

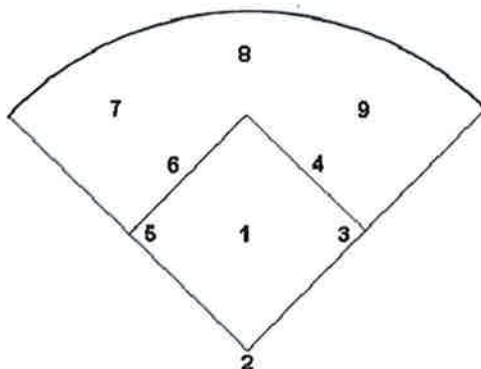
BASEBALL SCOREKEEPING 101

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 or	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		

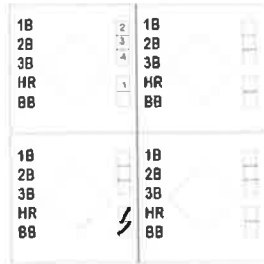
When keeping score these terms will be used to describe the game. If the terms are used correctly any person who picks up the scorebook will be able to tell what happened in the game. The next thing a person must know to keep score is the numbers used to describe each position. The baseball diamond is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

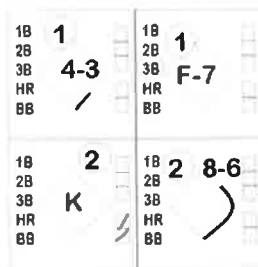
All scorebooks have a spot to mark balls and strikes. They are usually in the form of five little squares or circles. To score a ball or strike you either put a line, number, or color in the little squares or circles. If you use the number method it is good to number the pitches in order they occurred.



EX.

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)



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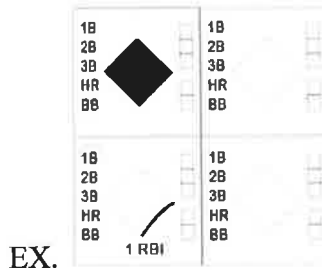
(4)

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.

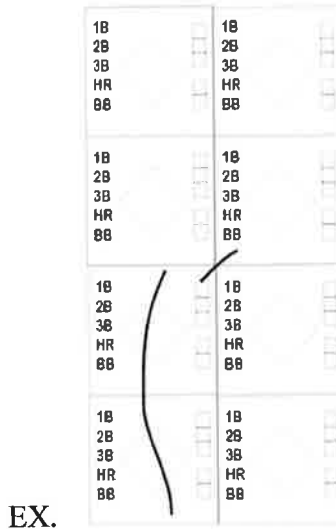
Scoring Runs and RBI's

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.



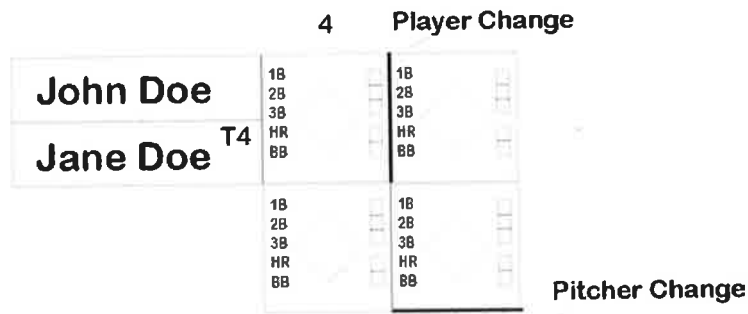
Marking the End of an Inning

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

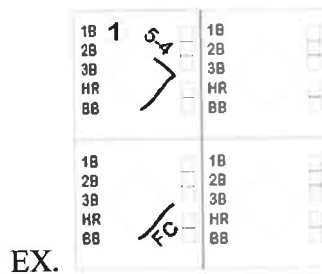
When a player change has been made, write the player's name in the correct position in the lineup – Be sure to indicate what inning change was made. Then draw a vertical line on the right hand side of the box where the player change occurred. It is also a good idea to mark the inning in the lineup box where the new player was inserted. To mark a pitcher change draw a horizontal line on the opposing team's scoring sheet at the bottom of the box where the change was made.



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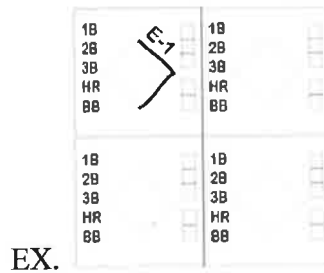
Fielder's Choice

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.

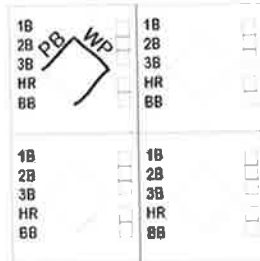


Passed Balls and Wild Pitches

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.



EX.

1B		1B	
2B		2B	
3B		3B	
HR	/	HR	
BB		BB	

1B		1B	
2B		2B	
3B		3B	
HR	>	HR	
BB		BB	

EX.

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.

1B		1B	
2B		2B	
3B		3B	
HR		HR	
BB	◆	BB	

1B		1B	
2B		2B	
3B		3B	
HR		HR	
BB		BB	

1B		1B	
2B		2B	
3B		3B	
HR		HR	
BB		BB	

1B		1B	
2B		2B	
3B		3B	
HR		HR	
BB		BB	

EX.

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.

1B		1B	
2B		2B	
3B		3B	
HR	KC	HR	
BB		BB	

1B		1B	
2B		2B	
3B		3B	
HR	¹ K	HR	
BB		BB	

EX.