

PLAYERS	1	2
Sub.		
Sub.		
Sub.		

Not all scorebooks will appear the same. However, all scorebooks used at our fields should have the same basic items to be filled out during games:

- Player names
- Substitutions
- Player position
- Jersey number
- Pitch count by batter
- Field diamond for noting at bat

Field diamond for noting at bat

Pitch count by batter

Player position

Player names

Substitutions

PLAYERS	1	2
Sub.		
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The most important aspect of preparing to score a baseball game is getting complete roster sheets from both the home and away managers/coaches.

As home scorekeeper, you are responsible for a complete roster in the scorebook by official start of the game. Make sure to request a written copy from each manager prior to the umpire's meeting. Each team should provide one copy for at least the official scorekeeper, however it is very common for teams to provide a courtesy copy for the other team, as well as a copy for the umpire.

When you receive the official roster, make sure to complete the roster in the book **IN BATTING ORDER PROVIDED**.

Position

Player names

Substitutions

Note: All teams bat the entire lineup. No players should sit consecutive innings in any division. In Pinto & Mustang no player should sit more than 2 innings. Bronco no more than 3 innings in a standard game. If games go into extra innings than a player can sit 1 additional inning. All players will play at least 1 infield position during each game.

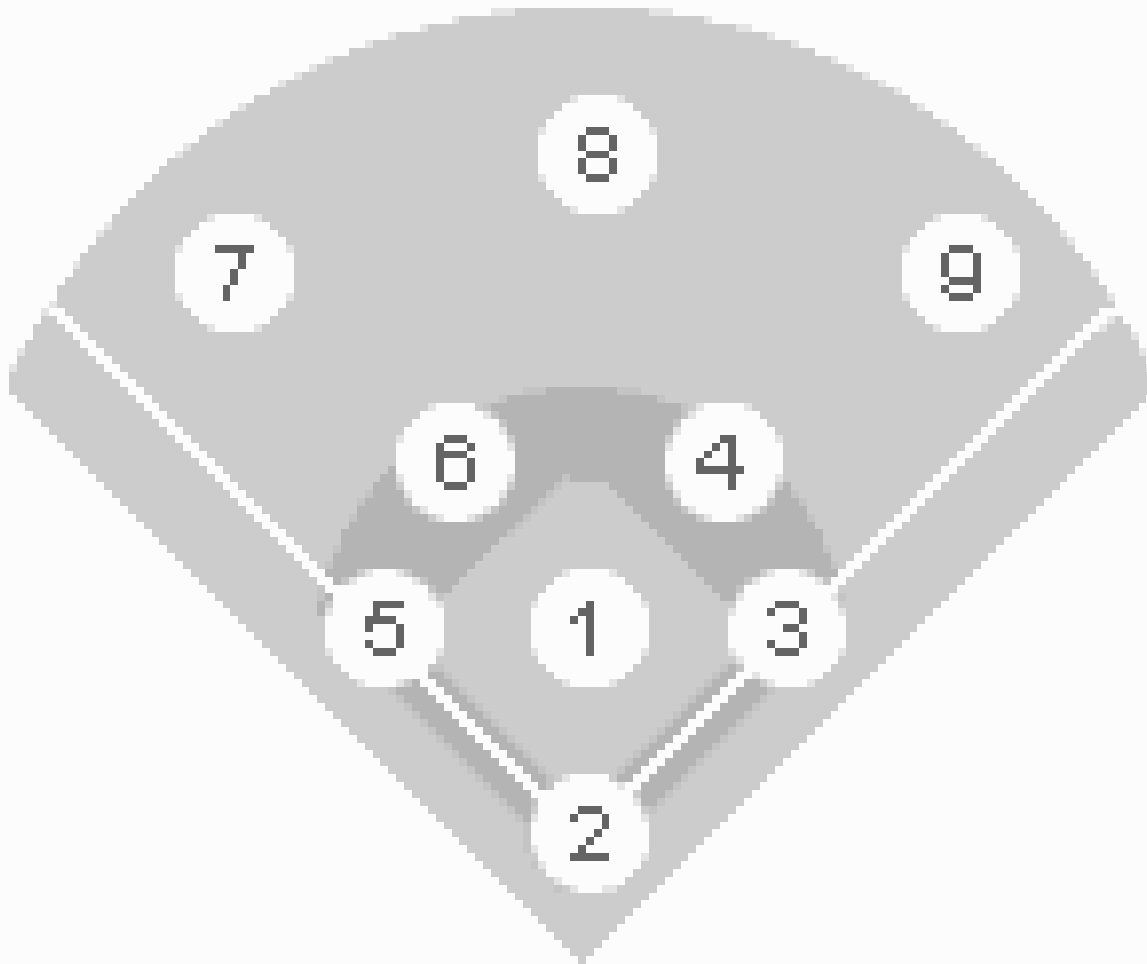
Note: If a batter is out of order **AND** takes one pitch, the umpire will rule one out [if there are not currently two outs.] If a batter enters the box out of order and **DOES NOT** take a pitch, no out shall be called, as no at bat has been taken.

Note: Any player or manager ejections must be recorded in the scorebook and the NCYB player agent, president, and div. rep need to be notified.

Now that your rosters are filled out, be sure to fill in the date, time and team names, so all game information appears on the scorebook. Due to time restrictions for games, make a note of the official time as provided by the umpire.

Ready to begin?

First note the positions of the players on the field [Mustang, Bronco and Pony positions will have nine positions; Pinto division can play ten with a rover in the outfield].



Position 1 = **PITCHER**

Position 2 = **CATCHER**

Position 3 = **FIRST BASE**

Position 4 = **SECOND BASE**

Position 5 = **THIRD BASE**

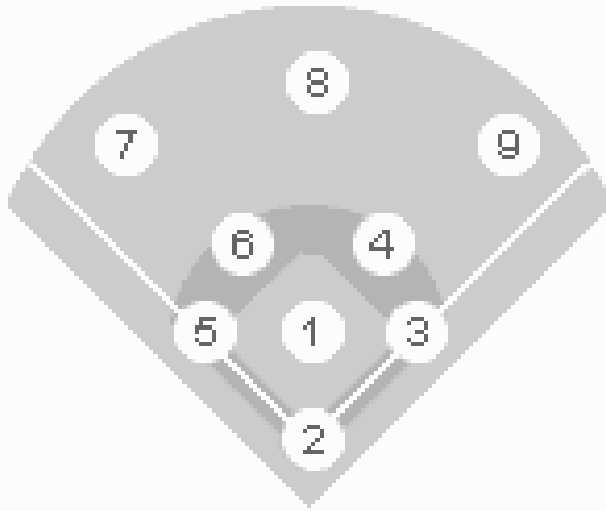
Position 6 = **SHORTSTOP**

Position 7 = **LEFT FIELD**

Position 8 = **CENTER FIELD**

Position 9 = **RIGHT FIELD**

In Pinto games, where ten players are used, use position 10 to track plays fielded by the tenth player.



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Okay, we're ready for the first batter. [For pitching, this will focus on both Bronco and Pony divisions, as there is no pitch limit per batter.]

Miles, batting first, is wearing number 23 for the Padres. Here is his scorecard:

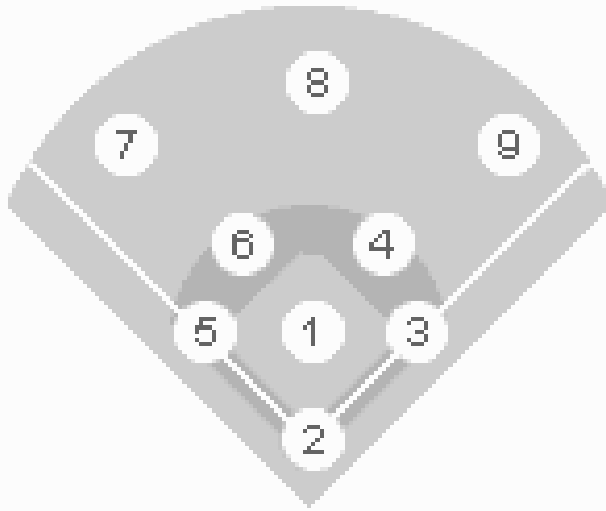
PLAYERS		1	2
23	Miles	1B	
Sub.			

This scorebook does not include the 1 – 2 – 3 – HR markers for hits. There may also be 1B – 2B – 3B – HR on your scorebook. These indicate the number of bases awarded for each hit. Miles, in his first at-bat, hit for a single, or 1B [one base]. A double is scored 2B [two bases], while a triple is scored 3B [three bases], and HR is a homerun.

NOTE: a base reached on an error caused by ANY player is not scored as 1B, 2B or 3B. [For example, an unfielded ground ball to shortstop allowing Miles to reach base is E6.] For more information see Errors.

If your scorebook includes numbers such as 1/2/3, or 1B/2B/3B, either circle the correct number/bases for the **HIT**, or make a note in the box for that **HIT**. As each pitch is thrown, mark each strike and ball thrown **AS CALLED BY THE UMPIRE**

So how did this work?



Position 1 = **PITCHER**

Position 2 = **CATCHER**

Position 3 = **FIRST BASE**

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Position 5 = **THIRD BASE**

Position 6 = **SHORTSTOP**

Position 7 = **LEFT FIELD**

Position 8 = **CENTER FIELD**

Position 9 = **RIGHT FIELD**

PLAYERS		1	2
23 Miles			
	Sub.		

Nathan, wearing jersey number 19 for the Hawks, starts inning one as pitcher. Mark this in the pitchers' log [keep track of innings pitched]:

PITCHERS		W-L	INNS
19 Nathan			

Nathan throws a called strike for pitch one. Make a mark in Strikes [this is the row with two boxes]. Pitch two is a ball. Mark the box in the Ball row [this is the row with three boxes]. The third pitch is another ball. Mark another ball. Pitch four is a ground ball through the infield, untouched, resulting in a single. Draw a line from Home to First Base indicating one base taken. Write **1B** or note the single.



First pitch:
strike



Second pitch:
ball



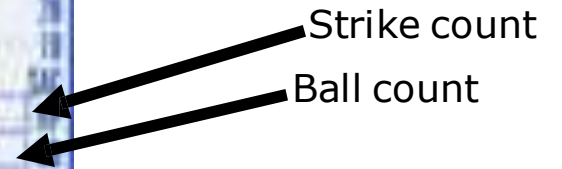
Third pitch:
ball



Fourth pitch:
single

BATTING

PLAYERS		1	2	3
#	Player			
	Sub.			



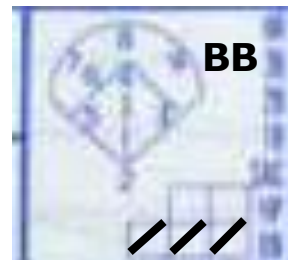
Each batter gets three strikes **OR** four balls **OR** the number of bases determined by the play, whichever comes first. Note the strike and ball boxes. The row with two boxes is for strikes, since the third strike box is not needed. If a player reaches three strikes at bat, mark the box with a large **K**. [Once you become comfortable with scoring you can mark "swinging strike" or "caught looking". The difference is written with a regular K or a backward K.] Since each batter is awarded a walk at ball four, only three boxes are needed for the ball count. If ball four is called prior to a strikeout or hitting the ball in play, all three boxes should be marked and **BB** should be marked [**Base on Balls**].



Strikeout
[swinging]



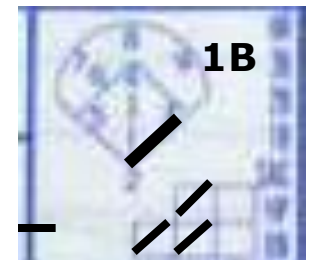
Strikeout
[looking]



Walk
[base on balls]



Foul Ball



Single

Make sure to mark ALL foul balls, since pitch count is taken for each pitcher [in Mustang, Bronco and Pony] or for each batter [Pinto].

How many ways can a batter reach base or make an out? Several, including these:

K

Strikeout
[swinging]

K

Strikeout
[looking]

BB

Walk

D3

Drop Third Strike

E

Error

HP

Hit By Pitch

FC

Fielder's
choice

1B

Single

2B

Double

3B

Triple

HR

Homerun

GRD

Ground
rule
double

BT

Bunt

SAC

Sacrifice

IBB

Intentional
walk

DP

Double
play

TP

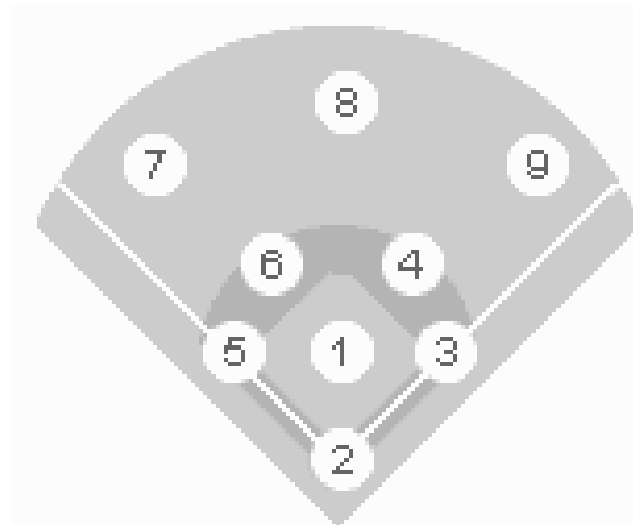
Triple
play

INT

Interference

When scoring plays, make sure to include defensive positions, for example:

- Ground ball to Shortstop, thrown to First Base for out: 6 – 3
- Fly ball to Left Field: F7
- Pickoff when stealing: CS 2 – 6
[when thrown taken by Shortstop from Catcher]
- Ground ball to First Base, fielded unassisted: G3



- Position 1 = **PITCHER**
- Position 2 = **CATCHER**
- Position 3 = **FIRST BASE**
- Position 4 = **SECOND BASE**
- Position 5 = **THIRD BASE**
- Position 6 = **SHORTSTOP**
- Position 7 = **LEFT FIELD**
- Position 8 = **CENTER FIELD**
- Position 9 = **RIGHT FIELD**

Here are some common plays you'll see:

Ground out, handled by one player:

G3 [force out at First Base]

G4 [force out at Second Base, by second baseman]

G6 [force out at Second Base or Third Base, by Shortstop]

G5 [force out at Third Base, by third baseman]

Fly ball, caught:

F1 – caught in air by pitcher

F2 – caught in air by catcher

F3 – caught in air by first baseman

F4 – caught in air by second baseman

F6 – caught in air by shortstop

F5 – caught in air by third baseman

F7 – caught in air by left fielder

F8 – caught in air by center fielder

F9 – caught in air by right fielder

Ground out, handled by two or more players:

6 – 3 ground ball, Shortstop to First Base

4 – 3 ground ball, Second Base to First Base

6 – 4 ground ball, Shortstop to Second Base

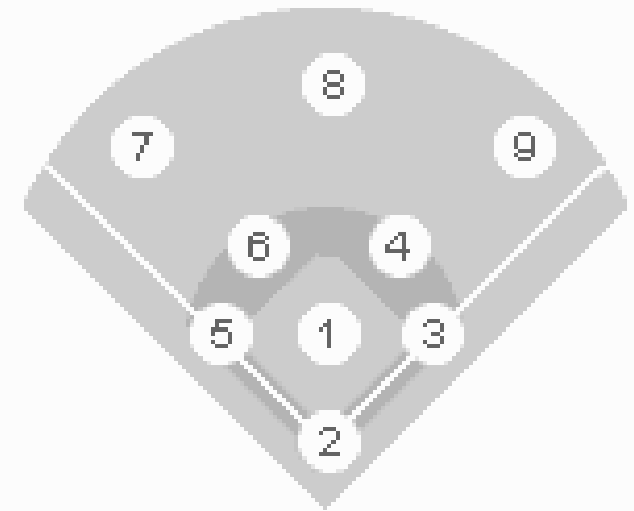
1 – 3 ground ball, Pitcher to First Base

2 – 3 ground ball, Catcher to First Base

* Double play [usually handled by Shortstop, Second Base and First Base, as shown here]:

6 – 4 [written in player's box currently on base]

4 – 3 DP [written in current batter's box]



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Position 3 = **FIRST BASE**

Position 4 = **SECOND BASE**

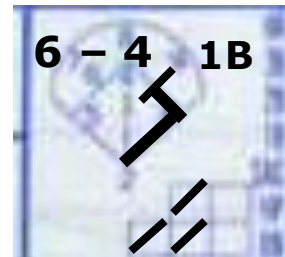
Position 5 = **THIRD BASE**

Position 6 = **SHORTSTOP**

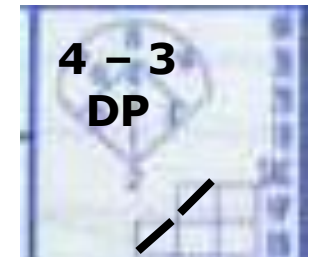
Position 7 = **LEFT FIELD**

Position 8 = **CENTER FIELD**

Position 9 = **RIGHT FIELD**



Runner
[out one]



Batter
[out two]

Marking errors is at the discretion of the scorekeeper. As an unbiased representative of the league, we are responsible for marking all plays, including those which include errors.

ERRORS

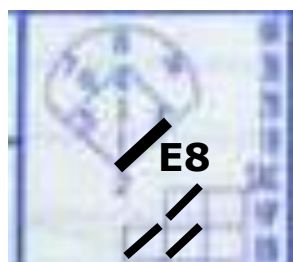
From Wikipedia, the free encyclopedia:

In baseball statistics, an error is the act, in the judgment of the official scorer, of a fielder misplaying a ball in a manner that allows a batter or baserunner to reach one or more additional bases, when such an advance should have been prevented given ordinary effort by the fielder. Even though the baserunner does not reach additional bases, an error may be charged against a fielder for misplaying a foul ball.

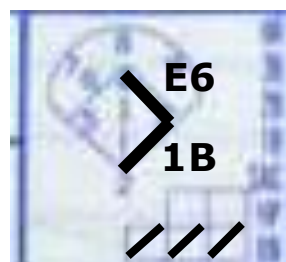
An error does not count as a hit unless, in the scorer's judgment, the batter would have reached first base safely but one or more of the additional base(s) reached was the result of the fielder's mistake. In that case, the play will be scored both as a hit (for the number of bases the fielders should have limited the batter to) and an error. However, if a batter is judged to have reached base solely because of a fielder's mistake, it is scored as a "hit on error," and treated the same as if a batter was put out--hence lowering his batting average.



Error made
by First Base



Error made
by Center Field



Single, then
advanced on
error by Shortstop



Drop third strike
[can note WP,
PB or E2]

WP – wild pitch
PB – pass ball

[see Pitching
for more info]

Whether in the air or on the ground, any play resulting in an error should be noted by **E** and the position of the player making the error. These errors are ONLY included for manager/coaching review in post-season all-star consideration, batting orders, etc., not for league use. Please use your best judgment in marking errors.

PLEASE KNOW PITCHING RULES FOR MUSTANG, BRONCO AND PONY.
 In pitching divisions, the league has maximum pitch counts per pitcher for the safety of all players. Keeping accurate records of pitch counts is key to providing a safe environment to all players.

PITCHING

PITCHERS	W-L	INNS
19 Nathan [total pitches: 38]		2

Pitching logs are maintained to verify that players are not exceeding maximum innings allowed per day, week, etc. When each player starts to pitch, mark the player's name and jersey number in the pitcher's log. Not all scorebooks have the same log area, so please include this information if not already requested in the book. When new pitchers start [whether at the start of the inning or between pitches/batters], make a note of the previous pitcher's total pitch count and total innings pitched.

NOTE: if a pitcher throws just ONE pitch in an inning, a complete inning is to be included in the total innings pitched. ALSO, if the pitcher takes the mound and ONLY throws practice pitches, the umpire will rule this as a full inning as well.

When tracking pitches, it is easy to overlook "extra" foul balls. If the count includes two strikes and the batter fouls off the next pitch, make a small mark in the batter's box to be included in total pitch count. Not including foul balls after strike two can add numerous additional pitches to a pitcher's count, and in time can contribute to unsafe conditions. Please be vigilant to track ALL pitches.



If stealing occurs during pitching as a result of the ball by passing the catcher, it can be noted whether this is a result of a passball or wild pitch. A passball occurs if the catcher is unable to stop the ball. A wild pitch occurs if the pitcher does not deliver the ball within a reasonable distance for the catcher to field it.

The Scorekeeper

The function of the scorekeeper is to accurately keep a record of the game.

Just a reminder, that while you should be familiar with the rules, it is in no way your responsibility to know the rules or call out infractions. You are a record keeper of the game and a resource for an umpire to use to help clarify questions in order to resolve any disputes.

Division Specific Rules - Guidelines

Pinto

- No players will play the same position more than 2 innings per game. Each player needs to play 2 innings in infield unless managers agree prior to game start.
- No stealing bases.
- Batters get 5 pitches from the machine to get a hit. If they fail to do so after 5 pitches they will be ruled “out”. Exceptions are if the 5th pitch is fouled off the batter will get 1 additional pitch (6th) to hit the ball in play. An umpire can rule a pitch from the machine as a ‘no-pitch’ if they deem the ball unhittable. After April 15th a batter will be deemed out after 3 swinging strikes and given a maximum of 6 pitches.
- Run Limit – 6 runs per inning until the last inning. Last inning is an ‘open’ inning and the batting team can score as many runs as possible. 10-run rule only comes into play during the playoffs.
- Time Limit – No new inning will start after the 1 hour 45 minute mark; drop dead at 2 hours.

Division Specific Rules - Guidelines

Mustang

- Minimum Pitching - All players will have to pitch either 1 full inning (recording 3 outs) or a minimum of 25 pitches at some point in the season.
- Pitch Counts [Before April 1st]
 - Limit of 50 pitches.
 - Notify managers and umpire when a pitcher is at 40 and 50 pitches.
 - Pitcher is allowed to finishing pitching to batter if they reach 50 pitches in the middle of an at-bat.
- Pitch Counts [After April 1st]
 - Limit of 60 pitches.
 - Notify managers and umpire when a pitcher is at 50 and 60 pitches.
 - Pitcher is allowed to finishing pitching to batter if they reach 60 pitches in the middle of an at-bat.
- Any ball delivered to the plate counts as a pitch (excluding warm-up pitches). One pitch in an inning counts as 1 inning pitched (playoff).
- All players must play at least 1 inning in the infield per game. This rule applies to regular season only.
- Stealing bases are allowed.
- A batter can attempt to advance to first base on a dropped third strike. The catcher will have to tag the batter / runner or throw the batter/runner out at first to officially record the out.
- Run Limit – If a team has a 10+ run lead their offensive at-bat will end at either 3 outs or when the entire lineup has had an at-bat, whichever comes first.
- Time Limit – No new inning will start after the 1 hour 45 minute mark; drop dead at 2 hours. After DST no new inning will start after the 2 hour 15 minute mark; drop dead at 2 hour 30 minutes.

Division Specific Rules - Guidelines

Bronco

- Pitch Counts [Before April 1st]
 - Limit of 60 pitches.
 - Notify managers and umpire when a pitcher is at 50 and 60 pitches.
 - Pitcher is allowed to finishing pitching to batter if they reach 60 pitches in the middle of an at-bat.
- Pitch Counts [After April 1st]
 - Limit of 75 pitches.
 - Notify managers and umpire when a pitcher is at 65 and 75 pitches.
 - Pitcher is allowed to finishing pitching to batter if they reach 75 pitches in the middle of an at-bat.
- Any ball delivered to the plate counts as a pitch (excluding warm-up pitches). One pitch in an inning counts as 1 inning pitched (playoffs).
- All players must play at least 1 inning in the infield per game. This rule applies to regular season only.
- Stealing bases are allowed.
- A batter can attempt to advance to first base on a dropped third strike. The catcher will have to tag the batter / runner or throw the batter/runner out at first to officially record the out.
- Run Limit – If a team has a 10+ run lead their offensive at-bat will end at either 3 outs or when the entire lineup has had an at-bat, whichever comes first.
- Time Limit – No new inning will start after the 2 hour 30 minute mark; drop dead at 2 hour 45 minutes.



For more information on North City, keeping score, or general baseball questions, please remember to check our website:

www.northcitybaseball.com