

Introduction

Before you get started, you will want to grab a score card from the snack bar area or from a green bin if you're not at Red Hill Park. The basic layout of the scoresheet is this:

#	Player	Pos	1	2	3	4	5	6	7

Player names are written in the Batter (Player) column, in the order that they will be batting. The sheet has space for multiple batters per row to allow for substitutions. Write one name per row of softball diamonds. The diamonds are used to record what each batter did for her plate appearance for each inning that she bats.

The example here has boxes to check off balls and strikes, BB (base on balls), HBP (hit by pitch) and a box in lower right corner to record outs. The top row of 3 circles is for balls, and the second row of 2 circles is for strikes. Every time a ball or strike is called, you can put a mark in the appropriate circle.

You will want to create the other team's lineup on the back side of the same score sheet, so that you can record their teams' stats.

Basics

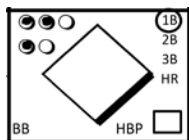
Each diamond is where you write what each player did while batting for each inning that she or she bats. There is notation for if the batter gets out, and notation for if they get a hit. Also, you will show how the players progress around the bases. Every time a player reaches a base, you draw a line to that base, going around the diamond just as the player is doing. Multiple players may be running the bases, so you may be updating multiple squares at a time. If a player makes it all the way home, then you fill in the diamond to make it easier to count runs scored at the end of the inning.

Every time a batter steps up to the plate, you write down everything that happens for both the batter and the players already on base. If players advance to a new base, you update their square on the scoresheet. As for the batter, one of two things can happen: they can either [get on base](#), or they [get out](#). This guide will show you what to write down in either case, and then show some complete innings to show how multiple boxes get updated at once. First, let's look at the different ways a batter can get on base.

When the Batter Gets on Base

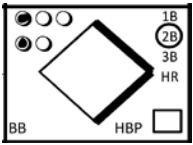
Hopefully (for the batting team), one of the above plays doesn't happen, and the batter makes it on base. But how? There are lots of different ways a batter can get on base. Let's look:

Single



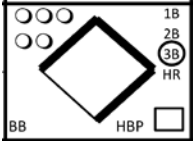
The most basic hit is where the batter runs safely to first. There were no errors on the play, and no attempts to get another runner out. We note this circling 1B, and we draw a line from home to first base on the diamond.

Double



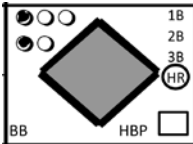
If the batter makes it to second without any errors or attempts to get another runner out, it's a double, and we circle 2B. A line is drawn from home to first, and then to second to show her progress. We circle 2B on the second base line so that we know it was double.

Triple



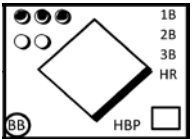
If the batter makes it to third without any errors or attempts to get another runner out, it's a triple, and we circle 3B. A line is drawn from home to first, then to second, and finally to third to show her progress.

Home Run



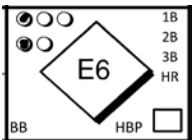
If the batter makes it all the way home on her hit, then it's a home run, circle HR. There's always at least one RBI on a home run (the batter gets credit for herself). There's also always a run scored. Shade in the diamond to make it easier to count runs scored.

Walk



If the pitcher pitches 4 balls, then the batter gets to go to first base automatically. This is called a walk, and we record it as a BB (**B**ase on **B**alls) circle BB. We still draw the line from home to first to show her progress. If the bases are loaded, then someone scores on the walk, and the batter gets an RBI.

Safe on Error

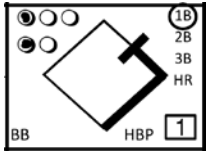


If a fielder commits an error that allows the batter to make it safely on base, then you draw the path appropriate for where the batter ended up and write E along with the position number for who committed the error. In this case, the batter reached first base because of an error committed by the shortstop. We don't know what the error was; she may have let an easy ball go by her, or she may have made a bad throw to first base. In any case, the scorer decided that it was the shortstop's error that allowed the batter to reach base safely.

This is an area where you, as the scorer, must make a judgment call. Most errors are dropped balls and bad throws, but not every dropped ball or bad throw is an error. If the fielder ran a mile to get close to the ball and it bounces out of her glove, it is not an error, since the fielder had to make a lot of effort to attempt the play. If a ground ball gets by the shortstop, it is an error if the ball is moving slowly, but if it the ball has been hit hard, then the shortstop should not be expected to be able to make the play.

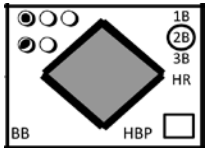
If the shortstop fields the ball cleanly, but the first baseman doesn't catch the throw, then it is an error. But whose? If it was wild throw over the first baseman's head, or down in the dirt, then the error is charged to the shortstop for making a bad throw. If, however, it is a good throw, then the error would be charged to the first baseman for dropping the ball.

Base Running



After the batter reaches base, you update her progress around the bases as other batters hit. If she reaches home, you color in the diamond to make it easy to count scored runs later. If a runner gets out running from one base to another, draw a line on the diamond halfway toward the base she was running to, and cap the line off to show that she didn't make it all the way. You then place the out recorded into the lower right corner.

In this example, the batter hit a single to first base and stopped. When a different batter was up, she tried to run to second, but the third baseman threw to second base to get her out. This is recorded as a 5-4, and we write down the out number in the lower left corner, in this case "1" for the first out.

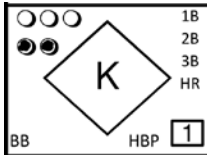


This box shows a batter who ended up making it home after hitting a double. First, we record the 2B for her double. When the next batter hit the ball, the runner ran to 3rd base so we drew her line to 3B. The following batter knocked this batter in, scoring a run (the colored diamond) and earning an RBI for whoever was batting when she ran in.

When the Batter Gets Out

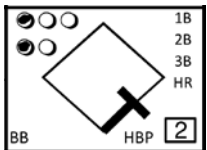
Let's look at all the different ways a batter can be called out:

Strike Out



If a batter strikes out, either by swinging, or a called 3rd strike, you write a letter K in the batter's box.

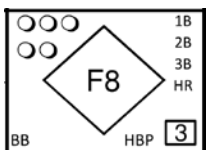
Ground Out



Another way the batter can be out is if the ball is hit on the ground to someone and they throw to someone else to make the out.

In this case, the ball was hit to the shortstop, and she threw the ball to first baseman in time to get the batter out. Since it was the second out of the inning, we wrote 2 in the lower right corner of the box.

Fly Out



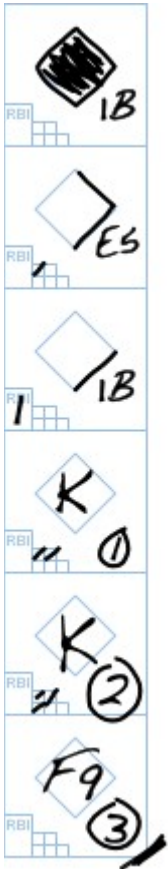
If the ball is caught in the air before it hits the ground, then the batter is automatically out. To record this play, you write the letter F (for Fly ball) followed by the position number of the player who caught it.

In this example, the left center fielder caught the ball (position 8), and since it was the third out, we wrote a 3 in the lower right corner and circled it

Examples

Here are some example innings to show how scoring works over multiple batters.

Example 1



The first batter hit a single (1B) to make it on base. We draw a line from home to first and circle 1B.

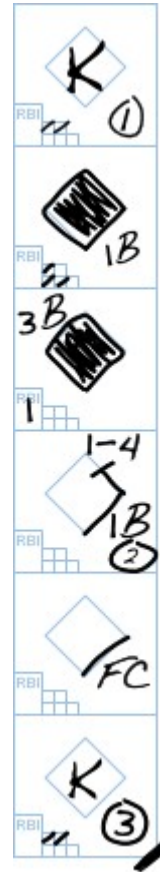
The next batter hit the ball to third base, but the third baseman committed an error, allowing the batter to safely reach first base. We draw a line from home to first and write E5. The batter on first moves to second base, so we draw a line in her box from first to second.

The next batter hits a single, so we draw a line from first to second and again write 1B in her box. The first batter is able to run home on this hit, so we draw a line from second to home in her box and color it in. The batter gets an RBI for this. The second batter was able to run to second.

The next two batters strike out, so we write K in their boxes, and write down the number of outs. No one can move on a strikeout, so nothing changes in the other batters' boxes.

The last batter hits a fly ball to right center, where it is caught (F9). We write 3 for the third out and scribble a line in the corner to indicate that the inning is over.

Example 2



The first batter strikes out. We write K and 1 for the number of outs now.

The next batter hits a single, so we write 1B, and draw a line to first base.

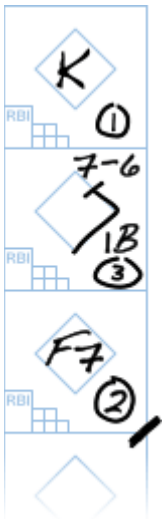
The third batter hits a triple. We draw a line around the bases to 3rd base and we circle 3B in the upper right corner. This hit scores the second batter so we draw the second batter going around the bases to home and color in her diamond.

Batter 4 hits a single.

Batter 5 hits a grounder to the pitcher, who throws the ball to the second baseman to get batter 4 out. Batter 5 (the current batter) gets a fielder's choice, since the batter chose to get someone else instead. To show the out we draw a line halfway between first and second in batter 4's box, with 1-4 written to show how the play was made. We put the 2nd out in batter 4's box, since she was the one put out.

The last batter strikes out to end the inning.

Example 3

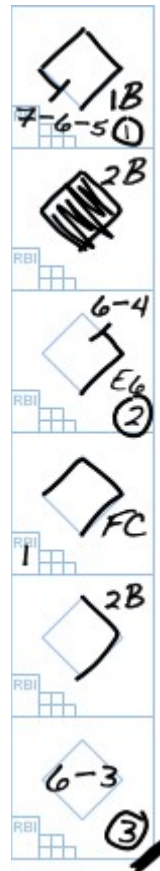


The first batter strikes out. We write K and 1 for the number of outs.

The second batter hits a single.

Batter 3 hits a fly ball to left field, where it is caught for the second out. Batter 2 tried to tag up and run to second base but was tagged out by the shortstop (7-6) for the third and final out.

Example 4



The first batter hits a single. We draw a line from home to first.

The second batter hits a double to left field. The first batter makes it to third, and tries to run all the way home, but is tagged out by the third baseman. The throw came from left field to the shortstop, who then threw to the third baseman for the out. We write everyone involved in the play in batter 1's box: 7-6-5. Batter 2 still gets a double, because batter 1 only got out trying to gain an extra base. Batter 2 safely hit a double and was not in danger of being thrown out. Batter 3 gets on base because of an error committed by the shortstop.

Batter 4 hits a ball to the shortstop, who throws to the second baseman to get batter 3 out for the second out. Batter 4 gets a fielder's choice, and we draw the out in batter 3's box. Meanwhile, batter 2 has run all the way home, giving batter 4 an RBI. Fielder's Choices still give RBIs.

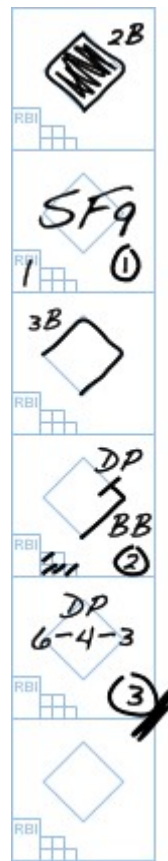
Batter 5 hits a double, and batter 6 grounds to shortstop to end the inning.

Example 5



The first batter strikes out for the first out.
 The second batter hits a single.
 The third batter strikes out for the second out.
 Batter 4 gets on base because of an error committed by the second baseman. Batter 2 advances to second base.
 Batter 5 gets on base because of an error committed by the third baseman. Batter 4 advances to second base, and Batter 2 makes it to third base.
 With the bases loaded, Batter 6 hits a home run. Everyone scores, and Batter 6 gets 4 RBIs, since 4 people scored on her at bat (herself and batters 2, 4, and 5). The end of the inning is not shown.

Example 6



The first batter hits a double.
 The second batter hits a fly ball to the right center fielder, who catches the ball for the first out. The first batter is able to tag up after the ball is caught and run all the way home. This gives the second batter a sacrifice fly (since someone scored on her fly out), and an RBI.
 The third batter hits a triple.
 The fourth batter takes a walk to make it to first base. We write BB.
 The fifth batter hits a ground ball to the shortstop, who throws to the second baseman to get Batter 4 out, who then throws to first base to get Batter 5 out. We write the play in Batter 5's box: 6-4-3, along with DP to indicate the double play. We also write DP in Batter 4's box to show that she was out as a result of the double p