



Rich Burk's

Includes
instructions and
baseball glossary!

Baseball Scorebook

Amateur League Baseball/Softball

**Model AP10-30: 30 games · 10 innings
16 batting positions · Pitch-counting system**

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Welcome to Rich Burk's Baseball Scorebook!

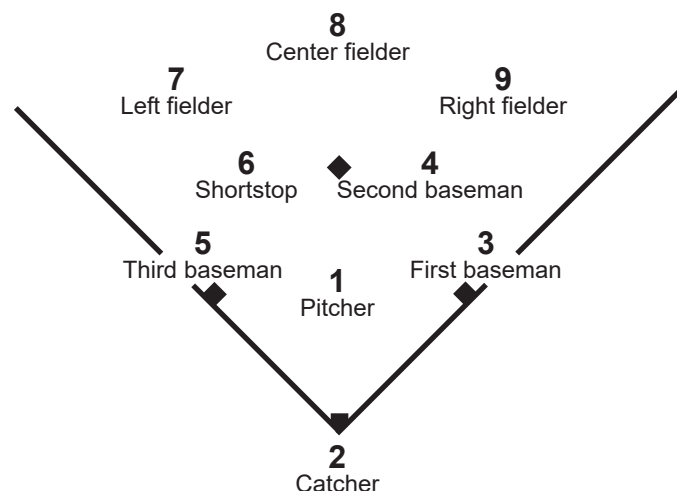
If you're an experienced scorekeeper, you won't need to go over the next couple of pages... although you may learn something from the Advanced Scoring Techniques later in this section.

If, on the other hand, you're new to keeping score of a baseball game, welcome to the best way to enhance your interest in, and understanding of, the National Pastime.

Before you begin to learn the basics of keeping score, there are three principles you must first understand.

1. The batting order: Prior to the game, each team's manager writes a batting order—the sequence in which the team's players will come up to bat during the game. Once the manager submits his lineup card to the umpires before the game, the players in the lineup may not change spots in the order. (They may, however, change defensive positions.)

2. The defense position numbers: Each position on the baseball field is represented by a number.



Yes, I realize it may seem a little odd that the third baseman is "5" and the shortstop is "6," but that's the way baseball has done it for more than a century.

By learning these numbers, you can make short notations to describe plays in a game. "6-3" describes a ground out, shortstop to first. "F9" signifies a fly out to the right fielder. "P4" is the notation for a pop out to the second baseman. "5-4-3 DP" indicates a double play, third baseman to second baseman to first baseman.

Learn the position numbers and you're on the way to keeping score.

3. The Scoring Symbols: Besides the position numbers, there are a few other symbols you'll need to know.

For a detailed definition of any term on this page, see the Baseball Glossary at the end of this scorebook.

1B*	single
2B*	double
3B*	triple
HR	home run
BB	base on balls (also known as "walk")
IBB	intentional walk
K	strikeout**
P	pop out to an infielder, pitcher or catcher (such as "P5" or "P3")
F	fly out to an outfielder (such as "F8")
PF	foul pop out to the catcher, an infielder or pitcher (such as "PF2")
FF	foul fly out to an outfielder ("FF9")
L	line drive out to pitcher, infielder or outfielder (such as "L4" or "L7")
U	unassisted (such as "3U," indicating a ground out to the first baseman who carries to ball to first base for the out)
E	error by a fielder (such as "E4")
FC	fielder's choice
HBP	batter hit by pitch
DP	double play
RBI	run batted in
SB	stolen base
SF	sacrifice fly (such as "SF7")
SAC	sacrifice bunt (such as "sac 2-3" for a sac bunt, with the catcher throwing to the first baseman to retire the batter)
CS	caught stealing
WP	wild pitch
PB	passed ball
BK	balk

* "1B," "2B" and "3B" each have a second meaning. When you see these symbols listed in the "batting order" portion of the scorecard where each starting player's position is listed, "1B" means "first baseman," "2B" stands for "second baseman," and "3B" stands for "third baseman."

A full lineup of baseball scorebooks, trivia and broadcasts at RichBurk.com!

- Scorebooks for broadcasters, writers, fans and youth and amateur league scorers
- *Rich Burk and Rob Neyer's Baseball Trivia Game Book*
- Portland Beavers broadcasts and interviews

ATT:

START TIME:

TIME OF GAME:

NAME OF SCORER:

NOTES:

UMPIRES:

Basic Scoring Directions:

VIS. PITCHERS	IP	H	R	ER	BB	K	PC
Bill JOHNSON ^L	2+	5	5	5	$\frac{1}{1}$	0	43
Jehani GARCIA ^R							

Johnson threw two innings (the plus sign indicates he faced batters in the third inning without getting any outs). He allowed five hits, five runs and five earned runs. The top "1" under "BB" indicates he walked one; the bottom "1" under "BB" means that he hit one batter. The "0" under "K" indicates he had no strikeouts. He threw 43 pitches.

PC = Pitch Count

H:	Hawks	1	2	3
1 2 Don SILVERMAN	3B			
2 3 Tom LEIP	SS			
3 14 Dave McNEILL	C			
4 51 Bobby BECKER	DH			
5 19 Blair WALKER	1B			
6 34 Mike PARKER	CF			
7 6 Tom MacLACHLAN	2B			
8 99 Jeff ROBERTSON	RF			
9 16 Chris OMAN	LF			
10				
11				
12				
13				
14				
15				
16				
INNING B / S / T:	111728	5 8 13	1 1 2	
GAME B / S / T:		162541	172643	
R / H / E / LOB:	3 3 0 1	2 2 0 0	0 0 1 0	

Turn the page to see instructions on how to use the pitch-tracking system.

ATT:

START TIME:

TIME OF GAME:

NAME OF SCORER:

Advanced Techniques:

Here are some advanced techniques (know the basics first). In general, basic scoring helps you look back; advanced scoring helps you look ahead to what MAY happen. For example, if a pitcher is unscored upon, but you note that he is often behind in the count, you'll know he may soon be on the ropes.

PITCHERS	IP	H	R	ER	BB	K	PC	VIS. PITCHERS	IP	H	R	ER	BB	K	PC
HINSON ^L	2+	5	5	5	$\frac{1}{1}$	0	43								
GARCIA ^R															

PC = Pitch Count

H:	Hawks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	2 Don SILVERMAN 3B Avg./HR/RBI SB/SB attempts .291/1/17 3x4	3 5B 4 1B	L5 2														
2	3 Tom LEIP SS .276/0/11 6x9	6-3 1	3 3B 3														
3	14 Dave McNEILL C .342/11/39 0x1	F9 2 Track	9-6 3 1B														
4	51 Bobby BECKER DH .261/9/24 0x0	5B 2B	4-6 2 EL														
5	19 Blair WALKER 1B .261/6/23 1x2	HR	GARCIA 1 Ks SL														
6	34 Mike PARKER CF CASARI PH/CF .286/2/17 13x13	6-3 3 BB	4-6-3 3 DP Jam FB														
7	6 Tom MacLACHLAN 2B .200/1/4 1x1	FC6															
8	99 Jeff ROBERTSON RF TIMM PR/RF .265/4/16 7x9	2 SAC HBR															
9	16 Chris OMAN LF .236/0/14 3x4	SAC 2-4 1															
10																	
11																	
12																	
13																	
14																	
15																	
16																	
INNING B / S / T:		11	17	28	5	8	13	1	1	2							
GAME B / S / T:					16	25	41	17	26	43							
R / H / E / LOB:		3	3	0	1	2	2	0	0	0	1	0					

The squiggly line up the middle indicates Silverman hit a ground ball into center.
The large dot in the upper right-hand corner indicates it was a hard-hit ball. (Dots indicating hard-hit balls are at the top, and dots indicating RBIs are at the bottom.)

The curved line to left-center denotes the location of Leip's triple.

"Track" indicates McNeill's fly out was to the track; notice he does not have a dot in the upper right-hand corner; it was not a hard-hit ball.

The squiggly line indicates McNeill hit a hopper inside the first-base bag.

"SL" indicates that Garcia struck out Walker with a slider.

"Jam FB" indicates Garcia jammed Casari with a fastball to get him to bounce into the double play.

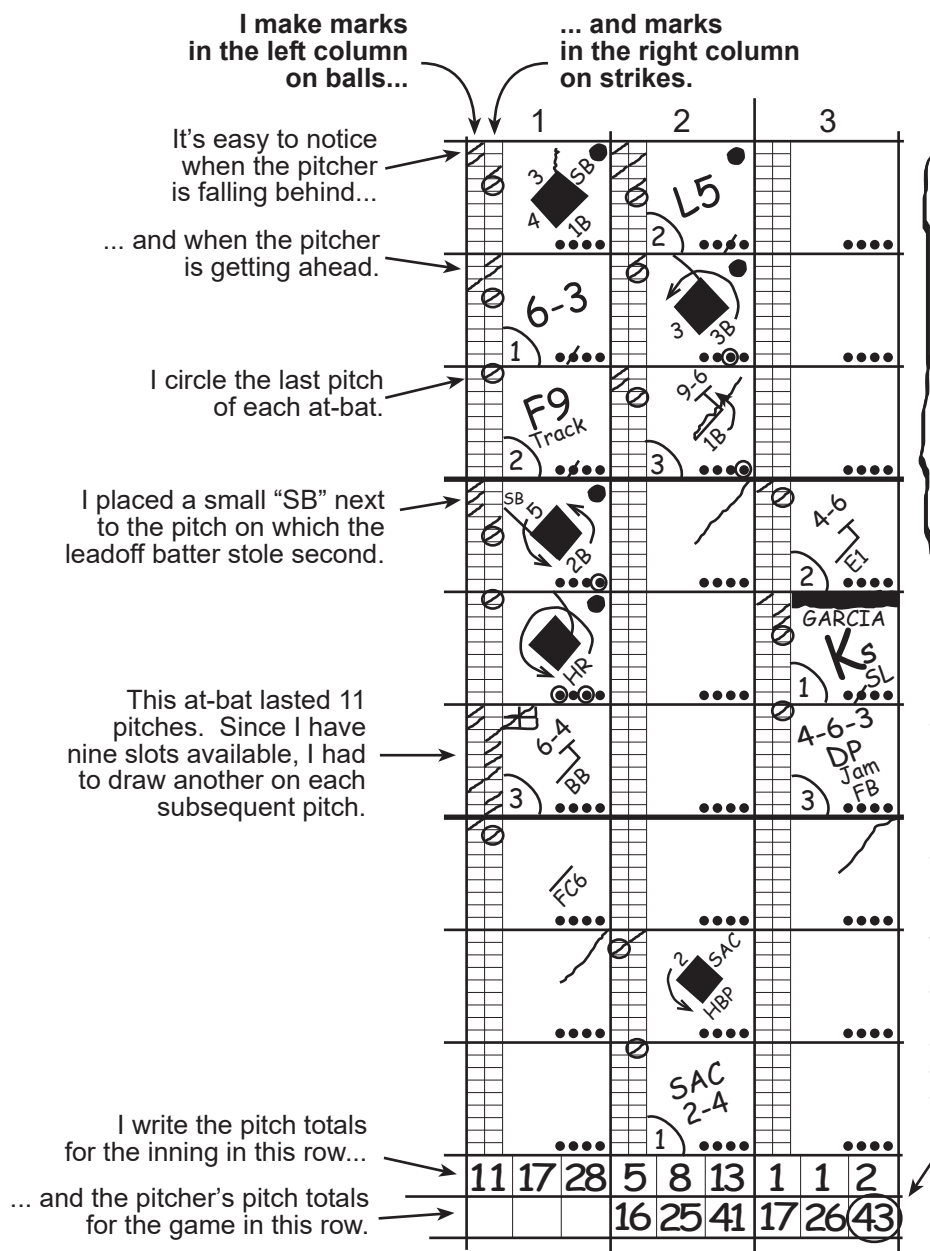
Add your own ideas!

There are as many ways to keep score as there are people who keep score. No particular way is "right" -- what's important is that your system is right for you, and that it enhances your understanding and enjoyment.

Take your scoring to the next level:

For even more advanced scoring strategies, get one of Rich Burk's Baseball Scorebooks created specifically for broadcasters! Learn more at www.RichBurk.com.

How to use the pitch-tracking system:



Advanced Pitch Tracking System:

You may instead use the following symbols to designate which pitches are thrown:

- / Fastball
- Curve
- \ Slider
- × Change-up
- | Splitter

Remember, you're keeping track of each pitcher's totals, not the total pitches for the game; Notice that, for this inning, I've calculated the pitches only for the starting pitcher. He threw just two pitches this inning before being removed. I circle the number that represents his final total for the game.

(Garcia, the reliever, threw five pitches in the inning; if he's still in after the 4th inning, I'll count these pitches and add them into the bottom row in that inning.)

DATE:

GAME #:

SITE:

WEATHER:

	1	2	3	4	5	6	7	8	9		HOME PITCHERS	IP	H	R	ER	BB	K	PC	HOME PITCHERS	IP	H	R	ER	BB	K	PC
V																										
H																										

PC = Pitch Count

V:	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
INNING B / S / T:										
GAME B / S / T:										
R / H / E / LOB:										

ATT:

START TIME:

TIME OF GAME:

NAME OF SCORER:

NOTES:

UMPIRES:

VIS. PITCHERS

IP

H

R

ER

BB

K

PC

VIS. PITCHERS

IP

H

R

ER

BB

K

PC

PC = Pitch Count

H:	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
INNING B / S / T:										
GAME B / S / T:										
R / H / E / LOB:										

(The following pages would include more scoresheets like the one on the previous pages. The number of total games per book is variable.

Customized scoresheets are available.)

A Baseball Glossary

ABBREVIATIONS:

1B	1) single 2) first baseman (when listed as part of the batting order)
2B	1) double 2) second baseman (when listed as part of the batting order)
3B	1) triple 2) third baseman (when listed as part of the batting order)
AB	at-bat
BA	batting average
BB	base on balls (or "walk")
BK	balk
CS	caught stealing
DH	designated hitter
DP	double play
E	error
ER	earned run
ERA	earned run average
FC	fielder's choice
H	hit
HBP	hit by pitch
HR	home run
IBB	intentional walk
INN	inning
IP	innings pitched
K	strikeout (can also be "SO")
L	loss (for a pitcher)
LOB	left on base
PA	plate appearance
PB	passed ball
PH	1) pinch-hit 2) pinch-hitter
R	run
RBI	run batted in
S	1) save (when listed in pitchers' totals) 2) sacrifice bunt (also sometimes abbreviated as "SAC")
SA	slugging average
SAC	sacrifice bunt (also sometimes abbreviated as "S")
SB	stolen base
SF	sacrifice fly
SO	strikeout (often abbreviated as "K")
TB	total bases
TP	triple play
W	win (for a pitcher)

at-bat A batter's turn at home plate that results in anything besides a walk, hit batter, sacrifice bunt, sacrifice fly or interference. If a player has had a hit in each of three turns at home plate, that player is said to have "three hits in three at-bats." See also **plate appearance**.

balk Any one of several illegal motions by the pitcher during the stretch or delivery. If a pitcher commits a balk, all runners advance one base.

ball A pitch which is outside the strike zone and is not swung at by the batter. Four such pitches result in a walk, also known as a base on balls.

base hit Same as **hit**. Often, "base hit" is used to refer to a **single**, as opposed to an **extra-base hit**.

base on balls A free pass to first base awarded to a batter because the pitcher throws four pitches—not swung at by the batter—outside the strike zone. Also known as a "walk."

battery The pitcher and catcher.

batting average The percentage of at-bats in which a player (or team) has gotten a base hit. This is the most common statistic used to measure a player's (or team's) effectiveness at bat.

To figure batting average, divide the player's (or team's) number of hits by the player's (or team's) number of at-bats, and round to exactly three decimal places. For example, if a player has three hits in 12 at-bats, that player is hitting .250 ($3 \div 12 = .250$).

In most leagues, the standard of excellence is .300. In other words, if a player gets an average of three hits per 10 at-bats, that player is hitting well.

It is interesting to note that home runs have no greater effect on batting average than singles—all hits are considered equal. (Compare to **slugging average**.)

NOTE: When verbally stating batting averages or slugging averages, decimal points are ignored. If you want to say a player is hitting .300, you would say that player "is hitting three hundred." If a player is hitting .287, you would say "hitting two-eighty-seven." If a player is hitting .312, you would say "hitting three-twelve."

batting order The order in which the team's nine players come up to bat during the game. Also known as a "lineup."

box score The numeric summary of a game, listing each team's lineup and substitutes, starting and relief pitchers, and columns of important stats for each player and team.

bunt When a batter holds the bat out in front of home plate with no (or very little) forward motion, and attempts to simply let the ball hit the bat rather than swing at the ball forcefully. The batter's goal on a bunt is to deaden the ball and place it in an area in fair territory that is unoccupied by the defense. Sometimes a player will attempt to bunt for a base hit; other times a player will attempt a **sacrifice bunt**.

catcher The player who squats behind home plate and catches the pitcher's pitches. While in his crouch, the catcher gives signals to the pitcher on what pitch should be thrown. Sometimes the pitcher will "shake off" the catcher with a shake of the head, and the catcher will put down a different signal. Other than the pitcher, the catcher is the most important player on the field.

caught stealing When a runner attempts a **stolen base** but is tagged out.

change-up A pitch that is slower than the pitcher's **fastball**. The pitcher attempts to throw the change-up with the same "arm speed" as the fastball, but have it come out slower. This will often induce a batter to be "out in front" of the pitch and either swing and miss or hit the ball

weakly.

cleanup hitter The fourth hitter in the lineup.

closer The pitcher who is often brought in to protect a slim lead late in a close game. Closers usually pitch no more than one inning in a game. The “s” in “closer” is pronounced like a “z.”

count The number of balls and strikes on the batter. The count is always stated with the number of balls listed first. A “1-0 count” means there is one ball and no strikes. A “2-2 count” means there are two balls and two strikes. The highest possible count is “3-2,” which is also known as a “full count.”

curve (or curveball) A pitch that is thrown with a spin that allows it to curve (or “break”) on the way to home plate. See also **slider**.

cycle The act of one player hitting a single, double, triple and home run in the same game. This is one of the more rare occurrences in baseball.

designated hitter A batter who is in the batting lineup in place of the pitcher. The designated hitter—or “DH”—does not play a defensive position. In games where the DH is used, pitchers do not bat. In Major League Baseball, the American League uses the designated hitter, while the National League does not. This is the only significant rule difference between the two major leagues.

double play A play on which the defense makes two outs. The most common double plays are ground ball double plays, where, for example, the shortstop throws the ball to the second baseman to **force out** the runner coming from first base, and then the second baseman throws the ball to the first baseman for the second out.

double A batted ball that allows the batter to make it all the way to second base unaided by errors or fielder’s choices by the defense. Also known as a “two-base hit.”

dugout The area alongside the field in foul territory where a team’s players sit during a game when they’re not on the field. This is usually enclosed, and sometimes its floor is lower than the surface of the playing field—hence the name “dugout.”

earned run average The average number of earned runs a pitcher (or team) will allow over a nine-inning period. This is often referred to simply as “E.R.A.,” and it is the most common statistic used to measure a pitcher’s effectiveness.

To figure an ERA, multiply the number of earned runs allowed by nine, divide this number by the number of innings pitched, and round to exactly two decimal places.

For example, if a pitcher has allowed five earned runs in 18 innings pitched, that pitcher has an earned run average of 2.50 ($5 \times 9 = 45$, and $45 \div 18 = 2.50$).

The standard of excellence for a pitcher used to be an ERA below 3.00. With the abundance of home runs these days, an ERA below 4.00 is now considered good.

NOTE: When verbally stating earned run averages—unlike **batting averages**—decimal points are not always ignored. For example, if a pitcher’s ERA is 3.75, you would say “that pitcher’s ERA is three-point-

seven-five.” If it’s a round number, you may ignore the decimal point—if a pitcher’s earned run average is 4.00, simply say the pitcher “has an earned run average of four.”

earned run A run scored without the aid of errors and passed balls committed by the defense.

error A defensive misplay—either a dropped ball or bad throw—which the **official scorer** thinks should have been played successfully with a reasonable effort.

extra-base hit A **double**, **triple** or **home run**. In other words, any hit besides a **single**.

fastball The most common pitch in baseball, and really a catch-all term for a number of pitches. The “four-seamer,” “two-seamer” (or “sinker”), and “cut fastball” (or “cutter”) are all names of different types of fastballs.

fielder’s choice Any advancement to the next base by the batter or runner(s) where the **official scorer** rules the defense could have put said batter or runner(s) out, but instead elected to make a play elsewhere. For example, when a batter grounds a ball to the shortstop and reaches first base safely when the shortstop elects to try to throw out a runner at home plate, the official scorer must decide if the batter would have been out if the shortstop had instead elected to throw to first base. If the official scorer thinks the batter would have been out, then the batter does not deserve credit for a hit. It is then ruled that the batter reached base on a fielder’s choice.

fly out A ball hit in the air and caught in the outfield. If it is hit in the air and caught on the infield, it is called a **pop out**.

force out An out recorded on second base, third base or home plate which requires the defensive player to merely step on the base or plate rather than have to apply a tag on the incoming runner. A force out happens when a runner is *forced* to run because of the presence of other runner(s) or the batter. The difference between a force out (or “force play”) and a “tag play” can be seen in this example:

Force play: Let’s say there are runners on first and second bases. The batter hits a ground ball to the shortstop. The runner on second base *is required* to run to third base to make room for the runner coming from first base. (In other words, the runner on second is *forced* to run.) The shortstop fields the ground ball and throws to the third baseman. The third baseman does not have to apply a tag on the runner—instead, the third baseman must simply step on third base (while holding the ball) before the runner coming from second touches the base.

Tag play: Now, let’s say there is a runner on second base, but *no* runner on first base. The batter hits a ground ball to the shortstop. The runner on second base is *not* required to run, and may elect to stay at second base. If the runner does try to make it to third base, there is no force play on and the third baseman must tag the runner.

foul lines The lines extending from home plate past first and third bases, out to each foul pole.

foul out A batted ball that is caught on the fly by the defense in foul territory.

See the entire lineup of Rich Burk's Baseball Scorebooks at RichBurk.com:

Broadcaster-Media Scorebooks: Perfect for the broadcaster or writer, or the fan that wants to take scorekeeping to the next level. Rich Burk's Broadcaster-Media scorebooks come in several models, and each includes a defensive chart and plenty of space to write pregame and in-game notes. One model (the BP16-100) is the scorebook used by Rich himself, and features a wide-open two-page-per-team layout—perfect for adding detail to your scorekeeping—and a unique pitch-tracking system.

Fan-Media Scorebooks: These models come in a smaller 9" x 7" size that fits nicely on your lap at the game. They're suitable for any fan, media member for whom space is at a premium, or for amateur teams in leagues where there is a maximum of nine players in a batting order. Twelve-inning and 15-inning models are available.

Youth/High School/College/Amateur Baseball/Softball Scorebooks: These scorebooks feature 16 slots in the lineup card for those leagues where there are more than nine players in the batting order. Ten-inning and 12-inning models are available, and one book features a pitch-count system—great for youth leagues where pitchers are kept on strict pitch limits.

Personalized/Giveaway Scorebooks: You can develop one of Rich Burk's scorebooks with your own cover and a page for advertising on the inside—perfect for the team or school that wants to use the scorebooks as a sponsored giveaway item or revenue-generating souvenir, or for the league that wants the league logo and their own cover design on each book.

Useful features: All models of Rich Burk's Baseball Scorebooks include beginning instructions, advanced techniques and a glossary of baseball terms.

www.RichBurk.com



About the creator: Rich Burk is the radio and television play-by-play announcer for the Portland Beavers of the Pacific Coast League. His work has been endorsed by broadcasters, executives, writers and players at the highest levels of the industry: "His descriptions are colorful and accurate," said Hall of Fame broadcaster **Ernie Harwell**. ... "His knowledge and love of the game, and dedication to his profession, are impressive," said NBC Sports' **Bob Costas**. ... "He has the capacity to make the game come alive," according to **Curt Smith**, author of the acclaimed book, *Voices of the Game*. ... "I'm amazed at his knowledge and passion for the game," said **Kevin Towers**, general manager of the San Diego Padres. ... "He is quite possibly the hardest-working broadcaster in the business. I'm amazed at the details he digs up and saves for exactly the right moment, and at his encyclopedic knowledge of interesting stories," said ESPN.com Senior Writer **Rob Neyer**. ... "Rich is an excellent interviewer. I'll take any time of my day to go on the air with him," said **Xavier Nady**, outfielder for the Pittsburgh Pirates.