

Scorekeeper's Package

This package serves to help you learn the basics of scorekeeping. Please keep in mind that Scorekeeping Clinics are given and that is the best way to learn how to scorekeep baseball games.

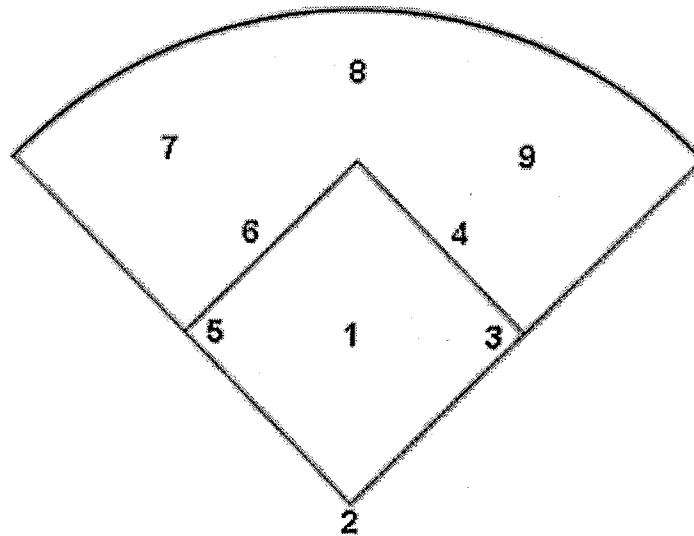
There are more resources on the internet that can help you learn how to scorekeep and it is encouraged that you read up more on it.

Please be aware that the examples used in this package uses the scoresheet style of participation leagues (that is B league). If you scorekeep a competitive league (intercity "AA", "BB" or "A" team), the scoresheets look slightly different but the idea of course is the same.

All examples in this document are taken from: <http://www.baseballscorecard.com>

Basics:

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

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 (page 5) 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. We'll confine ourselves to the 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. Many people also like to draw a line to show where the batter hit the ball.

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". A circled "1" is also placed in the box to indicate that it is the first out.

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, I could have just as easily written "SB2" instead of "SB17". If Henry hit or sacrificed the batter over to second, you would place just the uniform or player number next to the path from first to second to show how Smith got to there.

9	Smith, J.	8	
		Sub	

Henry manages to draw a walk. The line from home to first 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.

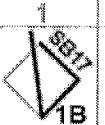

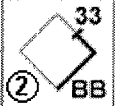

17	Henry, D.	2	
		Sub	

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

Scorekeeping Abbreviations

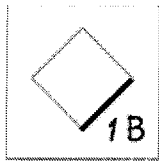
<u>How on Base</u>		<u>Positions</u>	
1B	Single	1	Pitcher
2B	Double	2	Catcher
3B	Triple	3	First Base
BB	Walk	4	Second Base
E	Error	5	Third Base
FC	Fielder's Choice	6	Short Stop
HBP	Hit by Pitch	7	Left Field
HR	Home Run	8	Center Field
I	Interference	9	Right Field
IW	Intentional Walk		

<u>Outs</u>		<u>Pitcher Abbreviations</u>	
CS	Caught Stealing	BK	Balks
DP	Double Play	BB	Walks
F	Fly Out	BF	Batters Faced
FO	Foul Out	ER	Earned Runs
G	Ground Out	H	Hits
KS	Strikeout Swinging	HBP	Hit by Pitch
KC	Strikeout Looking	IP	Innings Pitched
L	Line Out	K	Strikeouts
SF	Sacrifice Fly	R	Runs
SH	Sacrifice Hit (Bunt)	W-L	Win/Lose
TP	Triple Play	WP	Wild Pitch
U	Unassisted Put Out		

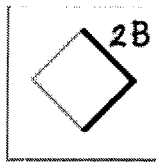
Other Symbols

PB	Passed Ball
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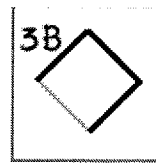
EXAMPLES:
WAYS TO GET ON BASE



Single



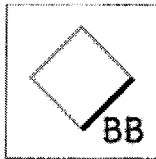
Double



Triple



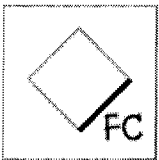
Home Run



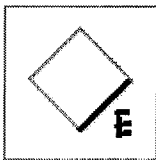
Base on Balls



Hit by Pitch
(can also use "HBP")



Fielder's Choice



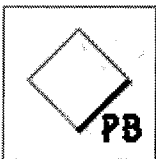
Error



Ground Rule Double



Wild Pitch on 3rd strike

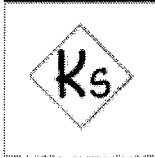


Passed Ball

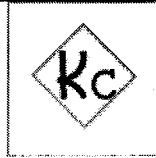


Catcher's Interference

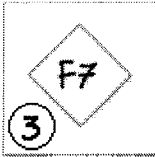
WAYS A BATTER MAKES AN OUT



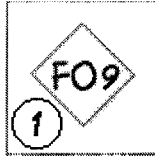
Strikeout (Swinging)



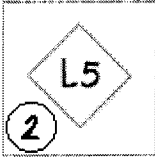
Strikeout (Called)



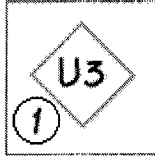
Strikeout (Called) Fly out (to left)



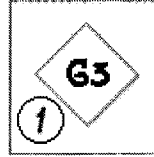
Foul Out (to right)



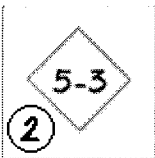
Line out (to 3rd)



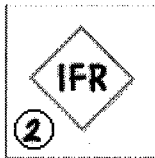
Unassisted Put Out



Ground Out

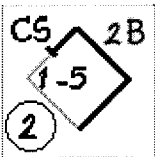


Force Out or Tagged
(3rd throws to 1st)

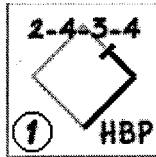


Infield Fly Rule

WAYS A RUNNER MAKES AN OUT



Force Out or Tagged
(SS to 2nd) Caught Stealing



(Pitcher to 3rd) Run Down
(Catcher to 2nd to 1st to 2nd)

ADDITIONAL TIP!

Whenever a runner scores, write inside the diamond the number of player in which the RBI was accounted for. In this example, #16 was the one who brought the player in to score!

