

ECSA Scorekeeping Clinic



Welcome to the 2010 ECSA Scorekeeping Clinic.

Scorekeeping Purpose



- To track and agree on the score of each game
- To be able to calculate statistics like batting averages
- To track where opponents hit and use that as a tool to assist your defense
- To maintain information to defend a ratings protest both offensively and defensively

Scorekeeping 101

There are many different techniques for keeping score. Use the one that works best for you so you can:

1. Accurately track the games score
2. Use the scorebook to determine batting statistics
3. Evaluate the performance of each player.

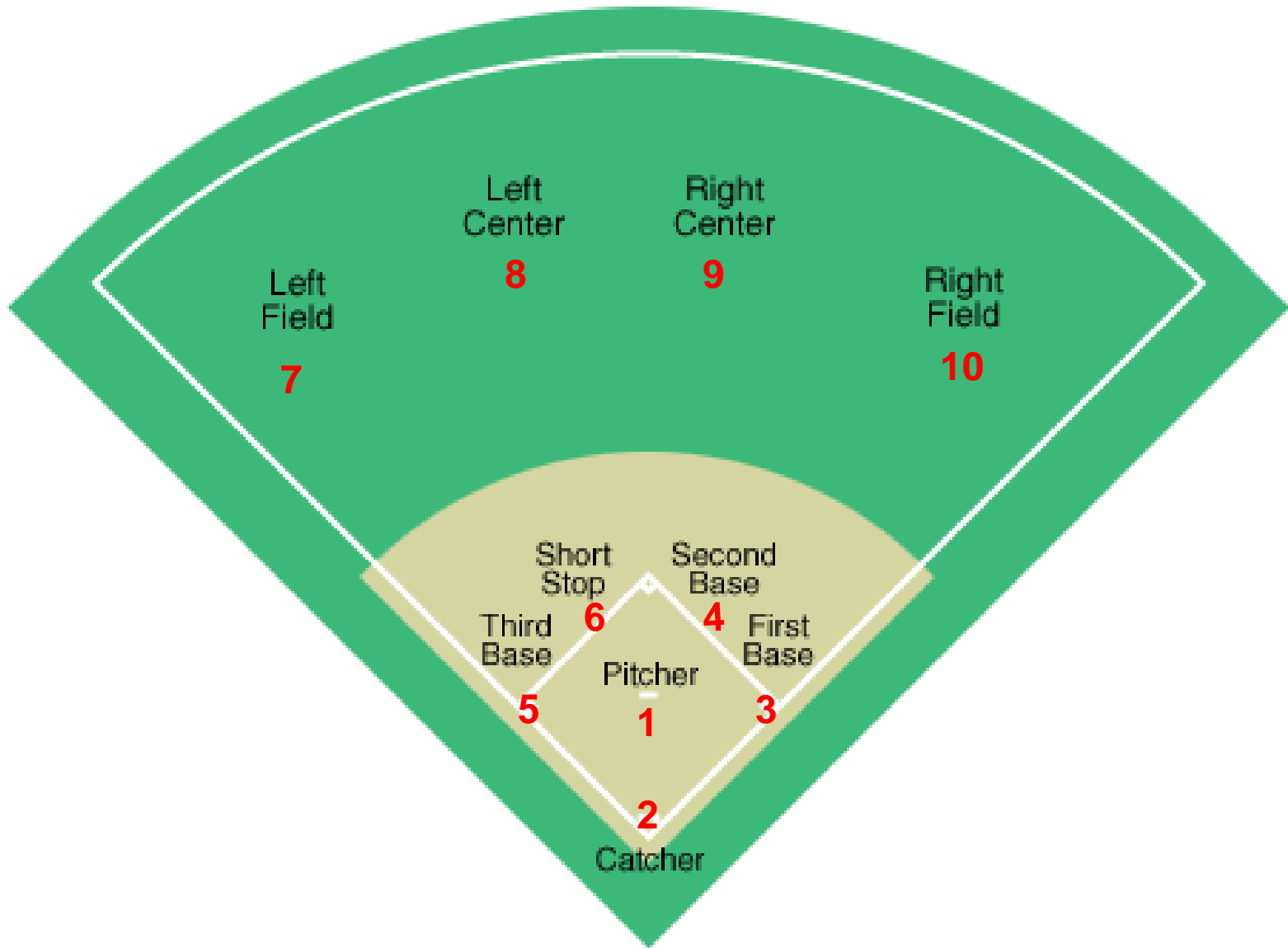
Scorekeeping 201

- Home Team's book rules
- Visiting team should confer with home team after each inning
- Meet the opposing team's scorekeeper – make them your friend
- Avoid distractions while keeping score
- If you miss something, ask someone immediately.
- If a player bats out of order, notify umpire prior to next batters first pitch.
- Starters and substitutes can only re-enter the game at the same place in the line up were they started. If an opposing team tries to re-enter a player in a different place in the batting line up notify the umpire before the first pitch of the next batter.
- When a player is subbed in to bat for another player make sure when that team goes back on defense that the player that was taken out of the game is not now back playing on defense. They need to notify you that they have re-entered.

Before the game

- Become familiar with the defensive position numbers and the codes to use to keep score.
- Introduce yourself to the umpire. You'll be glad you did. I'm just sayin.

Slow Pitch Softball Positions



Game Time – Let's play ball

- Get a batting line up from the opposing team that includes *players jersey numbers AND positions*
- Enter the batting line up into the scorebook.
- Include each players jersey number
- Include each players position
- Ensure the batting line ups match

Softball Scorekeeping Codes

F = Fly Ball	1B = single
G = Ground Ball	2B = double
LD = Line Drive	3B = triple
E = Error	IPHR = in the park home run
K = Strike Out	HR = over the fence homer
FC = Fielders Choice	BRE = base running error
RBI = Runs Batted In	DP = Double Play
BB = Base on Balls (walk)	
SF = Sacrifice Fly	
P = Pop Fly	

Softball Scorekeeping Codes

L= Left Fielder (7)	LC = Left Center Fielder (8)
R= Right Fielder (10)	RC = Right Center Fielder (9)
C = Catcher (2)	P = Pitcher (1)
2 nd = 2 nd basemen (4)	3 rd = 3 rd basemen (5)
SS = shortstop (6)	1 st = first basemen (3)
EH = extra hitter	

Softball Scorekeeping Codes

F = Fly Ball (a ball that leaves the bat and travels to the field in the air.)

G = Ground Ball (a ball that leaves the bat and travels to the field on the ground)

LD = Line Drive (a ball that leaves the bat and travels to the field in somewhat of a straight line thru the air)

E = Error (a ball hit at or near a defender that is typically fielded but is not – or a ball that a defender touched with his mitt but does not field)

K = Strike Out (When a batter gets strike 3 from either swinging, hitting a foul ball or not swinging when pitched a strike.)

FC = Fielders Choice (when a batter hits a ball and it results in another player on base being called out due to a force out)

RBI = Runs Batted In (runs that are scored as the result of a players at bat)

BB = Base on Balls (walk) (when a batter has four balls in their at bat)

SF = Sacrifice Fly (when a fly ball results in a person on base tagging up and scoring.)

Softball Scorekeeping Codes

1B = (single) when a batter gets a base hit that result in them advancing to first base on that hit.

2B = (double) when a batter gets a base hit that result in them advancing to second base on that hit.

3B = (triple) when a batter gets a base hit that result in them advancing to third base on that hit.

IPHR = When a batter gets a base hit that is inside the fences & results in them advancing to home plate.

HR = When a batter hits a fair ball over the outfield fence.

Base Hit = a hit ball that results in a batter getting on base without the defensive player making an error or having another base runner thrown out via a force out.

BRE = When base running results in an out from a base hit.

Actually Keeping Score

- Start tracking results for each batter.
- Hard trace the outer part of the diamond to represent the bases the batter advances to.
- Circle 1b, 2b,3b,HR to indicate how far the batter advanced on their initial hit. If your book doesn't have these then write them in. This will indicate whether the batter had a base hit.
- Keep tracing the outer part of the diamond as the runner advances bases resulting from the hit of batters that follow them.
- When a batter safely reaches home plate you color in the their diamond and you award a RBI to the batter that caused them to safely cross home plate.
- For outs - indicate in the box of the person that is called out – the number of the out for that inning (1,2,or 3) and circle it.
- At the end of each half inning tally the runs and record them in total box.
- For Fielder Choices record the FC in the box of the batter that hit the Fielders Choice.
- At the end of each half inning make a mark after the last batter – at the start of the next start using the column of that inning for the first batter.
- If a team's line up bats thru the order in one inning you move to the next column & cross out that inning number and replace it with the inning number that is still in progress – you have to cross out and adjust the inning column for all of the following innings when you get to those innings.
- When a sub enters the game make sure you indicate at which inning they entered the game and for what (e,g, runner – hitter – to play defense).
- Track any changes to defensive positions when possible.

Softball Scorekeeping Codes Examples

G6-4 = a ball hit to the shortstop & thrown to 2nd base to get a runner out.

G6-4-3 = a double play – ss to 2nd to 1st.

G5-4-3 = a double play – 3rd base to 2nd to 1st.

F7 = fly ball to L F7/8 = Fly ball hit between L and LC.

G5/6 = grounder hit between the 3rd basement & SS

G1-3 = grounder hit to the pitcher thrown to first for an out

G3-4 = grounder hit to the 1st basement thrown to 2nd for an out

LD7/8 = a line drive hit between the left & left center fielders

FC6-4 = a ball hit to the SS and the runner advancing from 2nd is thrown out. You need to indicate the FC in the box of the batter that hit into the FC.

F10 = a fly ball hit to the right fielder.

F9 = a fly ball hit to right center fielder

K = batter stuck out

W = Walk

Softball Scorekeeping Codes Examples

Top of 10th		RUM	Balls	IP	ER	H	BB	SO	W	L	Sv	B	S	PC	BF	HR	AB	R	H	RBI	2B	3B	HR	BB	SO	SB	SH	SF	HBP		
Philadelphia Phillies			4	5.0	0	3	0	0	0	0	0	0	5	5	15	0	4	0	1	1	1	0	0	0	2	0	0	0			
Time 00:00:00			Strikes	Shoun, Clyde			ERA 0.00			OBA .200			1		Meyer, Russ			AVG .250			SLG .500			OBP .250							
Outs			1																												
			1	2	3	4	5	6	7	8	9	10	11	12	13																
1	Ashburn, Richie	CF	1 P4		1 F9		1 63		1 F9		1 43																				
2	Hamner, Granny	SS	2 F7		2 43		2B		2 F9		2 F8																				
3	Waitkus, Eddie	1B	3 1B		3 F9		2 F8		3 53		3 F8																				
4	Ennis, Del	LF	FC		1 53		3 53				BB																				
5	Nicholson, Bill	RF	1 P4		BB		BB				1B																				
6	Jones, Willie	3B		HR		1B		BB			E3																				
7	Miller, Eddie	2B		1B		2B		1 53			1 31																				
8	Wagner, Hal	C		2 53		2 P6		2 13			2 F9																				
9	Meyer, Russ	P		3 K		3 K		3 F9			3 2B																				
10																															

Softball Scorekeeping Codes Examples incorporating NAGAAA ratings questions

(8) - slow hit ball at within a few steps of the infielder or a routine fly ball within 15 feet of the outfielder

(9) – medium hits balls hit at or within a step of few steps of an infielder or medium hit fly balls hit within 15 feet of an outfielder.

(10) – medium hit balls hit in the hole (between two infielders (In the hole is more than 12 feet from an infielder) or medium hit fly balls hit more than 30 feet away from an outfielder.

(12) – hard hit balls hit in the hole (between two infielders) (In the hole is more than 12 feet from an infielder) or stop line drives hit into the gaps from getting by outfielders.

G6 (9) – a medium grounder hit near the 3rd basemen.

F7/8 (10) – a medium hit fly ball hit between the left and left center fielders.

G4 (12) – a hard grounder hit to the 2nd basemen.

F8/9(10) – A medium hit fly ball hit between left center and right center.

F10(9) – a fly ball hit within 15 feet of the right fielder.

LD7(9) – a line drive hit within 15' of the Left fielder

G1(9) – a grounder hit near the pitcher

Softball Stats

BA = Batting average. Number of base hits divided by number of at bats. Walks and sacrifice flies are not considered an at bat.

MBA = Modified batting average. Number of times a batter reaches base as a result of a base hit or an error divided by the total number of at bats. Walks are not considered an at bat but sacrifice flies are.

OBP = Number of times a person gets on base resulting from a base hit or base on balls (walks) divided by the number of plate appearances.

Any Questions?

Remember.....

- The score keeper is an integral part of the team.

- Get help from the team

- Communicate –

- 1.Where the opponents are in their line up

- 2.Where the batter hit previously

- 3.Who the next 3 batters are

Left
Center

Right
Center

Left

Right
Field

Short
Stop

Second
Base

Third
Base

First
Base

Pitcher

Catcher

ECSA Scorekeeping Clinic



Thank you for participating in the 2010
Score Keeping Clinic.
Have a great season!