

Scorekeepers Clinic

Roles of the Scorekeeper

- Keep an accurate record of the plays made in the game
- 2. Keep track of the score
- Ensure that all HPBSA rules are properly followed
- 4. Ensure the safety of all players in the game (Facemask & Chin Strap on Helmet)

Before the First Game

- 1. Where does the manager want you to score the game
- Find out the level of detail the manager wants/needs in the scorebook
 – do you need to calculate & maintain stats
- 3. Record names & jersey numbers of all players in the back of the book
- 4. Write in the complete game schedule
- Have a listing of all player contact information in the back of the book to contact late arriving players

Learn the Rules

- Get a copy of HPBSA rule book available to download from the HPBSA Web Site
- Learn all the rules that apply to the division you are scoring (they differ)
- Ask your manager about any rules that you do not understand before the first game

Before each Game

- Get the Game Line up & record it in the scorebook from your Manager
- Speak with the scorekeeper of the other team to exchange line ups, record it
- Record the names of the umpires
- Record the date and start time of the game

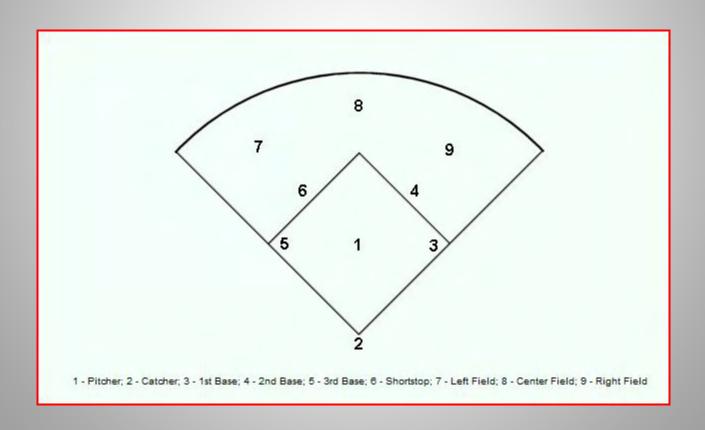
During the Game

- Properly record all plays, for both sides
- Confirm the score with the other team every half inning, the home team is the official book
- Maintain an accurate pitch count & record it if you are in kid pitch (there are pitching limitations)
- Keep track of the players that are being benched, players (barring sickness, injury) are not benched two innings in a row
- Keep track of every pitcher that goes to the mound
- Inform your coach when a pitcher is reaching their pitch count limit – pitchers are to be removed once they reach their pitch count limit

After the Game

- Give final score, pitch counts and other information to Umpires, Coaches, and the Other Team
- Complete Game Summary boxes for each player and totals for each inning
- Return book to Manager if he maintains the stats if you do take book home to record stats
- Remind the manager (winning team) to notify the division VP and update the score on the HPBSA web site

Learn the positions



Abbreviations:

1	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 i		Interference
IW		Intentional Walk

Abbreviations:

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

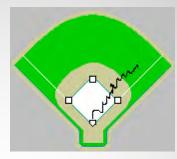
Abbreviations:

4	<u>Outs</u>
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	
	Balk
	Passed Ball
	Wild Pitch

Scoring Different Hits

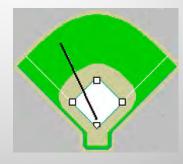
Ground Ball



Fly Ball

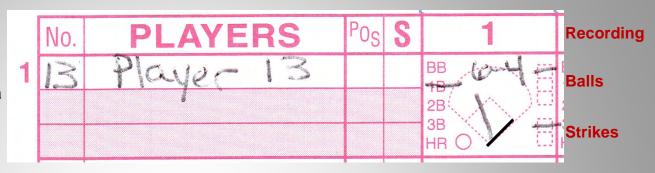


Line Drive



Player 13:

- •Hits a Single to shortstop (6) after a count of 1 ball and 1 strike
- •Shortstop (6) Throws to second (4) to prevent further advance

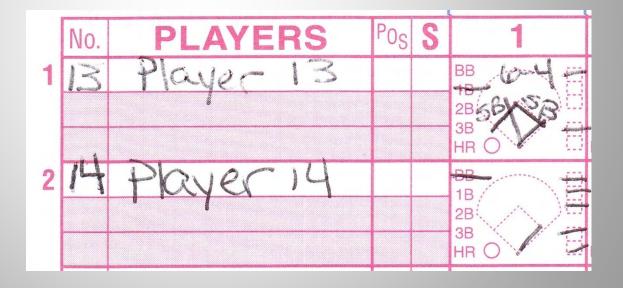


Player 13:

Steals 2 bases

Player 14:

•Base on balls after full count (3 balls and 2 strikes)



Player 13:

•No Change

Player 14:

•Steals 1 base

Player 6:

Strikes out swinging

Player 1:

•Strikes out looking (no swing on last called strike)



Player 13:

Scores

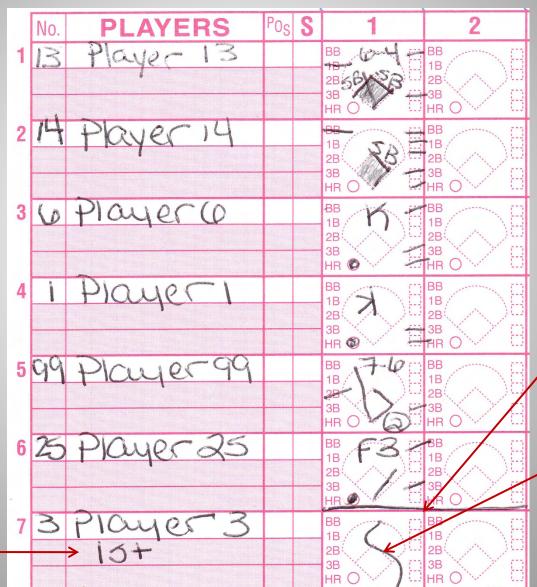
Player 14:

Scores

Player 99:

- •Hits a double to left center
- •Left fielder (7) throws to shortstop (6) to end the play
- •Gets 2 RBI's





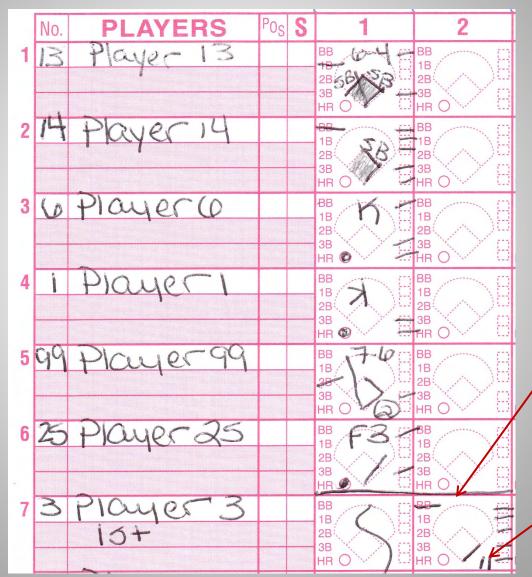
Player 25:

•Fly out to first base (3)

Player 3:

Benched on defensive_ portion of first inning **Notations:**

of last batter and top of next batter to give you're a starting point for next inning •Squiggly line though rest of lineup so that you do not record information in wrong inning



Player 3:
•Base on balls

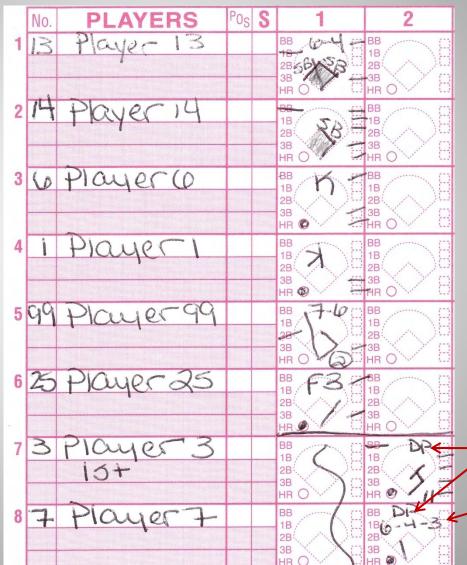
Notations:

•Start of second inning batting information
•Begin under the line you previously made when inning 1 ended
•2 fouls balls hit

after having 2

count)

strikes (for pitch



Player 3:

•Out as part of double play

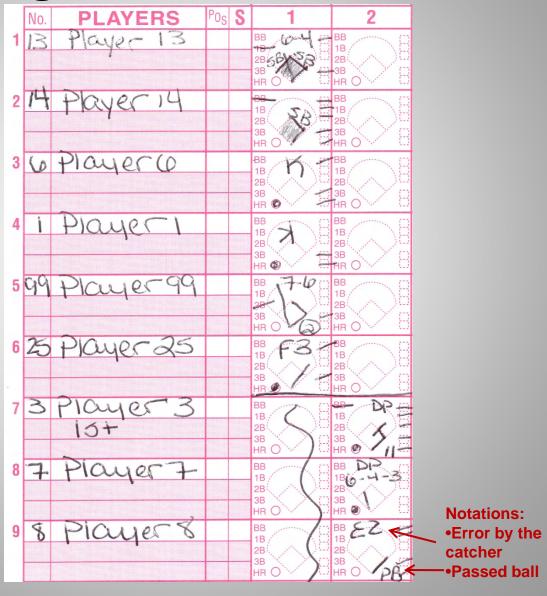
Player 7:

•Hits into a 6-4-3 (short, second, first) double play

Notations:

Posth players get
Double Play (DP)
notation
Hitter gets the
notation of the
play since he
initiated it when

he hit the ball



Player 8:

•Makes it to first on a uncaught/dropped third strike by the catcher



Notations:

•Line to end

Squiggle line

through other

(CS) 1-4

inning

batters

Caught Stealing

Player 8:

•Gets caught stealing 2nd base

Player 16:

- •Had 2 balls when Player 8 was called out.
- •Will start next inning with no count





Player 16:

•Called out on a fielders choice

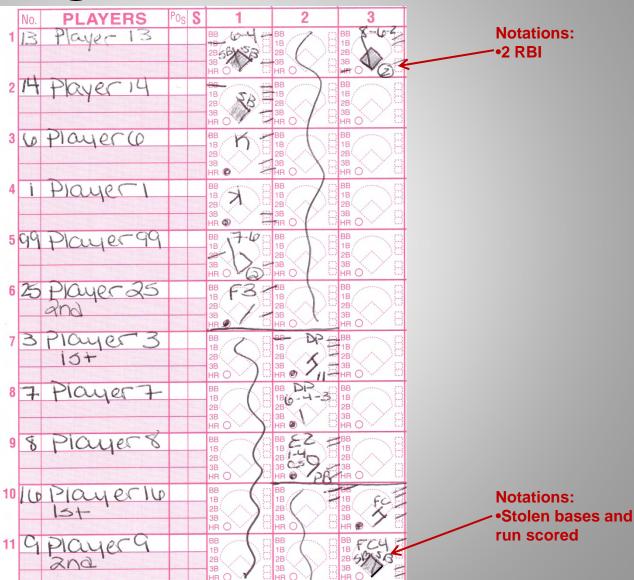
Player 9:

Hits to second who tags Player16 in a fielders choice

Notations:

Both players get Fielders Choice (FC) notation

Player 13:
•8-6-2 (Center-Short-Catcher)
Infield-Home run
•2 RBIs



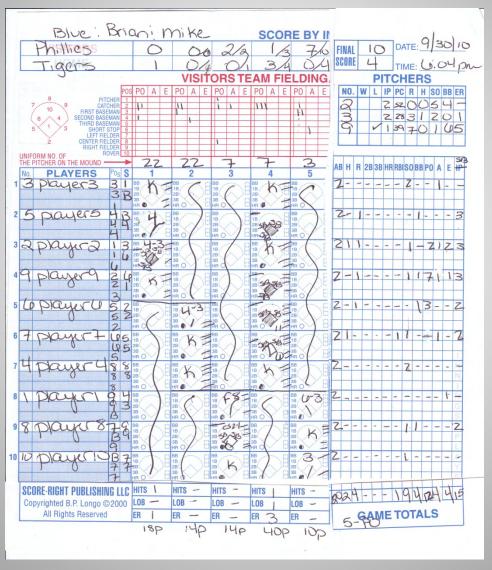
Player 14:

- •Hits a short grounder to the pitcher (1) and beats the throw (earning him a single)
- •First base misjudges the throw and makes an error on the catch (E3)
- •Player 14 tries to reach second but is tagged by the second baseman (4)



Player 6: •Flies out to 6 (shortstop)





Batting Out of Turn

Suppose the batting order is: Alvarez, Blank, Castro, Diaz, Edwards, Font, Grey for the following examples

Example: A proper batter fails to bat and is called out

Alvarez bats and is put out. Castro then bats out of turn. Castro makes a safe hit, reaching first base. Before any pitch is thrown to the next batter, a member of the defensive team asks the umpire to make a ruling. RULING: The proper batter after Alvarez was Blank, not Castro. Blank is called out for failing to bat in his turn, and Castro is removed from base and comes to bat again, because he is now the proper batter.

Example: An improper batter is legalized

Alvarez bats and is put out. Castro then bats out of turn. Castro makes a safe hit, reaching first base. Blank then comes to bat. A strike is pitched to Blank. A member of the defensive team then asks the umpire to make a ruling regarding the improper batting order. RULING: The first pitch to Blank made Castro's turn legal. The proper batter after Castro is Diaz, not Blank. Without penalty, Diaz comes to bat (replacing Blank) and assumes that one-strike count.

Batting Out of Turn Continued

Example: An improper batter causes an out after a previous improper batter was legalized

Alvarez bats and is put out. Edwards then bats out of turn. Edwards reaches first base, and Castro then comes to bat and reaches base. The infraction is discovered by the defensive manager before a pitch is thrown to any subsequent batter, and it is reported to the umpire at that time. RULING: Edwards did bat out of turn, but the first pitch to Castro legalized Edwards' plate appearance. Therefore, the proper batter after Edwards is Font, so Castro is removed from the bases, Edwards is returned to first base, Fonts is called out for failing to bat in his proper turn, and Grey is now the proper batter. Blank is skipped.

Example: The proper batter is skipped due to being on base

Suppose that Castro often bats second but was written as the third batter for this game. Alvarez bats and is put out. Castro then bats out of turn and makes a safe hit, reaching first base. Blank then bats out of turn and receives a base on balls, advancing Castro to second base. Edwards then comes to bat and takes a strike. The defense then appeals to the umpire. RULING: The first pitch to Edwards legalized Blank's turn at bat. The proper batter after Blank is Castro, but he is on base, so he is skipped in the order; thus Diaz is now the proper batter. Because Edwards' plate appearance had not yet finished, there is no penalty; Diaz comes to bat (replacing Edwards) and assumes the one strike Edwards received.

Offensive Stats

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.

On-base Percentage

(hits + walks + hits by pitch + reached on error) / (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

bases stolen / base stealing attempts

Pitching Stats

Earned Run Average

(earned runs * 9) / (innings pitched)

First Pitch Strikes

first pitch strikes / total first pitches

Winning Percentage

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

Fielding Stats

Fielding Percentage

(total put outs + assists) / (total put outs + assists + errors)

Chances per Error

(put outs + assists + errors) / error

Team Stats

Won-Lost Percentage

(wins) / (wins + losses)

Glossary of Terms

ASSIST Help from a fielder in putting an offensive player out. A fielder is credited with an assist when he throws a base runner or hitter out at a base.

AT BAT The offensive team's turn to bat the ball and score. Each player takes a turn at bat until three outs are made. Each Batter's opportunity at the plate is scored as an "at bat" for him or her.

BALK (Call of Umpire) Penalty for an illegal movement by the pitcher. The rule is designed to prevent pitchers from deliberately deceiving the runners. If called, base runners advance one base.

BALL(Call of Umpire) A pitch outside the strike zone.

BASE HIT A play in which the batter hits the ball in fair territory and reaches at least first base before being thrown out.

BASE ON BALLS (Walk) Four balls and the hitter advances to first base.

BATTING ORDER The offensive line-up of a team that lists the player will bat. The batting order is given to the umpire before each game.

BOX SCORE The progression of the game as written in a series of boxes indicating hits, runs, errors and player substitutions of each inning played.

CALLED GAME A game suspended or ended by the umpire.

CAUGHT LOOKING When a batter is called out on strikes.

COUNT The number of called balls and strikes on a hitter.

DOUBLE A hit that enables a batter to reach second base.

DOUBLE PLAY Any defensive play that results in two base runners being called out.

EARNED RUN A run scored on a hit, walk or steal, without benefit from a defensive error on the play.

ERROR Defensive mistake that allows a batter to stay at the plate or reach first base, or that advances a base runner.

FIELDER'S CHOICE Term used when a fielder can chose among base runners or throw or tag out.

FLY BALL Batted ball that goes high in the air in flights.

Glossary of Terms Continued

FORCE OUT An out created when a runner is forced to advance because there is another runner behind them, although they will be thrown or tagged out. The defensive player needs only to touch the base being approached by the runner with the ball in hand to record the out.

FOUL BALL A ball that lands outside the first or third base foul lines.

GROUNDER A ground ball.

GROUND BALL A ball hit in the infield by the batter that bounces in the infield.

HIT A play in which the batter safely reaches a base after hitting the ball, without aid from a fielding error or fielder's choice.

HOME RUN A ball hit out of the playing field in fair territory. A home run scores the batter and any base runners.

INTENTIONAL WALK Four balls thrown on purpose to a batter advancing the hitter to first base. Generally, executed when 1st base is empty to set-up a force play.

LEFT ON BASE Runners stranded on base after three outs.

LINE DRIVE A ball hit in the air at a low trajectory directly to a fielder or through the infield.

LINE-UP A team's batting order and fielding positions

ON DECK A term used to refer to the next batter up in the inning. This person stands in a designated circular area and warms up before batting.

PASSED BALL A pitched ball missed by the catcher, allowing a runner to advance.

PICK OFF An attempt by the pitcher to get a base runner out by throwing to the base from the stretch position.

PUTOUT In scoring, a fielder is credited with a putout if he receives the ball to put out a base runner or a hitter.

RUN Score obtained when a base runner safely crosses home plate.

RUN BATTED IN (RBI) Statistics which shows how often a player has made it possible for his/her team mates to score while at bat. A player who has 30 RBI's has caused 30 runs to be score. A batter is not credited with an RBI if he hits into a double play or if the run is scored because of an error.

SACRIFICE BUNT A bunt designed to advance a runner although the batter will be thrown out.

Glossary of Terms Continued

SACRIFICE FLY Fly ball out that scores a runner from third base.

STEAL Attempting to advance a base between pitches without the batter hitting the ball or getting a base on balls.

STOLEN BASE Successfully advancing a base between pitches without the batter hitting the ball or getting a base on balls.

STRIKE A strike is called if a batter swings at a pitch and misses, or if the pitch simply passes through the strike zone. The first 2 foul balls that are not caught count as first and second strike. A foul ball that is not caught can never be counted as a third strike.

STRIKE OUT Out recorded by recording three strikes on the batter.

STRIKE ZONE The area over home plate between the batter's armpits and knees when the batter is positioned to swing. Any pitch that is delivered through this area is called a strike.

- **TAG** 1. An action runners must perform before they can advance on a fly ball. Runners must touch the base they occupy after the ball is caught before they can try to advance. Runners can leave their base before a ball it hit, but must return and touch the base if the ball is caught.
 - 2. An action executed when a defensive player touches a runner with the ball in an attempt to get them out.

TRIPLE PLAY A defensive play that records 3 outs.

WALK An award given to the batter after the pitcher delivers 4 balls. If a hitter receives 4 balls during an at bat, they automatically advance to first base. Any forced base runners also advance. Also called base on balls.

WILD PITCH A pitch so far from the strike zone that the catcher cannot catch or block it, permitting any base runner to advance a base.

Questions and Answers

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