Welcome to Baseball-Softball Paper book Scorekeeping 101

NNLL 2022 BASEBALL/SOFTBALL

ScoreKeeper Role

- Know the Playing Rules and basic guidelines of scoring
- Use common sense, impartial, mature and sound judgment without sacrificing the basic principles of scoring
- Compile an accurate play-by-play record of what happens during the game
- Keep pitch count
- Know which pitchers are eligible/ineligible according to the pitch count and days rest rules
- Record substitutions
- Account for every base advancement of each runner
- Home team is always the official scorer (paper book) – and considered a game official
- Visiting Team will keep GameChanger (12U/AAA and above)
- Monitor any game time limitations (sunset policy, etc.)
- Pay attention during the game

Pre-Game Setup

- Arrive early and take your place at the scorekeepers table behind the plate
- Bring a hard copy book and pencil (recommend mechanical pencils)
- Obtain the official lineup cards from the plate umpire (check against what you've already entered and make corrections if necessary). Only the lineups you receive from the umpire are official.
- Enter the lineups for the home and away teams
  *** the game will not start until you are ready
- Set the defensive positions
- Note official start time: The umpire will tell you the start time of the game or it is when they say "Play Ball"

How do we do this???

Line Up Card: Information needed to begin scorekeeping

Team UCD

NO.	STARTERS	POS.
3	John	1
9	Bob	3
1	Matt	7
8	Tim	2
4	Eric	6
7	Zack	9
2	Brian	8
10	Ryan	4
43	Steven	5
55	Mike	S
32	Will	S
12	Adam	S

MGR. _____

Team UNLV

NO.	STARTERS	POS.

MGR. _____

- You should be receiving line up cards from both teams.
- Cards should have their ***jersey number, name and position number*** they will be playing

Paper Book Set Up: Enter information in the appropriate section. A legend is provided to assist in position number identification.

Your Name SCORER

SCORE BY INNING

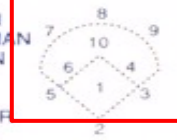
UMPIRE Umpire Name

	1	2	3	4	5	6	7	8	9	FINAL SCORE
Visitors										
Home										

W L	Pitcher	IP	PC	BB	SO	H	R	ER
W L	Relief Pitcher	IP	PC	BB	SO	H	R	ER
W L	IN RELIEF	IP	PC	BB	SO	H	R	ER

DATE

PITCHER
CATCHER
FIRST BASEMAN
SECOND BASEMAN
THIRD BASEMAN
SHORT STOP
LEFT FIELDER
CENTER FIELDER
RIGHT FIELDER
ROVER



NO.	PLAYERS	POS	1	2	3	4	5	6	7	8	9	AB	R	H	2B	3B	HR	BB
												SO	SB	SAC	RBI	PO	A	E
9	Bob	3																
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8	Tim	2																
		S																
4	Eric	6																
		S																
7	Zack	9																
		S																
2	Brian	8																
		S																
3	John	1																
		S																

Laura Franco SCORER

SCORE BY INNING

UMPIRE D. Murray

UCD
UNLV

FINAL SCORE

John #1

DATE

PITCHER
CATCHER
FIRST BASEMAN
SECOND BASEMAN
THIRD BASEMAN
SHORT STOP
LEFT FIELDER
CENTER FIELDER
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ROVER

NO.	PLAYERS	POS	1	2	3	4	5	6	7	8	9
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2	Brian	8									
10	Ryan	4									
43	Steven	5									
55	Mike	S									
32	Will	S									
12	Adam	S									

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Finished

*Set up each team

LETS PLAY BALL!

Strikes and Strike Outs

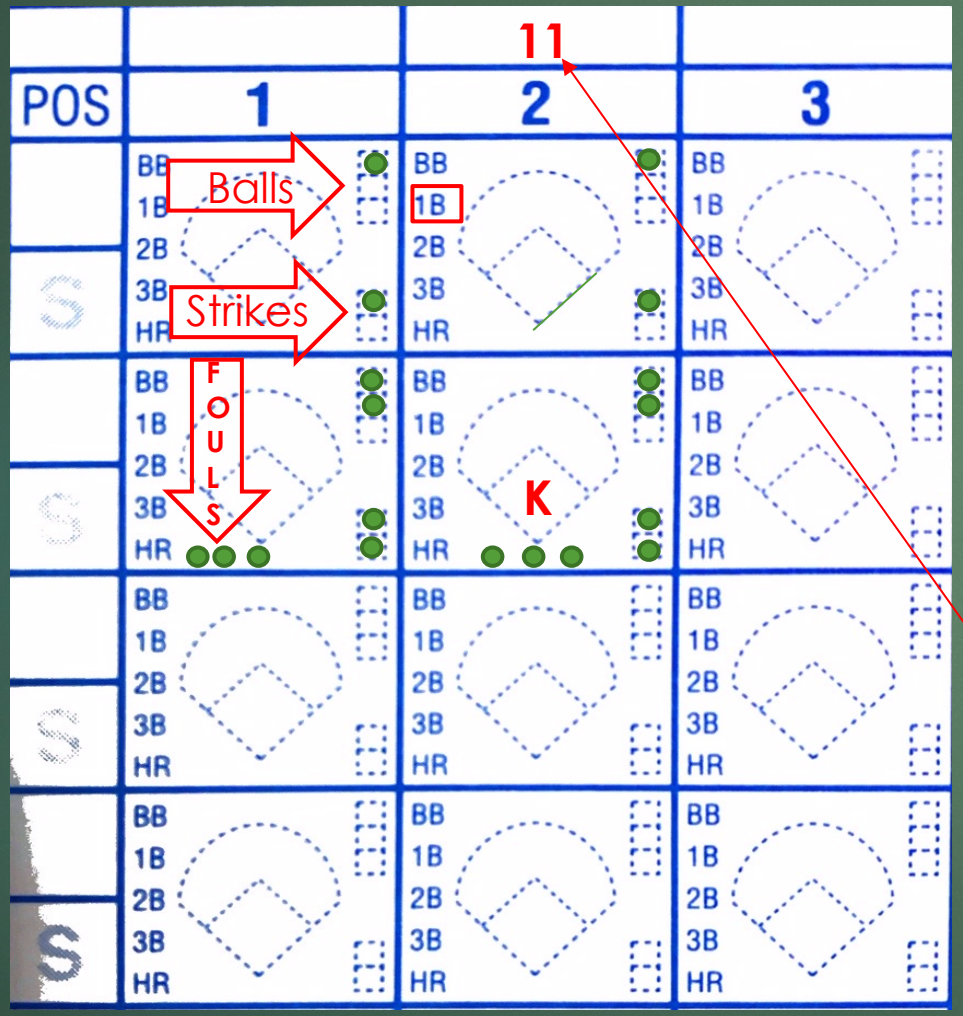
- Score a strike when the batter:
  - Swings but does not make contact (swing and miss)
  - Hits a ball outside the baselines (foul)
  - Does not swing but umpire calls a strike (looking)
- Score a strikeout when the batter on the third strike:
  - Swings and misses (strike out swinging)
  - Does not swing but umpire calls a strike (strike out looking)
  - Bunts the ball foul (except if bunts a fly, which is caught – then score pop foul out)

Balls and Walks

- Score a “ball” when the ball is delivered outside the strike zone (too high, too low, too wide or too inside) and the batter does not swing.
- Score a walk when the batter takes (does not swing) at the 4th “ball.”
- If a batter is hit by a pitch on the 4th ball, score “hit by pitch.”

Balls and Strikes

When The Pitch Is Thrown
Mark The Correct Action



Pitch Counts:

Count the dots + *1* for the final action

3 pitches

8 pitches

Total = 11 Pitches

Base Hit

- When the batter reaches first base (or any subsequent base) safely on a fair ball that:
  - Is hit with such force or so slowly that any fielder attempting to make a play has no opportunity to do so
  - Takes an unusual bounce making it impossible for a fielder to cleanly handle
  - Always score a hit when good fielding does not result in a putout.

(more on errors later)

Value of a Base Hit

- Generally speaking, score:
  - One base hit (single) if batter-runner makes it to first base
  - Two base hit (double) if batter-runner makes it to second base
  - Three base hit (triple) if batter-runner makes it to third base

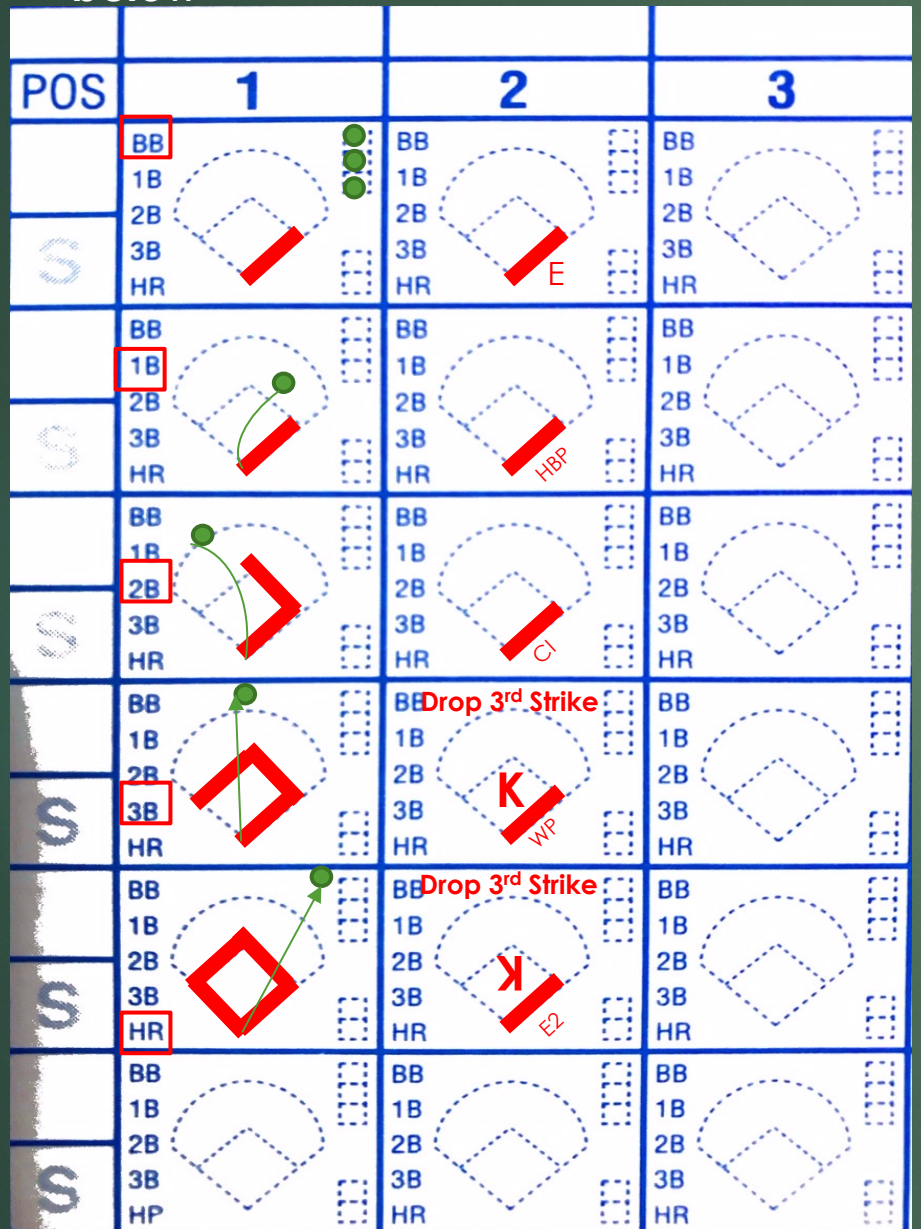
However, the scorer must use their judgment to determine the number of bases to credit the batter-runner when

Fielders Choice – Sorry ☹ Not a Hit

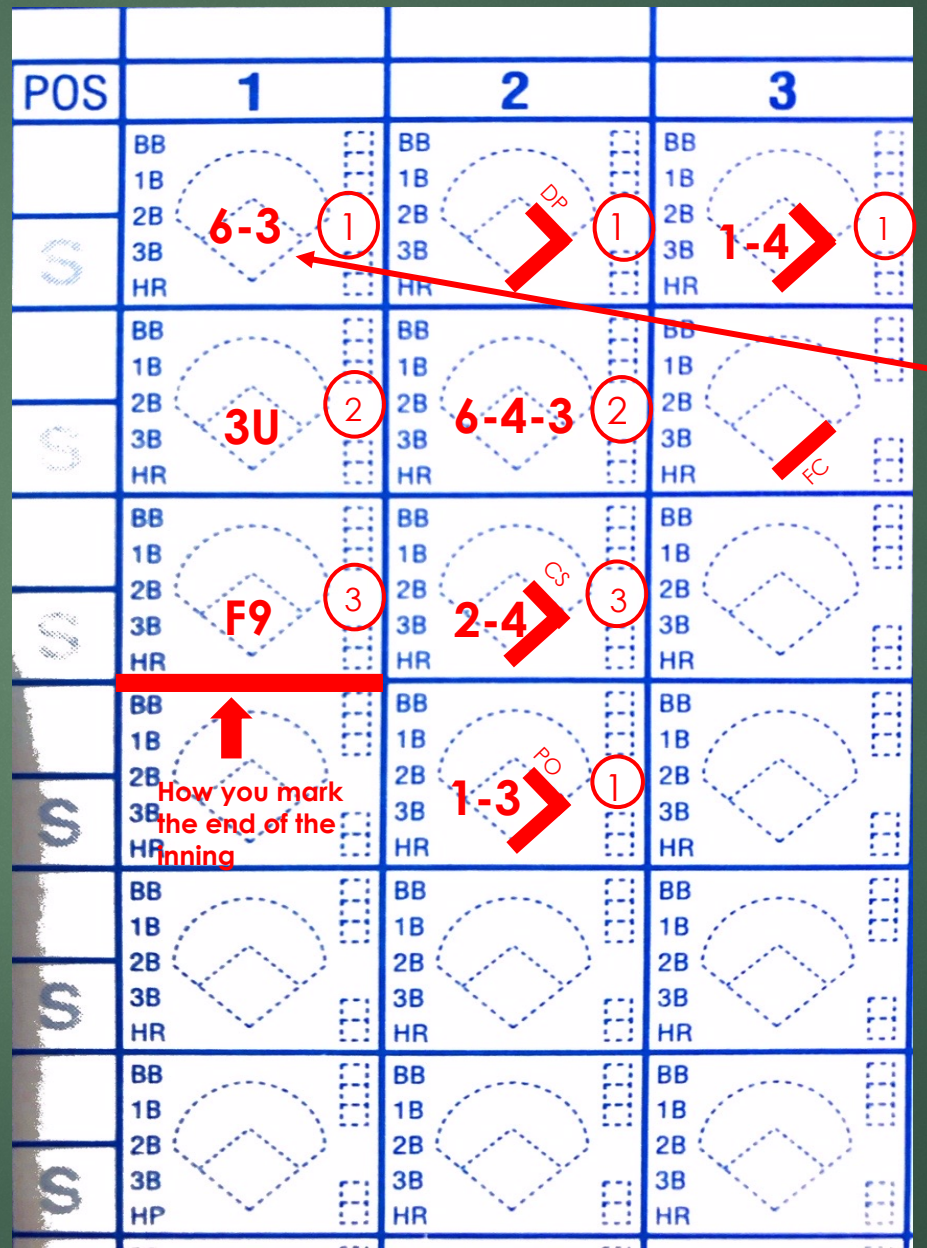
- Not every batted ball on which a player reaches base counts as a base hit
- When a fielder – in the judgment of the scorer - could have retired the batter at first base but chooses to make an attempt on another runner instead, score a Fielder's Choice, regardless of the outcome of that attempted play
- Another runner is forced out as the result of a batted ball
- A fielder fails in attempting to retire a preceding runner (safe)

Ball In Play Options

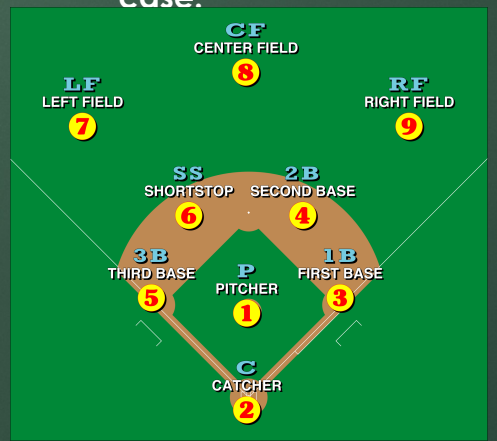
- Mark The Correct Action, examples below
- Select What Happened



If The Player Is Out



- Ensure once an out has occurred you write which out that is for that inning. Ex: (1)
- Ex: If the ball went to the short stop – write the short stop position number (6). Then write the bag the player was out at – first base(3) in this case.



Abbreviations

How on Base

E Error
FC Fielder's Choice
HBP Hit by Pitch
HR Home Run
I Interference
IW Intentional Walk

Outs

CS Caught Stealing
PO Picked Off
DP Double Play
F Fly Out
FO Foul Out
K Strikeout Swinging
ꓘ Strikeout Looking
L Line Out
SF Sacrifice Fly
SH Sacrifice Hit (Bunt)
TP Triple Play
U Unassisted Put Out

Other Symbols

BK Balk
PB Passed Ball
WP Wild Pitch

Laura Franco SCORER

SCORE BY INNING

UMPIRE D. Murray

UCD
UNLV

FINAL SCORE

John #1 PITCHER

W	L	B	IP	PC	BF	PO	BB	SO	H	R	ER

IN RELIEF

W	L	B	IP	PC	BF	PO	BB	SO	H	R	ER

IN RELIEF

W	L	B	IP	PC	BF	PO	BB	SO	H	R	ER

IP	PC	BB	SO	H	R	ER

POS	1 PO	1 A	1 E	2 PO	2 A	2 E	3 PO	3 A	3 E	4 PO	4 A	4 E	5 PO	5 A	5 E	6 PO	6 A	6 E	7 PO	7 A	7 E	8 PO	8 A	8 E	9 PO	9 A	9 E
1																											
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6																											
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43	Steven	5																
55	Mike	S																
32	Will	S																
12	Adam	S																
	P/3i, 5i/C, 2b/6i, 8i/RF																	

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8	Tim	2									
4	Eric	6									
7	Zack	9									
2	Brian	8									
10	Ryan	4									
43	Steven /6	5		PC							
	Adam	/2									
55	Mike	S									
	John										
32	Will	S									
12	Adam	S									
	Steven										

	AB	R	H	2B	3B	HR	BB
	SO	SB	SAC	RBI	PO	A	E

HITS LOB

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Substitutions

Tracking for minimum play = 6 consecutive outs and 1 at bat

It's important to mark what inning: Mark the batter box with PC and note the pitch if it is in the middle of a batter

You can also use an up and down line

Marriage Rule

Rule 3.03 states references "player re-entry."

The rule states:
A player in the starting line-up who has been removed for a substitute may re-enter the game, in the SAME position in the batting order, provided: (a) his or her substitute has completed one time at bat and; (b) has played defensively for minimum play;

Lets Try It Out! – A few differences

Minor AAA – Normal Baseball Rules Apply

- Bat continuous lineup
- Stealing is allowed but no leading off, no errors assigned
- Cannot steal home at the beginning of the season but that will change about halfway through the season
- 3 outs or 5 run max per half inning
- 10 run rule in effect after 4 innings (3 ½ if home team is leading). 6 run rule in effect after 5 (4 ½ if home team is leading)
- Reached 5 runs before 3 outs?
  - Click Menu – End Half Inning

Majors/12U - Normal Baseball/Softball Rules Apply

- Bat 9-person lineup
- Stealing is allowed but no leading off, errors assigned
- 10 run rule in effect after 4 innings (3 ½ if home team is leading). 6 run rule in effect after 5 (4 ½ if home team is leading)

50/70, Jrs, & Srs - Normal Baseball Rules Apply

- Bat 9-person lineup
- Stealing and Leading off allowed, errors assigned

Inning break down:

- Pitcher throws 4 balls, John BB to 1st.
- Bob hits a double. John advances to 3rd on play.
  - *2B marked to show how John advanced to 3rd*
- Mat hits a single. John scores, Bob scores.
  - *1B marked to show how John and Bob advanced to home. Diamond colored in to show they scored*
- Tim strikes out swinging (K)
- Eric strikes out looking (Ƙ)
- Zack flies out to center field(F9).
- END OF INNING

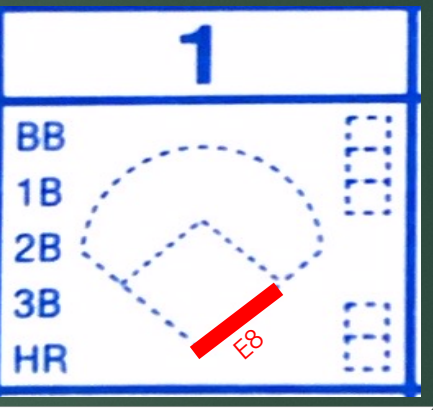
WRAP UP INNING INFORMATION:

- Once the inning has ended, you move to the next column.
- Mark the number of runs scored at the top of the book for each inning.
- Continue to keep pitch count for pitcher after every inning.

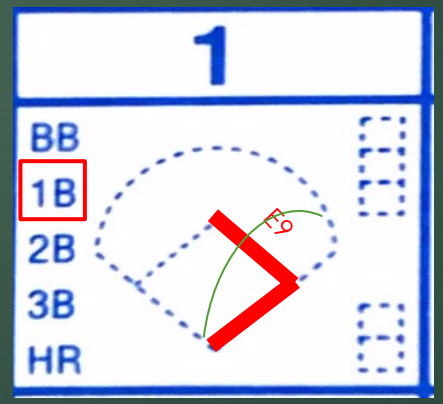
Errors

- When the batter-runner or other runner is allowed to advance by virtue of a defensive mistake.
- If the fielder should have made the play, with ordinary effort, and failed to, an error should be charged.
- Muffs a batted or thrown ball
- Throws the ball wildly
- Drops the ball
- "Ordinary effort" is relative to each player's skill and ability. The threshold may be higher for some players than others.
- Do not charge an error when outside factors affect the fielder not being able to make the play (sun in eyes or bad hop).
- Errors of omission cannot be charged (ex: failure to throw a ball)
- In borderline situations, give the batter the benefit of the doubt.

Examples on how to mark book



Reached on Error

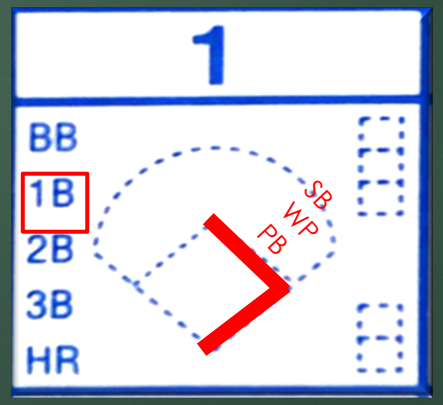


Advanced on Error

Stolen Base – Or Is It???

- Credit a stolen base only when an attempt is made on the runner.
- If the catcher makes a wild throw in an attempt to throw out the runner, credit a stolen base. An error can be charged if the throw permits the runner to advance an additional base beyond the one originally stolen.
- Credit a stolen base if the runner advances to the next base after evading the tag in a rundown.
- Do not credit a stolen base to a runner who advances because of a defensive team's choice to not make an attempt on the runner. Score "defensive indifference" which is a fielder's choice.

Examples on how to mark book.
Use appropriate action for each situation.



Stolen Base – "Yes" Scenarios

- Scenario 1: Runner on 1st and Runner on 3rd. Catcher makes a play and throws to SS to try and get the runner at 3rd to go. Runner does not go but the runner on 1st goes to 2nd. We credit that as a stolen base.
- Scenario 2: Runner on 1st and Runner on 3rd. Catcher makes a play and throws to 2nd. Runner at 1st (now at 2nd) is safe and credited with a stolen base. In addition, the runner at 3rd makes a play for home on that same throw. Runner at 3rd (now at home) is safe and credited with a stolen base. ***Runners could also be "caught stealing" and marked out too.

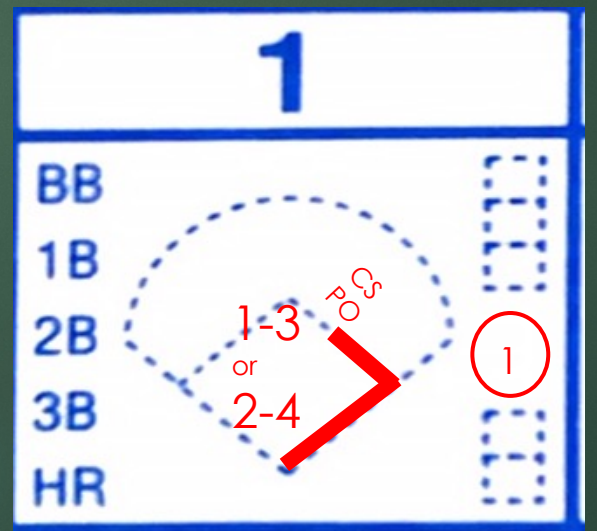
Wild Pitch vs. Passed Ball

- Wild pitch (pitcher is at fault) – pitch thrown so high, so wide or so low that the catcher cannot reasonably stop the ball with ordinary effort, thereby permitting a runner to advance.
- If no runners advance, it's just a ball.
- Passed ball (catcher is at fault) – failing to control or hold onto a legally pitched ball which should have been caught with ordinary effort, thereby permitting a runner to advance.
- If no runners advance, it's just a ball.
- Majors/12U only: if the batter takes strike 3 with less than 2 outs but the catcher is unable to handle or control the ball, the runner may attempt to run to first base if open. Score "dropped third strike" and either "swinging" or "looking." The batter/runner can still be put out by a tag or throw.

Caught Stealing vs. Picked Off

- The runner is out "caught stealing" when a runner is put out at the base he/she is trying to steal.
- The runner is out "picked off" when caught trying to return to the base he/she is currently occupying.
- The runner is out "doubled off" when the batter/runner is out on a caught fly ball or line drive and the existing baserunner is unable to return to the base they are occupying (double play)

Examples on how to mark book.
Use appropriate action for each situation.



Special Runner Rule

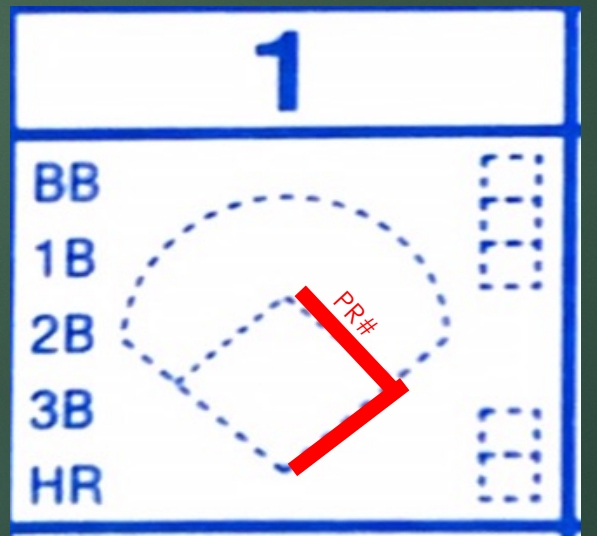
- **Special Runner** - A Special Runner is the same as a Courtesy Runner but is a specific term used in Little League.

  Rule 7.14 - Special Pinch-Runner

  A player not in the Lineup is used as Pinch-Runner

  Little League - Permitted once per team per offensive half-inning; player run for is not subject to removal from game lineup; special runner meets no part of mandatory play rule (see Rule 3.03); a given player may only be replaced by a special runner once per game

Example on how to mark book.



Lineup Substitutions

- **Pinch Runner:** A **pinch runner** is a baseball player substituted for the specific purpose of replacing a player on base. ... As with other substitutions in baseball, when a player is **pinch** run for, that player is removed from the game. The **pinch runner** may remain in the game or be substituted for at the manager's discretion.
- **Courtesy Runner:** The **courtesy runner** is a non-standard rule of **baseball**. ... The **courtesy runner** rule allows a team to substitute (as in, send in a **pinch runner**) for a catcher or pitcher whenever a catcher or pitcher reaches base, without the catcher or pitcher leaving the game.

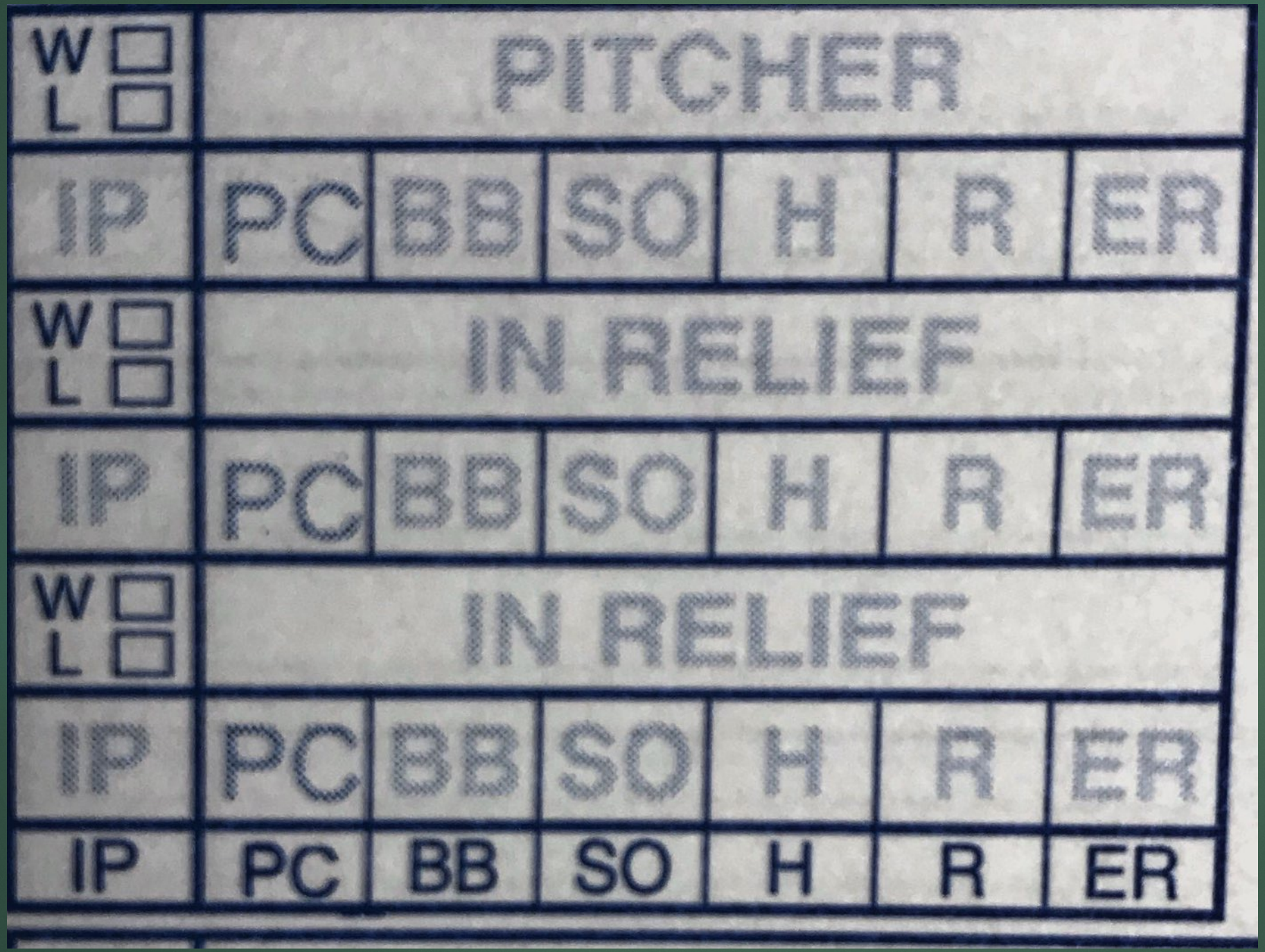
Other Types Of Outs

- Batter is touched by his/her own batted ball = BI
- Batter interferes with catcher = INT#
- Batting out of turn (more on that later) = BOO#
- Infield fly = IF
- Runner is touched by a fair ball = HBB#
- Runner interference = RI#
- Runner overtakes another runner = PAR#
- Runner slides head first = HF#
- Runner leaves base early = Depends = PO, DP, Appeal, Etc.

Note: *Replace # with the number of the fielder(s) that actually made the play with the last fielder at the end.*

Batting Out of Order

- The manager is responsible for tracking the batting order
- The scorekeeper shall not say anything. I mean nothing. Seriously. Nothing.
- Record the score for the actual batter at the plate, not the correct batter (in GC "Skip to Different Batter"
- If either team discovers the mistake while the batter is still at the plate:
  - The correct batter can be inserted
  - The correct batter assumes the current pitch count
  - If the incorrect batter reaches base safely, they become "legalized" when the following batter receives their first pitch. Game continues without penalty.
- If the incorrect batter reaches base safely and the opposing team appeals the error before the first pitch is delivered to the subsequent batter:
  - The correct (skipped) batter is called "out"
  - Any baserunner thrown out during that play is still "out"
  - All other baserunners who advanced on that play are sent back to their original base
  - The incorrect batter is removed from base and returned to the dugout
  - Move the pitches from the incorrect batter to the correct batter (in GC "undo" the entire play, "Switch to Different Batter" record as fouls, then put batter out – "Batter out, other" Remember to put out any baserunner thrown out – drag runner to "out" then "out on appeal"
  - The next batter is the player who follows the skipped batter, which may in fact be the previous "illegal" batter
  - The correct next batter is always the one following the previous batter



W ☐ L ☐	PITCHER					
IP	PC	BB	SO	H	R	ER
W ☐ L ☐	IN RELIEF					
IP	PC	BB	SO	H	R	ER
W ☐ L ☐	IN RELIEF					
IP	PC	BB	SO	H	R	ER
IP	PC	BB	SO	H	R	ER

Pitching Stats

IP = Innings Pitched

PC = Pitch Count

BB = Walks

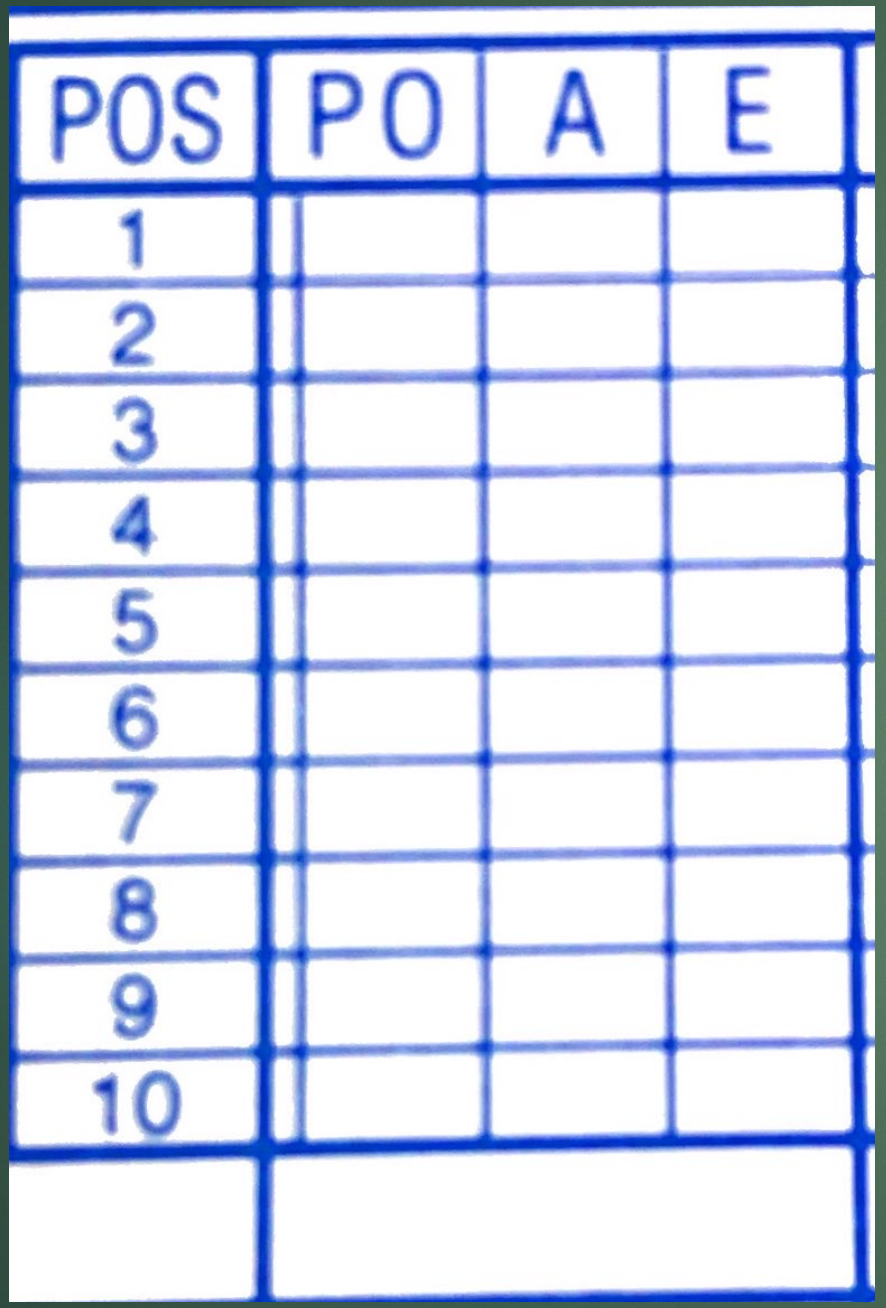
SO = Strike Outs

H = Hits

R = Runs

ER = ER

This is done at the end of the game and entered here



POS	PO	A	E
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Inning Stats

PO = Put Out
Putout (denoted by PO or fly**out** when appropriate) is given to a defensive player who records an **out** by one of the following methods: Tagging a runner with the ball when he is not touching a base (a tagout) ... Being positioned closest to a runner called **out** for interference.

A = Assists
Assist (**baseball**) ... A fielder can receive a maximum of one **assist** per **out** recorded. An **assist** is also credited if a **putout** would have occurred, had another fielder not committed an error. For example, a shortstop might field a ground ball cleanly, but the first baseman might drop his throw.

E = Errors

<u>This is done at the end of the game and entered here</u>

AB	R	H	2B	3B	HR	BB
SO	SB	SAC	RBI	PO	A	E
SO	SB	SAC	RBI	PO	A	E
SO	SB	SAC	RBI	PO	A	E
SO	SB	SAC	RBI	PO	A	E
SO	SB	SAC	RBI	PO	A	E

Player Stats:

AB = At Bat
R = Runs
H – Hits
2B = Double
3B = Triple
HR – Home Run
BB = Walks

SO = Strike Outs
SB = Stolen Base
SAC = Sacrafice
RBI = Runs Batted In
PO = Put Out
A = Assist
E = Error

This is done at the end of the game and entered here

Resources

- You can find your division rules and this presentation at: http://nnll.org/sites/nnll/downloads
- I encourage everyone to keep score while watching a baseball game online and practice keeping score
- If your team has a scrimmage game, I encourage you to practice keeping a practice game
- You can reach me at: scorekeeper@nnll.org