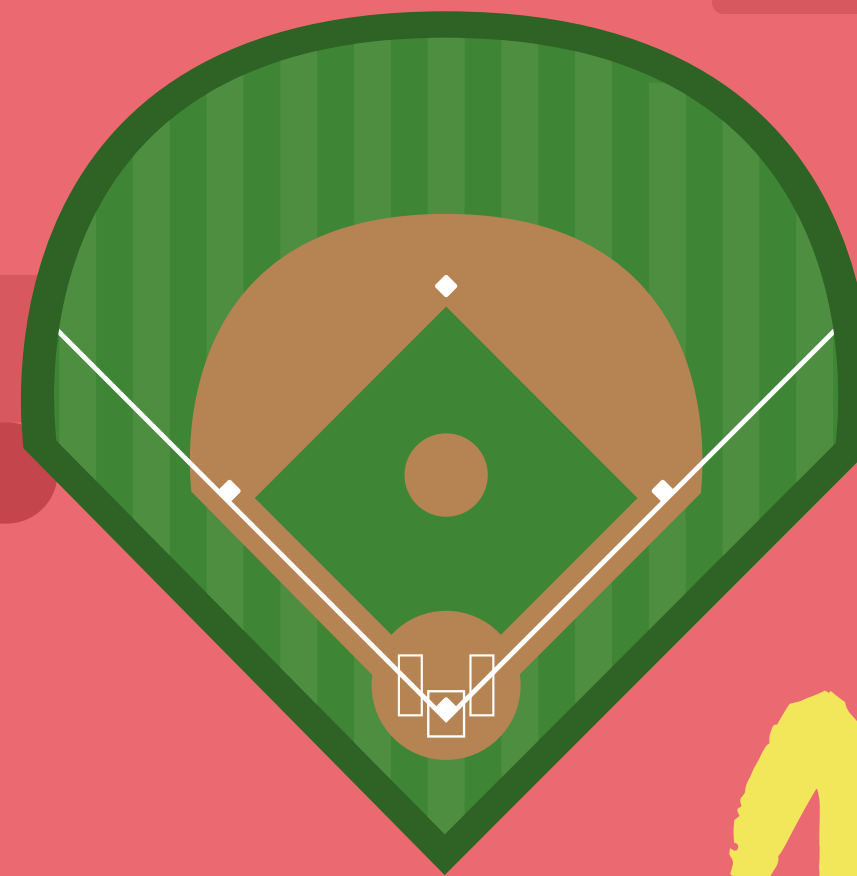


Let's keep book!

SCOREKEEPING 101

—
for slowpitch softball



Objectives

- Feel comfortable with the basics of a scorebook
- Feel comfortable with the basics of a scorekeeping
- Review the process of scorekeeping
- Mock scorekeeping of a partial game

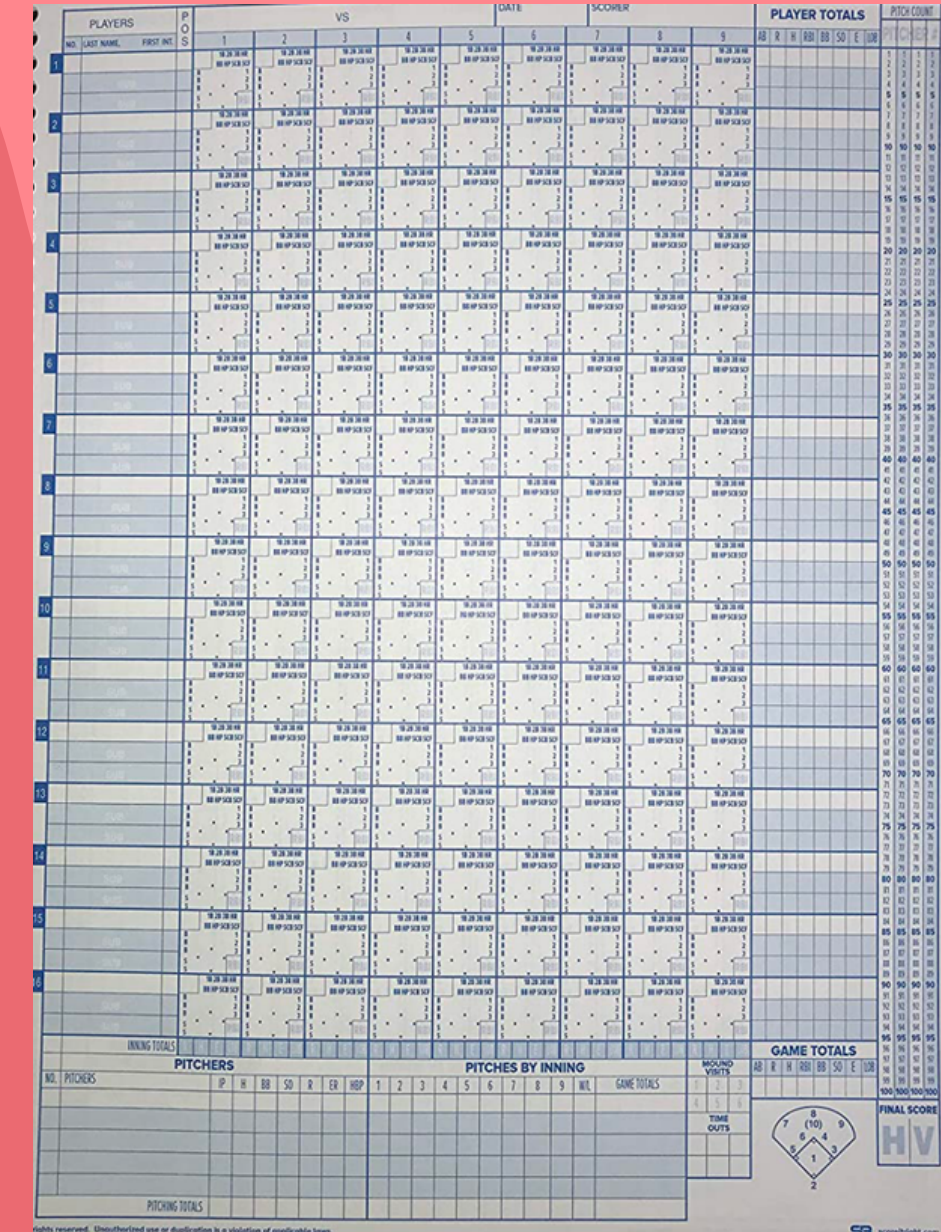
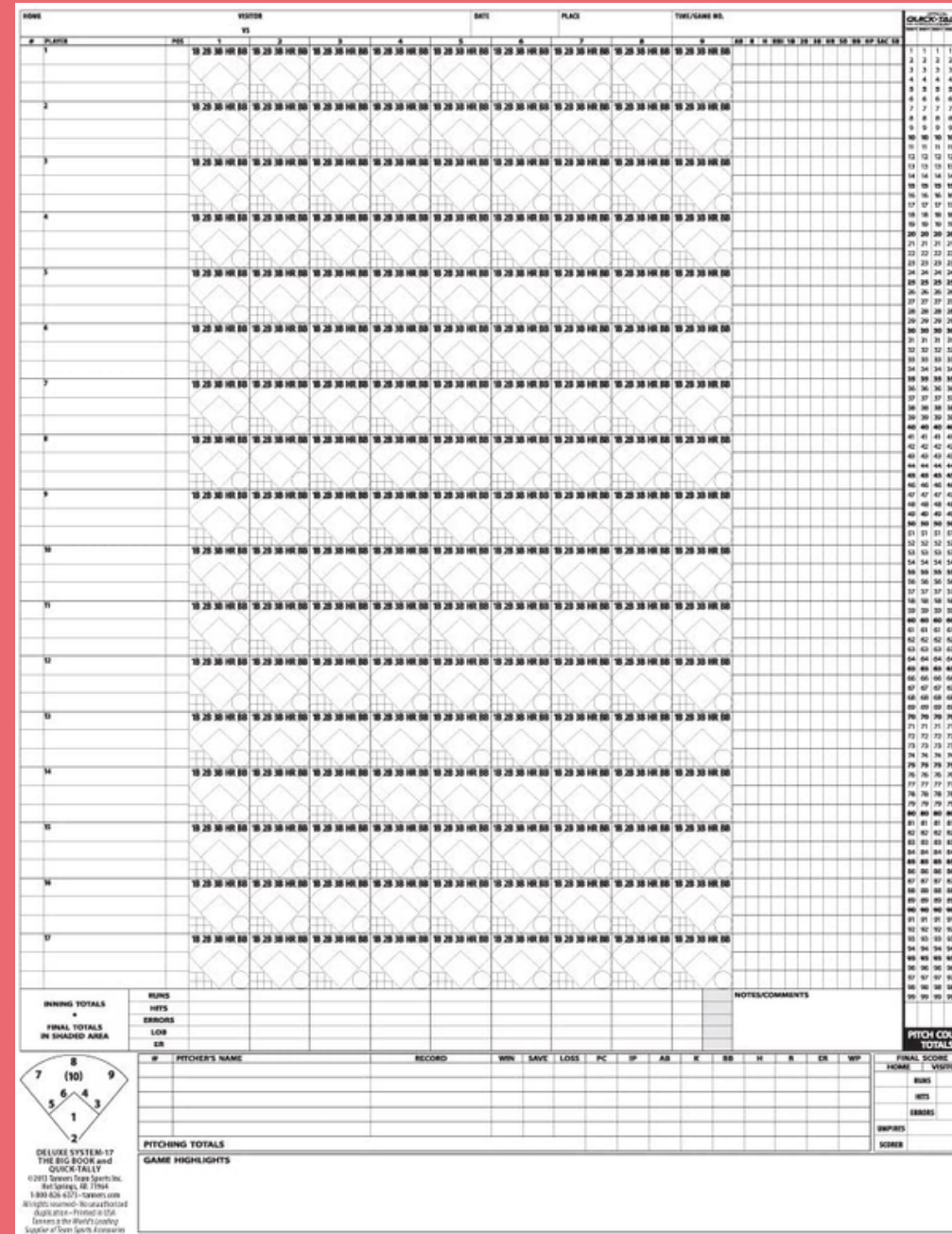
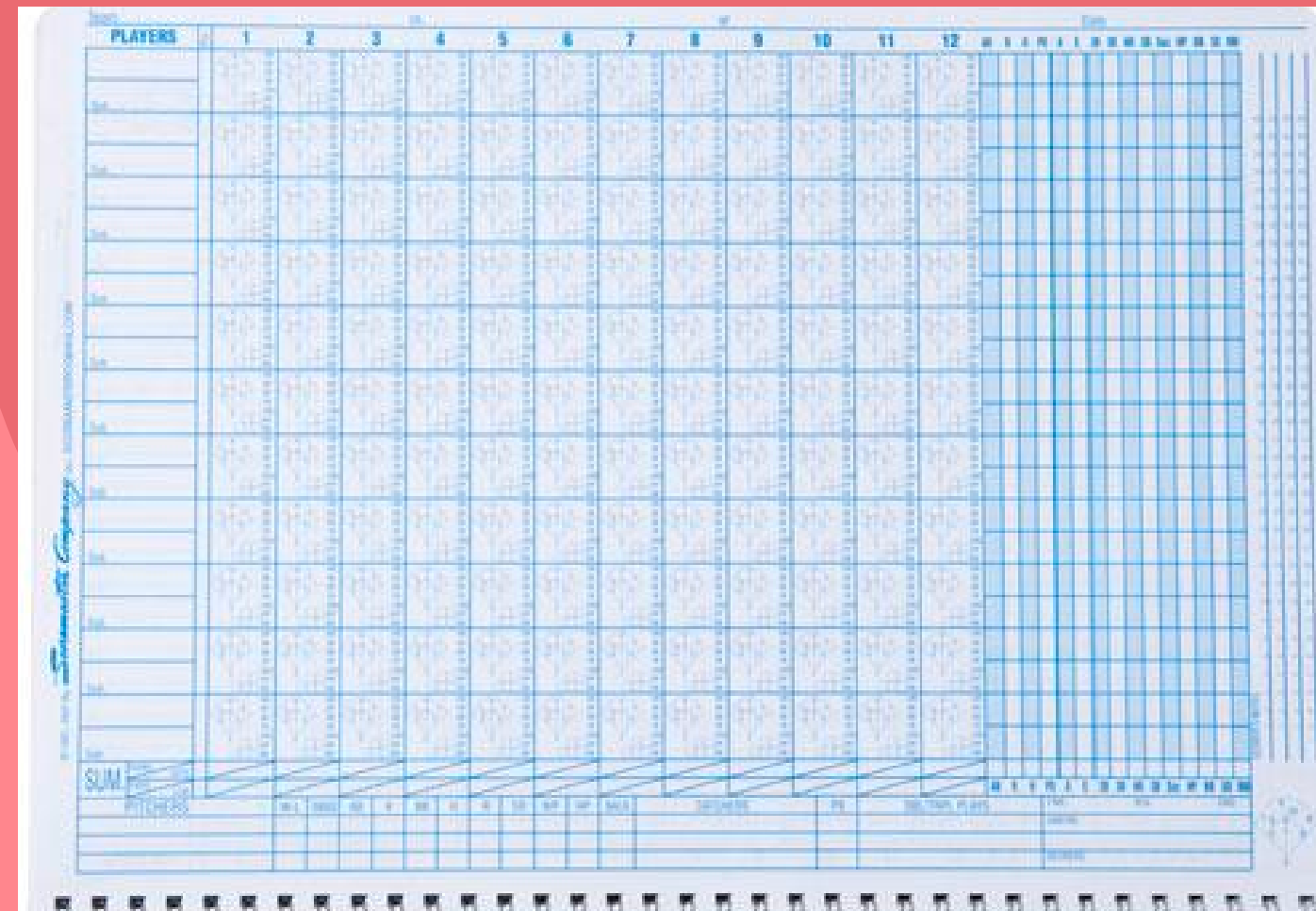
The Scorebook

- The scorebook is important. It is the official game record and is used to record every pitch, at bat, and defensive play. The book is used during the game to confirm who is next to bat and where runners were on base before the last play. The book is our “instant replay.”
- Scorekeeping is progressive, you can start simple and progress to collecting more data

Team	TEAM NAME (H)	vs	TEAM NAME	Softball America	Date	9-16-07	Field	LUKENS III	Game #	2													
PLAYER	pos	1	2	3	4	5	6	7	8	9	10	AB	R	1B	2B	3B	HR	RBI	BB	SA	PO	A	E
1	BATTEL # 1	4	6-4 1B	◇	F6 ②	◇	K ①	◇	◇	◇	◇												
2	# 2	1	FC6	◇	6-3 ③	◇	◇	◇	◇	◇	◇												
3	# 3	3	LD6 ②	◇	◇	◇	◇	◇	◇	◇	◇												
4	# 4	7	F7 ③	◇	◇	◇	◇	◇	◇	◇	◇												
5	# 5	6	◇	◇	◇	◇	◇	◇	◇	◇	◇												
6	# 6	EH	◇	SAC 9	◇	◇	◇	◇	◇	◇	◇												
7	# 7	8	◇	SU BB	◇	◇	◇	◇	◇	◇	◇												
8	# 8	5	◇	◇	◇	◇	◇	◇	◇	◇	◇												
9	# 9	10	◇	FC5 ③	◇	◇	◇	◇	◇	◇	◇												
10	# 10	2	◇	FC4	◇	◇	◇	◇	◇	◇	◇												
11	# 11	EH	◇	◇	◇	◇	◇	◇	◇	◇	◇												
12	# 12	9	◇	◇	◇	◇	◇	◇	◇	◇	◇												
13			◇	◇	◇	◇	◇	◇	◇	◇	◇												
14			◇	◇	◇	◇	◇	◇	◇	◇	◇												
15			◇	◇	◇	◇	◇	◇	◇	◇	◇												
			0	1	1	2	4	6	0	6	1	7	Scored by: SCORER'S NAME										

The Scorebook

- There are a lot of abbreviations
- There are a lot of spaces to write down what happened
- There are a lot of variations of scorebooks



Anatomy of the Scorebook

Batting order

- The left hand column is for the batters *varies per book
- There are multiple spaces for each batting position (for substitutions)
- Batting order is provided by the managers from each team
- Scorekeeper adds the names and numbers of each player

The image shows a sample baseball scorebook page. A red box highlights the leftmost column, which is used for recording the batting order. The page includes a grid for recording player statistics across 9 innings, with columns for each player and rows for each inning. A 'SAMPLE' watermark is overlaid on the grid. At the bottom, there is a section for 'INNING AND RUNNING TOTALS' and a field for 'TOTALS'. A yellow checkmark is visible in the top right corner of the page.

NO.	PLAYER	1	2	3	4	5	6	7	8	9
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										

INNING AND RUNNING TOTALS

TOTALS

7 (10) 9

6-4

Anatomy of the Scorebook

Innings columns

- Tell the story of the game
 - who did what and in what order
- There is a column for each inning, sometimes in high scoring games, innings can go more than one column

The image shows a sample page from a baseball scorebook. The page is divided into several sections. At the top, there are fields for 'NO.', 'PLAYER', 'TIME', 'DATE', and 'PLACE'. Below these are 15 rows, each representing an inning. The first column is labeled 'NO.' and contains the numbers 1 through 15. The second column is labeled 'PLAYER' and contains the names of the players. The remaining columns are labeled '1' through '9', representing the innings. A red box highlights the area containing the '1' through '9' columns. The word 'SAMPLE' is written diagonally across the middle of the page. At the bottom of the page, there is a section for 'INNINGS AND RUNNING TOTALS' and 'RUNS HTS ERRORS L.O.B. E.C.'.

NO.	PLAYER	1	2	3	4	5	6	7	8	9
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										

INNINGS AND RUNNING TOTALS

RUNS HTS ERRORS L.O.B. E.C.


The background is a solid light pink color. It features several abstract, hand-drawn style elements: a large, dark pink, irregular shape on the right side; a smaller, dark pink, starburst-like shape on the left; and two bright yellow, wavy lines, one at the top and one at the bottom. In the bottom right corner, there are several dark pink, rounded rectangular shapes of varying sizes, some with small circles next to them, resembling a stylized interface or a set of buttons.

Game time!

Sample line-up

- We want the players names and jersey numbers
- Each team gets a page
- If the game starts too fast and you haven't written down names, begin with only the jersey numbers
- Indicate the start time
- substitutes don't have to be listed in the book until they enter a game.

PLAYERS			POS						
NO	LAST	FIRST		1	2	3	4	5	6
1	24	Henderson, R.							
		SUB							
		SUB							
2	5	Robinson, B.							
		SUB							
		SUB							
3	24	Mays, W.							
		SUB							
		SUB							
4	44	McCovey, W.							
		SUB							
		SUB							
5	19	Owynn, T.							
		SUB							
		SUB							
6	15	Alomar Jr., S.							
		SUB							
		SUB							
7	13	Vizquel, O.							
		SUB							
		SUB							
8	26	Boggs, W.							
		SUB							
		SUB							
9	44	Aaron, H.							
		SUB							
		SUB							
10	31	Maddux, G.							
		SUB							
		SUB							
11	27	Marichal, J.							
		SUB							
		SUB							



LINE-UP

OUR TEAM		DATE	GAME NO. (circle) 1 2
COACH		OPPOSING TEAM	
COACH		COACH	

NO.	STARTERS	POS	NO.	SUBSTITUTES
1			1	
2			2	
3			3	
4			4	
5			5	
6			6	
7			7	
8			8	
9			9	
10			10	
11				
12				
13				
14				
15				
16				
17				

GAME NOTES:

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Sequence of the game

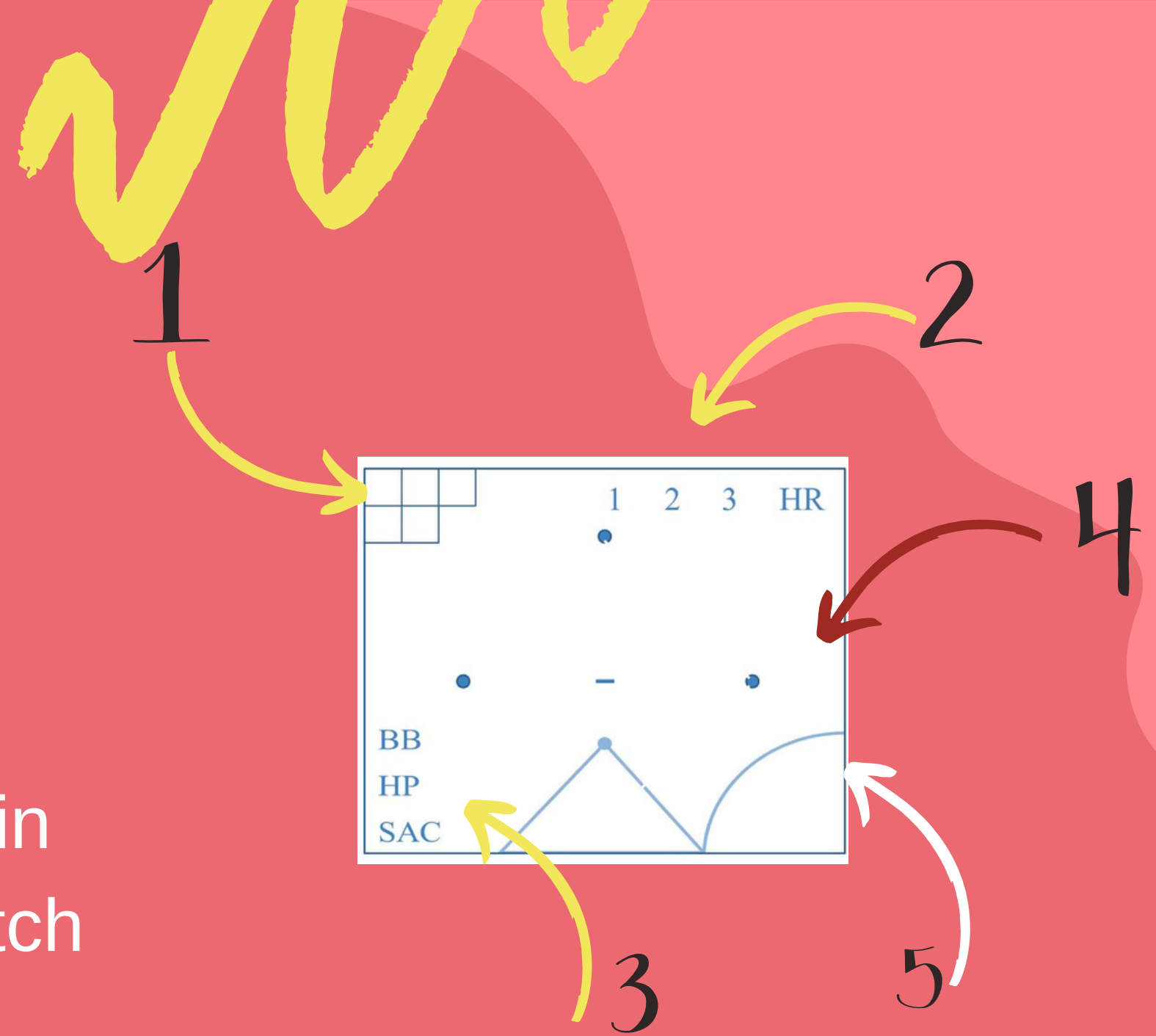
- The game flows downward
- The first batter in the inning gets the first box, then as a new batter gets up, the next box gets filled
- Once a batter records the last out, the next inning will begin in the next column

PLAYERS			P O S						
NO	LAST	FIRST		1	2	3	4	5	6
1	24	Henderson, R.	S						
		SUB							
		SUB							
2	5	Robinson, B.	S						
		SUB							
		SUB							
3	24	Mays, W.	S						
		SUB							
		SUB							
4	44	McCovey, W.	S						
		SUB							
		SUB							
5	19	Gwynn, T.	S						
		SUB							
		SUB							
6	15	Alomar Jr., S.	S						
		SUB							
		SUB							
7	13	Vizquel, O.	S						
		SUB							
		SUB							
8	26	Boggs, W.	S						
		SUB							
		SUB							
9	44	Aaron, H.	S						
		SUB							
		SUB							
10	31	Maddux, G.	S						
		SUB							
		SUB							
11	27	Marichal, J.	S						
		SUB							
		SUB							

PLAYERS			P O S						
NO	LAST	FIRST		1	2	3	4	5	6
1	24	Henderson, R.	S						
		SUB							
		SUB							
2	5	Robinson, B.	S						
		SUB							
		SUB							
3	24	Mays, W.	S						
		SUB							
		SUB							
4	44	McCovey, W.	S						
		SUB							
		SUB							
5	19	Gwynn, T.	S						
		SUB							
		SUB							
6	15	Alomar Jr., S.	S						
		SUB							
		SUB							
7	13	Vizquel, O.	S						
		SUB							
		SUB							
8	26	Boggs, W.	S						
		SUB							
		SUB							
9	44	Aaron, H.	S						
		SUB							
		SUB							
10	31	Maddux, G.	S						
		SUB							
		SUB							
11	27	Marichal, J.	S						
		SUB							
		SUB							

The Box

- Tell the story of the what happened during an at bat
 - notes are baseball shorthand
1. Keeps tracks of strikes and balls
 2. If the batter gets on base via a hit, circle
 3. If the batter walks (BB), or hits a runner in (SAC), ignore HP (hit by pitch) in slowpitch softball
 4. If the batter/runner is on base, this tracks where they are, each dot represents a base
 5. If the batter gets out, record what number out



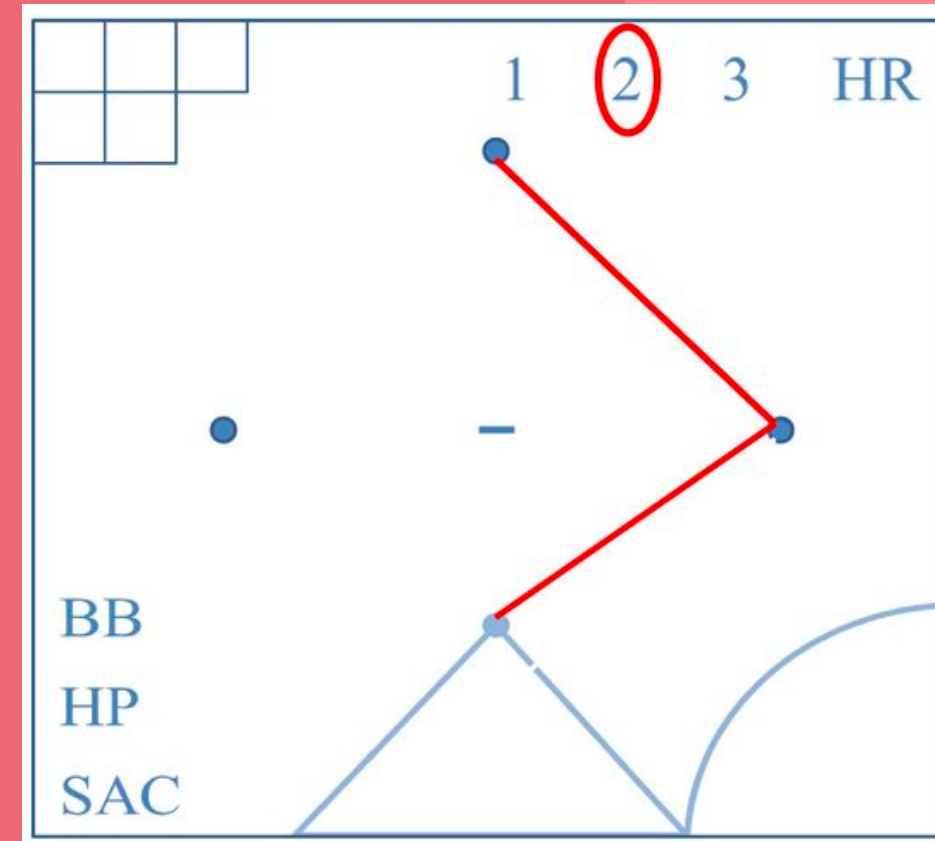
The Box

Example:

John hit a double

Step 1. circle the 2 (for a double)

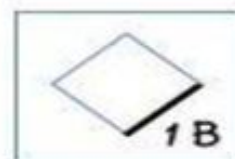
Step 2. draw a line that connects home to 1st then 2nd



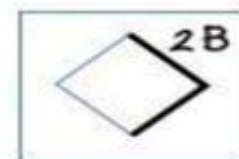
Common Notations

Common Notations

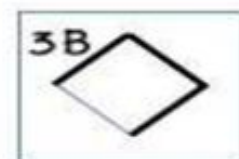
WAYS TO GET ON BASE



Single



Double



Triple



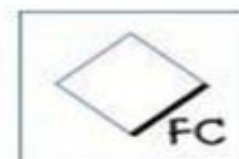
Home Run



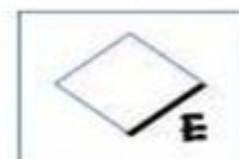
Base on Balls



Hit By Pitch



Fielder's Choice



Error

Notations

WAYS A BATTER MAKES AN OUT



Strikeout
(Swinging)



Strikeout
(Called)



Fly Out
(to Left Field)



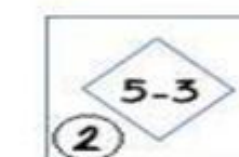
Foul Out
(to Right Field)



Line Out
(to 3rd Base)



Unassisted
Put Out



Forced Out or Tag
(3rd throws to 1st)



Infield Fly
Rule

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

This convention is really helpful when players change positions.

1 – Pitcher

2 – Catcher

3 – 1st Base

4 – 2nd Base

5 – 3rd Base

6 – Shortstop

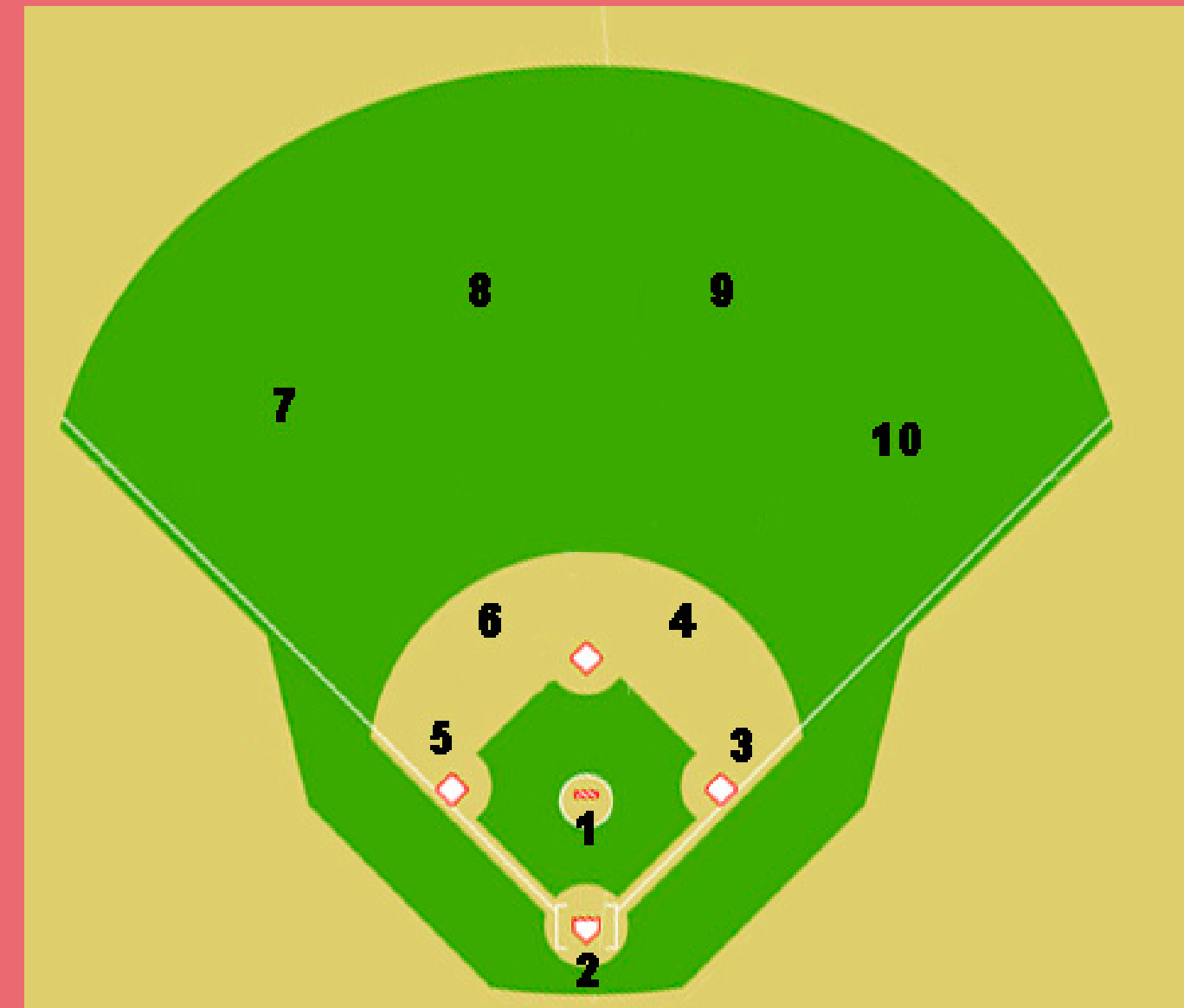
7 – Left Field

8 – Center Field | *Left Center

9 – Right Field | *Right Center

10 - (in slow pitch softball, it's usually the right fielder)

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



You don't have to remember this, there is usually a copy at the bottom of the scorepage



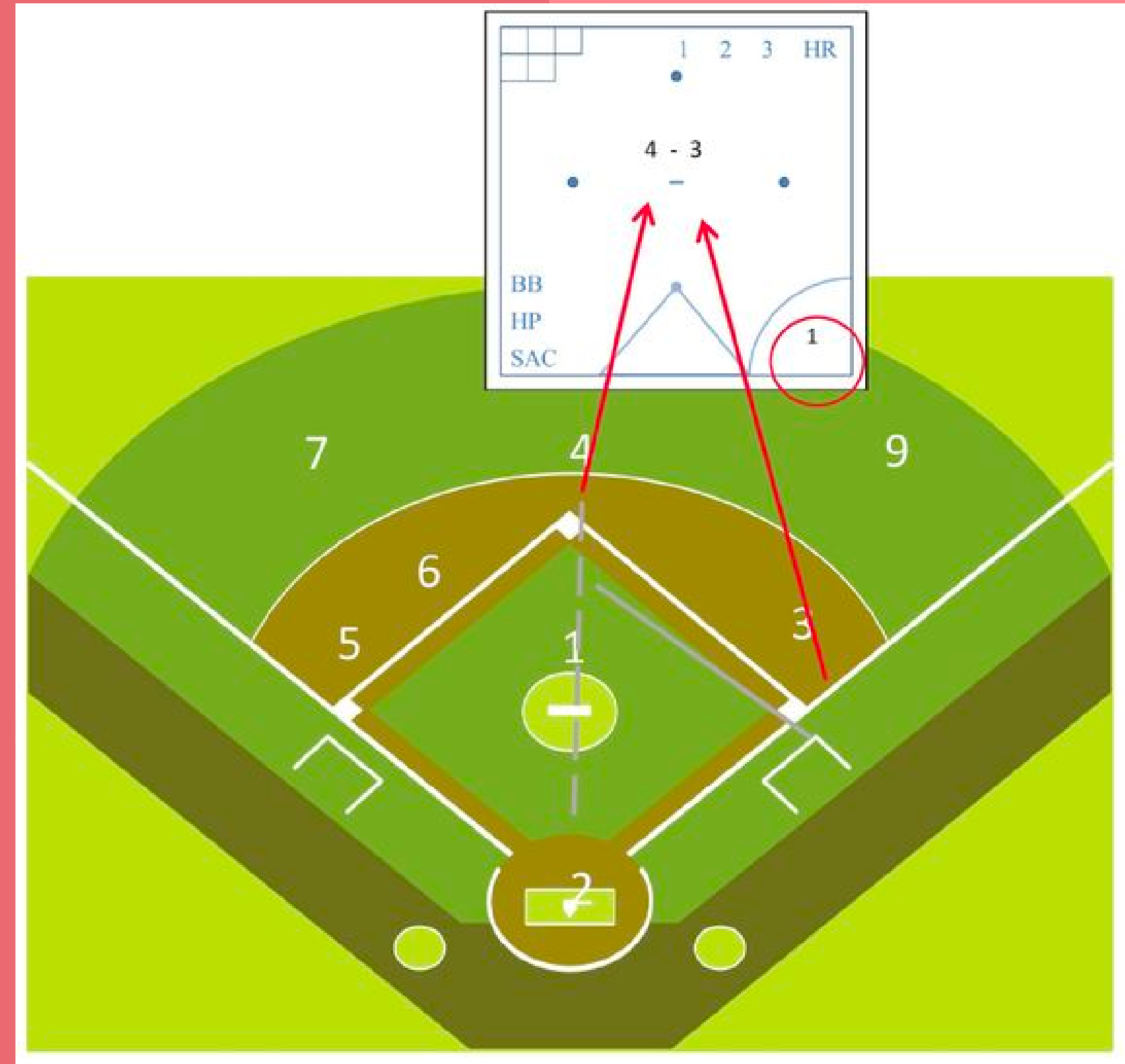
Defensive plays

Example

John 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 (put out is implied). Basically, scorekeepers document the play as it happened using position numbers instead of player's names.



Recording Sequential Plays

Play Ball!

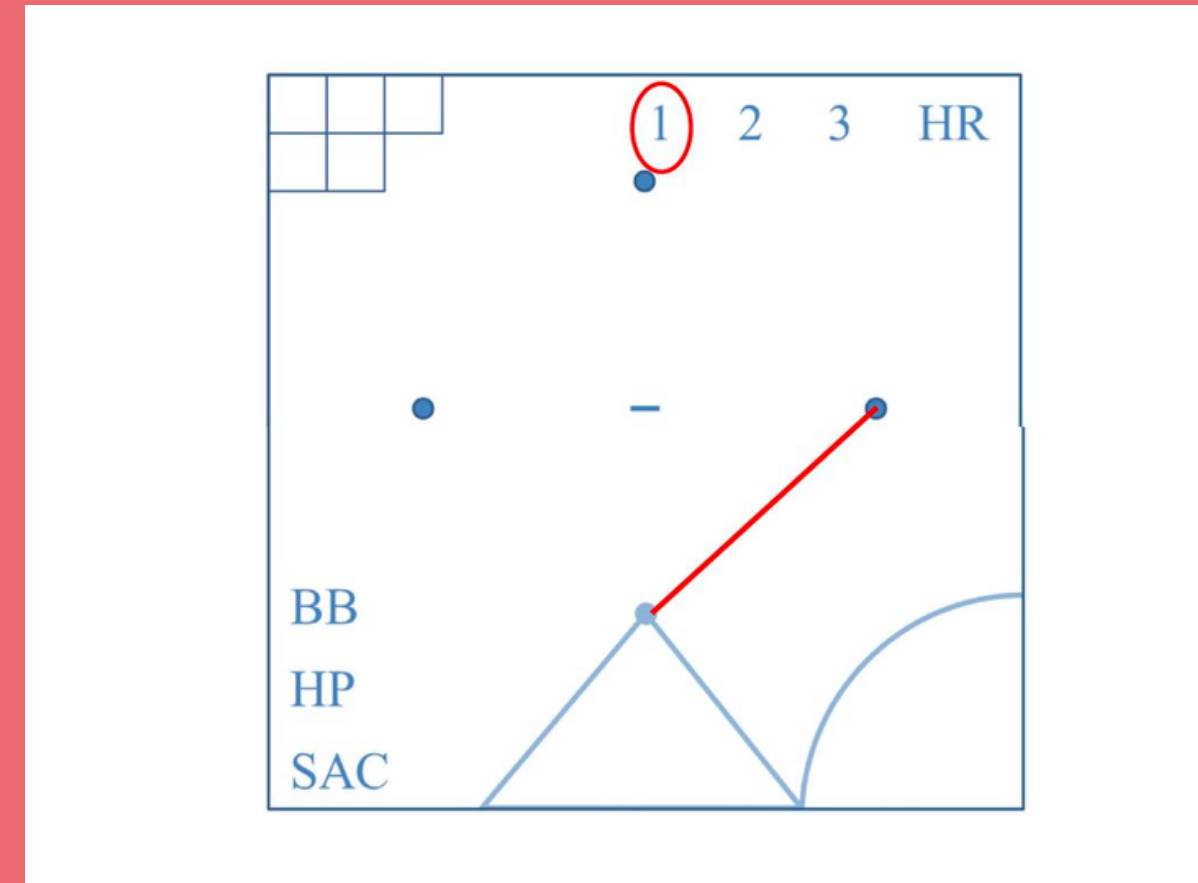
Now batting, Rickey Henderson.

Henderson leads off with a single.

Record Henderson's hit (see big box)

PLAYERS			POS						
NO	LAST	FIRST		1	2	3	4	5	6
1	24	Henderson, R.	/	⊞	⊞	⊞	⊞	⊞	⊞
		SUB	/						
		SUB	/						
2	5	Robinson, B.	/	⊞	⊞	⊞	⊞	⊞	⊞
		SUB	/						
		SUB	/						
3	24	Mays, W.	/						
		SUB	/						
		SUB	/						
4	44	McCovey, W.	/						
		SUB	/						
		SUB	/						
5	19	Gwynn, T.	/						
		SUB	/						
		SUB	/						
6	15	Alomar Jr., S.	/						
		SUB	/						
		SUB	/						
7	13	Vizquel, O.	/						
		SUB	/						
		SUB	/						
8	26	Boggs, W.	/						
		SUB	/						
		SUB	/						
9	44	Aaron, H.	/	⊞	⊞	⊞	⊞	⊞	⊞
		SUB	/						
		SUB	/						
10	31	Maddux, G.	/	⊞	⊞	⊞	⊞	⊞	⊞
		SUB	/						
		SUB	/						
11	27	Marichal, J.	/	⊞	⊞	⊞	⊞	⊞	⊞
		SUB	/						
		SUB	/						

	1	2	3	HR
BB				
HP				
SAC				





Sequential plays

Recording Sequential Plays

Now batting, Brooks Robinson.

Robinson hits a single and advances Henderson to 2nd base.

Step 1 – Record Robinson's hit (big box)

Step 2 – Add a line (see red line) that shows Henderson advancing from 1st to 2nd base.

PLAYERS				P						
NO	LAST	FIRST	S		1	2	3	4	5	6
1	24	Henderson, R.								
		SUB								
		SUB								
2	5	Robinson, B.								
		SUB								
		SUB								
3	24	Mays, W.								
		SUB								
		SUB								
4	44	McCovey, W.								
		SUB								
		SUB								
5	19	Gwynn, T.								
		SUB								
		SUB								
6	15	Alomar Jr., S.								
		SUB								
		SUB								
7	13	Vizquel, O.								
		SUB								
		SUB								
8	26	Boggs, W.								
		SUB								
		SUB								
9	44	Aaron, H.								
		SUB								
		SUB								
10	31	Maddux, G.								
		SUB								
		SUB								
11	27	Marichal, J.								
		SUB								
		SUB								

The diagram shows a baseball field with bases labeled BB (Base Ball), HP (Home Plate), and SAC (Sacrifice). A red line indicates Henderson's movement from 1st base to 2nd base. A red circle highlights the number 1 on the field diagram.

Recording Sequential Plays

Now batting, Willie Mays.

Mays hits a double that scores Henderson and advances Robinson to 3rd base.

Step 1 – Record Mays’ double (big box)

Step 2 – Advance Robinson to 3rd base (red lines)

Step 3 – Advance Robinson to Home and note the score (red edits).

When a player scores, scorekeepers color in the diamond (see red scribble). This makes it easy to tally runs at the end of the inning.

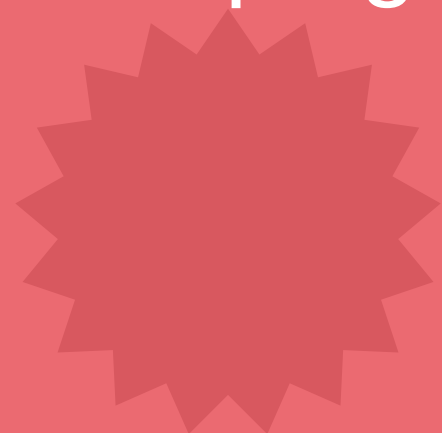
PLAYERS				POS						
NO	LAST	FIRST	S		1	2	3	4	5	6
1	24	Henderson, R.								
		SUB								
		SUB								
2	5	Robinson, B.								
		SUB								
		SUB								
3	24	Mays, W.								
		SUB								
		SUB								
4	44	McCovey, W.								
		SUB								
		SUB								
5	19	Gwynn, T.								
		SUB								
		SUB								
6	15	Alomar Jr., S.								
		SUB								
		SUB								
7	13	Vizquel, O.								
		SUB								
		SUB								
8	26	Boggs, W.								
		SUB								
		SUB								
9	44	Aaron, H.								
		SUB								
		SUB								
10	31	Maddux, G.								
		SUB								
		SUB								
11	27	Marichal, J.								
		SUB								
		SUB								

Objectives

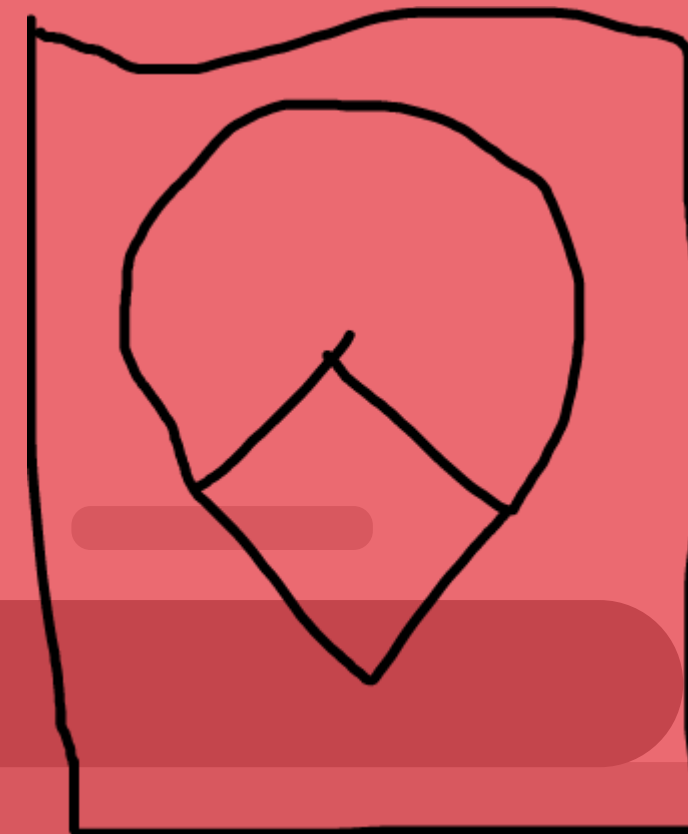
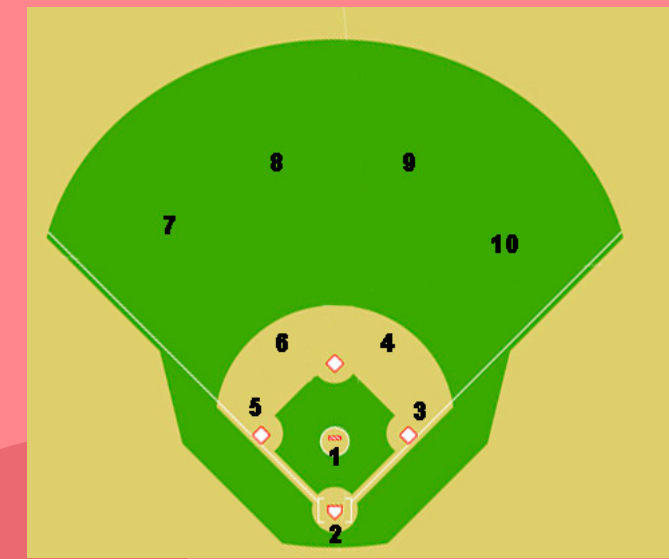
- Feel comfortable with the basics of a scorebook
- Feel comfortable with the basics of a scorekeeping
- Review the process of scorekeeping
- Mock scorekeeping of a partial game

Break?

- Mock scorekeeping of a partial game, up next!



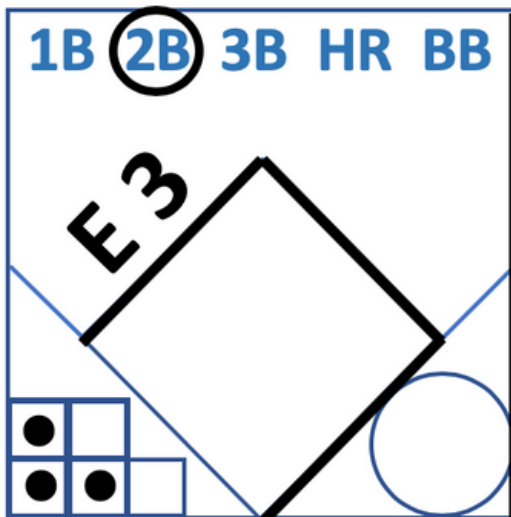
Let's try a half inning!



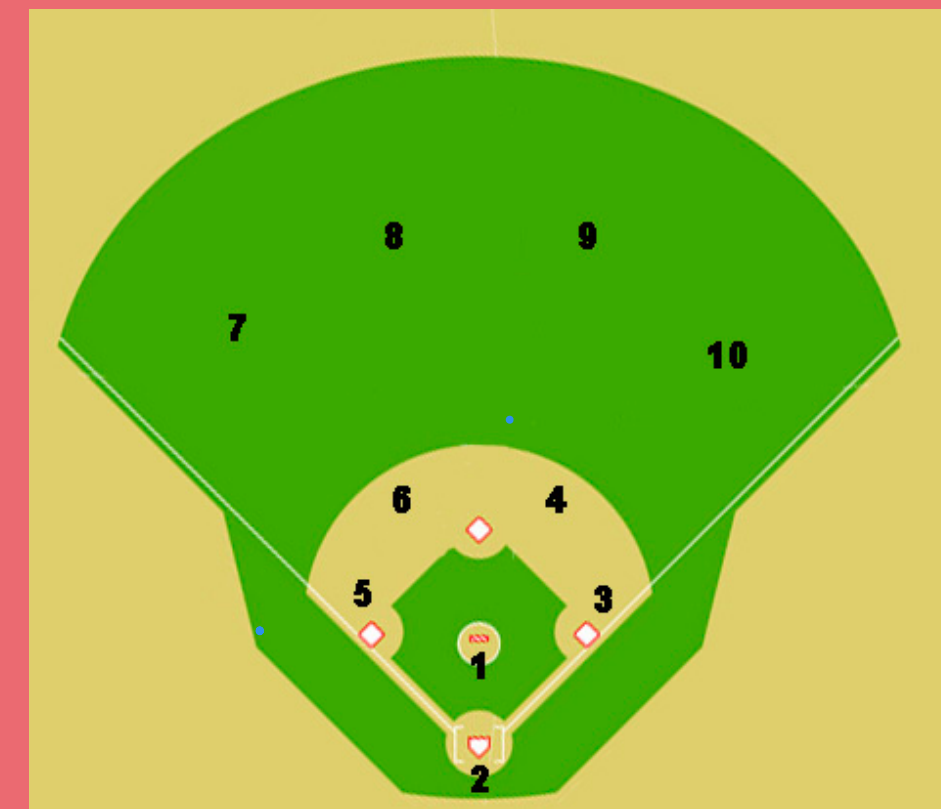
- Mock scorekeeping of a partial game

BATTER REACHED BASE

1. Mark strikes and balls
2. Trace the diamond to show runner advances
3. Circle how batter reached base
4. Add vertical line to indicate substitution
5. Record error that prevented an out

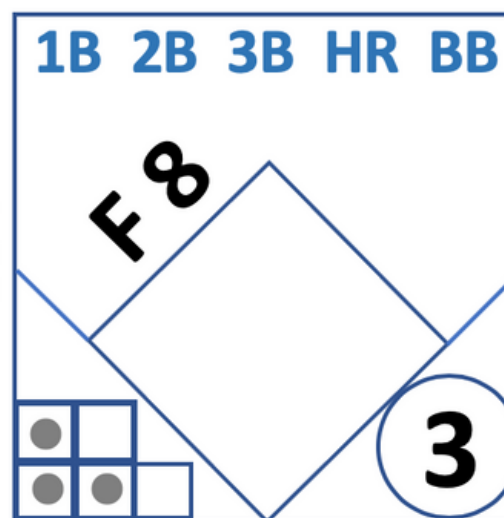


1B	Batter reached first base on the hit
2B	Batter reached second base on the hit
3B	Batter reached third base on the hit
HR	Batter reached home plate on the hit
BB	Batter walked (Base on Balls)
E #	Error if an average player (#) would have fielded or caught the ball hit or thrown to them



BATTER OUT

1. Indicate how the batter got out



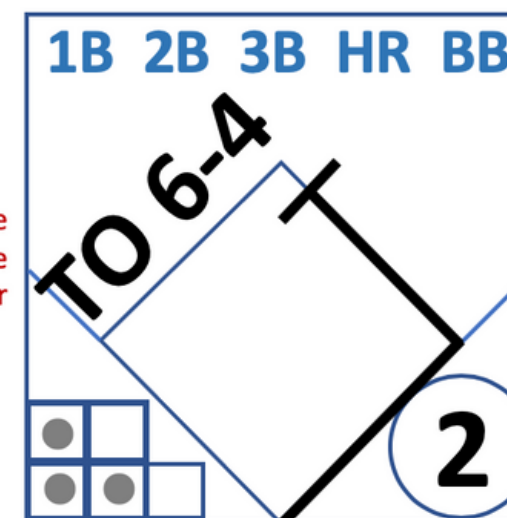
2. Record the out number for each out

3. Add angle line at end of inning

K	Batter struck out swinging at a pitch
KC	Batter called out on a strike
FO #	Batter is out on a foul ball (if caught, fielder #)
L #	Batter is out on a line drive caught by fielder (#)
P #	Batter is out on a pop fly caught by fielder (#)
F #	Batter is out on a fly ball caught by fielder (#)
SF #	Batter is out on a fly ball caught by fielder (#) and a runner scores

RUNNER OUT

1. Record the play on the current batter



2. Trace the diamond to show runner advances

3. Record the out number on the runner

# - # - #	Ball is thrown between players for an out at a base (i.e. SS->2B->1B as 6-4-3)
FC # - #	Fielder chose to go for an out that was not the lead runner
TO # - #	Runner is tagged out by the last fielder (#) indicated
DP # - #	Two runners are out by tag or at base by fielders (#) indicated
TP # - # - #	Three runners are out by tag or at base by fielders (#) indicated

Questions?

- Mock scorekeeping of a partial game, up next!