



**Fontana Community Little League  
Pitch Counter and Scorekeeper's Guide  
February, 2011**



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# Thank You!

Before we get started, first we'd like to say "thank you" on behalf of the players, managers, and Board of Directors. The Scorekeeper and Pitch Counter are an essential part of the league, and we couldn't hold the games without you. Whether you have volunteered because you love baseball, enjoy statistics, or were asked to help - we appreciate your support.

The Bylaws of Fontana Community Little League state that for Rookie division and above, the Home Team (listed second on the schedule and usually in the 3<sup>rd</sup> base dugout) is to provide a Scorekeeper and the Visiting Team (listed first on the schedule and usually in the 1<sup>st</sup> base dugout) is to provide a Pitch Counter (except for Softball) at every game. The Scorekeeper and Pitch Counter will sit at the table behind home plate and may not sit in the stands. If a Scorekeeper or Pitch Counter is not provided by the start of the game, a Coach or Manager must come out of the dugout and become the Scorekeeper or Pitch Counter. That Coach may not be replaced. Under no circumstances is Scorekeeping or Official pitch counting allowed to be done in a dugout. If a team still does not provide a Scorekeeper or Pitch Counter, then the game may be forfeited.

Why do we need to keep a scorebook or a pitch log? Keeping track of pitches protects the arms of the pitchers, encourages teams to develop more pitchers, and keeps games more fair when teams are following Little League regulations. Keeping a scorebook ensures that all players are getting their minimum play time (i.e. substitutions are taking place), resolves any disputes on wins and losses, backs up the umpire on the count on a batter and how many outs have taken place, and gives the league a resource to see what players have played enough games to qualify for All-Stars.

## The Pitch Counter's Role

As the official pitch counter, you have several important responsibilities:

- You are responsible for keeping the official pitch counts of the game by filling in the "Pitching Log" and/or operating the Pitch Counter
- You are responsible to update the Baseball Pitcher Eligibility Tracking Form for each team and notify the umpire when pitchers are not eligible to pitch
- You are responsible to stay neutral throughout the game and may not cheer for or coach the players.

## Before the Game

### Locate your pitch counting tools

All of your tools will be at the scorekeeper's table. Here's a list of what you will need:

- A pencil (either mechanical or regular)
- An eraser
- A Pitch Log
- A Pitcher Eligibility Tracking Form for each Team
- A Pitch Counter (optional)

If you find that you are missing some of your tools, first check one of the other score tables for the supplies. If necessary, contact a board member or a manager for assistance.

## **Set up the Pitch Log**

Obtain an empty Pitch Log from the blue binder in the field bag. Write the division and both team names as well as the date at the top of the form. You will be keeping pitch count for both teams – you may draw a line half way down the page to separate the two teams (to save paper). Also, locate the Baseball Pitcher Eligibility Tracking Form for each team as you will be transferring pitch counts to this form at the end of the game. If you cannot locate a Tracking Form for the teams, or it is already full, get a new Tracking Form from the blue binder in the field bag.

A sample Pitch Log and Baseball Pitcher Eligibility Tracking Forms are below.





## Highlights of the Pitching Rules (Baseball)

There are two main parts to the rule:

- 1) Pitch count limit per game
- 2) Pitcher rest requirements as determined by # of pitches

### Pitch Count Limit Per Game:

The manager must remove a pitcher when the pitcher reaches the pitch limit for his/her age group:

13-16 years old: 95 pitches per day

11-12 years old: 85 pitches per day

9-10 years old: 75 pitches per day

7-8 years old: 50 pitches per day

Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out

### Days of Rest (ages 14 and under):

66 or more pitches: four (4) calendar days of rest

51-65 pitches: three (3) calendar days of rest

36-50 pitches: two (2) calendar days of rest

21-35 pitches: one (1) calendar days of rest

1-20 pitches: zero (0) calendar days of rest

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

A catcher that has caught any part of 4 innings may not pitch on that calendar day.

## **During the Game**

You may track pitches by either crossing off a pitch on the Pitch log or using a pitch counter. At the end of a half-inning, circle the last pitch thrown on the Pitch Log and reset the pitch counter back to zero.

Other responsibilities of the Pitch Counter include:

- Provide pitch count totals to managers/coaches whenever they ask
- When a pitcher comes within 5 pitches of their maximum, proactively inform ONLY the plate umpire *before* the next batter
- Proactively inform ONLY the plate umpire when a pitcher reaches his/her limit.
- Each pitch delivered to a batter shall be counted (do not count warm up pitches or no pitch called by umpire). A balk does count as a pitch.
- The total pitches for each pitcher should be entered in the scorebook; and *at the end of the game*, in the Eligibility Tracking Form. Both managers need to sign the Tracking Form. Place the used Pitch Log in the front of the Pitch Count section of the blue binder in the field bag.
- Official Scorekeeper's pitch count record is official & final.
  - It doesn't matter if a manager's, coach's, or parent's totals are different than yours.
  - The Official Pitch Counter's record is what matters.
- The Official Scorekeeper may or may not decide to cross-check pitch counts with the Pitch Counter although it is highly recommended.

# The Scorekeeper's Role

As the official scorekeeper, you have several important responsibilities:

- You are responsible for keeping the official score of the game
- You are responsible for keeping an accurate record of the game.
- You are responsible to stay neutral throughout the game and may not cheer for or coach the players.

## Minimum Scorekeeping Requirements

- Home Team
- Away Team
- Date
- Start Time
- Line Up (Name and jersey number)
  - Substitutions on batting (Majors and above)
- Pitching:
  - Keep track of strikes, balls, and fouls
  - Pitch count per inning
- Offense:
  - Hits (advance from base to base)
  - Runs (color in diamond)
- Defense:
  - Mark outs (1, 2, and 3)
- End of game
  - Clearly identify final score and winner
  - Manager signatures

## Before the Game

### Locate your scorekeeper tools

All of your tools will be at the scorekeeper's table. Here's a list of what you will need:

A pencil (either mechanical or regular)

An eraser

A line up of the teams

The scorebook for the division

If you find that you are missing some of your tools, first check one of the other score tables for the supplies. If necessary, contact a board member or a manager for assistance.

## Set up the Scorebook

Find the next empty page in the scorebook. The team names and date and time of the game will be filled out at the top. The scorebook will also indicate which team is the Home team and the Visiting Team. You will be keeping score for both teams.

Make sure to mark the official start time at the top of the scorecard. The umpire will tell you the official start time. The official time is when the umpire says, "Play" or otherwise indicates the start of the game. It is important to note the start time, as there is a time limit for some games. Game time limits vary by division. See the Fontana Community Little League Bylaws for the appropriate time limits.

Once the game begins, only Scorekeepers and Pitch Counters are allowed in the score booth. Your children may sit with you as long as they do not distract you from the game. You should remain at the score table for the entire game. If you need to leave the score table, you must secure a replacement first.

## Enter the Starting Lineup

Ten minutes before the start of the game, make sure to obtain the lineup from the managers. The lineup will be listed on the lineup card. You will transfer the names positions, and player numbers into the player listing on the scorebook. (See examples).

You should list All of the players on the team, even those who are not participating in the game. If they are absent, make sure to list the specific (e.g. ill, vacation, broken thumb, etc.) reason why they are not attending the game and line through the player score boxes.

Using the lineup card, make sure that the manager has:

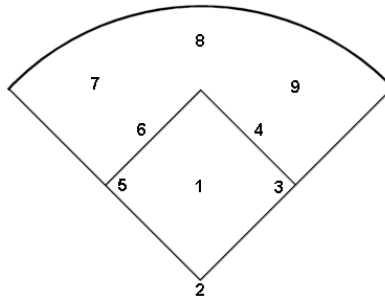
1. Accounted for each player on the team
2. Accounted for each position (pitcher, catcher, etc) on the field, and that no players are in duplicate positions.

#	Player	Pos	1
9	Smith, J.	8	◇
	Sub		
29	Lawson, A.	4	◇
	Sub		
17	Henry, D.	2	◇
	Sub		
33	Jones, T.	9	◇
	Sub		

TEAM	Dodgers		(PLEASE PRINT)
COACH	Zachary Zubia		
NO.	POS.	PLAYER'S NAME	(PLEASE PRINT FIRST & LAST)
9	8	Jimmy Smith	
29	4	Andrew Lawson	
17	2	David Henry	
33	9	Tom Jones	
4	1	Peter Piper	
99	3	Adam Roberts	
11	5	Jose Hernandez	
7	7	Isaac Asimov	
21	6	Mark Adams	
SUBSTITUTES			
2		Nick Johnson	
1		Pablo Morales	
00		Steve Garvey	

## Player Position Numbers

Each player on the field is assigned a position number. When you are scorekeeping you will always use the position number rather than the position name. Numbers are assigned as follows (this diagram also appears on the scorebook page):



## During the Game

### Tracking the Lineup – Continuous Line Up (Minors and below)

As the game progresses, the players will change position on the field. You should track which player is playing in which position at all times in the game.

With a continuous lineup all the players bat. This means that even if someone is not playing a defensive position, that they will have a turn at bat. The batting order is set at the beginning of the game by the lineup and does not change throughout the game. When the Manager moves players defensively, you indicate the move in the box under their name, and indicate the inning that they moved using “T” for top of the inning, and “B” for bottom. So, if the player moves to center field in the Top of the third, you indicate T3 Position 8. It is important to note that if a batter comes up at the wrong time, “bats out of order” that the scorekeeper should **not notify the manager or the umpire**. For details, refer to Rule 6.07 in the Official Regulations and Playing Rules.

### Tracking the Lineup – Regular Line Up (Majors and above)

As the game progresses, the players will be substituted. You must track which player is playing in which position at all times in the game. With a Regular Line Up, only 9 players are allowed to bat at any time. These players also play defense. When a change is made, a player is removed from his order in the lineup, and replaced by the new player. While both the old and new players will be batting in the same place in the order, they may be playing different defensive positions.

When the Manager substitutes players, he/she will indicate where the player bats in the lineup. You indicate the new player in the box under their batting spot. You also indicate the inning that the player entered the game by placing a vertical line on the inning change.

#	Player	Pos		8
9	Smith, J.	8	Sub	⬡ K
				Ⓛ
29	Lawson, A.	4	Sub	⬡
3	Kitt, W.	PH		

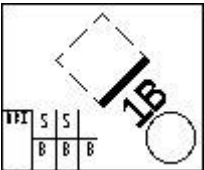
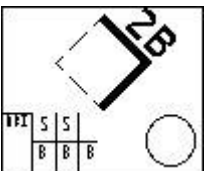
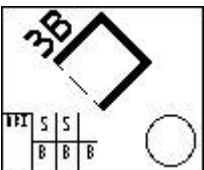
## Counting Balls and Strikes & Pitch Count

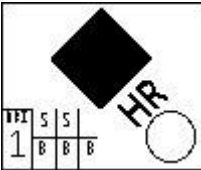
One of the roles of the scorekeeper is to keep track of the number of balls and strikes for each batter. It is the umpire's role to determine whether a pitch is a ball or a strike; you must account for each pitch to the batter (balls, strikes, fouls).

Generally, if the umpire makes no, or little, motion, this is a ball. Occasionally the umpire may ask you what the current count is on a batter. Use the boxes in the lower left of the score box to indicate balls and strikes. The top line is for Strikes, the bottom for Balls. Place a mark, or color in the appropriate box for each pitch. If the batter hits a foul ball after the second strike, place a "dot" next to the strikes to account for that pitch. It is a good idea to cross-check the pitch count each half inning with the Pitch Counter. Make sure you count the activity on the last pitch (e.g., hits, strike outs, fielder's choice)

## Scoring Hits

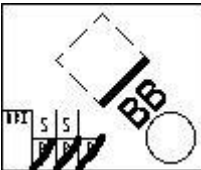
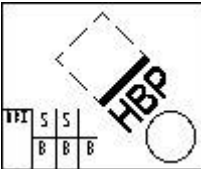
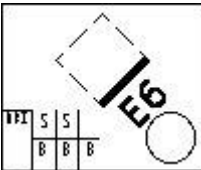
A hit is when a ball is batted into fair territory that allows the batter to reach base safely without the aid of an error. There are essentially four kinds of hits. Below is an example of how each is indicated in the scorebook.

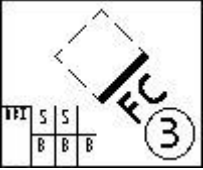
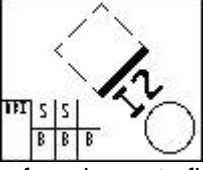
Hit	Scoring	Counting for Player Totals
<p><b>Single (1B) or Bunt Single</b> A bunt is defined by bat position, rather than how far the ball travels. If a player swings and hits an infield grounder, this is a regular hit, not a bunt hit. If the player holds the bat still, and the bat is horizontal to the ground, this is a bunt.</p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first.</li> <li>2. Circle 1B.</li> </ol>	<p>At Bats Totals: Counts as one at bat. Hits Totals: Counts as one hit. RBI Totals: Batter receives an RBI if a runner scores.</p>
<p><b>Double (2B)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home, to first, to second.</li> <li>2. Circle 2B.</li> </ol>	<p>At Bats Totals: Counts as one at bat. Hits Totals: Counts as one hit. RBI Totals: Batter receives an RBI if a runner scores.</p>
<p><b>Triple (3B)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home, to first, to second, to third.</li> <li>2. Circle 3B.</li> </ol>	<p>At Bats Totals: Counts as one at bat. Hits Totals: Counts as one hit. RBI Totals: Batter receives an RBI if a runner scores.</p>

Home Run (HR)	 <ol style="list-style-type: none"> <li>1. Draw a line from home, to first, to second, to third to home.</li> <li>2. Fill in the resulting diamond (this will make it easier to count runs in the game.)</li> <li>3. Circle HR (Home Run).</li> </ol>	<p>At Bats Totals: Counts as one at bat.          Hits Totals: Counts as one hit.          RBI Totals: Counts as at least one RBI. If the batter also brings any other players home that were on base, those runs count as RBIs as well.</p>
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### Scoring Reaching Base Without a Hit

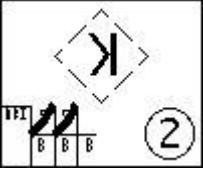
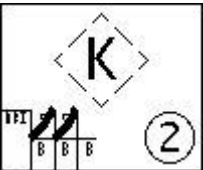
There are a number of events that cause a batter to reach a base or a runner to advance, but that do not count towards his or her hitting totals. Below are definitions for each, and an example of how each is indicated in the scorebook.



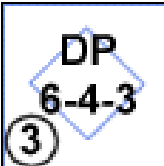

Item	Scoring	Counting for Player Totals
Base on Balls/Walk (BB)	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first base.</li> <li>2. Circle BB.</li> </ol>	<p>At Bat Totals: Does not count as an at bat.          Hits Totals: Does not count as a hit.          RBI Totals: Batter receives an RBI if the bases are loaded, and the runner at third scores.</p>
Hit by Pitch (HBP)	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first base.</li> <li>2. Write HBP to the right of the line.</li> </ol>	<p>At Bat Totals: Does not count as an at bat.          Hits Totals: Does not count as a hit.          RBI Totals: Batter receives an RBI if the bases are loaded, and the runner at third scores.</p>
<p><b>Error (E, n=position #)</b>            An error occurs when a defensive player fails to complete a routine play. It is up to the scorekeeper to determine whether or not an error has been made. Remember that little leaguers are not professionals; when in doubt, do not call an error.</p>	 <ol style="list-style-type: none"> <li>1. Draw a line indicating the runner's advance.</li> <li>2. Write En next to the line – where n is the number of the position that made the error.</li> </ol>	<p>At Bats Totals: If the batter reaches first base as the result of an Error, it counts as one at bat.          Hits Totals: If the batter reaches first base as a result of an Error, it does not count as a hit.          RBI Totals: The batter receives an RBI if:</p> <ul style="list-style-type: none"> <li>•It is before the second out</li> <li>•If a runner scores, and they would have done so regardless of whether or not the error was made, and</li> <li>• The error was not made at first base as part of what would have been a force double play.</li> </ul>

Item	Scoring	Counting for Player Totals
<p><b>Fielder's Choice</b> The act of defensive player who, after fielding a ground ball, attempts to put out a preceding player rather than the batter-runner. The term may also be applied when a player steals a base because of the indifference of the defensive team.</p>	 <ol style="list-style-type: none"> <li>1. Draw a line indicating the runner's advance.</li> <li>2. Write FC next to the line.</li> </ol> <p>In the example above, the batter advanced to first base due to a Fielder's Choice.</p>	<p>At Bat Totals: If the batter reaches first base as the result of a Fielder's Choice, it counts as one at bat. Hits Totals: If the batter reaches first base as the result of a Fielder's Choice, it does not count as a hit. RBI Totals: Batter receives an RBI if a runner scores.</p>
<p><b>Interference (I)</b></p>	 <ol style="list-style-type: none"> <li>1. Draw a line from home to first base.</li> <li>2. Write I2 to the right of the line.</li> </ol>	<p>At Bat Totals: Does not count as an at bat. Hits Totals: Does not count as a hit. RBI Totals: Batter receives an RBI if the bases are loaded, and the runner at third scores.</p>

## Scoring Outs

There are several instances when the batter will cause an out. Below are definitions for each, and an example of how each is indicated in the scorebook.

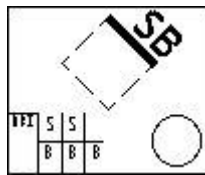
Item	Scoring	Counting for Player Totals
<p><b>Strike out Looking/Called Strike (backward K)</b></p>	 <ol style="list-style-type: none"> <li>1. Write backward K in the middle of the diamond.</li> <li>2. Indicate the out number in the circle.</li> </ol>	<p>At Bat Totals: Counts as an at bat. Hits Totals: Does not count as a hit. RBI Totals: None.</p>
<p><b>Strike out Swinging (K)</b></p>	 <ol style="list-style-type: none"> <li>1. Write K in the middle of the diamond.</li> <li>2. Indicate the out number in the circle.</li> </ol>	<p>At Bat Totals: Counts as an at bat. Hits Totals: Does not count as a hit. RBI Totals: None.</p>

Item	Scoring	Counting for Player Totals
Put Out Unassisted/Fly Out Unassisted (Un or Fn, n=position #)	 <p>1. Write Un or Fn where n=position number of the defensive player making the out. Typically U is used for an infield player, and F indicates a fly ball caught in the outfield.</p> <p>2. Indicate the out number in the circle.</p>	At Bat Totals: Counts as an at bat. Hits Totals: Does not count as a hit. RBI Totals: None (unless determined to be a Sacrifice. See Sacrifice Fly and Sacrifice Bunt below.)
Put Out Assisted (n1-n2 n1= assisting position # n2= put out position #)	 <p>1. Write n1-n2 where n1 is the position number of the defensive player making the assist, and n2 is the position number of the player making the put out.</p> <p>2. Indicate the out number.</p>	At Bat Totals: Counts as an at bat. Hits Totals: Does not count as a hit. RBI Totals: Batter receives an RBI for any runner that scores.
Double Play	 <p>1. Write n1-n2-n3 where n1 is the number of the defensive player making the assist, n2 is the number of the defensive player making the first put out, and n3 is the number of the defensive player making the second put out.</p> <p>2. Indicate the out number.</p>	At Bat Totals: Counts as an at bat. Hits Totals: Does not count as a hit. RBI Totals: Batter receives an RBI for any runner that scores.
Sacrifice Fly/Sacrifice Bunt A fly ball or bunt that is fielded to retire the batter-runner but allows another player to score.	 <p>1. Write SAn where n is the number of the defensive player who caught the fly ball or made the put out.</p> <p>2. Indicate the out number.</p>	At Bat Totals: Does not count as an at bat. Hits Totals: Does not count as a hit. RBI Totals: Batter receives an RBI for the runner that scores.

## Scoring Runner Advances

There are occasions when a player advances to another base because of a special circumstance. You will want to track these in the scorebook:

- Stolen Base (SB) – when the runner goes to their next base without the benefit of being advanced by a batter. Note: the defense must make an effort to catch the runner in order for it to be a stolen base; otherwise it is considered a fielder's choice.
- Passed Balls (PB) – a ball that the catcher failed to catch, but which they should have been able to catch with ordinary effort. Since the ball is still “live” runners may advance. The catcher is not charged with an error.
- Wild Pitch (WP) – a ball thrown by the pitcher that the catcher cannot catch with ordinary effort. The ball is still “live.” The pitcher is not charged with an error.
- Fielder's Choice (FC) – When a runner advances due to the defense choosing to put out the batter. Also, an unchallenged stolen base is considered a fielder's choice.
- Error (En) – When a runner advances due to failure of a defensive player to complete a routine play. It is up to the scorekeeper to determine whether or not an error has been made. Remember that little leaguers are not professionals; when in doubt, do not call an error. Only one base advance may be counted per error.
- To track base advances, write the abbreviation next to the line that indicates the base advance. In the example below, the runner advanced to second because of a stolen base.

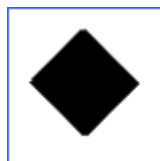


## Scoring Runs

Each time a player safely crosses home plate after rounding the bases, you count a run. There may be limits to the number of runs that may be scored by each team in different divisions (Rookie – 4 runs per inning, Minor – 5 runs per inning even if the play that scored the final run results in additional players crossing the plate. The maximum number of runs is only recorded).

After four complete innings of play (three and a half innings if the home team is ahead), if one team is 10 or more runs ahead of the other team, the game is automatically ended. For the Junior division, after five complete innings of play (four and a half innings if the home team is ahead), if one team is 10 or more runs ahead of the other team, the game is automatically ended.

When a player scores a run, completely fill in the diamond on the scorecard. This will make it easier to total runs at the end of each inning.



## Changing Pitchers

Each time a new pitcher enters the game, either for your own team, or the opposing team, you must track it in the scorebook.

- Draw a line under the box of the last batter the previous pitcher faced
- Note the new pitchers name

You should also track each pitcher for the team in the box provided at the bottom of the scorebook. Remember, with Pitch Count, you are concerned with the number of actual pitches, and Not innings. Thus, we recommend you put Pitch Count in the “ IP “ column. If you wish, you can also track the number of strikeouts and base on balls for each pitcher.

## Inning Totals

At the end of each inning, total the number of runs at the bottom of the list of players for each inning.

- Runs – The total number of times a runner safely crossed home plate during the inning. Count up the number of shaded diamonds for each player in the inning. (Required)
- Hits – The total number of hits in the inning. See pages 10-12 for information on scoring hits. (Optional)
- Errors – the total number of errors in the inning. See page 13 for information on scoring errors. (Optional)
- Left on Base (LOB)– This is the number of runners who were on base after the last out is made. For example, if there were two runners on base, and one of them is caught stealing for out three, then one runner was left on base. (Optional)

## Miscellaneous:

- End of an inning – When the offensive team has made three outs, a line is drawn beneath the play of the last batter. It is sometimes helpful to cross out the the remaining batters for the inning so that you know where to start in the next inning. After each half-inning, the total number of hits and runs can be noted at the bottom of the column. After the game, totals can be added up for each team and each batter.
- Substitutions – When a substitution is made, a vertical line is drawn after the last at-bat for previous player, and the new player's name and number is written in the second line of the Player Information section. A notation of **PH** or **PR** should be made for pinch hit and pinch run situations.
- Batting around – After the ninth batter has batted, the record of the first batter should be noted in the same column. However, if more than nine batters bat in a single inning, the next column will be needed. Cross out the next inning number and change to the current inning. For example, if Inning 1 has more than 9 batters, cross off inning 2 and change to 1.

## Ending the Game

The game is over when the umpire declares it over. Complete games for Major division and below will end after six innings, 5 ½ innings if home team is ahead. Junior/Senior/Big League division games will end after seven innings, 6 ½ innings if home team is ahead. If using the 10 run rule, Minor and Major games will end after 3 ½ innings if home is ahead, Juniors/Seniors/Big League after 4 ½ innings if home is ahead; or may be called due to darkness, rain, curfew etc. A regulation game in Minor and Majors must have at least four full innings (or three and a half innings if the home team is

ahead.) A regulation game in Juniors/Seniors/Big League must have at least five full innings (or four and a half innings if the home team is ahead.)

If your game is called before it is a complete game, simply make a note in the scorebook indicating why the game was stopped. When the game is rescheduled, it will begin at exactly the same place at which it was stopped, and you will continue in the scorebook as though there had not been a delay.

After the game, make sure to clearly note the final score and the winning team and have both managers sign the book. Place the scorebook and pencil in the bag at the field. Do not take scorebooks home with you.

## **Statistics (Optional)**

### Player Totals

Each player may have a total filled out at the end of the game. This total includes their number of:

- At Bats
- Runs
- Hits
- Runs Batted In
- Strike Outs (SO)
- Base on Balls and Hit by Pitch (BB/HP)
- Errors

These numbers are entered to the very right of the player's name.

### **Counting At Bats**

The following count as an at bat:

- Any hit (single, bunt single, double, triple or home run.)
- An at bat where the player reaches first base due to an error.
- An at bat where the player reaches first base due to a fielder's choice.
- An at bat that results in the batter being out
- Strike out looking (backward K)
- Strike out swinging (K)
- Unassisted out
- Assisted out
- Double play
- Batter's interference (BI)

These are not at bats:

- A Base on Balls (Walk.)
- A Sacrifice Fly or Sacrifice Bunt.
- A HBP (Hit by Pitch.)
- Catcher's interference

### **Counting Hits**

A hit is when a ball is batted into fair territory that allows the batter to reach base safely without the aid of an error.

## Counting RBIs

A player receives a Run Batted In (RBI) for each player on base that they bring home as a result of their turn at the bat. RBIs result when other players score a run, as a result of:

- Any hit (single, bunt single, double, triple, or home run). If the batter hits a solo (no runners on base) home run, this counts as one RBI for his or her own run.
- The batter reaches first base on a Base on Balls (BB) when the bases are loaded (runners on first, second and third), and the runner at third scores.
- The batter is awarded first base (Hit by Pitch, or Interference) when the bases are loaded (runners on first, second and third), and the runner at third scores.
- When the batter reaches base by a Fielder's Choice (FC) and the runner at third scores.
- When the batter hits a Sacrifice (SAC) fly or bunt, and the runner at third scores.
- When the batter reaches base through an error, and the runner at third scores. This only counts as an RBI if:
  1. It is before the second out, and
  2. The scorekeeper determines that the runner would have scored even if the error had not been made, and
  3. The error was not made at first base as part of what would have been a force double play.
- When the batter reaches base through a fielder's choice, and the runner at third scores.
- When the batter causes an infield out, and the runner from third scores. This is not true if the batter hits into a double play.

Batting Average:  $(\text{total hits}) / (\text{official at-bats})$

Earned Run Average:  $(\text{earned runs} * 9) / (\text{innings pitched})$

## Team Totals

Beneath the player totals is a spot to total the statistics for your entire team. Enter the number of at bats, runs, hits, RBIs, SO, BB/HP and Errors for your team.

## Sample Exercise

Score the following events using the blank scorebook below. Compare your answers to the suggested answers on the next page.

- 
- A. Batter number 1 receives 3 balls and 2 strikes. He hits a grounder to the pitcher, who throws to the first baseman. The first baseman tags first for the out.
  - B. Batter number 2 hits the first pitch to center field. He gets a double. The outfield throws in the ball, and the third baseman drops what should have been a routine catch. The runner advances to third.
  - C. Batter number 3 receives 2 balls then, hits a bunt. The runner scores. The batter is safe at first base.
  - D. Batter number 4 strikes out on three pitches. He swings at the last pitch.
  - E. Batter number 5 hits a first pitch grounder to the shortstop. He throws to first, but not in time, and the runner is safe at first.
  - F. Batter number 6 receives 2 balls and a strike. He hits a fly ball to center field; the center fielder catches the ball for the third out.

HOME Angels		VISITOR Dodgers		DATE	PLACE	TIME/GAME NO.	OFFICIAL QUICK-TALLY								
#	PLAYER	POS	1	2	3	4	5	6	7	8	9	AB	R	H	RBI
9	Smith, J	8	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
29	Lawson, A	4	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
17	Henry, D	2	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
33	Jones, T	9	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
4	Piper, P	1	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
99	Roberts, A	3	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
11	Hernandez, J	5	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
7	Asimov, I	7	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
21	Adams, M	6	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
10			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
11			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
12			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
13			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
14			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
Subs															
2	Johnson, N		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
1	Morales, P		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
00	Garvey, S		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
TOTALS															

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#	PITCHER'S NAME	WIN	SAVE	LOSS	PC	IP	AB	K	BB	H	R	ER	WP	FINAL SCORE
		HOME	VISITOR											
4	Peter Piper													
		RUNS		HITS		ERRORS		UMPIRES		SCORER				

# Sample Exercise Answer

HOME Angels		VISITOR Dodgers		DATE	PLACE	TIME/GAME NO.	QUICK-TALLY									
#	PLAYER	POS		1	2	3	4	5	6	7	8	9	AB	R	H	RBI
9	Smith, J	8	1-3	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
29	Lawson, A	4	10	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
17	Henry, D	20		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
33	Jones, T	9		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
4	Piper, P	1	K	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
99	Roberts, A	3	FB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
11	Hernandez, J	5	10	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
7	Asimov, I	7		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
21	Adams, M	6		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
10				1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
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	Subs															
2	Johnson, N	15		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
1	Morales, P	16		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
00	Garvey, S	17		1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB				
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#	PITCHER'S NAME	WIN	SAVE	LOSS	PC	IP	AB	K	BB	H	R	ER	WP														
7	Peter Piper																										
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2">FINAL SCORE</th> </tr> <tr> <th>HOME</th> <th>VISITOR</th> </tr> </thead> <tbody> <tr> <td>RUNS</td> <td></td> </tr> <tr> <td>HITS</td> <td></td> </tr> <tr> <td>ERRORS</td> <td></td> </tr> <tr> <td>UMPIRES</td> <td></td> </tr> <tr> <td>SCORER</td> <td></td> </tr> </tbody> </table>														FINAL SCORE		HOME	VISITOR	RUNS		HITS		ERRORS		UMPIRES		SCORER	
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HOME		VISITOR									DATE	PLACE	TIME/GAME NO.	QUICK-TALLY				
#	PLAYER	POS	VS												AB	R	H	RBI
			1	2	3	4	5	6	7	8	9							
1			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
2			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
3			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
4			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
5			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
6			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
7			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
8			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
9			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
10			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
11			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
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15			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
16			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
17			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB							
TOTALS			H	E	LOB							PITCH COUNT		TOTALS →				
#	PITCHER'S NAME		WIN	SAVE	LOSS	PC	IP	AB	K	BB	H	R	ER	WP	FINAL SCORE			
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HOME		VISITOR									DATE	PLACE	TIME/GAME NO.	QUICK-TALLY												
#	PLAYER	POS	VS									AB	R	H	RBI											
			1	2	3	4	5	6	7	8	9															
1			1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB	1B 2B 3B HR BB					1	1	1	1							
																2	2	2	2							
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SYSTEM-17  
 QUICK-TALLY  
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