

Not all scorebooks will appear the same. However, all scorebooks used at TYB should have the same basic items to be filled out during games:

- Player's Jersey Numbers
- Player Names
- Player Positions (legend below)
- Substitutions
- Field diamond for noting at bat
- Pitch count by batter
- Total innings and pitches thrown by pitchers

Date _____

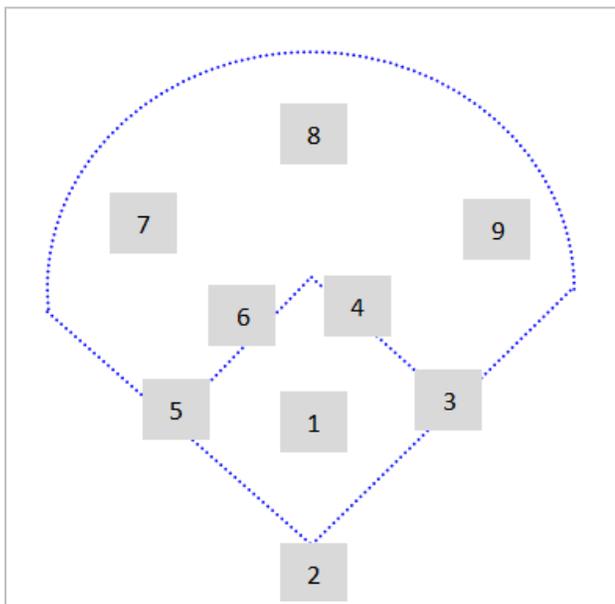
Visitors							Home						
W / L	Last Name, First Name of First Pitcher						W / L	RELIEF					
IP	PC	BB	SO	H	R	ER	IP	PC	BB	SO	H	R	ER

IP = Innings Pitched
PC = Pitch Count / Total pitches thrown by pitcher

NO.	PLAYER	POS	1	2	3	4
1	Last Name, First Name	Substitute's name, if applicable*	At bat box	Pitch count by batter		
2						
3						

Jersey # Player Position # At bat box Pitch count by batter

*Substitutes are only used when batting 9 players;
TYB encourages all managers / coaches to bat all players



- Position 1 = Pitcher
- Position 2 = Catcher
- Position 3 = First Base
- Position 4 = Second Base
- Position 5 = Third Base
- Position 6 = Shortstop
- Position 7* = Left Field
- Position 8* = Center Field
- Position 9* = Right Field

**Note: In Pinto Division, where ten players are fielded, position numbers are adjusted as follows:*

- Position 7 = Left Field*
- Position 8 = Left Center*
- Position 9 = Right Center*
- Position 10 = Right Field*

The most important aspect of preparing to score a baseball game is to minimize distractions and getting complete roster sheets from both the home and away managers/coaches.

As home scorekeeper, you are responsible for a complete roster in the scorebook by official start of the game. Make sure to request a written copy from each manager prior to the umpire's meeting. Each team should provide a copy of batting line up with all players' information including **number on jersey, last name (first name optional), and position. If any of this information is missing; you will need to ask the manager to provide - it is critical to validating players batting out of order if needed.**

When you receive the official roster, make sure to complete the roster **in the batting order provided (example on right).**

Note: Only the managers can comment on players batting out of order. If requested by the umpire, the official scorebook will verify any batter out of order. (Batting out of turn explained in detail in MLB Rule 6.07)

Once your rosters are filled out, be sure to fill in the date, time and team names. Also, due to time restrictions for games, please make note of the official time as provided by the umpire.

NO.	PLAYER	POS	1	
11	Doe, Johnny	4	BB 1B 2B 3B HR HBP	B B B K K
1				
4	Smith, Sammy	7	BB 1B 2B 3B HR HBP	B B B K K
2				
9	Jones, Ricky	6	BB 1B 2B 3B HR HBP	B B B K K
3				
1	Williams, Danny	8	BB 1B 2B 3B HR HBP	B B B K K
4				
2	Barnes, Bobby	3	BB 1B 2B 3B HR HBP	B B B K K
5				

Before we begin scoring, let's go over some of the most common ways a batter can reach a base or make an out:

K	X	D3	BB	IBB	BK	HP	INT
Strikeout Swinging	Strikeout Looking	Drop Third Strike	Base on Balls (Walk)	Intentional Walk	Balk	Hit by Pitch	Interference
SAC	FC	1B	2B	GRD	3B	HR	E*
Sacrifice	Fielder's Choice	Single	Double	Ground Rule Double	Triple	Home Run	Error

**MLB Rule 10.12: An error is a statistic charged against a fielder whose action has assisted the team on offense. The official scorer shall charge an error against any fielder: whose misplay (fumble, muff or wild throw) prolongs the time at bat of a batter, prolongs the presence on the bases of a runner or permits a runner to advance one or more bases. Furthermore, the Official Scoring Rules definition of ordinary effort is the effort that a fielder of average skill should exhibit on a play, with due consideration given to the condition of the field and weather conditions.*

Following are some common plays you'll see:

Ground out, handled by one player:

- 3U = ground out fielded by 1st baseman
- 4U = ground out fielded by 2nd baseman
- 5U = ground out fielded by 3rd baseman
- 6U = ground out fielded by shortstop

Ground out, handled by two or more players:

- 4 – 3 = 2nd baseman to 1st baseman
- 5 – 3 = 3rd baseman to 1st baseman
- 6 – 3 = shortstop to 1st baseman
- 6 – 4 = shortstop to 2nd baseman
- 1 – 3 = pitcher to 1st baseman
- 2 – 3 = catcher to 1st baseman

Double plays are noted in each batter's at-bat box, example here:

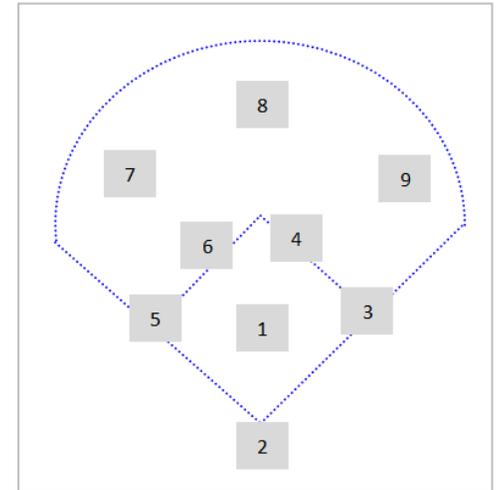
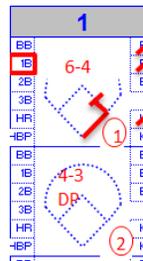
CS 2 – 6 = runner caught stealing
(when thrown taken by shortstop from catcher)

Fly ball, caught:

- F1 = in the air by pitcher
- F2 = in the air by catcher
- F3 = in the air by 1st baseman
- F4 = in the air by 2nd baseman
- F5 = in the air by 3rd baseman
- F6 = in the air by shortstop
- F7 = in the air by left fielder
- F8 = in the air by center fielder
- F9 = in the air by right fielder

Error, committed:

- E1 = by pitcher
- E2 = by catcher
- E3 = by 1st baseman
- E4 = by 2nd baseman
- E5 = by 3rd baseman
- E6 = by shortstop
- E7 = by left fielder
- E8 = by center fielder
- E9 = by right fielder



**Reminder: In Pinto Division, where ten players are fielded, position numbers are adjusted as follows:*

Position 7 = Left Field

Position 8 = Left Center

Position 9 = Right Center

Position 10 = Right Field

Okay; we're ready for the first batter. #4 Manny Marshall takes the mound. Mark this in the Pitcher's Section of Scorebook. (Pitching discussed in next box.)

Each batter gets three strikes OR four balls OR the number of bases determined by the play, whichever comes first.

As each pitch is thrown, mark each strike and ball thrown **as called by the umpire**. (As Pinto has a pitch limit per batter, the following examples will focus on Mustang / Bronco / Pony Divisions.)

Johnny Doe, batting first, is wearing #11 for the Visiting Team, Tigers.

1st pitch is a strike 2nd pitch is a ball 3rd pitch is another ball

Johnny hits the fourth pitch between the first and second basemen and reaches first base safely. Therefore, you would circle 1B* for single and draw a line from Home to First Base indicating one base taken. It is helpful to also include notation of where the ball traveled. Example below:

NO.	PLAYER	POS	BB	1B	2B	3B	HR	HBP	K
11	Doe, Johnny	4		1B					
1									

(*If your scorebook does not include boxes with 1/2/3/HR or 1B/2B/3B/HR, simply write "1B" in box next to first base.)

For each subsequent batter, previous batters' status is updated in each at bat box. For this example, Sammy Smith, bats 2nd and hits first pitch to the shortstop who throws it to the 2nd baseman to get the lead runner. Johnny's box would be updated to note the out and Sammy would get a FC (not a hit).

NO.	PLAYER	POS	1
11	Doe, Johnny	4	1B 6-4
1			
4	Smith, Sammy	7	FC
2			

A FC (fielder's choice) is when the fielder can get the batter out; but chooses to get another runner out

Please know pitching rules for your division (Mustang, Bronco, or Pony), as there are maximum pitch counts/innings per pitcher for the safety of all players. Keeping accurate records of pitch counts and innings is key to providing a safe environment to all players.

When each player starts to pitch, mark the player's name and jersey number in the pitcher's section. Pitchers' section is not in the same area in all scorebooks. If unable to locate specific section, please make sure you list it **somewhere** on scoresheet.

When new pitchers start, whether at the start of the inning or between pitches/batters, make a note of the previous pitcher's total pitch count and total innings pitched. **Note: If a pitcher throws just one pitch in an inning (even if it's a practice pitch), a complete inning is to be included in the total innings pitched for that pitcher.**

When tracking pitches it is easy to overlook "extra" strikes/foul balls. If the count includes two strikes and the batter fouls off subsequent pitch(es), you must make a small mark in the batter's box to be included in total pitch count. Not including foul balls after strike two can add numerous additional pitches to a pitcher's count, and in time can contribute to unsafe conditions. Please be vigilant to track ALL pitches.

In the below example, batter fouled off three balls prior to hitting a single. Total pitch count for this at bat is 7 pitches (1 Ball + 5 Strikes + 1 ball in play)

If stealing occurs during pitching as a result of the ball passing the catcher, it can be noted as a pass ball (PB) or wild pitch (WP). A pass ball occurs if the catcher is unable to stop the ball. A wild pitch occurs if the pitcher does not deliver the ball with a reasonable distance for the catcher to field it. Example below Johnny reached 2nd on a pass ball, then reached 3rd on a wild pitch: