

# Scorekeeping

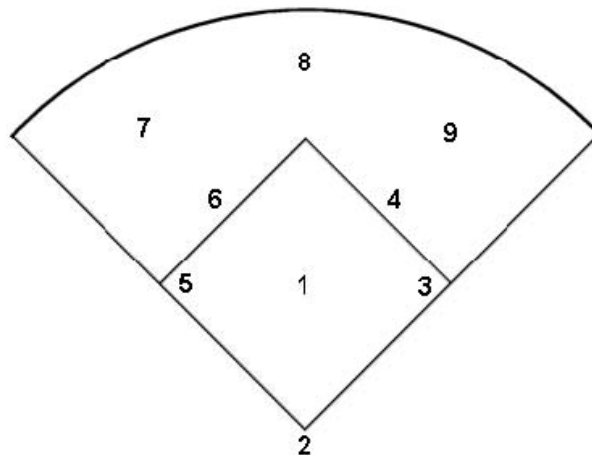
## Getting Started

### Game Data

Once you've familiarized yourself with the scorecard layout, it is time to start filling it in. Normally at the top you'll find places to log information such as team names, date, and time. Some cards will even provide space for umpire and coach names.

### Player Data

Next, find where you'll be entering player data. This will be a grid with inning numbers and other designations running across the top and spaces for the players' names, numbers and positions down the side. Fill these in when the batting order is announced (from line-up). Before entering the player positions, you should be aware of one standard way of recording them. The standard position numbers are shown below.



1 - Pitcher; 2 - Catcher; 3 - 1st Base; 4 - 2nd Base; 5 - 3rd Base; 6 - Shortstop; 7 - Left Field; 8 - Center Field; 9 -Right Field

These numbers are easy to remember if you start with the pitcher and then work your way around the bases. The only hitch is the shortstop..

# Scoring



## Scorekeeper Shorthand

Scorekeeping is accomplished by a sort of "shorthand," which is basically a combination of position numbers and abbreviations. Refer to the "Scoring Abbreviation" page to see some common numbers and abbreviations used throughout a game.

## Batter Up!

Let's see what we need to do as each player has his turn at bat.

Example: top of the lineup

#	Player	Pos	1
9	Smith, J.	8	
		Sub	
29	Lawson, A.	4	
		Sub	
17	Henry, D.	2	
		Sub	
33	Jones, T.	9	
		Sub	

If you've familiarized yourself with the position numbers, you'll see that the center fielder, second baseman, catcher, and right fielder are the first batters up.

Smith singles to center field. A lot of pre-printed scorecards will have a diamond representing the field in the middle of each box. To mark Smith's single, we'll darken the line from home to first and place a 1B next to it. Some like to draw a line to show where he hit the ball- it is optional..

9	Smith, J.	8	
		Sub	

Lawson's up next and he strikes out swinging. A "K" is placed in his box to indicate that he struck out. If it was a called strike three, a "Kc" or a backwards "K" would be placed in the box. A circled "1" is also placed in the box to indicate that it was out number one.

29	Lawson, A.	4	
		Sub	

Henry is batting next, but while he is batting Smith manages to steal second. The line from first to

second should be darkened and an "SB" along with a number to indicate who was at bat is written to indicate that Smith stole second during Henry's plate appearance. I like to use the player's jersey number for this. It makes it easier for me to keep track of things. Other people use the player's position number. So, you could have just as easily written "SB2" instead of "SB17".

9	Smith, J.	8	
		Sub	

Henry manages to draw a walk. The line from first to second is darkened and either a "BB" or "W" is written to indicate the walk. I prefer to use BB for "Base on Balls."

17	Henry, D.	2	
		Sub	

Jones is now at bat and hits it to the short stop who tosses it to the second baseman who tags the bag to get Henry out. The second baseman then throws to first to get Jones out. A classic 6-4-3 double play, which is what is written in Jones' box. Of course, both outs must be recorded. So a line is drawn halfway between first and second in Henry's box and is marked with a '33' to indicate that Jones was the batter. A circled '2' is also entered to indicate that Henry was the second out.

17	Henry, D.	2	
		Sub	

In Jones' box a 6-4-3 is written along with a 'DP' for the double play and a circled '3' to indicate the third out. A 'DP' could also have been entered in Henry's box to indicate that he was caught up in the double play as well. One other method is to draw a line connecting the two boxes.

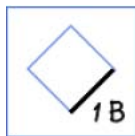
33	Jones, T.	9	
		Sub	

The '6-4-3' above is an example of how all players who were involved in putting the runner out are given credit. Since this is the third out, a slash is drawn across the lower right-hand corner of Jones' box to indicate the end of the inning. This is what the scorecard should look like after the first half-inning.

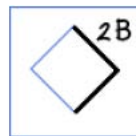
#	Player	Pos	1
9	Smith, J.	8	
		Sub	
29	Lawson, A.	4	
		Sub	
17	Henry, D.	2	
		Sub	
33	Jones, T.	9	
		Sub	

## Examples

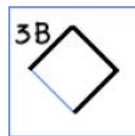
### WAYS TO GET ON BASE



Single



Double



Triple



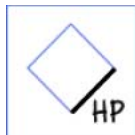
Home Run



Home Run



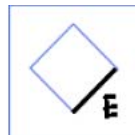
Base on Balls  
(walk)



Hit By Pitch



Fielder's Choice



Error



Wild Pitch

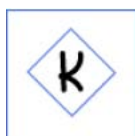


Passed Ball



Catcher's Interference

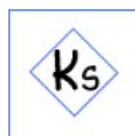
### WAYS A BATTER MAKES AN OUT



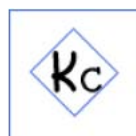
Strikeout  
(swinging)



Strikeout  
(called/looking)



OR Strikeout  
(swinging)



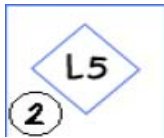
OR Strikeout  
(called)



Fly Out



Foul out



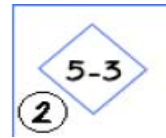
LineOut



Unassisted



GroundOut

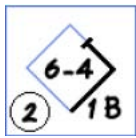


tag/ForcedOut

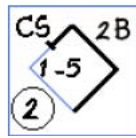


InfieldFly

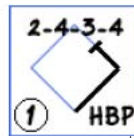
### WAYS A RUNNER MAKES AN OUT



Force Out  
or Caught Stealing



Run Down Tag (3<sup>rd</sup> to 2<sup>nd</sup>)



(Pitcher to 3<sup>rd</sup>) (Catcher to 2<sup>nd</sup> to 1<sup>st</sup> to 2<sup>nd</sup>)

# Substitutions

(used in juniors)

For batter substitutions, draw a line between the last scorebox of the previous batter and the first scorebox of the new batter.

#	Player	Pos	8
9	Smith, J.	8	
		Sub	
29	Lawson, A.	4	
3	Kitt, W.	PH	
		Sub	

If the new batter is a pinch hitter, place "PH" in the position box. If he is taking a position in the field, use the normal position numbers. If players are moved around in the field, you'll want to show that on your scorecard. Usually, I make a note by the player's name indicating the move. When a substitution is made for the pitcher, place a line under the score box of the last batter the previous pitcher faced.

**In all other divisions:** the manager should report players "sitting out" each inning. You will need to keep track to insure all players have met minimum play rules. (Write the inning number they sit out next to the players name on the scorecard)

## Pitch Count

There is a pitch count limit in all “kid pitch” divisions.

For each pitch thrown, make a mark or use a tally counter to keep the pitch count– do not forget to include foul balls and pitches that are hit by the batter and put in play. As scorekeeper you are responsible for each pitcher’s count and only your official count will be used by the umpire.

When the managers announce the substitutions to you and the umpire each inning, you should let him know if a pitcher is close to reaching the max. When a pitcher reaches the limit, they may complete pitching to the current batter but then be removed- notify the umpire that the pitcher has reached the max pitch count. At the end of the game, list innings pitched as well as pitch count for each pitcher.

## After the game

Always list the teams and final score- circle it so it’s easy to find.

Have the umpire sign the scorebook.

Give the book to the next home team, or return to snack bar building if there is no game after yours.

## Abbreviations

<b>Pitcher Abbreviations</b>	
BALK	Balks
BB	Walks
BF	Batters Faced
ER	Earned Runs
H	Hits
HBP	Hit by Pitch
IP	Innings Pitched
K	Strikeouts
R	Runs
W-L	Win/Lose
WP	Wild Pitch

## Scoring Abbreviations

How on Base		Positions	
1B	Single	1	Pitcher
2B	Double	2	Catcher
3B	Triple	3	First Base
BB or W	Walk	4	Second Base
E	Error	5	Third Base
FC	Fielder's Choice	6	Short Stop
HBP or HP	Hit by Pitch	7	Left Field
HR	Home Run	8	Center Field
I	Interference	9	Right Field
IW	Intentional Walk	DH	Designated Hitter
Outs		Other Symbols	
CS	Caught Stealing	BK	Balk
DP	Double Play	PB	Passed Ball
F	Fly Out	WP	Wild Pitch
FO	Foul Out		
G	Ground Out		
K	Strikeout Swinging		
bkwd 'K' or Kc	Strikeout Looking		
L	Line Out		
SF	Sacrifice Fly		
SH	Sacrifice Hit (Bunt)		
TP	Triple Play		
U	Unassisted Put Out		





