

The Essentials of Keeping Score

The Lineup Card.

1. Must have full names on the card.
2. List all players.
3. Make sure the uniform numbers are correct.
4. Use the position numbers not alpha (e.g. 9 rather than RF)

The scorebook.

1. Must have full names in the book.
2. Make sure the umpire signs after each game.
3. Note the start time (we have time limits).

Scoring.

1. Keep track of balls and strikes. This helps count pitches also.
2. Use the abbreviations "K" for strikeout and "BB" (base on balls) for walk. For hits, "1B" is a single (1-base hit), "2B" is a double (2-base hit), "3B" is a triple (3-base hit) and "HR" is a home run.
3. Understand that each position on the field follows an official numeric system in order to mark defensive putouts and assists. Pitchers are 1, catchers are 2, first basemen are 3, second basemen are 4, third basemen are 5, shortstops are 6, left fielders are 7, center fielders are 8, and right fielders are 9.
4. Score ground outs by marking the numbers of the players making the assist and the putout. For example, mark "6-3" for a ground out that the shortstop throws to first base, or "6-4" if the shortstop throws to second base for a force out.
5. Score fly outs by marking the numbers with an "F." For example, mark F8 for a fly out to centerfield.
6. Just because the ball is hit and the batter reaches base doesn't make it a hit. If he reaches base as a result of a force out at second on a ground ball mark his at bat with an "FC" for fielders choice. If there is an error, mark it E6 if the shortstop made the error.
7. See sample score sheet for details.
8. Use a pencil for scorekeeping. Enter pitcher innings in pen.