

The scoreboard interface is divided into two main color-coded sections: a blue section for the 'GUEST' team on the left and a red section for the 'HOME' team on the right. At the top, both sections feature a '+1' button and the team name. Between the teams are control buttons: 'Up Down', 'Edit Time', 'Reset Time', and 'Time of Day'. The middle row contains editing buttons for 'Score', 'Hits', 'Errors', 'Inning', 'Next Half Inning', 'Errors', 'Hits', and 'Score'. The bottom row includes 'Team Stats', 'Pitch Stats', 'Pitch Count', and 'Pitch Count +1' for both teams. A central diamond diagram shows '2nd Base', '3rd Base', '1st Base', 'PITCHER', and 'Batter' with arrows indicating movement. Action buttons for 'Hit', 'Foul', 'Fly / Ground Out', 'Error', 'Reach on Error', 'Ball', 'Strike', and 'Out' are also present.

Baseball Scoreboard

This version of the scoreboard has most of its buttons disabled, shown in grey. Only the '+1' buttons, the 'GUEST' and 'HOME' labels, the 'Edit Time', 'Reset Time', 'Time of Day', 'Edit Inning', 'Next Half Inning', 'Edit Score', 'Team Stats', 'Pitch Stats', 'Pitch Count', and 'Pitch Count +1' buttons are active. The central diamond diagram is simplified, showing only 'PITCHER' and 'Batter' with a single arrow. The 'Hit', 'Ball', 'Strike', and 'Out' buttons are also active, while 'Error', 'Reach on Error', 'Foul', and 'Fly / Ground Out' are disabled.

Blank Keys Still Active - Basic Baseball Scoreboard - Turn Off Auto Pitch Count