

## Responsibilities of Score Keeping

Scorekeeping requires precise and logical recording of the events in a game. The responsibilities of the scorekeeper are to record all of these events. This includes inputting the line-up, position changes (mainly the pitchers used), recording all balls, strikes, outs, base hits, put-outs and runs. You will need to make notes of situations that occur such as a coach or player's ejection, a protest, game time, reason for forfeiture and any other notation that the umpire may request. At times, you will be asked from the umpire what the situation of the game is, such as the count, the number of outs, or how many players a pitcher has hit. The scorer has the sole authority to make decisions involving judgement, such as whether a batter's advance to first base was the result of a hit or an error.

1. **Paying Attention.** To be a good scorekeeper, your attention must stay 100% on the game.
2. **Player position numbers and the codes.** In order to accurately record the events, it is vital that you know the positions and codes for every type of play.
3. **Tools needed.** Bring 2 pencils, an eraser, a comfortable chair, and water with you.
4. **Position.** Please sit behind the umpire. You will need to be able to hear him and he may need to ask you questions.
5. **Questions are okay to ask.** If you have any questions, bring them to the umpire's attention.
6. **The umpire is your friend.** You work together to make the game a success. He will introduce himself to you before the game.
7. **Please be prompt.** Arrive to the game at least 15 minutes before and get the line-ups from both managers.
8. **During the game:**
  - a. Record all Events. You will need to record all balls, strikes, outs, base hits, runs, and all other plays that occur.
  - b. Hit Batters. Please note how many times the current pitcher has hit batters.
  - c. Pitching Changes. You will need to record all pitching changes.
9. **When an inning is over.**
  - a. Draw a line through the rest of the players who did not bat so that you will resume the next inning in the right spot.
  - b. Fill in the total at the bottom of the page, hits and Left on Base.
  - c. Write the total runs in the top score box for that inning.
10. **After the game.**
  - a. **Tally the score.** Write the final score in Bold print in the middle of the book.
  - b. **Have the umpire sign the book.** Make sure your signature is also at the top.
  - c. **Place the book on the home team dug out bench for the next game.** If you are the last game return the score book to the umpire, he will turn it in when he gets paid. **DO NOT GO HOME WITH THE SCORE BOOK!**

## THE SCORE BOOK

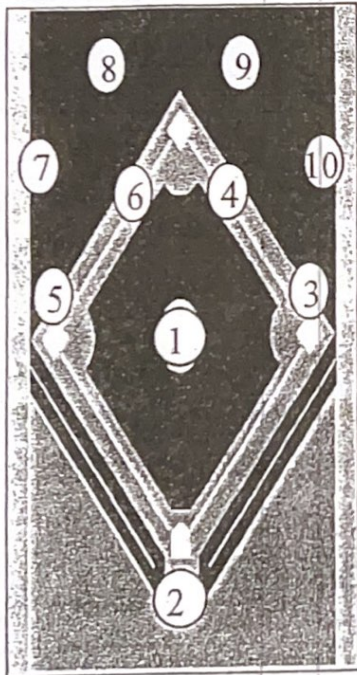
1. **Home Team.** The home team sits on the 3<sup>rd</sup> base side and keeps the official score.
2. **The Line-Up.** Get the line up from both Managers. Hopefully on a line-up card.
  - a. Make sure you have the player's number and last name, of the line-up card. Absent players should be noted.
  - b. List Visitors on the top page and Home team on the back page.
  - c. Write players names and numbers.
  - d. List the pitchers and track how many innings were pitched by each. Put the pitcher's number at the top of the opposing team's inning.  
*E. if running late - list player last.*
3. **Official Game Time.** Per Whittier Pony, the official start time is the scheduled game time.

*Whittier Pony chooses to abide by Major League Baseball rules concerning batting out-of-order. If an out-of-order player comes to bat the scorekeeper shall remain silent. It is up to the opposing manager to notice an out-of-order batter. If he does not notice, make a note in the scorebook and keep scoring. If attention is called during the pitch count, the correct player may be inserted and will resume the count in progress. If the batter completes the at-bat and advances to 1<sup>st</sup> base and then attention is called, he is out.*

*If a player has to leave in the middle of the game, the manager must notify the scorekeeper and that player's next at-bat is an automatic out.*

# POSITIONS BY NUMBER

## PINTO



1. PITCHER
2. CATCHER
3. 1ST BASE
4. 2ND BASE
5. 3RD BASE
6. SHORT STOP
7. LEFT FIELD
8. LEFT CENTER
9. ROVER/RT CENTER
10. RIGHT FIELD

## MUSTANG, BRONCO, PONY



1. PITCHER
2. CATCHER
3. 1ST BASE
4. 2ND BASE
5. 3RD BASE
6. SHORT STOP
7. LEFT FIELD
8. CENTER FIELD
9. RIGHT FIELD

## CODES

These are the majority of the terms you will use while scorekeeping. This is just a guide. If there is no code that applies to a ruling, simply write what happened in the scorebook.

<i>OFFENSE</i>		<i>DEFENSE</i>	
Single	1B	Fly Out	F#
Double	2B	Line Out	L#
Triple	3B	Strike Out/Swinging	K
Home Run	HR	Strike Out/Looking	Backward K
Base on Balls	BB	Sacrifice	SAC
Error	E#	Ground Out	#-#
Fielder's Choice	FC	Unassisted Out	#U
Interference	INT	Batting out of order	OBO
Hit by Pitch	HBP	Out of Base Path	OBP
Catcher's Interference	CI	Out of Batters Box	OBB
Balk	BLK or B	Interference	INT
Run Batted In	RBI	Runner Passes Runner	RPR
Stolen Base	SB	Dropped 3 <sup>rd</sup> Strike	E2
Over Throw	OT		
		Wild Pitch	WP
Throwing Equipment	TE	Passed Ball	PB
Unsportsmanlike Conduct	UC		

wrong

HAVE A GREAT SAFE SEASON



25 SETS TO A PACK • 4 PART NCR • CARBONLESS

TEAM LINE-UP FOR ALL SPORTS

TEAM Tigers

COACH JONES DATE 11/50/08

NO.	STARTING PLAYERS	POS. NO.	SUBSTITUTES
1	John		
2	Ryan		
3	Bob		
4	Ayden		
5	Drew		
6	Sam		
7	Paul		
8	Brandon		
9	Craig		
10	Eddie		
11			
12			
13			
14			
15			
16			

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missing # of players last names

2 players missing

right

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25 SETS TO A PACK • 4 PART NCR • CARBONLESS

TEAM LINE-UP FOR ALL SPORTS

TEAM Angels

COACH K. LEFFLER DATE 11/30/08

NO.	STARTING PLAYERS	POS. NO.	SUBSTITUTES
1	00	CASTRO	2B
2	15	MENCIA	C
3	11	SWINDELL	3B
4	2	SERVANTES	CF
5	77	LEFFLER	P
6	10	BALL	IF
7	44	BABAS	1B
8	27	QUEZADA	SS
9	28	INTRIERI	B
10	57	RODRIGUEZ	R
11	14	HERRERA	RF
12			
13			
14			
15	12	Jones	1B
16			

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