

Scorekeeping

It is assumed that scorekeepers know the basics of scorekeeping. This module will attempt to identify what's important to the coach and the team.

The most important concept here is that all teams must have one or more trained scorekeepers. A backup scorekeeper is a good idea.

If a scorebook is properly maintained, a coach can use the information at the end of the season to generate player stats and make awards.

When there is no tournament official to keep score, the official score of a game is kept by the scorekeeper for the **home team**.

At a minimum, these stats should be maintained:

- Game Start Time
- Runs (this is most important)
- Outs
- Hits
- RBIs
- Strikeouts
- Walks

After each half inning, don't forget to fill in totals for rows and columns.

Optional:

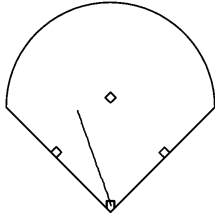
- Ball and Strike counts
- Errors

Especially for traditional teams, remember that just because a player gets to first or 2nd base it's not necessarily a single or double. If he causes another player to get out then it should be scored as a **fielder's choice** or **FC**.

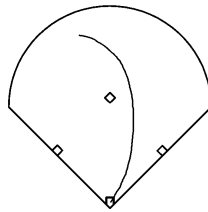
Advanced:

All traditional players should be taught the difference between a hit and a **fielder's choice**. Scorekeepers should not award a hit for a fielder's choice. Simply put, if the batter reaches 1st base safely, but another runner is put out, then it's not a hit but a fielder's choice. A special case of a fielder's choice is a sacrifice fly that scores a runner

For every hit, draw a line or arc on the frame indicating to where the ball was hit and whether it was fly (arc) or line drive (straight line). Communicate with the coach so he/she can properly position the infield and outfield.



Line Drive



Fly Ball

Let the coach know when there's 15 minutes left in the game time, or how much time is left at the end of a late inning.

Use a tablet or smart phone **app** for scoring, such as this one:

<http://www.gamechanger.io/download>