

Alcoa Scorekeeper Guide – 2018

This guide covers the minimum requirements and additional information on how to keep a scorebook for the Minors, Majors & Junior Little League Baseball.

In General

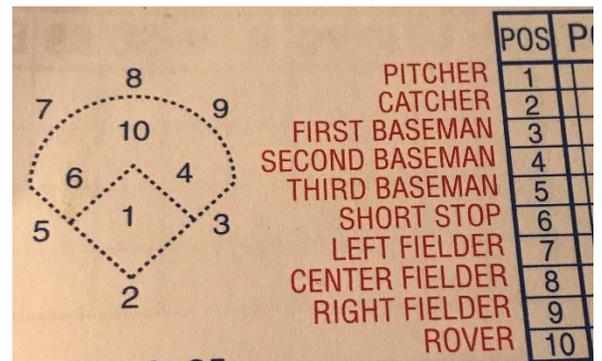
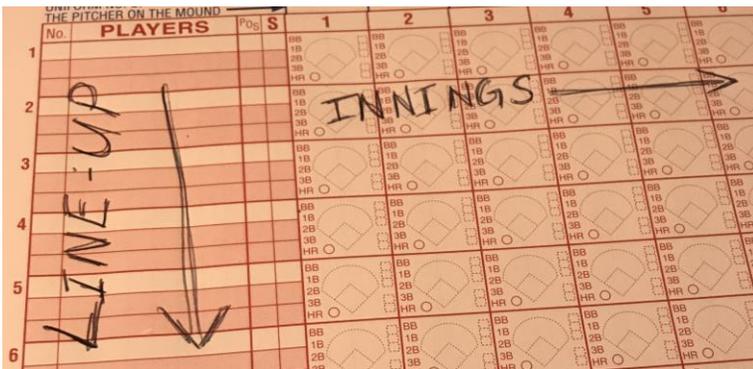
Home team is responsible for scorekeeping and pitch count for the entire game.

- Visitor team usually keeps score (as a courtesy only). It is not required, but it's a good idea to handle discrepancies.
- Both home and visitor teams are required to know a player's pitching eligibility prior to the next game. If in question, either coach can question any pitcher's eligibility by requesting their last game date pitched and pitch count.

Minimums Required

PRE-GAME PREPARATION

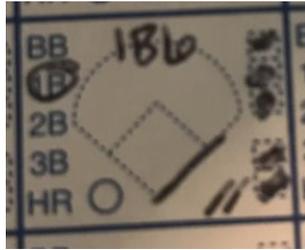
- 1) Get scorebook from coach.
 - a. Wise to use a pencil
- 2) Write official name of teams at the top (Alcoa 1, Alcoa 2, Fort Vancouver 3, Columbia 2, etc)
- 3) Game Date
- 4) Player's names & jersey numbers are entered in the scorebook in the batting order
 - a. Visiting team on left hand scorebook (they bat first)
 - b. Home team on right hand of scorebook (they bat second)



- 5) Introduce yourself to the umpire as the home scorekeeper. Write the umpire's name down on the scorebook.
- 6) Write your name down on the scorebook as the official scorer

GAME TRACKING

- 1) Actual game start time
- 2) Pitcher on the mound each inning
- 3) Pitch count per pitcher
 - a. It is not required to have a second person do a pitch count log, but when you are first starting to keep score, it's a smart idea to have a backup person keeping track.
- 4) Batter's count
 - a. 4 balls
 - b. 3 strikes
 - c. Fouls – if additional spots are needed for a batter with many fouls, just make tick marks next to the strike boxes (in the below example, the batter faced 8 pitches)



- 5) Scored Runs by Inning
 - a. It is not required to track the game play by play
 - b. The scorekeeper is required to track which runner scores in each inning and to keep the official score updated
 - c. In the event of a 3rd out and a runner coming in at the same time, confirm with the umpire runner crossing home counted.

AFTER THE GAME

- 1) Summarize pitch count and pitcher eligibility (when's the next day the player can pitch)
- 2) Take a clear picture of the scorebook (home & visitor)
- 3) Take a clear picture of the pitch count
- 4) Email the pictures to Alcoa.Scorekeeper@outlook.com

IF YOU NEED MORE HELP

- Major League Baseball
 - Glossary of terms: www.mlb.com/glossary
- Little League University
 - Scorekeeping pointers: www.littleleagueU.org
- YouTube Scorekeeping videos
- Call or text me questions
 - Dani Steinbach: 360-334-0675

HISTORY OF SCOREKEEPING

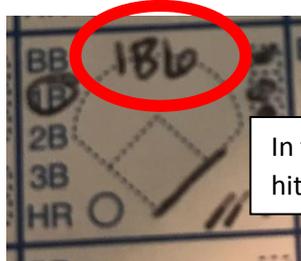
Henry Chadwick developed shorthand to keep track of baseball game so he could remember what happened during the game in order to write articles for the newspaper that employed him. The shorthand he developed in 1860 is what we use today for scorekeeping.

Scorekeeping 201 (Optional)

GAME TRACKING

1) How the batter reached base on a Hit

- a. Base hits
 - i. 1B: Single
 - ii. 2B: Double
 - iii. 3B: Triple
 - iv. HR: Home Run
- b. BT: Bunt
- c. BHR: Batted ball Hit Runner
 - i. Ball is dead
 - ii. Runners can advance on base accordingly
 - iii. Runners cannot steal



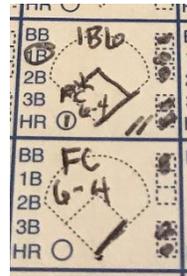
In this example: Batter hit a single to shortstop

2) How the batter reached base WITHOUT a Hit

- a. BB: Base on Balls
 - i. Play is live
 - ii. Not official time at Bat
 - iii. Runners can steal
- b. Dropped 3rd Strike
 - i. Batter can only advance to 1st if base is unoccupied
 - ii. WP: Wild Pitch
 - 1. This is an error on the pitcher
 - 2. Pitch hits the dirt or misses the glove all together
 - 3. Only charge pitcher with a WP if there are base runners or batter makes it safely to 1st
 - iii. PB: Passed Ball
 - 1. This is an error on the catcher, you can denote it as "PB" or "E2"
 - 2. Pitch is catchable, touches the catcher's glove, or goes between the catcher's legs
- c. CINT: Catcher Interference
 - i. Play is dead
 - ii. Not official time at bat
 - iii. Batter goes to first
 - iv. Runners advance, but can't steal
- d. HBP: Hit By Pitch
 - i. Play is dead
 - ii. Not official time at bat
 - iii. Batter goes to first
 - iv. Runners advance, but can't steal

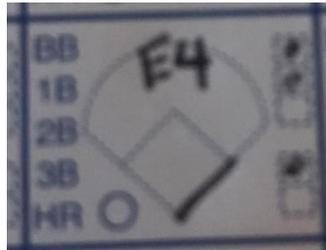
e. FC: Fielder's Choice

- i. A fielder is given the option of assisting more than 1 put out and has to make a choice on which runner to put out.
- ii. In the event the fielder does not choose the batter, it is needed to write the play in both boxes of plays the FC affected
- iii. In the example to the right, the shortstop could have thrown out the batter at first, but decided to get the lead runner at second.



f. E: Error

- i. In the below example the second basemen (field position 4) fumbled the ball and was unable to make the throw to 1st to get an out.



3) How the Batter turns an At Bat to an OUT

a. Strike Outs

- i. KC: striKe Called
 1. Also written as KL: striKe Looking
 2. Also written as "X"
- ii. KS: striKe Swinging
 1. Also written as "K"
- iii. Ball is live, and base runners can steal bases
- iv. Pitcher gets the Assist
- v. Catcher gets the Put Out

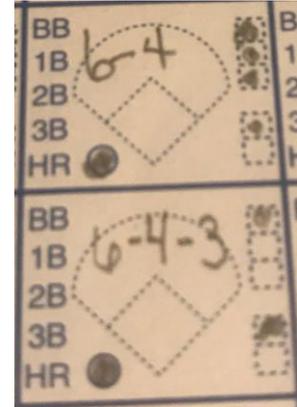
b. Un-Assisted Put Out

- i. U: Used in the infield
 1. U5 – this would mean that the 3rd basemen got the out by himself.
- ii. F: Used in the outfield (See example to the right)
 1. The arch above the "F" means pop fly. Can be denoted as "PF" too. The left fielder caught this ball (position 7)
 2. The straight line above the "F" mean Line Drive. It can be written as "LF" too



c. Assisted Put Outs

- i. Write the position that assisted followed by a dash "-" then the Put Out position
- ii. 6-4: This would be the short stop fielding the ball, throwing it to the 2nd baseman for the out. Short stop gets 1 Assist, 2nd gets 1 Put-Out
- iii. 6-4-3: This is a double play. This is the short stop fielding the ball, throwing it to 2nd baseman who then throws it to 1st. Short stop gets 1 assist, 2nd gets 1 Put-Out and 1 assist, 1st gets 1 Put-Out



d. BINT: Batter Interference

- i. In the judgement of the umpire, if the batter purposefully puts himself in the way of the ball and the fielder trying to get it, the ump will call interference
- ii. The play is dead, all base runners must return to their base
- iii. Batter will be out

e. SBT: Sacrifice Bunt

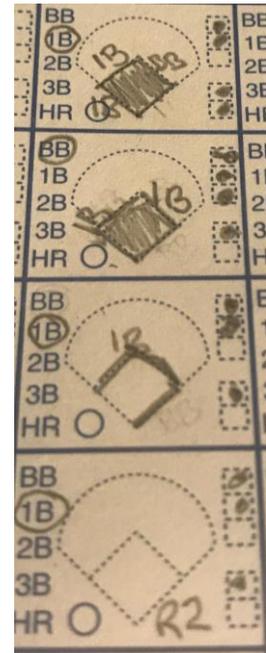
- i. The batter lays down a bunt in order to advance the other runners or even have them score, but gets thrown out at first
- ii. Does not count as an at bat

f. SF: Sacrifice Fly

- i. The batter purposefully hits a high fly ball. The runners keep touching the base until the ball is caught, also known as "tagging up"
- ii. The intention is that the runner is fast enough to make it to the next base safely after the tag-up.

4) Tracking RBIs

- a. RBI: Runners Batted In
- b. In Lower right hand corner write the number of RBI's the batter received.
- c. The batter is credited with an RBI for each runner that scores by virtue of:
 - i. BB: Base on Balls
 - ii. HBP: Hit by Pitch
 - iii. BK: Balk
 - iv. FC: Fielder's Choice
 - v. SF: Sacrifice Fly
 - vi. SBT: Sacrifice Bunt
 - vii. E: Error (only in the judgement of the scorer, the runner would have scored if the ball was fielded cleanly.



6) Player's Fielding Performance

- a. Inning by inning the scorekeeper will credit the positions shown 1 thru 9 with
 - i. PO: Put-Out
 - ii. A: Assist
 - iii. E: Error
- b. Noting fielding changes by filling in the double line separating each inning

POS	PO	A	E	PO	A	E	PO	A	E
1									
2									
3									
4									
5									
6									
7									
8									
9									

7) Track Base Running

- a. You tell the story of how each player makes it around the base.
- b. See next section for examples
- c. SB: Stolen Base
- d. CS: Caught Stealing

AFTER THE GAME

8) Inning Summary

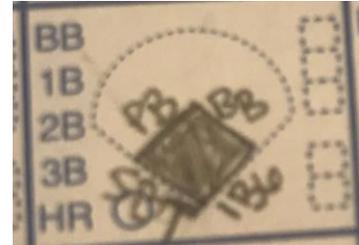
- a. Hits: Count number of hits for the inning
- b. LOB: Left on base
 - i. Count the number of people left on base for the inning
- c. ER: Earned Runs Scored
 - i. Count the number of earned runs
 - ii. An ER is a run that is ruled by the official scorer to have resulted exclusively from actions by the batting team and not because of errors by the defense.
 - iii. If the runner advanced on Errors or Passed Balls it is NOT an earned run.

HITS	HITS	HITS	HITS
LOB	LOB	LOB	LOB
ER	ER	ER	ER

Base Running Examples

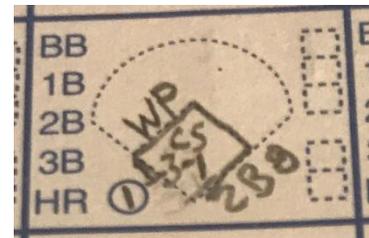
Example 1

- 1) Got on base by a single to short stop
- 2) Batter made it to base on 4 balls and advanced this runner to second
- 3) Catcher had a passed ball and runner made it to 3rd
 - a. This error means the scored run is NOT an Earned Run
- 4) Runner made it home on a sacrifice bunt



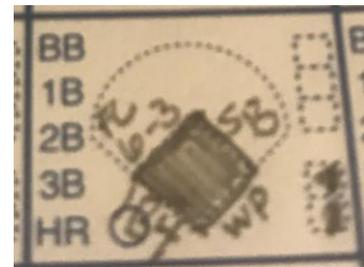
Example 2

- 1) Got to 2nd base by a double to center field
- 2) Pitcher had a wild pitch, runner made it to 3rd
- 3) Runner was in a pickle and was caught stealing.
 - a. The 1st baseman (position 3) threw to the pitcher (position 1)
 - b. Position 3 gets Assist
 - c. Position 1 get Put Out



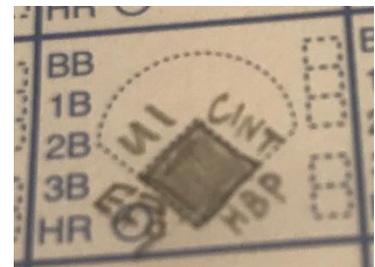
Example 3

- 1) Batter made it to 1st on a dropped 3rd strike which was considered a Wild Pitch since the catcher had no chance of touching the ball
 - a. WP is an error and this is not considered an earned run
- 2) Runner safely stole 2nd base
- 3) The short stop made a Fielder's Choice to throw out 1st base
- 4) Runner made it home because batter made it to 1st off a single to second
 - a. Batter receives an RBI



Example 4

- 1) Batter made it to 1st because he was Hit by a pitch
- 2) The next batter got on base because the catcher's glove got in the way of the batter's swing. This runner advanced to 2nd.
- 3) 1st basemen fielded a slow roll ball and made a Put-Out at 1st. The 1st baseman had no time to throw it to another base for a different out, so it's not a Fielder's Choice. This runner was able to advance to 3rd.
- 4) High Pop Fly hit to right field. Fielder missed the catch. Runner tagged up and as soon as the ball was dropped he made it home safe.
 - a. Batter does not get an RBI, because runner would not have made it home safe without the Error caused by the outfielder.
 - b. This is not an earned run because of the dropped fly ball and CINT.



Game Changer

As of 2014, any Little League team can choose to keep track of their game using the Game Changer program rather than keeping a paper scorebook.

The Game Changer web site: www.GC.com

Each person who signs in will need to sign up for an account.

GC is free for Coaches and Scorekeepers, who will be signed up as ADMIN. There can only be 4 team administrators.

Players, Parents and Confirmed friends of players can see limited information for free (such as over-all player game stats). They can choose to subscribe for a fee to see the full stats.

Send invite for an admin role to alcoa.scorekeeper@outlook.com

LESSONS LEARNED

- You can use only 1 device at a time for each account
- You only have 4 free admin assignments
 - Set-up 1 generic account for the team to use
 - Juniors: Alcoa.juniorsLL@outlook.com
 - Majors1: Alcoa.majorsLL@outlook.com
 - Majors 2: Alcoa.majorsLL2@outlook.com
 - Minors1: Alcoa.minorsLL@outlook.com
 - Minors2: Alcoa.minorsLL2@outlook.com
 - GirlsMinors: Alcoa.GminorsLL@outlook.com
 - GirlsMajors: Alcoa.GmajorsLL@outlook.com
 - Manager to have 1 of the admin assignments
 - Set the last admin account for alcoa.scorekeeper@outlook.com
 - There will be 1 open admin assignment available
- Practice with the “Try Scorekeeping” option within GC.
- The program send out some emails automatically
 - Each time you edit an old game it notifies confirmed accounts (parent, players, other admins) that a change was made
- If you are only scorekeeping with the GC program, ensure the device you are going to use is fully charged
 - If possible, bring a charger for your device and know how to plug into power

