

NPGS SCOREKEEPER'S GUIDE

Head Scorekeeper

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THE ROLE AND RESPONSIBILITY OF THE OFFICIAL SCOREKEEPER

The home team will be the official scorekeeper. When you are the official scorekeeper you should perform the following procedures:

Before the game:

- 1) Arrive at the field at least 15mins before the game.
- 2) Bring pencils and erasers if you will be keeping score in scorebook OR you can use GameChanger whichever you prefer.
- 3) Get the appropriate scorebook for your division. If you are the first game the scorebook will be kept in the shed between the two fields.
- 4) Get a line-up card from the coach of each team.
- 5) Fill in the line-up information in the next available blank pages in the scorebook. If a player arrives late, she is added to the end of the batting line-up.
- 6) Fill in the information about the game like home team, visiting team etc...
- 7) **MAKE SURE YOU RECORD THE EXACT START TIME OF THE GAME. THE UMPIRE WILL LET YOU KNOW WHAT THAT IS.**

During the game:

- 1) During the game, the official scorekeeper is responsible for keeping an accurate record of the game and for assisting the umpire when asked.
- 2) There are run rule limits for each division (see below). Bring this to the attention of the umpire if necessary.

8U there is a 4 run rule limit each inning no unlimited inning

10U & 12U there is a 4 run rule limit in first 4 inning and unlimited thereafter

14U there is a 6 run rule limit in the first 4 inning and unlimited thereafter

After the game:

- 1) Record the final score of the game on the sheets posted inside the shed, you can also email them to Scorekeeper@newburyparkgirlssoftball.org
- 2) If you are the last game please put the book back into the storage shed.
- 3) If you are using GameChanger please email or print the Scorebook pages and give to me or put in book. FYI, you can only print the pages or save to a pdf from the online site (www.gc.com) not the app. To do just log on click on game highlights, scorebook then either print or save to pdf. This can also be done on your phone as well. If you need help let me know.

SCOREKEEPER'S CHEAT SHEET

List of Positions and Numbers

Position	#
Pitcher	1
Catcher	2
First base	3
Second base	4
Third base	5
Shortstop	6
Left field	7
Center field	8
Right field	9



Ways to Get on Base and Advance Baserunners

Abbrev	Meaning	Example
1B	Single	Batter is safe on first with a hit
2B	Double	Batter is safe on second with a hit
3B	Triple	Batter is safe on third with a hit
HR	Home run	Can also be a grand slam with 4 RBIs
GRD	Ground Rule Double	Ball bounces over outfield wall, batter given second base
BB	Base on balls	Batter is walked
HP or HBP	Hit by pitch	Batter is given first base due to being hit by a pitch
FC	Fielder's choice	Batter gets on base, but another runner is out – could have been the batter being out (but the fielder “chose” to make another out)
E #	Error	Fielder makes an error so batter gets on base (E3 = error made by first base)
IBB	Intentional base on balls	Batter is walked intentionally
CI	Catcher interference	Catcher's mitt interferes with bat swing, batter given first base
K E2	Dropped 3 rd strike, runner safe at first	Third strike pitch, but the catcher drops it. In Majors, batter can run to base if 1) 1 st base is unoccupied, or 2) 1 st base is occupied and there are 2 outs
#	Runner advanced by batter	Record jersey number of batter on base path for the base runner in the scorebook
SB	Stolen base	Legitimate stolen base (not WP or PB or error)
WP	Wild pitch	Pitcher's fault – catcher would have difficulties catching the ball, so a runner successfully gets to next base during another's at bat
PB	Passed ball	Catcher's fault – pitch was thrown so catcher should have caught the ball, but missed, so a runner successfully gets to next base during another's at bat
BK	Balk	Pitcher makes illegal motion after coming to a set with a runner on base
































































Ways to Get Out

Standard scoring when multiple players make an out working together:

Place the position numbers of those who helped make the out in the sequence that the out was made (i.e., 9-6-3 = right fielder throws to shortstop who throws to 1st base player who gets the out).

Abbrev	Meaning	Example
K	Strikeout swinging	Strike three was a swing and a miss
⚔	Strikeout looking	Strike three was a called strike by the umpire
L #	Line drive	L6 = line drive out catch made by shortstop
F #	Fly	F8 = fly out catch made by center field
# U	Unassisted	3U = first base was the only player who touched the ball and made the out at first
#s DP	Double play	6-4-3 DP = short to 2 nd to 1 st
#s TP	Triple play	5-4-3 TP = 3 rd to 2 nd to 1 st
CS	Caught stealing	Base runner tagged out while stealing
SAC	Sacrifice	Additional notation if out led to advancing a base runner

The basic layout of the scoresheet is this:

Batter	1	2	3	4	5	6	7
							
	 	 	 	 	 	 	 
							
	 	 	 	 	 	 	 
							
	 	 	 	 	 	 	 

Player names are written in the Batter column, in the order that they will be batting. Write one name per row of baseball diamonds. The diamonds are used to record what each batter did for her plate appearance for each inning that she bats. Some scoresheets have extra notation to show you where to record RBIs, outs, or balls and strikes, but some will just have the diamond.

The example here has a box for Run Batted In (labeled RBI), and boxes to check off balls and strikes. The bottom row of 3 boxes is for balls, and the top row of 2 boxes is for strikes. Every time a ball or strike is called, you can put a mark in the appropriate box.

Basics

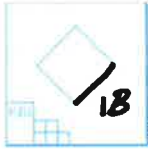
Each diamond is where you write what each player did while batting for each inning that she bats. There is notation for if the batter gets out, and notation for if they get a hit. Also, you will show how the players progress around the bases. Every time a player reaches a base, you draw a line to that base, going around the diamond just as the player is doing in reality. Multiple players may be running the bases, so you may be updating multiple squares at a time. If a player makes it all the way home, then you fill in the diamond to make it easier to count runs scores at the end of the inning.

Every time a batter steps up to the plate, you write down everything that happens for both the batter and the players already on base. If players advance to a new base, you update their square on the scoresheet. As for the batter, one of two things can happen: they can either get on base, or they get out.

When the Batter Gets On Base

There are lots of different ways a batter can get on base.

Single



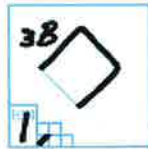
The most basic hit is where the batter runs safely to first. There were no errors on the play, and no attempts to get another runner out. We note this with 1B, and we draw a line from home to first base on the diamond.

Double



If the batter makes it to second without any errors or attempts to get another runner out, it's a double, and we write 2B. A line is drawn from home to first, and then to second to show her progress. We write 2B on the second base line so that we know it was double in case we have trouble reading our handwriting later.

Triple



If the batter makes it to second without any errors or attempts to get another runner out, it's a double, and we write 2B. A line is drawn from home to first, then to second, and finally to third to show her progress.

In this example, someone else was on base and scored while the batter was running the bases, so the batter gets 1 RBI for his hit. If you don't know when to score RBIs, we'll talk about them [further down](#).

Home Run



If the batter makes it all the way home on his hit, then it's a home run, and we write HR on the third base line. There's always at least one RBI on a home run (the batter gets credit for himself). There's also always a run scored.

Walk



If the pitcher pitches 4 (3 in some leagues) balls, then the batter gets to go to first base automatically. This is called a walk, and we record it as a BB (**B**ase on **B**alls). We still draw the line from home to first to show her progress. If the bases are loaded, then someone scores on the walk, and the batter gets an RBI.

Fielder's Choice



When a fielder's choice happens, we record it as FC, and draw a line from home to first as usual. A fielder's choice happens when the fielders choose to attempt to get another runner on base out instead of the batter.

For example, say there's a runner on first and the batter hits a grounder to the shortstop. The shortstop can either throw to first base to try to get the batter out (which would be a 6-3 out for the batter) or he can throw to second base to get the runner running from first base. If he does this, and the batter makes it safely to first base, then it is a fielder's choice.

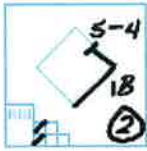
Safe on Error



If a fielder commits an error that allows the batter to make it safely on base, then you draw the path appropriate for where the batter ended up, and write E along with the position number for who committed the error.

In this case, the batter reached first base because of an error committed by the shortstop. We don't know what the error was; he may have let an easy ball go by him, or he may have made a bad throw to first base. In any case, the scorer decided that it was the shortstop's error that allowed the batter to reach base safely.

Base Running



After the batter reaches base, you update her progress around the bases as other batters hit. If she reaches home, you color in the diamond to make it easy to count scored runs later. If a runner gets out running from one base to another, draw a line on the diamond halfway toward the base she was running to, and cap the line off to show that she didn't make it all the way. Write down the fielding positions of who made the out, and then record the out in the lower left corner. In this example, the batter hit a single to first base and stopped. When a different batter was up, she tried to run to second, but the third baseman threw to second base to get him out. This is recorded as a 5-4, and we write down the out number in the lower left corner.



This box shows a batter who ended up making it home after hitting a double. First, we record the 2B for her double. Two other runners on base scored, so she earned two RBIs for the hit. When the next batter hit the ball, the third baseman tried to get this batter out, but committed an error, so we write E5 along the base path to record the error. The following batter knocked this batter in, scoring a run (the colored diamond) and earning an RBI for whoever was batting when she ran in.

It is important to record errors that happen when trying to get baserunners out, since that will be reflected in that fielder's fielding stats.

RBIs

RBI stands for Run Batted In. They are earned by the batter when a runner scores as a result of their at bat. If they hit a single and someone else scores, the batter gets an RBI. If the bases are loaded and the batter gets walked, it's an RBI for the batter. Of course, nothing is that simple and there are a few exceptions. It is **NOT** an RBI if any of the following happens:

- A fielder commits an error that allows a runner to score.
- The batter grounds into a double play.

When the Batter Gets Out

To record outs, you write down which position made the out. To keep things simple, each position is numbered from 1 to 9 (8U will have 4 outfielders, the 10 spot)

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

Whenever an out is made, you write down the position number for everyone who touched the ball to generate the out. For example, if a ground ball is hit to shortstop, and she throws to first base to force the batter out, then you would write down "6-3" in the square for the batter, since the shortstop is number 6, and the first baseman is number 3. It is important to remember that the number corresponds to the player, not the position. If the shortstop ran into the outfield to catch a ball, you would still write down 6 (for shortstop), not 7 (for the left field).

Different ways a batter can be called out:

Strike Out



If a batter strikes out, either by swinging, or a called 3rd strike, you write a letter K in the batter's box.

Ground Out



Another way the batter can be out is if the ball is hit on the ground to someone and they throw to someone else to make the out.

In this case, the ball was hit to the shortstop, and she threw the ball to first baseman in time to get the batter out. Since it was the second out of the inning, we wrote 2 in the lower left corner of the box and circled it.

Fly Out



If the ball is caught in the air before it hits the ground, then the batter is automatically out. To record this play, you write the letter F followed by the position number of the player who caught it. In this example, the left center fielder caught the ball (position 8), and since it was the second out, we wrote a 2 in the lower left corner and circled it.

Sacrifice Fly



After a fly ball is caught, other runners have the option of running to the next base. If a runner scores after the fly ball is caught, then it is called a *sacrifice fly*, and you write down SF instead of F, along with the position number of the person who caught it.

In this case, the batter hit a ball that was caught by the right center fielder, and after the ball was caught, a runner scored, so we gave the batter a sacrifice fly. It was the second out.

Unassisted Out



Sometimes the batter will hit the ball to someone on the ground, and they will get the batter out without throwing the ball to anyone. This called an unassisted out, and is recorded as the position number for who made the out followed by the letter U.

In this case, the batter hit the ball to first baseman, who either tagged the batter out, or beat the runner to tag first base. In any case the ball was not touched by anyone else, so it is an unassisted out. It was the first out.

Double Play



If two people get out on the same play, it is called a double play. If this happens, you write DP, along with the position numbers for everyone involved in the play. Note that a double play can only happen when there are 0 or 1 outs. The inning ends as soon as the 3rd out is made.

In this case, the batter hit a grounder to the shortstop, who threw the ball to the second baseman to get the person running from first to second out. After this, the second baseman threw the ball to first base to get the batter out for the second out. We write down DP for the double play, and 6-4-3 for all the people involved in the play. We would also write DP down in the box of the player running from first to second to show that the player was out as a result of the double play.

Triple Play



Similar to a double play, if there are no outs in the inning, 3 people can be put out in the same play. If this happens, write TP in the box for the batter, and the position numbers for everyone involved in making the out.

In this case, the batter hit a line drive to the second baseman, who caught it in the air for the first out. The runners on first and second base were not expecting the catch, and started running as soon as the ball was hit. The second baseman threw to the shortstop to get the runner at second base out. He then threw to first base to get the runner who should have stayed at first out. We write F4-6-3.

Since this was the third out, we write a 3 in the lower left corner, and we also draw a thick diagonal line so that next inning we remember to move over a column.

Examples

Here are some example innings to show how scoring works over multiple batters.

Example 1



The first batter hit a single (1B) to make it on base. We draw a line from home to first, and write 1B.

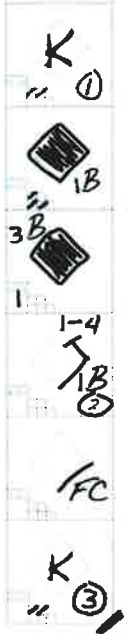
The next batter hit the ball to third base, but the third baseman committed an error, allowing the batter to safely reach first base. We draw a line from home to first and write E5. The batter on first moves to second base, so we draw a line in his box from first to second.

The next batter hits a single, so we draw a line from first to second and again write 1B in his box. The first batter is able to run home on this hit, so we draw a line from second to home in his box and color it in. The batter gets an RBI for this. The second batter was able to run to second.

The next two batters strike out, so we write K in their boxes, and write down the number of outs. No one can move on a strikeout, so nothing changes in the other batters' boxes.

The last batter hits a fly ball to right center, where it is caught (F9). We write 3 for the third out and scribble a line in the corner to indicate that the inning is over.

Example 2



The first batter strikes out. We write K and 1 for the number of outs now.

The next batter hits a single, so we write 1B, and draw a line to first base.

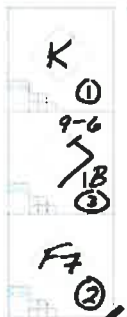
The third batter hits a triple. We draw a line around the bases to 3rd base, and write 3rd base in the upper left corner. This hit scores the second batter, so we write 1 RBI for the current batter, and draw the second batter going around the bases to home and color in his diamond.

Batter 4 hits a single.

Batter 5 hits a grounder to the pitcher, who throws the ball to the second baseman to get batter 4 out. Batter 5 (the current batter) gets a fielder's choice, since the batter chose to get someone else instead. To show the out we draw a line halfway between first and second in batter 4's box, with 1-4 written to show how the play was made. We put the 2nd out in batter 4's box, since he was the one put out.

The last batter strikes out to end the inning.

Example 3

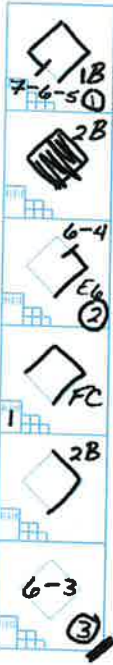


The first batter strikes out. We write K and 1 for the number of outs.

The second batter hits a single.

Batter 3 hits a fly ball to left field, where it is caught for the second out. Batter 2 tried to tag up and run to second base but was tagged out by the shortstop (9-6) for the third and final out.

Example 4



The first batter hits a single. We draw a line from home to first.

The second batter hits a double to left field. The first batter makes it to third, and tries to run all the way home, but is tagged out by the third baseman. The throw came from left field to the shortstop, who then threw to the third baseman for the out. We write everyone involved in the play in batter 1's box: 7-6-5. Batter 2 still gets a double, because batter 1 only got out trying to gain an extra base. Batter 2 safely hit a double and was not in danger of being thrown out.

Batter 3 gets on base because of an error committed by the shortstop.

Batter 4 hits a ball to the shortstop, who throws to the second baseman to get batter 3 out for the second out. Batter 4 gets a fielder's choice, and we draw the out in batter 3's box. Meanwhile, batter 2 has run all the way home, giving batter 4 an RBI. Fielder's Choices still give RBIs.

Batter 5 hits a double, and batter 6 grounds to shortstop to end the inning.

Example 5



The first batter strikes out for the first out.

The second batter hits a single.

The third batter strikes out for the second out.

Batter 4 gets on base because of an error committed by the second baseman. Batter 2 advances to second base.

Batter 5 gets on base because of an error committed by the third baseman. Batter 4 advances to second base, and Batter 2 makes it to third base.

With the bases loaded, Batter 6 hits a home run. Everyone scores, and Batter 6 gets 4 RBIs, since 4 people scored on his at bat (himself and batters 2, 4, and 5). The end of the inning is not shown.

Example 6



The first batter hits a double.

The second batter hits a fly ball to the right center fielder, who catches the ball for the first out. The first batter is able to tag up after the ball is caught and run all the way home. This gives the second batter a sacrifice fly (since someone scored on his fly out), and an RBI.

The third batter hits a triple.

The fourth batter takes a walk to make it to first base. We write BB.

The fifth batter hits a ground ball to the shortstop, who throws to the second baseman to get Batter 4 out, who then throws to first base to get Batter 5 out. We write the play in Batter 5's box: 6-4-3, along with DP to indicate the double play. We also write DP in Batter 4's box to show that he was out as a result of the double play.

GAMECHANGER

Baseball & Softball Scorekeeping Cheat Sheet



1 Begin each at-bat by tapping the Pitch button.



2 Drag fielders to where the ball is hit.



3 Manually advance runners by dragging them to the next base. Move them to Safe or Out for a play on the base path.



4 Tap fielders or the batter's name to swap positions, sit a player, or substitute players.

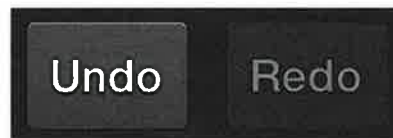
Do not rename players to make substitutions.

Advanced Tips



Change Settings in the Menu.

- Add a rover / 4th outfielder
- Set the number of innings
- Turn on the game clock
- Track playing time and pitch types



Made a mistake? Don't worry.

- Use the Undo button to correct a mistake on the last play
- Change scoring decisions from the Plays menu
- Correct missed substitutions by editing the play participants



Manage your lineup.

- Drag and drop players to edit your batting order
- Assign a designated hitter (DH) by tapping on the player
- Bat your entire lineup using the extra hitter (EH) position

Learn more at GC.io/tutorials

5 Cities

Away Umpire: _____ 9:40AM 7/10/2016

#	Player Name	P	O	1	2	3	4	5	6	7
18	#18	1B		#18	1B	#18	K	#18	K	
				B1 1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5
55	#55	C		#55	G	#55	1B	#55	K	
				B1 1 3 4 5 S1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 4 5 S1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5
42	#42	SS		#42	G	#42	BB	#42	1B	
				B1 1 3 4 5 S1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 4 5 S1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 2 3 4 5
7	#7	3B		#7	K	#7	K	#7	2B	
				B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5
2	#2	P		#2	K	#2	3B	#2	G	
				B1 1 2 3 4 5 S1 1 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 3 4 5 S1 2 3 4 5	B1 1 3 4 5 S1 2 3 4 5	B1 1 3 4 5 S1 2 3 4 5	B1 1 3 4 5 S1 2 3 4 5
1	#1	EH	2 CF	#1	K	#1	BB	#1	K	
				B1 1 2 3 4 5 S1 3 4 5	B1 1 4 5 7 S1 2 3 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 3 4 5 S1 1 2 4 5	B1 3 4 5 S1 1 2 4 5	B1 3 4 5 S1 1 2 4 5	B1 3 4 5 S1 1 2 4 5
3	#3	2B		#3	BB	#3	1B	#3	1B	
				B1 1 2 3 4 5 S1 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5
11	#11	EH	2 RF	#11	G	#11	FC	#11	Kd3	
				B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 2 3 4 5 S1 1 3 4 5	B1 2 3 4 5 S1 1 3 4 5	B1 2 3 4 5 S1 1 3 4 5	B1 2 3 4 5 S1 1 3 4 5
5	#5	EH	2 LF	#5	BB	#5	K	#5	K	
				B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5	B1 1 2 3 4 5 S1 1 2 3 4 5

Here are some helpful youtube videos that are also good references.

<https://www.youtube.com/watch?v=XtmtVHXQpD0>

<https://www.youtube.com/watch?v=ymuj9580qBQ>

https://www.youtube.com/watch?v=mz5BI_pTfv0

