

ORANGECREST LITTLE LEAGUE'S SCOREKEEPING GUIDE

This scorekeeping guide provides basic abbreviations and information on how to score the plays. There is no one correct way to keep score. There are many variations; however this guide presents one method for keeping score. Before the season make sure you are familiar with two key systems for recording information: 1) the scoresheet abbreviations for baseball occurrences, and 2) the numbers that correspond to fielding positions. While there are a lot of abbreviations and baseball plays, only some of them are applicable to our Little League games.

The important **abbreviations** are as follows:

Basic Abbreviations	
Abbreviation	Definitions
1B	Single
2B	Double
3B	Triple
BB	Base on Balls
BK	Balk
CS	Caught Stealing
DP	Double Play
DH	Designated Hitter
E	Error
FC	Fielder's Choice
FO	Force-Out
HBP	Hit By Pitch
HR	Home Run
I	Interference
IW	Intentional Walk
K	Strikeout
PB	Passed Ball
SB	Stolen Base
SF	Sacrifice Fly
SH	Sacrifice Hit
WP	Wild Pitch

These are the abbreviations you will put into the scorebook to denote the specific play that occurred during the at-bat you are scoring. Most scorebooks will have a column of common batter results for you to circle,(i.e. 1B, 2B, etc). Also, please note that “K” generally means a strikeout swinging, while a backwards “K” means a strikeout looking. For those of you not entirely familiar with baseball terminology, the following may help you recognize these occurrences when you see them:

A **Base on Balls** is a Walk (4 balls before 3 strikes are recorded).

An **Error** occurs when, in the scorekeeper’s judgment, a player misplays a ball he should have played cleanly.

A **Fielder’s Choice** occurs when a player hits the ball in play and reaches base safely, but another baserunner is retired on that same play. For example, Timmy hits a ground ball to shortstop, the shortstop throws to second to retire Joey, who is running from first to second. Even though Timmy reached base safely, he is not given a hit because the fielders chose to retire Joey instead.

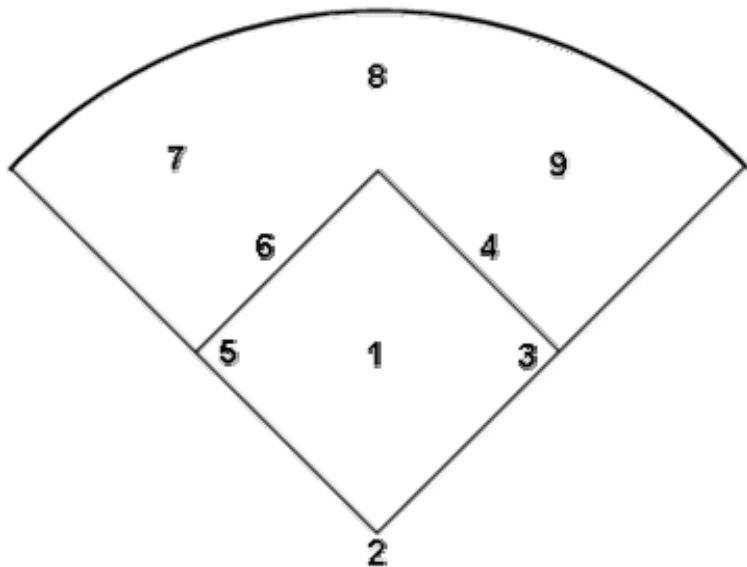
A **Force Out** occurs when a runner has to run (all bases behind him are occupied) and the fielder has the ball on the next base before the runner arrives.

When a pitched ball gets by the catcher and results in a runner or runners advancing on a play that is either a **Wild Pitch** or a **Passed Ball**. A Wild Pitch is scored when, in the scorekeeper’s judgment, it was the pitcher’s fault that the ball eluded the catcher, and a Passed Ball is the result of the catcher’s mistake.

A **Sacrifice Fly** occurs when a runner on third tags up and scores on a fly ball.

A **Sacrifice Hit** occurs when a player bunts a runner over to the next base, while he is retired at first.

The **fielding positions** are as follows:



The fielding positions start at pitcher, go to catcher, and continue around the infield counterclockwise, then to left field and around the outfield clockwise. The trick is that third base comes ahead of shortstop.

This is generally all the information that goes into a scoresheet. The rest of the job is simply tracking the game and putting the information on the scoresheet correctly.

#	Player	Pos	1
9	Smith, J.	8	◇
		Sub	
29	Lawson, A.	4	◇
		Sub	
17	Henry, D.	2	◇
		Sub	
33	Jones, T.	9	◇
		Sub	

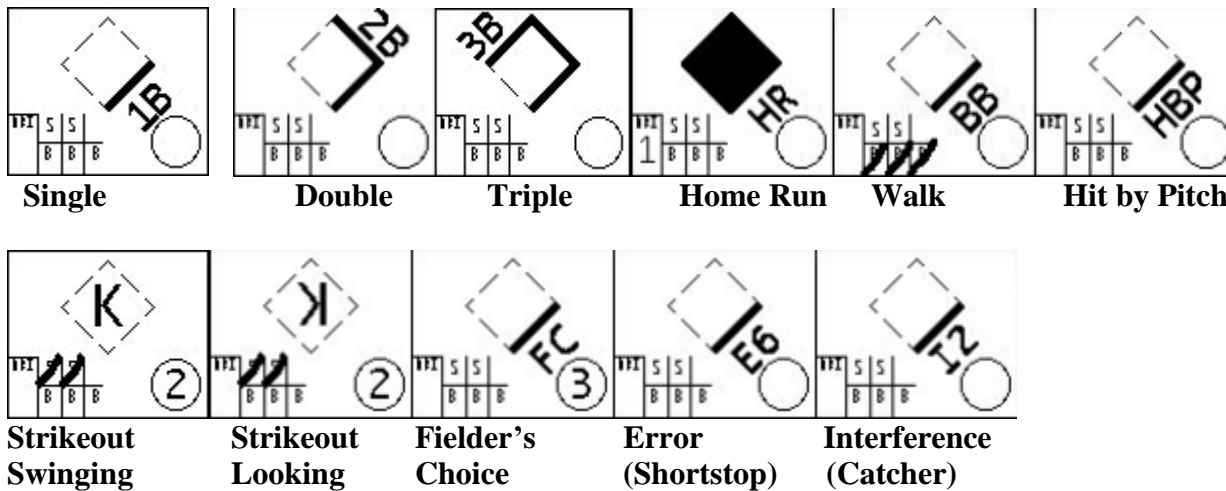
MINOR DIVISIONS

Generally, the scoresheet will look something like this (only the first four entries are shown, but remember in OCLL all minor divisions have a continuous batting order (all players will bat in the batting order, regardless of whether they were in the game at the time their turn in the batting order came up). In the minor divisions of OCLL games, positions will likely change often, so it is not necessary to put a player's fielding position down. However, it is important to put the jersey numbers down to make sure you are tracking the right hitters throughout the game. Also, because all players bat in any given game, you don't necessarily have to track substitutions, but it is encouraged.

MAJOR DIVISION

The Majors division only bats 9 players at a time just like Major League Baseball. In the Major division 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: 1 — His or her substitute has met the mandatory play requirement of one completed time at bat and; 2 – playing defensive for a minimum of six (6) consecutive outs.

The basic plays that occur in baseball are scored as follows:



Often, on a base hit, a scorekeeper will also draw a line to show where the ball was hit.

Scoring Outs on Balls in Play:

For a ball put in play that is not caught in the air, the numbers of the positions are used to denote how the ball moved on the play. For example

A groundball to shortstop, with the runner thrown out at first, is scored: **6-3**

A groundball to third base, with the runner thrown out at second, is scored: **FC 5-4**

A double play on a ground ball to short, thrown to second, then to first is: **DP 6-4-3**

If a play is made unassisted (the player who fields the ball records the out without throwing the ball to another player), a U is placed after the player's position number. A ground ball fielded by the first baseman who then steps on the base is scored: **3U**

A caught fly ball is denoted with an F in front of the player position who caught it. For example, a fly ball caught by the right fielder is scored: **F9**

A caught line drive is denoted with an L in front of the player position who caught it. For example, a line drive caught by the third baseman is scored: **L5**

Scoring a Player's Progress After he Reaches Base:

After a player reaches base, the scorekeeper continues to track the player's progress, and denotes the event that caused him to move from one base to another.

A solid line on the diamond denotes a player's advance to the next base.

If he is retired before reaching the next base, use a line or an X to denote the player was retired before he could advance to the next base.

If a player scores a run, fill in the entire diamond to denote a run scored.

Some examples of scoring baserunning:

If a player on first steals second, a line is drawn first to second, with the letters SB written above that line.

If that player advances to third on a single, a line is drawn from second to third with 1B written above that line (if you want to get advanced, you can write 1B and the jersey number of the player who hit the single, i.e. 1B21 if no. 21 hit the single).

If a player on third scores on a passed ball, draw a line from third to home, with PB written next to that line (and color in the diamond because a run was scored).

These are the basic rules for scoring hits, errors, outs, and baserunning. If multiple things occur on one play (as often happens in Little League), you simply combine the terms referenced above. The result of the play is recorded in the scoresheet for the player who was out as well as any scoring plays. For example:

Batter lines out to third, third baseman throws to first to get the runner who was on first. For the batter, score **DP L5**, for the baserunner, score **5-3**.

Runners on first and second, batter grounds to third, third baseman steps on third to retire runner coming from second. Batter is scored **FC**, and a line is drawn from home to first; runner on first has a line drawn from first to second with **FC** written above it, and runner on second has a line drawn halfway to third, then a line or an X, and **5U** written above that line.

While this can seem overwhelming, simply track what happens to each batter as it happens, and write what caused that result above that section of the diamond on the scorecard. Here is an example of two innings tracked in a scorebook.

#	Player	Pos	1
9	Smith, J.	8	
		Sub	
29	Lawson, A.	4	
		Sub	
17	Henry, D.	2	
		Sub	
33	Jones, T.	9	
		Sub	

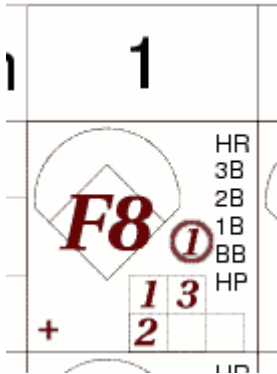
In this instance, Smith led off the inning with a single to left center. Lawson struck out swinging. Then, while Henry was at bat, Smith stole second (that's why it says SB17—SB denotes stolen base, and 17 denotes Henry's jersey number, the batter at-bat when the base was stolen). Henry then walked, putting runners on first and second. Jones then hit a ground ball to shortstop, who threw to second for one out, and the second baseman threw to first to complete the double play. NOTE: the scorekeeper here put a slash after Jones to denote the inning was complete. I recommend drawing a line after Jones' entry all the way down the scoresheet so you know to start the next inning in the next column. I can't tell you how many times I've started the second inning in the first column when you don't do this. The circled numbers indicate which out of the inning was made on which batter.

At the end of an inning, tally up the runs for that inning and put them at the bottom of the column. Also, tally the total runs for the game below the spot you tallied the runs for the inning.

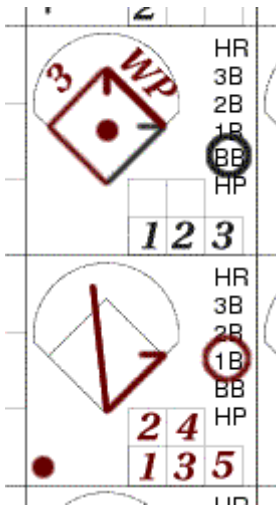
Other Scorekeeping Conventions:

Some additional things you can do to track the game.

For each batter, place the pitch number in the boxes for balls and strikes. If a two strike pitch is fouled off, add a + next to the boxes. This will allow you to always know the count (in case the umpire forgets) and will allow a coach to know how many pitches a particular kid has thrown (a crucial piece of information for a coach who's on the ball). Here's an example: (see next page)



In this case, the first pitch was a strike, the second pitch was a ball, the third pitch was a strike, the fourth pitch was fouled off, and on the fifth pitch the batter flied out to center field.

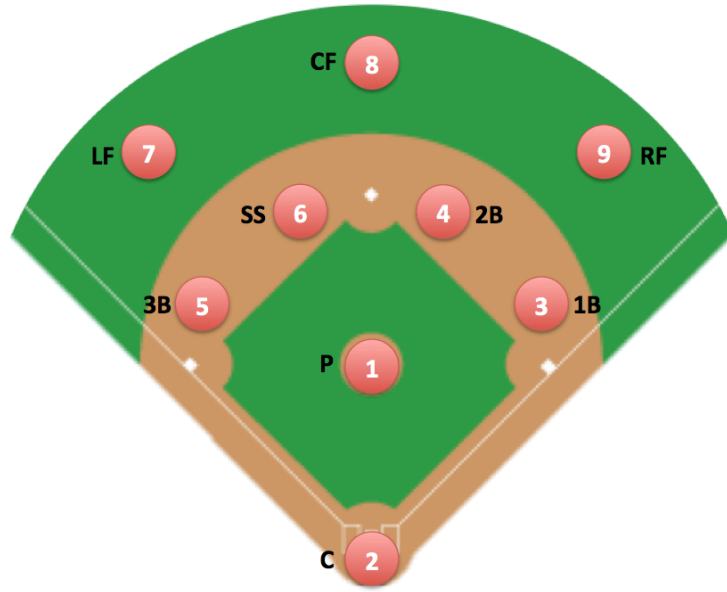


In this case, the first batter listed walked on four straight balls, advanced to second on a wild pitch and scored on a single by the player wearing jersey no. 3 (you could put 1B or 1B3 to denote this as well. Also note, this scorekeeper likes to use a hash mark to denote each base the player stopped at—this is uncommon. The second player singled in the first player, after going to a full count. The dot in the lower left hand corner is used to denote a Run Batted In (RBI), because the second player scored the first player with his hit. Also, this scorekeeper used a dot in the middle of the diamond to denote the run scored, whereas most scorekeepers will fill in the entire diamond to denote the run scored.

SCOREKEEPER'S CHEAT SHEET

List of Positions and Numbers

Position	#
Pitcher	1
Catcher	2
First base	3
Second base	4
Third base	5
Shortstop	6
Left field	7
Center field	8
Right field	9



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
GRD	Ground Rule Double	Ball bounces over outfield wall, batter given second base
BB	Base on balls	Batter is walked
HP or HBP	Hit by pitch	Batter is given first base due to being hit by a pitch
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)
IBB	Intentional base on balls	Batter is walked intentionally
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
#	Runner advanced by batter	Record jersey number of batter on base path for the base runner in the scorebook
SB	Stolen base	Legitimate stolen base (not WP or PB or error)
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
PB	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
BK	Balk	Pitcher makes illegal motion after coming to a set with a runner on base

Ways to Get Out

Standard scoring when multiple players make an out working together:

Place the position numbers of those who helped make the out in the sequence that the out was made (i.e., 9-6-3 = right fielder throws to shortstop who throws to 1st base player who gets the out).

Abbrev	Meaning	Example
K	Strikeout swinging	Strike three was a swing and a miss
X	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	3U = first base was the only player who touched the ball and made the out at first
#'s DP	Double play	6-4-3 DP = short to 2 nd to 1 st
#'s TP	Triple play	5-4-3 TP = 3 rd to 2 nd to 1 st
CS	Caught stealing	Base runner tagged out while stealing
SAC	Sacrifice	Additional notation if out led to advancing a base runner

Checklist on What to Complete in Scorebook

- ✓ **Lineup** – Get the lineup for both teams before game starts, and put in book with player names and uniform numbers (typically, put visitor team on left page and home team on right page, check appropriate box).
- ✓ **Team names** – V is visitor / H is home.
- ✓ **Pitcher**
 - Write name/number in Pitchers box at bottom, as well as at the top of column for each inning pitched.
 - If replaced during an inning, indicate where the pitching change occurred and how many pitches the replaced pitcher threw. Then, start a new pitch count.
 - When pitcher is finished pitching, complete the Pitchers box with NP (number of pitches) and IP (innings pitched – may have an increment of 1/3, 2/3 or 1)
 - » *NOTE: Keeping track of the number of pitches is one of the most important things you do. Have with you the rules for your particular league and the specific time of year (rules are available on the hmbbaseball.org website). Find out from your team's manager what his/her intentions are with respect to pitch counts for each pitcher and keep your the manager informed if the pitcher is getting close to the maximum number of pitches.*
- ✓ **Field & Date** – Complete as appropriate.
- ✓ **Start** – Enter time first pitch is thrown.
- ✓ **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.
 - Count 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!*

√ **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.

- √ **End of game** – Record the Finish time & complete the full total R, H, E section at the top (corresponds to the same at the bottom of each inning, but totaling all for game. Record the final score and winning team. Don't forget to submit game highlights to the HMB Review.