

How to be a Scorekeeper



What you will learn

- League policies and procedures
- Scorekeeping abbreviations
- How to properly complete a line-up card
- Scorekeeping shorthand
- How to keep score using the book
- Keep accurate pitch counts
- Complete the official pitching log
- Use of the Scoreboard
- Resources

League Policies and Procedures

- Line-up cards must be filled out properly
- Please print your name in the scorebook for each home game
- Complete pitching log AND have both managers sign log
- Remember to have the umpires sign the official book
- Scorebooks will be reviewed for accuracy throughout the season
- The **HOME TEAM** is the official scorekeeper for the league
- As official scorekeeper, you do not work for your team, you work for the umpire.
 - You may not give information to your manager/coaches that will help them against their opponent.
 - To avoid conflict, you may want to have a second scorekeeper for the team.

Where do I find the official scorebooks?

- Minor, Major, and HSP scorebooks are kept on the rolling file cart next to the Snack Shack.
 - Be careful! Make sure you take the book for your division. All books will be labeled.
 - Also, take a Pitch Count Log card in the file box that says “Blank Pitch Count Log Cards.”
- Cleary Field scorebooks are kept in the equipment shed in the top drawer of the file cabinet.
 - This includes Farm and Rookie divisions.
 - Also Farm Scorekeeper, take a Pitch Count Log card in the file box that says “Blank Pitch Count Log Cards.”

Line-up cards/fill out the scorebook line-up (cont)

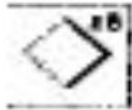
- Always use PENCIL when filling out the line-up card/Scorebook line-up section.
- Manager should have the line-up 10/15 mins before game time.
- Share line-up with the other team's scorekeeper.
- The scorebook has two extra copies on the "Our Team" page.
- You will not turn the page, you will just flip the book back and forth. Please do not skip pages.
- Make sure you put the cardboard behind the "Our Team" page.
- Away/Visitor Team will keep score as well. You will have your own book.

Scorekeeping Shorthand

Ways to Get on Base



single



double



triple



home run



walk - base
on balls



HBP - hit
by pitch



passed ball on
3rd strike



catcher's
interference



ground
rule double



error



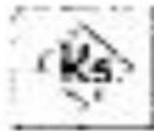
fielder's
choice

Scorekeeping Shorthand

Ways a Batter Makes an Out



strikeout - swinging



strikeout - called



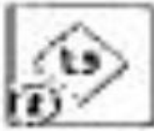
unassisted
put out



fly out
(to left)



force out or
tagged (3rd
throws to 1st)



line out
(to 3rd)



foul out
(to right)



infield fly
rule

Scorekeeping Shorthand Ways a Runner Gets Out



force out
or tagged
(SS to 2nd)



run down
(pickle!)



caught
stealing

Scorekeeping Abbreviations

Other Possible Outs

CS - caught stealing

SF - sacrifice fly

SH - sacrifice hit

DP - double play

TP - triple play

Miscellaneous

RBI - runs batted in

AB - at bats (official)

ERA - earned run

average

Pitcher Abbreviations

BK - balk

ER - earned runs

H - hits

IP - innings pitched

K - strike outs

R - runs

W-L - win - loss

WP - wild pitch

BB - walks

Inning Columns

There is an individual column for each inning. There are nine innings shown but in Little League we only play 6 innings.

Columns tell the “story of the game.” They tell us who did what and in what order things happened.

The image shows a standard baseball scorebook page. At the top, it is labeled 'SCORER' and 'SCORE BY INNING'. Below this, there are sections for 'VISITING TEAM' and 'HOME TEAM' with columns for 'POS', 'FO', 'A', and 'E' for each of the nine innings. To the right, there is a 'FINAL SCORE' box and a 'DATE' field. Below these are fields for 'PITCHER', 'CATCHER', 'FIRST BASEMAN', 'SECOND BASEMAN', 'THIRD BASEMAN', 'SHORT STOP', 'LEFT FIELDER', 'CENTER FIELDER', 'RIGHT FIELDER', and 'SCORE'. A small diamond diagram is also present. The main body of the page is a grid with columns for each inning (1-9) and rows for each player. The columns for innings 1 through 9 are highlighted in yellow. At the bottom, there is a copyright notice: '© SCORE-BRIGHT PUBLISHING CO. ALL RIGHTS RESERVED'.

The Sequence of the Game

The game sequence flows down the inning column

Every time a new batter begins a new at bat, you use a new box. We'll describe the box later.

Since players bat in order, you just move to the next box in the order. The first batter in the first inning gets the first box (highlighted by a red square). Each subsequent batter gets a new square as you work down the 1st inning column.

Remember, the box captures what the batter did and when he did it. So the box you use is determined by who is batting and what inning it is.

Since players bat in order, you just move to the next box in the order.

The image shows a baseball scorebook page titled "SCORER". It features a list of players on the left and a grid for recording game statistics on the right. The players listed are Steve (24), Bobby (42), Joe (3), Jim (13), Alex (7), Connor (8), Dylan (66), Scott (1), Dave (77), and Adam (12). The grid has columns for "INNING" (1, 2, 3, 4, 5, 6, 7, 8, 9) and "PLAYER" (Steve, Bobby, Joe, Jim, Alex, Connor, Dylan, Scott, Dave, Adam). A red square highlights the first box for Steve in the 1st inning column, and a red arrow points down the 1st inning column.

SCORER		INNING		PLAYER	
NO.	NAME	PO	PO	A	F
24	Steve				
42	Bobby				
3	Joe				
13	Jim				
7	Alex				
8	Connor				
66	Dylan				
1	Scott				
77	Dave				
12	Adam				

End of a Half-inning

When a player makes the third out the home team comes to bat.

Let's say that #8, Connor, got the 3rd out. After you finish noting what occurred in his box, you then make a mark to indicate that he made the last out (see example).

Some scorekeepers will add a squiggly line to remind themselves that the remaining players did not bat in the inning. Some will use a diagonal line to help find the lead-off batter for the next inning, while others will use a heavy horizontal line (see examples). As long as your marks help you move to the next inning and are consistent, you're fine.

Remember that you created a page for the home team, too. At this point, you flip the book over and continue scoring the home team's at bats according to the lineup.

The image shows a page from a baseball scorebook titled "SCORER". It features a grid for recording player statistics across multiple innings. The "PLAYERS" section lists the following players and their numbers: Steve (24), Bobby (42), Joe (3), Jim (13), Alex (7), Connor (8), Dylan (66), Scott (1), Dave (77), and Adam (12). The columns are labeled "POS", "PO", "A", "E", "P", "A", "E", "P". A red squiggly line is drawn vertically through the boxes for players Dylan, Scott, Dave, and Adam, starting from the box for Connor (#8). A small white box with a black border and the text "OUT #3" is placed over the top of the red squiggly line in the "PO" column for Connor's row. At the bottom of the page, it says "© SCORE-RIGHT PUBLISHING CO. ALL RIGHTS RESERVED."

New Inning

When a player makes the third out the other team comes to bat. Remember that the 6th batter got the 3rd out in the first inning. This means that the 7th batter will bat first (lead off) in the second inning (see the red square).

Just remember to match the lead off batter to the proper inning to determine what box to start in. If you get to the bottom of the line-up, go back up to the top in the same inning and keep going.

Rookie: Each half inning will end when five (5) runs have scored or three (3) outs are recorded, whichever comes first.

Farm: There is a 5 run limit per half inning. Scoring is unlimited beginning in the 6th inning.

Minor: There is a 5 run limit per half inning. Scoring is unlimited beginning in the 4th inning.

The image shows a page from a spiral-bound notebook titled "SCORER". At the top, there are fields for "INNING", "SCORE", and "TEAM". Below this is a grid for recording plays, with columns for "PO", "A", "E", "F", "PO", "A", "E", "F". The main section is a batting order table with columns for "NO.", "PLAYERS", "POS.", "1", and "2". The players listed are Steve (24), Bobby (42), Joe (3), Jim (13), Alex (7), Connor (8), Dylan (66), Scott (1), Dave (77), and Adam (12). A red dashed line starts at the intersection of the 7th batter (Alex) in the 1st inning, moves down to the 7th batter (Adam) in the 2nd inning, and then moves up to the 7th batter (Alex) in the 2nd inning. A red square highlights the box for the 7th batter (Adam) in the 2nd inning. At the bottom of the page, it says "© SCORE-RIGHT PUBLISHING CO. ALL RIGHTS RESERVED."

The Box

The box is where all the game detail is captured. It's a tiny piece of real estate that requires scorekeepers to make quick and accurate notes about the game. The notes scorekeepers need to make are both logical and require some baseball shorthand. Let's start by looking at the box more closely.

Box Anatomy

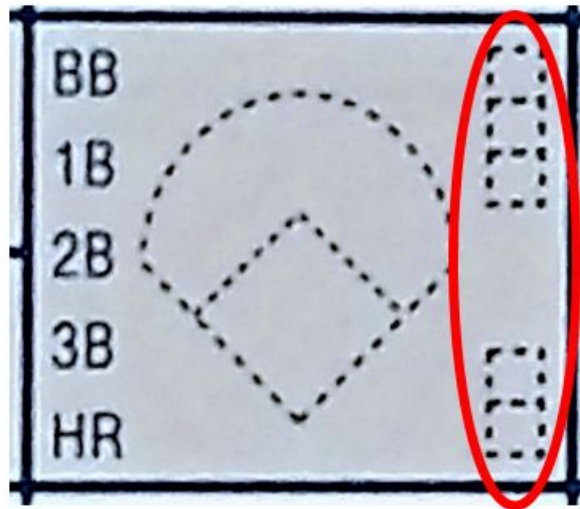
There are several things already in the box. Let's understand what each thing is and what scorekeepers need to do.

What is it (see red circle)?

It's a way to keep track of the pitches to the batter. There are three squares for balls and two squares for strikes.

What do you do?

Add a mark in each box according to whether a pitch was a ball or strike.



In the Rookie division, you do not need to mark balls since we are a machine pitch league.

What is it (see red circles)?

- 1) Type of hit; walk (BB), single, double, triple, or home run.
- 2) A baseball diamond with 4 bases and the outfield.

We will review this in a little bit when we discuss how to record a play.

What do you do?

Step 1 - Circle the one that corresponds to the type of hit the batter got.

Step 2 – Connect the bases that the batter touched on his hit.

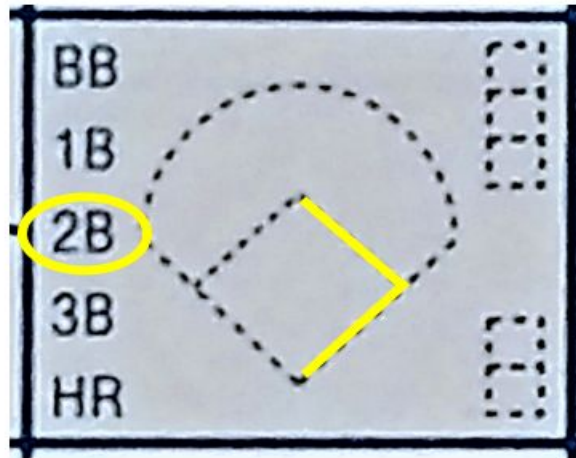
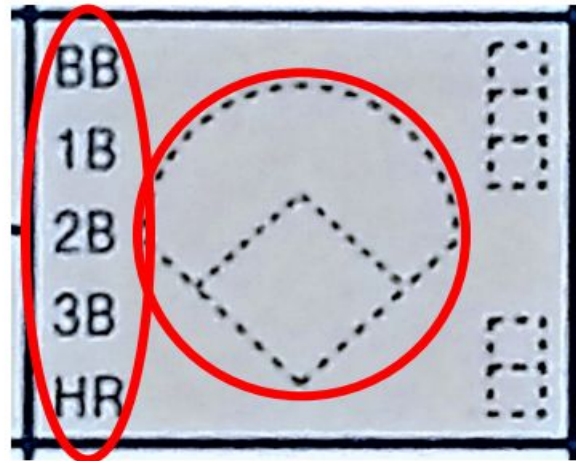
For example:

John hit a double.

What do you do?

Step 1 - Circle the “2B”

Step 2 – Draw a line that connects home-to-1st-to-2nd.



What is it?

In our books, you will have a spot to the bottom left that has a circle to put the out number.

What do you do?

- 1) Write in a number 1, 2, or 3 corresponding to the out made; first, second, or third out, and circle it.
- 2) Record the play that resulted in an out.

For example

Marcus is at bat with no outs. Marcus hits a ground ball to the second baseman. The second baseman caught the ball and threw to the first baseman to force Marcus out at first base. 1 out.

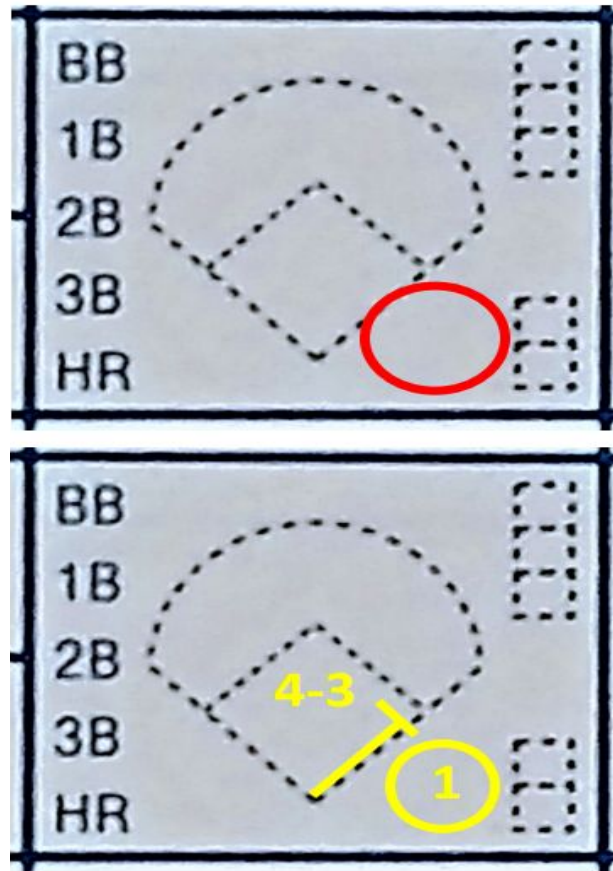
What do you do?

Step 1 – Write a number 1 in the lower right hand corner of the box and circle it.

Step 2 – Draw a line from home plate part way to 1st base, with a line crossing it. This shows the base the player did not reach.

Step 3 – Record the play (“4 – 3”).

We’ll describe this in a little bit.



Record a Play

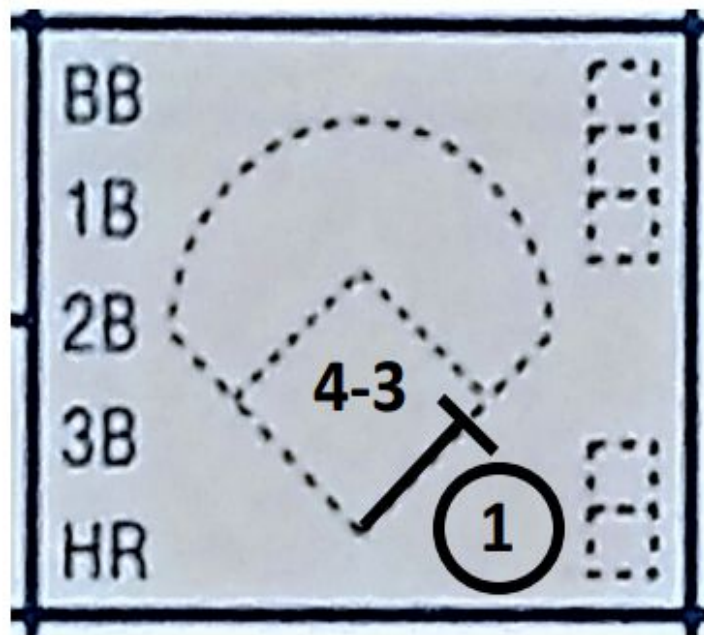
If there is a tricky part to score keeping, it's how to record a play.

If you recall, the last example described a play where Marcus was at bat with no outs and hit a ground ball to the second baseman. The second baseman caught the ball and threw to the first baseman to force Marcus out at first base.

You'll see the notation of the play in the box as "4 - 3" with out number 1 recorded.

How in the world did we come up with that?

Let's find out. It's actually not that difficult.

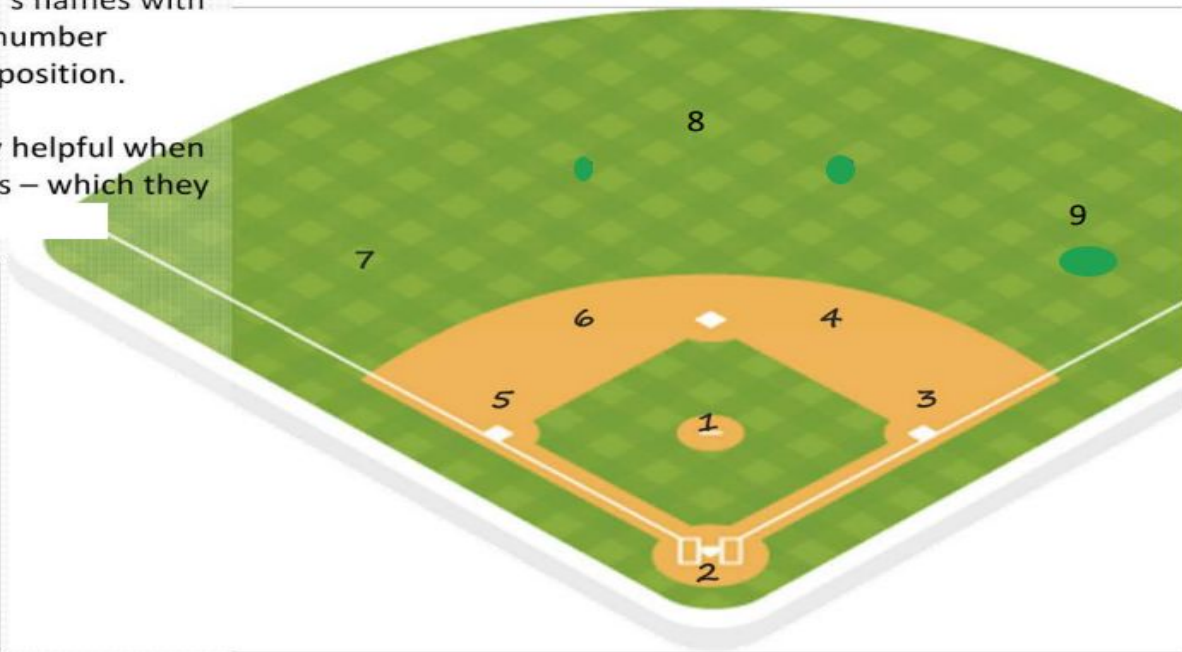


How Scorekeepers See the Field

Scorekeepers simplify the view of the field by replacing player's names with a unique number. The number represents the player's position.

This convention is really helpful when players change positions – which they do almost every inning

- | | |
|----|--------------|
| 1- | Pitcher |
| 2- | Catcher |
| 3- | First Base |
| 4- | Second Base |
| 5- | Third Base |
| 6- | Shortstop |
| 7- | Left field |
| 8- | Center Field |
| 9- | Right Field |



These numeric representations are always the same and do not change.

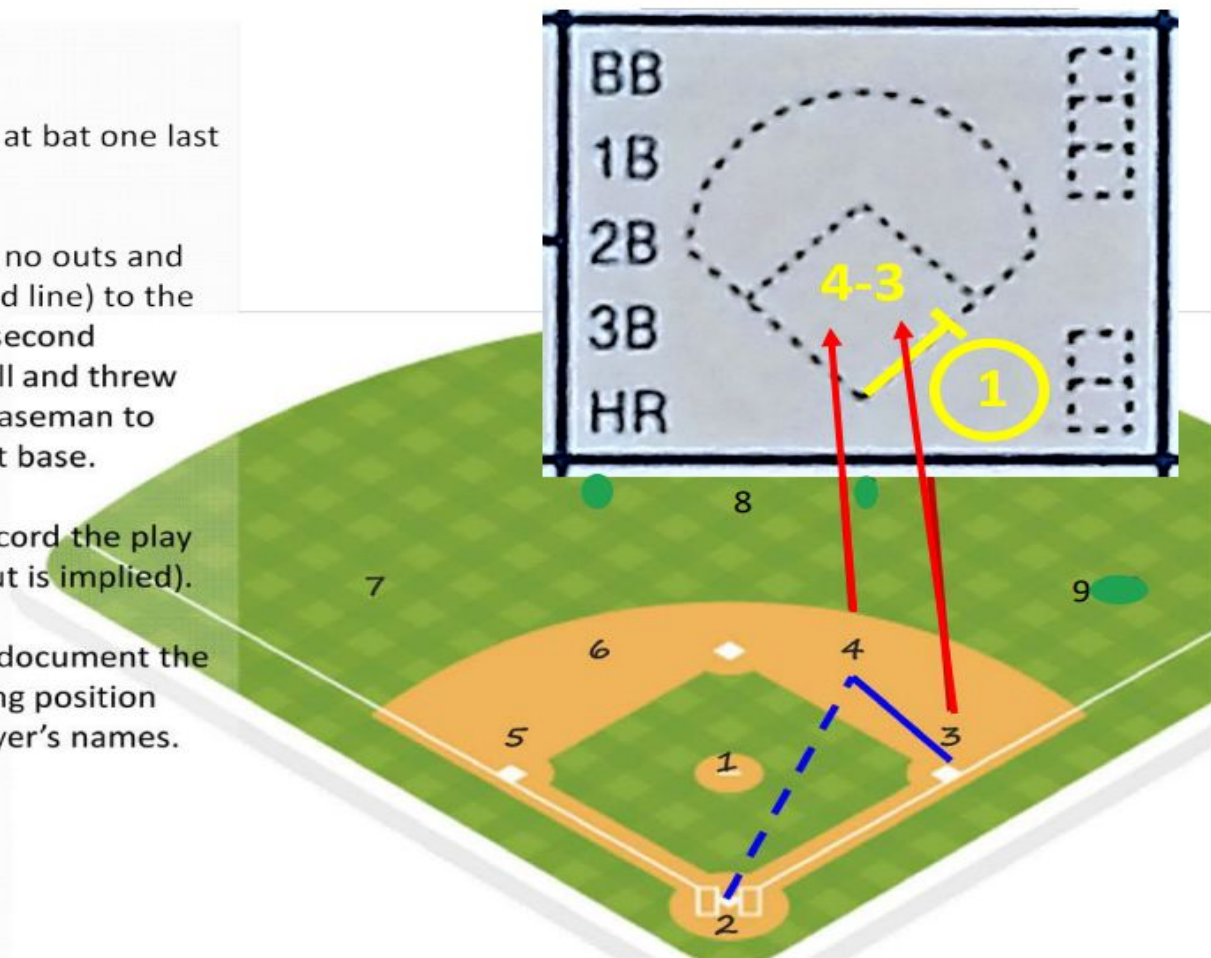
Summary

To summarize Marcus's at bat one last time.

Marcus was at bat with no outs and hit a ground ball (dashed line) to the second baseman. The second baseman caught the ball and threw (solid line) to the first baseman to force Marcus out at first base.

The scorekeeper will record the play as a 4 – 3 putout (putout is implied).

Basically, scorekeepers document the play as it happened using position numbers instead of player's names.



Recording Sequential Plays

Let's walk through a half-inning to illustrate how scorekeeping works during a game.

Steve (#24) bats first. He takes a ball, two strikes, then hits a single.

Record the ball and strikes with a line through the box.

Then record his single, and draw the line showing he is on first base.

SCORER

POS	P	O	A	I	E	P
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PLAYERS

NO	PLAYERS	POS	1	2
24	Steve			
42	Bobby			
3	Joe			
13	Jim			
7	Alex			
8	Connor			
66	Dylan			
1	Scott			
77	Dave			
12	Adam			

BB
1B
2B
3B
HR

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Bobby (#42) is up next. He's got a great at-bat, with three balls, two strikes, two foul-offs, and finally hits a double.

Record the balls, strikes, and foul-offs. You'll notice there isn't room for the additional foul balls, but we still need to document them to keep an accurate pitch count. Mark these with dots, above the strikes.

Then record his double, and draw the line showing Bobby is at second base.

Bobby's hit advanced Steve along the bases as well, and you document that by drawing a line in Steve's box showing Steve on third base (see red lines in Steve's box).

NO	PLAYERS	POS	1	2
24	Steve		BB	
42	Bobby		1B	
3	Joe		2B	
13	Jim		3B	
7	Alex		HR	
8	Connor			
66	Dylan			
1	Scott			
77	Dave			
12	Adam			

The base diagram shows a diamond with bases 1B, 2B, and 3B. A red line connects the pitcher's mound to 1B, and another red line connects 1B to 2B. A red circle highlights '2B' in Bobby's box. A yellow triangle highlights the top of the base diagram. A red arrow points from the text to the 'BB' entry in Steve's box. Red lines in Steve's box indicate he is on third base.

Next up is Joe (#3). He strikes out swinging in 3 pitches.

Document the strikes, then the strike out as a “Ks” or a “K.” Had Joe NOT swung, it would have been a backwards “K” meaning a strikeout looking.

NO	PLAYERS	POS	1	2
24	Steve		○	◇
42	Bobby		○	◇
3	Joe		○	◇
13	Jim			
7	Alex			
8	Connor			
66	Dylan			
1	Scott			
77	Dave			
12	Adam			

BB
1B
2B
3B
HR

Ks

1

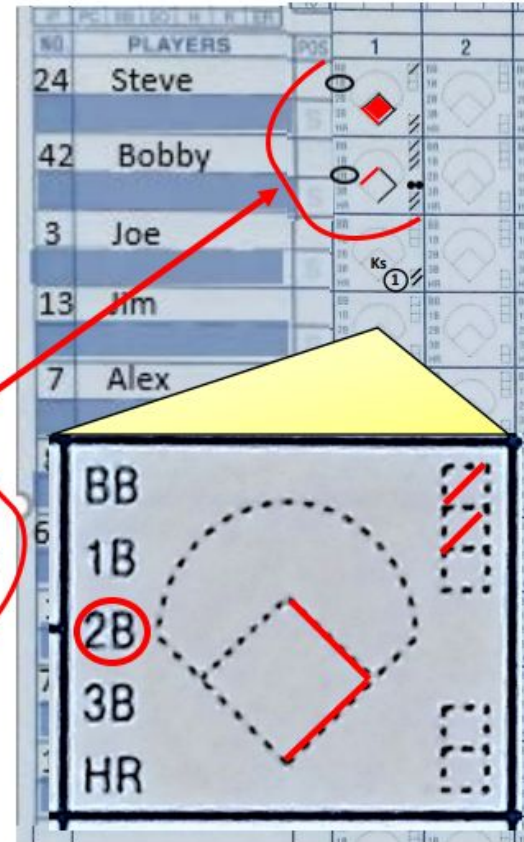
Jim (#13) is up next. He takes 2 balls and hits a double.

Steve scores off the hit, and Bobby moves to 3rd base.

Document Jim's balls and the double, including drawing the line showing Jim is at 2nd base.

Then, moving up the column, advance Bobby to 3rd.

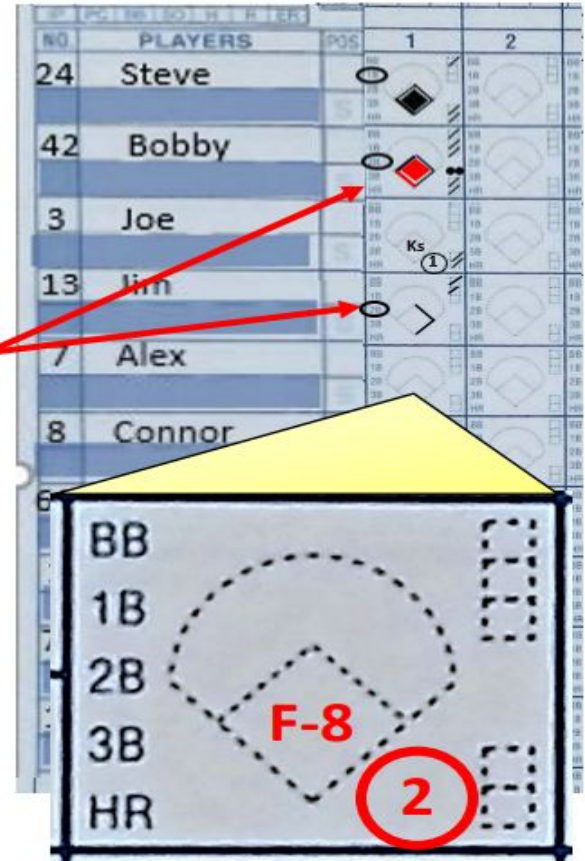
Moving up the column again, advance Steve to home and color in the diamond. This makes it easy to tally the runs at the end of the inning.



Next to bat is Alex (#7). He hits on the first pitch, but the ball is caught by the center fielder. This is called a Fly Out, and is documented as an F-8 for the 2nd out.

The ball was hit deep enough that Bobby is able to score, but Jim stays put at 2nd.

Draw the line showing Bobby came in, and fill in his diamond. Nothing happens to Jim's box, because he didn't move.

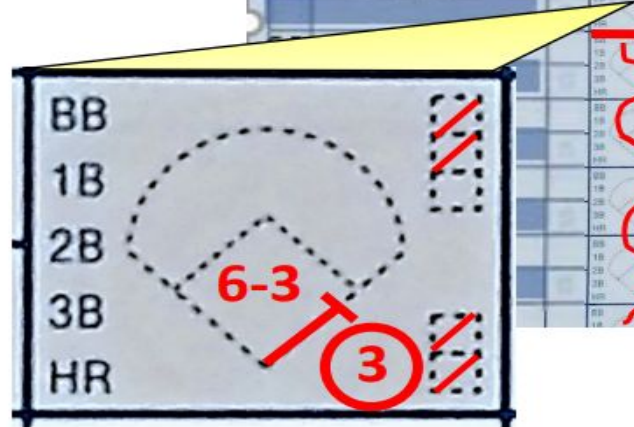


Batting next is Connor (#8). He takes 2 balls and 2 strikes, then hits a ground ball to the shortstop who throws to first for the final out of the inning.

Outs like this are documented by showing who fielded the ball, then where it was thrown to get the out. In this case, the play is a 6-3 (shortstop to 1st base).

Because this is the third out in the half-inning, we can add that diagonal mark OR heavy horizontal line and a squiggly line to remind us the first inning is complete.

NO	PLAYERS	POS	1	2
24	Steve		○	◇
42	Bobby		○	◇
3	Joe		Ks	①
13	Jim		○	>
7	Alex		○	F-8
8	Connor		○	○



Pitch Count

- Scorekeepers are to keep track of pitch count for BOTH teams (no pitch count for Rookie)
- You will have to keep a pitch count for every inning and then total the number of pitches for every pitcher in that game. (it will be explained on another slide)
- Each pitcher's pitch count will determine the number of rest days.
- You need to put all the pitchers of the game for Home and Away/Visitor on the Pitching Log.

Pitch Count

- Here are the pitch counts per division plus the number of rest days they need.

AGE	DAILY MAX	0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
FARM	50	1 - 10	11 - 20	21 - 40	41+	—
MINOR	60	1 - 15	16 - 25	26 - 40	41 - 50	51+
MAJOR	75	1 - 20	21 - 30	31 - 45	46 - 60	61+
HSP	90	1 - 25	26 - 35	36 - 50	51 - 65	66+

YEAR	FLOOR BALL	TEAM				TOTAL	FROM THE	NAME	TOTAL
		TEAM	TEAM	TEAM	TEAM				
1950									
1951									
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OUR TEAM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
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 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780
 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810
 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840
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 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900
 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930
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 1141 1142 1143 1144 1145 1146 1147 1148 1149 1150 1151 1152 1153 1154 1155 1156 1157 1158 1159 1160 1161 1162 1163 1164 1165 1166 1167 1168 1169 1170
 1171 1172 1173 1174 1175 1176 1177 1178 1179 1180 1181 1182 1183 1184 1185 1186 1187 1188 1189 1190 1191 1192 1193 1194 1195 1196 1197 1198 1199 1200
 1201 1202 1203 1204 1205 1206 1207 1208 1209 1210 1211 1212 1213 1214 1215 1216 1217 1218 1219 1220 1221 1222 1223 1224 1225 1226 1227 1228 1

Obviously, you've had a lot to write down, so you certainly haven't kept a running tally of pitches. Or have you?

You've been keeping track by documenting the strikes, balls, and plays. You can count pitches in the scorebook by counting all your marks so far.

Batter #1 took 4 pitches: one ball, 2 strikes, and the hit.

Batter #2 took 8 pitches: 3 balls, 2 strikes, 2 foul-offs, and the hit.

Batter #3 took 3 pitches: 2 strikes and the strike-out.

Batter #4 also took 3 pitches: 2 balls and the hit.

Batter #5 took 1 pitch: the fly out.

Batter #6 took 5 pitches: 2 balls, 2 strikes, and the ground out.

For this inning, the pitch count total is 24.

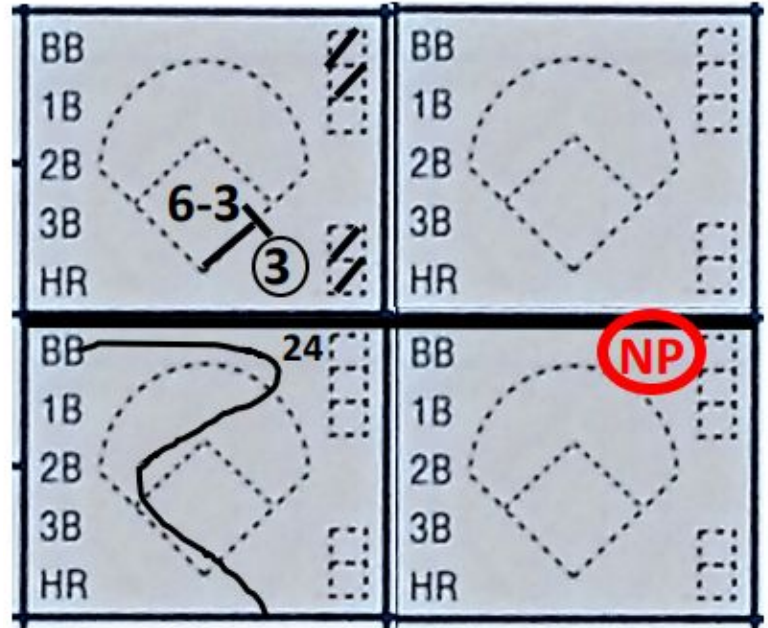
It helps to write the pitch count just under the box of the last batter for an inning; this way, if the same pitcher continues to the next inning, you don't have to re-count this inning's pitches.

	1	2
Batter 1	1B, 2S, 1H	1B, 1S, 1H
Batter 2	3B, 2S, 2FO, 1H	1B, 1S, 1H
Batter 3	2S, 1SO	1B, 1S, 1H
Batter 4	2B, 1H	1B, 1S, 1H
Batter 5	1FO	1B, 1S, 1H
Batter 6	2B, 2S, 1GO	1B, 1S, 1H
Total	24	

When a pitcher is moved to another position, a new pitcher will come in to continue the game. You'll document this with "NP" (for new pitcher) in the box for the first batter the new pitcher faces.

This most commonly happens between innings, because many SVBL coaches are trying to give as many players the chance to pitch as possible.

Occasionally a coach will change pitchers between innings; the only difference in how you document the change is that it won't be immediately under the thick line you drew to help remember where to start the next inning.




In the book, there will be two places where you would put the pitcher's name/number and how many pitches they have done.

Pitching Log

For the Home Scorekeeper...
Once you have a total pitch count for a pitcher, transfer all the information to a Pitching Log.

SVBL OFFICIAL PITCHING LOG



DIVISION _____ DATE: _____

HOME TEAM: _____ HOME / MANAGER SIGNATURE: _____

H	<i>PLAYER & NUMBER</i>	1	2	3	4	5	6	7	8	9	TOTAL PITCH COUNT
PITCHER #1											
PITCHER #2											
PITCHER #3											
PITCHER #4											
PITCHER #5											
PITCHER #6											

VISITING TEAM: _____ VISITING / MANAGER SIGNATURE: _____

V	<i>PLAYER & NUMBER</i>	1	2	3	4	5	6	7	8	9	TOTAL PITCH COUNT
PITCHER #1											
PITCHER #2											
PITCHER #3											
PITCHER #4											
PITCHER #5											
PITCHER #6											


SCOREKEEPER'S SIGNATURE: _____ NOTES/COMMENTS ON BACK


Pitching Log

- Here is a sample of a COMPLETED Pitching Log
- ALL 3 signatures are required!
 - Home Team Manager
 - Visiting Team Manager
 - Scorekeeper

SVBL OFFICIAL PITCHING LOG


VISION: Farm
 HOME TEAM: Reds
 DATE: 4/13/19



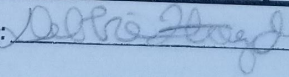
HOME / MANAGER SIGNATURE: 

H	PLAYER & NUMBER	1	2	3	4	5	6	7	8	9	TOTAL PITCH COUNT
PITCHER #1	T. Theobald #25	21	27								48
PITCHER #2	C. Guzman #7			35							35
PITCHER #3	L. Floyd #22				23						23
PITCHER #4											
PITCHER #5											
PITCHER #6											

VISITING TEAM: Rangers

VISITING / MANAGER SIGNATURE: 

V	PLAYER & NUMBER	1	2	3	4	5	6	7	8	9	TOTAL PITCH COUNT
PITCHER #1	D. Aguilar #12	27	26								53
PITCHER #2	C. Pringle #4			47							
PITCHER #3											
PITCHER #4											
PITCHER #5											
PITCHER #6											

SCOREKEEPER'S SIGNATURE:  NOTES/COMMENTS ON BACK

Pitching Log

- Make sure to file COMPLETED pitching Log under the correct division in the file box located next to the Snack Shack on the Cart.
- Farm Division will have their file box in the top drawer of the file cabinet.

Some reminders

- The HOME team keeps score in the official league book.
- The HOME team keeps score for both teams.
- We want the AWAY team to keep score as well for both teams.
- Use pencil.
- Once the game is over, HOME team scorekeeper will tell their manager the Final Score.
- Please put the Scorebooks back where they go after the game.

Use of the ScoreBoard

- Preferably the *AWAY* team should do the scoreboard.
- On the Cleary Field, the switch is in the equipment shed room above the file cabinet to the right. The console is in the file cabinet, top drawer.
- On the Major Field and HSP Field, the switch is all the way down the right field next to the Foul Pole of the Major Field. Make sure to turn the correct switch on. They will be labeled. The consoles are kept in the Snack Shack.
- Please do not hold the console by its antenna. If it's low on battery, go to the Snack Shack. The light will show RED. GREEN means good.
- If it is having technical difficulties, here are a few ways to fix it.
 - Turn the Console off and then back on.
 - Rub your finger left to right three times on the ball at the top right.
 - Still not working, go turn the scoreboard off and then back on.
 - After trying those things and its still not working, it can be a signal issue. (wind...)
 - I would just turn everything off and put the console away.
- After the game, please return it back to where it belongs.
- Please make sure the console is **TURND OFF**.
- Please make sure the scoreboard is **TURND OFF**.

Lastly, here are some extra resources you can look at during your own time.

Division Rules:

- [Rookie Rules](#)
- [Farm Rules](#)
- [Minor Rules](#)
- [Major Rules](#)
- [Babe Ruth Division Rules](#)

Here are two Videos on How to keep score

- [Keeping a scorebook Part 1](#)
- [Keeping a scorebook Part 2](#)

If you learn better by reading, here is an article that will help you learn the basics of scorekeeping. It also gives specific plays as examples, so you can see exactly how certain plays should be scored.

- [How to Keep a Baseball Game Score Book](#)

******Also, please download the Groupme APP. We will have a Scorekeeper Group for communication.**



**THANK YOU FOR
COMING AND LET'S
HAVE A GREAT
SEASON!!**