LB

LANGLEY
BASEBALL

Scorekeeping Guide

Pre Game - Basic and Advanced

1. Arrive to game at least 15 minutes early. Find a good spot to sit where you can see the whole field and are not distracted. (You should bring a pencil and eraser with you.) If someone is doing GameChanger as well you should sit with them.

2. Obtain the team scorebook from your coach/team parent and the lineups from both coaches.

3. Enter the game information into the scorebook. (Home team, Visiting Team, Field, Date). Use one page for the visiting team and the next page for the home team. (You should be able to flip the book to go back and forth between teams.)

4. Transfer the lineups into the scorebook. You need the following information AT MINIMUM : Last Name, First Name (or initial), Jersey Number. Feel free to add position numbers if you wish, but they tend to change frequently at this level.

During the Game

- As the batters are going up to the plate, double check that their jersey numbers match the batter that you have up next in the lineup. If the numbers do not match, let your coach know immediately.

- Remember to mark the game start time at the top of the scoresheet at the time that the first pitch is thrown.

- If there is any discrepancy with the number of outs or runs in the game, confer immediately with the opposing team's scorekeeper to determine what was missed.

- Make sure that the play has ended before you start entering the play into the scorebook

Basic Scorekeeping - Moving the Runner

At a bare minimum, you need to be recording the batters current position, as well as runs and outs for both teams.

When a batter gets on base or when a baserunner advances, simply draw a heavy line showing the runners path.

Every time the runner advances, draw a line to the next base.

If the runner reaches home, shade in the square.
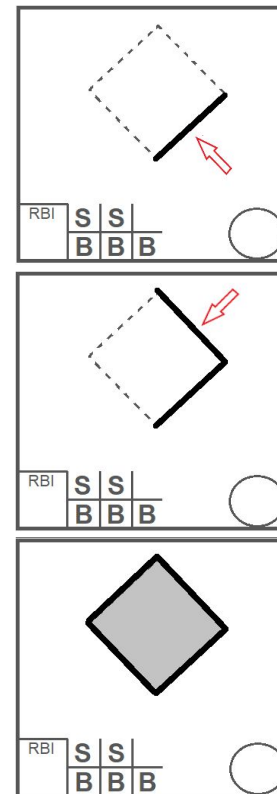
Basic Scorekeeping - Recording Outs

When a batter or runner is out, you can either place an X across the whole diamond, or where the runner was put out (if they were already on base.)

Write the out number in the circle in the bottom right hand corner of the scoring square.

Speak to your head coach to determine if the minimum will be adequate for their needs. (This is usually fine at the Minors level)
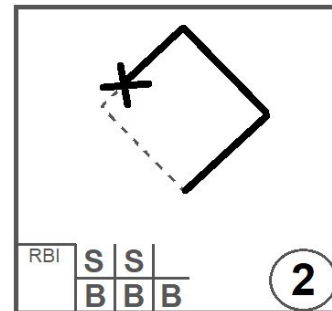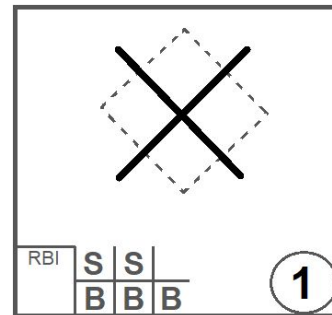
How to End and Inning - Basic

Once the 3rd out has been made, draw 2 diagonal lines on the bottom right corner of the last batter's scoring square. (This may not necessarily be your 3rd out.)

Total up the number of runs scored and record them at the bottom of the inning column. (For subsequent innings you can show a running total beside the total for that inning.)

The next inning for that team will begin at the next batter in the order in the next inning column.

Advanced Scoring - IMPORTANT!

Please remember that *there is no one set way to fill out your scorebook*. There are sometimes small variations in the way that different scorekeepers enter the play. The only thing that matters is that you (and your coach) can correctly interpret how that play happened from what you have recorded.

Other brands of scorebooks may look slightly different than the scoring squares that we have used as examples. (Our examples should match the scoring books that were handed out to your coaches)

What will be shown is a fairly standard method of scoring a variety of plays. (Talk to your coach to determine how detailed they would like your scorekeeping to be, it may not be necessary to show all of the detail that follows.)
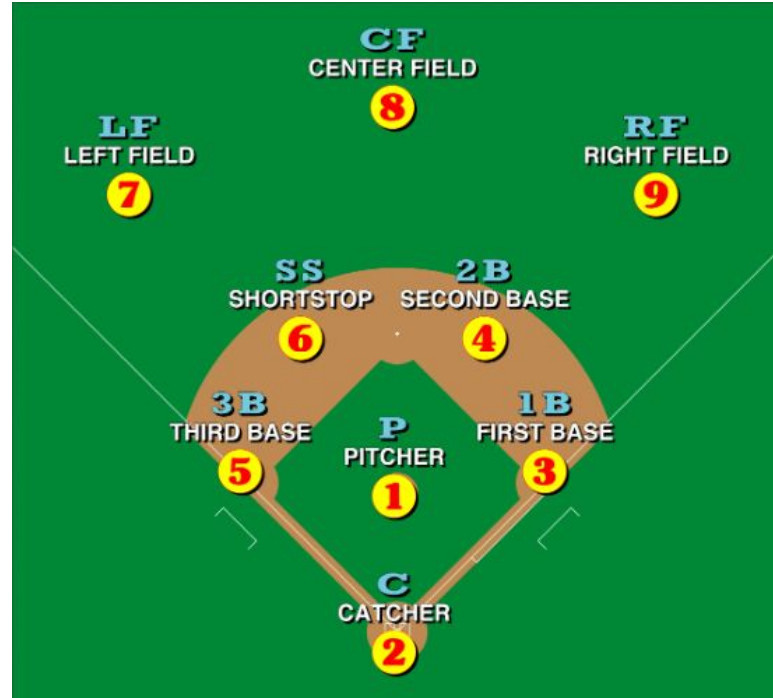
Defensive Positions

In order to properly record outs, you will need to know the numbers that identify the position for each defensive player.

(It is not necessary to mark down each player in the lineup's position(shown below) as they quite often change inning to inning)

NO	LINEUP	POS
24	1 Ricky Henderson	

Play Abbreviations

Most Common

BB - Walk
K or KS - Strike out (Swinging)
Ж or KL - Strike out (Looking)
HBP - Hit by Pitch
1B - Single
2B - Double
3B - Triple
HR - Homerun
SB - Stolen Base
PB - Passed Ball
WP - Wild Pitch
FC - Fielder's Choice

Less Common

CS - Caught Stealing
E(#) - Error (Charged to a Player)
DP - Double Play
INT - Interference (Runner)
OBS - Obstruction (Defense)
SF - Sacrifice Fly
SAC - Sacrifice Bunt
F(#) - Flyout (to Player)
L(#) - Lineout (to Player)
P(#) - Popout (to Player)
CI - Catcher's Interference
(#)U - (Player) Unassisted Put Out

# How to record plays in the scorebook

As each pitch to the batter is thrown, put a line through the S (for a strike) or B (for a ball).

The count for this batter is 2 balls and 1 strike.

If the batter reaches base safely, draw a heavy line between home and the base that the batter reached.

On the outside of that line, use the play abbreviations to show how that batter reached the base.

This batter hit a double and is now on 2nd base.
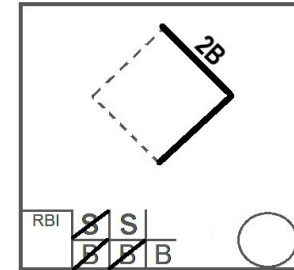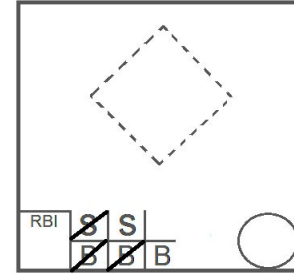
How to show runners advancing

If the runner steals a base, or advances due to a wild pitch, passed ball, or an error, indicate how that runner advanced with the correct play abbreviation.

In this example, you can see that the player that hit the double in the previous example, stole 3rd on the first pitch to the next batter, and then scored on the second pitch to the batter (which was deemed a wild pitch.)

*Remember to shade in the square when a runner scores!
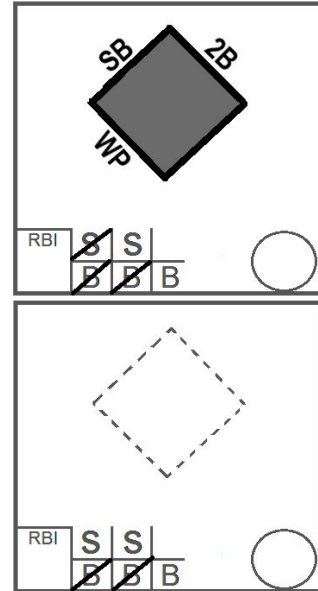
How to Score RBIs

If you are keeping track of RBIs (or runs batted in), they should be credited to the batter if a run scores as a result of their plate appearance. This can happen in several ways :

A hit (the batter and all other runners reach base safely)

A batted ball where the batter or <u>one</u> other runner is out (sacrifice bunt, sacrifice fly, fielder's choice)

A bases loaded walk.

The batter being hit by a pitch.

Indicate the number of runs that were scored as a result of any of the above in the small square in the bottom left portion of the <u>batter's</u> scoring square.

RBIs are **NOT** credited when:

The run scores as a result of an error (unless that run was going to score anyways, ie : 1 out, ground ball to short is thrown over the first baseman)

When the batter hits into a double play.

How to record Outs

Use the play abbreviations to show how and where each runner / batter was retired.

The first batter in the example hit a double and would have been safe at 2nd base, but they decided to try to stretch it into a triple and were tagged out between 2nd and 3rd. (Center fielder threw the ball to the third baseman who made the tag)

The second batter was out on a fly ball hit to left field.

The third batter struck out (swinging).

*Remember to put the out number in the small circle in the bottom right portion of the scoring square.
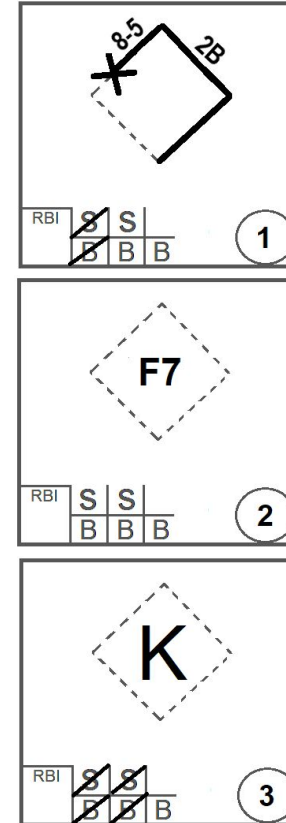
Other ways to record Outs

This runner was on 2nd base and was caught stealing 3rd. (Catcher to the third baseman)

The second out was retired when they popped out to the second baseman. (Try to avoid using **PO4** for this play as this gets confusing when in the older divisions pickoffs are introduced.)

The third out here was a ground ball where the first baseman made the play on his own. (U = Unassisted)
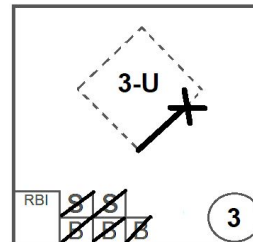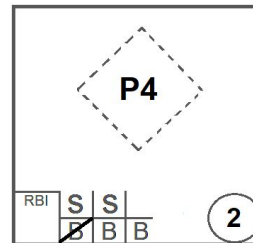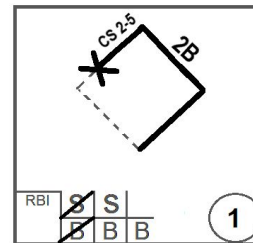
What is a Fielder's Choice?

A fielder's choice is when a batter puts a ball in play and reaches base safely only because a defensive player chose to put out another runner. (Ask yourself the question, if there was nobody else on base, would the batter have reached 1st base safely? If the answer is no, it is a fielder's choice.)

A fielder's choice DOES NOT count as a hit.

See the diagram to show how to score the play. (The first batter reached base safely on a walk, the second batter hit into a fielder's choice, (ground ball to the shortstop who threw to 2nd to force the runner that was running from first out.)
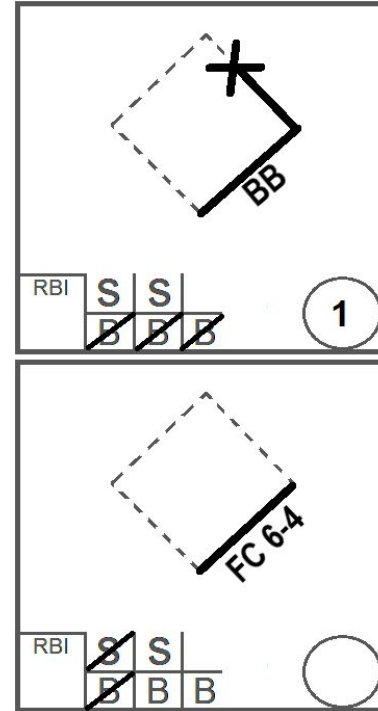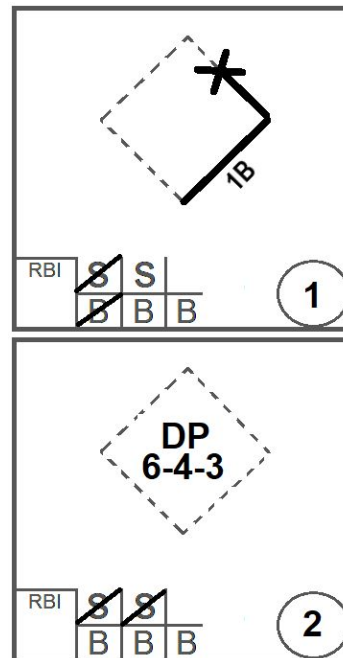
How to score a Double Play

The previous batter has reached base safely, but the next batter hits into a double play to retire both players. (Shortstop to 2nd base to 1st base)

*Note : (If you are keeping track of RBIs)

If there was a runner on third who scored on this play, the batter would not be credited with an RBI.
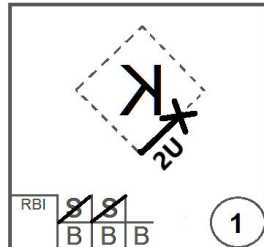
How to Score a Dropped 3rd Strike (Batter Out)

There are several different variations of this play and care should be taken to ensure they are recorded correctly. Below are the 2 most common ways a dropped 3rd strike that results in the runner being out is scored.
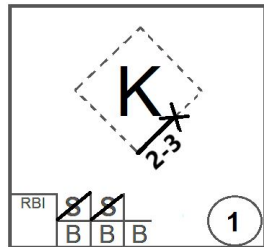
A dropped 3rd strike (swinging), the catcher threw the ball to 1st for the out

A dropped 3rd strike (looking), the catcher picked up the ball and tagged the runner

(Remember to mark the out in the lower right corner!)

Note : In this case, a wild pitch or passed ball that caused the dropped 3rd strike would only need to be noted if another runner on base were to advance.
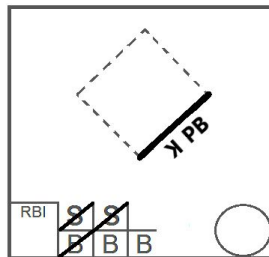
How to Score a Dropped 3rd Strike (Batter Safe)

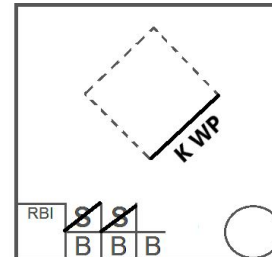All of these batters reached first safely on a dropped third strike.

Dropped 3rd Strike (Swinging)
Catcher picked up the ball in
time but overthrew 1st base
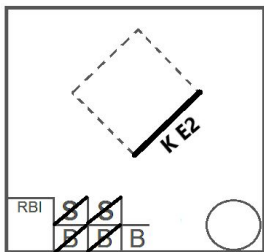
Dropped 3rd Strike (Looking)
Batter reached on a Passed Ball

Dropped 3rd Strike (Swinging)
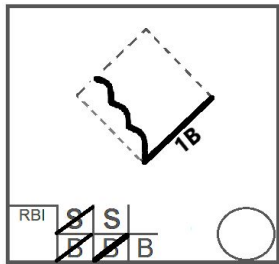Batter reached on a Wild Pitch

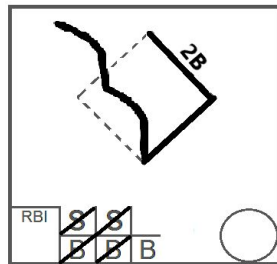(In all 3 examples, the strike can be looking or swinging)

Hit Type and Location

If you are interested in recording the type and location of each hit, you can do so as per the examples below. (Remember to mark the hit dark enough so that you can still see it if you wind up having to shade in the square.)
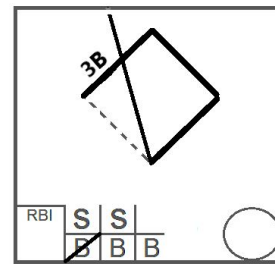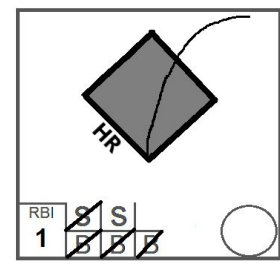

Ground ball to 3rd base
(Single)

Hard Ground Ball to LF
(Double)

Line Drive to Left Centre
(Triple)

Flyball to Right Field
(Homerun)

New Pitcher

When a new pitcher is put into the game, a heavy solid line should be put <u>under</u> the last batter that the last pitcher faced.

The example here shows that the pitcher was changed after the 5th batter, and the new pitcher came in to get the next batter to ground into an inning ending double play.

Differentiating Between Hits and Errors

A fielder is given an error if, in the judgment of the official scorer, he fails to convert an out on a play that an ==average fielder== should have made.

Fielders can also be given errors if they make a poor play that allows one or more runners to advance on the bases. A batter does not necessarily need to reach base for a fielder to be given an error. If he drops a foul ball that extends an at-bat, that fielder can also be assessed an error.   -   *Source : MLB.com/glossary*

Any fair batted ball that does not fit the above criteria should be scored as a hit. (with the exception of a fielder's choice.)

Differentiating between Passed Balls and Wild Pitches

A pitcher is charged with a wild pitch when his pitch is so errant that the catcher is unable to control it and, as a result, baserunner(s) advance. (This is an important stipulation. No matter how poor the pitch, a pitcher is only charged with a WP if at least one runner moves up a base, and he cannot be charged with a wild pitch if no one is on base -- unless it allows the batter to reach base on a third strike.)

Wild pitches have commonality with passed balls -- which represent the same thing, but are the fault of the catcher instead of the pitcher. The decision whether a pitch is ruled a passed ball or a wild pitch is in the hands of the official scorer. But a general rule of thumb is that if the pitch hits the dirt or misses a catcher's glove altogether, it's a wild pitch. - *Source : MLB.com/glossary*

A catcher is given a passed ball if he cannot hold onto a pitch that -- in the official scorer's judgment -- he should have, and as a result at least one runner moves up on the bases. Passed balls have commonality with wild pitches, as both allow a runner to advance on his own without a stolen base. However, there is a key difference: A passed ball is deemed to be the catcher's fault, while a wild pitch is deemed to be the fault of the pitcher. - *Source : MLB.com/glossary*

13+ ONLY - How to record Pick Offs and Balks

Picking off a baserunner can be shown as follows. (Pickoffs can be from either the pitcher to the baseperson or from the catcher to the baseperson.)

(Pay attention on a pick off to 2nd on whether it was the shortstop or the 2nd baseman that made the tag.)
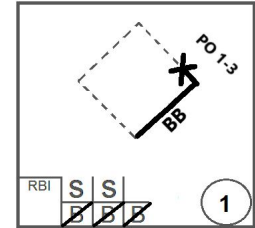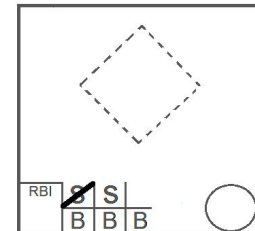
If a balk is called on the pitcher, <u>all</u> baserunners advance one base.

(In the example shown, the runner on first stole 1st on the first pitch to the next batter, and was then awarded third on the second pitch. The count to the batter remains 0 balls, 1 strike.)
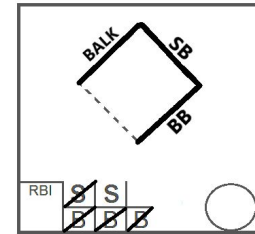
NOTE : The pitch does not count as a ball or a strike and should not be recorded in the pitch count.

In Conclusion…

Don't feel as though you have to take everything shown and use it the next time you are asked to keep score, it is just meant as a guide to take from what you need.

Just like everything else in baseball, the more you do it, the better you will get at it!

ENJOY THE GAME!