2015 WGGYB Scorekeeper's Information

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WGGYB Scorekeeper's Handout

What is an Official Scorekeeper?

In each game, the home team designates one person to serve as the Official Scorekeeper for that game. The Scorekeeper's primary responsibility is as an official of the league. The Scorekeeper's job is to keep an official record of the game. If a dispute arises about any aspect of the game the official scorekeeper's book is deemed official and the Scorekeeper must be able to interpret it.

During the game the Scorekeeper is to be impartial. He or she may not talk or yell to the players, give direction, coach, or in any other way participate in the game, except in the capacity of being the Official Scorekeeper. For example, if a player bats out of order, the official scorekeeper may **NOT** inform or direct someone to inform the team of the infraction. It is the other team's responsibility to notice this and call it to the umpire's attention.

However, all league officials are encouraged to prevent a protest from occurring.

Position Numbers

It is important to understand position numbers to score a game. Starting with the Pitcher the numbers are as follows: Pitcher – 1, Catcher – 2, 1st base – 3, 2nd base – 4, 3rd base – 5, Shortstop – 6, Leftfield – 7, Centerfield – 8, and Rightfield – 9.

Before the Game

The scorekeeper should arrive at the field at least a half-hour before the game. This will give you plenty of time to prepare for the game by performing the following functions:

- ➔ Obtain the scorekeepers binder from the snack shack. There are binders with a scorebook inside for each division. All divisions in the Minors use the 16-position scorebook.
- ➔ Make sure that you have an adequate supply of pencils. Do not use a pen, as you will make mistakes. Using a red pencil is not necessary but you may find it useful.
- ➔ Obtain a line-up card from each of the Managers. Make sure that the Manager indicates the players' LAST NAME and FIRST INITIAL on the line-up card. Also, make sure all the columns are filled out appropriately. This will save time later when filling in the pitcher's log or when ruling on pitching disputes during the game.

Example:

No.	Name	Pos.
7	Adams, G	3

- ➔ The names of the coaches that will be in the dugout for that game will be listed on the bottom of the line-up card. Only the Manager and two coaches will be allowed in the dugout during a game.
- ➔ Line-up cards should indicate all absentees, injuries or penalties and all pitching eligibility used. **Please make sure that a Manager or Coach signs the line-up sheet.**
- ➔ Fill in the information in the scorebook.

- ➔ Find someone who will be the Official Pitch Count Recorder. This person will be responsible for keeping an accurate count of the pitches thrown by each pitcher in the game. The Pitch Count Recorder is also responsible for letting the home plate umpire know when a pitcher has reached his/her maximum limit of pitches for the game. The binder will have a counter and sheet to record the number of pitches for each pitcher. Please be sure to use an ink pen to record these numbers.
- ➔ Introduce yourself to the home plate umpire. Make sure you understand his strike and ball signals.
- ➔ The umpire will tell you the start time of the game from his watch. If the umpire does not tell you the start time, ask him.

Substitutions
Each division plays with a continuous batting order. Substitutions are not applicable.

Pitcher Changes

- ➔ Use your red pencil to draw a wavy line on the bottom portion of the scoring square that corresponds to the last batter that the outgoing pitcher faced.

Example:

- ➔ Above the inning column place the jersey number of the new pitcher.
- ➔ After recording the changes, put the sub slip into the envelope provided.

During the Game
Mark each ball and strike as the home plate umpire calls them. Make sure you watch the **whole** play. Don't write in the scorebook until the play is over. Then, go from the batter backwards marking each line-up position until you've caught up. The worst thing you could do is see the ball go into the outfield and look down to mark a single only to find the ball thrown home and an out made without you seeing it. If this happens, ask the umpire for "Time Out" and get caught up before allowing play to continue. Whenever the umpire gives the count make sure the count on your score sheet is the same. The umpire's ball/strike count is official. If, for some reason, the umpire gives a different count than what you have written down correct **YOURS**. The umpire should never be told that you have a different count. If the umpire asks you, then tell him what you have and let him or her make the decision as to what count will be official.

How to Score
This section provides a basic understanding of keeping score. It is a list of commonly needed abbreviations and methods that will allow most people to pick up the score sheet and understand what happened.

- ➔ **Ground Out, Put Out, or Tag Out** - A Ground Out is written by recording the order in which the ball was handled before the out. For example: a ground ball to the shortstop that is thrown to first base for the force out on the batter is recorded "6-3". If the ball hits the pitcher and then goes to the shortstop who throws to first base for the force out, is recorded

as "1-6-3". If the ball is hit to the first baseman that steps on first base for the out, it is recorded as "3U" for first baseman unassisted.

➔ **Batting Positions and innings -** Each row on the score sheet relates to one batter in the line-up. Each column relates to a single inning. An inning, however, may use more than one column. Normally when the last batter in the line-up bats you use the scoring square at the top of the same column for the next batter, which will be the first batter in the line-up. When everyone has batted and there have not been 3 outs recorded, you move one column to the right and continue. (Note: Be sure to correct the inning number at the top of each column from that inning on.)

➔ **Balls and Strikes -** Balls and Strikes must be entered as they are pitched. Putting a slash in the upper set of boxes enters a ball and a strike is entered by putting a slash in the lower set of boxes on the right side of the scoring square. The umpire will give the count every once in a while and you should compare this to what you have written down on the score sheet. If you do not have the same count, correct yours. The umpire is the official. The umpire may ask you for what you have, but you may not give the count unless you are asked.

➔ **Base on Balls (BB) -** Walks are recorded by circling the BB on the upper right corner of the scorer's square. A line should also be drawn from home plate to first base on the diamond. Be sure to update any other runners who are moved forward because of the walk. (Note: An RBI is awarded for a bases loaded walk.)

➔ **Fielder's Choice (FC) -** A Fielder's Choice is recorded when the batter hits the ball and the fielder attempts a putout of another runner instead of putting the batter out. If the fielder is not successful in making the out, a Fielder's Choice should be given only if it is clear that a decision to attempt to get the batter out would have been successful. If not, a hit is awarded. (Note: An RBI may be awarded on a Fielder's Choice.)

Example:

➔ **Error (E) – Optional -** An Error is given to a fielder whenever a runner advances to a base that he or she wouldn't have without the misplay. Errors are not necessarily given for mental mistakes like throwing to the wrong base. It is **ALWAYS** the decision of the scorekeeper—**NOT** the Managers or Fans.

➔ **Single (1B) -** A Single is awarded to the batter if he or she hits the ball, the fielder fails to put the batter out, and the batter advances to first base as a result of the hit. If the batter advances to second base because of an error on a fielder, a single is awarded and an error given. Circling the "1B" on the left side of the scoring square denotes a Single.

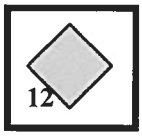
➔ **Double (2B) -** A Double is awarded to the batter if he or she hits the ball, the fielders fail to put the batter out, and the batter advances to second base as a result of the hit. If the batter advances to third base because of an error on a fielder, a double is awarded and an error given. Circling the "2B" on the left side of the scoring square denotes a double.

➔ **Triple (3B) -** A Triple is awarded to the batter if he or she hits the ball, the fielders fail to put the batter out, and the batter advances to third base as a result of the hit. If the batter scores because of an error on a fielder, a triple is awarded and an error given. Circling the "3B" on the left side of the scoring square denotes a triple.

➔ **Home Run (HR) -** A Home Run is awarded to the batter if he or she hits the ball, the fielders fail to put the batter out, and the batter advances all the way around the bases as a result of the hit. Circling the "HR" on the left side of the scoring square denotes a Home Run. (Note: A Home Run is NOT awarded when the batter scores unless no error was made by the defense and the batter circles the bases. The batter hitting a grounder to the shortstop, who throws it over the first baseman's head, who throws it into the outfield, who throws it over the third baseman's head and the batter scores---is NOT a Home Run.)

➔ We will announce over the fence HRs at the Snack Shack. We will NOT announce in the park HRs.

➔ **Runs Batted In (RBI) -** Runs batted in are runners who score as a direct result of the batter's actions. A bases loaded walk yields an RBI. An error which scores a run yields an RBI only if you determine that the run would have scored regardless of the error. No RBI is awarded if the batter moves a base runner to a base, and then because of an error, the runner scores. A batter who hits a homerun is awarded an RBI for him/herself as well as the runners on base shade in the square to show that the runner scored a run. The jersey number is entered in the scoring square along the third base line of the diamond to show who should be credited with the RBI.

Example: 

➔ **Hit by Pitch (HBP) -** The batter is struck by the pitch and is awarded first base. (Note: If the bases are loaded an RBI is awarded.)

➔ **Stolen Base (SB) -** A Stolen Base is awarded to a runner when the runner successfully takes the next base and did not advance due to a passed ball or wild pitch. No RBI is ever awarded if a run scores on a stolen base.

➔ **Wild Pitch (WP) -** 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. No RBI is ever awarded if a run scores on a wild pitch.

➔ **Passed Ball (PB) -** A Passed Ball is given when a runner advances to the next base due to the catcher not catching a pitch that he or she should have. No RBI is ever awarded if a run scores on a passed ball.

➔ **Fly Out (F) -** A Fly Out is recorded when the ball is hit into the air and caught. A Fly Out may also be a Sacrifice Fly if a runner at third base scores because of the depth of the hit. In this case an RBI is also awarded to the batter.

➔ **Outs** - Any time an out is made, the runner is marked with the out number circled in their scoring square to make it clear that this runner was put out. There should also be a play indication.

Example:

➔ **Sacrifice Fly (SF)** - A Sacrifice Fly is a fly ball that is intentionally hit in order to score a runner from third base. Since intent is difficult to determine, it is generally considered a sacrifice any time a fly ball out scores a run from third base. If an error is charged on the fly ball, the batter still receives a Sacrifice Fly and the fielder is charged with an error.

➔ **Sacrifice Bunt (Sac)** - A Sacrifice Bunt is a bunt that advances a runner and is clearly intentional on the part of the batter.

➔ **Infield Fly Rule (IF)** - The Infield Fly rule is called by the umpire when an easy fly ball is hit to an infielder and there are runners on first and second (at least) and less than two outs. Regardless of whether the ball is caught or not, the closest fielder is given the putout. So an Infield Fly to the second baseman is scored "IF4" even if he or she misses the ball.

➔ **Interference (I)** - Interference will be called when the runner interferes with a fielder. No fielder is mentioned in the scoring of the play. It is just written as "I" and the out number is circled as usual.

➔ **Caught Stealing (CS)** - A runner is Caught Stealing whenever the runner is caught off a base without the batter having put the ball in play with a batted ball.

➔ **Strike Out – swinging (KS)** - A Strike Out is recorded when a batter records 3 strikes during one at-bat. If the batter swings at the 3rd strike then "KS" is written in red in the scoring square and the out number circled.

➔ **Strike Out – looking (KC or backwards K)** - A Strike Out is recorded when a batter records 3 strikes during one at-bat. If the batter does not swing at the 3rd strike then "KC" is written with the red pencil in the scoring square and the out number circled.

After the Inning

At the end of the inning make sure that you add the number of runs for that inning only and write that number in the box. Use your red pencil to draw a vertical line through the unused squares for that inning. This will prevent you from beginning the next inning in the wrong column.

Game Protests

There is the possibility that you will be the Official Scorekeeper for a game that is protested by a Manager. In the case of a protest the Manager requesting the protest will come to you to explain why he is protesting the game. Somewhere on the score sheet write an explanation of the protest and be specific. Make sure that you state who was up at bat, who was on base and when in the

game protest was made. Finally make sure that you get the names and phone numbers of any and all umpires for that game. The game will continue and the board will review the protest.

After the Game

When the game is over, don't be in a hurry to leave. You still need to make sure that you:

1. Total the runs for each team in the box score section of the scorebook.
2. Have the umpire behind the plate sign the score sheet. If there is a protest during the game make sure you have all the umpires names and telephone numbers so that they can be called to provide information concerning the protest.
3. Sign the scorebook.
4. Completely fill out the Pitching Affidavit, located in each division's binder, make sure that it is updated for all the pitchers used in the game. All pitchers who pitched must be recorded on the Pitching Affidavit including the date and number of innings thrown.
5. **Each team must turn in a completed Player Position Sheet.**
6. Place all line-up sheets, position sheets and pitching change forms in an envelope and seal it. On the outside of the envelope write the names of the teams that played, date of the game, and name of the official scorekeeper. Put the envelope in the back of the binder in the plastic pocket.
7. Return the binder with the scorebook to the Snack Shack.

If you have any questions please do not hesitate to email me at scorekeeper@wggyb.org.

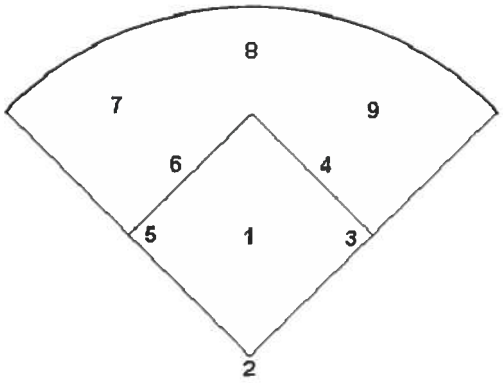
BASEBALL SCOREKEEPING 101

All that is needed to be a successful scorekeeper is a little scorekeeping knowledge and a keen eye when watching the games. The first thing that any person must know is the abbreviations for the terms used in baseball.

1B	Single	HBP	Hit by Pitch
2B	Double	HR	Home Run
3B	Triple	I	Interference
A	Assist	K	Strike Out Swinging
BB	Walk	KC or	Strike Out Called By Umpire
BK	Balk	LOB	Left on Base
CS	Caught Stealing	PB	Passed Ball
DP	Double Play	RBI	Runs Batted In
E	Error	SAC	Sacrifice
F	Fly Out	SB	Stolen Base
f	Foul Out	WP	Wild Pitch
FC	Fielder's Choice		

When keeping score these terms will be used to describe the game. If the terms are used correctly any person who picks up the scorebook will be able to tell what happened in the game. The next thing a person must know to keep score is the numbers used to describe each position. The baseball diamond is as follows

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



West Garden Grove Youth Baseball

Player Position Sheet

Team Name/Division:_____ Game Time:_____

Date:_____ Manager:_____

		INNINGS							
Player Name	**Jersey #**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**

Each Manager must complete and provide to the home team scorekeeper a handwritten player position sheet immediately following the game played. Penalty for violation(s), whether accidental or otherwise shall be; First Violation -- the Manager shall receive a warning. Second Violation - the Manager will be suspended for one (1) game. Any subsequent violations will be referred to the Board of Directors for disciplinary action.

Use Field Position Numbers

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

Scorekeeper's Rules

Shetland Division

First ½ of season - Game Duration - 1 hour 45 minutes or 3 innings max whichever comes first. Games will be played on Saturday only.

Second ½ of season - Game Duration - 6 innings time permitted –No new inning will be started after 1 hour and 30 minutes. After 1 hour and 45 minutes the game will be stopped. Weekday games will be added in the second half of the season.

Run Limits – There is a maximum of 5 runs scored in any inning. There is no Mercy Rule in effect.

Once a team makes 3 outs in any half of an inning or scores 5 runs, they will rotate from hitting to playing in the field.

Pinto Division

Pitching -2 innings per game max. No pitch count. 40 hours of rest if pitcher pitches 2 consecutive innings. Upon hitting the third batter in a game the pitcher must be removed from the mound.

Run Limit— 5 runs scored in innings 1 thru 5 max. 6th inning unlimited. No mercy rule

Mustang Division

Pitching —3 innings per game max or 65 pitches in a game and a maximum of 6 innings per calendar week (Sunday – Saturday). If a pitcher reaches the 65 pitch threshold during the middle of an at bat, they may finish the at bat, but they may not start a new batter after they have exceeded the 65 pitch threshold. Each pitcher will be issued one balk warning per game. If a pitcher pitches in two (2) or more consecutive innings they will require 40 hours of rest between appearances. Pitching an inning consists of throwing 1 pitch to a batter. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches. Upon hitting the third batter in a game the pitcher must be removed from the mound.

Run Limit— 5 runs scored in innings 1 thru 4, unlimited runs 5th and 6th inning. No mercy rule.

Bronco Division

Pitching — 4 consecutive innings or 85 pitches per game and a maximum of 7 innings per calendar week (Sunday – Saturday). If a pitcher reaches the 85 pitch threshold during the middle of an at bat, they may finish the at bat, but they may not start a new batter after they have exceeded the 85 pitch threshold. If a pitcher

pitches in two (2) or three (3) consecutive innings they will require two (2) days of rest between appearances. (i.e. if you pitch on Wednesday, you will be required to rest on Thursday and Friday and may pitch again on Saturday. If you pitch on Saturday you will be required to rest on Sunday and Monday and may pitch again on Tuesday.) If a pitcher pitches in four (4) consecutive innings they will require three (3) days of rest between appearances. Pitching an inning consists of throwing 1 pitch to a batter. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches. Upon hitting the third batter in a game the pitcher must be removed from the mound.

Run Limit- 10 run mercy rule is in effect after 5 innings of play.

Pony Division

7 consecutive innings or 95 pitches per game and a maximum of 10 innings per calendar week (Sunday – Saturday). If a pitcher reaches the 95 pitch threshold during the middle of an at bat, they may finish the at bat, but they may not start a new batter after they have exceeded the 95 pitch threshold. If a pitcher pitches in Three (3) consecutive innings they will require two (2) days of rest between appearances. (i.e. if you pitch on Wednesday, you will be required to rest on Thursday and Friday and may pitch again on Saturday. If you pitch on Saturday you will be required to rest on Sunday and Monday and may pitch again on Tuesday.) If a pitcher pitches in four (4) consecutive innings they will require three (3) days of rest between appearances. If a pitcher pitches in 5-7 innings they will require four (4) days of rest. Pitching an inning consists of throwing 1 pitch to a batter. If it is decided to intentionally walk a batter the pitcher must throw four (4) pitches.

Run Limit- 10 run mercy rule is in effect after 5 innings of play.

Pinto – Pony Record Trip to Mound.

The second "trip to the mound" in the same half inning to talk to the same pitcher or the third "trip to the mound" in any game to talk to the same pitcher will result in that pitcher being replaced. A "trip to the mound" occurs anytime a manager crosses the baseline, whether he talks to the pitcher or another defensive player. It will not be considered a "trip to the mound" if manager calls a player to the baseline to talk in the event the other team has called time out or a significant delay in the game has occurred over which the manager has no control. The batter should be within a step of the batter's box when getting a sign from the coach, or between pitches. One (1) offensive time out is permitted per ½ inning.

West Garden Grove Youth Baseball

The time each pitcher including the starting pitcher enters and leaves the game shall be entered below to determine the eligiblity of each pitcher. Each pitcher shall be charged with an inning pitched for any part of inning pitched including a single pitch. Each pitcher shall be entered in the column headed "Numbers of Innings Pitched"

Date of Game	Time of Game	Pitcher's Name & #	Innings Pitched	Pitch Count	Team Name	Scorekeeper's Signature	Eligible to pitch again on (date)

Please use pen when filling out this form