

A Guide to Baseball Scorekeeping

Keeping score for Claremont Little League

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Randy Swift

rjswift@cpp.edu

Paul Dickson opens his book, *The Joy of Keeping Score*:

“The baseball world is divided into two kinds of baseball fans: those who keep score at the ballgame...and those who have never made the leap.”

Keeping score is really great fun and gives you a deeper sense of the game. It simply keeps you in the game in a way nothing else could; you become a part of the game’s flow.

There are many reasons to keep score, but the main purpose is to provide a simple record of the game that can be easily followed even by those who were not present at the game.

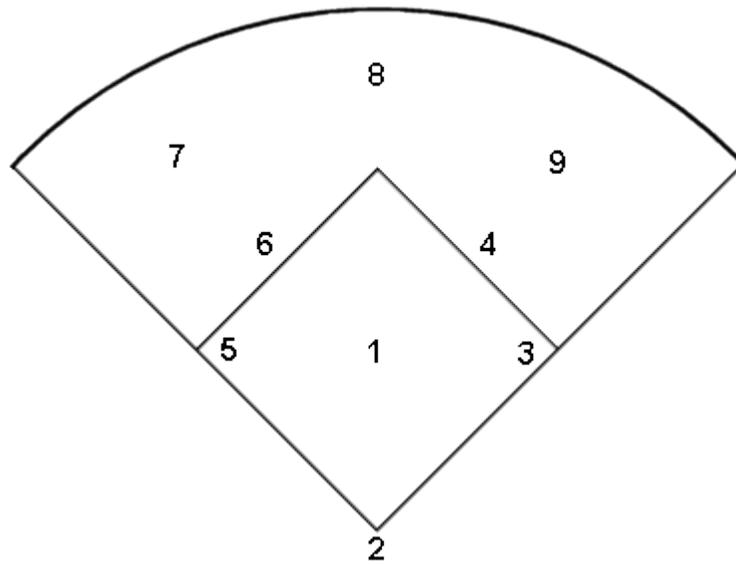
First off you need the abbreviations for the terms used in baseball.

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:

The Numbering of the Diamond

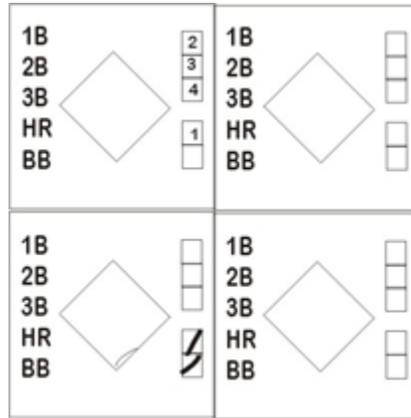


Number Designations

- 1** – Pitcher
- 2** – Catcher
- 3** – First Base
- 4** – Second Base
- 5** – Third Base
- 6** – Short Stop
- 7** – Left Field
- 8** – Center Field
- 9** – Right Field

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.

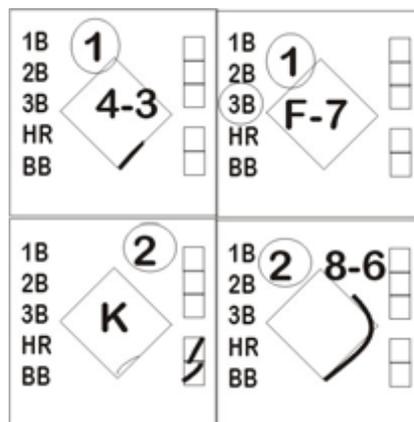


To score a ball or strike, put a line, number, or color in the little squares or circles.

Using the numbering of the pitches could be useful to a manager.

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.

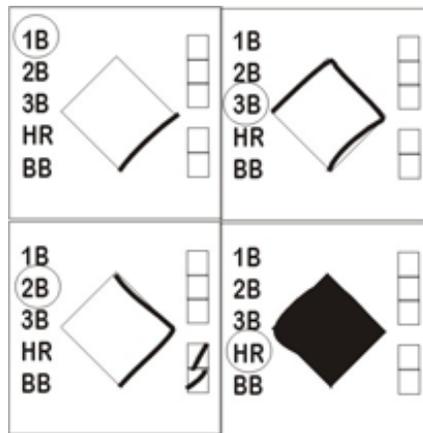


Scoring Hits

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.

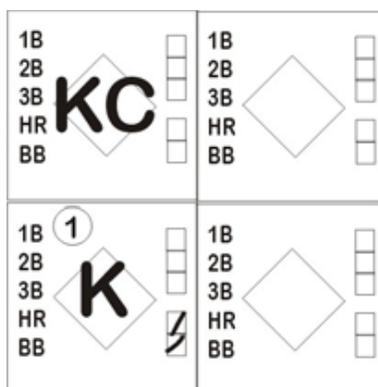
Scoring a walk is the same as scoring a hit just circle the “**BB**” in the particular box and draw a line showing the player at first base. A walk or (Base on Balls) is recorded the same as a hit. When a batter walks you circle the **BB** in the side column and draw a line to first base. Be sure to 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

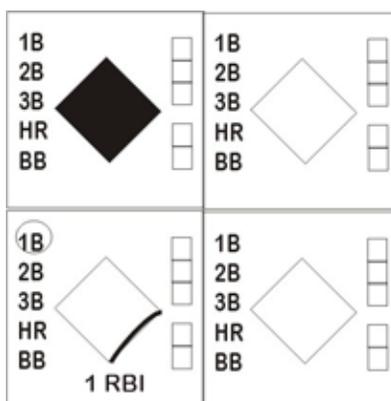
There are 4 ways to score a strikeout. The first is to mark a “**K**” in the scoring box if the player struck out by swinging the bat. A “**KS**” can also be used to score a strikeout swinging.

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 “**Ⓚ**”.



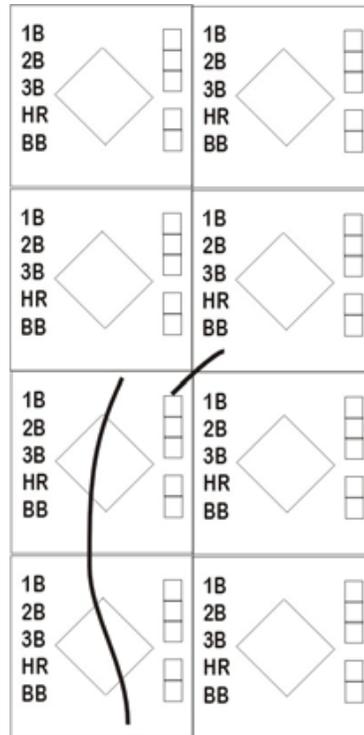
Scoring Runs and RBI's

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 **RBI**s while others need to have the **RBI** written in.



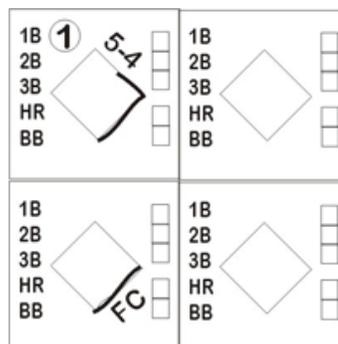
Marking the End of an Inning

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.



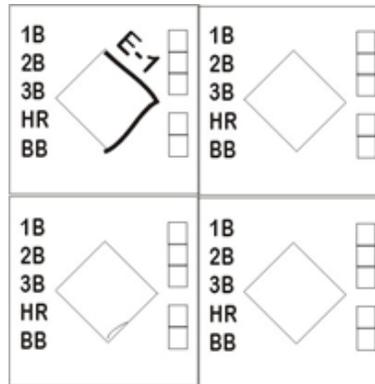
Fielder's Choice

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.



Errors

To score an error (**E**) the error is marked where in the course of the play the error occurred. For instance, imagine a batter hits the ball to the pitcher, the pitcher throws the ball over the first baseman's head, and the runner advances to second base. In this scenario, the error should be recorded next to the line that would indicate the runner going to second.



Passed Balls and Wild Pitches

A passed ball (**PB**) is any ball thrown by the pitcher that the catcher drops or misses that should have been routinely caught. A runner must advance from one of the bases to score the passed ball. "**PB**" is then written on the line that shows the runner advancing to the next base.

A wild pitch (**WP**), is a ball that either bounces before it reaches the plate or a ball that is thrown by the pitcher, and leaves the catcher with little or no chance to catch it. A **WP** is scored the same as a **PB** except it is denoted as "**WP**" instead.

