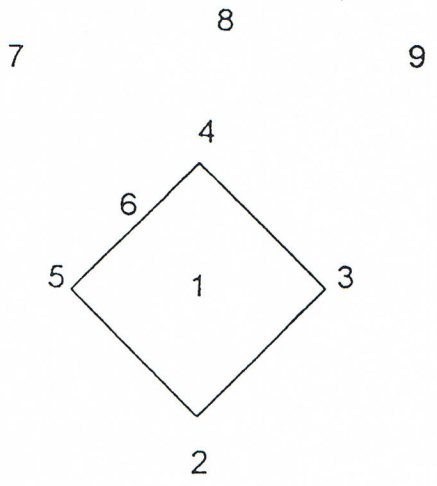


SCORE KEEPING CLINIC










Write the names of the teams on the top of the score sheet. Each Manager will give you a line-up sheet with his player's names, jersey number and position number. Write the players name and jersey number in the proper columns (Don't write where it says Sub. That comes later). Since there are only 9 players on the field at a time, you only write 9 names; the other names are written on the bottom of the list just above where it says 'summary'. Write each players position number in the small column to the right of each name. These position numbers are also shown on the bottom of the score sheet.



- Pitcher 1
- Catcher 2
- 1st Base 3
- 2nd Base 4
- 3rd Base 5
- Short Stop 6
- Left Fielder 7
- Centre Fielder 8
- Right Fielder 9

Write the name of the starting Pitchers on the lines at the bottom of the sheet, under their own teams. Keep track of how many innings they pitch. If the Pitcher is changed, you put the new Pitchers name down under the first Pitcher, and keep track of how many innings he pitches and so on (even if the Pitcher only pitches one ball, it is still considered an inning).

The boxes to the right of each players name is where you record the position played.

#	PLAYERS NAME									
Sub.										

The Home Team is responsible for keeping the Official Score Book so it would be best to have someone else help you to keep the team book.

The Official Score Keeper should not favour any one team and keep reasonably quiet through the game.

The game doesn't start until the Official Score Keeper is ready so be quick!!!

NOW THE GAME STARTS

With each pitch, you write down what the batter does in the small boxes.



Example: S – Strike (Batter swung at the ball)
 C – Call (Umpire called a strike)
 F – Foul Ball

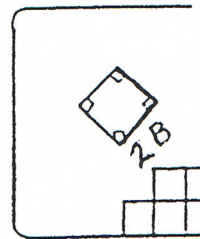
Write either S – C – F in the top two squares. The bottom three squares are where you keep track of the balls. Some Managers, depending on the level, may ask you to keep track of the order of each pitch.

When the batter walks or hits, you draw a line from Home Plate to 1st Base then write a code to describe how they got on base.

HR	Home Run
3B	Triple
2B	Double
1B	Single
SAC	Sacrifice
HP	Hit by Pitcher
BB	Base on Balls

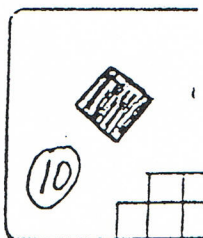
If the Batter hits and gets on base without being put out, you draw the line to 1st Base, 2nd Base or 3rd Base or fill in the whole diamond if it was a Home Run, but remember to write the code HR.

Example: if the batter hits a Double, you show it as



When the runner gets all around the bases, you shade in the whole diamond and this counts as one run. To record the Runs Batted In (RBI), you must put the jersey number of the player who last hit the ball to bring in the run. Circle the number and put it in the bottom left corner.

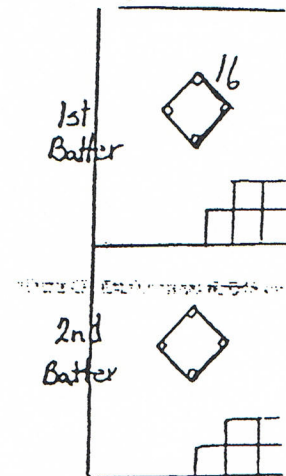
Example: Player #10



If the first batter just gets to 1st Base, draw the line to 1st Base and write the code 1B, then go on to the next batter and record what he does at bat. If the second batter gets a single you write the code in his square, then go back to the first batter's square and draw a line to 2nd Base and put the second batter's jersey number on the line.

Example: if the second batter's jersey number is 16, you would put 16 beside the line going to 2nd base. This shows that player number 16 advanced the runner from 1st Base to 2nd Base.

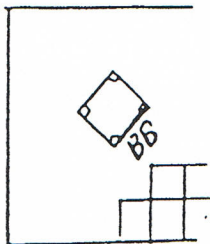
Always remember to go back to the previous batters to show how they are getting around the bases.



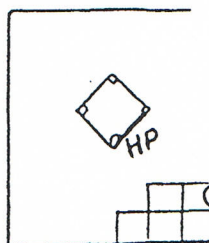
There are many ways for a Batter to get on 1st Base other than a Fair Ball Hit.

Here are some examples:

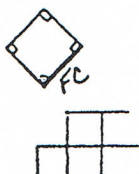
The Batter is awarded 1st Base by having 4 Balls called by the Umpire. This is shown by writing the code BB – Base on Balls, and drawing a line to 1st base.



The Batter is awarded 1st Base if he is hit by a pitch. This is shown by writing the code HP – Hit by Pitcher, and drawing a line to 1st Base.



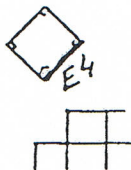
Fielder's Choice – If the Batter has hit the ball and could be put out easily but the fielder makes the choice to put another runner out instead, this is called a Fielder's Choice and shown by drawing a line to 1st Base and writing the code FC.



If the Batter gets to 1st Base on an error by one of the fielders, you must record the error. Use the letter E plus the position number of the fielder who made the error.

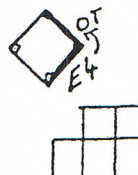
Example: E6 – If the error was made by the Short Stop or
E4 – If the error was made by the 2nd Baseman etc...

Draw the line to the 1st Base and write the code E4 etc... below the line as shown in the diagram. After each inning, the errors are added up and recorded at the bottom of the score sheet.

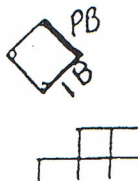


If a Batter hits the ball and he is running towards 1st Base and the fielder throws the ball but it was thrown far too high for the 1st Baseman to catch with ordinary effort, it is called an Over Throw – OT. This is an error to the fielder who threw the ball. The runner can keep running to 2nd or 3rd if he thinks he can make it, but if the ball goes out of the park the runner takes one free base.

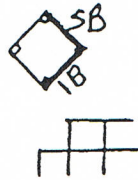
Example: If the 2nd Baseman made the error you show it with an E4-OT.



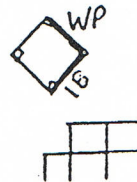
If there is a runner on 1st Base and the Pitcher throws the ball but the Catcher doesn't catch it, this is called a Passed Ball – PB. The runner may try to run to 2nd Base. This is shown by writing PB on the line you draw to 2nd Base.



If a runner steals a base you show it by putting SB – Stolen Base, along the line you draw to the base.

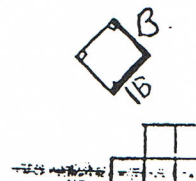


If a Pitcher throws a ball so high or so low or so wide of the plate that the Catcher cannot catch it with ordinary effort, it is called a Wild Pitch – WP. The runner may try to run to the next base, and you would show it by putting WP on the line you draw to the Base.

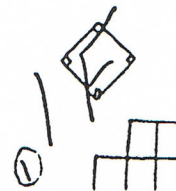


There are a couple of calls that the Umpire might call that you should know:

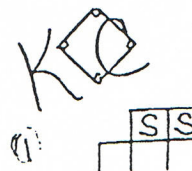
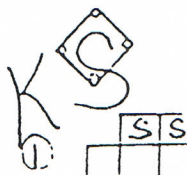
Balk – is an illegal act by the Pitcher to deceive the runner. A Balk is not a ball or strike, but the penalty is – if the ball is not hit, all the runners advance one base. This is shown by putting a B along the line the runner advanced.



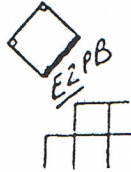
In Field Fly – If there are less than 2 out, and runners on 1st and 2nd or 1st, 2nd and 3rd, and a fair fly ball is hit which can be caught by an infielder with ordinary effort, the Umpire will call Infield Fly. The batter is automatically out, and you record this by putting IF in the box.



If the Batter is Struck Out or Called Out by the Umpire you show it with either KS – Strike Out or KC – Called Out by the Umpire.



The Batter is usually out when he has 3 strikes, but if 1st Base is not occupied, the batter may run on the 3rd strike, if the catcher fails to catch the ball. This is classified as an error to the Catcher and a Passed Ball, you show this with E2 PB under the line you draw to 1st Base. This only happens if the Catcher can not retrieve the ball fast enough to tag the runner out or put the runner out at 1st Base. If the Catcher does put the runner out, all of this is forgotten and you just put KS or KC in the box.

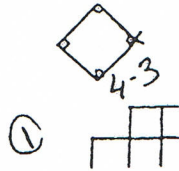


If the runner is put out by two fielders, you show it by putting both fielders numbers together.

Example: 6 – 3

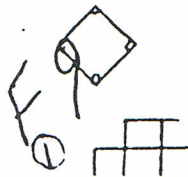
6 = Short Stop
3 = 1st Base

So 6-3 means the Short Stop got the ball and threw it to 1st Base to put the runner out, or 4 – 3 means the 2nd Baseman threw the ball to the 1st Baseman to put the runner out. You can also put an X to show where he was put out.

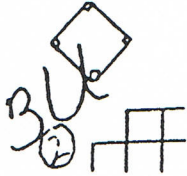


If the Batter hits a Fair Ball but it is caught by a fielder, you record this using the letter F and the position number of the fielder who caught the ball.

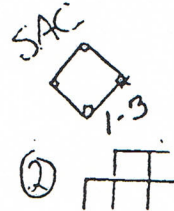
Example: If the Right Fielder caught the Fly Ball, you record F9.



If the Batter hits the ball towards 1st Base and the 1st Baseman just touches his base to put the runner out without any assistance from another player, you record this using the letter U and the position number of the fielder who put the runner out. In this case it would be 3U (1st Baseman Unassisted).



At sometime the coach may ask a player to make a Sacrifice Hit and he will want it to be recorded. Write SAC – Sacrifice. A Sacrifice is a bunt or fly ball that helps the runner to advance although the batter is put out.



When the first batter is out, you put a 1 in the circle on the bottom right of the box and when the second batter is out you put 2 and third batter you put 3. IF a run comes in after the third out, you do not count it.

At the end of the inning you draw two small lines after the last batter, //, and put a long line through the boxes below so you don't use them in the next inning. When you start the next inning you start with the next Batter in line. Remember to move over to the next column.

NO	PLAYERS		1	2	3	4
#	PLAYERS NAME					
	Sub.					
#	PLAYERS NAME					
	Sub.					
#	PLAYERS NAME					
	Sub.					
	Sub.					
	SUMMARY		R	H		
			E	LO		

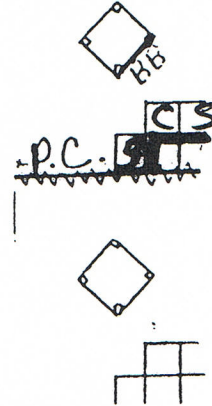
start the next inning here

PITCHERS
NAMES

The other change that will happen in the game is when the Manager changes his Pitcher. If he changes the Pitcher at the end of the inning, you record as explained in the beginning. If the change is made in the middle of the inning, you have to show where it was made.

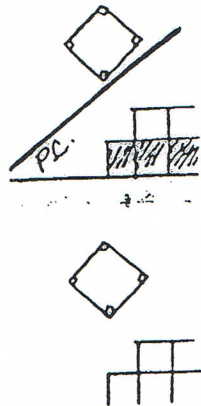
Example: at the end of the batter

- draw a line after the batter and put PC (Pitching Change) and carry on with the game.



Example: in the middle of a batter

- draw a line through the box and put PC (Pitching Change) under the line and carry on with the game.



IMPORTANT FACTS

Force Play: When a runner has no choice but to run to the next Base. The fielder doesn't have to tag the runner, he just has to tag the Base to put the runner out.

Any other play, the fielder has to tag the runner to put him out.

A Run that Doesn't Count: If there are 2 out and runners on 1st and 3rd making the next play a Forced Play, the batter comes up and hits a ball to the outfield and the runner on 3rd comes home. The Fielder throws the ball to 2nd Base and puts the runner out. The run that came home from 3rd doesn't count because this was a force play.

Batter Out of Order: As the Official Scorekeeper, you can not tell either coach that their Batter is out of order. You can't say anything until the Plate Umpire asks you for the correct Batter.

If a Game is Called Because of Darkness or Rain:

T-Ball – 4 Innings constitutes a complete game.

Tadpole – 5 Innings constitutes a complete game.

Mosquito – 4 Innings constitutes a complete game.

PeeWee – 5 Innings constitutes a complete game.

Bantam – 5 Innings constitutes a complete game.

Midget – 5 Innings constitutes a complete game.

If a game is called after 3 innings for example, it must be completed at a later date. When the game continues, each team must have the same players on the field, so be sure the players are clearly marked.

12 Run Rule: If a game has played 5 full innings and one team is ahead of the other by 12 runs, the game is considered over.

Game Under Protest: Official Scorekeeper must record in the Scorebook if the game is under Protest, and circle in colour, where the Protest occurred. Again, the players on the field must be clearly marked.

**Protest in T-Ball and Tadpole are NOT Permitted.

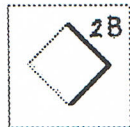
Extra Innings: If at the end of the game the score is tied, an extra inning is played in PeeWee, Bantam and Midget.

Examples

WAYS TO GET ON BASE



Single



Double



Triple



Home Run



Home Run



Base on Balls



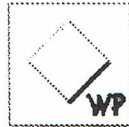
Hit By Pitch



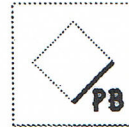
Fielder's
Choice



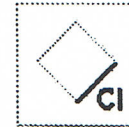
Error



Wild Pitch
(3rd Strike)



Passed Ball
(3rd Strike)



Catcher's
Interference

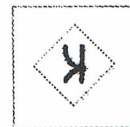


Ground Rule
Double

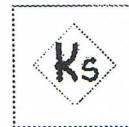
WAYS A BATTER MAKES AN OUT



Strikeout
(Swinging)



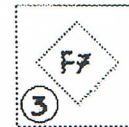
Strikeout
(Called)



Strikeout
(Swinging)



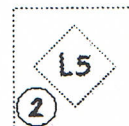
Strikeout
(Called)



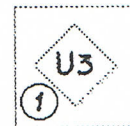
Fly Out
(to Left Field)



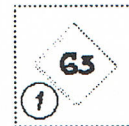
Foul Out
(to Right Field)



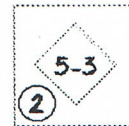
Line Out
(to 3rd Base)



Unassisted
Put Out



Ground Out

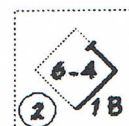


Forced Out or Tag
(3rd throws to 1st)

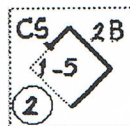


Infield Fly
Rule

WAYS A RUNNER MAKES AN OUT



Force Out or
Tag (3rd to 2nd)



Caught Stealing
(Pitcher to 3rd)



Run Down
(Catcher to 2nd to 1st to 2nd)

INFIELD FLY RULE

In order to have an "Infield Fly" you must have 4 things:

1. Less than 2 outs (0 or 1)
2. Runners at 1st and 2nd OR 1st, 2nd and 3rd.
3. A fair pop-up...never a bunt or a line drive.
4. In the Umpires opinion, the ball must be easily playable by an infielder with ordinary effort.

REMEMBER: THE RULE IS DESIGNED TO PROTECT THE RUNNERS FROM A POSSIBLE EASY DOUBLE PLAY. IT IS NOT MEANT TO PENALIZE THE OFFENSIVE TEAM.

ANY FIELDER, INCLUDING OUTFIELDS, ARE ALLOWED TO MAKE A PLAY ON THE BALL.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair."

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

Rule 2.00 (Infield Fly) Comment: On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder—not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05(l). The infield fly rule takes precedence.

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. We'll confine ourselves to the top of the lineup.

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

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. I also like to draw a line to show where he hit the ball.

9 Smith, J.	8	
-------------	---	--

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	
---------------	---	--

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".

9	Smith, J.	8	SB17
			1B

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	BB

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	33 BB
			②

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	DP 6-4-3
			③

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.

No.	Player	Pos.	
9	Smith, J.	8	SB17 1B
29	Lawson, A.	4	① K
17	Henry, D.	2	33 BB ②
33	Jones, T.	9	DP 6-4-3 ③ /

Take a Swing

Hopefully, the above examples will give you an idea about how scorekeeping is done. Give it a try next time you go out to the ballgame. Also, don't be afraid to experiment. What works best for others may not be best for you. I am always open to suggestion and would appreciate any that are offered. So, if you come up with something that works well, I would be glad to hear about it.

Substitutions

Later in the game...

I've never seen a game where at least one substitution was not made. There are many reasons to replace a starter: pitchers get tired, batters aren't hitting, players get injured, someone's ejected, or the manager makes a strategic move. Whatever the reason, sooner or later you're going to have to mark a substitution on your scorecard.

So, how do you do this? It depends on the substitution.

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

#	Player	Pos		
8	Smith, J.	8		K
				①
29	Lawson, A.	4		
3	Kitt, W.	PH		

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.

After the Game

Back in the Dugout

Now that the game is over, you can tabulate all the data you've compiled. If you haven't been keeping up with it during the game, now is the time to add up the statistics for each inning: runs, hits, errors, passed balls, and men left on base. You can also add up the data for each pitcher: innings pitched, batters faced, strikeouts, walks, hits, runs, earned runs, wild pitches, batters hit, and balks. There may be other statistics that you can fill in on your card, but these are the fields on the scorecard that I created. Professionally printed scorecards may contain several fields to tally a batter's performance: at-bats, runs, hits, singles, doubles, triples, home runs, runs batted in and others. It's up to you to decide how much you want to do. If you want to learn the formulas for calculating batting average, earned-run average, on-base percentage, or several other stats, check out my statistics page.

Finally

The official scorekeeper must prove the official box score, which is what becomes part of the official record. The formula is very simple and must be applied to each team's scorecard.

First, total the number of runs, men left on base and opponents' putouts for one team. Next, total the number of at-bats, walks, sacrifices, batters hit by pitcher and awards of first base due to interference for the same team. If these two totals are equal then this team's box score is "proven." Repeat the process for the other team.

I've never tried to prove a box score, but I thought others might find it interesting.

Statistics

Calculating Statistics

Many people like to calculate player statistics. I'm not one of them, but I decided to add a page about it anyway. I will use the following symbols in calculating the statistics:
(+) addition, (-) subtraction, (*) multiplication, and (/) division.

Offensive Statistics

Base-on-balls Percentage

(total walks) / (plate appearances)

Batting Average

(total hits) / (official at-bats)

At-bats do not include walks, sacrifice flies, sacrifice bunts, obstruction calls, catcher's interference, or being hit by a pitch. If a player makes it safely on base due to an error, it is an at-bat, but not a hit.

Home Run Ratio

(at-bats) / (home runs)

On-base Percentage

(hits + walks + hits by pitch) / (at-bats + walks + hits by pitch + sacrifice flies)

Slugging Average

(total bases) / (at-bats)

The number of total bases only includes those obtained from hits; not from errors, walks, or interference calls.

Stolen Base Percentage

(stolen bases) / (total attempts)

Strikeout Ratio

(at-bats) / (strikeouts)

Defensive Statistics

Fielding Average

(total putouts + assists) / (putouts + assists + errors)

Pitching Statistics

Earned Run Average

(earned runs * 9) / (innings pitched)

Opponents' Batting Average

(hits allowed) / (at bats allowed)

Winning Percentage

(games won) / (games won + games lost)

Team Statistics

Won-Lost Percentage

(wins) / (losses)

Other Statistics

Here are some "unofficial statistics" reported in The Baseball Fan's Companion

Fielder's Range Factor

(putouts + assists) / (games)

Runs Created

[(hits + walks - caught stealing) * (total bases + (stolen bases * 0.55))] / (at-bats + walks)

NORTH DELTA BASEBALL ASSOCIATION SCOREKEEPING SUMMARY SHEET

1B Single
2B Double
3B Triple
HR Home Run
BB Base on Balls
HP Hit by Pitcher

OUTS

1 1st out
2 2nd out
3 3rd out
// end of inning

KS Strike out.
KC Called out by Umpire.
IF Infield Fly – called by umpire (batter is out).
F4 Fly ball caught by 2nd baseman.
3U Unassisted out at 1st base.

6 – 3 Shortstop threw to 1st base to put runner out.
4 – 3 Second baseman threw to 1st base to put runner out.
7-6-3 Left field to short to 1st.

ADVANCING RUNNERS

SAC Sacrifice – a bunt or fly ball used to advance a runner.
SB Stolen Base.
PB Passed Ball – a pitcher throws the ball but the catcher does not catch it and the player advances to the next base.
WP Wild Pitch – pitcher throws the ball so high, so low, or so wide that the catcher cannot catch the ball and the player advances to the next base.
BK Balk – illegal act by the pitcher allowing all runners to advance one base.
FC Fielders Choice – fielder makes the choice to put another runner out rather than putting the batter out although the batter could be put out easily.

10 Jersey number of player who advanced the runner.

E6 Player gets to next base on an error by the Shortstop.
E4 Error by 2nd base.

OT Over Throw (error to the fielder who threw the ball).
E4 OT Error by 2nd Baseman (Over Throw)

PITCHING

Record each inning each pitcher pitches (Delivery of one pitch to a batter shall be considered on inning)

TOTALS **R** – Runs **H** - Hits **E** – Errors **LOB** – Left on Base

PRESTOCK

athletic supply Ltd.

4482 JUNEAU STREET, BURNABY, B.C. V5C 4C4

TELEPHONE (604) 291-8676

OFFICIAL BATTING ORDER

DATE APR 10 OPPONENT REDS

#	STARTING LINE-UP	Pos.	SUBSTITUTION
3	1 JACOB		A B
27	2 AUSTIN		A B
30	3 SEAN		A B
42	4 MACK		A B
33	5 ADMAN		A B
48	6 CONNOR		A B
36	7 TIM		A B
24	8 KIERNAN		A B
45	9 MATTHEW		A B
39	10 DAVID RYAN		A B
18	11 DAVID		A B
15	12 NOLAN		A B
	13		A B
	14		A B
	15		A B
	16		A B
		#	#

Manager BARRY HYDE

Coaches AARON BUNNETT

