Little League
Official District
California 53

Scorekeeping Basics

An illustrated Guide for Beginners

Presented by

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New Scorekeepers:
Learn to keep score....quickly and correctly!

Experienced Scorekeepers:
Use this workbook as a tune-up for the season and a handy reference!

Coaches:
Don't ask parents to keep score without giving them this valuable, self-teaching aid!

CHAPTER 1
Getting Started

Welcome to this introduction to scorekeeping. Read the material. Work through the examples. When done, you'll be ready for the season!

Many scorebooks claim there are lots of scorekeeping styles. That's not true. There isn't that much variation. This book teaches a system that will put you in the mainstream.

Not all scoring situations are covered here. But there is enough instructional material to take you from novice status to being a good scorekeeper.

THE 50%/80% RULE

Learn and practice the scoring system described here. After one season, your skills will exceed those of 50% of all scorekeepers; after three seasons, at least 80%.

YOUR TOOLS

Only two are essential:

*Two pencils with erasers. Mechanical pencils with 0.5mm lead work great. NO PENS!!!
*A scorebook. Choose it carefully, since you will spend 30 to 50 hours using it in a typical season.

You may also want to bring along a clipboard (or clips to keep pages of the scorebook from catching in the wind) and a reference source such as the official baseball rules or _The Scorekeeper's Friend._ Most sporting goods stores carry the rulebook. The Scorekeeper's Friend, by Bill Glasco, can be obtained by sending a check for $8.00 to the author at P.O Box 520241, Independence, MO 64052.

MEET A SCORESHEET

Many different scoresheets are in use. Here we survey the Gametime Basic scoresheet, which is used throughout this workbook. See the opposite page (actual size is 11"x17").

On the Gametime scoresheet, **both teams are scored on the same page.** The visiting team, which bats first, gets listed on the left-hand side. The home team goes on the right. Note the words "Top" and "Bottom" in the corners. These words refer to halves of an inning.

Other information at the top of the scoresheet includes team names, date, field name, umpires, and game time. Most of this information gets recorded before the game starts.

Many leagues operate with a time limit. If so, the head umpire usually calls out the official game time after the first pitch. Record the exact time on your scoresheet. If the umpire forgets, a reminder is in order. The official scorekeeper is usually responsible for keeping the exact game time.

Next comes the column headings. Space is provided to record the uniform number, player name, position designation, and inning in which the player enters the game (left blank for starters). The position designation is usually made by the standard numbering system shown at the center of the bottom of the scoresheet, as follows:

POSITION	NUMBER
Pitcher	1
Catcher	2
First Baseman	3
Second Baseman	4
Third Baseman	5
Shortstop	6
Left Fielder	7
Center Fielder	8
Right Fielder	9
Rover	10

The numbered column headings indicate innings 1 through 9. The final column headings are abbreviations for official at bats (ab), runs (r) and hits (h), which can be used to summarize after the game.

Each position in the batting order has lines for the starter and two substitutes. There are twelve available spaces in the batting order.

You normally will not have twelve batters in the lineup. Some scorekeepers use the extra space to list names and uniform numbers of substitutes for convenient reference while the game is in progress.

The scoring box is discussed in its own section, so let's move to the bottom of the scoresheet.

At the end of each half inning, record the number of runs scored (white triangle) and hits (shaded triangle). In the first inning, the same numbers go in the row labeled "This Inning" and in "Game Total." In later innings, add the This Inning amounts to the Game Total amounts for the previous inning to get the Game Total amounts for the current inning, as shown below:

Illustration 1:
First inning produces 1 run on 3 hits. Second inning yields 4 runs on 6 hits.

Your tour of the Gametime Basic scoresheet is finished - except for the most important part!

THE SCORING BOX

Here's your pallet. Look at the pre-printed features (illustration 2). A light diamond aids in tracking progress along the basepaths. Other features include circles to indicate balls (bottom) and strikes (top), a box to record outs and space to mark runs batted in. Finally, hits, walks (base on balls), hit by pitch (HP) and sacrifices are pre-designated for your convenience. Circle or cross through the symbol when the event occurs.

Ample space is provided for other notations. Gametime's scoring box is larger than most.

Illustration 2:

Here's an enlarged view of a Gametime scoring box. The box on the right shows the scoring for a batter who got a double to right field on a two ball, one strike count, driving in one run.

SCOREKEEPING SYMBOLS

Standard symbols let you pack a lot of information into a small space. We have already covered the numbers for defensive positions (page 3). Other symbols are listed below and again on the last page of this workbook. Common alternative notations are shown in parentheses. These symbols will become second nature to you after just a few games.

Assist=**A**	Fielder's Choice = **FC**	Run Batted In = **RBI**
Balk=**BK**	Foul Flyout =**f**	Sacrifice Bunt = **SAC**
Base on Balls (or Walk)=**BB (W)**	Hit by Pitch = **HBP (HP)**	Sacrifice Fly = **SF (fSF if foul)**
Bunt=**Bt**	Homerun = **HR**	Single = **1B (S)**
Caught (Out) Stealing=**CS (OS)**	Infield Fly = **IF**	Stolen Base = **SB**
Designated Hitter=**DH**	Intentional Walk = **IBB (IW)**	Strikeout =**K**
Double-**2B (D)**	Interference = **Int**	Strikeout on Fouled Bunt Attempt- **KBt**
Error Fielding = **E**	Obstruction = **Obs**	Triple = **3B (T)**
Error Throwing = **ETh**	Passed Ball = **PB**	Unassisted = **U**
Fair Flyout = **F**	Putout = **PO**	Wild Pitch = **WP**

Now, on to the action!

CHAPTER 2
Pre-Game, the Basic Flow, and Handling Substitutions

PRE-GAME

Your work begins 20 to 30 minutes before the scheduled game time. Record the basic data that is relevant to your situation: team names (designated as visitor and home), date, field, and perhaps the umpires' names and/or your name. **Be sure to list the visiting team on the left and the home team on the right.**

Next comes the lineups, which are furnished by each team. In the proper batting order, record the first and last name of each starting player, his/her uniform number and fielding position (using the numbering system on page 3). Get the complete names and uniform numbers of all substitutes.

Get the name spellings correct! Clarify with the other team's manager or scorekeeper as needed - especially if the scoresheet may be used as a source for newspaper game summaries.

THE BASIC FLOW

The visiting team bats first. Score the action for each batter and base runner until the half inning ends. Then do the following things:

1. Designate the end of the half inning by marking a small diagonal line in the lower right hand corner of the scoring box for the last person to complete his/her turn at bat (illustration 3). Note: If the third out is made on a base runner while a batter is at the plate, that batter will lead off in the next inning with a fresh ball and strike count.

2. You may also want to draw a line through the remainder of the scoring boxes (in that column) for batting positions below that of the last batter to complete his or her turn at bat (illustration 3). This will prevent you from accidentally starting your scoring in this same column when this team comes to bat again. You move over one column each time a team begins to bat in an inning.

3. Record the run and hit counts for the half-inning and cumulative game totals in the spaces provided at the bottom of the column (illustration 3).

4. Now scoot your attention over to the other team for the next half-inning of play!

Illustration 3. The half-inning ends.

The last out.

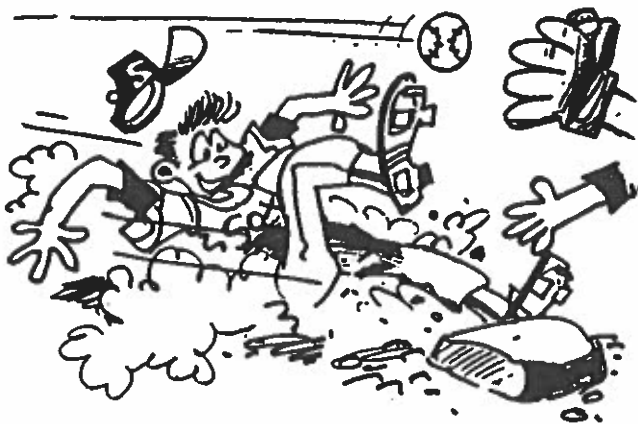Some scorers line through remaining boxes in that column.

No runs, one hit for the inning which brings game totals to 3 runs, 6 hits.

When a team **"bats around,"** the following steps are appropriate:

1. Draw an arrow to show where the scoring will occur for the second plate appearance of the person who led off the inning (illustration 4).

2. Mark through the pre-printed number heading of the new column and pencil in the correct inning number. Do the same thing for subsequent innings (illustration 4). This should be done for the team at bat only.

3. Draw an arrow through the run and hit summaries at the bottom of the column in which all players batted (illustration 4)

Illustration 4.

The team bats around. The person hitting second led off the third inning with a home run. Now, he or she is coming up again in the same inning.

SUBSTITUTIONS

Maybe you will be lucky and keep score in a "rotational" league in which all players on the roster bat in one particular order for the whole game. If not, tracking substitutions will be an important part of your job. Remember two key things - mark the change clearly and make sure each substitute is in the right batting position.

When a player enters on OFFENSE (pinch hitter, pinch runner), he/she bats in the position in the batting order that was occupied by the person who is being replaced.

When players change defensive positions **but no new player enters the game**, the batting order is unchanged. For example, the pitcher and shortstop may trade positions. This does not affect the batting order. You would simply note the position changes (illustration 5).

Illustration 5:
Players Downs and Forge switch positions in the bottom of the fourth. The batting order is unchanged.

No	Players	Pos	Inn
23	Gregg Downs	6	
		1	/4

14	Jason Forge	1	
		6	/4

When **one** player enters the game on DEFENSE, he/she will take the position in the batting order of the player being replaced. **However, when two or more players enter the game** on defense at the same time, the team's manager gets to designate the order in which the substitutes will bat among the batting slots vacated by the replaced players (illustration 6).

24	Ryan Hanna	3	
9	Brett Reinhard	1	3/

2	Andrew Shoaf	1	
21	Andy Zuber	3	3/

Illustration 6:
Two substitutions are made to start the third inning. The coach designates the batting order for the substitutes among the slots opened up by players leaving the game. Here the person subbing in at first base, Zuber, bats in the position where the starting pitcher, Shoaf, had batted. The starting first baseman, Hanna, is replaced by a person who goes in to pitch.

Suppose the substitutes have been announced and you know the positions in the lineup they will bat. Here are some suggestions for recording this information:

1. Record the half-inning in which the change occurs alongside the player's name in the batting lineup. Denote the position the substitute will play, or the new position of a player who was already in the lineup. By "half-inning," I mean "top of the fourth" (T-4 or 4/) "bottom of the second" (B-2 or /2) etc. Mark pinch runners with the half-inning notation and "PR" as well. See illustrations 5 through 7.

7

Illustration 7:
Hale pinch runs for Boeh and then goes in to play defensively.

16	Melinda Boeh		7	
22	Barb Hale	PR/5	7	6/

2. Mark a bold line through the right hand side of the scoring box of the player being replaced in the inning column in which the change occurs (illustration 8). This makes it easy for someone reviewing the scoresheet later to see when the substitutes batted.

			1	2	3	4
8	Seth Martin	4				
17	Bryan Beltz	4 / 3				

Illustration 8:
The visiting team substitutes Beltz for Martin in the leadoff position in the batting order. The shaded line aids in seeing when each player batted.

3. When a pitching change is made, mark the substitution in the lineup just as you normally do. In addition, show the pitching change at the top of the scoring box for the first batter the relief pitcher faces (i.e. on the other team's half of the scoresheet). Do this by drawing a bold line at the top of the scoring box and recording "NP" (for new pitcher) and the uniform number of the new pitcher. This helps in later identifying the exact situation (outs, runners, etc.) when the change was made. See illustration 9.

Last batter old pitcher faced.

First batter new pitcher faces.

Illustration 9:
A new pitcher with a uniform number 21 enters the game. The pitching change is noted at the top of the scoring box for the first batter he/she faces (i.e. on the opposite side of the scoresheet from where the substitution is shown by name, etc.)

CHAPTER 3
Recording the Action!

WHEN ALL ELSE FAILS . . .

Now you're ready to practice scoring some plays. We'll go slowly. Unfortunately, the game doesn't always go that way! Sometimes the pace gets hectic and you may fall behind. If so, remember there are two essentials to track - OUTS and RUNS. Keeping tabs on these will maintain your membership in the Royal Order of Scorekeepers.

Confirm the score with the other team's scorekeeper periodically. In high scoring affairs, check as often as every half-inning. Also ask about the out count in the midst of an inning if you have any doubts.

F LY OUTS, GROUND OUTS, STRIKEOUTS

Here's how to handle these basic outs:

Fly outs: Simply record an "F," for fly out, and the position number (page 3) of the player making the catch. Suppose it's the center fielder. You record "F8" in the batter's scoring box (illustration 10).

When a fly ball out is made and a runner tags up and scores on the play, the out is a SACRIFICE FLY. Record the play like a fly out but mark "SF" instead of "F." A sacrifice fly to right field is noted as "SF9." The runner who tags up and advances must score for the fly out to count as a sacrifice fly. A sacrifice out (fly out or bunt) does not count as an at bat for the batter's batting average.
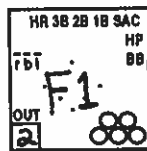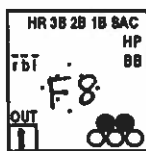

Illustration 10:
Scoring for two fly outs; one to center field and the other to the pitcher.

Ground outs: Most of the time, a ground out involves two players - the one who fields and throws the ball, and the person receiving the throw and tagging a base or runner for the out. To record the play, mark the position numbers of the two players involved in the order in which they participated. Example: it's a one-hopper back to the pitcher, who throws to the first baseman for the out. Record "1-3" in the hitter's scoring box. (See illustration 11 for other examples).
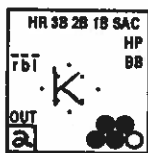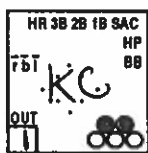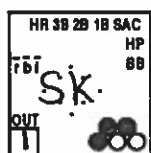
Illustration 11:
Scoring for two ground outs. One out is from the shortstop to first base; the other is from the second baseman to first base.
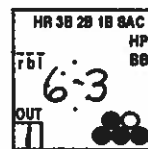
Sometimes a player fields the grounder and records the out without help from another player. The fielder was **unassisted** in making the play. Record the out by writing the fielder's position number followed by a "U" (for unassisted). Example: First baseman fields a ground ball and steps on first for the out ("3U").

Strikeouts: Mark a strikeout with a "K". If you want, you can distinguish between a swinging third strike (SK) and a called third strike (KC) (illustration 12). Note: When the **catcher drops a third strike** and the batter reaches base, the pitcher and batter still get credit for a strikeout. Score the batter's advance to first base as a passed ball or wild pitch, as appropriate (see page 13). Also, when a batter is called out for **bunting foul** after already having two strikes, score the play as a strikeout. You can use the symbol KBt to show a fouled bunt was involved.
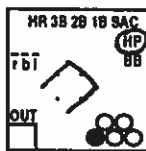
Illustration 12:
A whiff (swinging third strike), "caught looking" (called third strike) and a plain old strikeout (swinging or called third strike not specified).

SOMEONE GETS ON BASE

So far, we haven't had any runners. Here are some basic instructions for keeping tabs on someone who does reach base:

1. Trace the runner's progress along the base path provided in the scoring box. (illustration 13a.).
2. When a batter reaches base, record all scoring for that batter/runner outside the pre-printed diamond (at least until the batter/runner is put out) (illustration 13b.).
3. **When a runner scores**, shade the entire diamond to highlight this fact. This is customary among scorekeepers and makes it easy to count the runs in an inning or in the game (illustration 13c.).
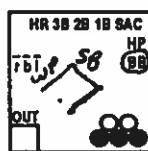
13a.　　　　**13b.**　　　　**13c.**

Illustration 13:

a. Here the batter is hit by a pitch, then advances to third by action of the next batter.

b. A batter walks, steals second, and gets to third on a wild pitch. Mark his/her progress along the basepath and write any scoring notations **outside** the pre-printed diamond.

c. A run scores!

WALK, HIT BY PITCH, HITS

When a batter receives a **base on balls** (walk) or is **hit by a pitch**, simply circle the pre-printed abbreviation in the scoring box (see illustrations 13a. and 13b.).

Do the same thing for hits. Additionally, draw a line to indicate the direction of the hit (illustration 14). If a **bunt single** occurs, mark the hit and record **"Bt"** along the first base line (illustration 14d.).

Illustration 14: Hits, hits, hits. They're easy!
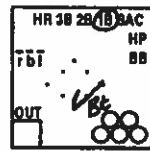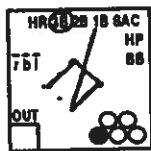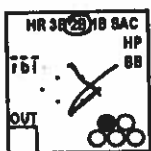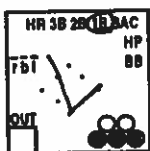
a. Single to left   **b.** Double to right   **c.** Triple to right-center   **d.** Bunt single!
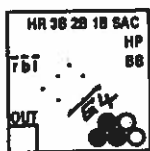
ERRORS

There are two aspects to scoring errors. One is properly recording the error. The other (and tougher) is judging when an error has occurred.

It helps to distinguish between fielding and throwing errors. A fielding error is shown by an "E" followed by the fielder's position number. Suppose the second sacker botches an easy grounder. Record the "E4" misplay as shown in illustration 15a. A routine fly dropped by the left fielder is shown in the next illustration.

Record a throwing error the same way except add "Th" at the end (illustrations 15c. & 15d.).

Illustration 15: Errors galore!
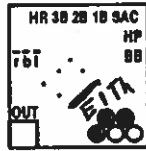   a. Muff by the 2nd baseman
    b. The left fielder drops one he/she should have had
    c. Pitcher fields grounder, but overthrows first base. Batter-runner gets to first base
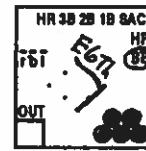   d. Runner, who got on by a walk, gets to 2nd when the shortstop overthrows on attempted force out
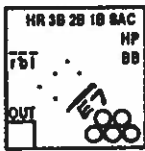
    a.   **b.**   **c.**   **d.**

Judging whether an error has occurred is more difficult. It's the scorekeeper's job to make the call. Good judgement comes with experience, but here are some tips:

1. The official rule book states an error should be charged when a misplay occurs on a play that should have been handled with **"ordinary effort."** This is where your judgement is required. You have to gauge what constitutes ordinary effort. It varies with age and the caliber of competition. Seek input from others until you are comfortable in making these judgement calls.

2. **An error can occur on an untouched batted ball.** For example, a misjudged fly ball may elude the fielder's mitt. Again, you are to determine whether the play should have been made (and an out recorded) with ordinary effort.

3. It may be inappropriate to charge an error when extraordinary effort allows a fielder to put a glove on the ball, but not field it cleanly.

4. **Do not charge an error for a mental mistake!**

5. Do not charge an error simply for slow handling of the ball.

6. Do not charge the **catcher** with an error for a poor throw on an attempted steal unless that runner (or another runner) advances one or more bases as a result of the bad throw.

7. Do not charge an error on a bad throw when, in your judgement, the runner would not have been put out by a good throw. (Charge an error in this case only if the bad throw allows this runner or another runner to advance one or more bases).

8. Do not charge an error on a mishandled ball (hit or thrown) when the fielder recovers in time to record a force out at any base. Example: Runner on first, second baseman muffs a grounder that looks like a "sure double play ball," but still manages to get a force out at first base (or second base).

9. Wild pitches and passed balls do not get counted as errors.

FIELDER'S CHOICE

Fielder's choice (FC) is a term used to account for the advance of a runner that results from a fielder's attempt to put out a preceding runner. Example: With a runner on first base, the batter hits a grounder to the third baseman. The fielder elects to throw to second base to try to put out the runner from first. If the batter reaches first base safely, score it as a fielder's choice "FC."

Illustration 16:
A batter, who could have been put out, reaches base because the defense attempted (successfully or not) to put out a preceding runner.
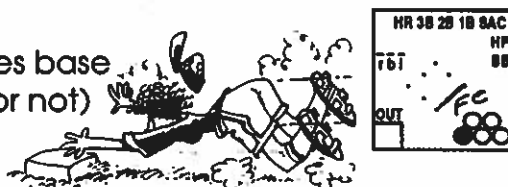
SACRIFICES

There are two - and only two - kinds of sacrifices. One is a sacrifice bunt (SAC). The other is a sacrifice fly (SF). A sacrifice results in a runner advancing a base and usually in the batter being put out. (Sometimes the batter reaches base safely and is still credited with a sacrifice). The batter is not charged with an "at bat" for a sacrifice, since he/she is willing to be put out to help advance or score a runner.

Never credit the batter with a sacrifice when there are already two outs. After all, it doesn't do the team any good for a batter to willingly make (or attempt to make) the third out!

A sacrifice bunt (SAC) occurs when a batter advances a runner by a bunt and is put out at first base (or would have been put out except for an error). Score the batter's effort as in illustration 17a. Still credit a sacrifice if the defense tries to put out a preceding runner but is too late on the play.

When the batter's bunt is so good that he/she "beats it out", credit the batter with a bunt single rather than a sacrifice (see illustration 17b).

Suppose there is a runner on first with no outs. The batter hits a grounder to the first baseman, who elects to make the putout at first base. The batter is out, the runner advances to second. Isn't the batter's effort just as good as a sacrifice? Yes. So let's just score it as a sacrifice, okay? No, no, no!

Scoring related to bunts occasionally gets more complicated. We have covered the most common situations here. The Scorekeeper's Friend has more discussion on this topic.

A sacrifice fly (SF) occurs when a runner scores after the catch of a fly ball. The runner must score, not just advance a base (e.g., from second to third). Score the batter's effort by marking "SF" followed by the number of the player making the catch. Also mark the pre-printed "SAC" in the scoring box and credit the run batted in (RBI). See illustration 17c.

Illustration 17: Scoring for Sacrifices
- a. Sacrifice bunt
- b. Attempted sacrifice bunt (turns out to be a hit)
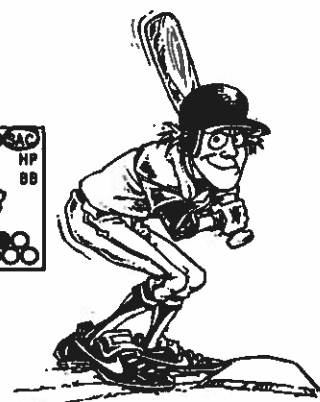- c. Sacrifice fly to center field
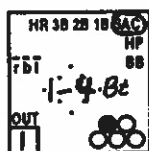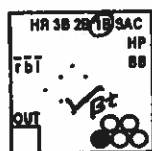
a. b. c.

WILD PITCH, PASSED BALL

These terms apply to a pitch that is dropped (or completely missed) by the catcher and permits a runner to advance a base. Like judging an error, the concept of "ordinary effort" applies to scoring an escaped pitch as a wild pitch (WP) or a passed ball (PB). If you judge

the catcher should have handled the pitch but didn't, he/she gets the "blame" and the runner's advance is scored as a passed ball. Mark "PB" along the outside of the pre-printed baseline to account for the runner's movement (illustration 18a).

Suppose the escaped pitch could only have been handled with extraordinary effort on the catcher's part. Then score a wild pitch. Mark "WP" along the baseline as just described for a passed ball situation (illustration 18b).

Illustration 18: A pitch gets away!
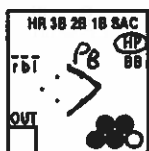

a. Passed Ball
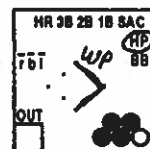
b. Wild Pitch

Do not charge a wild pitch or passed ball unless a runner advances a base. Also, a wild pitch or passed ball does not count as an error.

STOLEN BASE, CAUGHT STEALING

When a runner advances by a stolen base, simply mark an "SB" outside the pre-printed baseline as in illustration 19a. The action of stealing a base is familiar to about everyone. Still, here are a few tips on stolen base situations:

1. When a runner attempts to steal and the **catcher makes a wild throw**, credit a stolen base. This is true even if it looks like a good throw would have retired the runner. Charge the catcher with an error **only if** the runner (or another runner) advances an additional base due to the bad throw.

2. When your judgement says a runner attempting to steal a base would have been put out except for a **dropped accurate throw**, do not credit a stolen base. Charge the fielder with an error (illustration 19c).

3. When a runner gets **"picked off"** but makes it safely to the next base without aid of an error, credit a stolen base.

When a runner is put out attempting to steal, record "CS" and designate the defensive players who made the throw and catch (illustration 19b.).
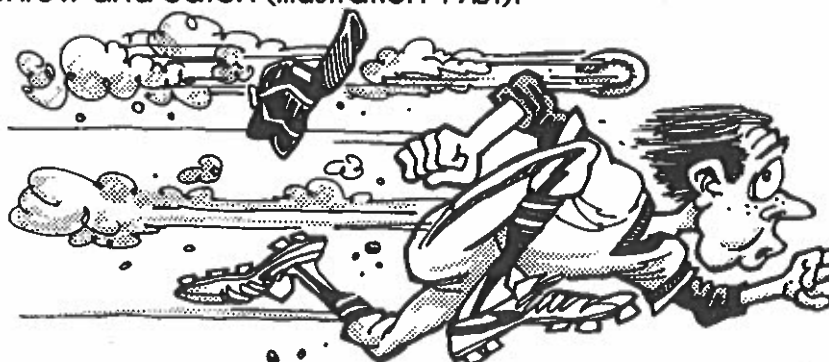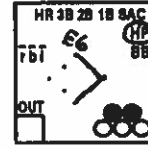
Illustration 19: Stolen base attempts
    a. Runner steals second...
    b. But gets thrown out trying to steal third!
    c. Runner tries to steal. Looks like an out, but shortstop drops accurate throw.

a.   b.   c.

SPECIAL THIRD OUT SITUATIONS

1. **Suppose a runner from third base crosses the plate about the same time the third out is recorded on another runner. Does the run count?**

   If the third out is a **forceout**, the run does not count. It does not matter whether the runner from third crosses the plate before or after the forceout is recorded. The most common example is a routine groundout that is recorded as the runner advances from third.

   If the third out is a **"tag" out**, you, or oftentimes the umpire, must judge whether the runner from third crossed the plate before the out was recorded. If so, score the run!

2. **Sometimes the third out is made on the basepath after one or more pitches have been made to the batter at the plate.** (For example, a runner is picked off or caught stealing). When this happens, that same batter leads off in the next inning with a no ball, no strike count.

THINGS NOT COVERED

This workbook covers the essentials, but it is not an encyclopedia. Among things not covered are balks, interference, obstruction, batting out of turn, double plays, "hotboxes," tracking a runners' progress on the basepaths, and batting/fielding statistics. Other situations not addressed involve determining the value of base hits when a batter is called out for missing a base after making a safe hit, or overslides a base and is put out, or advances one or more bases when the defensive team tries to put out a preceding runner. You can read about these in The Scorekeeper's Friend. Or, you can learn from other scorekeepers.

CHAPTER 4
It's Your Turn--Scoring Practice

Now, you get to go to work. The next several pages let you apply the 'building blocks' discussed earlier to score several series of plays.

No new material is covered. What's new is that you are scoring several plays in a row. When a batter reaches base, you record that action. But that may not be all. You also have to record subsequent action by that batter (now a runner). You track the runner until he/she is put out, scores, or the inning ends. Scorekeeping builds.

Here's how the practice pages work. Each page has blank scoring boxes for you to fill in. The page also shows model answers based on the instructions given earlier in this workbook. Cover up the model answers while you practice scoring the plays.

Each set of plays covers the action of four batters: Andes, Barker, Cramer, and Davidson. Assume Andes is the lead off batter each time. First record what happens when Andes is at the plate. (Balls and strikes are not recorded in these illustrations).

Next, read the description of what happens when Barker is at bat. Sometimes Andes advances a base or is put out while Barker is at bat or as a result of Barker putting the ball in play. In that case, go back to Andes' scoring box and mark the action that applies to Andes (illustration 20). Also score the plays that apply to Barker. Likewise for Cramer and Davidson.

Illustration 20: Here's what Andes' scoring box looks like --
- a. After he bats (he walked)
- b. After Barker bats (Andes steals second, then goes to third as Barker grounds out).
- c. After Cramer bats (Andes is still on third).
- d. After Davidson bats (Andes scores when Davidson gets a hit).
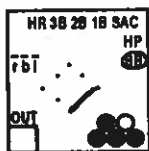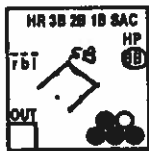
a.   b.   c.   d.

The "model scoring" shows how the scoring box should look after all four batters have been to the plate (i.e., as in illustration 20d).

Good Luck!

Batter	Action While at Bat	Your Scoring	Model Scoring
ANDES	Walks		
BARKER	Flies out to center field		F8
CRAMER	Singles to right field. Andes goes to third.		
DAVIDSON	Grounds out to pitcher		1-3

SERIES 2

Batter	Action While at Bat	Your Scoring	Model Scoring
ANDES	Pops up to second baseman		F4
BARKER	Gets hit by a pitch		
CRAMER	Hits ground ball to shortstop, who errors it. Barker goes to second.		E6
DAVIDSON	Singles to left field, scoring Barker. Cramer goes to second base.		

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Grounds out to third baseman		5-3
BARKER	Doubles to left-center field		
CRAMER	Barker is thrown out trying to steal third. Cramer is hit by a pitch.		
DAVIDSON	Grounds out to first baseman (unassisted) to end the inning		3U

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Doubles to right field		
BARKER	Sacrifice bunt along third base line. Barker is thrown out at first. Andes advances to third.		5-3
CRAMER	Hits sacrifice fly to center field. Andes scores.		SF8
DAVIDSON	Pops up to catcher to end the inning		F2

SERIES 5

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Beats out a bunt along first base line		
BARKER	Walks. Andes goes to second base.		
CRAMER	Hits grounder to third baseman who tags third base to force out Andes. Other runners are safe.		
DAVIDSON	Strikes out "looking"		

SERIES 6

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Triples to right center field		
BARKER	Grounds out to second base with Andes scoring from third		
CRAMER	Hits line drive that is caught by first baseman		
DAVIDSON	Singles to center field. The ball rolls between the center fielders' legs and Davidson gets to second base.		

SERIES 7

Batter	Action While at Bat	Your Scoring	Model Scoring
ANDES	Singles to center field		
BARKER	Andes to second as Barker bunts. Pitcher fields ball, looks atAndes advancing to third; holds ball. Barker safe at first.		
CRAMER	Cramer triples to right, scoring Andes and Barker.		
DAVIDSON	Grounds out to shortstop		

SERIES 8

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Hits one-hop grounder to pitcher, who fields cleanly but overthrows first. Andes goes to second base.		
BARKER	Hits line drive caught by Second baseman		
CRAMER	Flies out deep to right field. Andes advances to third after the catch.		
DAVIDSON	Singles to left field, scoring Andes		

SERIES 9

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Strikes out swinging		SK
BARKER	Hits easy fly ball to center fielder, who drops it. Barker safe at first.		9-5 E8
CRAMER	Singles to right field. Barker is thrown out trying to advance to third. Throw was from right fielder to third baseman.		P8
DAVIDSON	Cramer advances to second on passed ball. Davidson scores Cramer with a double down the left field line.		

SERIES 10

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Hits ground ball to pitcher, but reaches first when good throw is dropped.		5-4 E3
BARKER	Hits ground ball to third base-man, who throws to second base to force out Andes. Barker is safe at first.		FC
CRAMER	Barker steals second base. Cramer flies out to right field.		F9
DAVIDSON	Homerun! Barker scores, too.		

SERIES 11

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Flys out to left fielder		F 7
BARKER	Strikes out swinging. Catcher misses the ball and Barker reaches first base safely.		4-6 SK(e2) 2
CRAMER	Hits grounder to second base-man who throws to second base (shortstop covering) to force out Barker. Cramer safe at first base.		FC
DAVIDSON	Called out on strikes		KC 3

SERIES 12

Batter	Action While At Bat	Your Scoring	Model Scoring
ANDES	Bunts. Catcher fields the ball and throws out Andes.		2-3 Bt
BARKER	Beats out a ground ball to deep shortstop for a single		SB
CRAMER	Barker steals second. Cramer grounds out to third baseman. Barker stays at second.		5-3 2
DAVIDSON	Pops up to shortstop to end the Inning		F 6 3

INDEX

INDEX OF ILLUSTRATIONS

SCOREKEEPING SYMBOLS

Assist=**A**
Balk=**BK**
Base on Balls (or Walk)=**BB (W)**
Bunt=**Bt**
Caught (Out) Stealing=**CS (OS)**
Designated Hitter=**DH**
Double-**2B (D)**
Error Fielding = **E**
Error Throwing = **ETh**
Fair Flyout = **F**

Fielder's Choice = **FC**
Foul Flyout =**f**
Hit by Pitch = **HBP (HP)**
Homerun = **HR**
Infield Fly = **IF**
Intentional Walk = **IBB (IW)**
Interference = **Int**
Obstruction = **Obs**
Passed Ball = **PB**
Putout = **PO**

Run Batted In = **RBI**
Sacrifice Bunt = **SAC**
Sacrifice Fly = **SF (fSF if foul)**
Single = **1B (S)**
Stolen Base = **SB**
Strikeout =**K**
Strikeout on Fouled Bunt Attempt= **KBt**
Triple = **3B (T)**
Unassisted = **U**
Wild Pitch = **WP**

Standard marks

Number of outs

Side retired

Indicates who made the error

RBI Credit to hitter

Popup

Batting around

Fill in for each run

Line every time the batter stops

New Pitcher

Foul ball tick marks

Denotes action and play

Circle or X out for hits and sacrifice

Substitution made

Line shows path of the ball

X Denotes out

Line Drive

HR	3B	2B	1B	SAC

HB
BB

RBI

OUT

2

HR	3B	2B	1B	SAC

HB
BB

2

RBI

F-B

OUT

HR	3B	2B	1B	SAC

HB
BB

RBI

E9

OUT

HR	3B	2B	1B	SAC

HB
BB

RBI

OUT

HR	3B	2B	1B	SAC

HB
BB

RBI

OUT

①③
②④

HR	3B	2B	1B	SAC

HB
BB

RBI

OUT

FC 4-1

HR	3B	2B	1B	SAC

HB
BB

RBI

OUT

HR	3B	2B	1B	SAC

HB
BB

RBI

X

OUT

HR	3B	2B	1B	SAC

HB
BB

RBI

9

F4

OUT

Little League -- Baseball Game Pitch Log

Team _____

Opponent _____

Date _____

			X	Cross out the number as that pitch is thrown.
			O	Circle the number for the last pitch thrown in each half-inning.

Pitcher's Name	Uniform Number	League Age	Pitch Count
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 / 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 / 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			(repeated grid)
			(repeated grid)
			(repeated grid)
			(repeated grid)
			(repeated grid)
			(repeated grid)
			(repeated grid)
			(repeated grid)
			(repeated grid)

Pitching eligibility varies by the league age of the pitcher, which is the pitcher's age as of May 1 of the current year. The pitching eligibility regulation is Regulation VI (see current rule book for details). A blank electronic version of this form is available for free download at www.littleleague.org.