

Scorekeeping Reminders

1. Always put our team on the bottom page. List the opponent, location & date on the top page.
2. Get first names of the other team and list positions.
3. Use the 10th slot for the player being DH-ed for (the one who doesn't bat).
4. Use the 11th slot to mark the number of runs scored each inning.
5. Use numbered positions: 1=pitcher, 2=catcher, 3=1B, 4=2B, 5=3B, 6=SS, 7=LF, 8=CF, 9=RF, DH=designated hitter, PR=pinch runner, CR=courtesy runner.
6. Mark all substitutions clearly, including position changes. Use a vertical line to mark when a new player enters the game. Use a horizontal line to indicate when a new pitcher is brought in. Include pinch runners & courtesy runners (note which innings they run).
7. Indicate how each batter/runner advances to each base, as appropriate, on sides of diamond.
8. When a runner scores, darken the diamond. If run is unearned, mark a vertical line up from second base on the diamond. To determine if a run is earned, reconstruct the inning without errors, PB & INT, and if runs still would have scored, they are earned.
9. When a batter/runner is put out, mark the number of the out & circle it;
 - a. for strikeouts, use "K" for swinging and " " for looking;
 - b. for any pop, fly, or line out, use "F-position # of player making the catch";
 - c. when a runner is forced out or tagged out, use "position # of player(s) making assist - position # of player making putout" (e.g. 6-3 for SS to 1B);
 - d. if no assist on play, use "position #-UA" (e.g. 3UA for 1B stepping on first).
 - e. if a runner is put out, mark the play & out in his box; mark "FC" for batter if appropriate.
10. Indicate **runs batted in** for each at bat, if any.
11. For double plays, indicate by drawing a line connecting the two boxes marked "DP".
12. At the end of an inning, draw a 45° line on the lower right hand corner of the box of the last player to complete his at-bat. If a team bats around, continue in the next inning; renumber the following innings. Never put two innings in the same column. Total up runs, hits, errors & LOB.
13. It is a sacrifice fly only if a run scores.
14. No at-bats for BB, HBP, Sac, SF, INT
15. No RBI for WP, PB, DP, or an E unless the run would have scored without the error.
16. No assist to pitcher for strikeout.
17. WP = anything the catcher cannot catch with normal effort (anything in dirt), not PB.
18. A player does not have to touch a ball to get an error. Mental mistakes are not errors.
19. Do not mark totals unless asked to by a coach.
20. If you are unsure about anything, ask a coach.

Symbols:

1B = single	2B = double	3B = triple
HR = home run	HBP = hit by pitch	BB = base on balls
Sac = sacrifice	SF = sacrifice fly	SB = stolen base
CS = caught stealing	E = error	K = strikeout
RBI = run batted in	FC = fielder's choice	R = run scored
AB = at-bat	PO = put-out	A = assist
DP = double play	LOB = left on base	INT = interference
WP = wild pitch	PB = passed ball	

Pitching Chart

1. In each column, mark only one pitch with the number of the type of pitch thrown.
2. Keep a running pitch count marked in each at-bat.
3. Mark the direction & type of each fair ball hit. Use dashed line for grounders, straight line for line drives, curve for fly balls & loop/hook for pop-ups. Use the box as a diamond.
4. Do scorekeeping also, but do not shift columns for innings; mark with a solid line.
5. Notes on the batter: first name, L/R, #, speed, strengths/weaknesses, pitch location, etc...
6. Note date, location, weather conditions, umpires, etc.

Keep all charts & books neat & dry!!