



SCOREKEEPER CHEAT SHEET

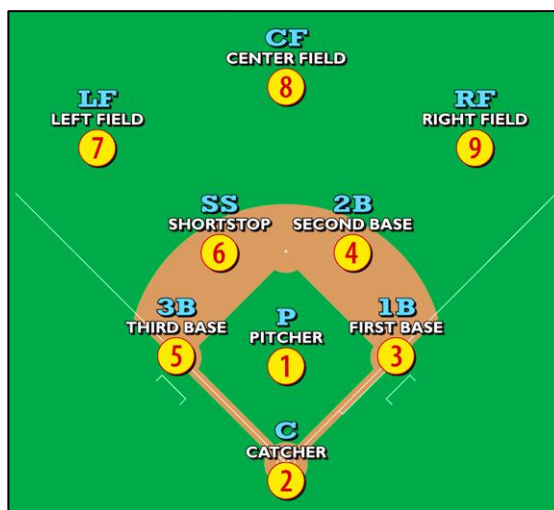
South Vancouver Little League

1. Arrive to the field at least 15 minutes early with your supplies (i.e., coloured pens, highlighter, pencil, eraser) and pick up the scorebook from the Score Shack.
2. Introduce yourself to the umpire and collect the original lineup cards from both coaches.
3. Situate yourself near the umpire so you two may easily communicate.
4. Transfer lineups to the scorebook. Record at least the first and last name, uniform, and number. Also indicate the Home and Visiting teams.
5. During the game, record **Pitches**, **Runs**, **Outs**, **Balls**, and **Strikes**. If you are doing all this, then you are **PROBS** doing it right.
6. After the game, write the score in large numbers on each team's page.

You're **PROBS**
doing it right if
you're recording
Pitches
Runs
Outs
Balls
Strikes

OTHER THINGS

- Feel free to call a time-out to ask an umpire to clarify a call.
- Little League has very specific rules on the number of pitches a pitcher can pitch- it is important to note the ending pitch count of each pitcher in the scorebook. A coach might call a timeout to ask for the official pitch count from the Official Scorekeeper.
- You have a very important job, so try and block out distractions from the crowd and remain neutral. There is no cheering from inside the Score Shack.
- Each team is responsible for having his/her own team scorekeeper to report batting-out-of-turn and pitch counts. If you notice a team has batted out of turn you need to report this to the coach and they can call a timeout.
- Make sure you record the time the game ends at the top of the scorebook.





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MOST COMMON ABBREVIATIONS

- 1B - Single
- 2B - Double
- 3B - Triple
- BB - Walk
- DP - Double Play
- F - Fly Ball
- HBP (HP) - Hit by Pitch
- HR - Home Run
- K - Strike Out Swinging
- Backwards K - Strike Out Looking
- L - Line Drive
- SB - Stolen Base

LESS COMMON ABBREVIATIONS

- INT - Interference
- BK - Balk (Pitcher's Error)
- CS - Caught Stealing
- E - Error
- FC - Fielder's Choice
- PB - Passed Ball (Catcher's Error)
- WP - Wild Pitch (Pitcher's Error)
- RBI - Runs Batted In
- KPB - Dropped Third Strike, safe on 1st
- K#-# - Dropped Third Strike, out on 1st
- Sac - Sacrifice (Fly, Bunt, etc.)

Setting Up the Scorebook

There are many different versions of scorebooks, but they all have the same basic set-up. Open the book so you have two pages facing you, the left-hand side (or top if using a book that opens top to bottom) is always the *Visitor Team* because they are first up to bat. The right-hand side (or bottom) is the *Home Team*. Fill in the top of the scorebook for both teams – **Team Name**, **Date**, **Field** and **Start Time**. Then, using the line-up card, enter in the **Player's #** and **Name** (and position if you have it). This is the order that the players must bat in- if there are any discrepancies during the game, the team scorekeeper must report this to the coach who can call a timeout. You then draw a highlighted line under the batting order to write in the first pitcher and back catcher for the inning. The number of the pitcher and catcher also goes in the top right-hand corner of each box they pitch in. This is for keeping track of pitch count.

| The Baseball Scorecard | | | | | | | | | | | | | | | | |
|---|---------|------------------------|------|---|---|------------------------|---|-------------------------|---|-------------|---|----|----|---|---|-----|
| Notes: | | Visitor: Blacks | | | | Date: June 2/21 | | Start Time: 6:01 | | Attendance: | | | | | | |
| <input type="checkbox"/> Home: Red | | Scorer: | | | | Time of Game: | | End Time: | | Weather: | | | | | | |
| # | Line Up | Pos | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | AB | R | H | RBI |
| 5 | Simon | | | | | | | | | | | | | | | |
| 3 | Amy | | | | | | | | | | | | | | | |
| 10 | Joe | | | | | | | | | | | | | | | |
| 8 | Daphne | | | | | | | | | | | | | | | |
| 1 | Shawn | P | 1/15 | | | | | | | | | | | | | |
| 15 | Zoe | C | | | | | | | | | | | | | | |



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Recording the Play

It's now time to play ball! Your job is to record the play so it tells a story of what happens in the game. Though some coaches like to have as much information as possible to review after the game- your main job is to record pitch count, runs, outs, balls and strikes. Below are some examples of how to record the play.

Indicate a new pitcher with a highlighted half box.

Amy is up to bat, one ball but Simon runs and steals 2nd base (**SB3** - 3 is Amy's #). Two more strikes and strikes out swinging (**K**). Simon steals 3rd - catcher overthrows the ball to third trying to catch the runner stealing. Marked as an error (**E2-5**) on the catcher.

Daphne has one ball but the catcher misses the catch so Joe steals 2nd - the catcher throws to the SS and tags him out (**CS 2-6**). Simon steals 3rd base at the same time. Fly ball to left field but caught by the left fielder (**F7**). Simon runs home but because it is the third out the run does not count.

| # | Line Up | Pos | 1 | 2 | 3 | 4 |
|----|---------|-----|--------------|---|---|---|
| 5 | Simon | | 1 2 4 3 5 | | | |
| 3 | Amy | | 1 3 2 3 | | | |
| 10 | Joe | | 1 3 4 2 5 | | | |
| 8 | Daphne | | 1 | | | |

Simon is up to bat, two balls, one strike, one ball then hits to right field. He makes it to 1st base (**1B**)

Joe has one ball, one strike, two more balls, one strike then another ball so he walks (**BB**).

Keep a running total of the number of pitches and put this number at the bottom of the page under the batting order (see example below).

Three out so indicate with a line the end of the inning so you know the next batter that is up in the next inning. Either shade the rest of the column or put a highlighted squiggly line.

Recording Pitch Count

For every pitcher and catcher, you need to record their count. There are specific rules as to how many balls a player can pitch and how many days they must rest before they can pitch in another game. The coach might ask you for an official pitch count if you are the official scorekeeper. Recode the number of the pitcher and catcher in the top left-hand corner and the final count at the end of the inning. This is a running total. Shawn pitched two innings, but the back catcher changed in the 2nd inning. New pitcher in the 3rd inning. Then in the 4th the pitcher changed partway through.

| | | | | | | | | | | | | |
|----|--------|---|-------|------|-----|-----|--|--|--|--|--|--|
| 11 | Shawn | P | 11/15 | 11/7 | | | | | | | | |
| 15 | Zoe | C | 17 | 35 | | | | | | | | |
| 7 | Lynn | C | | | | | | | | | | |
| 8 | Braden | P | | | 8/7 | 8/7 | | | | | | |
| 7 | Lynn | C | | | 25 | 40 | | | | | | |
| 2 | Nick | P | | | | 2/7 | | | | | | |
| 7 | Lynn | C | | | | 12 | | | | | | |



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More Advanced Scoring (Majors and Intermediate)

Below are some examples of the more advanced plays that happen but usually coaches aren't looking for these in the lower leagues.

| # | Line Up | Pos | 1 | 2 | 3 | 4 |
|----|---------|-----|-----------------------------|---|---|---|
| 11 | John | | 1 PB9 2B | | | |
| 9 | Rebecca | | 3 1 2 1 SB2 KPB | | | |
| 2 | Nick | | 1 1 DP1-5-3 | | | |
| 8 | Braden | | 3 5 6 1 2 FC4 1B | | | |
| 7 | Lynn | | 1 2 18 | | | |

Rebecca has two strikes, one ball but the catcher misses the pitch so John steals 3rd (PB9). Then a third strike but the catcher drops the ball so the batter runs to 1st (KPB) and is safe. John comes home and scores. The diamond is shaded for the run, 9 is written and Rebecca gets an RBI (1 – in bottom left-hand corner.)

John hits a foul ball (which is a strike) then hits to right field for a double base (2B).

Nick has one ball and Rebecca steals 2nd (SB2). Hit to shortstop where the pitcher throws to 3rd and tags the runner then the ball is thrown to 1st for the double play (DP1-5-3).

Lynn has two balls then hits to 2nd base. The fielder makes a choice and tags the runner to second instead of throwing to 1st for the out (FC4).

Braden has two strikes, one ball, foul tip (third strike but the batter can't go out on a foul) then two more balls then a hit to the infield (1B).

Recording Runs, Errors and Hits

At the end of each inning at the bottom of the scorebook is space (every scorebook might be slightly different) to record the runs (R), hits (H), errors (E) and players left on base (LBI). If a player hits a ball into the field but is tagged out, the hit does not count. For the example above, only 3 out of the 4 hits count because Nick was called out in the double play. Errors occur when the player in the field (defensive) makes an error catching or throwing the ball which leads to a player getting on base or scoring a run. Because it is the defensive player that makes the error, you need to make sure you mark it on the player who makes the error's scorecard. 1 run was scored by John, 1 error from the play with Simon and 1 LBI because Lynn was left on base.

| | | | | | | | | | | | |
|--------------|---|--|--|--|--|--|--|--|--|--|--|
| Runs | 1 | | | | | | | | | | |
| Hits | 3 | | | | | | | | | | |
| Errors | 1 | | | | | | | | | | |
| Left on Base | 1 | | | | | | | | | | |