

SCOREKEEPING

101



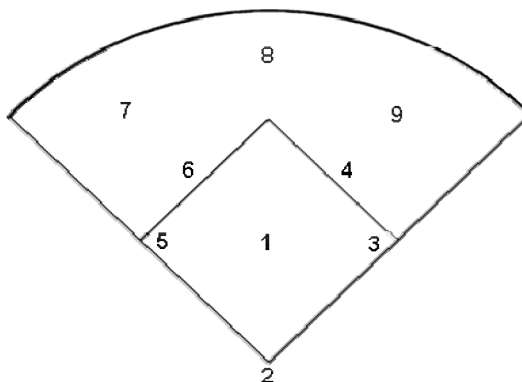
All that is needed to be a successful scorekeeper is a little scorekeeping knowledge and a keen eye when watching the games. The first thing that any person must know is the abbreviations for the terms used in baseball.

1B	Single	HBP	Hit by Pitch
2B	Double	HR	Home Run
3B	Triple	I	Interference
A	Assist	K	Strike Out Swinging
BB	Walk	KC	Strike Out Called by Umpire
BK	Balk	LOB	Left on Base
CS	Caught Stealing	PB	Passed Ball
DP	Double Play	RBI	Runs Batted In
E	Error	SAC	Sacrifice
F	Fly Out	SB	Stolen Base
f	Foul Out	WP	Wild Pitch
FC	Fielder's Choice		

When keeping score, these terms will be used to describe the game. If the terms are used correctly any person who picks up the scorebook will be able to tell what happened in the game. The next thing a person must know to keep score is the numbers used to describe each position.

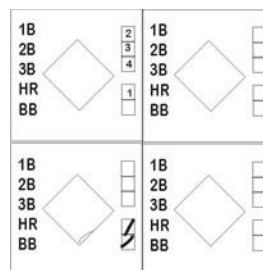
The baseball diamond is as follows:

1. Pitcher
2. Catcher
3. First Base
4. Second Base
5. Third Base
6. Short Stop
7. Left Field
8. Center Field
9. Right Field



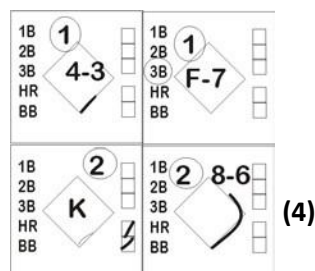
SCORING BALLS AND STRIKES

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 the order they occurred.



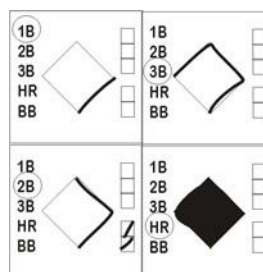
SCORING OUTS

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.

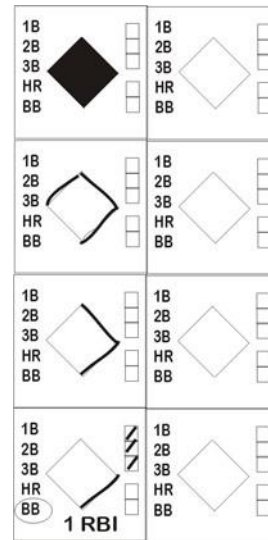


SCORING WALKS

As walk or (base on balls) is recorded the same as a hit. When a batter walks, you circle the BB abbreviation in the side column and draw a line to first base.

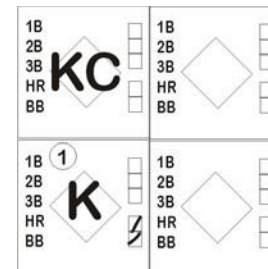
Be sure to advance any previous runner that may have been on first.

If a batter walks with the bases loaded, he is credited with an RBI.



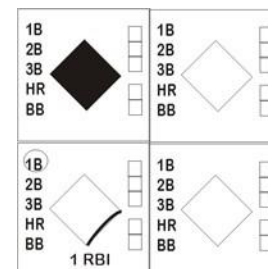
SCORING STRIKEOUTS

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

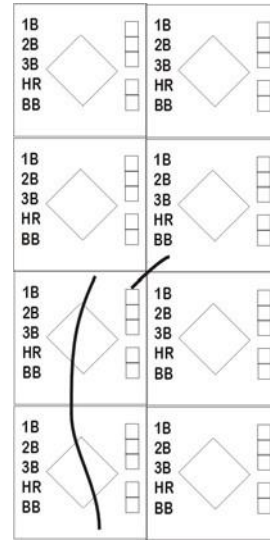
To score a run, simply color in the entire box of the player who scored. When scoring a run, be sure to give an RBI to the player who batted in the runner. Some scorebooks have a box for RBI while others just need to have the RBI written in.



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.

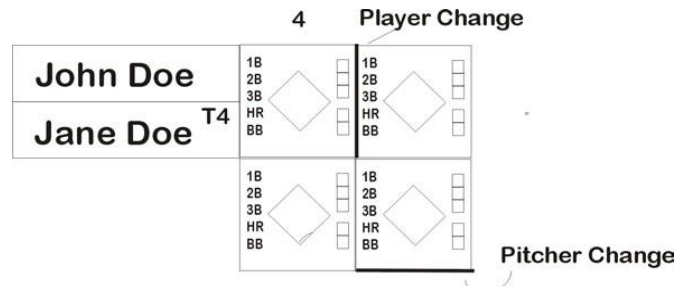


CHANGING PLAYERS

When a player change has been made, write the players name in the correct position in the lineup. Be sure to indicate what inning the change was made.

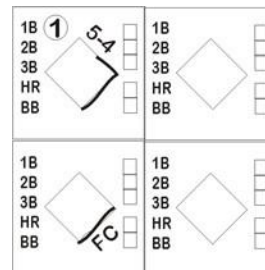
Then draw a vertical line on the right-hand side of the box where the player change occurred. It is also a good idea to mark the inning in the lineup box where the new player was inserted.

To mark a pitcher change, draw a horizontal line on the opposing team’s scoring sheet at the bottom of the box where the change was made.



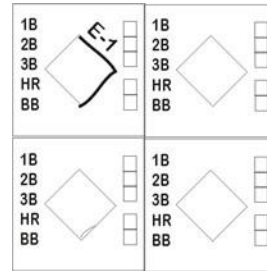
FIELDER’S CHOICE

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 base on a fielder’s choice.



ERRORS

To score an error, the error must be marked where, during the player running, is the base where the error occurred. For instance, a batter hits the ball to the pitcher. The pitcher throws the ball over the first baseman's head - allowing the runner to advance 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 (PB) 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 for it to be recorded as a passed ball. A PB is put on the line which shows the runner advancing to the next base.

A wild pitch (WP) is a ball that either bounces before it reaches the plate or a ball that is thrown by the pitcher that leaves 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.

