SCOREKEEPER'S GUIDE

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INTRODUCTION

Thank you for agreeing to serve as the scorekeeper for your AVGSA team. This guide has been created to help team scorekeepers understand the *basic* requirements of the official scorekeeper & to learn the elements of scorekeeping. This guide is not intended to describe all possible aspects of softball statistics and scoring.

THE ROLE AND RESPONSIBILITY OF THE OFFICIAL SCOREKEEPER

GAME PROCEDURES

When you are the official scorekeeper, you should perform the following procedures:

BEFORE THE GAME

1) Arrive at the field at least fifteen (15) minutes before the game.
2) Bring pencils with erasers.
3) If you are the home team, you are the official scorekeeper. Get the scorecard from your manager for the game you are scoring
4) Get a line-up card from the coach of each team.
5) Fill in the line-up information with complete names, first and last name
6) Fill in the other information about the game – home team, visiting team, etc.
7) Introduce yourself to the umpire and let him/her know where you will be sitting. You should sit somewhere near home plate.
8) There is a time limit for each game:

   a) No new inning will begin after 1 hour 20 minutes. Play will continue until the inning is completed or the drop-dead time of 1 hour 30 minutes is reached.

   b) The umpire usually will tell you when he/she is starting the "clock." This is the official start time. The umpire, not the scorekeeper, is the official time-keeper.

DURING THE GAME

During the game, the official scorekeeper is responsible for keeping an accurate record of the game and for assisting the umpire when asked. In order to do this, you must remain focused on the game.

During the Inning

1) Record the name and number of the girl who is pitching, as well as any new pitchers that replace previous pitchers. Do the same for catchers.
2) Make sure you watch the entire play – do not write anything down in the scorebook until the play is over.

End of Inning

1) Record the runs, hits, errors & runners left on base for the half-inning just ending, at the bottom of the column for that inning. Runs statistics are the most important.
2) Make an "X" in the score-box of the batter who would have batted next in the line-up. This is to remind you that you need to move over to the next column in next inning
3) The umpire may converse with you between half-innings. Usually this is to confirm the number of runs scored.

AFTER THE GAME

1) Do not be in a hurry to leave, and don't leave until you've completed the scoring process.
2) Record the final score of the game, making sure it is clear which team won the game.
3) Verify the final score with the other scorekeeper and your coach.
4) Sign the scorecard on one of the pages for the game.
5) Return the scorecard to the manager.

HOW TO KEEP SCORE:

THE MOST IMPORTANT BASICS

Generally, you should consider the following as the things you need to know at all times:
1) What is the count on the batter?
2) How many outs are there?
3) What inning are we in?
**4) What is the score?**

POSITION NUMBERS
Numbers are used to designate defensive positions on a softball field. These numbers are shown below.
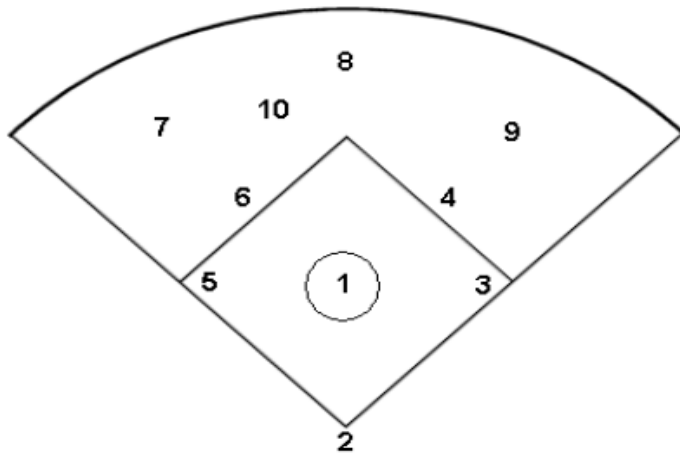
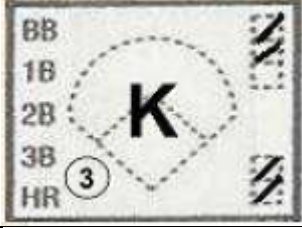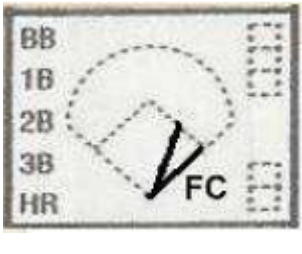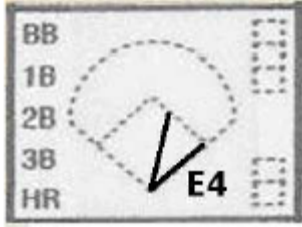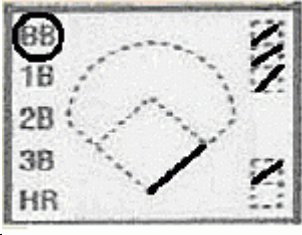|	
1	Pitcher
2	Catcher
3	1st Base
4	2nd Base
5	3rd Base
6	Shortstop
7	Left Fielder
8	Center Fielder
9	Right Fielder

THE "SCORE-BOX"
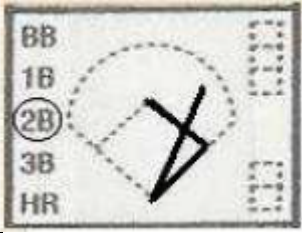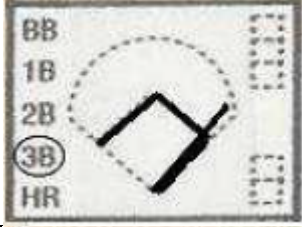
The primary element of the scorebook is what is sometimes called the "score-box" – the box for each at-bat where the actions and progress of that player around the bases is recorded. Before going through the various basic notations, here is a blank score-box:
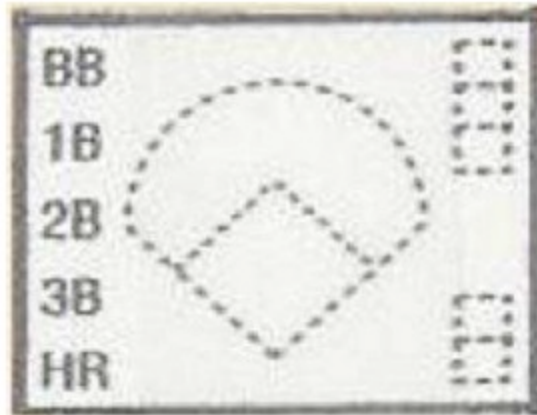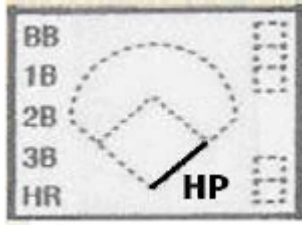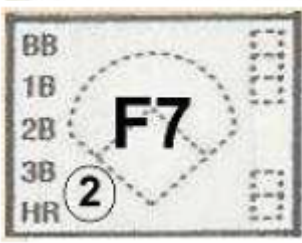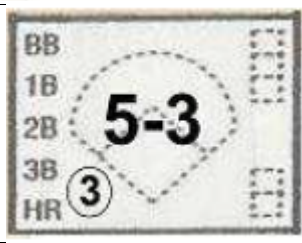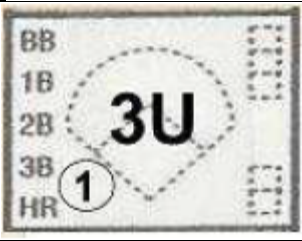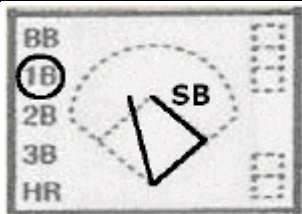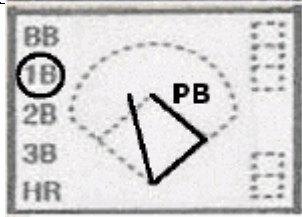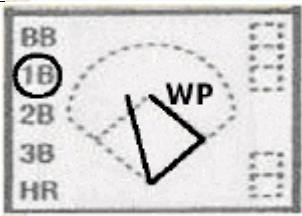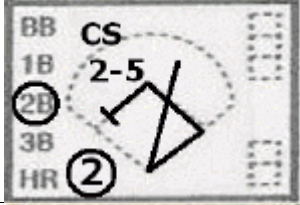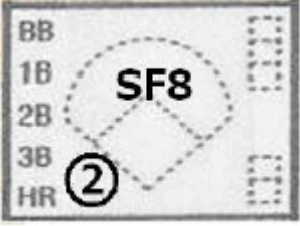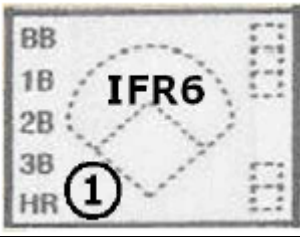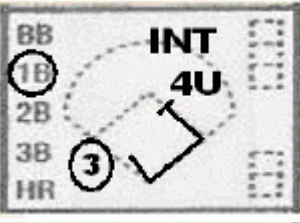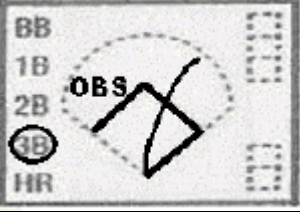

SCORING NOTATIONS

Below is a description of the most common scoring notations.

DESCRIPTION	SCORE-BOX
Balls and Strikes Balls and strikes must be entered as they are pitched, and are recorded in the boxes provided in the score-box (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 this notation in most scorebooks, but the scorekeeper should be as consistent as possible.	
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 a an error or fielder's choice (see below). A single is denoted by circling the **1B** along the left side of the score-box.	

DESCRIPTION	SCORE-BOX
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 score-box.	
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 score-box.	
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 score-box.	
Strikeout – K A strikeout is recorded when the batter receives three strikes before putting the ball in play or getting on base by other means. Most scorekeepers indicate a swinging third strike with a regular K and a called third strike with a backwards K. This is the 3rd out of the inning.	
Fielder's Choice – FC A fielder's choice is recorded when the batter puts the ball in play and gets on base because the fielder attempted to put out another runner. 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 the second baseman, who threw to another base thus allowing the batter to reach first base.	
Error – E An error is charged to a fielder whenever a runner advances to a base that she would not have reached without a misplay by a fielder. The scorekeeper determines whether an error was made, not the umpire, coaches, or fans. Consideration should be given to the age and playing ability of the players before an error is given. Here, **E4** means the batter reached base on an error by the second baseman.	
Base on Balls (i.e. Walks) – BB The batter is awarded a base on balls when she receives four pitches judged to be balls. Walks are recorded by circling the BB in the upper right corner of the score-box.	

| DESCRIPTION	SCORE-BOX
Hit-By-Pitch – HP A batter who is struck by a pitch is awarded first base unless the pitch was a strike, the batter swings, or the batter makes no effort to avoid being hit. A notation is made near the line drawn from home to first base. **HP**, **HB**, or **HBP** are all acceptable notations for hit-by-pitch.	
Fly Out/Pop Out/Line-Out When a ball is hit in the air and is caught 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**), a pop fly with a "**P**" before the position number (e.g. **P4**), and a line drive with an "**L**" before the position number (e.g. **L6**).	
Ground Out A ground out is indicated 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 score-box to the right shows a ground out to the third baseman who threw to the first 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 noted by placing a U after the position number of the player who made the unassisted out.	
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.	
Passed Ball – PB A passed ball is noted when a runner advances to the next base because the catcher did not handle a pitch that she should have caught or held with ordinary effort.	
Wild Pitch – WP A wild pitch is noted when a runner advances to the next base due to a pitch that could not be caught or stopped by the catcher with ordinary effort. It is the scorer's judgment whether the runner advanced on a stolen base, a passed ball, a wild pitch, or entirely something else.	

DESCRIPTION	SCORE-BOX
Caught Stealing – CS When a runner attempts to steal, and is thrown out, it is denoted as caught stealing. Use this notation regardless of whether it would have been scored a stolen base, passed ball, or wild pitch had the runner been safe.	
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 caught for an out, and a runner on base advances and scores a run by "tagging up." Note the position number of the player who catches the fly ball.	
Infield Fly Rule – IFR The batter is out when umpire judges a fly ball can be caught by an infielder, pitcher, or catcher with ordinary effort when there are runners on first and second, or bases loaded, with less than two out. When the umpire calls "infield fly" the batter is out whether or not the ball is caught. Note the position number of the player nearest to the ball.	
Interference – INT Interference occurs when a base runner interferes with a fielder attempting to make a play, or a ball in play hits a base runner. The base runner is out; note the fielder nearest the interference.	
Obstruction – OBS Obstruction will be called when a fielder without the ball hinders the progress of a runner. Each base awarded due to an obstruction call is denoted by **OBS.**	

ADDITIONAL NOTATIONS

Additional symbols may be used to denote a double play (**DP**), catcher's obstruction (**CO**), pick off (**PO**), look back rule violation (**LBR**), etc. **D3K** is non-standard for a dropped third strike. A horizontal bar drawn at the top of the score-box indicates this batter is facing a new pitcher. A vertical bar at the left side of the score-box indicates a substitute is batting. You will not have to deal with substitutes in league play.

MORE DETAILED EXAMPLES

The box below 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), catcher to shortstop for the second out of the inning.
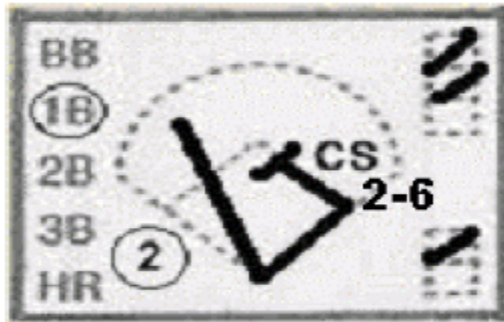
The following box reflects a player who, with a three balls and two strike count, hit a ground ball to second base (i.e. 4) who fielded the ball and threw to first base (i.e. 3) for the third out of the inning.
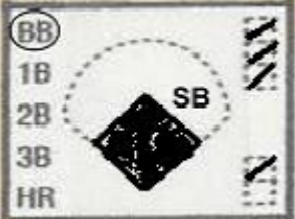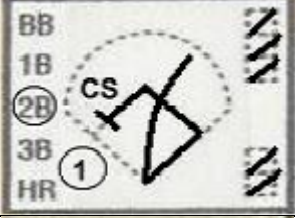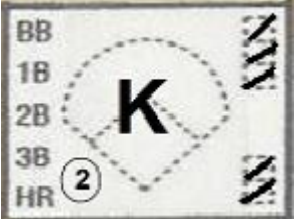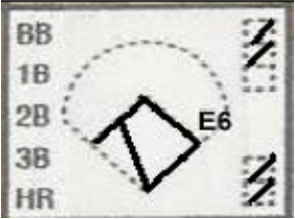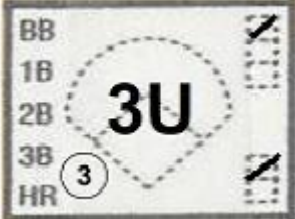

The box below reflects a player who walked on four pitches, stole second base, went to third base on a passed ball, then was thrown out at home, for the second out of the inning, when a batter hit a ground ball to the shortstop.
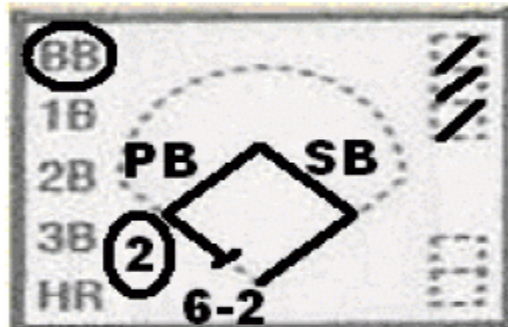
A COMPLETE INNING

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.

DESCRIPTION	SCORE-BOX
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 a 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**	