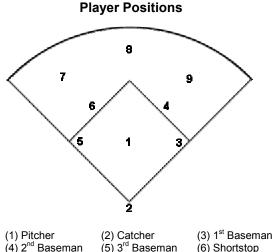
Scoring a Ball Game



(4) 2nd Baseman (5) 3rd Baseman (6) Shortstop (7) Left Fielder (8) Center Fielder (9) Right Fielder (DH) Designated Hitter

Scoring Abbreviations

- 1B Sinale
- 2B Double
- 3B Triple
- BB Base on Balls (Walk)
- BK Balk
- CS Caught Stealing
- DP **Double Play**
- E Error
- F Fly Out
- FC Fielder's Choice
- FF Foul Fly Out
- Foul Out FO
- G Ground Out
- GIDP Ground into Double Play
- HBP Hit by Pitch
- HR Home Run
- Interference L
- IW Intentional Walk
- Strikeout Κ
- Kc Called Strikeout Swinging Strikeout Ks
- Line Out L
- PB
- Passed Ball
- SB Stolen Base SF
- Sac Fly
- SH Sac Bunt
- TΡ Triple Play
- **Unassisted Putout** U
- WP Wild Pitch

A baseball game is scored by using a special "shorthand," a combination of letters, numbers and hand-drawn lines.

First, fill out the lineup with the players' names, uniform numbers, and position.

Next, sit back and watch the game.

Look at the partial scorecard below. By reading the position numbers, you'll see that the center fielder, 2nd baseman, catcher, and right fielder are the players who batted in this inning. This scorecard, like others, provides a diamond to represent the playing field.

Smith singles through the middle infield. A line is drawn from home through the infield to show the path of the ball. Another line is drawn from home to first. Lines are used to show the runners progress around the base path. A "1B" is written along the first base line to show tha Smith hit a single.

Lawson strikes out. "K" is used to show the strikeout and the out number is written in the corner and circled.

Henry is up next. During his time at bat Smith steals second. A line in Smith's scorebox is drawn from first to second. "SB17" is written to show that he stole second while Henry was at bat. This example uses Henry's uniform number. His position number or his number in the order could have been used instead.

Henry draws a walk.

Jones is up next and hits into a double play. Henry is forced out at second, Jones at first.

As each player moves around the basepath, use lines, player numbers, and abbreviations to show how he made it to each base. When the player finally arrives home, shade in the diamond. It will make it easier to spot the runs.

