



CYPRESS YOUTH BASEBALL

Score Keeping Guide

Overview

About this Guide

This guide was created to help you understand the basic requirements of keeping score at CYB games

Please Note: This guide does not include all possible events that may occur during a baseball game, but it will provide you the basic requirements for keeping an accurate account of events that occur.

About Official Scorers

Official scorers...

- ✓ Keep our pitchers safe from overuse injuries
 - ✓ Record the progress of the game including balls, strikes, runs, outs, etc. as called by the umpires
 - ✓ Makes judgment calls- Hit vs. Error
-

Scoring Goals

Your goal is to accurately record what happens during the game. Strive to be consistent...

- ✓ Within each game
 - ✓ From game to game
 - ✓ With other scorers
-

Score Keeper Etiquette

- ✓ Remain objective in the score booth (No cheering or coaching)
 - ✓ Keep distractions to a minimum (Cell phones in vibrate/silent mode)
 - ✓ Only those persons scoring are allowed in the scoring booth
-

In this guide

Use the table below as a guide to the information in this document.

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Section A- Pregame Setup

Pregame intro This section explains how to prepare for scoring a game.

Who's required to Score Games Both the Home and Visiting teams are responsible for maintaining the official score book, scoreboard, PA announcing, Game Day Pitch Log and completing the Pitcher Eligibility Tracking Form for a scheduled game.

Supplies / Score Keeping Tote All scorekeeping supplies are stored in the score keeping totes. These totes can be located in the CYB shed, behind the Pinto field at Oak Knoll park.

FYI... CYB Head Score Keeper and Team Managers have a key to the CYB shed.

Contents of the score keeping tote include:

- ✓ Official Scoring Book
 - ✓ Game Day Pitch Logs
 - ✓ Pitcher Eligibility Tracking Forms
 - ✓ Local League Rules
 - ✓ Pencils
 - ✓ Pencil Sharpener
 - ✓ Scoreboard Remotes
-

Pregame setup

- ✓ Arrive at the game site at least 30 minutes prior to game time.
- ✓ Home team is responsible for obtaining the score keepers tote from the CYB shed. If your game is not the first game of the day, this tote should be in the scoring booth.
- ✓ Obtain lineup cards from each team at least 15 minutes prior to the game
- ✓ Obtain the Pitcher Eligibility Tracking Form from each team at least 15 minutes prior to the game

Section B- Lineup Cards

About the lineup card

The lineup card or batting lineup is the sequence in which the members of the offense take their turns in batting against the pitcher. The batting order is set by the manager before the game.

Lineup card requirements

Lineup cards must list...

- ✓ Team name and game date
- ✓ Every player, including absent and injured players
- ✓ Player's complete last name followed by a comma and first initial
- ✓ Player's uniform number and position number

Note: Lineup cards must be submitted to the Official Scorekeeper at least **15 minutes** prior to the start of the game.

Position numbers

- | | |
|-------------------|-------------------|
| 1: Pitcher | 6: Shortstop |
| 2: Catcher | 7: Left fielder |
| 3: First baseman | 8: Center fielder |
| 4: Second baseman | 9: Right fielder |
| 5: Third baseman | |



Sample Lineup card

TEAM LINE-UP				
TEAM <u>DODGERS</u>				
COACH <u>SMITH</u>		DATE <u>3-1-2012</u>		
NO.	STARTING PLAYERS	POS.	NO.	SUBSTITUTES
1	2 JONES, S	2		
2	16 THOMPSON, L	9		
3	10 SMITH, K	1		
4	27 GIBSON, K	8		
5	43 RANDALL, T	3		
6	6 MORRES, C	5		
7	12 KIRK, D	6	"I"	
8	1 SMITH, L	4		
9	34 ELLIS, D			
10	55 JACKSON, T			
11	23 MICHAELS, J	7		
12				
13				
14	ABSENT			
15	15 JUNIOR, S			
16				

Section C- Scoring Book Setup Prior to Game

Filling in game information

- ✓ Print your name in the Scorer field located in the top left hand corner
- ✓ List VISITORS first and HOME Team second in the book, as this is the order in which they will bat during the game
- ✓ Enter the date and day of the game where indicated
- ✓ Enter player's uniform number, last name, first initial and position number in the scorebook. (The sequence of players listed in the scorebook must match the lineup card)
- ✓ Enter absent and injured player's uniform number, last name and first initial at the bottom of the lineup in the scorebook
- ✓ Enter the opposing pitcher's last name in the box designated "PITCHER". Also, enter the starting pitcher's number in the blank space directly above the score blocks for inning 1.

Note: The lineup should be recorded, in the official scorebook, in ink. The rest of the book may be entered in pencil.

Sample Score Sheet

M. McFARLAND, SCORER		SCORE BY INNING									UMPIRE J. WEST		
DODGERS											FINAL SCORE		
ANGELS											DATE 3/1		
NO	PLAYERS	POS	1	2	3	4	5	6	7	8	9		
2	JONES, S	2											
16	THOMPSON, L	9											
10	SMITH, K	1											
27	GIBSON, K	8											
43	RANDALL, T	3											
6	MORRIS, C	5											
12	KIRK, D	6											
1	SMITH, L	4											
34	ELLIS, D												
55	JACKSON, T												
23	MICHAELS, J	7											
	ABSENT												
15	JUNDE, S												

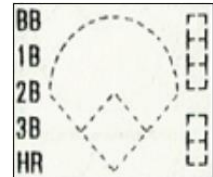
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Section D- How to Score a Game

Introduction This section explains how to score a game in the official score book.

What are Score Blocks The score blocks, located in the pages of the official scorebook, will help us track the following...

- ✓ Balls and strikes
- ✓ How a batter reached base
- ✓ A base runner's progress around the bases
- ✓ How an out was made



In this section Use the table below as a guide to the information in this section.

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Recording pitches	D1	5
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Recording how a player advances while on base	D3	8
Recording put outs	D4	9
Recording substitutions	D5	11
End of Inning tasks	D6	12

Section D1- How to Record Pitches

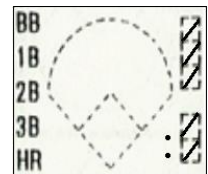
In this section This section explains how to track pitches and record a pitching change in the scoring book.

Tracking Pitches

Slash out one square within the score block for each pitch thrown.

- ✓ If a ball is thrown, then slash out one of the three squares located in the top right hand corner of the score block beginning with the top most square.
- ✓ If a strike is thrown, then slash out one of the two squares located in the bottom right hand corner of the score block beginning with the top most square.

Note: If a batter already has two strikes and continues to foul off pitches, you must track each additional pitch by placing a dot next to the squares designated for strikes.



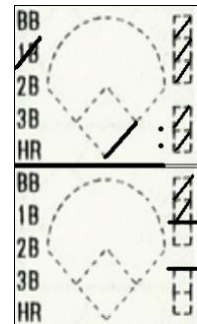
Pitching Change

After a batter has completed their at bat:

- ✓ Draw a line under the score block for the last batter faced by the old pitcher.
- ✓ Record this inning's pitch count, for the old pitcher, in the blank space located at the end of the inning column.
- ✓ Enter the new pitcher's number in the blank space directly above the score blocks for the inning they will start pitching in.

In the middle of an at bat:

- ✓ Draw a line, $\frac{3}{4}$ of the way, under the score block for the last complete batter faced by the old pitcher.
- ✓ Draw a line under the square for the last ball thrown by the old pitcher.
- ✓ Draw a line under the square for the last strike thrown by the old pitcher.
- ✓ Record this inning's pitch count, for the old pitcher, in the open space located at the bottom of the inning column.
- ✓ Enter the new pitcher's number in the blank space directly above the score blocks for the inning they will start pitching in.

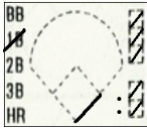
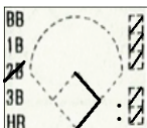
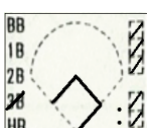



Section D2- How to Record Players Reaching Base

How to record a player reaching base

When a batter reaches base, you will track their progress around the base by drawing a line connecting the dots of the diamond.

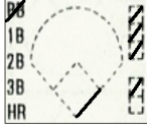
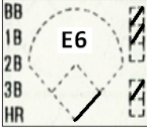
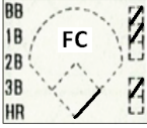
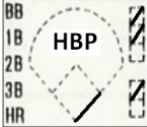
The table below includes examples of how a batter can reach base and symbols used to record the play.

Symbol s for Play	Description	Score Block
1B	<p>A single (1B) is awarded to the batter if they hit a fair ball that advances them to first base safely and advancing is not the result of a fielder's choice or an error.</p> <p>A single is recorded by slashing through the 1B symbol on the left side of the score block.</p>	
2B	<p>A double (2B) is awarded to the batter if they hit a fair ball that advances them to second base safely and advancing is not the result of a fielder's choice or an error.</p> <p>A double is recorded by slashing through the 2B symbol on the left side of the score block.</p>	
3B	<p>A triple (3B) is awarded to the batter if they hit a fair ball that advances them to third base safely and advancing is not the result of a fielder's choice or an error.</p> <p>A triple is recorded by slashing through the 3B symbol on the left side of the score block.</p>	
HR	<p>A home run (HR) is awarded to the batter if they hit a fair ball that advances them home safely and advancing is not the result of a fielder's choice or an error.</p> <p>A home run is recorded by slashing through the HR symbol on the left side of the score block.</p>	

Continued on next page

Section D2- How to Record Players Reaching Base, Continued

How to record a player reaching base (continued)

Symbol s for Play	Description	Score Block
BB	<p>A base on balls (BB) is credited to a batter when a batter receives four pitches that the umpire calls balls.</p> <p>A base on balls is recorded by slashing through the BB symbol on the left side of the score block.</p>	
E	<p>An error (E) is the act of a fielder misplaying a ball in a manner that allows a batter or runner to reach base when such an advance would have been prevented given ordinary effort by the fielder.</p> <p>An error is recorded by writing “E”, followed by the position number of the fielder who made the error, directly above the dotted diamond in the score block.</p>	
FC	<p>A fielder's choice (FC) is when the batter reaches base due to the defense's attempt to put out another runner.</p> <p>Fielder's choice is recorded by writing “FC” directly above the dotted diamond in the score block.</p>	
HBP	<p>Hit by pitch (HBP) is a batter or his equipment (other than his bat) being hit in some part of his body by a pitch.</p> <p>A hit by pitch is recorded by writing “HBP” directly above the dotted diamond in the score block.</p>	

Section D3- How to Record a Runner's Advancement

How to record a runner's movement

When a batter reaches base, you will track their progress around the base by drawing a line connecting the dots of the diamond and filling in the diamond when a run scores.

The table below includes examples of how a runner can advance to the next base and how you record their progress.

Symbol for Play	Description	Score Block
E	<p>An error (E) is the act of a fielder misplaying a ball in a manner that allows a batter or runner to reach base when such an advance would have been prevented given ordinary effort by the fielder.</p> <p>An error is recorded by writing "E", followed by the position number of the fielder who made the error, on the advancement line from the base the runner started at to the base the runner advanced to.</p>	
PB	<p>A passed ball (PB) is when the catcher fails to hold or control a pitched ball that, with ordinary effort, should have been maintained under his control.</p> <p>When a runner advances on a passed ball, it should be recorded by writing "PB", followed by the position number of the catcher, on the advancement line from the base the runner started at to the base the runner advanced to.</p>	
SB	<p>A stolen base (SB) occurs when a runner successfully advances to the next base while the pitcher is delivering the ball to home plate.</p> <p>A stolen base is recorded by writing "SB" on the advancement line from the base the runner started at to the base the runner advanced to.</p>	
WP	<p>A wild pitch (WP) is scored when a pitch is too high, too short, or too wide of home plate for the catcher to control with ordinary effort.</p> <p>A wild pitch is recorded by writing "WP" on the advancement line from the base the runner started at to the base the runner advanced to.</p>	

Section D4- How to Record Put Outs

How to record a put out

When an out is made, the player who is put out is marked in the scorebook with the out number circled.

The table below includes examples of how to record an out when a batter or runner is put out.

Put Out	Description	Score Block
Groundout	<p>A ground out is when a batted ball hits the ground in fair territory and the defense is able to gain possession of the ball and throw to a base before the batter-runner or runner arrives.</p> <p>To score a ground out, record the position number of the player who fielded the ball and the position number of the player who caught the ball for the put out directly above the dotted diamond.</p>	
Unassisted play	<p>An unassisted play occurs when a defensive player makes the putout by himself without any teammates touching the ball.</p> <p>To score an unassisted play, record the position number of the player who fielded the ball and putout the batter runner or runner, followed by a "U", outside of the dotted diamond.</p>	
Strikeout Swinging	<p>A strikeout occurs when a batter receives three strikes during his time at bat. A regular "K" is used when the batter swings at the third strike.</p>	
Strikeout Looking	<p>A strikeout occurs when a batter receives three strikes during his time at bat. A backwards "K" is used when the batter looks at the third strike.</p>	
Pop out	<p>A pop-up is a ball that goes very high while not traveling very far. Pop outs are typically caught in the infield.</p> <p>To score a pop out, record a "P" followed by the position number of the player who caught the pop up, directly above the dotted diamond.</p>	

Continued on next page

Section D4- How to Record Put Outs, Continued

How to record a put out (continued)

Put Out	Description	Score Block
Fly out	<p>A fly ball is a ball that is hit in the air, usually very high. Fly outs are typically caught in the outfield.</p> <p>To score a fly out, record an “F” followed by the position number of the player who caught the fly ball, directly above the dotted diamond.</p>	
Line out	<p>A line drive is a ball sharply hit and on a level trajectory.</p> <p>To score a line out, record an “L” followed by the position number of the player who caught the line drive, directly above the dotted diamond.</p>	
Sacrifice Bunt	<p>A sacrifice bunt is a batter's act of deliberately bunting the ball to allow a runner on base to advance to another base.</p> <p>To score a sacrifice bunt, record “SAC”, directly above the dotted diamond.</p>	
Sacrifice Fly	<p>A sacrifice fly is a fly ball that satisfies four criteria: There are fewer than two outs, the ball is hit to the outfield, the batter is put out because a fielder catches the ball and a runner who is already on base scores on the play.</p> <p>To score a sacrifice fly, record “SF”, directly above the dotted diamond.</p>	
Infield Fly	<p>When there are fewer than two outs, and there are runners at first and second base, or the bases are loaded and a fly ball is in fair play, and in the umpire's judgment it is catchable by an infielder with ordinary effort, the umpire shall call "infield fly", and the batter will be out regardless of whether the ball is actually caught.</p> <p>To score an infield fly, record “IF”, followed by the position number of the player closest to the pop-up, directly above the dotted diamond.</p>	

Section D5- How to Record Defensive Changes

In this section This section explains how to record defensive changes in the scoring book.

Defensive Change

A continuous batting is used for all divisions, so all players will be listed on the scorecard.

- ✓ The starting defensive players will have the position number written in the box to the right of their name.
- ✓ Using the space below each batter, position changes should be noted as shown below. The first number will be the new position and the second number will be the inning the change was made (Position/Inning).
- ✓ For a player who was not part of the starting lineup, the position will be noted in the position box the same as position changes are noted for starting players.

Note: All players must have at least the following minimum innings played in the infield per game. For the Bronco division a minimum of 3 innings per player and for Mustang/Pinto a minimum of 2 innings per player.

			1	2	3
27	Kemp, M	7			
	6/3, 8/5				
16	Ethier, A	9			
	5/4				
33	Van Slyke, S	2/2			

Section D6- End of each Inning

Scoring at the end of each inning

- ✓ Pitch Count- Add the total pitches, for the current pitcher, in the current inning and enter that number in the open space located at the bottom of the inning column.
 - ✓ Hits- Add the total number of hits for the current inning and enter that number in the "HITS" box located at the end of the inning column.
 - ✓ LOB: Left on base- Add the total number of runners that were left on base and did not score in the current inning and enter that number in the "LOB" box located at the end of the inning column.
-

Section E- Post Game Checklist

Scoring Book

- ✓ At the end of the game, write the Final Score, on the pages of the scoring book, in BIG NUMBERS with the Winning Team's name written underneath it. Circle this entry.
 - ✓ Have both managers sign the scorebook.
 - ✓ Sign your name in the scorebook.
-

Pitcher Eligibility Tracking Form

A Pitcher Eligibility Tracking Form must be completed for each team.

- ✓ Complete an entry, on each team's form, for each pitcher that entered the pitching position in the game. Use the Game Day Pitch Log for reference.
- ✓ Sign your name for each entry.
- ✓ Have opposing managers sign each of the forms.
- ✓ Return the Pitcher Eligibility Tracking Forms to the appropriate opposing managers.

NOTE: The Pitcher Eligibility Tracking Form is **ONLY VALID** when signed by the Official Scorer and both opposing managers.

Game Day Pitch Log

Game Day Pitch Logs will be maintained for pitching eligibility verification.

Place the Game Day Pitch Log in the Score Keeping binder after each game.

Scoring Tote

If you scored the last game of the day, place all scoring items in the scoring tote and store in the CYB shed. Be sure to lock the scoring booth.

Game scores

The home team is responsible for reporting game scores within 24 hours of the completion of the game. The game score should be emailed to scorekeeper@cypressyouthbaseball.org

Subject Line to read "Game Score" and the body of the email should include:

- ✓ Division, Game Date and Game Time
 - ✓ Visiting Team Name (Runs – Over the Fence Homeruns)
 - ✓ Home Team Name (Runs – Over the Fence Homeruns)
-