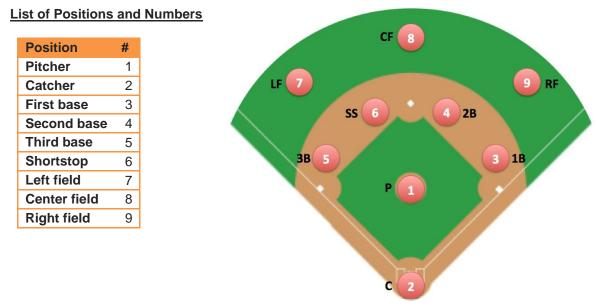
SCOREKEEPER'S CHEAT SHEET



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
BB	Base on balls	Batter is walked
HBP	Hit by pitch	Batter is given first base due to being hit by a pitch
SB	Stolen base	Runner advances to the next base via a steal

Ways to Get Out

If an out is made in the field, place the position numbers of those who helped make the out in the sequence that the out was made – for example:

- 4-3 = second base fielded the ball and threw to first base for the out
- \circ 1-3 = pitcher fields ball and throws to first base for the out

Abbrev	Meaning	Example
K	Strikeout swinging	Strike three was a swing and a miss
К	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	U3 = first base was the only player who touched the ball and made the out at first
CS	Caught stealing	Base runner tagged out while stealing

Checklist on What to Complete in Scorebook

- \checkmark Lineup Get the lineup for both teams before game starts, and put in book with player names and uniform numbers. Be sure to use a separate page for each team.
- \checkmark **Team names** V is visitor / H is home.
- ✓ Pitcher this is tracked in the pitch count book so it is optional to also track the pitcher information in the scorebook
- \checkmark Field & Date Complete as appropriate.
- \checkmark Start Enter game start time.

\checkmark 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.
- Optionally count the 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!

$\sqrt{}$ 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.

Additional scoring options for Majors and higher divisions

Abbrev	Meaning	Example
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). Score Errors in Majors only - do not score errors in AA or AAA.
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. This applies to Majors only.
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. Score WP in Majors only – in
РВ	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
SAC	Sacrifice	Advanced notation if out led to another player advancing to the next base.