TCLL Scorekeeper's Guide

2018

The Scorekeeper's Role

- You are responsible for keeping the official score of the game.

- You are the one who has the final say on whether or not an error is made.

Setting Up The Scorebook

Before The Game

You may find that you prefer bringing your own pen, pencils and sharpener to the game. However, you **must** use the official scorebook provided by the league.

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

Setting Up The Scorebook

Before The Game

- Find the appropriate page in the scorebook. The team names and date of the game should be filled out at the top in ink.

- The scorebook will also indicate which team is the Home team, and which is the Visitors.

- There may also be other notes in the scorebook regarding eligible pitchers, etc. Make sure that your team Manager is aware of any of these notes listed in the book.

Enter The Starting Line-up

Before The Game

Ten minutes before the start of the game, make sure to obtain the lineup from your team manager. 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. The lineup should be entered in black or blue ink.

Enter The Starting Line-up

Before The Game

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.

Enter The Starting Line-up

Line-Up Card

TEAM:	MANAGER:

GAME DATE: _____ **TIME:** _____

PLAYED AT: _____

LINEUP/BATTING ORDER FOR: <u>HOME/VISITOR</u> _____

pos.	PLAYER	no.	2	3	4	5	6	7	
6 1	Fisher	23							
9 2	Mrrtinelli	11							
5 3	Vincent	42							
1 4	Clark - Walker	12							
7 5	Redding	33							
4 6	North	5							
8 7	Digirolamo	17							
2 8	Worthley	35							
3 9	Reed	16							
___ 10	Funk	34	ON VACATION						
___ 11	Schnicker	29	AT CAMP						
___ 12	Slack	14	SPRAINED ANKLE						

Enter The Starting Line-up

Score Card

Order	Line Up	Pos	1		2	
6			RBI	s s B B B	RBI	s s B B B
7			RBI	s s B B B	RBI	s s B B B
8			RBI	s s B B B	RBI	s s B B B
9			RBI	s s B B B	RBI	s s B B B
10			RBI	s s B B B	RBI	s s B B B
11			RBI	s s B B B	RBI	s s B B B
12			RBI	s s B B B		

Enter The Starting Line-up

Note that the order on the line-up card is: Position Number, Name and Jersey Number.

Caution

The order in the scorebook is *reversed*: Jersey Number, Name and then Position Number.

Order	Line Up	Pos	1	2
6				
7				
8				
9				
10				
11				
12				

Duties

- Arrive at the scorer's booth 15 minutes before the game time
- Write your name on each score sheet (no signatures)
- Home team provides Official Scorekeeper: records the game in the scorebook and maintains the official pitch count
- Visiting team provides Assistant Scorekeeper: operates the scoreboard and assists in keeping the pitch count record

Duties

√ Obtain lineup cards from the Home and Visiting team managers

√ Input starting lineups and pitchers into the scorebook & the Pitcher Eligibility Tracking Form as early as possible before the first pitch.

- No first pitch before you're ready

Duties--Continued

- **During the game:**
  - Watch each play and record the results in the scorebook
  - Keep an accurate count of all pitches thrown and record in the scorebook each half inning
    - You may wish to cross-check the pitch count each half inning with the Assistant Scorekeeper
- **Pitch Count:**
  - Fill in the "Pitching Log" and/or operate the "Pitch Counter"
  - Update the scoreboard after each pitch/out/run
- **After the game:**
  - Record the pitch count totals for every pitcher on each team and enter into the Pitcher Eligibility Tracking Form". Sign the form and give to the UIC.
  - Leave the Scorebook in the booth

Scorekeeping Tips

- Always use a pencil. Avoid Erasing (notes are better)
- Secure your coffee & drinks: spills are bummers
- Concentration and focus are important
  - No kids in the booth.
- Provide info to the Umpire, but do not publicly disagree.
  - Leave issues and arguments to the Umpire or BMOD to decide. You can ask managers/coaches to leave while you discuss
- If there are two or more players running the bases, fill out the score sheet "backwards" after every play.
  - Start with the batter and record what happened to that player. Then, go up the lineup to the previous player on the bases, and record what happened to that player. And so on. . .

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 at the bottom of the scorebook page):
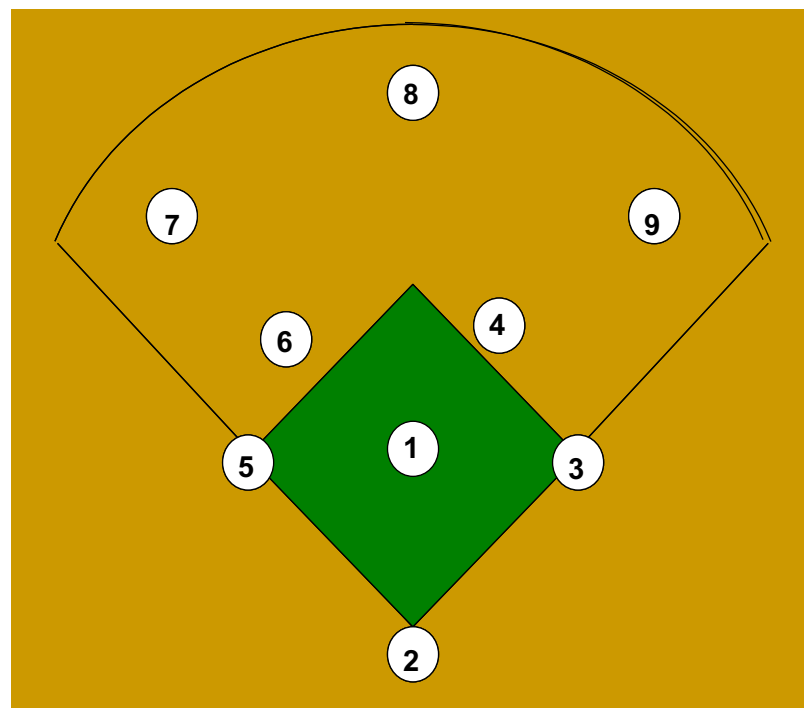
Player Position Numbers

Some people find the position numbers easier to visualize using a chart as in this example:

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

Scoring Basics

Ways to Get on Base:

Defensive Position Numbers
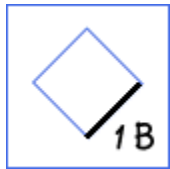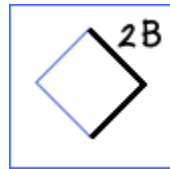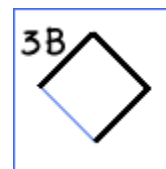
Single	Double	Triple
Home-run	Home-run	Walk (base on balls)
Hit-By-Pitch	Fielders Choice	Error
Ground-Rule Double	Catchers Interference	
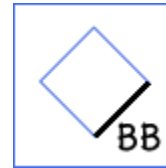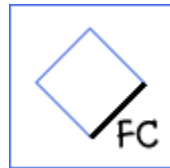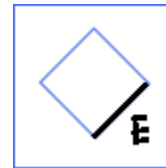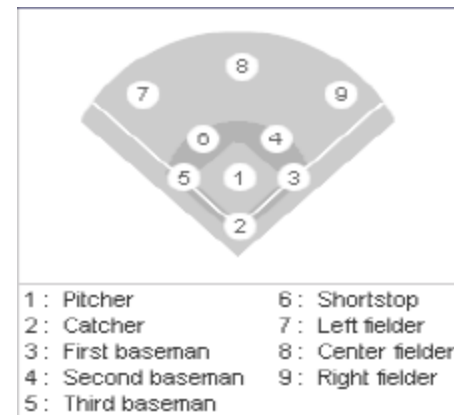
Scoring Basics

Ways A Batter Makes An Out:
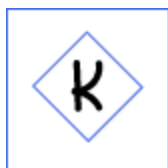
Defensive Position Numbers

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

K — Strike-Out

K — Strike-Out swinging

Ʞ — Strike-Out Called

G3 (1) — Ground-Out

F7 (3) — Fly-Out
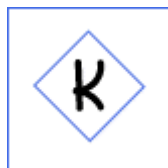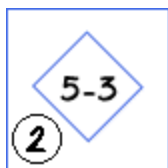
5-3 (2) — Out 3rd to 1st
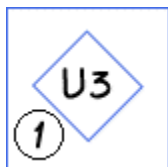
U3 (1) — Unassisted Out at 1st

IFR (2) — Infield Fly Rule
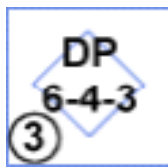
DP 6-4-3 (3) — Double-Play SS-to-2B-to-1B

Scoring Basics

Defensive Position Numbers

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

Ways A Runner Makes An Out:
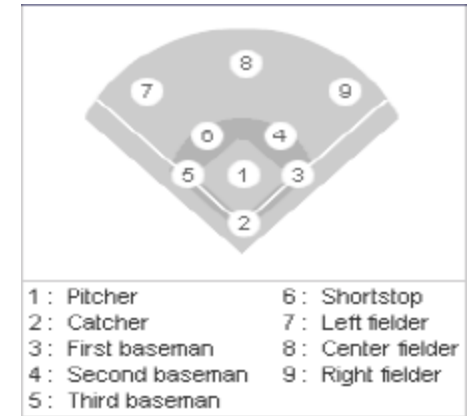
Caught Stealing:
Pitcher-to-3B
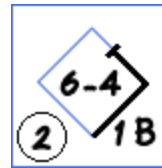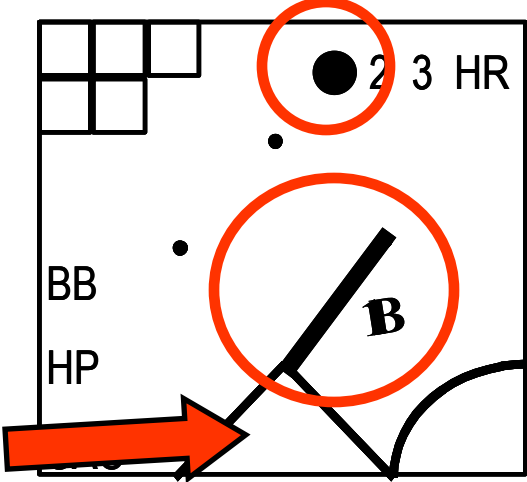
Force-Out:
Short-to-2B

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 five kinds of hits. Here is an example of how each is indicated in the scorebook.

Situation	Scoring	Counting for Player Totals
Single (1B)	 1. Draw a line from home to first. Write 1B (One base) under the line 2. Dot or circle the "1" at the top of the box. 3. If necessary, record any RBIs in the triangle at the bottom of the box.	**At Bats Totals** Counts as one at bat. **Hits Totals** Counts as one hit. **RBI Totals** Batter receives an RBI if a runner scores.

Situation	Scoring	Counting for Player Totals
Bunt (BT) Single 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.	1. Draw a line from home to first. 2. Write BT (Bunt) under the line Dot or circle the "1" at the top of the box. 3. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.	**At Bats Totals** Counts as one at bat. **Hits Totals** Counts as one hit. **RBI Totals** Batter receives an RBI if a runner scores.
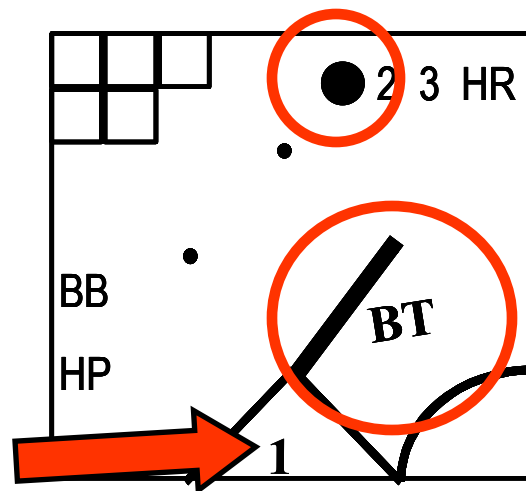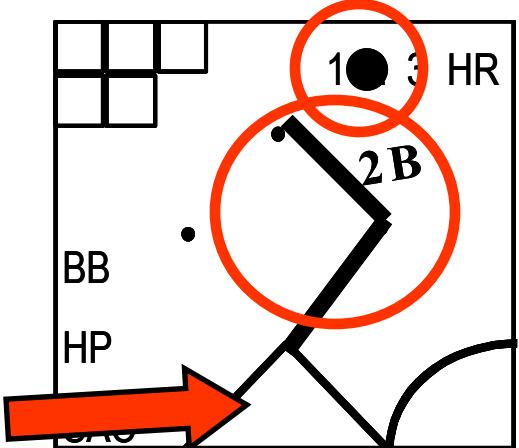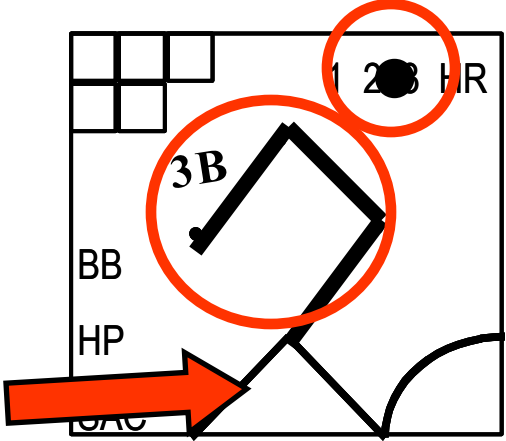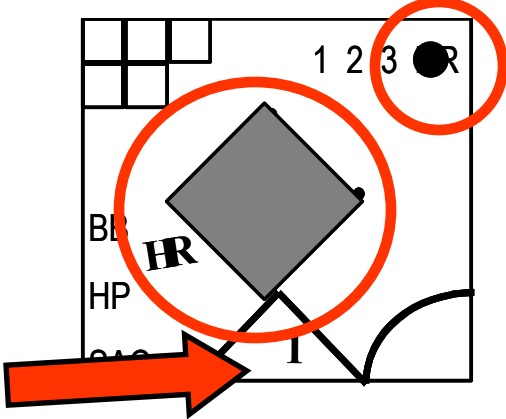
Situation	Scoring	Counting for Player Totals
Double (2B)	 1. Draw a line from home, to first, to second. 2. Write 2B (Two Bases) on top of the line. 3. Dot or circle the "2" at the top of the box. 4. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.	**At Bats Totals** Counts as one at bat. **Hits Totals** Counts as one hit. **RBI Totals** Batter receives an RBI if a runner scores.

Situation	Scoring	Counting for Player Totals
Triple (3B)	 1. Draw a line from home, to first, to Second, to third. 2. Write 3B (Three Bases) on top of the line. 3. Dot or circle the "2" at the top of the box. 4. Write the number of RBI (Runs Batted in) that the player receives in the triangle at the bottom of the box.	**At Bats Totals** Counts as one at bat. **Hits Totals** Counts as one hit. **RBI Totals** Batter receives an RBI if a runner scores.

Situation	Scoring	Counting for Player Totals
Home Run (HR)	**1. Draw a line from home, to first, to Second, to third, to home.** **2. Fill in the resulting diamond (this will make it easier to counts runs in the (game.)** **3. Write HR (Home Run) to the left of the box.** **4. Dot or circle the "2" at the top of the box.** **5. Write the number of RBI (Runs Batted in) that the player receives** **in the triangle at the bottom of the box.**	**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 was on base, those runs count as RBIs as well.
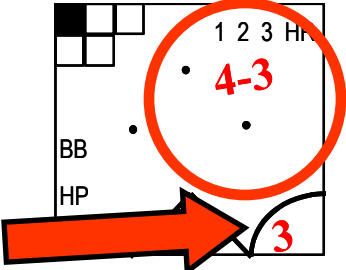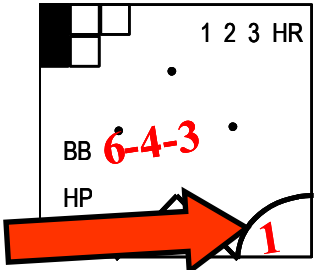
Scoring Outs

- There are several instances when the batter will cause an out. Here are definitions for each, and an example of how each is indicated in the scorebook. NOTE: All of these items are indicated using red pencil.

Situation	Scoring	Counting for Player Totals
Strike out Looking / Called Strike (K)	**1. In pencil write Ʞ** **2. Indicate the out number in the arc at the bottom right of the box.**	**At Bats Totals** Counts as an at bat. **Hits Totals** Does not count as a hit. **RBI Totals** None

Situation	Scoring	Counting for Player Totals
Strike out swinging (K)	 **1. In pencil write K** **2. Indicate the out number in the arc at the bottom right of the box.**	**At Bats Totals** Counts as an at bat. **Hits Totals** Does not count as a hit. **RBI Totals** None

Situation	Scoring	Counting for Player Totals
Put Out Assisted (N1–N2 N1= assisting position # 2= put out position #)	**1. In pencil 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 out.** **2. Indicate the out number in the arc at the bottom right of the box.** **3. I necessary record any RBI's in the triangle at the bottom of the box.** **In the example, the ball was hit to the second baseman who threw the ball to the first baseman for the put out.**	**At Bats 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.

Situation	Scoring	Counting for Player Totals
Double Play	 **1. In pencil write N1–N2–N3 where N1 is the position number of the defensive player making the assist, and N2 is the position number of the defensive player making the first out, and N3 is the defensive player making the second put out.** **2. Indicate the out number in the arc at the bottom right of the box. In the example, the ball was hit to the short-stop who threw the ball to the second baseman for the first put out, and then to the first baseman for the second put out.**	**At Bats Totals** Counts as an at bat. **Hits Totals** Does not count as a hit. **RBI Totals** None

Situation	Scoring	Counting for Player Totals
Batter's Interference	1 2 3 HR BB HP SAC **BNT** **3** **1.In red pencil write BINT** **2. Indicate the out number in the arc at the bottom right of the box.**	**At Bats Totals** Counts as an at bat. **Hits Totals** Does not count as a hit. **RBI Totals** None

Situation	Scoring	Counting for Player Totals
Sacrifice Fly _A fly ball that is caught to retire the batter-runner but allows another player to score._	**1.In pencil write Fn where "n" is the position number of the defensive player who caught the fly ball.** **2. Indicate the out number in the arc at the bottom right of the box.** **3. Record any RBI's at the triangle at the bottom of the box.** **In the example, the batter hit a sacrifice fly to center field.**	**At Bats Totals** Does not count as an at bat. **Hits Totals** Does not count as a hit. **RBI Totals** Batter receives an RBI for any runner that scores.

Situation	Scoring	Counting for Player Totals
Sacrifice Bunt *A hit in which a bunted ball results in one or more runners advancing and the batter being put out at first base.*	 1. In pencil indicate the out that was made (it may be an unassisted or a ground out). 2. Indicate the out number in the arc at the bottom right of the box. 3. Record the RBI's in the triangle at the bottom of the box. In the example, the batter hit a bunt to the third baseman who threw to the first baseman for the put out.	**At Bats Totals** Does not count as an at bat. **Hits Totals** Does not count as a hit. **RBI Totals** Batter receives an RBI for any 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:

- 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.

Scoring Runner Advances

- **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.

- **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.

Scoring Runner Advances

- 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.

Scoring Runner Advances

- To track base advances, write the abbreviation next to the line that indicates the base advance. In the example, the runner advanced to second because of a stolen base.

2 3 HR

SB

BB

B

HP

SAC
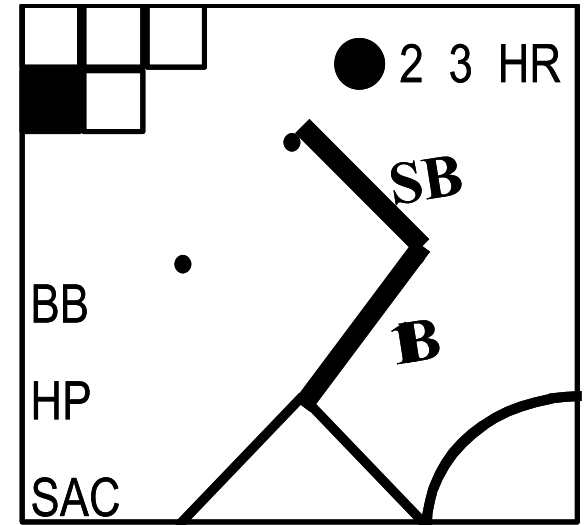
- *Note:* In professional scorekeeping, each base progression due to a batter advancing, the runner is also tracked. This is done by placing the number of the batter next to the base advance.

Scoring Runner Advances

- 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 the Minor divisions:

- 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, unless the league options out of the 10 run rule.

Scoring Runner Advances

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.

In this example, the player hit a Bunt Single, and then advanced around the bases, and scored a run.
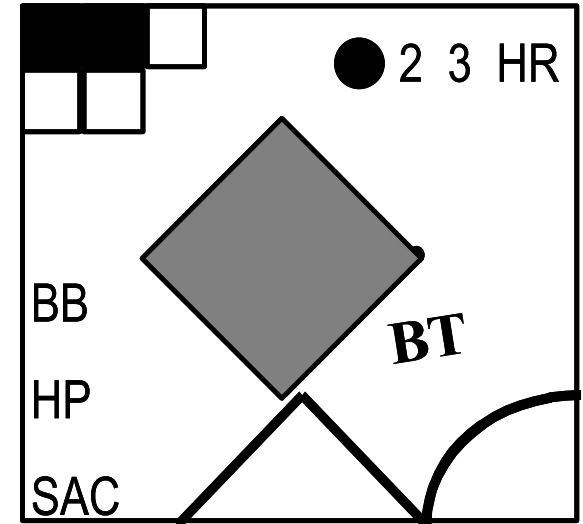
Baseball Pitch Count Rule

- The two main parts to the rule:

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

- <u>Pitch Count Limit Per Game:</u>

  - The manager <u>must remove</u> a pitcher when the pitcher reaches the pitch count for his/her age group

    - 11-12 years old: 85 pitches per day

    - 9-10   years old: 75 pitches per day
    - 7-8   years old: 50 pitches per day

Baseball Pitch Count Rule cont.

- **Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. the third out is made to complete the half-inning.
Note 1: A pitcher who delivers forty one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.

Baseball Pitch Count Rule cont.

- Pitchers league age 14 and under must adhere to the following rest requirements:
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
  - If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 51-65 or more pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

Baseball Pitch Count Rule cont.

- Provide pitch count totals to managers/coaches whenever they ask.

- When the pitcher reaches ~75 pitches, proactively inform ONLY the plate umpire.

- Proactively inform ONLY the plate umpire when a pitcher reaches his/her limit.

NEW 2017 – Intentional Walk.

- Rule 6.08 (a)(2)
    - **Minor / Major** – Prior to pitch being thrown, the defense elects to "Intentionally Walk" the batter by announcing such decision to plate umpire
        - **Note 1**: Such notification must be made by the defense manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defenses intent to walk the batter.
        - **Note 2**: The ball is dead and no other runners may advance unless forced by the batters award. **Four (4) pitches will be added to the pitch count**

Baseball Pitch Count Administration

- Each pitch delivered (while the ball is live) to the batter shall be counted. **Exception: For the purpose of maintaining a pitch count, a balk or illegal pitch shall count as one pitch; even if a pitch is not actually thrown.**

- The total pitches for each pitcher must be entered in the scorebook at the end of the game, and on the Eligibility Tracking Form.

- The Official Scorekeeper may or may not decide to use the cross-checks provided by the Assistant Scorekeeper.

Baseball Pitch Count Administration

- The Office Scorekeeper's pitch count is the <u>official count and is final.</u>

  - It doesn't matter if the manager's, coaches, or parents or anyone else's is different than the Official Scorekeeper!

  - Do not get caught up in who's record is correct. Remember, the Official Scorekeeper is the <u>final and official pitch count!</u>

Keeping Track of The Pitch Count

- On every pitch, record ball/strike with a slash

  - The assistant scorekeeper should record each valid pitch in the "Pitching Log" and "click the counter" as a cross checker.

- For "foul balls" with 2 strikes already recorded, write "foul" or just "F" in the upper left corner.

F1,2 means there were 2 foul balls with 2 strikes recorded.

You can also use dots or hash marks instead of "F1.

Keeping Track Of The Pitch Count

- After 3rd out, tally up balls + strikes + 2nd strike, fouls+ HBP+ hits+ errors = pitch count
  - Cross-check against pitch counter

- Write the pitch count for each inning at the bottom of the score sheet in the correct inning column…
  - First number is total for the inning
  - Second number is cumulative pitcher

Pitch count for the 2nd inning = 22

Cumulative pitch count (13 + 22) equals 35

Enter Pitch Count Total Here

Order	Line Up	Pos	1	2
6	Bonds	9	K ① RBI S S B B B	RBI S S B B B
7	Giambe	3	K ② RBI S S B B B	RBI S S B B B
8	Sosa	8	K ③ RBI S S B B B	RBI S S B B B
9	Palmiero	5	RBI S S B B B	RBI S S B B B
10			RBI S S B B B	RBI S S B B B
11			RBI S S B B B	RBI S S B B B
			13	22/35
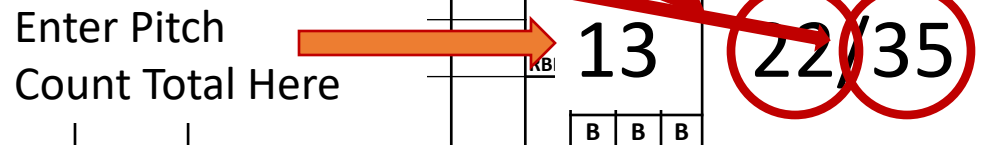
Keeping Track Of The Pitch Count

- ## What's the Pitch Count?

- Make sure you count the activity on the last pitch (e.g., hits, Ks, fielders choice, etc.

End of the half inning

Answer: 17

Order	Line Up	Pos	1		2	
1	Bonds	9	F1 X 4-6 BB RBI ② S S B B B		RBI S S B B B	
2	Giambe	3	K RBI ① S S B B B		RBI S S B B B	
3	Sosa	8	SB FC RBI S S B B B		RBI S S B B B	
4	Palmiero	5	K RBI ③ S S B B B		RBI S S B B B	
5			RBI S S B B B		RBI S S B B B	
6			RBI S S B B B		RBI S S B B B	
7			RBI S S B B B			

Substitutions: Offensive

- Draw a line between the last score box of the previous batter in that spot in the order and the first score box of the new hitter.

- Note next to the entering players name whether it is the top or bottom of the inning

- Record the defensive position of the new player when he/she takes the field.

Num	Line Up	Pos	4			5		
6	Jones	4				K		
			RBI			RBI		1
3	Kitt B5	5		S	S		S	S
				B	B		B	B

Substitutions: Defensive

- Draw a line between the last score box in which the player being removed played and the next score box where the new player is starting.

- Note next to the entering players name whether it is the top or bottom of the inning

- Record the defensive position of the new player when he/she takes the field.

Num	Line Up	Pos	3	4
6	Jones			
3	Smith T 4	7		

Substitutions: 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.

Tracking The Other Team's Pitching Changes

- You indicate a new pitcher for the other team by circling the player's box in red pencil. This should be done at the beginning of each game (i.e. the first box for the first player is always circled in red) as well as for each subsequent new pitcher:

2 3 HR

BB

HP

B

SAC
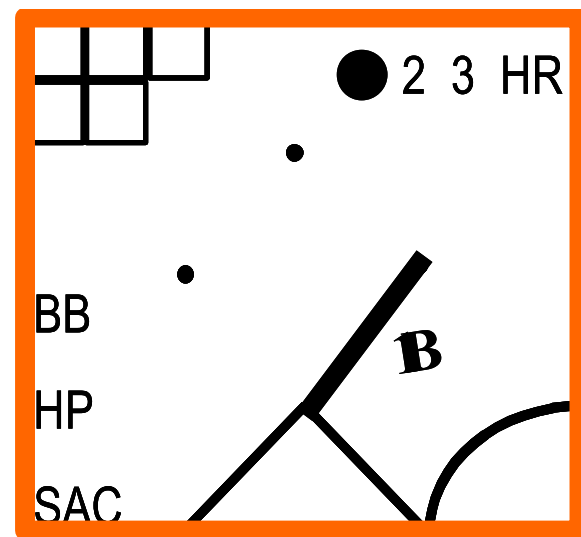
Tracking The Other Team's Pitching Changes

If a pitcher is changed in the middle of an at bat, place a red box around everything except the pitches that have already been thrown. In this example, the first pitcher threw three balls to the batter, and now a new pitcher has entered the game.
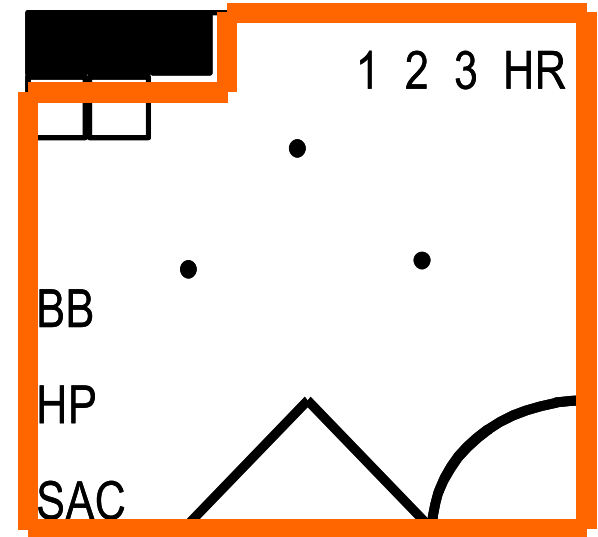
1 2 3 HR

BB

HP

SAC

Tracking The Other Team's Pitching Changes

NO.	PITCHERS TOTALS	W	L	IP	AB	R	H	SO	BB	ER
12	Clark -			35				5	2	
23	Fisher			89				5	4	

You should also track each pitcher for your 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.

Tracking The Other Team's Pitching Changes

NO.	PITCHERS TOTALS	W	L	IP	AB	R	H	SO	BB	ER
12	Clark -			35				5	2	
23	Fisher			89				5	4	

- If you wish, you can also track the number of strikeouts and base on balls for each pitcher.

Inning Totals

INNING AND RUNNING TOTALS		1	2	3	4	5	6	7	8	9	10		
	RUNS	1	1	1	2	5	7	5	12	1	13		
	HITS	1	1	1	2	4	6	2	8	1	9		
	ERRORS	0	0	0	0	1	1	1	1	1	1		
	L.O.B.	1	1	1	2	1	3	1	4	2	6		
	E.R.	▬	▬	▬	▬	▬	▬	▬	▬	▬	▬		

If you wish, you can also track the number of strikeouts and base on balls for each pitcher. At the end of each inning, total the number of runs, hits, errors, and left on base (LOB) at the bottom of the list of players for each inning.

There are two columns at the bottom for inning totals. The first is the total for the current inning, and the second is the cumulative total for all innings.

Inning Totals

INNING AND RUNNING TOTALS												
RUNS	1	1	1	2	5	7	5	12	1	13		
HITS	1	1	1	2	4	6	2	8	1	9		
ERRORS	0	0	0	0	1	1	1	1	1	1		
L.O.B.	1	1	1	2	1	3	1	4	2	6		
E.R.	▬	▬	▬	▬	▬	▬	▬	▬	▬	▬		

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.

Hits – The total number of hits in the inning. See Scoring Hits for information on scoring hits.

Inning Totals

	1	1	1	2	5	7	5	12	1	13		
RUNS	1	1	1	2	5	7	5	12	1	13		
HITS	1	1	1	2	4	6	2	8	1	9		
ERRORS	0	0	0	0	1	1	1	1	1	1		
L.O.B.	1	1	1	2	1	3	1	4	2	6		
E.R.	▬	▬	▬	▬	▬	▬	▬	▬	▬	▬		

INNING AND RUNNING TOTALS

Errors- the total number of errors in the inning. See scoring for more information on scoring errors.

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.

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, 6/12 innings if home team is ahead. If using the 10 run rule, Majors after 3 ½ innings if home is ahead, Juniors/Seniors/Big League after 6 ½ innings if home is ahead; or may be called due to darkness, rain, curfew etc. A regulation game in 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.)

Ending The Game:

- Once a game has begun and one complete inning has been played and is halted before regulation, simply make a note in the Offensive or Defensive notes 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.

Players And Team Totals:

- Each player should 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.

Players And Team Totals:

- 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 (KC)
  - Strike out swinging (KS)
  - Unassisted out
  - Assisted out
  - Double play
  - Batter's interference (BINT)

Players And Team Totals:

These are **not** at bats:

- A Base on Balls (Walk.)
- A Sacrifice Fly or Sacrifice Bunt.
- A HP (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 RBI's

- 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.

Counting RBI's

- 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.

Counting RBI's cont.

- 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:
    - It is before the second out, and;
        The scorekeeper determines that the runner would have scored even if the error had not been made, and the error was not made at firt base as part of what would have been a force double play.

Counting RBI's cont.

- 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.

- 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.

Shutting Down Checklist:

- Tally up and cross-check totals
  - Clearly indicate the final score and the winner/loser.
  - Clearly indicate the pitch count totals for each pitcher.
  - Clearly indicate the number of innings pitched for each pitcher.
- Clean up and put the books away
  - Do not take the book with you

Some Do's and Don'ts:

- Show up early to the game, or let the Manager know you can't make it early to the game the night before.

- Remind yourself, you are a volunteer providing the League a service, doing the best you can…HAVE FUN!

- <u>Always</u> try and bring illegal substitutions (pitcher/player to the attention of the Plate Umpire before the next pitch to prevent protest from happening.

- <u>Never</u> identify "batting out of order" to the umpires or anyone. This is the responsibility of the managers.
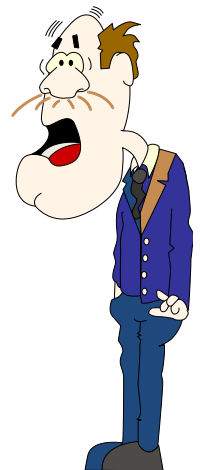
Some Do's and Don'ts: Cont.

- Please keep extra people out of the score booth…3 is too many.

- If you need clarification, ask the umpire between innings, or if necessary, ask the umpire between batters. <u>Never</u> interrupt live play.

- <u>Don't</u> show or express favoritism.

- <u>Never</u> publicly disagree with the umpires or offer your own opinion.

- Remember the microphone is usually live.

Questions?