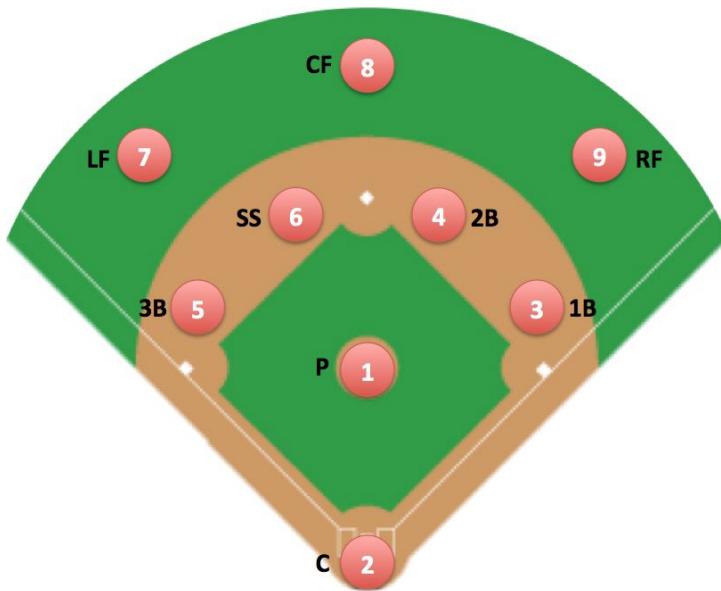


SCOREKEEPER'S CHEAT SHEET

List of Positions and Numbers

Position	#
Pitcher	1
Catcher	2
First base	3
Second base	4
Third base	5
Shortstop	6
Left field	7
Center field	8
Right field	9



Ways to Get on Base and Advance Baserunners

Abbrev	Meaning	Example
1B	Single	Batter is safe on first with a hit
2B	Double	Batter is safe on second with a hit
3B	Triple	Batter is safe on third with a hit
HR	Home run	Can also be a grand slam with 4 RBIs
GRD	Ground Rule Double	Ball bounces over outfield wall, batter given second base
BB	Base on balls	Batter is walked
HP or HBP	Hit by pitch	Batter is given first base due to being hit by a pitch
FC	Fielder's choice	Batter gets on base, but another runner is out – could have been the batter being out (but the fielder "chose" to make another out)
E #	Error	Fielder makes an error so batter gets on base (E3 = error made by first base)
IBB	Intentional base on balls	Batter is walked intentionally
CI	Catcher interference	Catcher's mitt interferes with bat swing, batter given first base
K E2	Dropped 3 rd strike, runner safe at first	Third strike pitch, but the catcher drops it. In Majors, batter can run to base if 1) 1 st base is unoccupied, or 2) 1 st base is occupied and there are 2 outs
#	Runner advanced by batter	Record jersey number of batter on base path for the base runner in the scorebook
SB	Stolen base	Legitimate stolen base (not WP or PB or error)
WP	Wild pitch	Pitcher's fault – catcher would have difficulties catching the ball, so a runner successfully gets to next base during another's at bat
PB	Passed ball	Catcher's fault – pitch was thrown so catcher should have caught the ball, but missed, so a runner successfully gets to next base during another's at bat
BK	Balk	Pitcher makes illegal motion after coming to a set with a runner on base

Ways to Get Out

Standard scoring when multiple players make an out working together:

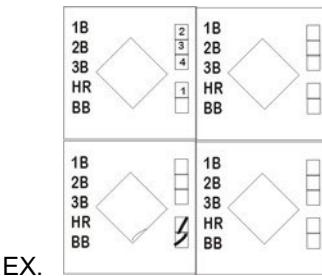
Place the position numbers of those who helped make the out in the sequence that the out was made (i.e., 9-6-3 = right fielder throws to shortstop who throws to 1st base player who gets the out).

Abbrev	Meaning	Example
K	Strikeout swinging	Strike three was a swing and a miss
K	Strikeout looking	Strike three was a called strike by the umpire
L #	Line drive	L6 = line drive out catch made by shortstop
F #	Fly	F8 = fly out catch made by center field
# U	Unassisted	3U = first base was the only player who touched the ball and made the out at first
#'s DP	Double play	6-4-3 DP = short to 2 nd to 1 st
#'s TP	Triple play	5-4-3 TP = 3 rd to 2 nd to 1 st
CS	Caught stealing	Base runner tagged out while stealing
SAC	Sacrifice	Additional notation if out led to advancing a base runner

Abbrev	Meaning	Abbreviation	Meaning
1B	Single	HBP	Hit By Pitch
2B	Double	HR	Homerun
3B	Triple	I	Interference
A	Assist	K	Strike Out Swinging
BB	Walk	KC	Strike Out Looking
BK	Double play	LOB	Left On Base
CS	Caught stealing	PB	Passed Ball
DP	Double play	RBI	Run Batted In
E	Errors	SAC	Sacrifice
F	Flay Out	SB	Stolen Base
F	Foul Out	WP	Wild Pitch
FC	Fielder's Choice		

Scoring Balls and Strikes

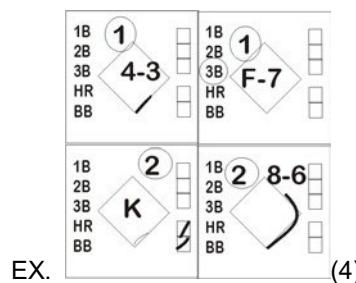
All scorebooks have a spot to mark balls and strikes. They are usually in the form of five little squares or circles. To score a ball or strike you either put a line, number, or color in the little squares or circles. If you use the number method it is good to number the pitches in order they occurred.



Scoring Outs

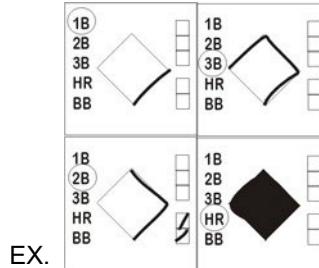
To score an out, know where the ball went, who the ball was thrown to, or who caught the ball. When an out has occurred, write the position number of the player who caught the ball and then who it was thrown to. Be sure to separate the players with a dash. Once this is done make sure to put the out number 1,2 or 3 in the box where the out occurred and circle it. Make sure to draw a half line toward the base where the out was made at.

See box (4)



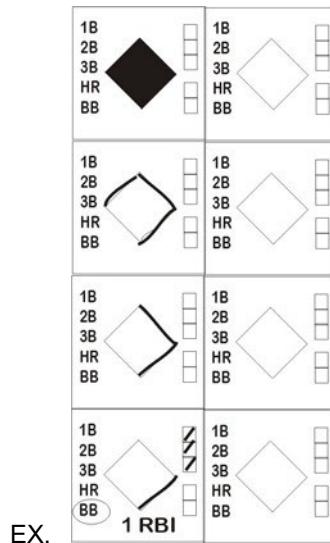
Scoring Hits

To score a hit all that needs to be done is know the type of hit it was (single, double, triple or homerun). Most scorebooks have these items marked in each scoring box. Just simply circle the correct hit. Make sure to advance any players that were on base at the time of the hit to their correct position. Scoring a walk is the same as scoring a hit, just circle the BB in the particular box and draw a line showing the player at first base.



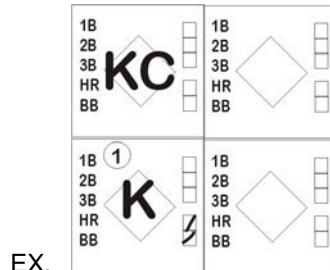
Scoring Walks

As walk or (Base on Balls) is recorded the same as a hit. When a batter walks you circle the BB abbreviation in side column and draw a line to first base. Be sure to advance any previous runner that may have been on first. If a batter walks with the bases loaded, he is credited with a RBI.



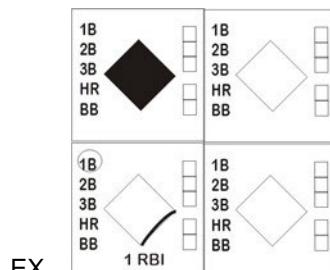
Scoring Strikeouts

There are 4 ways to score a strikeout. The first is to simply mark a K in the scoring box if the player struck out by swinging the bat. A KS can also be used to score a strikeout swinging. To score a strikeout when the 3rd strike was called by the umpire without the batter swinging, put a KC or a backward K.



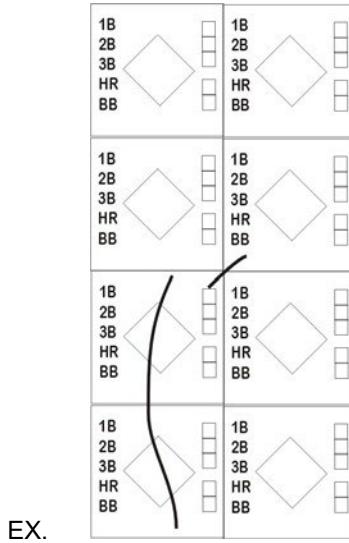
Scoring Runs and RBI's

To score a run, simply color in the entire box of the player who scored. When scoring a run be sure to give an RBI to the player who batted in the runner. Some scorebooks have a box for RBI while others just need to have the RBI written in.



Marking the End of an Inning

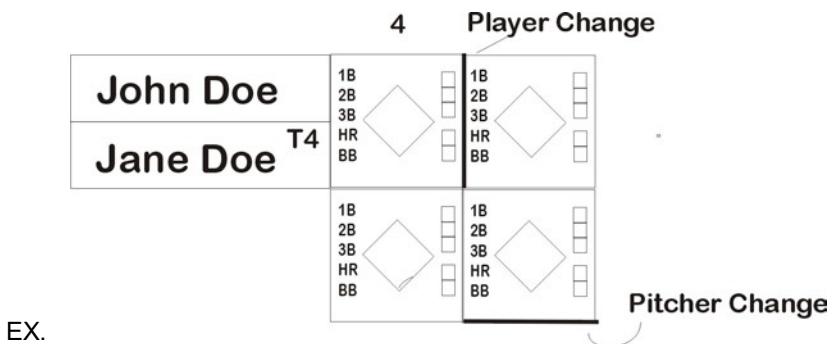
When an inning has ended, there must be a slash put at the bottom right corner of the last player to come up in that particular inning. After writing in the slash simply draw a line down the entire inning to make sure no other scoring is done in that inning.



EX.

Changing Players

When a player change has been made, write the players name in the correct position in the lineup – Be sure to indicate what inning change was made. Then draw a vertical line on the right hand side of the box where the player change occurred. It is also a good idea to mark the inning in the lineup box where the new player was inserted. To mark a pitcher change draw a horizontal line on the opposing teams scoring sheet at the bottom of the box where the change was made. (This should not be applicable at BLL as we utilize a continuous batting order)

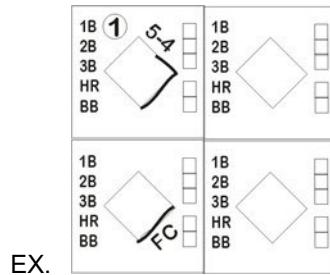


EX.

Fielder's Choice

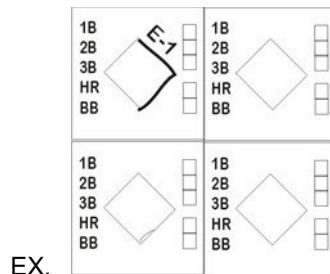
A Fielder's Choice is when a runner reaches base because the player in the field tried to make another out instead of getting the batter out. For instance, a runner is on first base. The batter hits the ball to the third baseman. The third baseman throws the ball to second base to force out the runner going to second. Now the batter reaches first base safely.

Therefore he has reached on a fielder's choice.



Errors

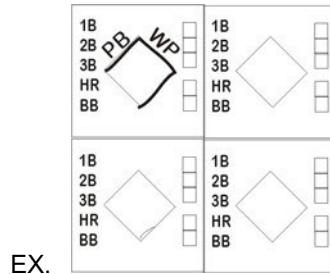
To score an error the error must be marked where in the course of the player running that the error occurred. For instance a batter hits the ball to the pitcher. The pitcher throws the ball over the first base mans head. So the runner advances to second base. The Error should be recorded next to the line which shows the runner going to second.



Passed Balls and Wild Pitches

A passed ball is any ball thrown by the pitcher that the catcher drops or misses that should have been routinely caught. A runner must advance from one of the bases to score the passed ball. A PB is put on the line which shows the runner advancing to the next base.

A wild pitch is a ball that either bounces before it reaches the plate or a ball that is thrown by the catcher, that leave the catcher with little or no chance to catch it. A WP is scored the same as a PB except the WP is used instead.



Checklist on What to Complete in Scorebook

- ✓ **Lineup** – Get the lineup for both teams before game starts, and put in book with player names and uniform numbers (typically, put visitor team on left page and home team on right page, check appropriate box).
- ✓ **Team names** – V is visitor / H is home.
- ✓ **Field & Date** – Complete as appropriate.
- ✓ **Start** – Enter time given by umpire, if it is not announced please ask the umpire what the official start time is.
- ✓ **Boxes for each batter**
 - Record each strike (in "s" boxes), ball (in "b" boxes) and foul (circled in "s" boxes) – with either a line or consecutive numbers
 - When final pitched ball goes into play or ends the at bat, record what happened using legend in Cheat Sheet and place on field diagram, drawing lines along applicable baselines for hits or entering how the out was made in center if out. For any runs that come in to home plate, shade in the full diamond, and write in the RBI (runs batted in) box the number of runs that came in for the batter that was hitting when the run(s) came in.
 - Count number of pitches including the final one not in "s" or "b" boxes; add number to running pitch count for that pitcher pulled down from the box above and place in upper left corner of next box.
 - Complete the circle with an out in the applicable box if that player is out at the plate or if anywhere else on the field (indicating 1, 2 or 3, depending on which out they incurred) and outline the circle.
 - » *NOTE: As you get the hang of it, you'll want to do more advanced scoring, such as indicating the location the ball was hit, but initially, you can just do the basics!*
- ✓ **Inning end**
 - Draw a slash at the lower right corner of the last batter's box to indicate the last batter of the inning.
 - If the third out occurred was a baserunner and the batter didn't put the ball in play, the batter comes up again with a new count at the beginning of the next inning. Use an arrow to the same box in the next column so you'll know where in the lineup to start at the next inning.
 - Draw an obvious vertical line or squiggle through any unused batter boxes (including any above the first batter from that inning) so that you don't make a mistake and start scoring in the wrong column next inning.
 - Count the number of Runs (batter comes across home plate to score), Hits (1B, 2B, 3B, HR, GRD), Errors, [and players Left On Base (LOB) if there is a column for it] and record at the bottom of that inning's column.
- ✓ **End of game** – Record the Finish time & complete the full total R, H, E section at the top (corresponds to the same at the bottom of each inning, but totaling all for game). Record the final score and winning team. Don't forget to remind the coach to email the score to the league (bulverdellscores@gmail.com)

PITCH COUNT BOOK												Enter Jersey #																
DATE	TIME	SCORER	Enter Jersey #						PT	IP	BF	R	H	SO	BB	HP	ER											
PLACE	FIELD A											Enter Last Names (First Name Optional)																
TEAM	PIRATES (AA)											VS VISITOR																
TEAM	PHILLIES (AA)											TOTALS																
NO.	PLAYER	1	2	3	4	5	6	7	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	ER								
23	1 SMITH	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
99	2 FERRELL	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
1	3 CARPENTER	1 2 3 HR	1 2 HR	1 2 3 HR	1 2 3 HR	1 2 3 HR	1 2 3 HR	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E								
	BB HP SAC FC																											
00	4 MASK	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
24	5 LANGE	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
10	6 BRAND	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
77	7 ROGERS	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
11	8 WANDERS	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
34	9 FARNIE	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
66	10 BLEVINS	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
33	11 HUNDLEY	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
16	12 TEBBETTS	1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
13		1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
14		1 2 3 HR	AB	R	H	2B	3B	HR	RB	SO	BB	SAC	HP	PO A E														
	BB HP SAC FC																											
		1	2	3	4	5	6																					
UNSHADED AREAS:	RUNS	1	0	0	0	0	0																					
Inning Totals	HITS	H	H	H	H	H	H																					
SHADED AREAS:	ERRORS	E	E	E	E	E	E																					
Running Totals	L.O.B.	LOB	LOB	LOB	LOB	LOB	LOB																					
	E.R.	ER	ER	ER	ER	ER	ER																					

Tally runs at the
end of each half
inning

PITCH COUNT BOOK

Enter Jersey #

Enter Last Names
(First Name
Optional)

Pitch Count
information should
never be kept In
the Scorebook.
This info should be
kept by the Visiting
Team in the Pitch
Count Book

Circle or write in
the hit type

Write out the final
result on the page
at the conclusion of
the game

This is the
description of the
out (see chart)
Slash placed at the
end of the inning

FINAL
WINNING TEAM
FINAL SCORE
FEEDBACK: tim@gilliganondata.com