



Runaway Bay

DOLPHINS
BASEBALL CLUB

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**HOW TO SCORE
LITTLE LEAGUE**

DOLPHINS

BASEBALL CLUB

www.runawaybay.baseball.com.au

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STEP BY STEP INSTUCTIONS

Step One

Study the abbreviations inside the score book (or you can view/download a copy of the symbols on our website: www.runawaybay.baseball.com.au/site/baseball/runawaybay/downloads/Scoring_symbols.pdf) & learn the positions of the fielders on the field. Almost all of the books have diagrams explaining the official instructions for scoring a game.

The boxes represent the bases, Lower Right for 1st upper right 2nd etc

Step Two

Write the date, time and the team lists of players on each scoresheet before the game begins. Time Start is the actual time started, not the scheduled time.

Fill in as many blanks as possible before the game

Step Three

Use the abbreviations "K" for strikeout and "BB" (base on balls) for walk. This is recorded in the lower right hand box. See inside the front page of the score book. The coach will have these on a laminated sheet to sit beside you as you score.

Step Four

Understand that each position on the field follows an official numeric system in order to mark defensive putouts and assists. Pitchers are 1, catchers are 2, first basemen are 3, second basemen are 4, third basemen are 5, shortstops are 6, left fielders are 7, center fielders are 8, and right fielders are 9.

Step Five

Keep it simple by marking the number of the player successfully taking the catch for balls hit in the air. For example, mark "7" for a fly out to left field.

So the bottom right hand box shows how the batter got to 1st base (or got out at bat). Eg KC (3rd strike called & batter out), F7(fly hit to Left field & caught out), 6 (safe hit to short stop), 6-3 (hit to short stop then fielded to 1st base to put batter out at 1st)

If a batter runs to 2nd(or 3rd) on a hit draw a line around to that box and then write in 2nd base box which fielder picked up the ball. If put out at 2nd write eg 7-4 in 2nd base box.

FORGET COLOURS – JUST START WITH A PENCIL (& ERASER!)

Step Six

Score ground outs by marking the numbers of the players making the assist and the putout. For example, mark "6-3" for a ground out that the shortstop throws to first base, or "6-4" if the shortstop throws to second base for a force out.

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Step Seven

As a batter advance around the bases, write in each base box how they got there. Eg Sb for stolen base or the number of the batter who does a hit that allows the runner to advance.

Step Eight

When a player is out write a red 1,2 or 3 in the center circle. L league 3 out or 6 home side away.

When a player reaches home plate and scores a run, colour in the circle green.

Step Nine

At the end of an innings draw a diagonal line through the next batter and start the subsequent innings in the next column.

Step Ten

Pitch Count is done by recording every ball in the column under the batter.

. Ball C Called strike S swung strike & F Foul

Don't write down the last hit/swing/ball – it is counted in the 1st base box. Tally the total number of pitches at the end of each innings (balls + strikes = pitches)

This is the trickiest part - More important in little league is the total number of pitches for the pitcher – Coaches should be monitoring this but you may be asked for total number.

Step Eleven

In Little League all players are allowed to bat but only 9 players take the field. These are your top nine on the score sheet. All players are allowed to bat so list all in the score book and write their fielding positions (1-9) or B (for bench) beside their name.

At half way point in the game the Coach **MUST** swap players from the bench onto the field so just swap their positions on the score book by crossing out old fielding position & writing new eg 1-B, B-7 (or 1-3, 2-6 when coaches move their players around the field)

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