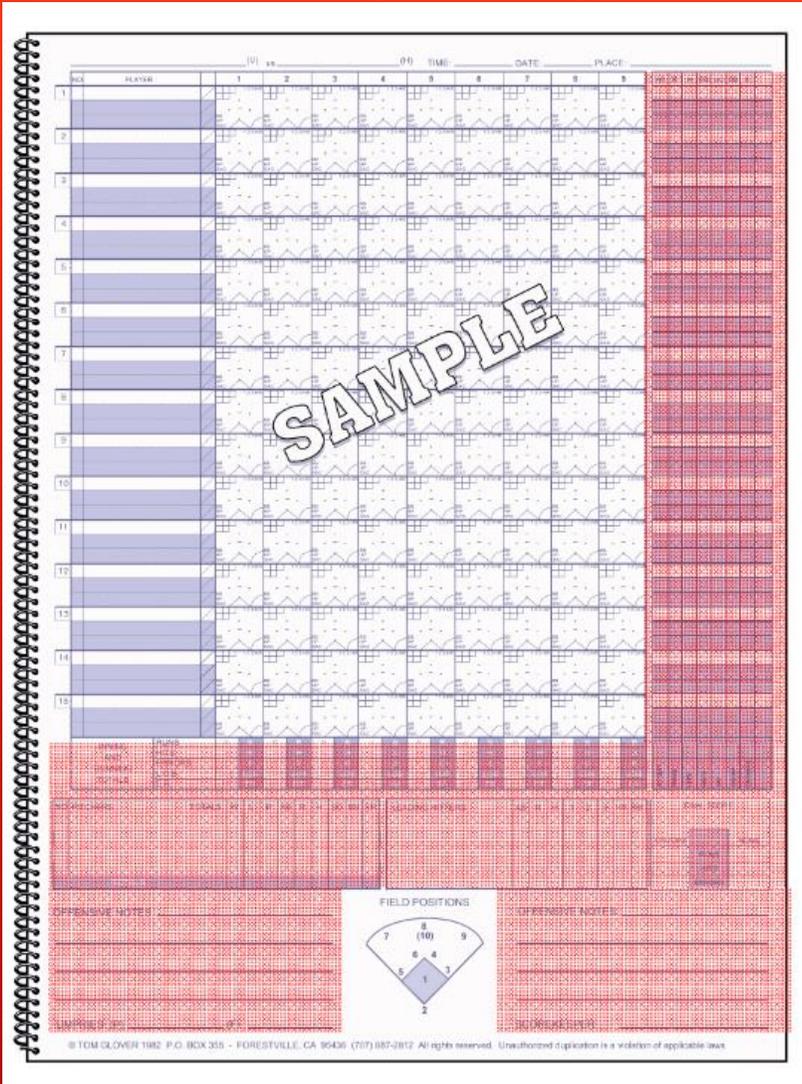


# HOW TO KEEP SCORE IN BASEBALL

MONROE PARKS & RECREATION DEPARTMENT



# SCOREBOOK BASICS

- BATTING LINEUP
- SCORING SEQUENCE
- THE BOX
- RECORD A PLAY

# NOTE

- ▶ EACH GAME WILL HAVE TWO PAGES
  - ▶ ONE FOR OUR TEAM AND ONE FOR THE OTHER TEAM

# BATTING LINEUP

- ▶ TIP: JERSEY NUMBERS ARE IMPORTANT
  - ▶ BE SURE YOU HAVE JERSEY NUMBERS IN THE LINEUP FOR BOTH TEAMS
- ▶ T-BALL & ROOKIES → THERE IS NOTHING WRONG WITH GIVING EVERY PLAYER A CHANCE TO HIT FIRST (LEADOFF)
- ▶ MINORS/MAJORS → LEADOFF SHOULD BE ONE OF YOUR TEAM'S BEST HITTERS AND FASTEST PLAYERS
  - ▶ GOAL IS TO GET LEADOFF HITTER ON BASE, WHETHER THEY HIT THE BALL OR WALK

# BATTING LINEUP

- ▶ LEADOFF - SAVE POWER HITTERS FOR LATER WHEN THERE ARE MORE RUNNERS ON BASE
- ▶ 2 SPOT – ON DECK AT START OF GAME
- ▶ 3 HOLE – GOOD ALL AROUND HITTER
- ▶ CLEANUP – TYPICALLY MOST POWERFUL HITTER
- ▶ 5 POSITION – LOOK FOR PLAYERS WITH HIGHER THAN AVERAGE BATTING POWER & PLAYERS WHO DO NOT STRIKE OUT AS MUCH
- ▶ SPOTS 6-12 (or however many players on the team's roster) – rotate players around so that the same player does not end up hitting last every game
  - ▶ THIS WILL CHALLENGE YOUR LINEUP AND TEAM, AS WELL AS GIVE EVERYONE AN OPPORTUNITY

REMINDER:  
YOUR JOB AS A COACH IS TO ENSURE  
YOUR ROSTER IS HAVING FUN,  
DEVELOPING SKILLS & GAINING  
CONFIDENCE

# SCORING SEQUENCE

- ▶ EACH COLUMN IS AN INNING
- ▶ EVERY TIME A NEW BATTER BEGINS A NEW AT BAT, YOU USE A NEW BOX
- ▶ WHEN A PLAYER MAKES THE THIRD OUT THE OTHER TEAM COMES TO BAT
- ▶ REMEMBER TO MATCH THE LEAD OFF BATTER TO THE PROPER INNING TO DETERMINE WHAT BOX TO START IN

PLAYERS			P	O	S	1	2	3	4	5	6
NO	LAST	FIRST									
1	24	Henderson, R.									
		SUB									
		SUB									
2	5	Robinson, B.									
		SUB									
		SUB									
3	24	Mays, W.									
		SUB									
		SUB									
4	44	McCovey, W.									
		SUB									
		SUB									
5	14	Gwynn, T.									
		SUB									
		SUB									
6	15	Alomar Jr., S.									
		SUB									
		SUB									
7	13	Vizquel, O.									
		SUB									
		SUB									
8	26	Boggs, W.									
		SUB									
		SUB									
9	44	Aaron, H.									
		SUB									
		SUB									
10	35	Maddux, G.									
		SUB									
		SUB									
11	27	Marichal, J.									
		SUB									
		SUB									

PLAYERS			P	O	S	1	2	3	4	5	6
NO	LAST	FIRST									
1	24	Henderson, R.				HIT					
		SUB				6 <sup>th</sup>					
		SUB				Batter					
2	5	Robinson, B.				OUT					
		SUB				1					
		SUB				Batter					
3	24	Mays, W.				HIT					
		SUB				8 <sup>th</sup>					
		SUB				Batter					
4	44	McCovey, W.				OUT					
		SUB				2					
		SUB				Batter					
5	14	Gwynn, T.				HIT					
		SUB				10 <sup>th</sup>					
		SUB				Batter					
6	15	Alomar Jr., S.				OUT					
		SUB				3					
		SUB				Batter					
7	13	Vizquel, O.				LEADS					
		SUB				OFF					
		SUB				2 <sup>nd</sup>					
8	26	Boggs, W.				Batter					
		SUB				3 <sup>rd</sup>					
		SUB				Batter					
9	44	Aaron, H.									
		SUB									
		SUB									
10	35	Maddux, G.									
		SUB									
		SUB									
11	27	Marichal, J.									
		SUB									
		SUB									

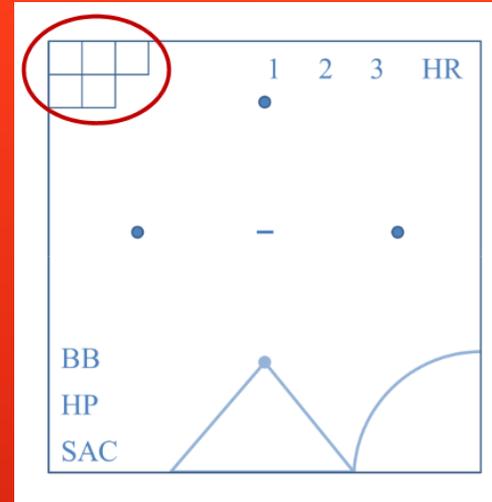
PLAYERS			P	O	S	1	2	3	4	5	6
NO	LAST	FIRST									
1	24	Henderson, R.				HIT					
		SUB				OUT					
		SUB				2					
2	5	Robinson, B.				OUT					
		SUB				1					
		SUB				HIT					
3	24	Mays, W.				HIT					
		SUB				OUT					
		SUB				3					
4	44	McCovey, W.				OUT					
		SUB				2					
		SUB				Batter					
5	14	Gwynn, T.				HIT					
		SUB									
		SUB									
6	15	Alomar Jr., S.				OUT					
		SUB				3					
		SUB				Batter					
7	13	Vizquel, O.				OUT					
		SUB				1					
		SUB				Batter					
8	26	Boggs, W.				HIT					
		SUB									
		SUB									
9	44	Aaron, H.				HIT					
		SUB									
		SUB									
10	35	Maddux, G.				HIT					
		SUB									
		SUB									
11	27	Marichal, J.				HIT					
		SUB									
		SUB									

# THE BOX

- ▶ THE BOX IS WHERE THE GAME DETAIL IS CAPTURED
  
- ▶ LETS GO OVER THE BOX'S ANATOMY...

# BALLS AND STRIKES

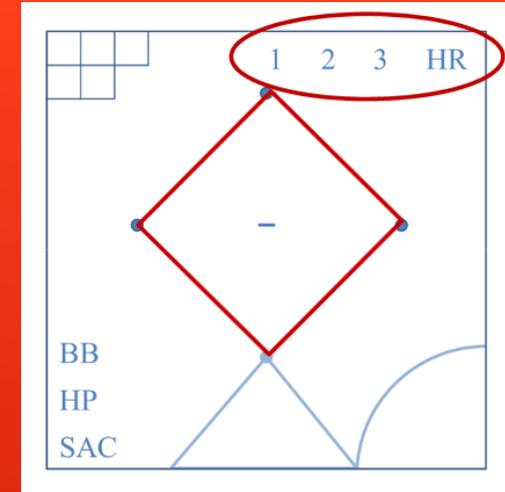
- ▶ THREE SQUARES → BALL COUNT
- ▶ TWO SQUARES → STRIKE COUNT



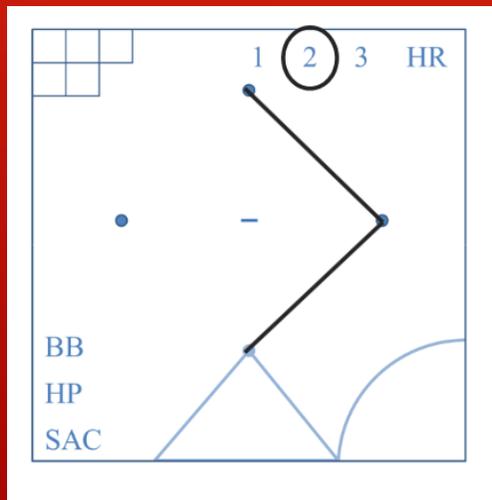
- ▶ ADD A MARK IN EACH BOX ACCORDING TO WHETHER A PITCH WAS A BALL OR STRIKE

# BASE HITS

- ▶ TYPE OF HITS: SINGLE, DOUBLE, TRIPLE, OR HOME RUN



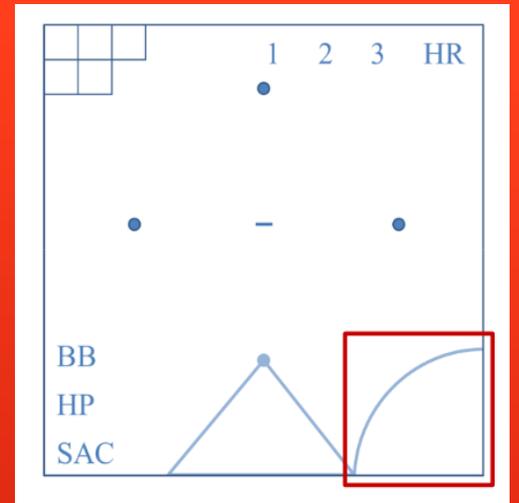
- ▶ AT THE TOP RIGHT CORNER – CIRCLE WHICH TYPE OF HIT THE BATTER GOT (SEE EXAMPLE BELOW)



- ▶ JOHN HIT A DOUBLE

# OUTS

- ▶ THE SPACE IN THE LOWER RIGHT-HAND CORNER OF THE BOX IS A SPACE FOR RECORDING AN OUT
- ▶ WRITE IN A NUMBER 1, 2 OR 3 CORRESPONDING TO THE OUT MADE
- ▶ RECORD THE PLAY THAT RESULTED IN AN OUT



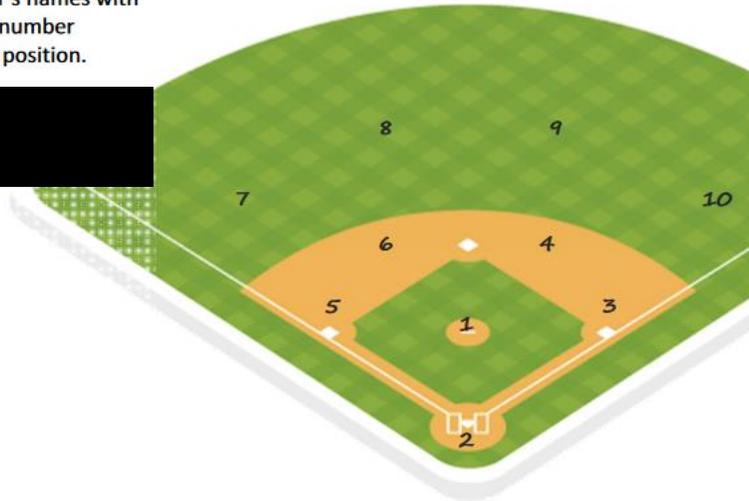
# RECORD A PLAY

## How Scorekeepers See the Field

Scorekeepers simplify the view of the field by replacing player's names with a unique number. The number represents the player's position.

- 1 = Pitcher
- 2 = Catcher
- 3 = 1<sup>st</sup> Base
- 4 = 2<sup>nd</sup> Base
- 5 = 3<sup>rd</sup> Base
- 6 = Shortstop
- 7 = Left Field
- 8 = Left Centerfield
- 9 = Right Centerfield
- 10 = Right Field

These numeric representations are always the same and do not change.



# RECORD A PLAY CONTINUED

- ▶ JOHN WAS AT BAT WITH NO OUTS AND HIT A GROUND BALL TO THE SECOND BASEMAN
- ▶ THE SECOND BASEMAN CAUGHT THE BALL AND THREW IT TO THE FIRST BASEMAN TO FORCE JOHN OUT AT FIRST BASE

