

# Scorekeeping

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TUTORIAL FOR FIRST TIME MSL SCOREKEEPERS IN AA/AAA



# Thanks for volunteering to score

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This guide is intended to make the task easy. We've tried to be comprehensive while also simplifying the most basic scorekeeping skills.

The Scorebook is important. It is the official game record and is used to record every pitch, at bat, and defensive play. The book is used during the game to confirm who is next to bat, how many pitches the pitcher has thrown and where runners were on base before the last play. The book may be used by coaches after the game to calculate player and/or team statistics.

Keeping score means that you fill an important role both for your team and the league. It will also help you will deepen your understanding of the game and learn something new every week.

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.

# Who Keeps Score?

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- Both teams keep score for both teams at every game
- The home team is the “official” scorekeeper
- The home/visitor scorekeeper should work together to ensure they have the same score
- Both teams also need to keep a pitch count
  - This is done by a separate volunteer using the Pitch count book

# Setting up the Scorebook

- Use a separate page for each team
- At the top of each page enter:
  - Team Name
  - Check the Home or Visitors box
  - Enter the field where the game is played
  - Enter the game date
  - Enter the game start time
  - At the top of the page enter the Visitor team in the “V” box and the home team in the “H” box

TEAMS		RUNS SCORED BY INNING									R	H	E
V	AA Giants												
H	AA Pirates												

TEAM	AA Pirates	HOME	<input checked="" type="checkbox"/>	VISITORS	<input type="checkbox"/>	FIELD	Seycove	DATE	Apr 3, 2015	START	5:45pm	FINISH	GAME No.					
No	LINE UP	POS	1	2	3	4	5	6	7	8	9	AB	R	H	BB	SO	SB	CS
1			○	○	○	○	○	○	○	○	○							

TEAMS		RUNS SCORED BY INNING									R	H	E
V	AA Giants												
H	AA Pirates												

TEAM	AA Giants	HOME	<input type="checkbox"/>	VISITORS	<input checked="" type="checkbox"/>	FIELD	Seycove	DATE	Apr 3, 2015	START	5:45pm	FINISH	GAME No.					
No	LINE UP	POS	1	2	3	4	5	6	7	8	9	AB	R	H	BB	SO	SB	CS
1			○	○	○	○	○	○	○	○	○							

# Entering the Player Line-up

- ❑ The coach for each team will provide you with a player line-up
- ❑ Enter the player name and number in each numbered row of the scorebook
- ❑ Make sure you keep it in the same order as provided by the coach
- ❑ Fill in the line up for the home and visitor team

TEAMS		RUNS SCORED BY INNING				
V	H	1	2	3	4	5
AA Giants	AA Pirates					

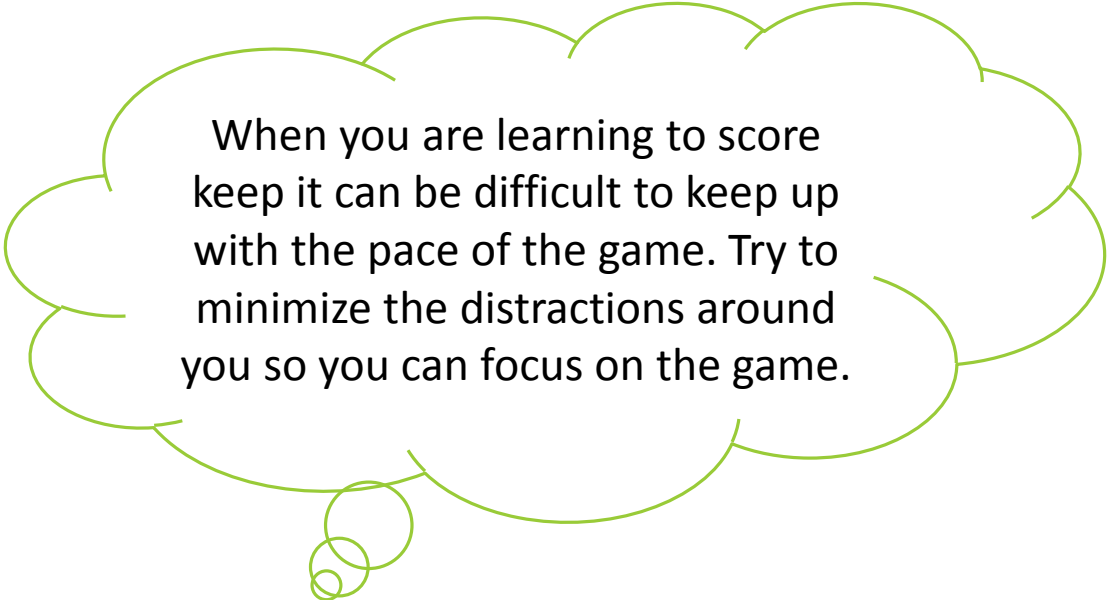
  

TEAM AA Giants			HOME <input checked="" type="checkbox"/>	VISITORS <input type="checkbox"/>	FIELD	Seycove	
NO.	LINE UP	POS.	1	2	3	4	5
12	John						
6	Michael						
8	Sally						
12	Daniel						
5	Peter						
10	Taylor						
3	Owen						
11	Ethan						
23	Adam						
9	Kaden						
7	Stephen						
11							

# Keeping Score in the Game

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- Once the game starts you will need to watch every pitch to keep score
- You will be scoring the following:
  - Balls
  - Strikes
  - Foul balls
  - Walks
  - Hits
  - Runs
  - Stolen bases
  - Outs

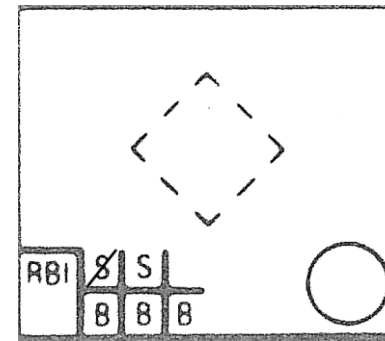
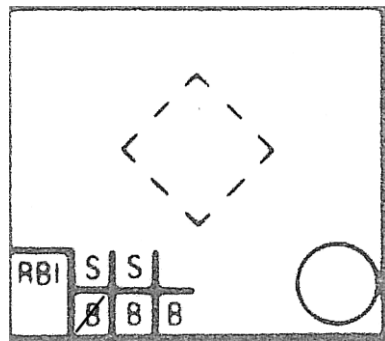


When you are learning to score keep it can be difficult to keep up with the pace of the game. Try to minimize the distractions around you so you can focus on the game.

# Balls, Strikes and Foul Balls

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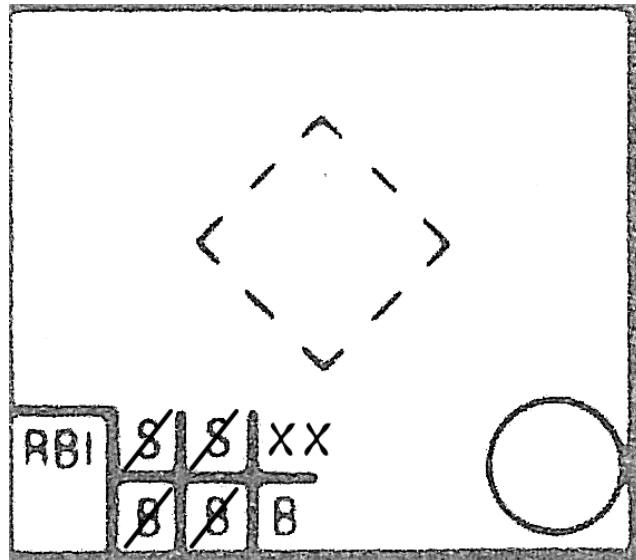
- ❑ If the player does not swing at the ball the umpire will indicate either strike or ball
- ❑ If the player swings and misses this is a strike
- ❑ If the player contacts the ball but the ball goes outside the foul lines this is a foul ball
- ❑ If the pitch was a ball mark a line through the next "B" box for this batter.
- ❑ For a strike or foul ball mark a line through the "S" box for this batter.



# Balls, Strikes and Fouls (cont)

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- ❑ Continue recording the pitches thrown to this batter until they either hit, walk or strikeout
- ❑ If the player fouls the ball when they already have 2 strikes, you can mark a small “x” beside the strike boxes.



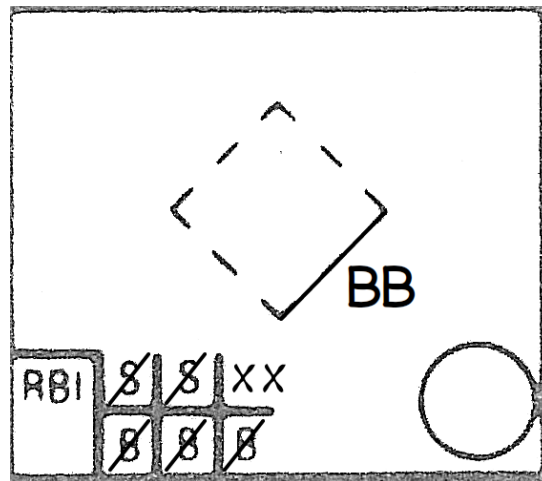
In this example the batter the count is 2 balls and 2 strikes and the batter has hit two foul balls while on 2 strikes



# Scoring a Walk

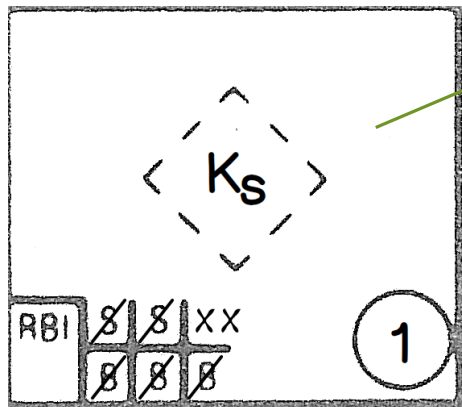
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- ❑ If the batter receives 4 balls during an at bat they earn a walk to first base
- ❑ This is scored by drawing a line from home to first in the diamond
- ❑ Beside the line write “BB” which stands for “Base on Balls” i.e. a walk
- ❑ If the walk moves any other players you simply draw a line in their box their new base



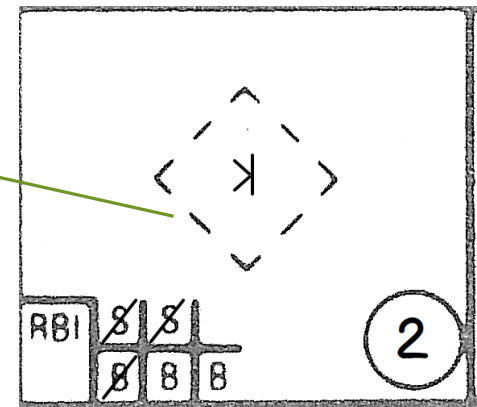
# Scoring a Strikeout

- ❑ If a player gets a third strike they are out via a strikeout
- ❑ There are two types of strikeout: either strikeout swinging or called strikeout (not swinging)
- ❑ To score a strike-out swinging enter Ks; to score a called strikeout enter a backward K
- ❑ You also need to record the out in the circle area. Enter either 1, 2 or 3 depending on whether this is the 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> out of the innings.



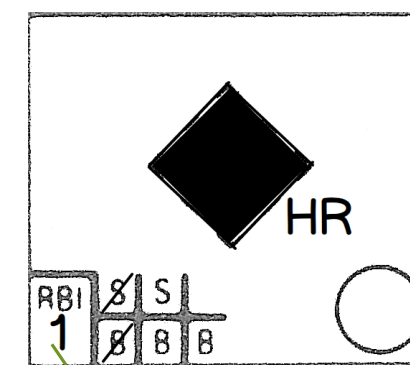
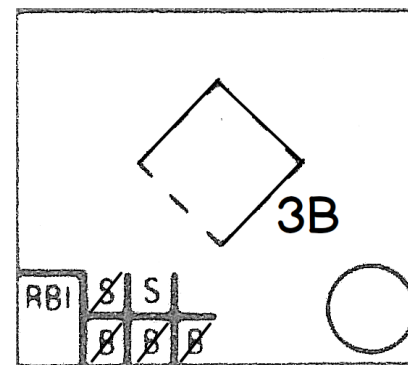
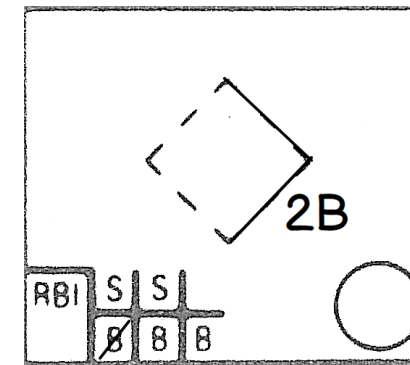
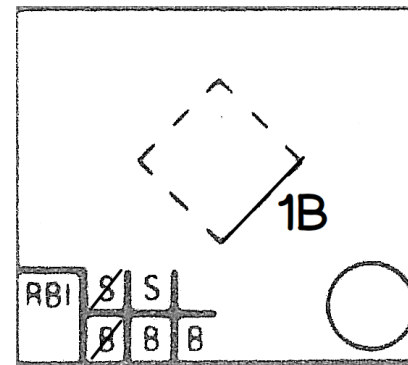
This batter struck out swinging as the 1<sup>st</sup> out in the inning.

This batter struck out looking and was the 2<sup>nd</sup> out in the inning



# Scoring a hit

- ❑ If the player hits the ball and makes it safely to a base we score the hit
- ❑ Draw a line to show which base the batter reached
- ❑ Beside the line use one of the following abbreviations to indicate the type of hit:
  - ❑ 1B – single – player reached 1<sup>st</sup> base
  - ❑ 2B – double – player reached 2<sup>nd</sup> base
  - ❑ 3B – triple – player reached 3<sup>rd</sup> base
  - ❑ HR – home run
- ❑ Don't forget to advance any other runners that were on base when the hit was made



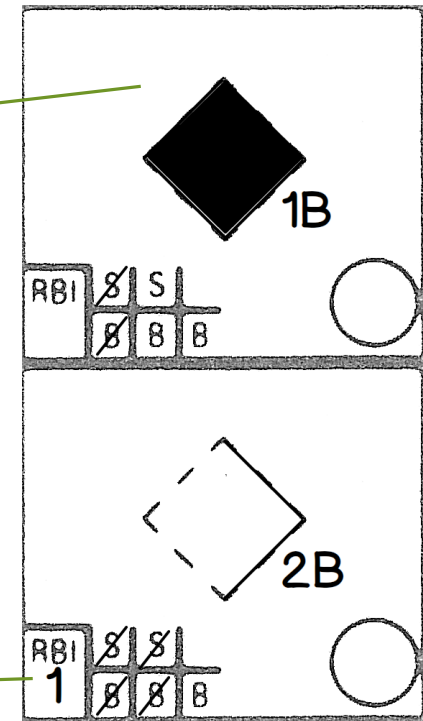
This is an RBI – we will explain this later.

# Scoring Runs and RBIs

- ❑ When a player reaches home safely we score a run
- ❑ Colour in the diamond for this player to indicate a scored run
- ❑ A player may score either by reaching home on another batters turn, or by stealing the base
- ❑ The RBI box is used to mark how many players scored on this batter's hit. If a player hits a double and two base runner score you would enter 2 in the RBI box.

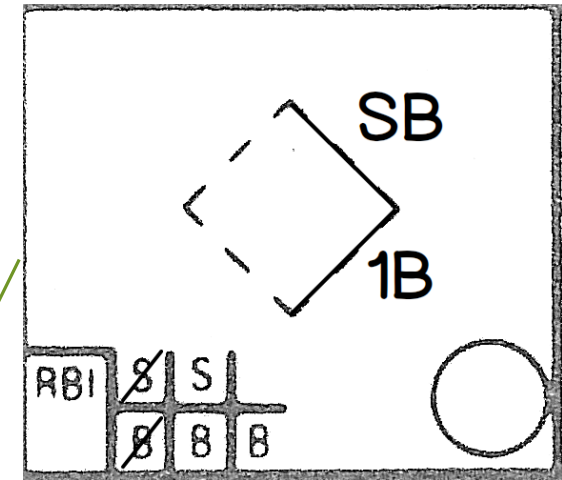
Player 1 hits a single. Player 2 then hits a double. On that hit player 1 is able to reach home and score a run.

Player 2 gets 1 RBI on this hit



# Stealing Bases

- ❑ A stolen base is when a runner advances to the next base after the pitch is thrown but without the batter getting the ball into play
- ❑ In AA runners can only steal if the ball goes outside the catchers circle
- ❑ In AAA runners can steal if the ball goes behind the catcher
- ❑ To indicate a stolen base draw a line for the runner to the next base and then mark "SB" beside this line
- ❑ If the player is out while trying to steal mark this as "CS" for caught stealing and remember to mark the out in the circle

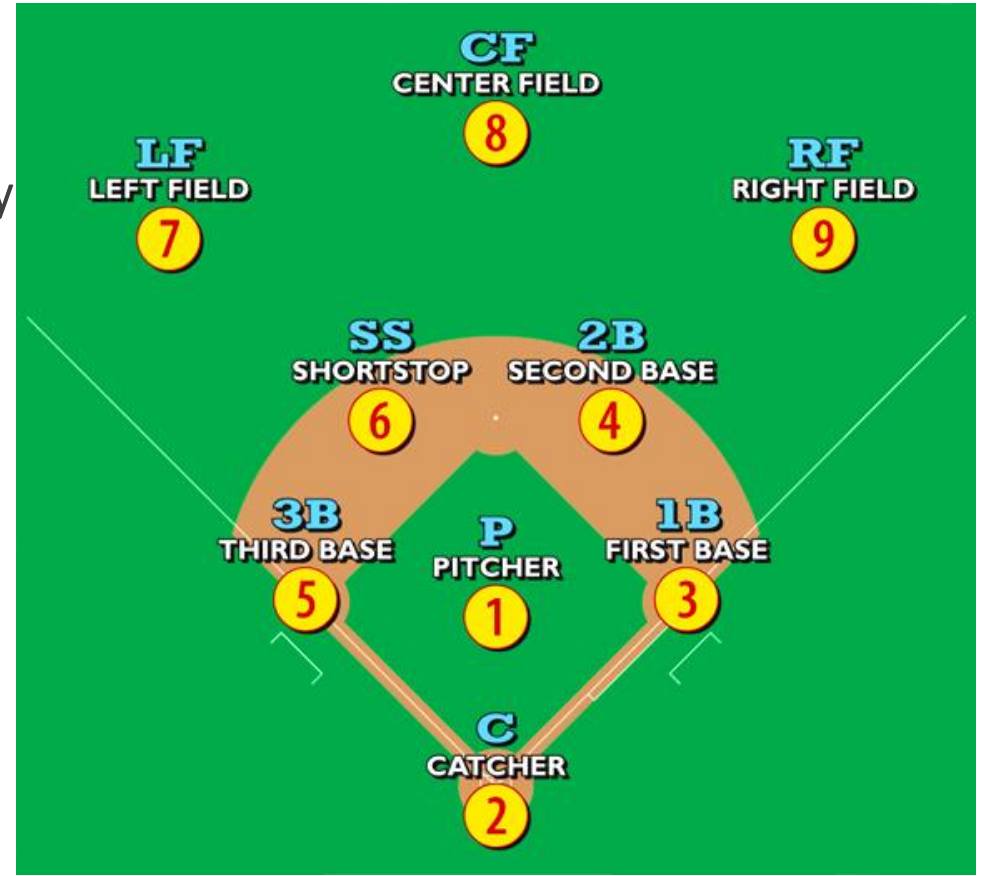


This batter reached 1<sup>st</sup> base with a single and then stole 2<sup>nd</sup> base

# Recording Outs

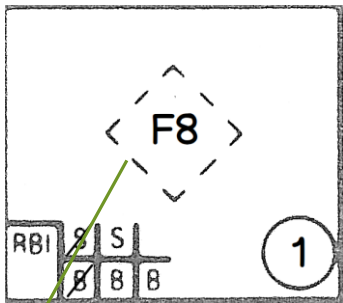
- ❑ We have covered strikeouts (Ks or backward K), and caught stealing (CS)
- ❑ A player may also be out by a caught ball or by a play made at a base
- ❑ To record outs we need to know the identifying number for each fielder

- |                          |                  |
|--------------------------|------------------|
| ❑ 1 Pitcher              | ❑ 6 Shortstop    |
| ❑ 2 Catcher              | ❑ 7 Left Field   |
| ❑ 3 1 <sup>st</sup> Base | ❑ 8 Centre Field |
| ❑ 4 2 <sup>nd</sup> Base | ❑ 9 Right Field  |
| ❑ 5 3 <sup>rd</sup> Base |                  |

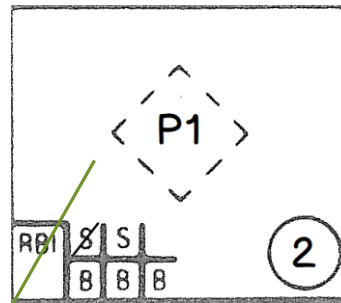


# Out by a Catch

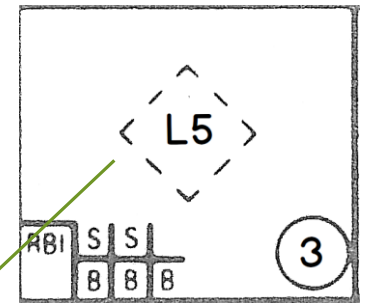
- When a batter is caught out we enter a letter to indicate the type of catch and then number which represents the fielder who made the catch
- F is used for a “Fly Out” – an outfield catch
- P is used for “Pop Out” – an infield high catch
- L is used for a “Line Out” – an infield or outfield low flat hit that is caught



Fly out caught by centre fielder (1<sup>st</sup> out of innings)



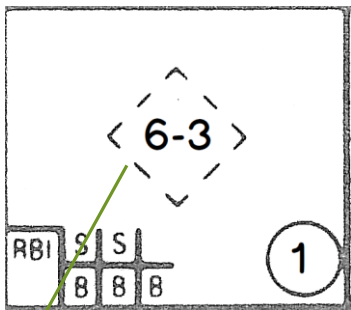
Pop out caught by pitcher (2<sup>nd</sup> out of innings)



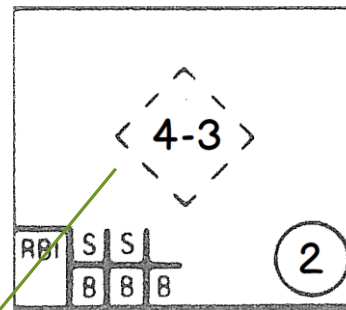
Line drive caught by 3<sup>rd</sup> base (3<sup>rd</sup> out of innings)

# Batter Out at a base

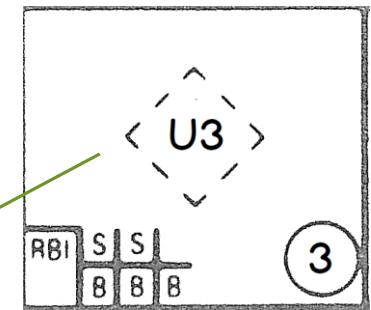
- When a player is out at a base we record the fielders that are involved in the play
- Enter the fielder number of each play who was part of the play
- If a single player makes the out by themselves use the notation “U” to indicate unassisted
- The examples below show some common situations



Shortstop throws to 1<sup>st</sup> base (1<sup>st</sup> out of innings)



2<sup>nd</sup> base throws to 1<sup>st</sup> base (2<sup>nd</sup> out of innings)



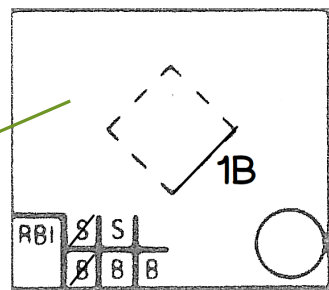
Ball is hit to 1<sup>st</sup> base who makes the play for the out (3<sup>rd</sup> out of innings)



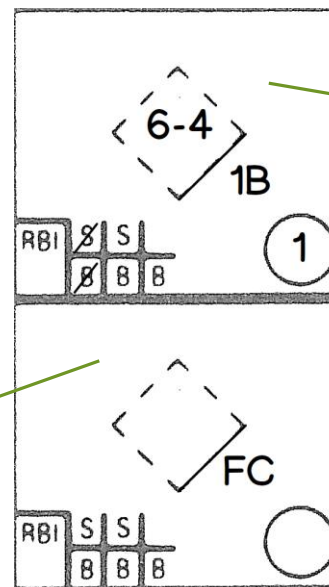
# Runner out at a base

- ❑ When the ball is hit the fielding team may get another runner out at a base
- ❑ This out is indicated by using the fielder numbers who make the play
- ❑ The batter is marked as “FC” for “Fielders Choice” meaning the fielding team chose to get a different player out.

Player 1 reaches 1<sup>st</sup> base on a single



Player 2 hits the ball and reaches 1<sup>st</sup> as fielders chose to make the out at 2<sup>nd</sup> base



Player 1 is out at 2<sup>nd</sup> base. The play is made by the shortstop throwing the ball to the 2<sup>nd</sup> base fielder.

# End of the Innings

At the end of an innings, fill in the boxes at the bottom of the inning column

Runs – total number of runs scored in this inning

H = hits – the number of players who reached base on a hit

E – errors – we do not score these in AA or AAA

LOB – left on base – the number of base runners when the inning ended

RUNS			5		
H	E	LOB	2	0	2

You also need to enter the score in the column at the top of the page

Don't forget to add the score on both pages

TEAMS		RUNS SCORED BY INNING				
V	AA Giants	5				
H	AA Pirates	3				

# A Couple More Tips

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- ❑ At the end of an inning mark a diagonal line under the last batter – this will help you see where to start in the next inning
- ❑ Optionally draw a line through any batters that didn't bat in the inning
- ❑ If you start an inning near the bottom of the order and then go to the first batter in the line up don't forget to continue in the same inning column
- ❑ Score keep in pencil and bring an eraser!
- ❑ When there are lots of players on base, score the batter and then work your way back up through each batter and fill in what happens to them
- ❑ Don't worry too much about mistakes – you are a volunteer and you are doing your best!

# Further Reading

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[http://mlb.mlb.com/mlb/official\\_info/baseball\\_basics/keeping\\_score.jsp](http://mlb.mlb.com/mlb/official_info/baseball_basics/keeping_score.jsp)

<http://baseball.about.com/od/baseball12/ss/howtoscore.htm>

[https://www.youtube.com/watch?v=V7VT4g\\_CrMg](https://www.youtube.com/watch?v=V7VT4g_CrMg)

<http://www.eteamz.com/vadistrict5/files/keepingscorebaseball04wo.pdf>