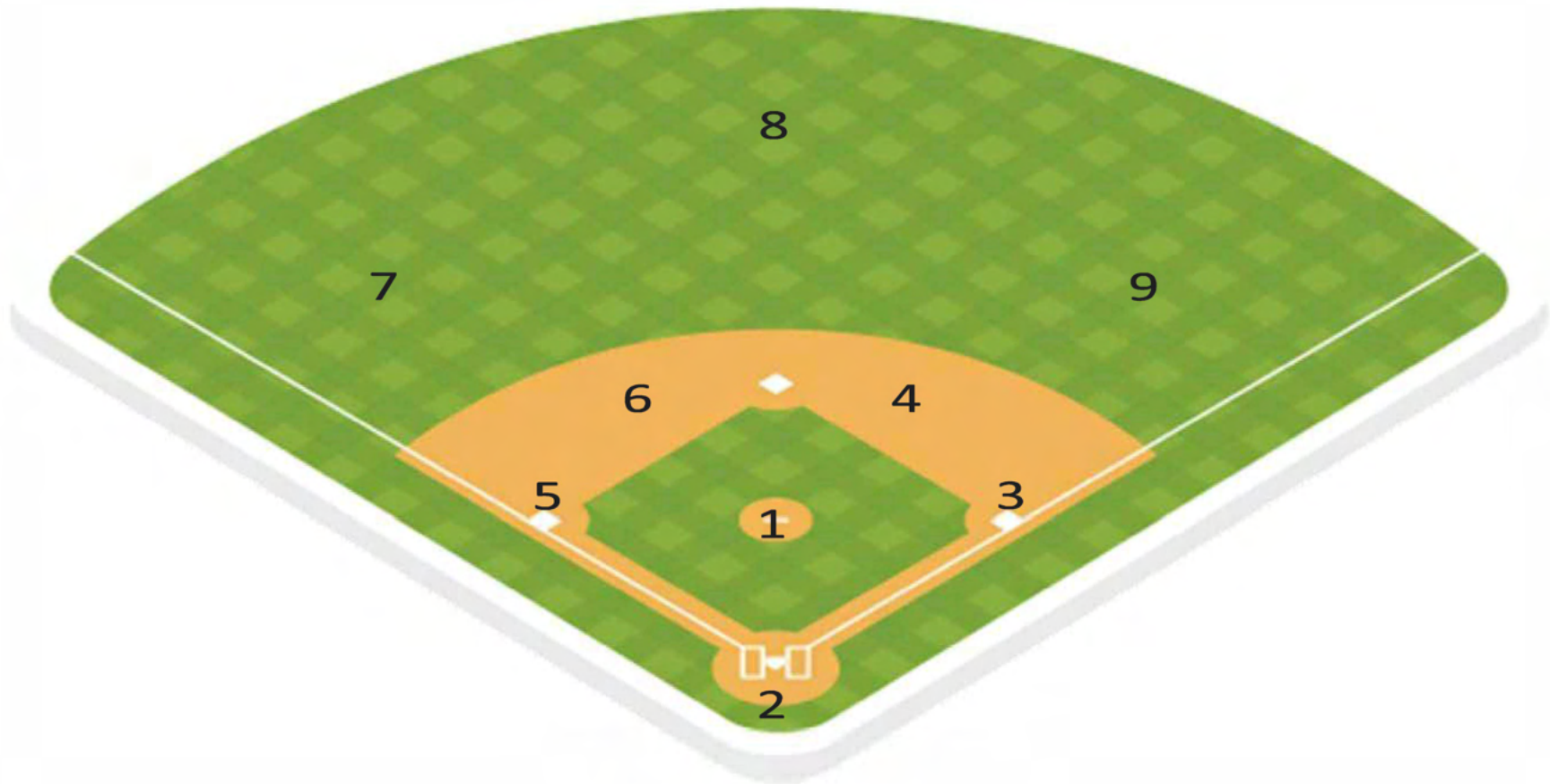


Scorekeeping

for

First Timers

Written for novice scorekeepers



Thanks for keeping score!

This series of pages attempts to make "keeping the book"¹¹ for a Cubs Little League game easy. We've tried to be comprehensive while also simplifying the most basic scorekeeping skills and describe them in terms that even our players can understand.

The Scorebook is important. The book is used during the game to confirm who is next to bat and where runners were on base before the last play...and, of course tracking the score.

Here is the good news - Our league doesn't require that we track everything. This means scorekeeping is much less complicated from the start.

What are the benefits of score keeping?

There are many, but the feeling you will have after learning something new and contributing to your team will be amazing! You will deepen your understanding of the game and learn something new every week. You will get support from the coaches and other parents.

Are there any downsides?

Not really. But to be honest, you will need to really pay attention to the game. If you're a social butterfly in the stands, then keeping score may not be for you.

Batting Order (Lineup)

Now let's look at the parts we do need to pay attention to and how they're structured.

The left-hand column is where the batting order is listed. There is room for 16 players in the batting order.

There are two spaces for each position in the batting order. One for the starting player and one for a substitute player.

We can ignore substitutes.

The manager from each team will provide the scorekeeper the batting order.

The scorekeeper writes the names of the players, in order, in the spaces provided.

The image shows a baseball scorebook page with a red box highlighting the left-hand column, which is used for listing the batting order. The page includes fields for scorer, umpire, final score, and a grid for recording player performance by inning. The grid has columns for innings 1 through 9 and rows for players. The left-hand column is labeled 'PLAYERS' and has two rows for each player, one for the starting player and one for a substitute player. The grid also includes columns for runs, hits, errors, and other statistics.

Inning Columns

There is an individual column for each inning. There are nine innings shown but in Little League we only play between and 7

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, there are fields for 'SCORER' (containing '-EH'), 'SCORE BY INNING' (with columns for each of the 9 innings), and 'UMPIRE'. To the right, there is a 'FINAL SCORE' section with a large 'I' and 'I' and a 'DATE' field. Below these are fields for 'PITCHER', 'CATCHER', 'FIRST BASEMAN', 'SECOND BASEMAN', and 'THIRD BASEMAN'. The main body of the page is a grid with columns for each of the 9 innings, which are highlighted in yellow. The rows represent individual players, with columns for 'NO.', 'PLAYERS', 'POS.', and then the 9 innings. At the bottom right, there are columns for 'AB', 'R', 'H', '2B', '3B', 'HR', and 'BB'. The page is from a spiral-bound notebook.

Recap

So far we've learned:

- 1) That we can ignore a lot of this page.
- 2) Where to put player's names in the batting order.
- 3) What the inning columns are for.
- 4) What the player rows are for.

Comment:

Each game will have two pages. One for our team and one for the other team. You will be keeping score for the whole game, not just for one team.

The image shows a baseball scorebook page with several colored highlights and annotations. A red vertical line is drawn on the left side, separating the pitcher's box from the rest of the page. A yellow vertical band highlights the columns for innings 1 through 6. A blue vertical band highlights the columns for innings 7 through 9. A red vertical band highlights the right side of the page, including the batting order and the 'FINAL SCORE' section. The page is titled 'SCORE BY INNING' and 'FINAL SCORE'. The 'SCORER' is 'EH' and the 'UMPIRE' is 'IJI'. The 'DATE' is '7/1/15'. The 'PITCHER' is 'M R H m J B H R'. The 'CATCHER' is 'C H T S a * = I P O * E'. The 'FIRST BASEMAN' is '1', 'SECOND BASEMAN' is '2', 'THIRD BASEMAN' is '3', 'SHORT STOP' is '4', 'LEFT FIELDER' is '5', 'CENTER FIELDER' is '6', and 'RIGHT FIELDER' is '7'. The page also has a 'PITCHER' box on the left and a 'BATTING ORDER' box on the right. The bottom of the page has 'ALL RIGHTS RESERVED' and some small text.

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.

All players bat in a continuous lineup. The inning continues until 3 outs are made or 5 runs are scored (mercy rule- score keeper will let umpire know when runs are scored in an inning).

The image shows a baseball scorebook page titled "SCORER". It features a batting order list and a grid for recording plays. The batting order is as follows:

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

Red arrows and a red square illustrate the "lead off" rule for the second inning. A red arrow points from the 6th batter (Dylan) in the 1st inning to the 7th batter (Stott) in the 2nd inning, indicating that the 7th batter leads off in the second inning. A red square highlights the box for the 7th batter in the 2nd inning.

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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

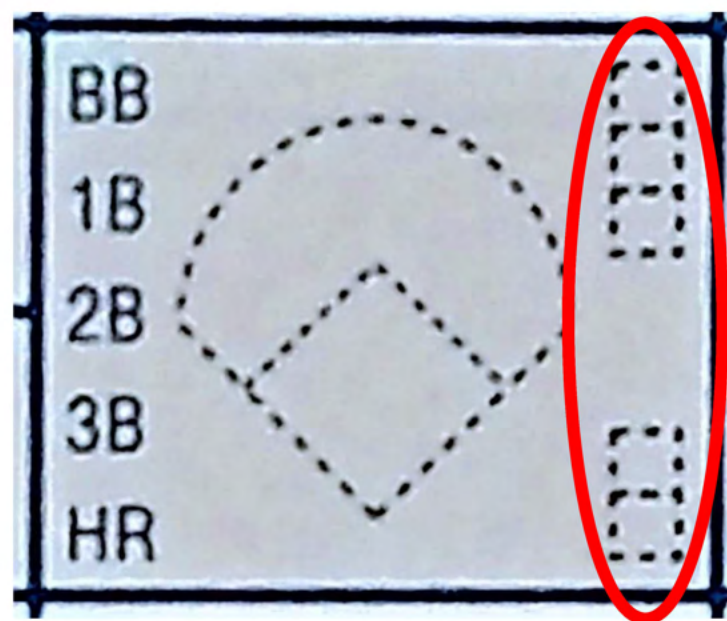
There are several things already in the box. Let's understand what each thing is and what scorekeepers need to do.

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.

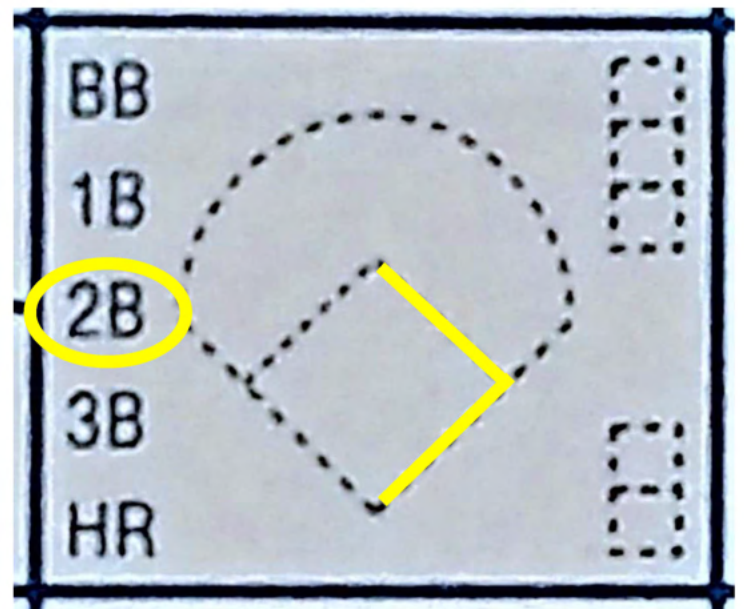
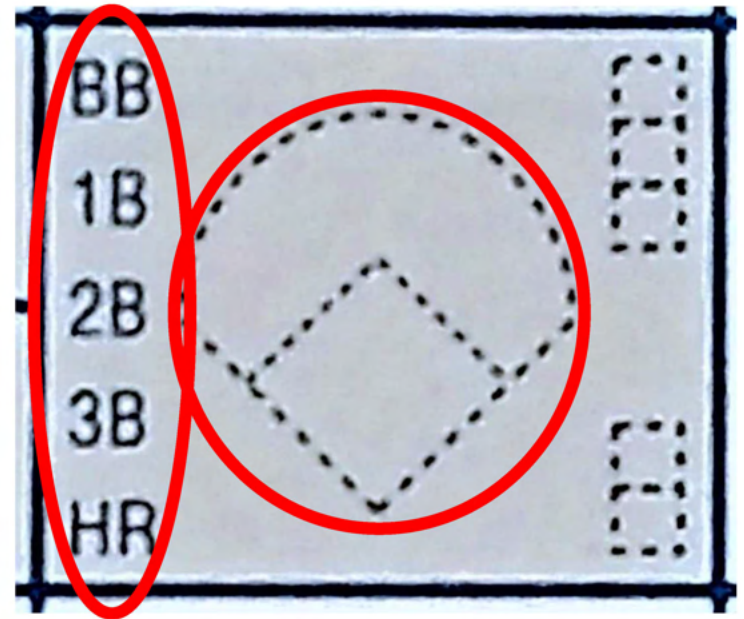
For example:

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?

The books RRLL uses don't have a dedicated spot for an out, but this is documented in the area marked by the red circle.

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?

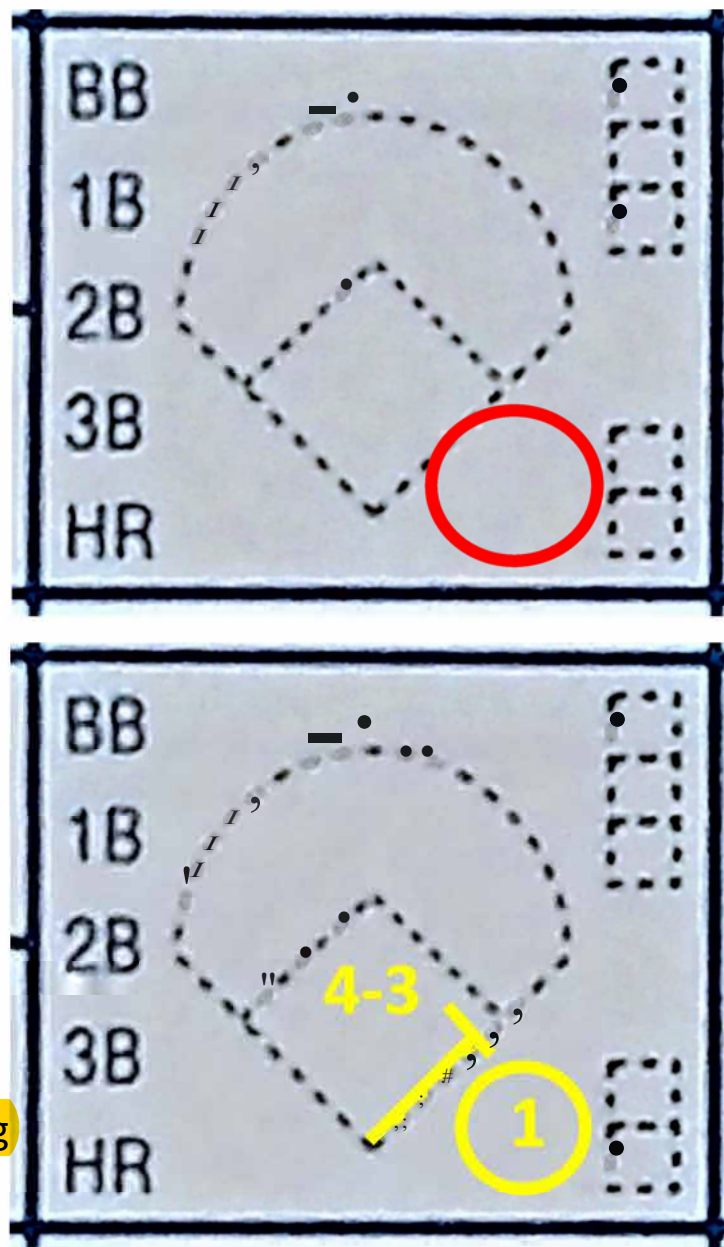
Step 1- Write a number 1 in the lower right hand corner of the box and circle it.

Step 2- Draw a line from home plate part way to p^t 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.

Don't worry about recording the play by position. The out is enough.



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

VISITORS		HOME							
W	PITCHER	POS	PO	A	E	PO	A	E	P
		1							
		2							
		3							
		4							
		5							
		6							
		7							
		8							
		9							
		10							

PLAYERS

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

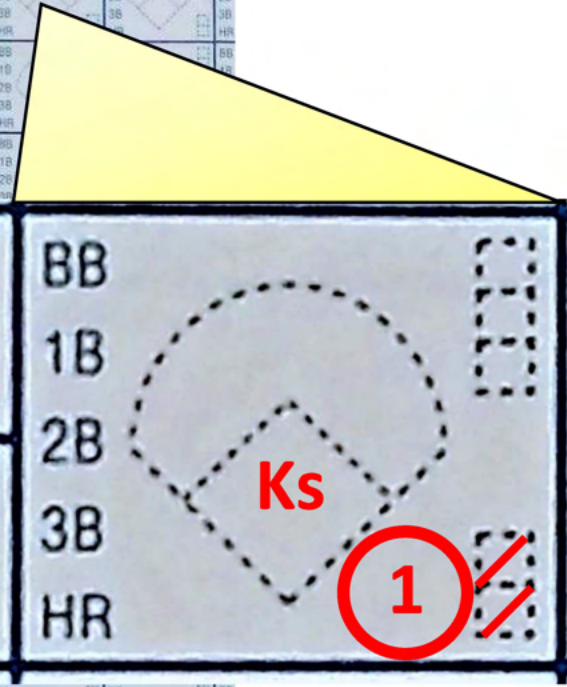
BB	
1B	
2B	
3B	
HR	

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

Document the strikes, then the strike out as a "Ks."
Had Joe NOT swung, it would have just been a "K."

Note: you can also document a strike out swinging with a backwards "K."

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

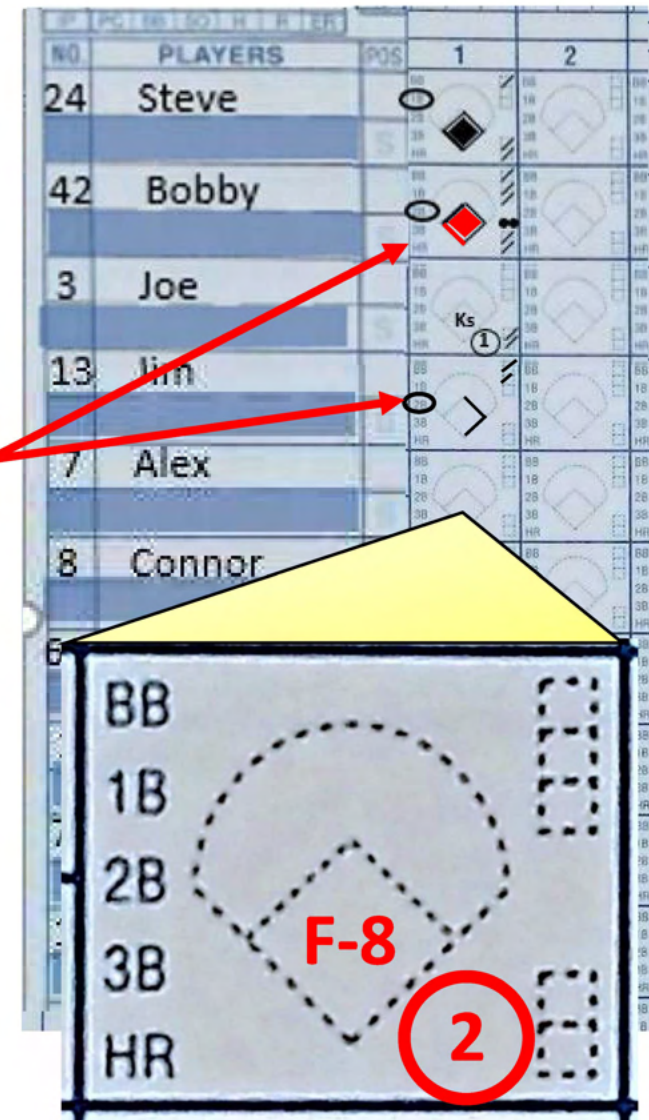


Next to bat is Alex (#7). He hits on the first pitch, but the ball is caught by the center fielder. This is called a Fly Out, and is documented as an F-8 for the 2nd out.

Don't worry about recording which player caught ball FO is enough for Fly 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.

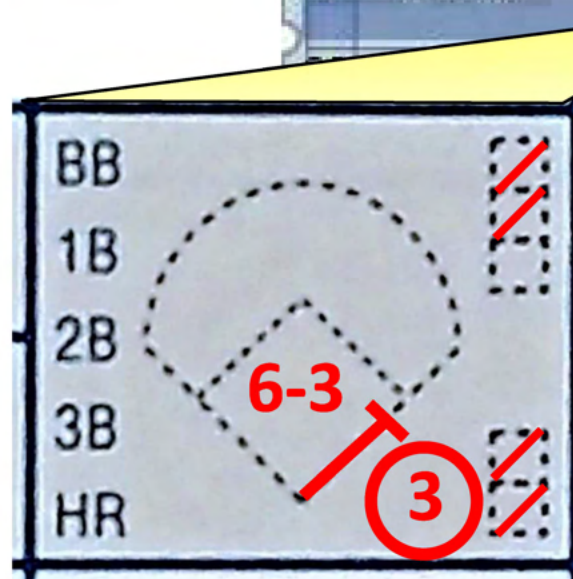


Batting next is Connor (#8). He takes 2 balls and 2 strikes, then hits a ground ball to the shortstop who throws to first for the final out of the inning.

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). Again, don't worry about recording out with position #s. The out is enough. You can mark like they did or put an X where the out happened- the out circled is most important.

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	Ks	1	2
24	Steve	○	◆	
42	Bobby	○	◆	
3	Joe		Ks ①	
13	Jim	○		
7	Alex		F-8 ②	
8	Connor			

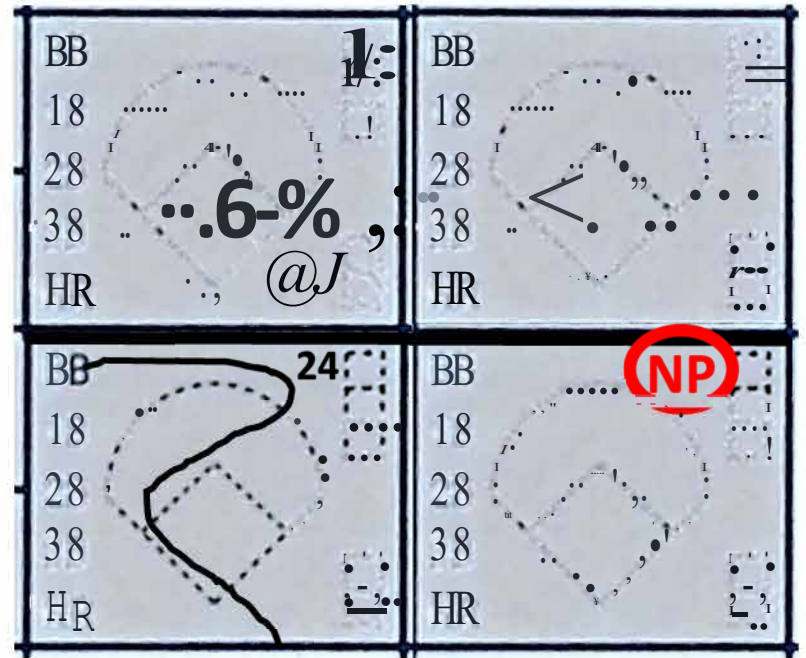


After the 3rd out (or if 5 runs are scored), at the end of the column you will add up the number of runs (coloured in diamonds). Runs add up to determine score. It is a good idea to periodically check in with the other team's score keeper to make sure you have the same score:)

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 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.



Congratulations!

You made it all the way through! By now you should have a good sense of how this scorekeeping thing works.

We're hopeful this information has given you enough information and you feel confident to score a game.

Here are a few final notes, reminders, and tips:

- ❖ Try your best.
- ❖ Learn something every time you score!
- ❖ Mistakes are inevitable. That's why we use pencil!!
- ❖ Some scorekeepers prefer to add color to their book. If you want to try it, the most common color uses are:
 - RED for outs
 - Any other color to color in runs and to make your squiggly lines
- ❖ You are NOT expected to know all the rules of baseball.
- ❖ The umpire is a priceless resource. If you're not sure what happened, ASK!
- ❖ You are equally important to the umpire. They'll often ask you what the count on a batter is, what the pitch count is, etc.

❖ Always remember that the scorekeeper's job is documentation. Should something happen during the game that doesn't get caught (batting out of order, incorrect call, etc.) by a manager or coach, the scorekeeper simply documents what happened. The scorekeeper should NEVER call a manager or coach's attention to a discrepancy.

❖ Common abbreviations (not all of which have been fully reviewed above):

○ Ways to get on base:

- BB (walk)
- 1B (single)
- 2B (double)
- 3B (triple)
- HR (home run)
- HBP (hit by pitch)

○ Ways to get out at the plate:

- K (strike out looking)
- Ks (strike out swinging)

○ Ways to get out on the baseline:

- # - # (play on the ball)
- CS (caught stealing)
- RI (runner interference)
- DP (double play)

○ Ways to advance on the baseline:

- SB (stolen base)
- OT (overthrow)
- For more advanced scorekeepers:
 - E-# (error)
 - PB (passed ball)
 - WP (wild pitch)