

The Scorekeepers Manual

Keeping Score

What's happened?

What do you say when somebody asks you this question? If you're like most people, you probably repeat the information that's available on the scoreboard along with a couple of the more memorable plays.

Keeping score makes it possible to give an accurate, concise run down of the game's events.

Most importantly to track the play as it unfolds, playing time of each player and batting statistics for Managers/Coaches to analyze.

The Line Up

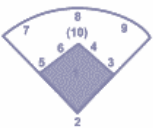
Team Line Up

The managers of both teams are to provide the scorekeeper(s) with a line up 30 minutes prior to the start of each game. The scorecard should be completely filled out with jersey number, player last name, first initial, and starting position. The players should be noted in batting order from first to last. **Majors and above:** any substitutes should be listed by jersey number along with last name and first initial under or in the Substitutions area of the line up card.

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GLOVER'S "Line-up Cards"

B A T T I N G O R D E R	Team:		Coach:			
	NO.	PLAYER	POS.	NO.	SUBSTITUTIONS	POS.
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						



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Getting Started

Looking at the Scorecard

Now that you've got a scorecard, take a look at it. There will be areas for different kinds of data such as game day information, batter performance, inning totals, and pitcher performance. Most scorecards will also contain an area to record a summary of the players' game performance afterwards.

Baseball Score Sheet												
_____ at _____											Date: _____	
Team: _____				Weather: _____				Time: _____				
#	Player	Pos	1	2	3	4	5	6	7	8	9	10
		sub										
		sub										
		sub										
		sub										
		sub										
		sub										
		sub										
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		sub										
		sub										
		sub										
		sub										
Runs												
Hits												
Errors												
Passed Balls												
Left on Base												
#	Pitcher	W-L	IP	BF	K	BB	H	R	ER	WP	HBP	BALK

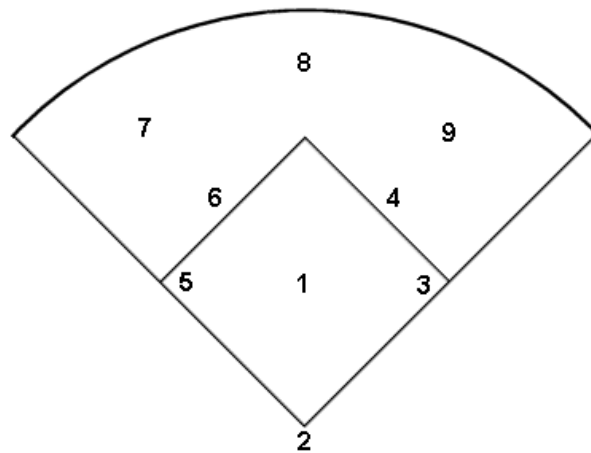
Figure 2 Example Scorecard

Game Data

Once you've familiarized yourself with the scorecard layout, it is time to start filling it in. Normally at the top you'll find places to log information such as team names, date, and time. Some cards will even provide space for umpire and coach names. Fill in as much as you can, but be sure to fill in the team names, date, and time. If you don't, you won't know what game you were scoring for future reference.

Player Data

Next, find where you'll be entering player data on your line up. Looking at the line up you will see a grid with inning numbers and other designations running across the top and spaces for the players' names, numbers and positions down the side. Fill these in on your scorecard. Before entering the player positions, you should be aware of one standard way of recording them. Instead of alphabetic abbreviations, you will assign numbers to the positions. The standard position numbers are shown below.



1 - Pitcher; 2 - Catcher; 3 - 1st Base; 4 - 2nd Base; 5 - 3rd Base; 6 - Shortstop; 7 - Left Field; 8 - Center Field; 9 - Right Field

These numbers are easy to remember if you start with the pitcher and then work your way around the bases. The only hitch is the shortstop. You would think that the numbers for shortstop and third base should be reversed. One explanation that I've read was that the shortstop was not originally considered part of the infield. It was originally part of the outfield as a "short fielder." I don't know if this is true or not, but it does explain the number system.

Scoring

Scorekeeper Shorthand

Scorekeeping is accomplished by a sort of "shorthand," which is basically a combination of position numbers and abbreviations. Refer to the "Scoring Abbreviation" page to see some common numbers and abbreviations used throughout a game.

Batter Up!

Let's see what we need to do as each player has his turn at bat. We'll confine ourselves to the top of the lineup.

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

If you've familiarized yourself with the position numbers, you'll see that the center fielder, second baseman, catcher, and right fielder are the first batters up.

Smith singles to center field. A lot of pre-printed scorecards will have a diamond representing the field in the middle of each box. To mark Smith's single, we'll darken the line from home to first and place a 1B next to it. I also like to draw a line to show where he hit the ball (this is optional and not a requirement).

9	Smith, J.	8	
	Sub		

Lawson's up next and he strikes out swinging. A "K" or "KS" is placed in his box to indicate that he struck out swinging. If it was a called strike a "KC" or a backwards "K" would be placed in the box. A circled "1" in RED pencil (red is used to easily visualize the number of outs) is also placed in the box to indicate that it was out number one.

29	Lawson, A.	4	
	Sub		

Henry is batting next, but while he is batting Smith manages to steal second. The line from first to second should be darkened and an "SB" along with a number to indicate who was at bat is written to indicate that Smith stole second during Henry's plate appearance. I like to use the player's jersey number for this. It makes it easier for to keep track of things. If Henry hit or sacrificed the batter over to second, you would place just the uniform or player number next to the path from first to second to show how Smith got there.

9	Smith, J.	8	
	Sub		

Henry manages to draw a walk. The line from first to second is darkened and a "BB" or "W" is written to indicate the walk. I prefer to use BB for "Base on Balls" which is the customary way of notating a walk.

17	Henry, D.	2	
	Sub		

Jones is now at bat and hits it to the short stop who tosses it to the second baseman who tags the bag to get Henry out. The second baseman then throws to first to get Jones out. A classic 6-4-3 double play, which is what is written in Jones' box. Of course, both outs must be recorded. So a line is drawn halfway between first and second in Henry's box and is marked with a '33' to indicate that Jones was the batter. A circled '2' is also entered to indicate that Henry was the second out.




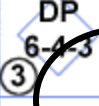
17	Henry, D.	2	
	Sub		

In Jones' box a 6-4-3 is written along with a 'DP' for the double play and a circled '3' to indicate the third out. A 'DP' could also have been entered in Henry's box to indicate that he was caught up in the double play as well. One other method is to use [] on both boxes in red showing a connection between the two boxes.

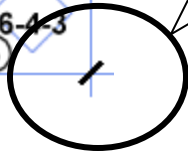
33	Jones, T.	9	
	Sub		

The '6-4-3' above is an example of how all players who were involved in putting the runner out are given credit.

Since this is the third out, a slash is drawn across the lower right-hand corner of Jones' box to indicate the end of the inning and a straight line down the rest of the column. This is what the scorecard should look like after the first half-inning.

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

/ Indicates the end of the inning

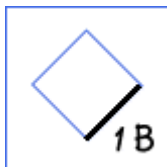


Take a Swing

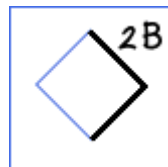
What works best for others may not be best for you. Remember the primary purpose of scorekeeping is tracking the play as it happens and who was involved.

Examples

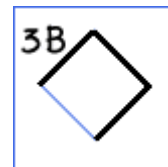
WAYS TO GET ON BASE



Single



Double



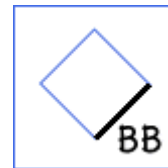
Triple



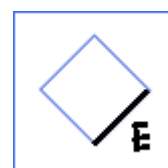
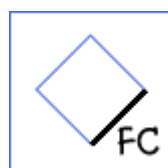
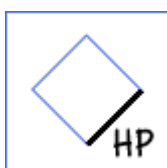
Home Run



Home Run



Base on Balls
(can also use "W")

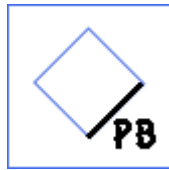


Hit by Pitch
(can also use "HBP")



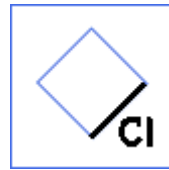
Wild Pitch
on 3rd strike

Fielder's Choice



Passed Ball
on 3rd strike

Error



Catcher's Interference



Ground Rule Double

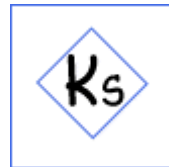
WAYS A BATTER MAKES AN OUT



Strikeout (Swinging)



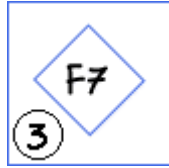
Strikeout (Called)



Strikeout (Swinging)



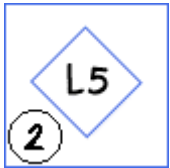
Strikeout (Called)



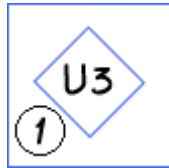
Fly out (to left)



Foul Out (to right)



Line out (to 3rd)



Unassisted Put Out



Ground Out

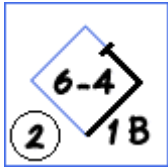


Force Out or Tagged
(3rd throws to 1st)

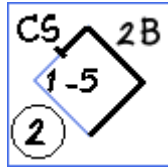


Infield Fly Rule

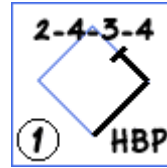
WAYS A RUNNER MAKES AN OUT



Force Out or Tagged
(SS to 2nd)



Caught Stealing
(Pitcher to 3rd)



Run Down
(Catcher to 2nd to
1st to 2nd)

The examples above are not an exhaustive sample, but they should get you started.



Substitutions

Later in the game....

In all Major's or above there will be at least one substitution. There are many reasons to replace a starter: pitchers get tired, batters aren't hitting, players get injured, someone's ejected, or the manager makes a strategic move. Whatever the reason, sooner or later you're going to have to mark a substitution on your scorecard.

So, how do you do this? It depends on the substitution.

For batter substitutions, you can either draw a line between the last scorebox of the previous batter and the first scorebox of the new batter. Or most scorebooks have a circle in the right corner to write the jersey number of the batter. This is extremely helpful especially if there is an instance of batting out of order or in ensuring proper playtime has been met.

#	Player	Pos		8
9	Smith, J.	8		
		Sub		①
29	Lawson, A.	4		
3	Kitt, W.	T3/4		
		Sub		

Kitt pinch hits for Lawson

Circle to indicate jersey number

The he is taking a position in the field, use the normal position numbers. If players are moved around in the field, you'll want to show that on your scorecard. Usually, I make a note by the player's name indicating the move.

When a substitution is made for the pitcher, place a line under the score box of the last batter the previous pitcher faced.

After the Game

Back in the Dugout

Now that the game is over, you can tabulate all the data you've compiled. If you haven't been keeping up with it during the game, now is the time to add up the statistics for each inning: runs, hits, errors, passed balls, and men left on base. You can also add up the data for each pitcher: innings pitched, batters faced, strikeouts, walks, hits, runs, earned runs, wild pitches, batters hit, and balks. There may be other statistics that you can fill in on your card, but these are the fields on the scorecard that I created. Professionally printed scorecards may contain several fields to tally a batter's performance: at-bats, runs, hits, singles, doubles, triples, home runs, runs batted in and others. It's up to you to decide how much you want to do. If you want to learn the formulas for calculating batting average, earned-run average, on-base percentage, or several other stats, check out my statistics page.

Finally

The official scorekeeper must prove the official box score, which is what becomes part of the official record. The formula is very simple and must be applied to each team's scorecard.

First, total the number of runs, men left on base and opponents' putouts for one team. Next, total the number of at-bats, walks, sacrifices, batters hit by pitcher and awards of first base due to interference for the same team. If these two totals are equal then this team's box score is "proven." Repeat the process for the other team.

I've never tried to prove a box score, but I thought others might find it interesting.

Statistics

Calculating Statistics

Many people like to calculate player statistics. I'm not one of them, but I decided to add a page about it anyway. I will use the following symbols in calculating the statistics:

(+) addition, (-) subtraction, (*) multiplication, and (/) division.

Offensive Statistics

Base-on-balls Percentage

(total walks) / (plate appearances)

Batting Average

(total hits) / (official at-bats)

At-bats do not include walks, sacrifice flies, sacrifice bunts, obstruction calls, catcher's interference, or being hit by a pitch. If a player makes it safely on base due to an error, it is an at-bat, but not a hit.

Home Run Ratio

(at-bats) / (home runs)

On-base Percentage

(hits + walks + hits by pitch) / (at-bats + walks + hits by pitch + sacrifice flies)

Slugging Average

(total bases) / (at-bats)

The number of total bases only includes those obtained from hits; not from errors, walks, or interference calls.

Stolen Base Percentage

(stolen bases) / (total attempts)

Strikeout Ratio

(at-bats) / (strikeouts)

Defensive Statistics

Fielding Average

(total putouts + assists) / (putouts + assists + errors)

Pitching Statistics

Earned Run Average

(earned runs * 9) / (innings pitched)

Opponents' Batting Average

(hits allowed) / (at bats allowed)

Winning Percentage

(games won) / (games won + games lost)

Team Statistics

Won-Lost Percentage

(wins) / (losses)

Other Statistics

Here are some "unofficial statistics" reported in The Baseball Fan's Companion

Fielder's Range Factor

(putouts + assists) / (games)

Runs Created

[(hits + walks - caught stealing) * (total bases + (stolen bases * 0.55))] / (at-bats + walks)

Abbreviations

Scoring Abbreviations

How on Base

1B Single
2B Double
3B Triple
BB or W Walk
E Error
FC Fielder's Choice
HBP or HP Hit by Pitch
HR Home Run
I Interference
IW Intentional Walk

Positions

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
DH Designated Hitter

Outs

CS Caught Stealing
DP Double Play
F Fly Out
FO Foul Out
G Ground Out
K Strikeout Swinging
bkwd 'K' or Kc 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

Pitcher Abbreviations

BALK Balks
BB Walks
BF Batters Faced
ER Earned Runs
H Hits
HBP Hit by Pitch
IP Innings Pitched
K Strikeouts
R Runs
W-L Win/Lose
WP Wild Pitch