

# Cypress Girls Softball League



## Scorekeeper's Guide

Revision C

## Introduction

On behalf of Cypress Girls' Softball (CGSL), thank you for agreeing to serve as the Scorekeeper for your daughter's team. Your participation is appreciated by the Board, Coaches, Managers and Umpires.

This guide has been created to help the Team and Official Scorekeepers understand the basic requirements of the Scorekeeper's role at CGSL games; to learn the elements of Scorekeeping and to serve as a reference during games. This guide is not intended to describe, and does not describe, all possible events that can be recorded during a game, but will provide the basics for keeping an accurate accounting of the events that take place during the game(s).

Again, thank you for stepping up to take on a very important role on your daughter's team.

## Revision History

The Table below summarizes the revision history of the Scorekeeper's Guide:

DATE	AUTHOR	REVISION	DESCRIPTION OF CHANGES
2/5/2009	CGSL Board		Initial writing of CGSL's Scorekeeper's Guide. This Guide was created from a variety of sources such as CGSL's Scorekeeping 101 document, Los Alamitos Girls Softball Scorekeeping Guide and a variety of ASA Resources.
2/6/2009	CGSL Board	A	Incorporated feedback received during the Scorekeepers Clinic held on 2/5/2009
2/17/2010	CGSL Board	B	Changed cover page for 2010
2/10/2011	CGSL Board	C	Changed cover page for 2011

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## The Role & Responsibilities of the Scorekeeper

The objective of scorekeeping is to be able to communicate the information and events of the game at any point during the game, in a way that is accurate. This information includes the lineups for both teams, the inning, the score, the count on the batter, number of outs, batters, players, the starting time of the game and the final score. The scorekeeper communicates this information to umpires, managers, coaches, commissioners and all others who have an interest in the game.

Each team should have a minimum of two (2) scorekeepers – a **Team Scorekeeper** (one for the team's scorebook) and an **Official Scorekeeper** (one for the league's/tournament scorebook). When your team is the visiting team (as determined by either the game schedule, or a coin toss), you only need to maintain your team's scorebook; however, if your team is the home team (as determined by either the game schedule, or a coin toss), your team will need to maintain the team's scorebook AND the league's scorebook. **NOTE:** It is very difficult for one (1) person to try to maintain two (2) scorebooks during a game, so having two (2) scorekeepers is very important.

The **Official Scorekeeper** should obtain **Official Scorebook** at the Snack Bar 30 minutes prior to the start of the game and begin to fill it out as soon as you receive both teams' lineups. The 8U and 10U Division scorebooks are located in the East Snack Bar, and the 12U and 14U scorebooks are located in the Main Snack Bar. THE OFFICIAL (LEAGUE) SCOREBOOK MUST BE RETURNED TO THE SNACK BAR AT THE END OF EACH GAME. DO NOT TAKE IT HOME FOR ANY REASON. On game days when a game precedes yours, please retrieve the scorebook from the **Official Scorekeeper** of the previous game. If he/she left the game prior to your arrival, check in the appropriate Snack Bar.

**NOTE:** The T-Ball Division does not require scorekeepers.

The **Official Scorekeeper** is in direct communication with the umpire(s) during the game. This means that he/she is responsible for noting the official start time of the game, keeping track of offensive and defensive conferences, keeping track of the pitching count (balls and strikes), keeping track of the outs, keeping track of pitching changes, and of course the score (inning-by-inning and total). The **Official Scorekeeper** should sit as close to the umpire as you can so it is easier to communicate with the home plate umpire without delaying the game. **NOTE:** The **Official Scorekeeper** may not sit in either dugout.

The **Team Scorekeeper** should sit as close to his/her Manager and/or Head Coach. The Team Scorekeeper may sit in the dugout if necessary, but some Coaches and Managers like to minimize how many people are in the dugout.

**Team Scorekeepers** should retrieve their scorebook from their Team Manager or Head Coach prior to the game.

The **Official Scorekeeper** must have both teams sign the **Official Scorebook** at the conclusion of the game. The Coaches (or Managers) are signing to acknowledge the winner of the game, the final score, and the pitching outs for their pitchers.

Scorekeepers should come to the game with a pen, pencil, eraser, a comfortable chair, and the ability to multi-task. If you are either the Team Scorekeeper or the Official Scorekeeper and you cannot make it to the game, please notify the other Scorekeeper or the Manager prior to the game and/or make arrangements for someone to take your place.

Collect line-up cards from both teams 15 minutes (at least) prior to the start of the game to allow enough time to transfer the line-up cards to the scorebook. Make sure the line-up cards are filled out completely with the day/date of the game, location of the game, field, team names/numbers, home or visitor, first AND last names of each player, their uniform number and the starting pitcher. If anything is missing or the line-up is incomplete, return it to the Manager to complete/correct before entering in the scorebook. Line-up cards are typically in triplicate: one (1) copy for your own team; one (1) copy for the opposing team; and one (1) copy for the Official Scorekeeper.

## The Basics

Scorekeeping involves following the game as the umpire calls the game, and following the batters around the bases. Start with the first batter in the line-up listed for each team. Check the name of the player and her jersey number to make sure she is batting in the proper order. Score what she did at her at bat, and then progress through the lineup. You should be starting with the visiting team first.

Balls and strikes should be recorded pitch-by-pitch in the appropriate boxes. In a scorebook, there are typically three (3) small boxes to record balls on the batter, and two (2) small boxes to record strikes on the batter. Some like to fill in the boxes, some like to indicate with an 'x'. What's important is to keep track, and be in sync with the umpire at all times; therefore, it is very important to pay close attention to the umpire. The umpire will typically call out the count with balls, then strikes as well as show balls on his left hand, and strikes on his right hand.

For example, if the umpire calls out, "Three and 0", that indicates three (3) balls and no (0) strikes. If he calls out "One and Two", that indicates one (1) ball and two (2) strikes. If he calls out "Three and Two", that indicates three (3) balls and two (2) strikes. If he calls out, "Full count", that is the same as three (3) balls and two (2) strikes, etc.

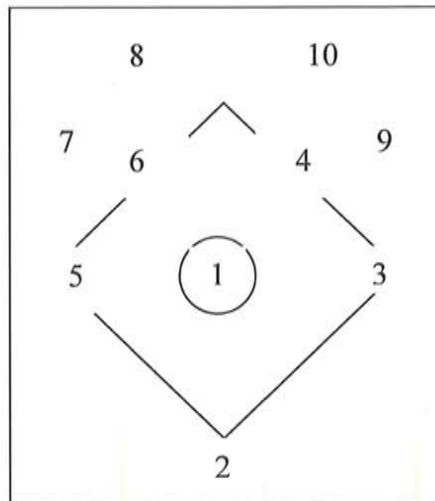
Outs should be recorded as they are made.

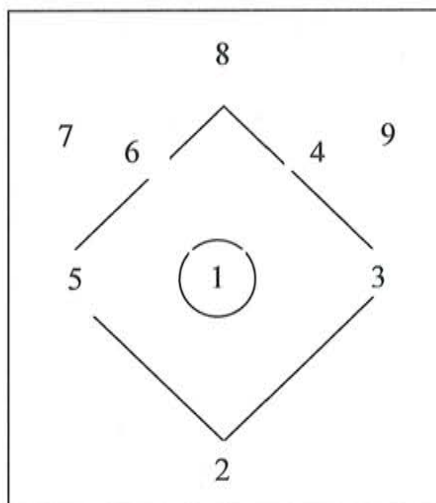
## Positions and Common Symbols

Position #	Position Name
1	Pitcher (P)
2	Catcher (C)
3	First Base (1B)
4	Second Base (2B)
5	Third Base (3B)
6	Short Stop (SS)
7	Left Field (LF)
8	Center Field (CF)
9	Right Field (RF)
10	Rover (4 <sup>th</sup> Outfielder), 8U only
Common Symbols	
B	Bunt
CP	Coach Pitch (8U only)
CS	Caught Stealing
DP	Designated Player (Used in Championship Play Only)
DTS	Dropped 3 <sup>rd</sup> Strike
E	Error
F	Flyball
FC	Fielder's Choice

FLEX	"Flex" Player (Used in Championship Play Only)
HP, or HBP	Hit by Pitch
K	Strikeout Swinging
Backwards K	Strikeout Looking
LD	Linedrive
LOB	Left On Base
PB	Passed Ball
SAC	Sacrifice
SB	Stolen Base
U	Unassisted Play
WP	Wild Pitch

**8U Fielding Positions:**



**10U, 12U, 14U and High School (HS) Fielding Positions:**

**NOTE:** There is no 10<sup>th</sup> Player in 10U, 12U, 14U or High School (HS) Divisions

When a player reaches the base safely, the scorekeeper needs to indicate how the batter arrived safely on base. For walks and hits, simply indicate by circling the BB (base on balls), 1B (single), 2B (double), 3B (triple) and HR (home run). If the player arrives safely due to drop 3<sup>rd</sup> strike, you should still indicate with a "K" or backwards "K" and also note "DTS" (dropped 3<sup>rd</sup> strike) in the lower part of the box.

## Run Limits

T-Ball has no run limits, the entire line-up bats every inning

12U, 14U, and High School (HS) Divisions have no run limit

10U has a run limit of five (5) runs max (per inning) the first three (3) innings, then no limit thereafter

8U run limit is the 9<sup>th</sup> batter rule. When the 9<sup>th</sup> batter (not the 9<sup>th</sup> batter in the lineup, but the 9<sup>th</sup> batter in that particular inning), comes up to bat in the inning, it is the responsibility of the **Official Scorekeeper** to inform the umpire. The umpire will then announce "9<sup>th</sup> Batter", which means there are automatically two (2) outs at that point. The pitcher will then pitch to the batter and play resumes. This is the last batter for the inning, so the batter must either be put out by any normal out (strikeout, groundout, caught flyball, etc.) **OR** by any player who has possession of the ball touching home plate for a force out. For example, if there is a ground ball hit back to the pitcher, she can catch the ball and simply run to home plate and touch home plate for the 3<sup>rd</sup> out to end the inning.

Any player who crosses home plate prior to the 3<sup>rd</sup> out being made counts as a run for that inning.

The pitching outs for that inning will be recorded as three (3) outs towards that pitcher's pitching outs for the week.

**NOTE:** If the 9<sup>th</sup> batter is hit by the pitch, she will be awarded first base, then the 10<sup>th</sup> batter will come up to bat and perform under 9<sup>th</sup> batter rule.

## Pitching Summary

A pitching week will be two consecutive games. There will be no byes in a pitching week. A team's first two games comprise their first pitching week. For example, game 1 and game 2 is week # 1; game 3 and game 4 is week # 2, etc. No pitcher may pitch more than 21 outs in a pitching week or more than 18 outs in the 8U division. **NOTE:** There is no pitching out restrictions in 14U in Spring, 2010.

Indicate who the pitchers are for each team in the space provided (right margin) in the Scorebook. The scorekeeper should enter the player's first and last name, her jersey # and the number of outs per inning, and the total number of outs for the game.

**NOTE:** Pitchers names are indicated on the page where they are pitching to the batters, not on their own team's side of the Scorebook. In other words, the Visiting team's pitchers are shown on the Home team's side of the Scorebook, and vice versa.

**IMPORTANT:** When a team replaces their pitcher with another pitcher, the Scorekeeper should enter the new pitcher in the Scorebook and record her outs as well. The Coach or Manager of the pitcher that is entering the game is required to provide a pitching change form to the **Official Scorekeeper**. Do not allow verbal changes. It needs to be documented. It is not the responsibility of the scorekeeper to know who the pitcher is. The umpire should also be aware of the change. The umpire does not require documentation, but should be aware of who the pitcher is in the event a team requests a courtesy runner.

At the conclusion of the game, the Scorekeeper should add up the total pitching outs for each team and have the Coach or Manager sign the Official Scorebook to acknowledge the pitching outs.

## Mercy Rule

There is no mercy rule in T-Ball. For all other Divisions, the mercy rule is as follows:

15 runs after 3 complete innings; 12 runs after 4 complete innings; 8 runs after 5 complete innings.

## Batting Out Of Order

The **Official Scorekeeper** may not inform the team manager, coach, or umpire that a player is batting out of order. This is the responsibility of the Team Scorekeeper who will notify the Manager or Head Coach who will then call time out and inform the umpire. The umpire will then verify with the **Official Scorekeeper** that the batter is batting out of order, and rule on it.

If the infraction is caught while the illegal batter is still up to bat, the correct batter will come up to bat and assume the count and continue. If the infraction is caught after the illegal batter has completed the at bat, the correct batter will be considered out, and the next correct batter will continue.

## Misc. Rules

A Batter leaving early before the conclusion of the game must be indicated on the line-up prior to the start of the game. They are not considered an out when they have left the game, and their at bat occurs. . If it is not indicated prior to the game, the player will be considered an out when they leave the game and when they're at bat occurs.

Batters arriving after the start of the game will be inserted at the bottom of the batting order when they arrive at the game. Late arriving players must arrive before the conclusion of the 3rd inning.



When a player is injured before her at bat is completed, the last official batter who is not on base will complete her at bat. If a player cannot continue in a game, she is simply crossed out of the line-up and no out is recorded when her at bat occurs.

If a player is ejected from a game, she will be an out every time her at bat occurs.

Courtesy runners are allowed for pitchers and catchers only (the pitcher or catcher of record in the prior inning). Courtesy runners are the last out made.

When using the team scorebook, the page on the left side is the visiting team, who bats first, which is known as the top of the inning. The page on the right is the home team, who bats second, which is known as the bottom of the inning. The **Official Scorebook** score sheets do not have a left or right side, just one side or the other. In this case you need to put Home in the left hand corner of the home team, and Visitor in the left hand corner of the visiting team, to make it easier for you. The score sheets of the official book may be taken out and put on the clip of the notebook to use.

Line-ups must be completely inputted on the scoresheets prior to the start of the game.

When filling out the top portion of the scoresheet, be sure to write the correct team number to match the line-up directly below it. Time of game is the official starting time indicated by the umpire, not the scheduled start time.

As the game time approaches, the umpire will call a pre-game meeting for both teams. At this time scorekeepers should be prepared to begin. Umpires may tell the **Official Scorekeeper** at that time what the official starting time is, or wait for the first batter of the game to be in the batters box. Make sure you put the official starting time in the appropriate place on the scoresheet. If the umpire does not give a starting time, then ask. This is important, as our time limit is no new inning may start after 1 hour 30 minutes (1:30) has expired on the clock, and at 1 hour 40 minutes (1:40) the game will be stopped, which is the drop-dead rule. An inning is complete when the 3rd out has occurred, and if time is still on the clock at that time, then an inning may be started. Official starting time is according to the umpires watch, not anyone else's.

An "E" and the position number indicate errors. An error is an easily catch-able ball that is misplayed by any infielder or outfielder, resulting in the player reaching base safely. EX: E7 indicates that the Centerfielder (CF) made an error while making a play.

A drop third strike is any 3<sup>rd</sup> strike that hits the ground before or after the catcher catches the ball.. Official Rule Books will sometimes call this "Uncaught Third Strike" The pitcher is still credited with a strikeout, but the batter becomes a runner (unless first base is occupied). . On an uncaught third strike with no runner on first base (or with two outs, regardless of whether there is a runner on first), the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base, and must be tagged or thrown out.

An out that is made by one defensive player is considered an unassisted play and will be scored as a U and the defensive player position. EX: U5. Any out that is called because of obstruction, interference, batting out of order, or leaving the base to early will be an unassisted play to the nearest defensive player.

When 3 outs have occurred the ½ inning is complete. Mark who the last official batter is, and complete the scoring summary at the top of the page, complete the pitching out summary on the right of the page, and now go the next team's score sheet. You must transfer scoring summary to the top of the next page when changing teams.

When the next ½ inning is complete go back to the visiting team and continue with the next scheduled batter in the next inning. If a team bats their whole line-up in the inning, then you keep going into the next inning to complete 3 outs. Remember to change the number of the next inning and every inning after that.

In 8U there are no walks, after 4 balls, the coach will come out and pitch to their own batter. In the score sheet it is listed as CP.

Keep going until the game is complete.

The game is complete when the no new inning after 1 hour thirty minutes (1:30), or the drop-dead rule (1:40) comes into effect. The winner of the game when the drop-dead rule comes in affect is as follows:

If the game is called before the home team has an opportunity to complete the home half of the inning, and the score is not tied or the home team is losing, the score will revert back to the last completed inning.

Otherwise the score is either a tie, or the home team has won the game.

If the score reverts back, then all pitching outs, and runs scored by either team do not count. Games concluded when reverted back need to be indicated on scoresheet.

Indicate the final score on both sides of the scoresheet. Each team score should be listed first, with the other team listed second. EX 6-3, 3-6. Please make it large with a circle around it. You may use a colored pencil or marker so it does not blend in to the score sheet.

The **Official Scorekeeper** must have each manager sign for their team pitching outs and verify the score, put the score sheet into the binder, paper clip all line-ups and sub slips together and put in the pouch at the back of the binder. Return binder to snack bar, or give to the next team.

The **Team Scorekeeper** should verify the score with the official to make sure they are correct and pitching outs are accurate. The team scorebook should go back to the team manager or coach.

## Checklists, etc.

### ***Before The Game:***

- ✓ Bring pencil and eraser
- ✓ Arrive at the Field at least 30 minutes prior to the game
- ✓ Obtain the Official Scorebook from previous game, or from the appropriate Snack Bar
- ✓ Obtain Team Line Up sheets from both teams at least 15 minutes prior to the game
- ✓ Enter Team Line ups in the Official Scorebook
- ✓ Note the starting pitcher (should be indicated on the line up cards) for each team in the Scorebook
- ✓ Make contact with the umpire – be sure to get the official start time prior to the game, and note the time in the Scorebook.

### ***During The Game:***

- ✓ Note the pitch count for each batter and enter during the course of her at bat
- ✓ Note what each player does (walk, strikeout, hit safely, ground out, fly out, etc.)
- ✓ Record outs along the way
- ✓ Record runs, hits and left on base (LOB) at the end of each inning.
- ✓ Know the score inning-by-inning as the umpire will check periodically
- ✓ Indicate who the last batter is/was each inning and start a new column each inning
- ✓ Periodically check the time during the game

### ***After The Game:***

- ✓ Finish the Scorebook
- ✓ Note the Final Score
- ✓ Note the Total pitching outs for each pitcher
- ✓ Obtain the signature from both Teams (Manager or Coach)
- ✓ Sign your name in the Scorebook (please make it legible in case others have questions later)
- ✓ Return to the appropriate Snack Bar

## References

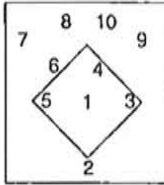
- CGSL Scorekeeping 101 Guide
- Los Alamitos Girls Softball Scorekeeping Guide (February, 2007)
  - [http://lagsl.clubspaces.com/default\\_css.aspx](http://lagsl.clubspaces.com/default_css.aspx)
- ASA Official Team Scorebook
- CGSL Official Blue Book

## Appendix / Samples

## Scoring a game...

First, a number is assigned to each defensive position...

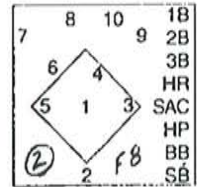
- 1 - Pitcher
- 2 - Catcher
- 3 - First Baseman
- 4 - Second Baseman
- 5 - Third Baseman



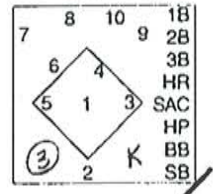
- 6 - Shortstop
- 7 - Left Fielder
- 8 - Center Fielder
- 9 - Right Fielder
- 10 - Short Fielder (SP)



A fly ball to center field would be scored F8...



Each out is numbered and circled (note 1 and 2). Thus 3 indicates the third and last out of an inning.



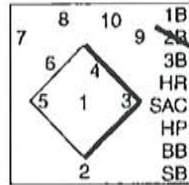
Two positions used on offense only will utilize initials in recording their position. The designated player in fast pitch will use "DP" and the extra player in slow pitch will use "EP." If the "DP" is used, the player playing defense only will be listed in the #10 spot in the batting order. Both the "DP" and the "EP" can be listed anywhere in the batting order.

## Recording a player reaching a base...

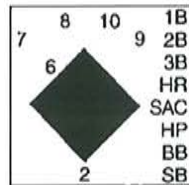
In the rectangle to the right of a player, under the appropriate inning, draw a pencil line from home base around the diamond to the base reached. Next, you will note on the *right* side of each box, a series of abbreviations. These refer to a number of possible ways in which the player may reach base...

- 1B-One Base Hit
- 2B-Two Base Hit
- 3B-Three Base Hit
- HR-Home Run
- HP-Hit by Pitcher
- SAC-Sacrifice (Bunt or Hit)
- BB-Base on Balls
- SB-Stolen Base

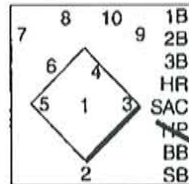
Draw a dash through the appropriate abbreviation. For example, a batter making a two-base hit would be scored...



When a runner reaches home base, fill in the entire diamond solidly.



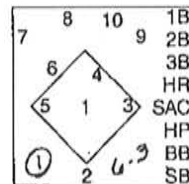
A hit batter would be shown as reaching first base.



## Recording an out...

In the lower part of the appropriate rectangle to the right of the player, record the number of the defensive fielder who catches a ground ball and then the number of the player making the putout.

For example, should the batter hit an infield ground ball to shortstop relayed to first base in time for the out, this would be scored 6-3...



## Recording certain other plays...

Within the player's rectangle, write in near the bottom other abbreviations, as follows...

- Strikeout (called or swinging) ..... Kc, K3, Kbt
- Pass Ball ..... PB
- Wild Pitch ..... WP
- Error (either thrown or dropped by the fielder) ..... E
- In addition, indicate the fielder making the error, thus ..... E5
- Fielder's Choice ..... FC
- Double Play ..... DP
- Run Batted In ..... RBI
- Also, list the batting order # of the player credited with the RBI.
- Sacrifice Fly ..... SF

In addition to recording each play within the player's rectangle, it is advisable at the same time to place a series of dots in the appropriate column at the right side of each page. This is a double check on the completeness of your recording, and also speeds up the final scorekeeping at the end of each game.

If all players are at bat before an inning ends, then mark out the printed number at the top of the column for the next inning, and continue the same inning down a second column. You'll find there are enough extra columns. When a player leaves the game, draw a vertical line on the right side of the box showing his action in the last inning played. Actions of his substitute continue thereafter horizontally across the page.

			7	8	10	9	1B	2B	3B	HR	SAC	HP	BB	SB
4	Adams	6												
	Sub													
11	Harris	2	6											

At the end of each inning, add vertically the total runs, hits, errors and the number of players left on base (LOB) for the entire inning. For example...

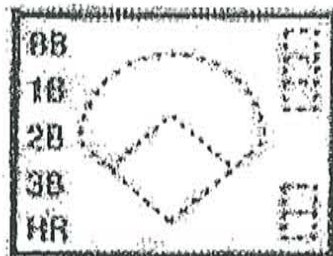
Team Totals	R	H	6	10
	E	LOB	1	3

A detailed instructional manual on scorekeeping may be purchased from the ASA National Office. For more information or to place your order, please call:

**1-800-654-8337**

## THE "SCOREBOX"


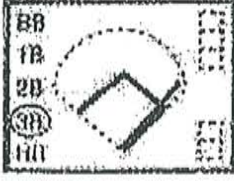
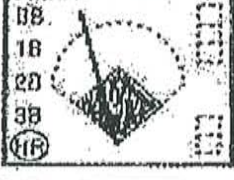
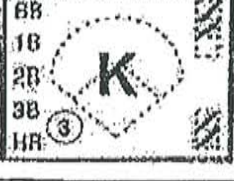
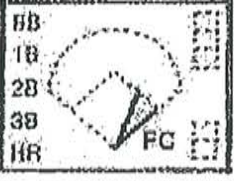

The primary element of the scorebook is what is sometimes called the "scorebox" – the box for each at-bat where the actions/progress of that player is recorded. Before going through all of the various scorebox notations, below is an example:

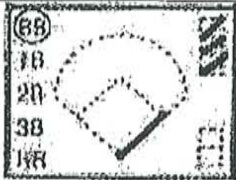
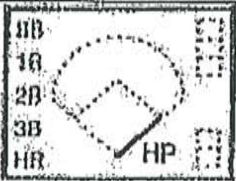
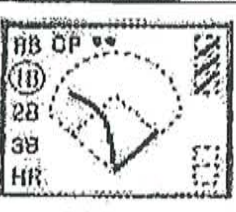
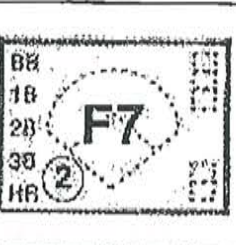
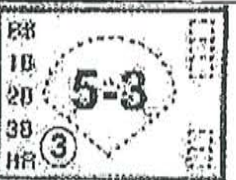
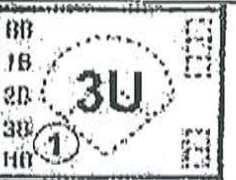
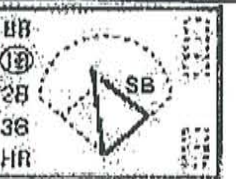




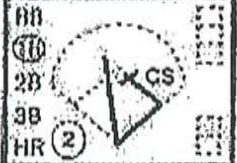



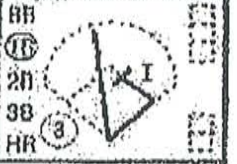

## SCORING NOTATIONS

Below is a description of the most common scoring notations.

<u>DESCRIPTION</u>	<u>SCOREBOX</u>
<p><b><u>Balls and Strikes</u></b> Balls and strikes must be entered as they are pitched, and are recorded in the boxes provided in the scorebox (usually along the right side, but sometimes in the bottom-left corner). In the example to the right the count is three balls, one strike.</p>	
<p><b><u>Outs</u></b> Any time an out is made, the player who is put out (not the player who hit the ball, if different) is marked with the out number with a circle around it. There is no defined location for the notation in most scorebooks, but the scorekeeper should use a consistent location.</p>	
<p><b><u>Single - 1B</u></b> A single is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to first base safely, and advancing to first base is not the result of an error or fielder's choice (see below). A single is denoted by circling the 1B along the left side of the scorebox.</p>	

<p><b><u>Double – 2B</u></b>  A double is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to second base safely, and advancing to second base is not the result of an error or a fielder's choice (see below). A double is denoted by circling the 2B along the left side of the scoreboard.</p>	
<p><b><u>Triple – 3B</u></b>  A triple is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to third base safely, and advancing to third base is not the result of an error or a fielder's choice (see below). A triple is denoted by circling the 3B along the left side of the scoreboard.</p>	
<p><b><u>Home Run – HR</u></b>  A home run is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances all the way around the bases, and advancing all the way around the bases is not the result of an error or a fielder's choice (see below). A home run is denoted by circling the HR along the left side of the scoreboard.</p>	
<p><b><u>Strikeout – K</u></b>  A strikeout is when a batter receives three strikes before hitting the ball in play or getting on base through another means. Most scorekeepers designate whether the third strike was swinging or "looking," with a backwards K designating a strikeout looking and a regular K designating a strikeout swinging.</p>	
<p><b><u>Fielder's Choice – FC</u></b>  A fielder's choice is recorded when the batter hits the ball and gets on base because the fielder attempted to put out another runner rather than the batter. A fielder's choice is given only if it is clear that a decision to attempt to get the batter would have been successful absent an error, otherwise the batter is awarded a base hit. In the example to the right the batter hit a ground ball to second base, who threw to another base thus allowing the batter to reach first.</p>	
<p><b><u>Error – E</u></b>  An error is given to a fielder whenever a runner advances to a base that she would not have reached without a mistake by a fielder. The scorekeeper determines whether an error was made, not the umpire, coaches or fans. In youth softball, a lot of consideration should be given to the age/ability level of the players before an error is given.</p>	

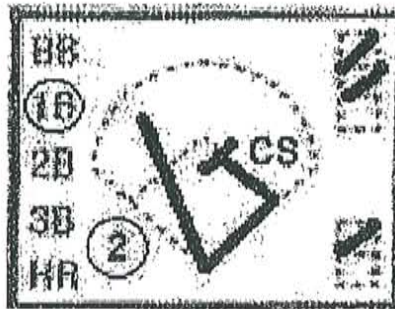
<p><b>Base on Balls (i.e. Walk) – BB</b> Walks are recorded by circling the BB in the upper right corner of the scoreboard. At the 8U level there are no walks – when a batter walks the coach pitches to the batter.</p>	
<p><b>Hit-By-Pitch – HP</b> A batter who is in the batter's box and is struck by a pitch is awarded first base. A notation is made near the line drawn from home to first base. Note: At the 8U level, when a batter is hit by a pitch the count is cleared and the coach pitches to the batter.</p>	
<p><b>"Coach Pitch" – (8U Level Only)</b> At the 8U level players who walk or are hit by a pitch do not take first base. They are entitled to up to three pitches from their coach. The player gets only as many strikes as they have left when they are walked, and if the batter is hit by a pitch the count is cleared. It is best to note the number of coach pitches thrown somewhere in the scoreboard.</p>	
<p><b>Fly Out/Pop Out/Line-Out</b> When a ball is hit in the air, and is caught in the air for an out, the out can be recorded by simply writing the position number of the player who caught the ball. For clarity, it is sometimes better to indicate a fly ball by an "F" before the position number (e.g. F7), an infield pop fly with a "P" before the position number (e.g. P4), and a line drive with an "LD" before the position number (e.g. LD6).</p>	
<p><b>Ground Out</b> A ground out is written by writing the number of the position that fielded the ball, then a dash, then the position number of the player who caught the ball for the put out. The scoreboard to the right shows a ground out to the third baseman (for the third out of the inning).</p>	
<p><b>Unassisted – U</b> When a player makes an out by fielding a ground ball and then tagging a base, or tagging a runner, then the player has made an unassisted out. This is denoted by placing a U after the position number of the player who made the unassisted out (usually the first baseman).</p>	
<p><b>Stolen Base – SB</b> A stolen base is awarded when the runner is successful at advancing a base on a pitch, and: a) there is either no passed ball or wild pitch; or b) the runner began the attempt to advance before a passed ball or wild pitch occurred.</p>	

<p><b><u>Passed Ball – PB</u></b>  A passed ball is noted when a runner advances to the next base because the catcher did not catch a pitch that she should have caught.</p>	
<p><b><u>Wild Pitch – WP</u></b>  A wild pitch is given when a runner advances to the next base due to a pitch that could not be easily caught by the catcher.</p>	
<p><b><u>Caught Stealing – CS</u></b>  When a runner attempts to steal, and is thrown out, it is denoted as caught stealing. Use this indication regardless of whether it would have been scored a stolen base, passed ball, or wild pitch had the runner been safe.</p>	
<p><b><u>Sacrifice Bunt – SAC</u></b>  A sacrifice bunt is noted when a batter is thrown out at first after bunting the ball, and the bunt advances one or more runners to another base.</p>	
<p><b><u>Sacrifice Fly – SF</u></b>  A sacrifice fly occurs when a fly ball is hit and caught for an out, and a runner on base advances and scores a run by "tagging up." The position number of the player who catches the fly ball is noted.</p>	
<p><b><u>Infield Fly Rule – IFR (Does not apply in 8U)</u></b>  An infield fly rule is called when there are runners on first and second, or bases loaded, with less than two outs, and the batter hits a pop fly to the infield. The umpire automatically calls the runner out, before the ball comes down, and the batter is out regardless of whether the player catches the pop fly. The position number of the player to whom the ball was hit is noted after IFR.</p>	
<p><b><u>Interference – I</u></b>  Interference occurs when a baserunner interferes with a fielder, or a ball in play hits a base runner. The base runner is out; no fielder is mentioned in the scoreboard.</p>	
<p><b><u>Obstruction – O</u></b>  Obstruction will be called when a fielder hinders the progress of a runner. Each base awarded due to an obstruction call is denoted by an O.</p>	

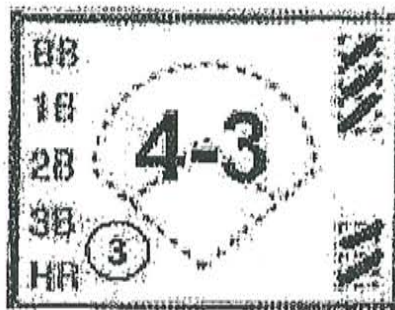


MORE DETAILED EXAMPLES

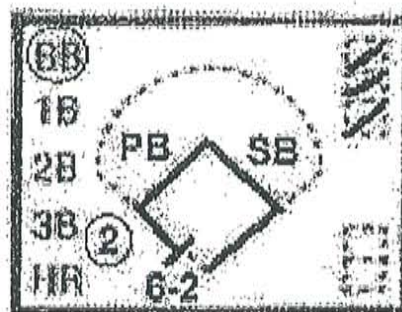
The box below reflects a player who, with a two balls and one strike count, hit a single to left field, then was subsequently thrown out attempting to steal second base (i.e. caught stealing), for the second out of the inning.



The box below reflects a player who, with a three balls and two strike count, hit a ground ball to second base (i.e. 4) who fielded the ball and threw to first base (i.e. 3) for the third out of the inning.



The box below reflects a player who walked on four pitches, stole second base, went to third base on a passed ball, then was thrown out at home, for the second out of the inning, when a batter hit a ground ball to the shortstop.



## A COMPLETE INNING

The chart below shows an entire half-inning, where seven girls came to bat, and how the scoreboxes would look at the end of the inning.

DESCRIPTION	#	SCOREBOXES
<p><b>First Batter:</b></p> <ul style="list-style-type: none"> <li>The batter walks on five pitches.</li> </ul>	1	
<p><b>Second Batter:</b></p> <ul style="list-style-type: none"> <li>With a one-and-one count, the runner on first base steals second.</li> <li>With a three-and-two count, the batter hits a double to right-center field, scoring the runner from second base.</li> </ul>	2	
<p><b>Third Batter:</b></p> <ul style="list-style-type: none"> <li>With a three-and-one count, the batter looks at strike two and the second batter is caught attempting to steal third base.</li> <li>The third batter then strikes out, swinging.</li> </ul>	3	
<p><b>Fourth Batter:</b></p> <ul style="list-style-type: none"> <li>On the first pitch of the at-bat, the batter hits a triple down the left field line.</li> </ul>	4	
<p><b>Fifth Batter:</b></p> <ul style="list-style-type: none"> <li>With a two-and-two count, the batter hits a ground ball to shortstop, and the shortstop makes an errant throw over the first baseman's head, allowing the batter to go to second base and the runner to score from third.</li> </ul>	5	
<p><b>Sixth Batter:</b></p> <ul style="list-style-type: none"> <li>With a one-and-one count the batter grounds out to the first baseman. (Note: no run is recorded for the runner on third base [player #5], even if she crosses home plate before the third out is made, because the third out was a force out).</li> </ul>	6	
<p><b>TOTALS:</b></p> <ul style="list-style-type: none"> <li>2 Runs</li> <li>3 Hits</li> <li>1 Error</li> <li>2 Left-on-Base</li> </ul>	7	
	8	