

PROCESS BASED SCRIMMAGE		ORANGE	BLUE
PACE OF GAME			
Team energy and dugout intent and participation	+1		
Off the field in 10 sec (OF) and or 5 sec (INF)	+2		
Around INF after strikeout (6) or out at first (5)	+2		
PITCHERS			
Win the 1-1 Count (Only Awarded To P)	+1		
First Pitch Thrown For A Strike (Only Awarded To P)	+1		
No Freebe = HBP, BB, PB, WP, SB, Error	+4		
1-2-3 Inning	+2		
12 Pitches or less in an Inning	+2		
Winner of 3-2 Battle	+2		
DEFENSE			
Web Gem	+2		
Double Play	+4		
2.2 by catcher between innings on throw to 2Bw/Tag	+2		
Throw out lead runner with tag	+4		
OFFENSE			
Any Freebe = HBP, BB, PB, WP, SB, Error	+2		
Bunt Base Hit	+2		
Aggressive Baserunning	+2		
Situational Hitting	+2		
Leadoff or a 2 out BB/HBP	+2		
8 Pitch At Bat	+2		
2 out RBI	+4		

RUNS IN AN INNING	1	2	3	4	5	6	TOTAL	PROCESS PTS (H)	1	2	3	4	5	6	TOTAL
ORANGE								ORANGE							
BLUE								BLUE							
SITUATIONAL EX (E)	1	2	3	4	5	6	TOTAL								
ORANGE															
BLUE															

Runs Column = Runs Scored

Hits Column = Process Points

Errors = Situational Scrimmage

MUST USE Scoreboard, Umpires, Two Color Shirts

MOVE THE RUNNER SCRIMMAGE

1 Point: Advance Runner & Hitter Out

2 Points: Both Runners Safe (Hit, E, BB, HBP)

1 Point: For Defense – Get Lead Runner Out

1st & 2nd = Runner at 1st – Sac Bunt Move Runner – 3rd & 4th = Runner at 2B – Hit & Run 5th & 6th = Runner at 3B, 1-Out – Score Runner

**In situational scrimmage, pitcher is throwing a fastball for a strike down the middle.*

Use Umpires, Scoreboard and Two Color Uniforms