** property does not exist. Go to BallStat properties, click the AutoDetect tab then browse to another league or create a new league in BallStat then select the new league with AutoDetect. If you have not yet created a league in BallStat then exit BallScore, create a new league in BallStat, then start BallScore again.

BallScore has found that this team already exists in the BallStat database. Click **Yes** to export the stats. Any new players added to the BallScore roster during this game will also be added to the BallStat roster. You can check which players will be added by opening the **RLM**. Players with an * beside their names are new players not yet added to BallStat.