





## Player Rows

There is an individual row for each player.

Rows tell the “player’s achievements” during the game. They tell us what a specific player did, how it affected the game, and when they did it.

The image shows a standard baseball scorebook page. At the top, it says "SCORE BY INNING" and "DATE". Below this is a grid with columns for innings (1-9) and rows for individual players. The grid is currently empty, with a few rows highlighted in blue. To the right of the grid, there are sections for "FINAL SCORE" and "TEAM RECORD".

## Game setup

### Batting Order (Lineup)

Start by writing the team name and date at the top of the page. The visiting team will bat first, so their lineup (player number and name) will be written on the page with the spirals at the bottom. The home team bats second, so their lineup will be written on the page with the spirals at the top.

You'll notice there are 2 lines for each player. Remember, we can ignore the substitutes (2<sup>nd</sup> line). We can also ignore the position for each player (players move so much it's impossible to track during regular season).

After you have entered the batting order for both teams, you are ready for the game to begin.

The image shows the same scorebook page as above, but with a batting order list written on the left side. The list is enclosed in a red box. The list contains the following entries:

NO.	PLAYER
24	Steve
42	Bobby
3	Joe
13	Jim
7	Alex
8	Connor
56	Dylan
1	Scott
77	Dave
12	Adam

At the top of the page, the team name "ASTROS" and the date "5/11" are written in red boxes. The rest of the scorebook grid is empty.

\*\*Always write FIRST and LAST names of players (can be found in TeamSnap)

## The Sequence of the Game

The game sequence flows down the inning column

Every time a new batter begins a new at bat, you use a new box. We'll describe the box later.

Since players bat in order, you just move to the next box in the order. The first batter in the first inning gets the first box (highlighted by a red square). Each subsequent batter gets a new square as you work down the 1<sup>st</sup> inning column.

Remember, the box captures what the batter did and when he did it. So the box you use is determined by who is batting and what inning it is.

Since players bat in order, you just move to the next box in the order.

Scorebook page showing a player list and a grid for recording at-bats. A red square highlights the first box for Steve in the 1st inning, and a red arrow points down the 1st inning column.

PLAYERS	1	2
24 Steve		
42 Bobby		
3 Joe		
13 Jim		
7 Alex		
8 Connor		
66 Dylan		
1 Scott		
77 Dave		
12 Adam		

## End of a Half-inning

When a player makes the third out the other team comes to bat.

Let's say that #8, Connor, got the 3<sup>rd</sup> out. After you finish noting what occurred in his box, you then make a mark to indicate that he made the last out (see example).

Some scorekeepers will add a squiggly line to remind themselves that the remaining players did not bat in the inning. Some will use a diagonal line to help find the lead-off batter for the next inning, while others will use a heavy horizontal line (see examples). As long as your marks help you move to the next inning and are consistent, you're fine.

Remember that you created a page for the other team too. At this point, you turn to the other team's page and continue scoring the other team's at bats according to their lineup.

Scorebook page showing a player list and a grid for recording at-bats. A red squiggly line is drawn down the 1st inning column starting from Connor's box, indicating the end of the half-inning.

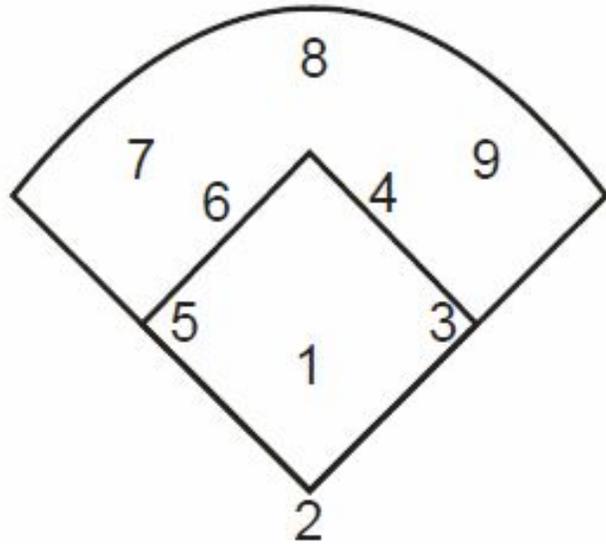
PLAYERS	1	2
24 Steve		
42 Bobby		
3 Joe		
13 Jim		
7 Alex		
8 Connor	OUT #3	
66 Dylan		
1 Scott		
77 Dave		
12 Adam		

### Table of Abbreviations

1B	Single	HBP	Hit by Pitch
2B	Double	HR	Home Run
3B	Triple	I	Interference
A	Assist	K	Strike Out Swinging
BB	Walk	KC or ⚔	Strike Out Called By Umpire
BK	Balk	LOB	Left on Base
CS	Caught Stealing	PB	Passed Ball
DP	Double Play	RBI	Runs Batted In
E	Error	SAC	Sacrifice
F	Fly Out	SB	Stolen Base
FO	Foul Out	WP	Wild Pitch
FC	Fielder's Choice		

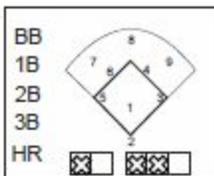
The positions on the field are designated by numbers. The diamond is numbered as follows:

1	Pitcher
2	Catcher
3	1 <sup>st</sup> Base
4	2 <sup>nd</sup> Base
5	3 <sup>rd</sup> Base
6	Shortstop
7	Left Fielder
8	Center Fielder
9	Right Fielder



### Scoring Balls and Strikes

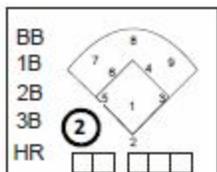
All scorebooks have a place to mark balls and strikes. They are usually in the form of five little squares or circles. To score a ball or strike, put a line, number, or color in the little squares or circles. Using the numbering of the pitches could be useful to a manager.



Keeping track of pitches on the scoresheet is helpful - you can keep track of each batters number of pitches they face in the top right hand corner as a verification of pitches for the inning. If there are multiple fouls past the 2 strikes already, use check marks next to the strikes to keep track of the total pitches for that batter.

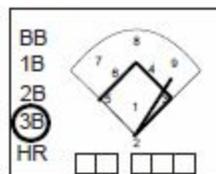
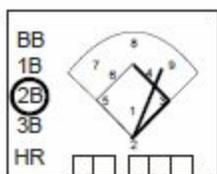
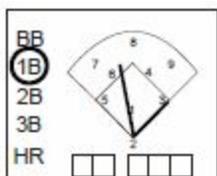
### Scoring Outs

To score an out, one must know where the ball went, to whom the ball was thrown to, or who caught the ball. When an out has occurred, write the position number of the player who caught the ball and then who it was thrown to. Be sure to separate the numbers with a dash. Once this is done make sure to put the out number 1, 2, or 3 in the box where the out occurred and circle it. Then draw a half line toward the base where the out occurred at.

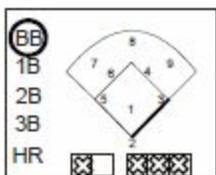


### Scoring Hits

To score a hit you mark in the box what the hit was - single, double, triple or homerun. Most scorebooks have these items marked in each scoring box. Circle the hit to indicate which happened. Make sure to advance any players that were on base at the time of the hit to their correct position.



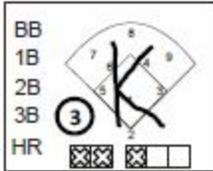
Scoring a walk is the same as scoring a hit just circle the "BB" in the particular box and draw a line showing the player at first base. A walk or (Base on Balls) is recorded the same as a hit. When a batter walks you circle the BB in the side column and draw a line to first base. Be sure to advance any previous runner that may have been on first. If a batter walks with the bases loaded, he is credited with a RBI.



### Scoring Strikeouts

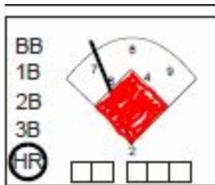
There are 4 ways to score a strikeout. The first is to mark a “K” in the scoring box if the player struck out by swinging the bat. A “KS” can also be used to score a strikeout swinging.

To score a strikeout when the 3rd strike was called by the umpire without the batter swinging, put a “KC” or the dreaded backward K, a “χ”.



### Scoring Runs and RBI's

To score a run, simply fill in the entire box of the player who scored. When scoring a run be sure to give an RBI to the player who batted in the runner. Some scorebooks have a box for RBIs while others need to have the RBI written in.

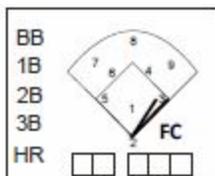


### Marking the End of an Inning

When an inning has ended, a line is drawn at the bottom right corner of the last player to come up. After marking the line, draw a line down the entire inning to make sure no other scoring is done in that inning.

### Fielder's Choice

A Fielder's Choice, FC, is when a runner reaches a base because a player in the field tried to make another play instead of getting the batter out.



## A COMPLETE INNING

The chart below shows an entire half-inning, where seven girls came to bat, and how the score-boxes would look at the end of the inning.

### First Batter:

- The batter walks on five pitches.

### Second Batter:

- With a one-and-one count, the runner on first base steals second.
- With a three-and-two count, the batter hits a double to right-center field, scoring the runner from second base.

### Third Batter:

- With a three-and-one count, the batter looks at strike two and the second batter is caught attempting to steal third base.
- The third batter then strikes out, swinging.

### Fourth Batter:

- On the first pitch of the at-bat, the batter hits a triple down the left field line.

### Fifth Batter:

- With a two-and-two count, the batter hits a ground ball to shortstop, and the shortstop makes an errant throw over the first base-man's head, allowing the batter to go to second base and the runner to score from third. When judging a misplay, take age-appropriate playing ability into account.

### Sixth Batter:

- With a three-and-one count, the batter hits a "bloop" single to center field, moving the runner on second base to third base.

### Seventh Batter:

- With a one-and-one count the batter grounds out to the first baseman. (Note: no run is recorded for the runner on third base [#5] even if she crosses home plate before the third out is made, because the third out was a force out).

### TOTALS:

- 2 Runs
- 3 Hits
- 1 Error
- 2 Left-on-Base

1	
2	
3	
4	
5	
6	
7	
8	