



# **District 57 Little League**

## **Scorekeeper's Manual**

*For when the one great scorer comes,*

*To write against your name,*

*He'll write not that you won or lost,*

*But how you played the game.*

*- Grantland Rice, 1908*

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# Thank You!

Before we get started, first we'd like to say "thank you" on behalf of the kids. The scorekeeper is an essential part of the league, and we couldn't hold the games without you. Whether you have volunteered because you love baseball, enjoy statistics, or were asked to help - we appreciate your support.

## The Scorekeeper's Role

You have just joined the ranks of some illustrious people! In addition to baseball announcers throughout the years, there have been other famous scorekeepers. President Dwight D. Eisenhower, first lady Grace Coolidge, and retailer L.L. Bean all carried scorebooks when they attended baseball games. Many people find that scorekeeping adds to their enjoyment and knowledge of baseball. In addition, as the *official* scorekeeper, you have several important responsibilities:

- You are responsible for keeping the official score of the game
- You are the one who has the final say on whether or not an error is made
- You are the one who ensures that every player has a chance to have his or her name in the newspaper
- You are staying warm in the scorekeeper booth on those cold Dublin evenings  
...**and** most importantly,
- You are responsible for keeping an accurate record of the game. Perhaps USA Today's Baseball Weekly said it best:

*"Scorekeeping is the art of painting a picture of the entire game using only a No. 2 pencil and a blank program lineup sheet."*

Any one of your fellow scorekeepers, the manager, or a board member should be able to review your scorebook and get an accurate, clear picture of everything that happened in the game.

# Steps for Scorekeeping

This manual is not intended to be an all-inclusive guide to scorekeeping, but rather an introductory guide for the beginner. For more details about scorekeeping, refer to the Official Scoring Rules for Little League.

This manual is divided into several sections:

1. Before the game
  - a. Locate your scorekeeper tools
  - b. Set up the scorekeeper's booth
  - c. Enter the starting lineup
2. Keeping the score
  - a. The Dublin Little League method
  - b. The official start time
  - c. Player position numbers
  - d. Tracking the lineup
  - e. Counting balls and strikes
  - f. Scoring hits
  - g. Scoring reaching base without a hit
  - h. Scoring outs
  - i. Scoring Runner Advances
  - j. Scoring Runs
  - k. Changing Pitchers
  - l. Tracking manager visits
  - m. Inning Totals
  - n. Ending the game
3. Player and team totals
  - a. Individual player totals
  - b. Team totals
4. Signing the scorebook
5. Reviewing feedback
6. The publicity sheet

In addition, there is a practice in the back of this book, with the suggested answers.

# Before the Game

## Locate your scorekeeper tools

All of your tools will be in the scorekeeper's booth. Here's a list of what you will need:

- A black or blue pen
- A pencil (either mechanical or regular)
- A red pencil
- A pencil sharpener
- An eraser
- A copy of the Official Regulations and Playing Rules (this is a softbound green book 4½" by 6 ¼")
- A copy of the Local League House Rules
- A line up for your team (on the official line up card)
- The Glover's scorebook.

You may find that you prefer bringing your own pen, pencils and sharpener to the game. However, you *must* use the official scorebook provided by the league.

If you find that you are missing some of your tools, first check one of the other score booths for the supplies. If necessary, contact a board member or a manager for assistance.

## Set up the Scorebook

Find the appropriate page in the scorebook. The team names, and date of the game will be filled out at the top in ink. The scorebook will also indicate which team in the Home team, and which are the Visitors. There may also be other notes in the scorebook regarding eligible pitchers, etc. Make sure that your team Manager is aware of any of these notes listed in the book.

You will want to sit in the score booth on the same side that your team is listed. For example, if your team name is on the left page of the book, sit on the left side of the booth. This will make it easier for you and your fellow scorekeeper to access your lineup. As a courtesy to the other scorekeeper, make sure that they always have access to the book.

There should be a scorekeeper for each team. A game is not official unless the scorekeeper for the home team is present. If you are the home team scorekeeper, you may volunteer to keep score for the visiting team as well. However, this is up to your discretion, and you may require that the visiting team to forfeit the game if they have not provided a scorekeeper.

Once the game begins, only scorekeepers are allowed in the score booth. You should remain in the score booth for the entire game.

## Enter the Starting Lineup

Ten minutes before the start of the game, make sure to obtain the lineup from your team manager. The lineup will be listed on the lineup card. You will transfer the names positions, and player numbers into the player listing on the scorebook. (See the example on the next page.) The lineup should be entered in black or blue ink.

You must list all of the players on the team, even those who are not participating in the game. If they are absent, make sure to list the *specific* (e.g. ill, vacation, broken thumb, etc.) reason why they are not attending the game and line through the player score boxes.

Using the lineup card, make sure that the manager has:

1. Accounted for each player on the team
2. Accounted for each position (pitcher, catcher, etc) on the field, and that no players are in duplicate positions.



### Hot Tip

Because it is easy to make an error, we recommend entering the lineup first in pencil and then going over it in pen.



Caution

Note that the order on the line-up card is: Position Number, Name and Jersey Number. The order in the scorebook is *reversed*: Jersey Number, Name and then Position Number.

TEAM: \_\_\_\_\_ MANAGER: \_\_\_\_\_  
 GAME DATE: \_\_\_\_\_ TIME: \_\_\_\_\_  
 PLAYED AT: \_\_\_\_\_  
 LINEUP/BATTING ORDER FOR: HOME/VISITOR

pos.	PLAYER	no.	2	3	4	5	6	7
6 <sub>1</sub>	Fisher	23						
9 <sub>2</sub>	Mirtirelli	11						
5 <sub>3</sub>	Vincet	42						
1 <sub>4</sub>	Clark-Walker	12						
7 <sub>5</sub>	Redding	33						
4 <sub>6</sub>	Noth	5						
8 <sub>7</sub>	Digirdano	17						
2 <sub>8</sub>	Wothley	35						
3 <sub>9</sub>	Reed	16						
— <sub>10</sub>	Furk	34	ON VACATION					
— <sub>11</sub>	Schrider	29	AT CAMP					
— <sub>12</sub>	Slack	11	SPRAINED ANKLE					

	NO.	PLAYER	
1	23	Fisher	6
		SUB	
		SUB	
2	11	Mirtirelli	9
		SUB	
		SUB	
3	42	Vincet	5
		SUB	
		SUB	
4	12	Clark-Walker	1
		SUB	
		SUB	
5	33	Redding	7
		SUB	
		SUB	
6	5	Noth	4
		SUB	
		SUB	
7	17	Digirdano	8
		SUB	
		SUB	
8	35	Wothley	2
		SUB	
		SUB	
9	16	Reed	3
		SUB	
		SUB	
10	34	Furk	
		VACATION	
		SUB	
11	29	Schrider	
		AT CAMP	
		SUB	
12	11	Slack	
		SPRAINED ANKLE	
		SUB	

# Keeping the Score

## The District 57 Little League Method

Scorekeeping is an art form, and as individual as the people who do it:

*“I doubt if there are any two people, fans, writers, or broadcasters who keep score with identical symbols and systems.” – Red Barber Quoted in Joe DiMaggio’s Baseball for Everyone.*

Despite the fact that there are a million ways to keep score, we are going to ask you to use one way, as described in this manual. This will enable all of us to speak the same scorekeeper language, and help others to read your scorecard.

## The Official Start Time

Make sure to mark the official start time at the top of the scorecard:

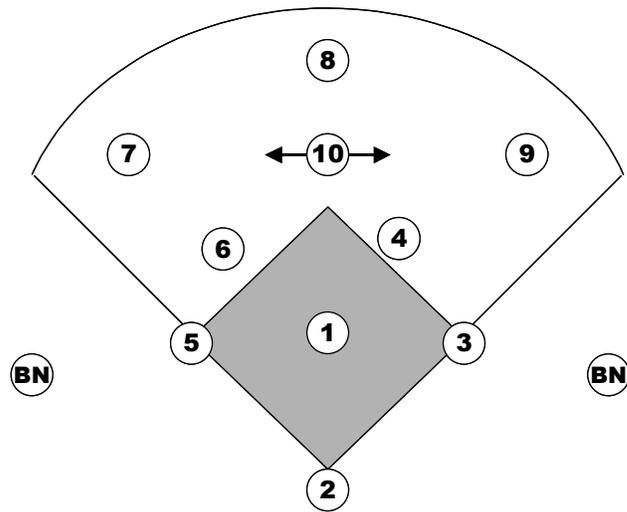
_____ (V) VS _____ (H) TIME: <u>1 : 35</u> DATE: _____ PLACE _____
--

The official time is when the umpire says, “Play”, Let’s go” or otherwise indicates the start of the game.

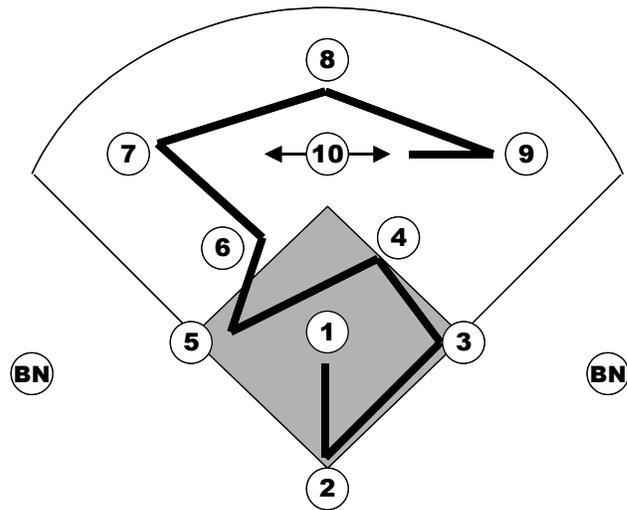
It is important to note the start time, as there is a time limit for all games. Game time limits vary by division, as well as day of the week. See the Dublin Little League House Rules for official game time limits.

## Player Position Numbers

Each player on the field is assigned a position number. When you are scorekeeping you will always use the position number rather than the position name. Numbers are assigned as follows (this diagram also appears at the bottom of the scorebook page):



Some people find the position numbers easier to visualize using a pattern that connects the position in numerical order:



Or with a chart:

Position Number	Position
1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field
10	Roving Fielder
BN	Bench

## Tracking the Lineup –AA and AAA Divisions

As the game progresses, the players will change position on the field. You should track which player is playing in which position at all times in the game.

In the AA and AAA leagues, all the players bat. This means that even if someone is not playing a defensive position, that they will have a turn at bat. When someone is not playing a defensive position, but is batting, you indicate a BN (for “bench”) next to their name. The batting order is set at the beginning of the game by the lineup and does not change throughout the game.

When your Manager moves players defensively, you indicate the move in the blue box under their name, and indicate the inning that they moved using “T” for top of the inning, and “B” for bottom. So, if the player moves to center field in the Top of the third, you indicate T3 Position 8.

It is important to note that if a batter comes up at the wrong time, “bats out of order” that the scorekeeper should not notify the manager or the umpire. For details, refer to rule number 607 in the Official Regulations and Playing Rules.

	NO.	PLAYER	Pos
1	23	Fisher	6
		SUB T3	8
		SUB	



### Hot Tip

Sometimes the Managers will rattle off position changes very quickly so as not to delay the game.

Write the changes either on a scrap of paper, or use the pink copy of the lineup card, and then transfer the information to the scorebook as soon as possible.

## Tracking the Lineup – Major Division

As the game progresses, the players will be substituted. You must track which player is playing in which position at all times in the game.

In the Major Division, only 9 players are allowed to bat at any time. These players also play defense. When a change is made, a player is removed from his order in the lineup, and replaced by the new player. While both the old and new players will be batting in the same place in the order, they may be playing different defensive positions.

When your Manager substitutes players, he/she will indicate where the player bats in the lineup. You indicate the new player in the blue box under their batting spot. You also indicate the inning that the player entered the game by placing a red line on the inning change.

For the example shown below, the player in position one was substituted in the third inning. The starting player was in right field, and the new player is playing first base.

It is important to note that if a batter comes up at the wrong time, “bats out of order” that the scorekeeper should not notify the manager or the umpire. For details, refer to rule number 607 in the Official Regulations and Playing Rules.

NO.	PLAYER	Pos	1	2	3	4	5	6	7	8	9	
1	11	Matirelli	9	●	3 HR	2B	●	123 HR	●	123 HR	●	123 HR
		Slak	SUB	3	BB	●	●	BB	●	KC	●	●
			SUB		HP	●	●	HP	●	2	●	●
					SAC	●	●	SAC	●	1	●	●

Red Line

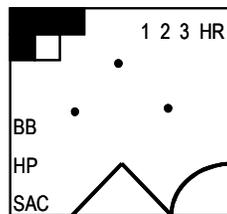
## Counting Balls and Strikes

One of the roles of the scorekeeper is to keep track of the number of balls and strikes for each batter. It is the umpire's role to determine whether a pitch is a ball or a strike, you simply log them on the scorebook. It is not necessary to log more than three balls or two strikes. For example, you do not need to track more than four balls to a batter in AA when the bases are loaded. You also do not need to track fouls that a player may hit when they have two strikes. The object is to track the "count", not the number of pitches in the game.

Generally, if the umpire makes no, or little, motion, this is a ball. Occasionally the umpire may ask you what the current count is on a batter.

Use the boxes in the upper left of the score box to indicate balls and strikes. The top line is for Balls, the bottom for Strikes. Place a mark, or color in the appropriate box for each pitch.

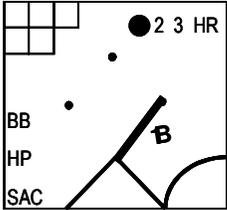
This example shows three balls and one strike:



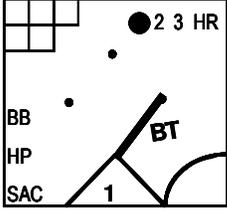
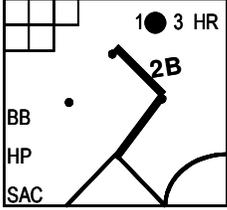
## Scoring Hits

A hit is when a ball is batted into fair territory that allows the batter to reach base safely without the aid of an error.

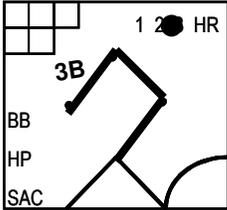
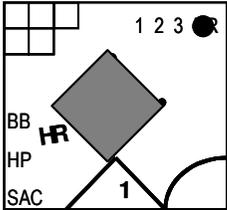
There are essentially five kinds of hits. Below is an example of how each is indicated in the scorebook.

Item	Scoring	Counting for Player Totals
<p><b>Single (1B)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first.</li> <li>2. Write 1B (One base) under the line</li> <li>3. Dot or circle the "1" at the top of the box.</li> <li>4. If necessary, record any RBIs in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bats Totals</b> Counts as one at bat.</p> <p><b>Hits Totals</b> Counts as one hit.</p> <p><b>RBI Totals</b> Batter receives an RBI if a runner scores.</p>

## Scoring Hits (continued)

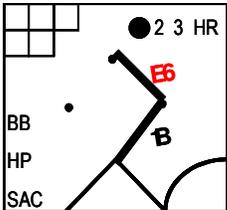
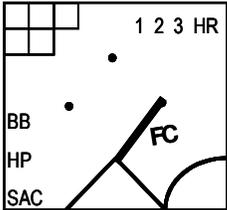
Item	Scoring	Counting for Player Totals
<p><b>Bunt (BT) Single</b></p> <p>A bunt is defined by bat position, rather than how far the ball travels. If a player swings and hits an infield grounder, this is a regular hit, not a bunt hit. If the player holds the bat still, and the bat is horizontal to the ground, this is a bunt.</p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first.</li> <li>2. Write BT (Bunt) under the line</li> <li>3. Dot or circle the “1” at the top of the box.</li> <li>4. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bats Totals</b> Counts as one at bat.</p> <p><b>Hits Totals</b> Counts as one hit.</p> <p><b>RBI Totals</b> Batter receives an RBI if a runner scores.</p>
<p><b>Double (2B)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home, to first, to second.</li> <li>2. Write 2B (Two Bases) on top of the line.</li> <li>3. Dot or circle the “2” at the top of the box.</li> <li>4. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bats Totals</b> Counts as one at bat.</p> <p><b>Hits Totals</b> Counts as one hit.</p> <p><b>RBI Totals</b> Batter receives an RBI if a runner scores.</p>

## Scoring Hits (continued)

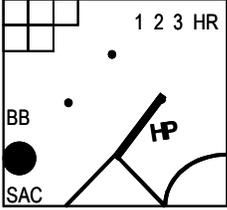
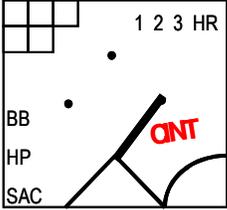
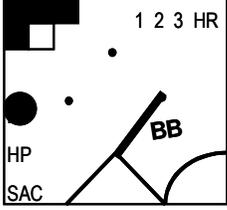
Item	Scoring	Counting for Player Totals
<p><b>Triple (3B)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home, to first, to second, to third.</li> <li>2. Write 3B (Three Bases) on top of the line.</li> <li>3. Dot or circle the “3” at the top of the box.</li> <li>4. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bats Totals</b> Counts as one at bat.</p> <p><b>Hits Totals</b> Counts as one hit.</p> <p><b>RBI Totals</b> Batter receives an RBI if a runner scores.</p>
<p><b>Home Run (HR)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home, to first, to second, to third to home.</li> <li>2. Fill in the resulting diamond (this will make it easier to count runs in the game.)</li> <li>3. Write HR (Home Run) to the left of the box.</li> <li>4. Dot or circle the “HR” at the top of the box.</li> <li>5. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bats Totals</b> Counts as one at bat.</p> <p><b>Hits Totals</b> Counts as one hit.</p> <p><b>RBI Totals</b> Counts as at least one RBI. If the batter also brings any other players home that were on base, those runs count as RBIs as well.</p>

## Scoring Reaching Base Without a Hit

There are a number of events that cause a batter to reach a base or a runner to advance, but that do not count towards his or her hitting totals. Below are definitions for each, and an example of how each is indicated in the scorebook.

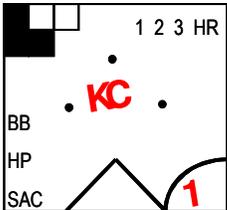
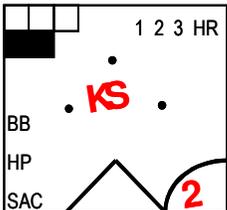
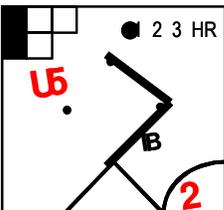
Item	Scoring	Counting for Player Totals
<p><b>Error (En n= position #)</b></p> <p>An error occurs when a defensive player fails to complete a <b>routine</b> play. It is up to the scorekeeper to determine whether or not an error has been made. Remember that little leaguers are not professionals; when in doubt, do not call an error.</p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. Draw a line indicating the runner's advance.</li> <li>2. Using red pencil, write En next to the line – where n is the number of the position that made the error.</li> <li>3. If necessary, record any RBIs in the triangle at the bottom of the box.</li> <li>4. Make sure to tell the other scorekeeper that you have decided upon an error. They will need to keep track of the errors made by their team by marking an error in the player totals on the right hand column of the scorebook.</li> </ol> <p>In the example above, the player hit a single, and was then advanced to second base through a shortstop error.</p>	<p><b>At Bats Totals</b></p> <p>If the batter reaches first base as the result of an Error, it counts as one at bat.</p> <p><b>Hits Totals</b></p> <p>If the batter reaches first base as a result of an Error, it does not count as a hit.</p> <p><b>RBI Totals</b></p> <p>The batter receives an RBI if:</p> <ul style="list-style-type: none"> <li>•It is before the second out</li> <li>•If a runner scores, and they would have done so regardless of whether or not the error was made, and</li> <li>• The error was not made at first base as part of what would have been a force double play.</li> </ul>
<p><b>Fielder's Choice (FC)</b></p> <p>The act of defensive player who, after fielding a ground ball, attempts to put out a preceding player rather than the batter-runner. The term may also be applied when a player steals a base because of the indifference of the defensive team.</p>	 <ol style="list-style-type: none"> <li>1. Draw a line indicating the runner's advance.</li> <li>2. Write FC next to the line.</li> <li>3. If necessary, record any RBIs in the triangle at the bottom of the box.</li> </ol> <p>In the example above, the batter advanced to first base due to a Fielder's Choice.</p>	<p><b>At Bat Totals</b></p> <p>If the batter reaches first base as the result of a Fielder's Choice, it counts as one at bat.</p> <p><b>Hits Totals</b></p> <p>If the batter reaches first base as the result of a Fielder's Choice, it does not count as a hit.</p> <p><b>RBI Totals</b></p> <p>Batter receives an RBI if a runner scores.</p>

## Scoring Reaching Base Without a Hit (continued)

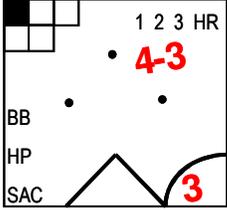
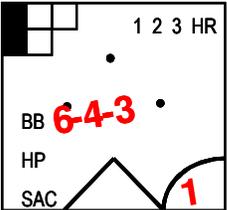
Item	Scoring	Counting for Player Totals
<p><b>Hit by Pitch (HP)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first base.</li> <li>2. Write HP to the right of the line.</li> <li>3. Dot or circle the “HP” at the bottom left of the box.</li> <li>4. If necessary, record any RBIs in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bat Totals</b> Does not count as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> Batter receives an RBI if the bases are loaded, and the runner at third scores.</p>
<p><b>Catcher’s Interference (CINT) and Pitchers Interference (PINT)</b></p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first base.</li> <li>2. Write CINT or PINT to the right of the line.</li> <li>3. If necessary, record any RBIs in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bat Totals</b> Does not count as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> Batter receives an RBI if the bases are loaded, and the runner at third scores.</p>
<p><b>Base on Balls (BB)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first base.</li> <li>2. Write BB to the right of the line.</li> <li>3. Dot or circle the “BB” at the bottom left of the box.</li> <li>4. If necessary, record any RBIs in the triangle at the bottom of the box.</li> </ol>	<p><b>At Bat Totals</b> Does not count as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> AAA and Majors: Batter receives an RBI if the bases are loaded, and the runner at third scores. AA Division: a runner may not score as the result of a walk.</p>

## Scoring Outs

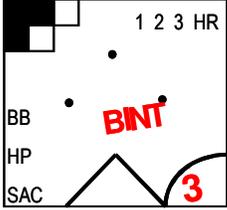
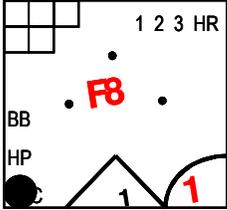
There are several instances when the batter will cause an out. Below are definitions for each, and an example of how each is indicated in the scorebook. NOTE: All of these items are indicated using red pencil.

Item	Scoring	Counting for Player Totals
<p><b>Strike out Looking / Called Strike (KC)</b></p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>In red pencil, write KC.</li> <li>Indicate the out number in the arc at the bottom right of the box.</li> </ol>	<p><b>At Bat Totals</b> Counts as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> None.</p>
<p><b>Strike out Swinging (KS)</b></p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>In red pencil, write KS.</li> <li>Indicate the out number in the arc at the bottom right of the box.</li> </ol>	<p><b>At Bat Totals</b> Counts as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> None.</p>
<p><b>Put Out Unassisted (Un or Fn n= position #)</b></p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>In red pencil write Un or Fn where n=position number of the defensive player making the out. Typically U is used for an infield player, and F indicates a fly ball caught in the outfield.</li> <li>Indicate the out number in the arc at the bottom of the box.</li> </ol> <p>In the example above, the player got a single. Then the third baseman made an unassisted play to catch them out at second base.</p>	<p><b>At Bat Totals</b> Counts as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> None (unless determined to be a Sacrifice. See Sacrifice Fly and Sacrifice Bunt below.)</p>

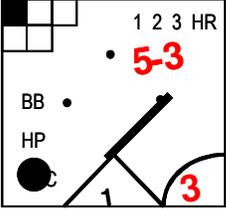
## Scoring Outs (continued)

Item	Scoring	Counting for Player Totals
<p><b>Put Out Assisted</b></p> <p>(n1-n2 n1= assisting position # n2= put out position #)</p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. In red pencil write n1-n2 where n1 is the position number of the defensive player making the assist, and n2 is the position number of the player making the put out.</li> <li>2. Indicate the out number in the arc at the bottom of the box.</li> <li>3. If necessary, record any RBIs in the triangle at the bottom of the box.</li> </ol> <p>In the example above, the batter hit the ball to the second baseman; he or she threw the ball to the first baseman, and they made the out at first.</p>	<p><b>At Bat Totals</b> Counts as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> Batter receives an RBI for any runner that scores.</p>
<p><b>Double Play</b></p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. In red pencil write n1-n2-n3 where n1 is the number of the defensive player making the assist, n2 is the number of the defensive player making the first put out, and n3 is the number of the defensive player making the second put out.</li> <li>2. Indicate the out number in the arc at the bottom of the box.</li> </ol> <p>In the example above, the batter hit the ball to the shortstop; he or she threw the ball to second where an out was made, and the ball was thrown to first where the second out was made.</p>	<p><b>At Bat Totals</b> Counts as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> None.</p>

## Scoring Outs (continued)

Item	Scoring	Counting for Player Totals
<p><b>Batter's Interference</b></p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. In red pencil write BINT</li> <li>2. Indicate the out number in the arc at the bottom of the box.</li> </ol>	<p><b>At Bat Totals</b> Counts as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> None.</p>
<p><b>Sacrifice Fly</b></p> <p>A fly ball that is caught to retire the batter-runner but allows another player to score.</p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. In red pencil write Fn where n is the position number of the defensive player who caught the fly ball.</li> <li>2. Indicate the out number in the arc at the bottom of the box.</li> <li>3. Record the RBI in the triangle at the bottom of the box.</li> </ol> <p>In the example above, the batter hit a sacrifice fly to center field.</p>	<p><b>At Bat Totals</b> Does not count as an at bat.</p> <p><b>Hits Totals</b> Does not count as a hit.</p> <p><b>RBI Totals</b> Batter receives an RBI for the runner that scores.</p>

## Scoring Outs (continued)

Item	Scoring	Counting for Player Totals
<p><b>Sacrifice Bunt</b></p> <p>A hit in which a bunted ball results in one or more runners advancing and the batter being put out at first base.</p> <p><i>Indicated in Red Pencil</i></p>	 <ol style="list-style-type: none"> <li>1. In red pencil indicate the out that was made (it may be unassisted or a ground out.)</li> <li>2. Indicate the out number in the arc at the bottom of the box.</li> <li>3. Record the RBI in the triangle at the bottom of the box.</li> </ol> <p>In the example above, the batter hit a bunt to the third baseman, who threw it to the first baseman for the out.</p>	<p><b>At Bat Totals</b></p> <p>Does not count as an at bat.</p> <p><b>Hits Totals</b></p> <p>Does not count as a hit.</p> <p><b>RBI Totals</b></p> <p>Batter receives an RBI for a runner that scores.</p>

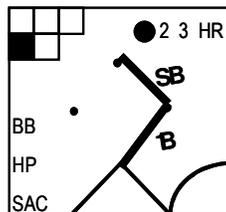
## Scoring Runner Advances

There are occasions when a player advances to another base because of a special circumstance. You will want to track these in the scorebook:

- Passed Balls (PB) – a ball that the catcher failed to catch, but which they should have been able to catch with ordinary effort. Since the ball is still “live” runners may advance. The catcher is not charged with an error.
- Wild Pitch (WP) – a ball thrown by the pitcher that the catcher cannot catch with ordinary effort. The ball is still “live.” The pitcher is not charged with an error.
- Stolen Base (SB) – when the runner goes to their next base without the benefit of being advanced by a batter. Note: the defense must make an effort to catch the runner in order for it to be a stolen base; otherwise it is considered a fielder’s choice.
- Fielder’s Choice (FC) – When a runner advances due to the defense choosing to put out the batter. Also, an unchallenged stolen base is considered a fielder’s choice.
- Error (En) – When a runner advances due to failure of a defensive player to complete a routine play. It is up to the scorekeeper to determine whether or not an error has been made. Remember that little leaguers are not professionals; when in doubt, do not call an error. Only one base advance may be counted per error.

To track base advances, write the abbreviation next to the line that indicates the base advance. In the example below, the runner advanced to second because of a stolen base.

Note: In professional scorekeeping, each base progression due to a batter advancing the runner is also tracked. This is done by placing the number of the batter next to the base advance. This is not required in Dublin Little League.



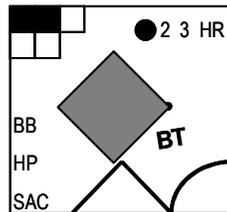
## Scoring Runs

Each time a player safely crosses home plate after rounding the bases, you count a run. There are limits to the number of runs that may be scored by each team in the AA and AAA divisions:

- No team may score more than five runs in the first five innings. The only exception to this rule is if a batter hits a “clean” home run. In this case each run that scores, even if it is over five runs, counts towards the total. The umpire will determine whether or not a home run is “clean.”
- There are an unlimited number of runs per inning in the sixth inning and beyond.
- After four complete innings of play (three and a half innings if the home team is ahead), if one team is 10 or more runs ahead of the other team, the game is automatically ended.

When a player scores a run, completely fill in the diamond on the scorecard. This will make it easier to total runs at the end of each inning.

In this example, the player hit a Bunt Single, and then advanced around the bases, and scored a run.

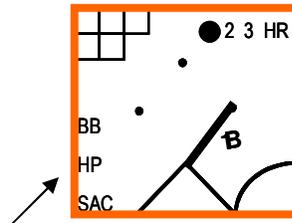


## Changing Pitchers

Each time a new pitcher enters the game, either for your own team, or the opposing team, you must track it in the scorebook.

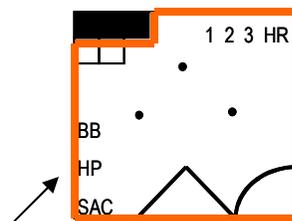
### Tracking the other Team's pitching changes

You indicate a new pitcher for the other team by circling the player's box in red pencil. This should be done at the beginning of each game (i.e. the first box for the first player is always circled in red) as well as for each subsequent new pitcher:



Red Box

If a pitcher is changed in the middle of an at bat, place a red box around everything except the pitches that have already been thrown. In this example, the first pitcher threw three balls to the batter, and now a new pitcher has entered the game.



Red Box

### Tracking your own team's pitching changes

You should also track each pitcher for your team in the box provided at the bottom of the scorebook. After each pitcher completes their turn at the mound you should indicate (at minimum) the number of innings that the pitcher threw. Note: for Little League purposes, even one pitch in an inning is considered a complete inning. If you wish, you can also track the number of strikeouts and base on balls for each pitcher.

NO.	PITCHERS	TOTALS	W	L	IP	AB	R	H	SO	BB	ER
12	Clark-Walker				3				5	2	
23	Fisher				4				5	4	

## Tracking Manager Visits

You should keep track of how often your Manager leaves the dugout, and talks to his players. This can be done either offensively or defensively. There is a limit to the number of trips that the Manager can make, and the umpire may ask you for this number in order to make a ruling.

If your Manager goes out to talk to the batter or runner when his team is at bat, make a note of this in the Offensive notes at the bottom of the scorebook. If your Manager goes to talk to a player on defense, make a note in the Defensive Notes at the bottom of the scorebook. You should note the inning and the position of the player that he is talking to.

In this example, the Manager called a timeout to speak to the pitcher in the fourth inning.

If the umpire calls time out and the Manager takes advantage of the opportunity to speak to one of his players, the Manager is not charged with a visit.

DEFENSIVE NOTES: Manager TimeOut #1-fourthinning  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Inning Totals

At the end of each inning, total the number of runs, hits, errors, and left on base (LOB) at the bottom of the list of players for each inning.

- Runs – The total number of times a runner safely crossed home plate during the inning. Count up the number of shaded diamonds for each player in the inning.
- Hits – The total number of hits in the inning. See pages 10-12 for information on scoring hits.
- Errors – the total number of errors in the inning. See page 13 for information on scoring errors.
- Left on Base (LOB)– This is the number of runners who were on base after the last out is made. For example, if there were two runners on base, and one of them is caught stealing for out three, then one runner was left on base.

There are two columns at the bottom for inning totals. The first is the total for the current inning, and the second is the cumulative total for all innings. Here is an example:

		Blue Column = Running Total											
INNING AND RUNNING TOTALS	RUNS	1	1	1	2	5	7	5	2	1	8		
	HITS	1	1	1	2	4	6	2	8	1	9		
	ERRORS	0	0	0	0	1	1	1	1	1	1		
	L.O.B.	1	1	1	2	1	3	1	4	2	6		
	E.R.	-	-	-	-	-	-	-	-	-	-		
		White Column = Inning Total											

## Ending the Game

The game is over when the umpire declares it. The game will end after six innings, after four innings if one of the teams is 10 runs ahead; or may be called due to darkness, rain or time. A complete game must have at least four full innings (or three and a half innings if the home team is ahead.)

If your game is called before 3.5 or 4 innings is complete, simply make a note in the Offensive or Defensive notes indicating why the game was stopped. When the game is rescheduled, it will begin at exactly the same place at which it was stopped, and you will continue in the scorebook as though there had not been a delay.

# Player and Team Totals

## Player Totals

Each player should have a total filled out at the end of the game. This total includes their number of:

- At Bats
- Runs
- Hits
- Runs Batted In
- Strike Outs (SO)
- Base on Balls and Hit by Pitch (BB/HP)
- Errors

These numbers are entered to the very right of the player's name.

## Counting At Bats

The following count as an at bat:

- Any hit (single, bunt single, double, triple or home run.)
- An at bat where the player reaches first base due to an error.
- An at bat where the player reaches first base due to a fielder's choice.
- An at bat that results in the batter being out
  - Strike out looking (KC)
  - Strike out swinging (KS)
  - Unassisted out
  - Assisted out
  - Double play
  - Batter's interference (BINT)

These are **not** at bats:

- A Base on Balls (Walk.)
- A Sacrifice Fly or Sacrifice Bunt.
- A HP (Hit by Pitch.)
- Defensive Obstruction.

## Counting Hits

A hit is when a ball is batted into fair territory that allows the batter to reach base safely without the aid of an error.

## Counting RBIs

A player receives a Run Batted In (RBI) for each player on base that they bring home as a result of their turn at the bat. RBIs result when other players score a run, as a result of:

- Any hit (single, bunt single, double, triple, or home run). If the batter hits a solo (no runners on base) home run, this counts as one RBI for his or her own run.
- The batter reaches first base on a Base on Balls (BB) when the bases are loaded (runners on first, second and third), and the runner at third scores. (This applies to AAA and Majors only. In AA division, batters may not walk when the bases are loaded.)
- The batter is awarded first base (Hit by Pitch, or Interference) when the bases are loaded (runners on first, second and third), and the runner at third scores.
- When the batter reaches base by a Fielder's Choice (FC) and the runner at third scores.
- When the batter hits a Sacrifice (SAC) fly or bunt, and the runner at third scores.
- When the batter reaches base through an error, and the runner at third scores. This only counts as an RBI if:
  1. It is before the second out, and
  2. The scorekeeper determines that the runner would have scored even if the error had not been made, and
  3. The error was *not* made at first base as part of what would have been a force double play.
- When the batter reaches base through a fielder's choice, and the runner at third scores.
- When the batter causes an infield out, and the runner at third scores. This is *not* true if the batter hits into a double play.

## **Team Totals**

At the end of the game you should note three types of team totals.

### **Detailed Team Totals**

Beneath the player totals is a spot to total the statistics for your entire team. Enter the number of at bats, runs, hits, RBIs, SO, BB/HP and Errors for your team. Please note that these are the errors made by your team, not the errors made by the opposing team. You should get this information from your fellow scorekeeper.

### **General Team Totals**

Just above the defensive notes is a box to indicate general team totals. Log the number of runs, hits and errors for your team. Please note that these are the errors made by your team, not the errors made by the opposing team. You should get this information from your fellow scorekeeper.

### **Leading Hitters**

Note the hitters who performed the best in this section. These are the people who had the most hits compared to their official at bats. Fill in their name, at bats, runs, total hits, singles/bunt singles, doubles, triples, home runs, and RBIs.

## **Signing the Scorebook**

After the game make sure to sign the scorebook. Also, it is your job to ensure that both the plate and the field umpire sign the scorebook as well.

## **Receiving Feedback**

Want to know how you did when you kept score for the last game? Turn back in the scorebook to the last game for which you kept score. The League Directors will often leave feedback (especially early in the season) on what you did well, and where you can improve.

## Sample Practice

Score the following events using the blank space below. Compare your answers to the suggested answers on the next page.

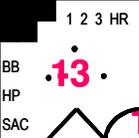
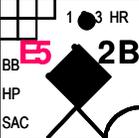
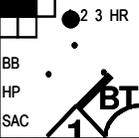
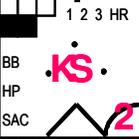
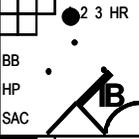
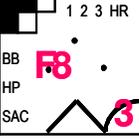
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- A. Batter number 1 receives 3 balls and 2 strikes. He hits a grounder to the pitcher, who throws to the first baseman. The first baseman tags first for the out.
- B. Batter number 2 hits the first pitch to center field. He gets a double. The outfield throws in the ball, and the third baseman drops what should have been a routine catch. The runner advances to third.
- C. Batter number 3 receives 2 balls then, hits a bunt. The runner scores. The batter is safe at first base.
- D. Batter number 4 strikes out on three pitches. He swings at the last pitch.
- E. Batter number 5 hits a first pitch grounder to the shortstop. He throws to first, but not in time, and the runner is safe at first.
- F. Batter number 6 receives 2 balls and a strike. He hits a fly ball to center field; the center fielder catches the ball for the third out.

	NO.	PLAYER				
1	23	<b>Berge</b>	6		1 2 3 HR	
		SUB				
		SUB				
2	11	<b>Takgadi</b>	9		1 2 3 HR	
		SUB				
		SUB				
3	42	<b>Blak</b>	5		1 2 3 HR	
		SUB				
		SUB				
4	12	<b>Gubait</b>	1		1 2 3 HR	
		SUB				
		SUB				
5	33	<b>Febelnan</b>	7		1 2 3 HR	
		SUB				
		SUB				
6	5	<b>Noth</b>	4		1 2 3 HR	
		SUB				
		SUB				

## Sample Practice Answer

Your completed score sheet should look like this:

	NO.	PLAYER		
1	23	Berge	6	
		SUB		
		SUB		
2	11	Taligadi	9	
		SUB		
		SUB		
3	42	Bløk	5	
		SUB		
		SUB		
4	2	Gubalt	1	
		SUB		
		SUB		
5	33	Fiednan	7	
		SUB		
		SUB		
6	5	Noth	4	
		SUB		
		SUB		