Welcome
Score Keeping 101

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What is scorekeeping

Scorekeeping definition; *an official of a sports contest who keeps record of the score.*

Softball scorekeeping is the practice of recording the details of a softball game as it unfolds.

Why It's Important

- Home team provides official score keeper
- As the Official Score Keeper you're helping the Umpire
  - Umpire will ask about the current "count"(how many balls and strikes the current batter has), how many outs, how many runs across (8U has 4 run per inning rule, 10U has 6 run per inning rule)
  - How many outs a pitcher has made.
  - You may also be asked about batting order.
- You are also helping your coach

  - Answering many questions during the game
  - Provides statistical information used to evaluate players progress
  - Provides context for All Star conversation
  - …Remember, you are **NOT** part of your team during the game.

What You Will Need

- A score book
- Line up Cards (for both teams)
- Sharp pencils
- Good erasers
- A long attention span
- Minimal distractions

Before The Game

- Arrive at the field at least thirty (30) minutes before the game.
- Bring pencils with erasers. Every scorekeeper makes mistakes. Using a pen is asking for a mess. Also, if you draw lines for hit locations, it is helpful to use a red pencil to record runs scored (or shade lightly).
- Get the appropriate scorebook from your coach for the game you are scoring.
- Get a line-up card from the coach of each team.
- Fill in the line-up information in the next available blank pages in the scorebook. If a player arrives late, she is added to the end of the batting line-up.
- Fill in the other information about the game – home team, visiting team, game location, game time, etc.
- Find the umpire when he/she arrives. Introduce yourself and let him/her know where you will be sitting. You should sit somewhere near the backstop, between the home plate sides of the dugouts
- **Record Start Time**: Remember to record the exact time the game starts (umpire declares "Play Ball" or indicates the start of game to you) on the score sheet.

- In 8-Under, 10-Under, 12-Under, and 18-Under Divisions, no new inning shall be started after 1 hour and 25 minutes has elapsed since the start of the game, regardless of the score.

Proper Lineup Card

It is important that lineup card is filled out properly, with all appropriate information.

- Players names should be written as follows: Last Name, First Initial
- Starting Pitcher and Catcher need to be indicated on the lineup card
- Pitchers outs from previous game also need to be written on the lineup card

HAVE A GREAT SAFE SEASON

TEAM LINE UP **FOR ALL SPORTS**
TEAM The Niners!!!
COACH Walsh, B   DATE   /   /

%	NO	STARTING PLAYER	POS	NO	SUBSTITUTES
1	80	Rice, J	C		
2	16	Montana J	P		
3	8	Young, S			
4	42	Lott, R			
5	94	Haley, C			
6	87	Clark, D			
7	21	Gore, F			
8	94	Smith, J			
9	52	Willis, P			
10	82	Taylor, J			
11	53	Bowman, N			
12	74	Staley, J			
13					Last Outs
14					#16 - 9
15					#8 - 6
16					

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During the Game...

- Record the name/number of the girl who is pitching, as well as any new pitchers that replace previous pitchers.
- Make sure you watch the whole play – do not write anything down in the scorebook until the play is over.
- Then, go from the batter backwards (up the column) marking each line-up position until you are caught up.
- A common mistake, for example, is to see a girl hit a single to left field, look down at the scorebook to mark the single, only to have something else happen on the field that you don't see.
- When run limits are reached you should make sure the umpire is aware of this fact.
- Recording Each Batter. Confirm the batter. As each player comes to bat, be sure it is the correct player by checking her uniform number against the lineup. If you are the official scorekeeper and notice that the player is batting out of order, say nothing. Score the batter in his box, but note that it was out of order on the score sheet.
- Trips to the mound: Record the number of trips to the mound by the defensive manager to confer with his/her pitcher. Write TTM at the top of the score sheet on the line next to the inning number. On the fourth trip to the mound in the game, notify the umpire. The pitcher must be removed at that time.
- **End of Each Inning**
  - At the end of each inning, take the time to record the following information before the next inning begins.
    - Clearly define the last batter of the inning- You may put a vertical squiggle line down the rest of the column to help you remember not to score in that inning column again.
    - At the top of the page record the number of runs for the inning
    - Recording pitcher information: Clearly indicate when and where a pitching change was made.
    - Record total outs for each pitcher at the top of the inning

Basic Pitching Rules By Division

Age Div.	Time Limit Drop dead 1:40	Pitch Distance	Ball Size	Pitcher outs	Run limit	Home Plate
8U	1:25 no new	30 feet	10"	No more than 2 consecutive innings in a game	4	Closed
10U	1:25 no new	35 feet	11"	21 in consecutive games	6	Open
12U	1:25 no new	40 feet	12"	24 in consecutive games	unlimited	Open
18U	1:25 no new	43 feet	12"	24 in consecutive games	unlimited	Open

After the game

- Confirm **<u>final score</u>** and **<u>pitching outs</u>** with the opposing team.
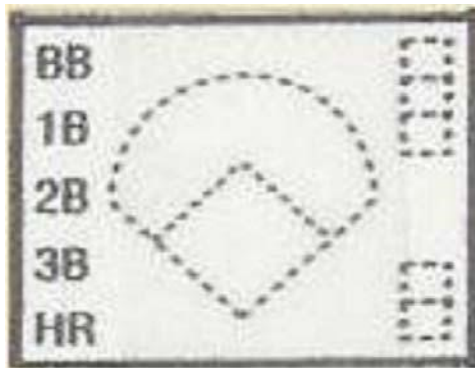- Input scores before leaving the field.

Please enter the game results here.

Score ▪	
Winner ▪	Select ▾
Your Team ▪	Select ▾
Your Pitcher Outs ▪		Example: #3-9, #12-3 etc.
Opposing Team ▪	Select ▾
Their Pitcher Outs ▪		Example: #3-9, #12-3 etc.
Your Name ▪	

▪ Required field   Submit   Cancel
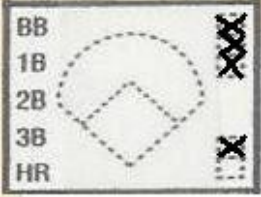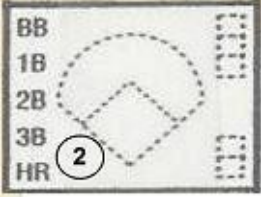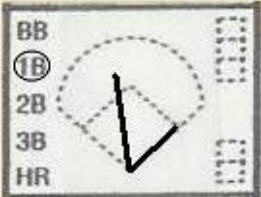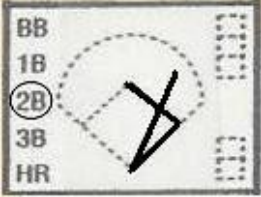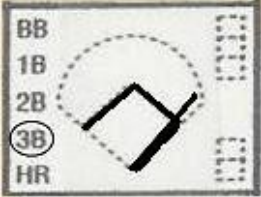
The Scorebox

The primary element of the scorebook is what is sometimes called the "scorebox" – the box for each at-bat where the actions/progress of that player is recorded. Below is an example; yours may look slightly different, but will have the same basic elements.

SCORING NOTATIONS

|	
Balls and Strikes Balls and strikes must be entered as they are pitched, and are recorded in the boxes provided in the scorebox (usually along the right side, but sometimes in the bottom-left corner). In the example to the right the count is three balls, one strike.	
Outs Any time an out is made, the player who is put out (not the player who hit the ball, if different) is marked with the out number with a circle around it. There is no defined location for the notation in most scorebooks, but the scorekeeper should use a consistent location. In the example, the player represented by this scorebox was out "number 2"	
Single – 1B A single is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to first base safely, and advancing to first base is not the result of an error or fielder's choice (see below). A single is denoted by circling the 1B along the left side of the scorebox.	
Double – 2B A double is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to second base safely, and advancing to second base is not the result of an error or a fielder's choice (see below). A double is denoted by circling the 2B along the left side of the scorebox.	
Triple – 3B A triple is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to third base safely, and advancing to third base is not the result of an error or a fielder's choice (see below). A triple is denoted by circling the 3B along the left side of the scorebox.	

Home Run – HR A home run is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances all the way around the bases, and advancing all the way around the bases is not the result of an error or a fielder's choice (see below). A home run is denoted by circling the HR along the left side of the scorebox.


Strikeout – K A strikeout is when a batter receives three strikes before hitting the ball in play or getting on base through another means. Most scorekeepers designate whether the third strike was swinging or "looking," with a backwards K designating a strikeout looking and a regular K designating a strikeout swinging. Note (except in 8U): If a third strike is uncaught (commonly referred to "dropped third strike"), and the batter-runner reaches first safely, the strikeout is still recorded, along with a wild pitch or passed ball (see below).
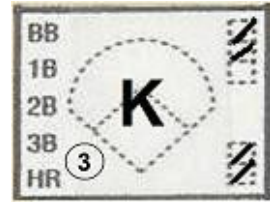

Fielder's Choice – FC A fielder's choice is recorded when the batter hits the ball and gets on base because the fielder attempted to put out another runner rather than the batter. A fielder's choice is given only if it is clear that a decision to attempt to get the *batter* would have been successful absent an error, otherwise the batter is awarded a base hit. In the example to the right the batter hit a ground ball to 2nd base, who threw a runner out at another base thus allowing the batter to reach first.
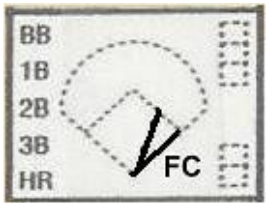

Error – E An error is given to a fielder whenever a runner advances to a base that she would not have reached without a mistake by a fielder. The scorekeeper determines whether an error was made, not the umpire, coaches or fans. In youth softball, a lot of consideration should be given to the age/ability level of the players before an error is given. In this example, the batter reached first on an error from the 2nd baseman.
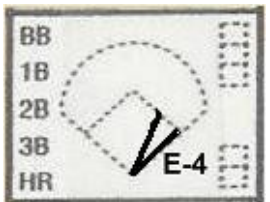

Base on Balls (i.e. Walks) – BB Walks are recorded by circling the BB in the upper left corner of the scorebox. In 8U, there are no walks – when a batter receives 4 "balls" the coach pitches to the batter (see "Coach Pitch")
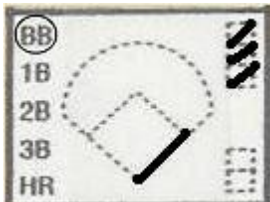
Hit-By-Pitch – HP A batter who is in the batter's box and is struck by a pitch is awarded first base. A notation is made near the line drawn from home to first base. Note: At the 8U level, when a batter is hit by a pitch the count is cleared and the coach pitches to the batter, or the pitch is considered a ball, and the at-bat resumes.
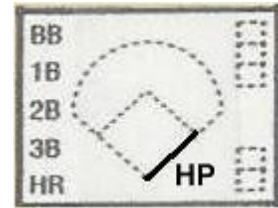
"Coach Pitch" – (8U Level Only) At the 8U level players who walk or are hit by a pitch do not take first base. They resume their strike count with pitches from their coach. The player gets only as many strikes as they have left when they are walked, and if the batter is hit by a pitch the count is cleared. It is best to note the number of coach pitches thrown somewhere in the scorebox.
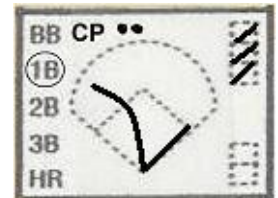
Fly Out/Pop Out/Line-Out When a ball is hit in the air, and is caught in the air for an out, the out can be recorded by simply writing the position number of the player who caught the ball. For clarity, it is sometimes better to indicate a fly ball by an "F" before the position number (e.g. F7), an infield pop fly with a "P" before the position number (e.g. P4), and a line drive with an "LD" before the position number (e.g. LD6). If caught in foul territory, precede with an "F" (the example would be "FF7" if caught in foul territory).
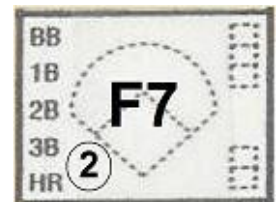
Ground Out A ground out is written by writing the number of the position that fielded the ball, then a dash, then the position number of the player who caught the ball for the put out. The scorebox to the right shows a ground out to the third baseman (for the third out of the inning).
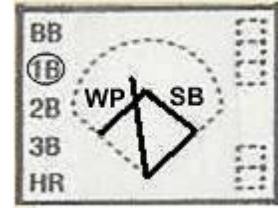
Unassisted – U When a player makes an out by fielding a ground ball and then tagging a base, or tagging a runner, then the player has made an unassisted out. This is denoted by placing a U after the position number of the player who made the unassisted out (usually the first baseman).
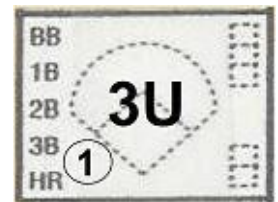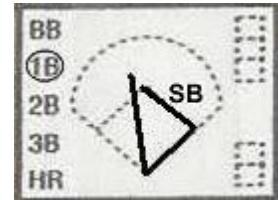
Passed Ball – PB A passed ball is noted when a runner advances to the next base because the catcher did not catch a pitch that she should have caught. PB is placed next to the base advanced. The scorebox at right shows runner advanced to third on a passed ball.
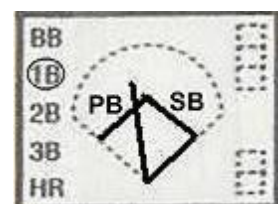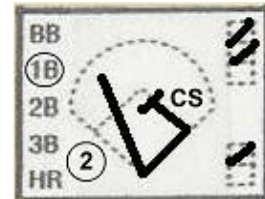
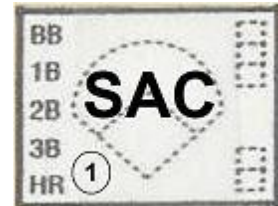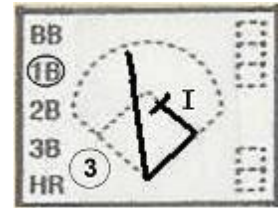|	
Wild Pitch – WP A wild pitch is given when a runner advances to the next base due to a pitch that could not be easily caught by the catcher. WP is placed next to the base advanced. The scorebox at right shows runner advanced to third on a wild pitch.	
Stolen Base - SB A stolen base is awarded when the runner is successful at advancing a base on a pitch, and: (a) there is either no passed ball or wild pitch, or (b) the runner began the attempt to advance before a passed ball or wild pitch occurred. SB is placed next to the base advanced. The scorebox at right shows runner advanced to second on a stolen base. No stealing home in 8U.	
Caught Stealing – CS When a runner attempts to steal, and is thrown out, it is denoted as caught stealing. Use this indication regardless of whether it would have been scored a stolen base, passed ball, or wild pitch had the runner been safe. The scorebox at right shows runner was caught attempting to steal second.	
Sacrifice Bunt – SAC A sacrifice bunt is noted when a batter is thrown out at first after bunting the ball, and the bunt advances one or more runners to another base.	
Sacrifice Fly – SF A sacrifice fly occurs when a fly ball is hit and caught for an out, and a runner on base advances and scores a run by "tagging up." The position number of the player who catches the fly ball is noted.	
Infield Fly Rule – IFR (Does not apply in 8U) An infield fly rule is called by the umpire when there are runners on first and second, or bases loaded, with less than two outs, and the batter hits a pop fly to the infield. The umpire automatically calls the runner out, before the ball comes down, and the batter is out regardless of whether the player catches the pop fly. The position number of the player to whom the ball was hit is noted after IFR.	

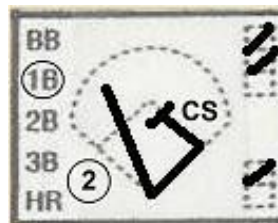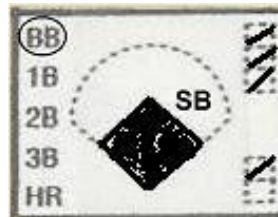|	
Interference - I Interference is called by the umpire when a base runner interferes with a fielder, or a ball in play hits a runner before the fielder can make the play. The base runner is out; no fielder is mentioned in the scorebox. The scorebox at right shows runner was called for interference while attempting to advance to second.	
Obstruction - O Obstruction is called by the umpire when a fielder hinders the progress of a runner. Each base awarded due to an obstruction call is denoted by an O. The scorebox at right shows the runner was awarded third base on an obstruction call.	
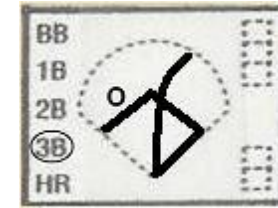
MORE DETAILED EXAMPLES

This box reflects a player who, with a two balls and one strike count, hit a single to left field, then was subsequently thrown out attempting to steal second base (i.e. caught stealing), for the second out of the inning.	
The box below reflects a player who, with a three balls and one strike count, is walked. Subsequently, the player steals second base, and ultimately scores on a later play (shading the diamond indicates the player scored a run).	
The box below reflects a player who, with a three balls and two strikes count, hits a ground ball to second base (i.e. 4) who fielded the ball and threw to first base (i.e. 3) for the third out of the inning.	
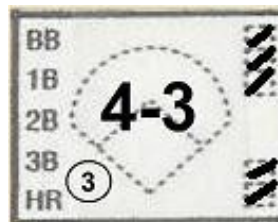
A COMPLETE INNING

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

DESCRIPTION	#	SCOREBOXES
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 baseman's head, allowing the batter to go to second base and the runner to score from third. **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 [player #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	