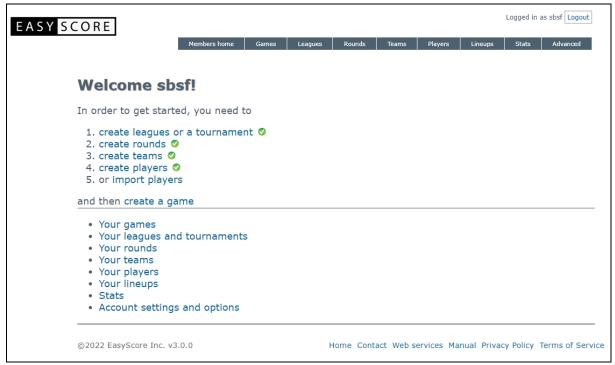


Manual

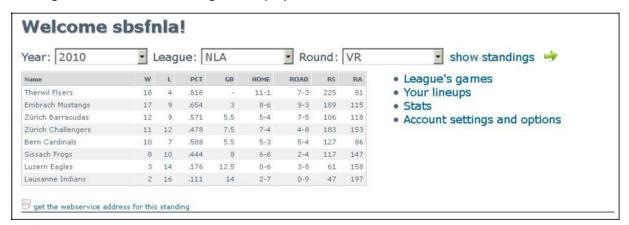
v4.2.2

1. Overview



On the overview page (or "Member home"), you can reach every page of EasyScore. It also gives you a quick overview whether you have met all criteria to start scoring a game (marked by a green checked icon or right to the link).

For league members, the standings are displayed:



Below the standings, you can find a link to the web service that can be called to display the corresponding standings.

Leagues

Before you can start scoring a game, you must create a league or tournament that will hold all the games:



You can filter the list by entering your search criteria in the field in the top right.

Edit existing league data by double clicking the value you want to change. Enter your changes and press ENTER to accept the changes.

Add a new league by clicking on "Add..." or delete a league by clicking the row which contains the player to be deleted, and then click on "Delete".



Rounds

Define the rounds that are played in every league:

League Rounds



You can filter the list by entering your search criteria in the field in the top right.

Edit existing round data by double clicking the value you want to change. Enter your changes and press ENTER to accept the changes.

All the leagues that have been entered on the <u>Leagues screen</u> can be selected from the League dropdown.

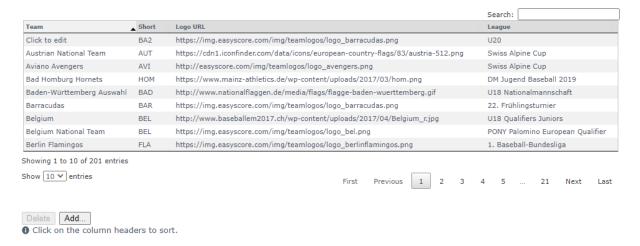
Add a new round by clicking on "Add..." or delete a round by clicking the row which contains the player to be deleted, and then click on "Delete".



Teams

Create teams that will play in one of your leagues or tournaments:

Teams



You can filter the list by entering your search criteria in the field in the top right.

Edit existing team data by double clicking the value you want to change. Enter your changes and press ENTER to accept the changes.

All the leagues that have been entered on the <u>Leagues screen</u> can be selected from the League dropdown.

Add a new team by clicking on "Add..." or delete a team by clicking the row which contains the player to be deleted, and then click on "Delete".



Players

Players



You can filter the list by entering your search criteria in the field in the top right. The entered search text will be searched for in the player's last name, first name and license number.

Edit existing player data by double clicking the value you want to change. Enter your changes and press ENTER to accept the changes.

The player's last name is the only mandatory field, but you can also record additional attributes like batting hand, throwing hand, license number, uniform number and a link to the player's profile picture.

Recording the batting and throwing hand will give you additional filtering possibilities in the <u>statistics section</u>.

Add a new player by clicking on "Add..." or delete a player by clicking the row which contains the player to be deleted, and then click on "Delete".



Import players from file

You can import players from an Excel-generated .csv-file by clicking on "Import players from file" in the Players dropdown menu:



Before importing players, make sure of the following:

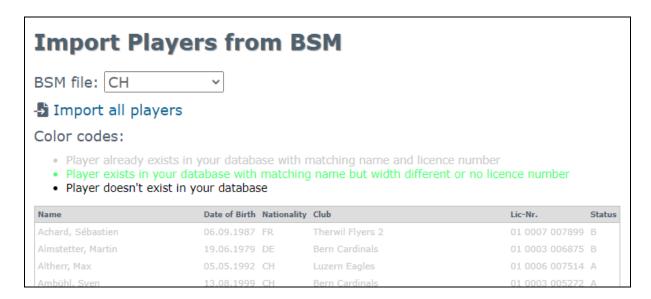
- 1. The column names of your export file must be named the following:
 - LastName
 - Name
 - LicenceNr
 - Nationality
 - PlaceOfBirth
 - DateOfBirth
 - Sex
 - Team
 - UniformNr
 - PlayerPic
 - Bats
 - Throws

If one of these columns is missing or misspelled, the import cannot be executed.

- 2. The only mandatory field is LastName.
- 3. Save your list of players in a comma delimited format (.csv)

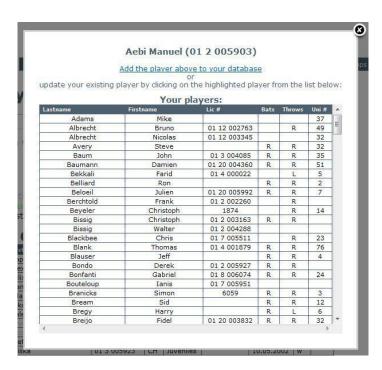
Import players from BSM

You can also import existing players from BSM by clicking on "Import players from BSM" in the Players dropdown menu:



Choose the country from which you want to import the players from from the "BSM file" dropdown and clicking on "show players from BSM".

You can then import all the players by clicking on "Import all players" or manually select player by player from the list. In the overlay that appears, you can click on the first link "Add the player to your database", creating a new entry, or sync an existing player by clicking on his or her name in the list below:



8



Export players

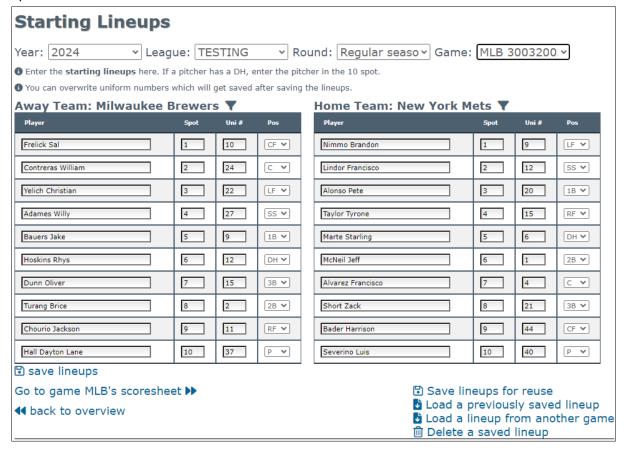
You can export your players by team as csv file:

Export players

◀ back to overview

Lineups

After creating your leagues, rounds, teams, games and players, the final step before scoring your game is to enter the starting lineups. Insert only the **starting** players and do not change the Spot numbers:



Clicking on the player's name brings up a dropdown from which you can select the any player by name, first name or license number:



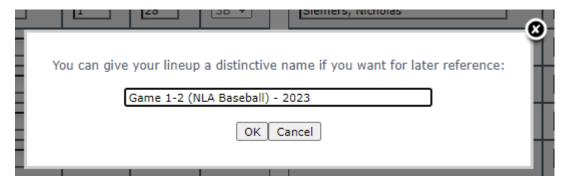
Change positions as you desire but leave the field "Spot" empty when creating a new lineup.

The text fields in the column "Uni #" can be used to enter uniform numbers for players that do not have one assigned yet. The field is filled out after choosing a player from the dropdown which you can overwrite. The new uniform number will be saved upon clicking on "save lineups".

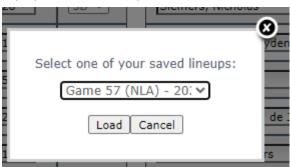
You can also filter the players dropdown by clicking on the ▼ icon next to the team's name to limit the entries of the dropdowns to just the players for the respective team.

You can also save the entered lineup for a later reuse, for example if the second game of the doubleheader has mostly the same players. For that, click on "Save lineups for reuse" on the right bottom.

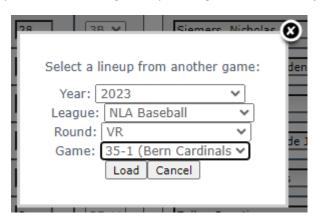
A dialog will appear asking you to enter a descriptive name for your lineup:



After choosing a different game, you can then click on "Load a previously saved lineup" to load a saved lineup and fill in the players automatically:



Or you can select a lineup from a different game by clicking on "Load a lineup from another game":

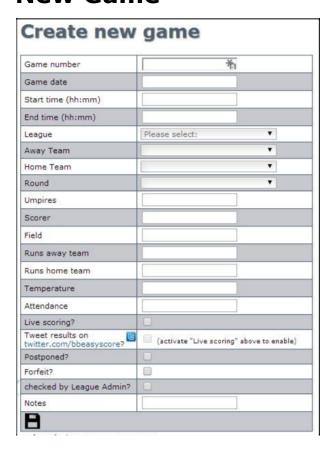


By clicking on "**Delete a saved lineup**" you can also delete one of your saved lineups if you do not need it anymore:

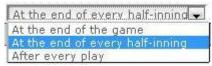




New Game



- Game number: Enter any alphanumerical value with which you can identify your game.
- **Game date**: Enter the game's date in your <u>regional settings</u>' format.
- **Start time**: Enter the game's start time in the format hh:mm.
- **End time**: Enter the game's end time in the format hh:mm. **League**: Select the league from the dropdown. All the leagues that you have entered on the
- <u>Leagues screen</u> will be displayed here. **Away Team**: Select the visiting team from the dropdown. All the teams that you have entered on the Teams screen that belong to the selected league will be selectable.
- Home Team: Select the home team from the dropdown. All the teams that you have entered on the <u>Teams screen</u> that belong to the selected league will be selectable.
- Round: Select the round from the dropdown. All the rounds that you have entered on the Rounds screen will be displayed here.
- Umpires: Enter the umpires for the game. Enter any text, e.g. "HP: Miller. 1B: White.".
- **Scorer**: Enter the scorer(s) for the game.
- **Field**: Enter the game's location.
- Runs away team & runs home team: These fields will be filled as soon as the game is finished, but you can enter the scores here beforehand, for example if the game is forfeited.
- Temperature: Enter the temperature at game time (numbers only, without °C of °F).
- **Attendance**: Enter the number of spectators during the game.
- **Live scoring**: Activate this checkbox if you plan to score this game as it happens. Visitors to the homepage will then be able to follow the game online.
- Tweet results on Twitter: When scoring live, you can send status updates to EasyScore's Twitter account. Upon activating this checkbox, you will be presented with a dropdown from which you can choose the frequency of your updates:



EasyScore's tweets on Twitter can be found at www.twitter.com/bbeasyscore.

- **Forfeit**: Activate this checkbox if the game has been forfeited.
- checked by League Admin: League administrators can check this box to mark this game as being checked.
- Notes: Enter any additional notes for the game, for example "One out when winning run scored." or "Martinez pitched to 1 batter in the 6th inning.".

Save your data by clicking on 🗖 .



Your Games

On the "Your Games" screen, you have an overview of all your games. Set the filters "Year", "League" and "Round" to display only the games you want:



You can edit your games by clicking on \checkmark or delete them by clicking on $\overline{\mathbf{w}}$ (if you have the corresponding rights).

== : takes you to the score sheet, where you can score the game.

c : shows the game's Box Score.

: shows the game's Play-By-Play.

💯 : web address to the web service for the corresponding game.

lacktriance in the game's Box Scores and Play-By-Play

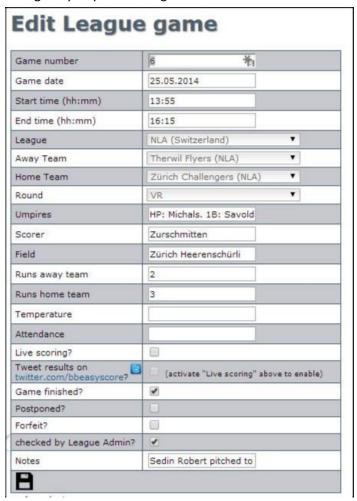
: generate the static Box Scores for this game (available for finished games only)

🐷 : indicates that the static Box Scores have been already generated.

: indicates that the generation of the static Box Scores has failed.

Edit Game

Change any of your saved games' data:



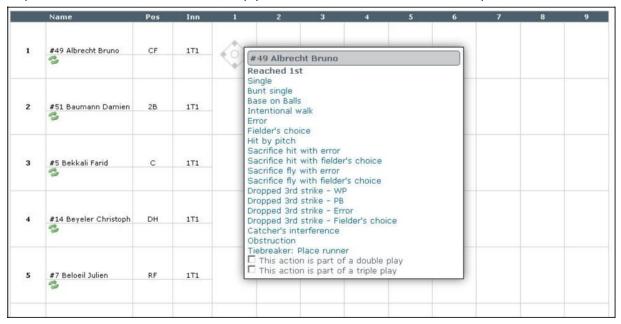
Record the same data as on the New Game screen.



2. Scoring the game

Reaching 1st base

To put a batter/runner to first base, simply click on the first base of the currently active batter:



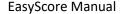
Depending on the scoring system, the following actions are available for a batter reaching 1st base:

- Single (1B)
- Bunt single (B1B)
- Base on Balls (BB)
- Intentional walk (IBB)
- Error (E.). A window will appear, asking you to indicate which fielder made the error. Do this by clicking on the respective defensive position or use the numbers 1-9 on your keyboard.

You can undo wrong inputs by clicking on "Clear fielders" which clears all fielders. Also, select the kind of error from the dropdown. Note: The error will be assigned to the **last noted fielder**. If you enter 6-3 with a muffed throw, the 1st baseman will be charged with an error, while the shortstop will get an assist:



- Fielder's choice (FC).
- Hit by pitch (HP).





- Sacrifice with error (SH E.). Use this if a batter clearly tries to hit a sacrifice bunt, and is safe due to a defensive error.
- Sacrifice hit with fielder's choice (SH FC). Use this if the defense fails to record an out on the runner(s).
- Sacrifice fly with error (SF E.). Use this if the defense fails to catch the fly ball hit by the batter, and the runner subsequently scores.
- Sacrifice fly with fielder's choice (SF FC). Use this if the defense fails to catch the fly ball, but nevertheless succeeds in putting out a runner.
- Dropped 3rd strike WP (K WP). Batter is safe at first due to a wild pitch after a dropped third strike.
- Dropped 3rd strike PB (K PB). Batter is safe at first due to a passed ball after a dropped third strike.
- Dropped 3rd strike Error (K E.). Batter is safe at first due to a defensive error after a dropped third strike.
- Dropped 3rd strike Fielder's choice (K FC). Use this if the batter reaches first base after a dropped strike, but a runner is made out on the bases.
- Catcher's interference (CI)
- Obstruction (FC)
- Tiebreaker: Place runner (ITR). This is used for the International Tie Breaker Rule, also employed by ESF and ISF for softball games in extra innings. Independent of which runner is placed on base, click the entry, and an additional dialog will pop up, asking you to indicate which batter goes where:



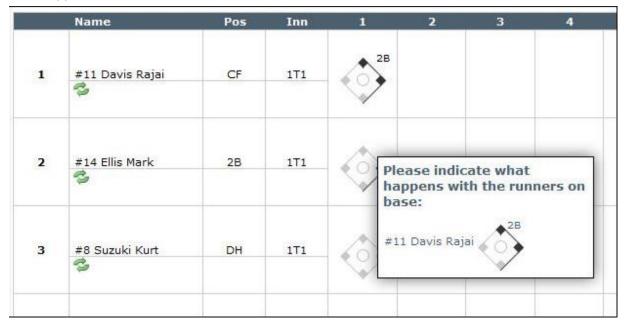
Indicate all necessary runners and click on Opone to finish your entries.

• Checkboxes "This action is part of a double play/triple play": Activate either box in advance if the chosen action will be part of a double play or triple play. This is mostly true for actions that result in an out.



EasyScore Manual

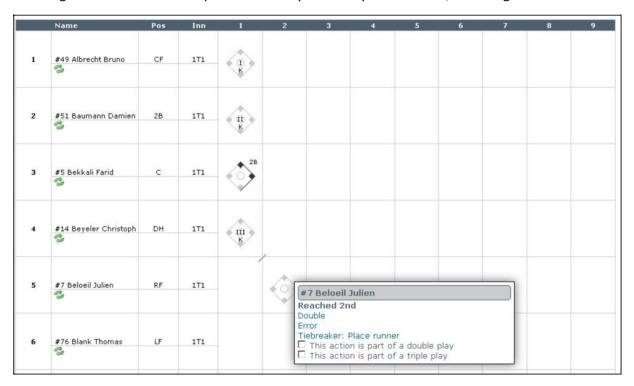
Every time there are runners on base, an additional popup will appear asking you to indicate what happens with those runners:





Reaching 2nd base

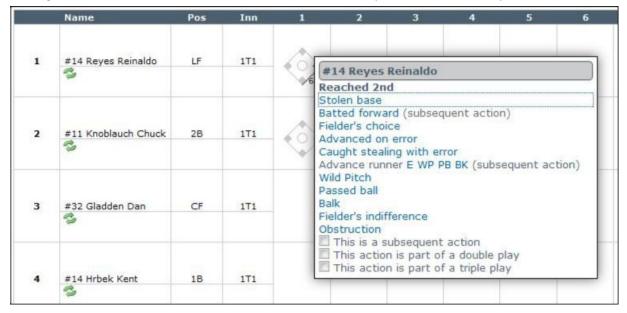
Reaching 2nd base can be accomplished either by a hit or by other means, like being batted forward:



Following actions are available for a batter reaching 2nd base:

- Double (2B)
- Error (E.). The same subsequent popup appears as for errors at 1st base.
- Tiebreaker: Place runner (ITR).

Putting a runner to second base from first base can be accomplished in several ways:



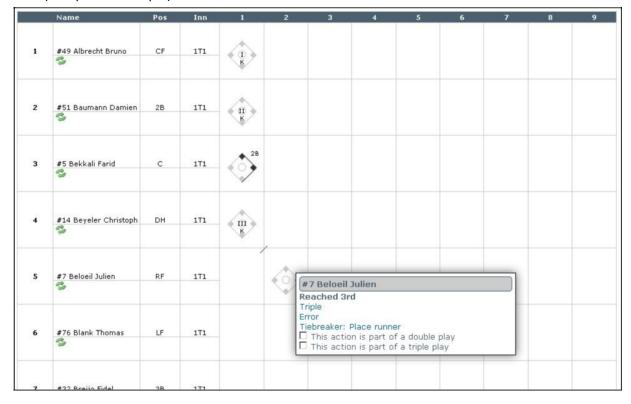
- Stolen Base (SB.). The number that gets written automatically behind SB will indicate the batter during which the runner stole the base.
- Batted forward (x.). The number that gets written automatically behind the x will
 indicate the batter which batted the runner forward. This is a subsequent action,
 meaning that it cannot be scored as a standalone action, but rather as a result of a
 previous action. This will be noted accordingly in the Play-by-Play, as well.

- Fielder's choice (FC). This is automatically a subsequent action, for example if the batter/runner advances to the next base on a throw to another base.
- Advanced on error (e.). A non-decisive extra-base error.
- Caught stealing with error (CS E.). Mostly for mishandling a good throw by the catcher, for example CS 2-E4.
- Advance runner E WP PB BK ((E), (WP), (PB) or (BK)). As a subsequent action, this is used to advance additional runners on one single action.
- Wild Pitch (WP.). The number that gets written automatically behind WP will indicate the batter during which the wild pitch occurred.
- Passed ball (PB.). The number that gets written automatically behind PB will indicate the batter during which the passed ball occurred.
- Balk (BK.). The number that gets written automatically behind BK will indicate the batter during which the balk occurred.
- Fielder's indifference (FI).
- Checkbox for "This is a subsequent action": Activate this checkbox in advance if the indicated action will be a subsequent action. For example: If the runner advances to third base on a throwing error after stealing second base, first activate the checkbox and then click the link "Advance on error".
- Checkboxes "This action is part of a double play/triple play": Activate either box in advance if the chosen action will be part of a double play or triple play. This is mostly true for actions that result in an out.



Reaching 3rd base

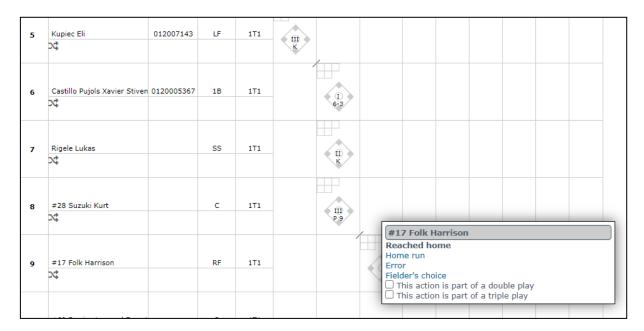
The actions that can be used to put a runner on 3rd base are the same as for reaching 2nd base (except for the triple):



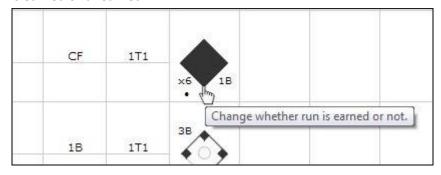


Reaching home

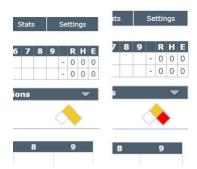
The actions that can be used to put a runner on 3rd base are the same as for reaching 2nd base and 3^{rd} (except the home run):



You can always change a run to be earned or unearned by clicking on home plate of the field which run you want to change, bringing up the same dialog where it asks you to indicate whether the run is earned or unearned:



A visual help is displayed on the upper right corner, showing you quickly on which bases runners are positioned. If more than one runner is placed on the same base, the corresponding base is colored in red, giving you a hint that you have to take further actions to remove the conflict:





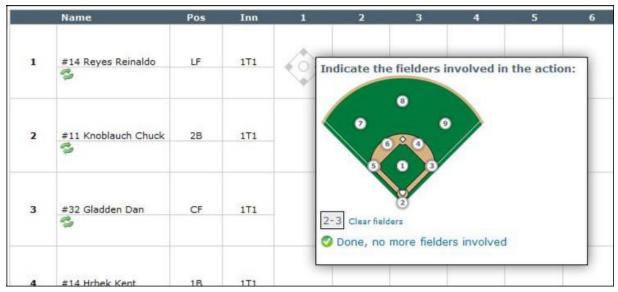
Out

To record an out, click on the circle in the middle of the diamond. The popup selection menu will display different choices for batters and runners. The following are the actions for batters:



- Strikeout swinging (K.)
- Strikeout looking (K.)
- Strikeout (K.)

After selecting either Strikeout variant, the defensive context menu will pop up if the catcher has to throw to first base on a dropped third strike:



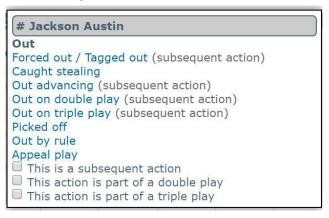
If the third strike is not dropped, just click on "Done, no more fielders involved"

- Groundout. Subsequently for this action, and all the actions listed below, the defensive context menu will pop up to indicate the involved fielders.
- Flyout (F.)
- Popout (F.)
- Foulout (FF.)
- Lineout (F.)
- Sacrifice bunt (SH.)
- Sacrifice fly (SF.)
- Out by rule (OBR.)
- Foul bunt for 3rd strike (OBR K)
- Dropped infield fly (OBR F.)
- Lost turn at bat (LT)
- Appeal play (AP.)



- End Inning (run limitation): Select this entry if your league has a limitation of number of runs scored per inning.
- This action is part of a double play/triple play: Check this box in advance if the batter hits into a DP or TP.

The following are the out actions for runners:



- Forced out / Tagged out. Used to put out a runner on a fielder's choice.
- Caught stealing (CS.). The number that gets written automatically behind CS will indicate the batter during which the runner got caught stealing.
- Out advancing. Mostly used when a batter/runner unsuccessfully tries to stretch his hit.
- Out on double play (DP.). Used to score the out on the runner on a double play.
- Out on triple play (TP.). Used to score the out on the runner on a triple play.
- Picked off (PK.)
- Out by rule (OBR.)
- Appeal play (AP.)
- This is a subsequent action: Check this box in advance if the indicated action is a subsequent action. For example: If the runner advances to third base on a throwing error after stealing second base, first activate the checkbox and then click the link "Advance on error".
- This action is part of a double play/triple play: Check this box in advance if the batter hits into a DP or TP.

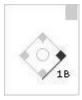
After all outs, the defensive context menu will pop up where you have to indicate the fielders involved in the action.

Note: On double plays, you will additionally have to indicate which out of the double play the action is:

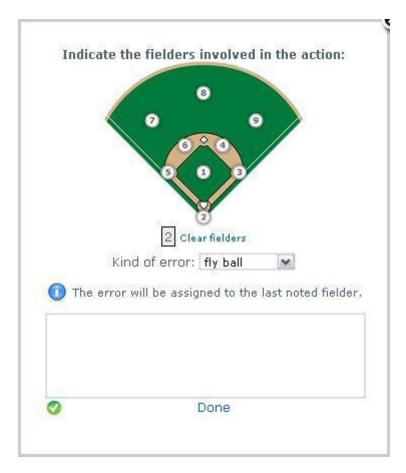
Out of DP/TP #: 010203

Notes and comments

You can add comments to any field by clicking in the upper right corner of the respective field:



A popup will show up, where you can assign an error or write additional comments:

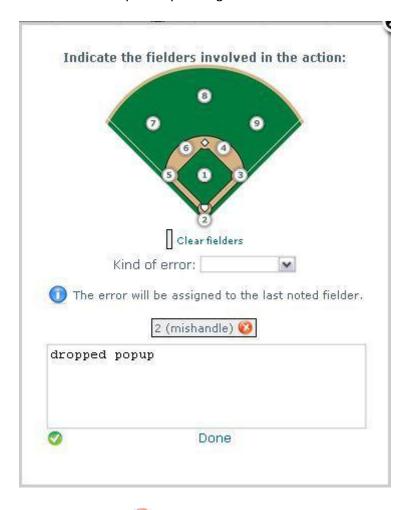


Fields that have a comment assigned to them are marked with a cross in the upper right corner:



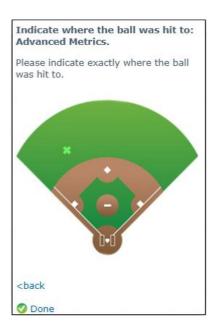


You can edit or delete these notes anytime by clicking on the cross:



You can delete the error by clicking on $^{\bigodot}$, or clear and edit the notes by overwriting the text in the text field and clicking on "Done".

If you have activated Advanced Metrics in your <u>Settings</u>, then an additional screen will show up where you an indicate the exact location where the ball was hit to:





Balls & Strikes

With a Pro account, you can record balls and strikes for every batter, and even change it later on. You can do this by clicking on the count box in the upper left corner of each field or pressing c on your keyboard:



The letters in parenthesis indicate the keyboard key that can be used to record the pitch.

Record each pitch before the one that is put into play. The pitch that is put into play will be added automatically as a strike to the pitchers' pitch count.

Note the following special actions:

- On a base-on-balls, record all four balls. After the fourth ball, a Walk is written automatically on the scoresheet.
- On a strikeout, record all pitches, including the one that struck out the batter. If the strike is not a foul ball and is the third strike, the Count overlay will close automatically and you still have the possibility to choose the strikeout, including a possible throw to first base.
- On a hit by pitch, record all pitches, except the one that hit the batter. Use the button "Hit By Pitch" on that pitch. An additional ball will be added to the pitcher's pitch count and the Hit-By-Pitch is written automatically on the scoresheet.
- On an intentional walk where the pitcher has to throw four balls, use the button "Intentional Walk" on every pitch. After the fourth pitch, an Intentional Walk is written automatically on the scoresheet.
- If an intentional walk is announced, use the corresponding button.
- When the ball is put into play, use the "In Play" button. A strike is added automatically to the pitcher's count.

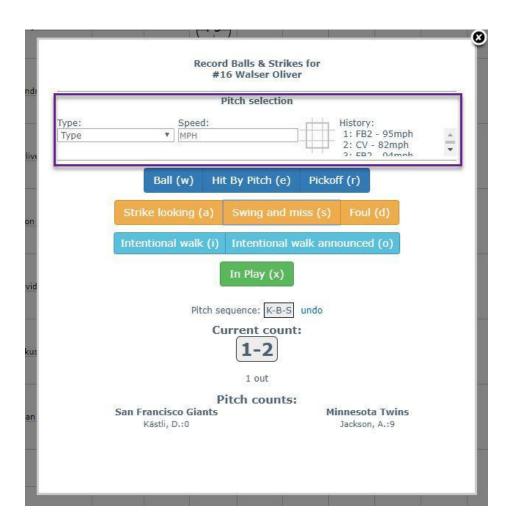
The pitch sequence displays all the pitches, including pickoffs, that were pitched this at-bat.

The current count displays the hitter's count.

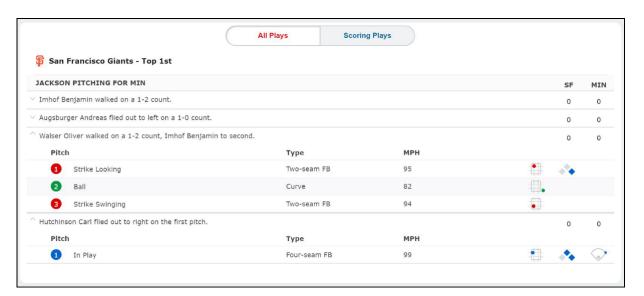


EASY SCORE

If you have activated Advanced Metrics in your <u>Settings</u>, then you will see an additional block on top where you can indicate the type, speed and location in the strike zone for every pitch:



This information is displayed in the live GameCast:



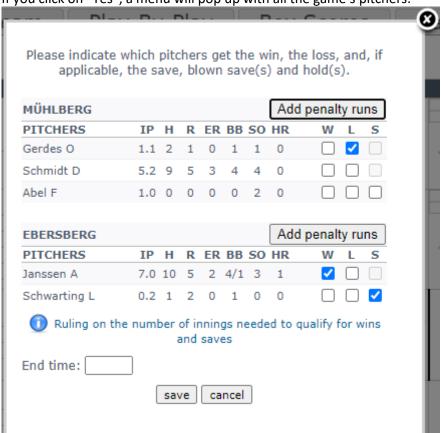


End game

To record Win, Loss, Save, Blown Saves and Holds, click on the button below the line score. A confirmation dialog appears, asking you whether you have checked that all the runs are correctly assigned to be earned / unearned:



If you click on "Yes", a menu will pop up with all the game's pitchers:



You must indicate exactly one pitcher for the win (W) and one pitcher for the loss (L). You can also indicate one pitcher for the save (S) and others that get blown saves (BS) or holds (H).

You should also indicate the game's end time in the appropriate box.

Saving this information also will write the total runs scored by both teams and generate static Box Scores.

You can also add Penalty Runs. These are runs that are virtually added to a team's runs total.

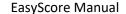


After the Box Scores have been created, the statistics for Offense, Defense and Pitching to be displayed on the scoresheet are generated. This can be used to check the manually calculated totals:



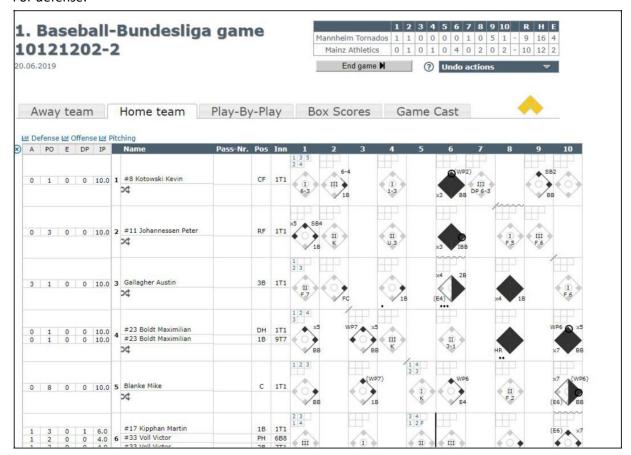
After a few seconds, three links are shown which are used to display the respective stat on the scoresheet:



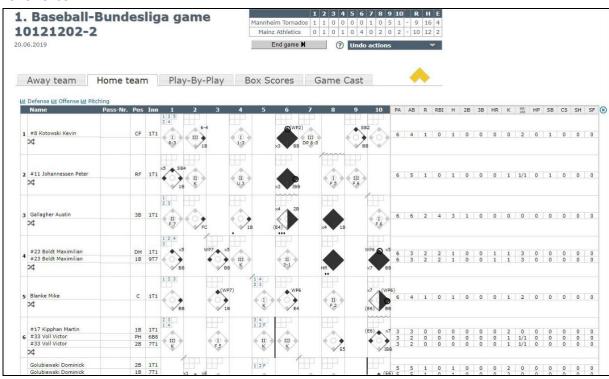


EASY SCORE

For defense:

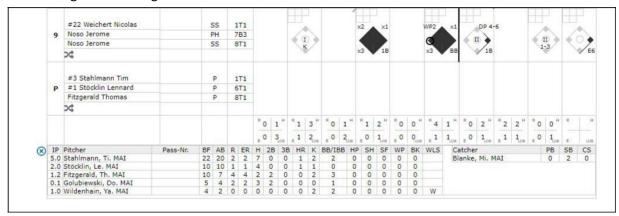


For offense:



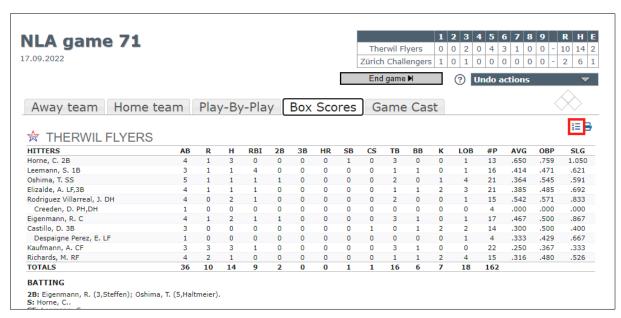


For Pitching and Catching:

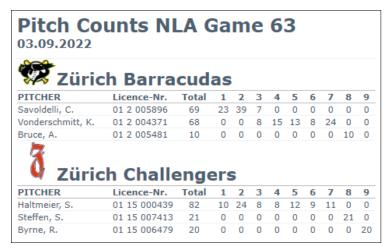


Pitch Counts Inning by Inning

To show the pitch counts for every pitcher inning by inning, switch to the Box Scores tab and click on the icon in the top right corner:



This will open a new window with the pitch counts:



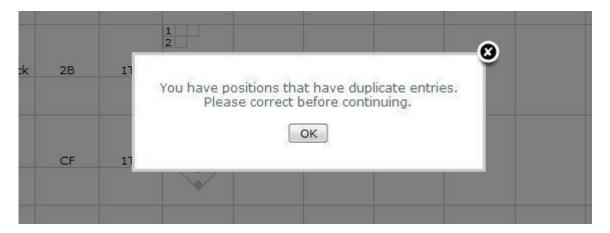


Substitutions

To substitute a player, click on which will bring up the context menu from which you can choose the new player, and, if applicable, the new position:



Upon further scoring a check is performed whether there are duplicate entries for any position and if so, displays an according warning:

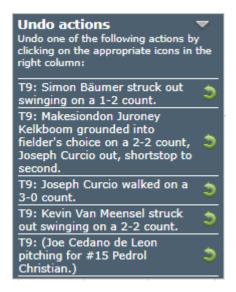


You must correct the duplicate entry before being able to continue scoring.



Undo actions

You can undo any of the last five actions by clicking on the "Undo action" bar in the top right corner or z on your keyboard. The actions will be listed in chronological descending order (latest action on top):



After undoing an action, you have the possibility to undo five additional actions.

Note: If you undo an action that is not the latest, any actions that happened after the selected action will be undone, as well!

Custom Play-By-Play entries

If you wish, you can add a customized text at any time to the automatically generated Play-By-Play by clicking on the button "Add an entry to the Play-By-Play" in the Play-By-Play tab:



By checking the checkbox "Show in GameCast" you can add customized texts that will show up in the live GameCast. This is useful if for example the game is delayed by rain.

Assisted Scoring

With Assisted Scoring turned on, the following subsequent actions will be scored for you automatically:

- Advance all forced runners on a walk, intentional walk, hit-by-pitch, catchers' interference or sacrifice bunt
- Advance all runners on a balk
- Score all runners on a home run, triple or sacrifice fly
- Simplified entry for double and triple plays (selecting "Groundout" with checkbox "This action is part of a double play" activated)

Additionally, unnecessary entries will be hidden in the actions menus (f.ex. "Sacrifice fly" with no runner on third base, or "Dropped 3rd strike" with no runner on 1st base and less than 2 outs).

You can activate or deactivate Assisted Scoring at any time by clicking on the icon left to the button "End game".



Using the keyboard

For most of the scoring actions, you can use your keyboard. To bring up a help menu with all possible keyboard shortcuts, simply click ② next to the "Undo action" bar.

Switching tabs

Away team: ALT + 1 Home team: ALT + 2 Play-By-Play: ALT + 3 Box Scores: ALT + 4

Action context menus



Current batter to 1st: SHIFT + y/z Current batter to 2nd: SHIFT + x Current batter to 3rd: SHIFT + c Current batter to home: SHIFT + v Current batter out: SHIFT + b

Second-to-last runner to 2nd: SHIFT + w Second-to-last runner to 3rd: SHIFT + e Second-to-last runner to home: SHIFT + r Second-to-last runner out: SHIFT + t Last runner to 2nd: SHIFT + s Last runner to 3rd: SHIFT + d Last runner to home: SHIFT + f Last runner out: SHIFT + g

Third-to-last runner to home: SHIFT + 2 Third-to-last runner to home: SHIFT + 3 Third-to-last runner to home: SHIFT + 4 Third-to-last runner out: SHIFT + 5

- *Additional runner to 2nd: SHIFT + F2
 *Additional runner to 3rd: SHIFT + F3
 *Additional runner to home: SHIFT + F4
 *Additional runner out: SHIFT + F5
- * An additional runner may be on base when a batter reaches with the bases loaded. He's the lead runner on third base.

Fielders context menus

Select fielder: numbers 1 - 9

Miscellaneous

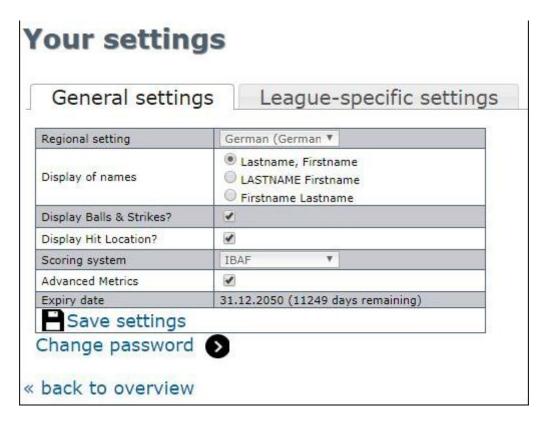
Close context menus: ESC Open Undo menu: CTRL + z Open Count menu: c

4. Edit Plays

Will follow soon.



5. Settings



On the "Settings" screen you can change general settings for your account:

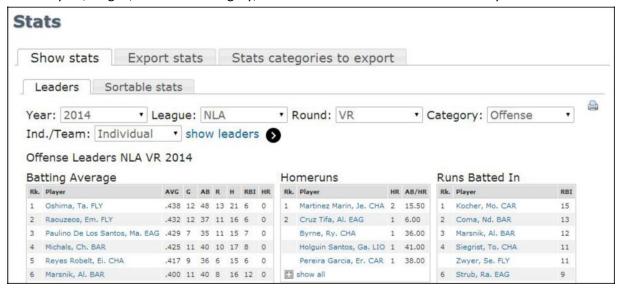
- Regional setting: Set the region which suites you best. This has an effect on date/time outputs.
- Display of names: Choose how names are displayed in general.
- Display Balls & Strikes? (available only for Pro Accounts): Indicate whether you want to record balls and strikes during a batter's at-bat.
- Display Hit Location? (available only for Pro Accounts): Indicate whether you want to indicate the location of hits.
- Scoring system: Choose your preferred system of scoring.
- Advanced Metrics: With this option activated you get to indicate the precise location of where
 the ball was hit to, resulting in spray charts to be displayed for each player (will follow soon). And
 in combination with the option "Display Balls & Strikes", you get to choose the type, speed and
 location in the strike zone for each pitch, resulting in detailed information for Live Play-By-Play
 texts, and heat charts both for batters and pitchers (will follow soon).
- Expiry date: Shows when your account will expire. You will get a reminder mail two weeks before your account will expiry.
 - Note: Your account is not renewed automatically, so you will have to take appropriate actions if you want to prevent your account from expiring.
 - Also, accounts are not deleted, only deactivated, so you can reactivate any account at any later time.
 - Save your changes by clicking on \blacksquare .
- Change password: Enables you to enter a new password.

6. Statistics

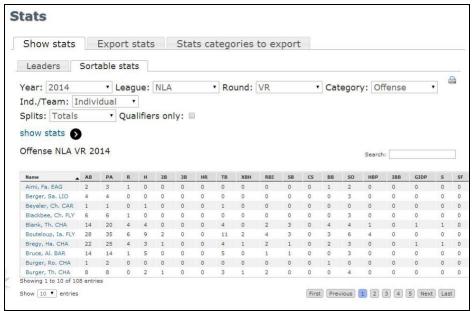
Show stats

Statistics can be displayed by category leaders or with sortable tables.

• **Leaders**: The top 10 players or teams for all important categories are displayed. Indicate year, league, round and category, and Individual or Team which to filter by:



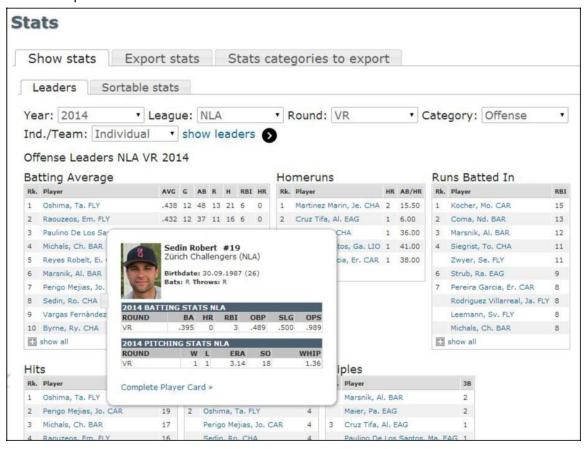
• **Sortable stats**: All players or teams are displayed in tables that can be sorted by columns. Indicate year, league, round, category, Individual or Team, and, if needed, special splits:



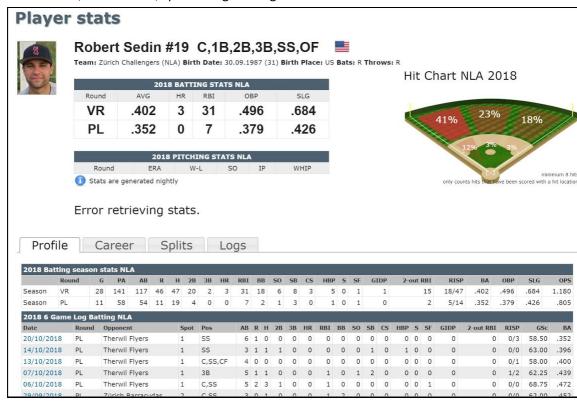


EASY SCORE

• **Player stats**: Clicking on any player name in the statistics will bring up a quick overview of his most important stats for the season:



A click on "Complete Player Card" brings up the player's complete statistics with current season stats, career stats, splits and game logs:





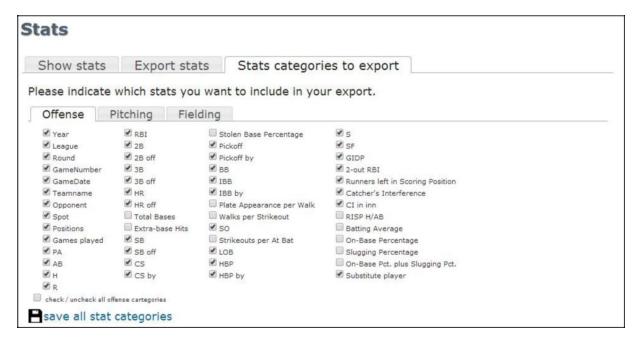
Exporting stats

Statistics can be exported for offense, pitching and fielding, grouped by year or by individual games:



The data will be exported in a comma separated format (.csv), which can be opened in any text editor or a spreadsheet application like Microsoft Excel.

On the "Stats categories to export" tab, you can define which statistics will be included in the export:



Save your changes by clicking on "save all stat categories".

7. Web services

Web services are used to display information on other websites with a special call to a given address. The returning construct is an XML document that can be parsed and implemented in your own website.

As of now, EasyScore offers web services for:

- Live Game Data: real-time data for live games:
 <u>https://www.easyscore.com/api/live/xxxx</u> (replacing xxx with the ID of your game found in the overview of your games in the column GameID)
- Basic Game Info: gets information like date, time, notes, pitchers, linescore and play-by-play on running and finished games:
 https://www.easyscore.com/webservices/Games.asmx/GameInfo?GameID=xxx
 (replacing xxx with the ID of your game found in the overview of your gamesin the column
- League schedules: gets the schedule for leagues and tournaments: https://www.easyscore.com/webservices/Schedules.asmx/Schedules?LeagueID=xx&Round=yy&Year=zzzz
 - (replacing xx with the ID of your league, yy with the ID of the round (0 for all rounds) and zzzz with the year. You can find this link below the schedules on the games overview screen)
- League standings:gets the standings for leagues and tournaments: https://www.easyscore.com/webservices/Standings.asmx/Standings?LeagueID=xx&Round=y https://www.easyscore.com/webservices/Standings.asmx/Standings?LeagueID=xx&Round=y https://www.easyscore.com/webservices/Standings.asmx/Standings?LeagueID=xx&Round=y https://www.easyscore.com/webservices/Standings.asmx/Standings?LeagueID=xx&Round=y
 - (replacing xx with the ID of your league, yy with the ID of the round and zzzz with the year. You can find this link below the standings on the start screen)
- Season stats:gets the stats for all players of a specific league and round: https://www.easyscore.com/webservices/Stats.asmx/Stats?LeagueID=xx&Round=yy&Year=z zzz&Category=000
 - (replacing xx with the ID of your league, yy with the ID of the round, zzzz with the year and ooo with either off, pit or fld)
- **Game stats**:gets the stats for a specified game:
 - https://www.easyscore.com/webservices/GameStats.asmx/GameStats?LeagueID=xx&Round=yy&Year=zzzz&Category=ooo&GameID=iii
 - (replacing xx with the ID of your league, yy with the ID of the round, zzzz with the year, ooo with either off, pit or fld, and the GameID with the ID of your game found in the <u>overview of</u> your gamesin the column GameID)
- Player career and game-by-game stats:gets the stats for a specified game:
 https://www.easyscore.com/webservices/Playerstats.asmx/Playerstats?LeagueID=xx&Round=yy&Year=zzzz&Category=ooo&PlayerID=iii&SubCategory=mmm
 (replacing xx with the ID of your league, yy with the ID of the round, zzzz with the year, ooo with either off, pit or fld, iii with the PlayerID and mmm with "car" for career stats or "log" for game-by-game statistics)

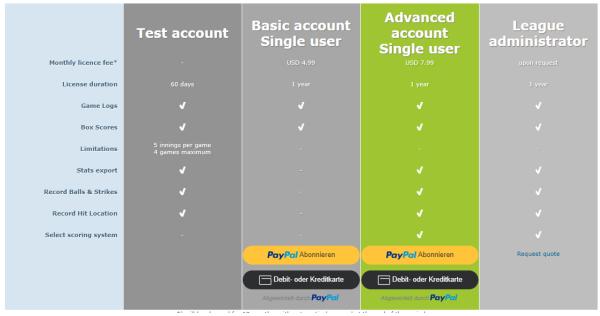
To get the data for live games, please use the following URL:

https://firestore.googleapis.com/v1/projects/easyscore-app/databases/(default)/documents/live/xxxxx replacing xxxxx with game ID.

8. Pricing

Following plans are available for using EasyScore:

EasyScore offers different plans for subscription:



Upon registering, you can use EasyScore for free for an entire year, but are limited to five innings per game and a total of 4 games.

9. Support

If you have any questions, please contact us at support@easyscore.com.

To stay updated on technical changes, subscribe to the RSS-feed at www.easyscore.com/news/.

Also, check us out on Facebook at www.facebook.com/EasyScore and follow us on Twitter at www.twitter.com/bbeasyscore.

Video tutorials are available at www.youtube.com/EasyScore42.