A BASIC

HOW TO SCORE

BASEBALL MANUAL

2018

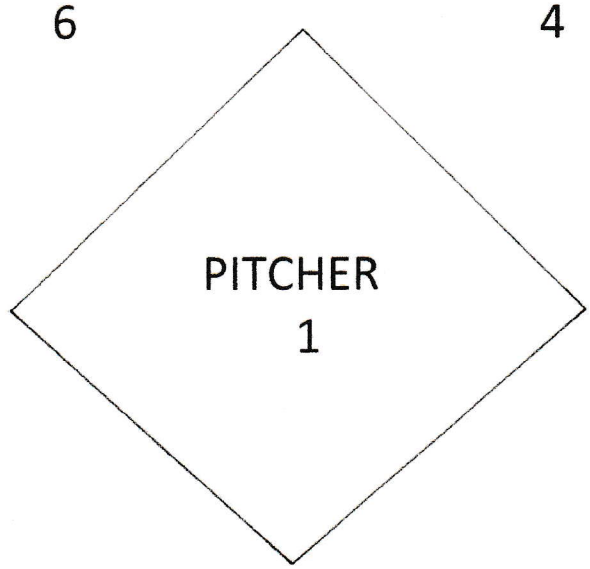
CENTRE FIELD
8

LEFT FIELD
7

RIGHT FIELD
9

SHORT STOP
6

2ND BASE
4



3RD BASE
5

PITCHER
1

1ST BASE
3

CATCHER
2

Legend for Scoring – Symbols and Colours

NOTE: Replace # with the field position number of the fielder(s) who actually made the play(s).
Replace * with the batter number.

RECOMMEND: All line-ups, game details and runs scored be written in black or blue pen.

LEAD PENCIL:

BOB #	Batting out of Box
BOO #	Batting out of Order
CS # - #	Caught Stealing a Base
PO # - #	Picked off a Base
F #	Caught Fly Ball
FF #	Caught Foul Fly Ball
FC #	Fielders Choice
HBB #	Hit by Batted Ball
IF #	Infield Fly
L #	Caught Line Drive
FL #	Caught Foul Line Drive
MB #	Missed Base
PPR #	Passing a Preceding Runner
UA #	Unassisted Put Out
# - #	Assisted Put Out
ROL #	Running Off Line
INT #	Offensive Interference
Sb *	Stolen Base

BALLS AND STRIKES:

.	Balls
C	Called strikes
S	Swinging strikes
F	Fouled off

RED PENCIL:

E# WT# etc	Error – decisive, UPPER CASE
e# wt# etc	Error – extra base, lower case
PB *	Passed Ball
INT 2	Defensive (Catcher) Interference
MF #	Muffed Fly
MFF #	Muffed Foul Fly
OBS #	Obstruction
Unearned Runs	Colour circle RED

BLUE PENCIL:

BB	Base on Balls
BLK *	Balk
Blue Line	Change of Pitcher (with highlighter)
HPB	Hit by Pitched Ball
K	Foul tip 3rd strike caught by catcher
K2	Batter swings on 3rd strike
KC	Batter watches 3rd strike
WP *	Wild Pitch
KWP	Batter swings on 3rd strike, safe at 1st on WP
S	Sacrifice (with F# or MF# for Sac Flies)
S	Sacrifice (with #-#***B*** or E#***B*** for Sac Bunts)

GREEN PENCIL:

Earned Runs	Colour circle GREEN
-	One base hit (single)
=	Two base hit (double)
≡	Three base hit (triple)
≣	Home run hit

ORANGE PENCIL:

End of Inning	⌐ drawn under last batter of inning
Double Plays	Λ & V through the 1st and 2nd out squares
Triple Plays	Λ & V through 1st, 2nd and 3rd out squares
Outs	Record 1 2 or 3 in circle

MIXED COLOURS:

KPB	3rd strike passed by catcher, safe on 1st
KE2	3rd strike errored by catcher, safe on 1st
K2-E3	3rd strike dropped by catcher, recovered but misfielded at 1st by first baseman
K2-3	3rd strike dropped by catcher, recovered by catcher and thrown out at 1st base
KWT2	3rd strike dropped by catcher, who throws wild to first base
K2 BTS	3rd strike bunted foul
KFC #	3rd strike, batter safe at 1st on play made at another base

Introduction

It is a requirement of Baseball Queensland Inc. that you use only approved scorebooks and line-up pads. These can be purchased from the Queensland Baseball Scorers committee members.

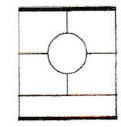
This manual has been compiled to give both the experienced and the new Scorer a basic guide from which to operate. It is hoped that this will assist in bringing about uniformity in scoring. It is strongly recommended that importance be placed on attentive observation of all plays during the game.

As new Scorers become more involved in scoring, you come to realise just how important it is to keep accurate records of all games. The Coach, the players, the spectators – everyone wants to know what happened. It is hoped the following is helpful and trust you enjoy learning. Who knows, maybe in time, wouldn't it be nice to become accredited and say to those around you "Hey, I've got my accreditation, have you?"

Remember, scoring is **FUN**, especially if you learn to do it right!!!

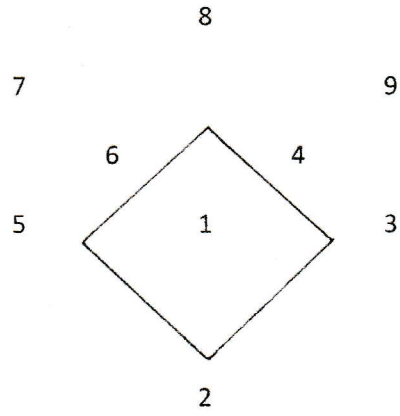
To Start

A scorebook is made up of squares which represent a plate appearance. The square is split into five sections, the round section being where we record runs scored and outs made. Each of the other sections represents a base, starting in the bottom right hand corner. This square represents 1st base, going anti-clockwise to 2nd base, 3rd base and home plate in the bottom left hand corner. All plays must be recorded in the squares relating to the base where the play was made.



Along the bottom of the square we have a section where balls, strikes and fouls are recorded. These are important when we come to do pitching figures at the end of every innings.

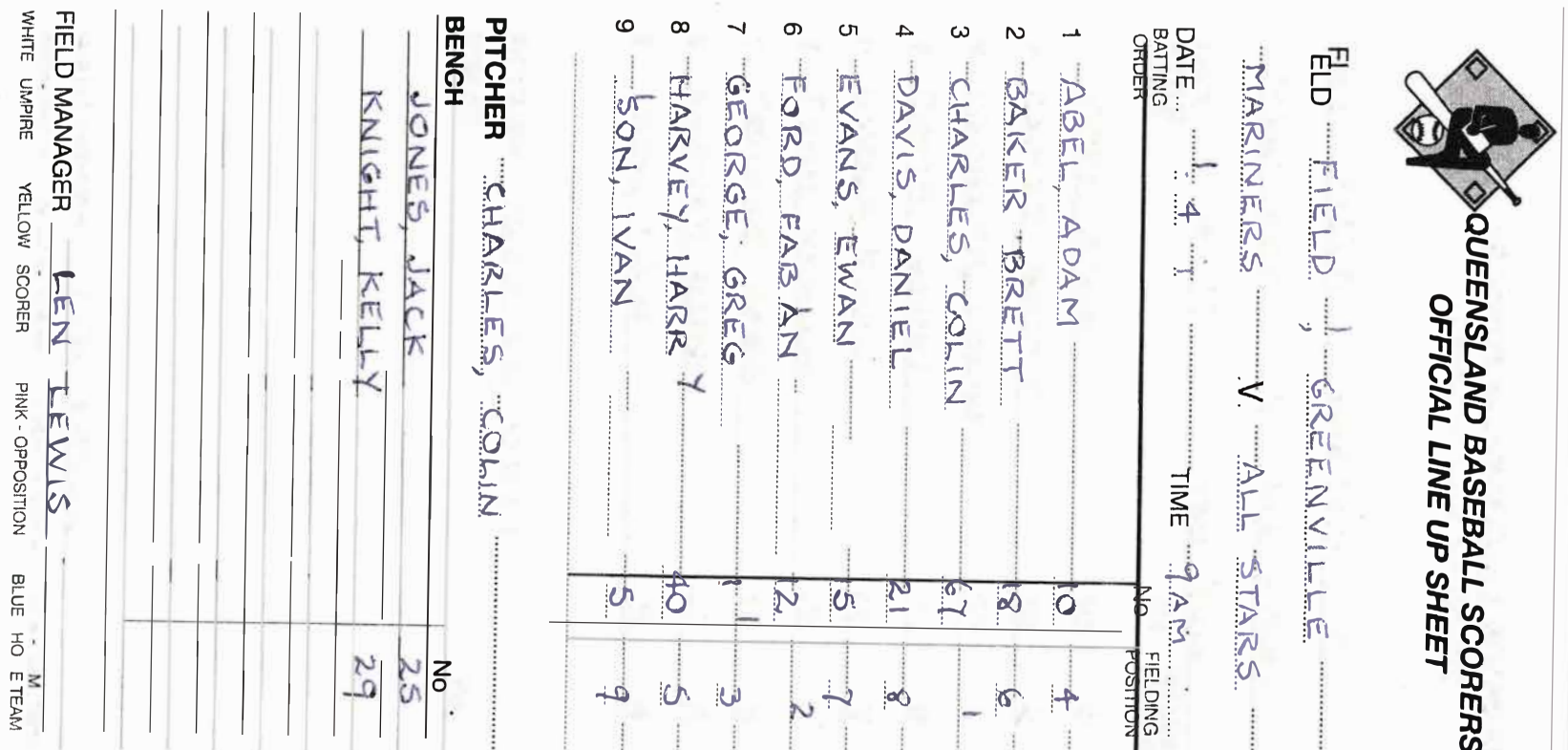
Each player receives a player positional number.



Position	Number
Pitcher	1
Catcher	2
First Base	3
Second Base	4
Third Base	5
Short Stop	6
Left Field	7
Centre Field	8
Right Field	9

Line-Up Sheets

Line-up sheets should be completed at least 15 minutes prior to the scheduled commencement time of the game, usually by the Coach / Manager. Encourage your Coach / Manager to write the player's name on the line-up sheet the way they have been registered by the Club. Nicknames are not recommended. Remember, the opposition's Scorer may not know your Club's players' names.



QUEENSLAND BASEBALL SCORERS
OFFICIAL LINE UP SHEET

FIELD FIELD , GREENVILLE

MARINERS V. ALL STARS

DATE 4 TIME 9AM

BATTING ORDER		No	FIELDING POSITION
1	ABEL, ADAM	10	4
2	BAKER BRETT	18	6
3	CHARLES, COLIN	67	1
4	DAVIS, DANIEL	21	8
5	EVANS, EWAN	15	7
6	FORD, FABIAN	12	2
7	GEORGE, GREG	1	3
8	HARVEY, HARRY	40	5
9	SON, IVAN	5	9

PITCHER CHARLES, COLIN

BENCH

	No
JONES, JACK	25
KNIGHT, KELLY	29

FIELD MANAGER LEN LEWIS

WHITE UMPIRE YELLOW SCORER PINK - OPPOSITION BLUE HOME TEAM

This line-up is written onto the score sheet and onto an Official Game Card. Check with your Region for the current Official Game Card for the scheduled game. Do not write bench players' names on the Game Card until they enter the game. Check GBL/Region/local rules for the number of players who can bat in a team.

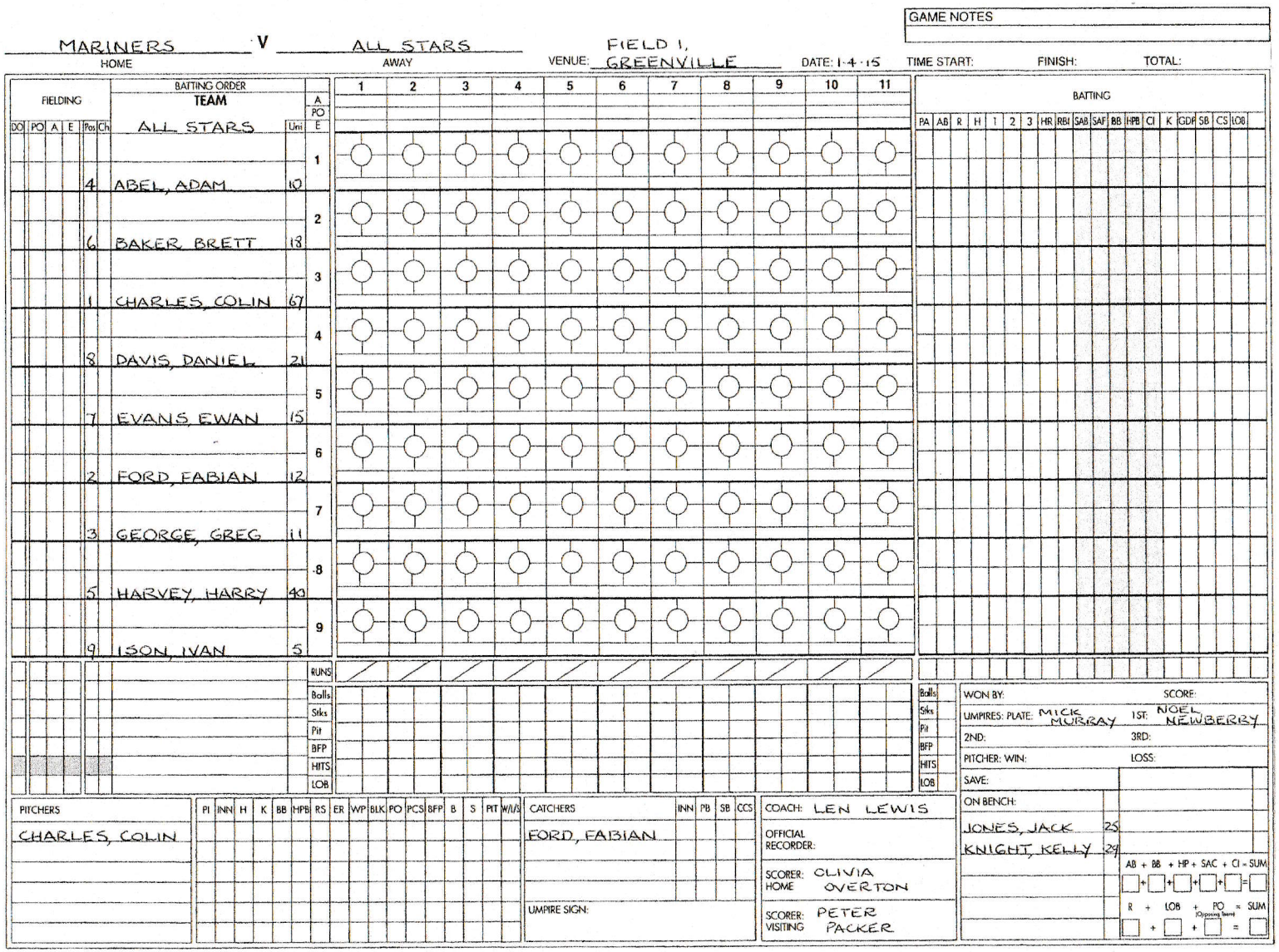
The Score Sheet

HEADINGS:

Ensure all headings are recorded onto the score sheet, i.e. away team, home team, venue, date, game time (actual time when the Umpire calls "Play Ball"), both Scorer's names, plate and base Umpire's names

LINE-UP:

Always print line-up with the player's surname first, then given name (NO nicknames or initials), on the second (**bold**) line down in the batting order section of the score book.



Position Changes (BIRO)

When a fielding change is made it is recorded in the columns headed "Pos" and "Ch" (change). Also note the fielding change in the opposition's batting by placing a biro line / at the top of the inning and an * against the runners on base to show where the change occurred.

When a batting change is made it is recorded on the line above the original batter in the batting order, also noting in the "Ch" column the inning the change occurred. Do not cross out the original batter's name. The player's surname is also written down the side of the scoring box that corresponds to that batter to indicate his first plate appearance.

Pitching Changes (BIRO and HIGHLIGHTER)

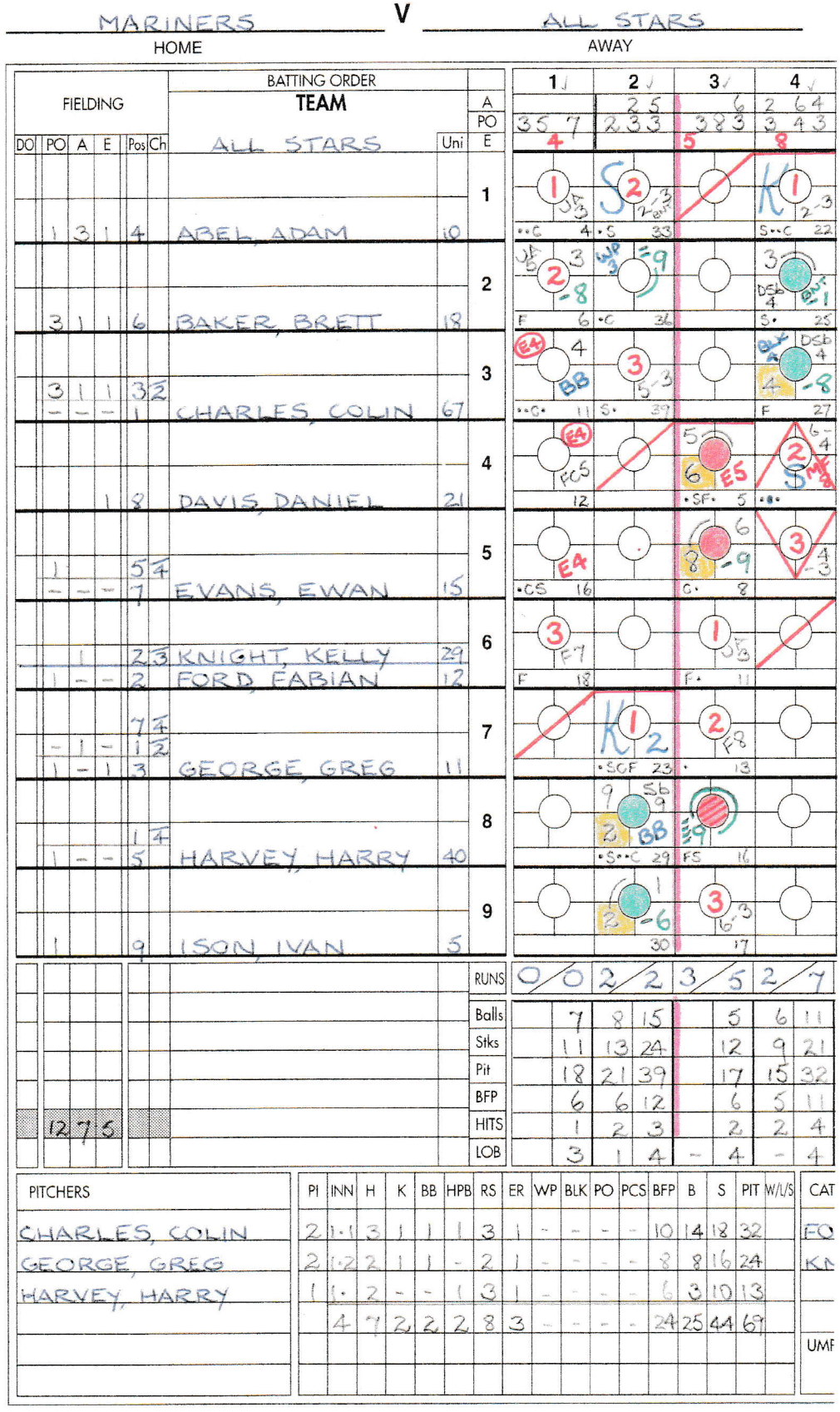
Write the new pitcher's name onto the top of the scoring box here he enters the game, on his team's score sheet above the player he is replacing and also in the pitching stats box at the bottom of the page. Rule off with highlighter down the side of the score boxes to divide the last pitcher's stats from the new.

Ruling Off an Innings (ORANGE)

An innings is ruled off by drawing a line diagonally across the box under the last box scored in and across the top of the next box in the following inning.

Extensions (PENCIL)

Just under the inning numbers are three lines headed "A", "PO" and "E". Record the assists, put outs and errors for each inning in this area.



More examples of Positional Changes, Pitching Changes, Ruling Off an Innings and Extensions.

MARINERS (HOME) V ALL STARS (AWAY) — VENUE: FIELD 1, GREENVILLE

FIELDING DO	PO	A	E	Pos	Ch	BATTING ORDER / TEAM	Uni	A / PO / E
						MARINERS		1
	1		1	8		ASHTON, ALEX	11	
				1	3	JAMES, JOCK	12	2
	-	-	-	1		BUTLER, BRYAN	19	
				4	2			3
	1	1		6		CALLUS, CLIFF	26	
				6	3			4
	-	-	1	4		DAVIDSON, DEREK	54	
	1	1	1	5		EAMES, ERIC	18	5
								6
	7			3		FERRIS, FARLEY	6	
		1		2	3	KENNY, KEITH	31	7
	1	1	-	2		GRAYSON, GARY	21	
								8
	1			7		HARRISON, HUGH	23	
								9
				9		ILLING, IAN	9	
	12	6	3					

	1	2	3	4	5	6	7	8
RUNS	3	0	3	2	5	3	8	
Balls	9	5	14	1	7	8	3	
Stks	12	6	18	2	14	16	10	
Pit	21	11	32	3	21	24	13	
BFP	7	3	10	1	7	8	6	
HITS	2	1	3	-	2	2	2	
LOB	1	1	2	2	4	-	4	

PITCHERS	PI	INN	H	K	BB	HPB	RS	ER	WP	BLK	PO	PCS	BFP	B	S	PIT	W/L/S
BUTLER, BRYAN	2	2	3	1	2	-	2	2	1	-	-	-	12	15	24	39	
JAMES, JOCK	2	2	4	1	-	-	5	2	-	1	-	-	11	11	21	32	
		4	7	2	1	-	7	4	1	1	-	-	23	26	45	71	

CATCHERS	INN	PB	SB	CCS
GRAYSON, GARY	2	-	1	-
KENNY, KEITH	2	-	2	-
	4	-	3	-

UMPIRE SIGN:

Scoring the Game

Each team is to supply a Scorer. Whether a safe hit or an error is scored is left to the Scorer's judgement. They should confer with each other and agree on the outcome. One important thing to remember is that when you leave the scoring area at the end of the game, ALL score books must be identical. Score books are not to be altered by anyone!

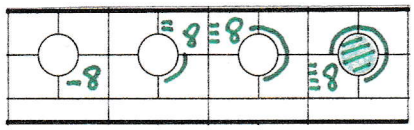
Balls and Strikes (PENCIL) – Definitions of Terms

Each pitch is marked as follows and if you are scoring a junior game, each pitch is counted, including a BALK, if that pitch is delivered to the plate. It is recorded as a blue dot in the pitch count. It is therefore possible to have more than four balls on one batter. Balks are not counted in the pitch count for seniors.

.	Ball
C	Called Strike
S	Swinging Strike
F	Foul Ball

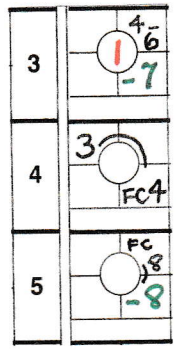
Safe Hits (GREEN) – Rule 9.05

A safe hit is scored by recording the safe hit symbol plus the positional number of the fielder who picked up the ball.



Fielder's Choice (PENCIL) – Definitions of Terms, Rule 9.06

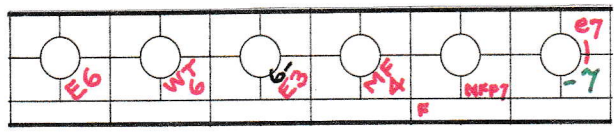
When a fielder chooses to play the advanced runner and not first base, the batter gains 1st base on a fielder's choice. This symbol is also used to advance a runner extra bases on a hit when he takes a base on the throw to a preceding runner.



Errors (RED) – Rule 9.12

An error shall be charged for each misplay (fumble, muffed catch or wild throw) which prolongs the time at bat of a batter, which prolongs the life of a runner, or which permits the runner to advance further than he would have if there had been no misplay.

Slow handling of the ball which does not involve mechanical misplay shall not be construed as an error. If in the Scorer's judgement the fielder could have handled the ball with ordinary effort, an error shall be charged. Mental mistakes or misjudgements are not to be scored as errors, unless specifically covered by the rules.



Plays Involving the Battery (MIXED COLOURS) – Rules 9.13, 9.14, 9.15

The battery consists of the Pitcher and the Catcher. Most plays involving the battery are scored in BLUE.

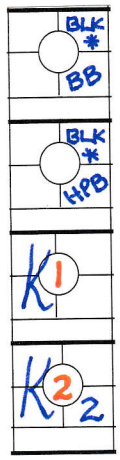
Base on Balls – BB

Pitcher threw balk – BLK*

Hit by Pitched Ball – HPB

Foul tip on 3rd Strike – K

Swinging Strike Out – K2

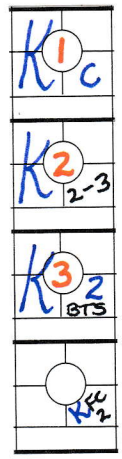


Batter watches 3rd Strike – KC

3rd Strike dropped by Catcher, recovered & thrown to 1st base for the out – K2-3

Bunted 3rd Strike foul – K2BTS

Swung 3rd Strike, Catcher played another base – KFC2

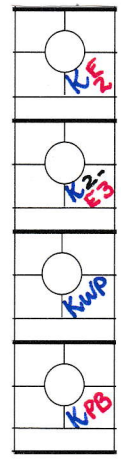


3rd Strike dropped by Catcher – KE2

As K2-3, but 1st base errored – K2-E3

Safe on Wild Pitch, swung on 3rd Strike – KWP

Safe on Passed Ball, swung on 3rd Strike – KPB

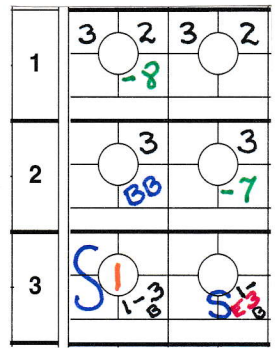


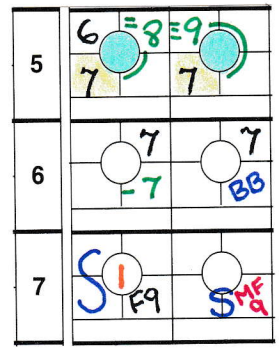
Sacrifices (BLUE) – Rule 9.08

There are two types of Sacrifices, i.e. the batter gives up his time at bat to advance a runner.

1. Sacrifice Bunt: When there are less than two out, the object is to advance preceding runners. If the batter reaches first safely on an error it is still scored as a sacrifice. If the batter and all runners advance safely and no error occurs, the batter receives a safe hit. If a play is made on a preceding runner and no out is made, the batter is still credited with a sacrifice if the Scorer feels the batter would have been out at first. No sacrifice bunt is scored if a preceding runner is put out; score as a fielder's choice.

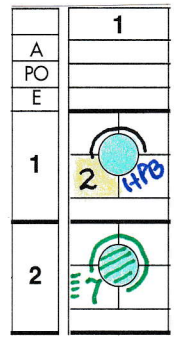
2. Sacrifice Fly: When there are less than two out, a sacrifice fly is scored when a fly ball is caught by a fielder and a runner, after tagging up, scores a run from third base. If the catch is muffed by a fielder and if, in the Scorer's judgement the runner would have scored after the catch, the sacrifice fly is still credited to the batter.





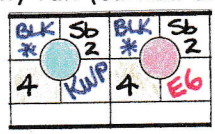
Runs Batted In (PENCIL) – Rule 9.04

Credit the batter with a run batted in for every run which scores because of the batter's effective batting. Credit the batter with a run batted in for a home run.



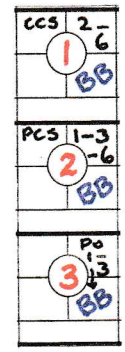
Earned Runs (GREEN) and Runs Allowed [Unearned] (RED) – Rule 9.16

An earned run is a run for which the pitcher is held accountable. A wild pitch is solely the pitcher's fault and contributes to an earned run, just as a base on balls or a balk or a safe hit. No run shall be earned when scored by a runner who reaches first base on an error. When pitchers are changed during an inning, the relief pitcher shall not be charged with any run (earned or unearned) scored by a runner who was on base at the time the new pitcher entered the game.



Stolen Bases and Caught Stealing (PENCIL) – Definitions of Terms, Rule 9.07

A stolen base shall be credited to a runner whenever he advances one base unaided by a hit, a put out, an error, a force out, a fielder's choice, a passed ball, a wild pitch or a balk when he starts for the next base before the pitch. If the pitch results in a wild pitch or a passed ball, still credit a stolen base unless the runner advances another base.

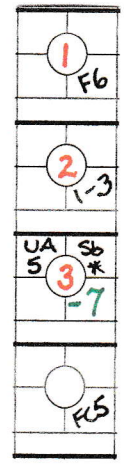


1. Caught Stealing: A runner will be charged with caught stealing when attempting to advance to the next base and is put out by errorless play by any fielder.

2. Pick Off: A runner will be charged with a pick off when caught off base by the pitcher or catcher.

Put Outs (PENCIL) – Rule 9.09

A put out shall be credited to each fielder who:



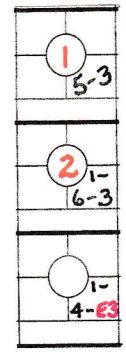
1. Catches a fly ball, whether fair or foul,

2. Catches a thrown ball which puts out a batter or runner,

3. Tags a runner while the runner is off the base to which he is legally entitled.

Assists (PENCIL) – Rule 9.10

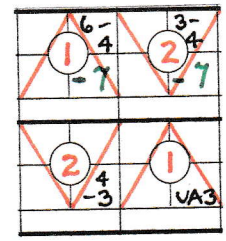
An assist shall be credited to each fielder who throws or deflects a batted or thrown ball in such a way that a put out results, or would have resulted except for a subsequent error by any fielder. Only one assist and no more shall be credited to each fielder who throws or deflects a ball in a run down play which results in a put out or would have resulted in a put out except for a subsequent error.



NOTE: Mere ineffective contact with a ball shall not be considered an assist. "Deflect" shall mean to slow down or change the direction of the ball and thereby effectively assist in putting out a batter or runner.

Double and Triple Plays (ORANGE) – Rule 9.11

In a double play a "diamond" is drawn around the player who hit into the double play and the other runner who was put out. If another runner scores do not award an RBI (Rule 9.04) but a FC.



Score Book Abbreviations

FIELDING:

DO	Defensive Outs
PO	Put Outs
A	Assists
E	Errors
Pos	Position on the field
Ch	Innings change is made
Uni	Batter's uniform number

PITCHING:

PI	Number of innings a pitcher pitched in
INN	Actual innings pitched
H	Safe hits
K	Strike outs
BB	Base on balls
HPB	Hit by pitched ball
RS	Total runs scored
ER	Earned runs scored
WP	Wild pitches
BLK	Balks
PO	Pitcher's pick offs
PCS	Pitcher's caught stealing
BFP	Batters faced by a pitcher
B	Balls
S	Strikes
PIT	Total pitches (balls + strikes)
W/L/S	Win/Loss/Save

BATTING:

PA	Plate appearance (every time a batter completes a time at bat)
AB	At Bats (represents PA – any BBs + HPBs + SACs + INT2)
R	Total runs scored by the batter
H	Total safe hits
1	Total 1 (one) base hits (singles)
2	Total 2 (two) base hits (doubles)
3	Total 3 (three) base hits (triples)
HR	Total Home Runs
RBI	Total runs batted in by a batter
SAB	Total sacrifice bunts
SAF	Total sacrifice fly balls
BB	Total base on balls
HPB	Total hit by pitched balls
CI	Total catcher's interference
K	Total strike outs
GDP	Total ground into double plays by batter
SB	Total stolen bases
CS	Total caught stealing
LOB	Total left on base (when an innings is completed)

CATCHING:

INN	Total innings caught
PB	Passed balls
SB	Stolen bases
CCS	Catcher's caught stealing

AVERAGES:

Fielding:

$$\frac{\text{PO + Assists}}{\text{PO + Assists + Errors}}$$

Batting:

$$\frac{\text{Hits}}{\text{Times at Bat}}$$

Pitching ERA:

$$\frac{\text{Earned Runs x 9}}{\text{Total Innings Pitched}}$$

Slugging:

$$\frac{\text{Total Bases}}{\text{Times at Bat}}$$

Levels of Accreditation

Level 0	Orientation
Level 1	Club / School level (but not top division / grade)
Level 2	Club level including top division / grade, regional competition
Level IT	Club level and National IT scoring
Level 3	National competition
Level 4	National co-ordination and international competition
Level 4 IT	National co-ordination, international competition plus proven proficiency with BA approved IT programme
Level 5	or WBSC accredited Scorer

BASIC GUIDELINES FOR SCORERS

- All teams must provide a Scorer.
- Both team Scorers must sit together behind home plate or in the score box provided.
- Learn the Umpire's signals for strikes, balls and outs.
- Have a copy of the League Rules (including rules governing completion of Official Game Cards) and Official Baseball Rules (BA).
- Before scheduled starting time (approximately 15 minutes) ask Coach / Manager for the batting line-up with fielding positions and uniform numbers if available. All bench players are to be written on the line-up sheet as well.
- Write up the score book and exchange line-ups with the opposition's Scorer.
- Scorers are officials and are covered by the Rules of Baseball (no smoking, no alcohol, no coaching, no umpiring and no barracking).
- The Umpire is in charge of the game and the only time a Scorer can tell the Umpire the count is if requested to do so by the Umpire, not the Coach / Manager. If your count differs from the Umpire, adjust your book to agree with his count.
- In junior games, the Scorer may advise the Umpire when the pitcher has 10 pitches to go.
- If the Umpire is not an Official Umpire (i.e. accredited Umpire), then the Scorers are the time keepers and must record the starting time and advise the Umpire of official finishing time if asked to do so. Start time is the actual time the Umpire calls "Play Ball".
- If a team is batting out of order the Scorer cannot advise other officials. It is up to the Coaches to pick this problem up.
- The only persons who can write on the Official Game Result Card are the Scorers, Coaches and Umpires. Under no circumstances are spectators to do so.

Remember, scoring is fun! Learn and enjoy your time in the score box.