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# Scoring a Baseball Game

## *the Project Scoresheet way*

David Cortesi

This paper tells you how to keep a complete, accurate account of the events of a baseball game. After taking you on a brief tour of the Project Scoresheet scoring form, it shows you how to score: first the basics, then adding details step by step. Here is the table of contents:

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## Why Keep Score?

Why keep score? Because when you do, you enjoy the game more. You enjoy it more while watching it, and you can enjoy it again years later.

### You Stay “In the Game”

In order to keep score you have to pay attention to everything. That makes the game more fun to watch. You won't be so likely to fall into a daze and then come to asking, “Hey! How did that guy get on base?” When your head is in the game, you understand the nuances better. When there is drama, you'll be intensely aware because you saw it coming. When there's a dull patch, you can spend it looking for patterns and making predictions from the data on your scoring form.

### You Have a Permanent, Personal Record

When the game is history, your score sheet remains a hand-crafted souvenir of the moment. Even years after, you will be able to settle trivia questions, or replay the game in memory to remind yourself of the excitement of a past afternoon.

### Why Not Use a Computer?

If your seat is in the dugout or the press box, by all means load scoring software on your laptop and use it. But if you sit in a regular seat, a clipboard is far more convenient. Think: A clipboard weighs about a tenth as much as a computer. If you drop it, it won't break. You don't worry about it being stolen. You can balance a drink on it while you unwrap your polish dog. If you get peanut shells on it, you just blow them off. You can read it in bright sunshine. And its battery never dies in the 8th inning. 'Nuff said?

## Meet the Scoring Form

Along with this paper you should have received two other documents:

- A scoring form, either a double-sided sheet or two very similar-looking forms on separate sheets.
- A quick-reference card with a map of a baseball field and a lot of letter-codes.

In this section we are looking at the two sides of the scoring form. At first glance, they are nearly identical. Look at the columns on the left. One side says “Visiting Players” at the head of one column. This is the Visitor side, where you record the visiting team's at-bats. Flip the sheet over and you are looking at the Home side, for the home team's at-bats.

### The Legend

Now let's look at some details. On both sides you see this legend:

\_\_\_\_\_ (   -   ) at \_\_\_\_\_ (   -   ) / /200  
*visitors* *home* *date*

Before a game, you fill in this information on both sides of the form. You write it on both sides because the scoring form might later be copied onto single-sided sheets, or its two sides might be faxed. Then the sides could get separated unless they were both identified.

### The Line Score

In the upper right corner of each side there's a line-score area:

1	2	3	4	5	6	7	8	9	10	11	12	R	H	E

At the end of each half-inning, you write the runs scored here. At the end of the game you can tally the total of runs, hits and errors for each team.

### The Lineup Column

Down the left side is the lineup column. Here you record the names of the starting lineup, and also the names of substitutes who enter the game later. On the Home side of the form it looks like this:

1st AB	Home Players	Role					
		pos	in	pos	in	out	
1							
2							
3							

### The At-Bat Boxes

Next to the lineup, filling the middle of the form, is an array of at-bat boxes. This is where you record the events of the game play-by-play and pitch-by-pitch.

	1		10		19		28
	2		11		20		29

### The Pitching Summary

Near the bottom of the form is a separate box where you keep a summary of the pitching for the opposite side (the Visitor's pitchers on the Home side of the sheet and vice versa).

Visiting Pitchers	in	out	K	walk	run	ER	W/L Sve
	1						

Pitchers are on their opponent's side of the sheet because you note strikeouts, walks, runs and pitching changes while the opposing team is at bat.

### The Space for Notes

To the right of the pitching summary there's a wide white space. This is for explanatory notes. Whenever something happens that the standard codes don't fully describe, you make a note keyed to the number of the at-box. Notes are very important because a person who sees only your scoring sheet can't visualize the plays (neither can you, years later). Also, the official scorer sometimes changes a decision after the game. Your notes on a close or unusual play help show why.

## Before The Game Begins

During those pleasant moments after you've found your seat and before the game starts, you fill out the top lines of the form. When the lineups are announced you note the names of the starting players in the lineup columns.

### The Preliminaries

Put the form on your clipboard with the Home side up (you'll see why shortly). Write in the names of the teams, their win-loss records, and the date.

*Yankees* ( 3 - 3 )  
visitors
*at*
*D'Backs* ( 3 - 3 )  
home
*11 / 4 / 2001*  
date

Then note the weather and field conditions:

Sky: sunny clouds overcast night dome
 Precip: none showers drizzle rain
 Wind: out to Rt
 Temp: 78 °
 Field: dry damp sloppy

Now flip the form over to the Visitor side. Repeat the team names and the date. Also note how you're watching the game.

Scored: at park radio tv vcr

There is nothing wrong with scoring a game from the radio or TV, or even from a tape. (In fact, scoring is a great way of keeping your mind focussed on a broadcast game.) But each of these mediums gives the scorer different abilities. For instance, with a VCR or a personal video recorder (Tivo or ReplayTV) you can do your own replays as often as you like, while at the park you don't get any replays at all. Radio announcers don't tell you enough about the location where a batted ball lands, so you can't record that in detail.

### The Visitor's Lineup

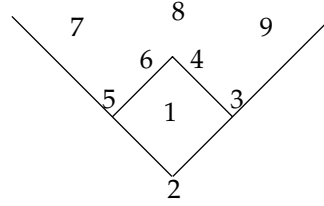
The Visitor side is face up on your clipboard now, just as the announcer begins to give the visiting team's lineup. You only need to write the names of the players and their defensive position numbers.

1st AB	Visiting Players	Role			
		pos	in	pos	in out
1	<i>D. Jeter</i>	6			
2	<i>P. O'Neill</i>	7			
3	<i>T. Martinez</i>	3			

If you don't know all the players by sight, you may want to write their uniform numbers in the lineup as well: 33 *J. Kozlovski*, and so on.

## Position Numbers

Most fans know the defensive position numbers already, but here's a brush-up:



(For the position of the designated hitter you can use a D or a zero, as you prefer.) You will use these position numbers a lot, mainly to record each defensive player who assists in getting an out. For example:

- routine ground-outs: 4-3, 6-3, 5-3 (second to first, short to first, third to first)
- caught stealing second: 2-4, 2-6 (catcher to second-baseman or to shortstop)
- pickoff, pitcher to first: 1-3
- right fielder, second baseman and catcher put out a runner trying to score: 9-4-2

As we will see later, the same numbers are the basis for recording where a batted ball hits the ground or is fielded.

If these numbers are not second nature to you, a good exercise is to speak the player number of each player who handles the ball when it is hit into play. This helps you remember the details of events like a ground ball double-play: Say "Six" as the ball scoots into the shortstop's glove; say "Four!" as he flips it to the second baseman crossing the bag; say "Three!" as the first baseman picks the throw out of the dirt.

## The Home Starting Lineup

As soon as you write down the ninth batter in the Visitors' lineup, flip the scoresheet over and write the name of the visiting pitcher in the pitching box on the Home side:

<i>Visiting Pitchers</i>	<i>in</i>	<i>out</i>	<i>K</i>	<i>walk</i>	<i>run</i>	<i>ER</i>	<i>W/L Sve</i>
<i>R. Clemens</i>	1						

Now you're all set to record the home-team lineup. As the Home players are announced, write in each name and position, and uniform number if you wish.

When you've written the ninth name, flip the sheet over once again. Now, on the Visitor side, write the Home team's starting pitcher in the pitching summary box.

## Noting Batter Handedness

The lineup as described so far is adequate for basic scorekeeping. However, when you gain more experience with the system, you will want to record whether a batter is batting from the left or the right. The mix of lefties and righties in the lineup is a strategic choice for the manager, based on the handedness of the opposing pitcher. Switch hitters will bat from the side of the plate opposite the pitcher's throwing arm, so as to have the widest angle on the ball.

As the batters come up in their first at-bats, notice whether they are batting right-handed or left-handed. (Right-handed batters stand on the left side of the plate, as seen by you, the umpire, and the catcher. Another way to remember: right-handed batters face right field.) Since there are more righties than lefties, it's easiest to indicate the lefties. When you notice the batter is taking stance left-handed, put a note (*L*) after his name.

## The Umpires

Just before the start of the game the umpires will be announced. Write their names in the proper field positions at the top of the page.

$\begin{array}{ccc} & \text{2b } \underline{\text{Coble}} & \\ \text{3b } \underline{\text{Tata}} & \text{Umpires} & \text{1b } \underline{\text{Wendlestadt}} \\ & \text{hp } \underline{\text{Denkinger}} & \end{array}$

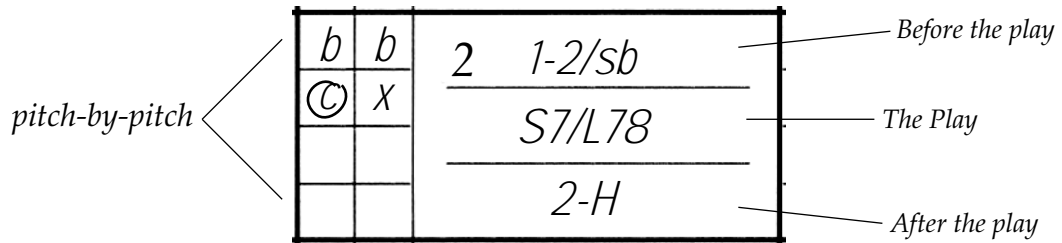
Lastly, when the lead-off man for the visitors steps up to the plate, write down the start time. You are now ready for the play-by-play!

## The Play-By-Play

In this section we discuss the codes for recording the important events: hits, outs, advances on base, and errors. With these codes your score sheet has enough detail to produce a standard newspaper box-score, including the "how they scored" paragraph. It all happens in the at-bat boxes, so let's dissect one.

### The At-Bat Box

The at-bat box has four main sections:



We'll cover the pitch-by-pitch section later ("Recording Each Pitch" on page 26). Here we focus on the three lines on the right.

### The Play

The middle line of the three holds "the play," meaning *the action that ends this at-bat* — the action that either puts the batter on base or makes him out. Here are all the things that might be noted in that middle section:

- a hit, either a single, double, triple or homer
- a free pass to first: a walk, hit-by-pitch, catcher interference
- an error by a fielder allowing the batter to reach base
- a force-out or fielder's choice (another runner is out, but the batter reaches base)
- making out by hitting a ball in the air that is caught
- grounding out
- striking out

## Before the Play

When there are runners on base, things can happen *before* the end of the at-bat, while the batter still remains at the plate. The top line is where you record these events that happen before the play, including:

- a runner steals a base
- a runner is caught stealing or picked off
- a balk, wild pitch, passed ball or error advances the runner(s)

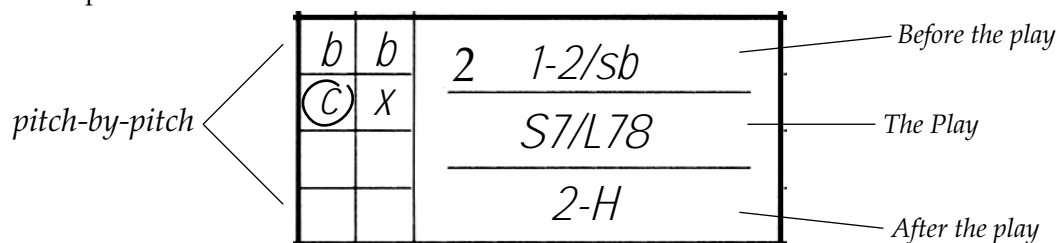
## After the Play

When “the play” finally occurs, additional things can happen on the basepaths. The third line is for events that happen during and after the play, including:

- runners ahead of the batter advance and perhaps score
- the runners, or the batter, run themselves into outs
- a fielder makes an error that lets the batter advance or score
- the batter gets to first after a third strike, due to a wild pitch, passed ball or error
- on the third strike or fourth ball, runners advance on a wild pitch, passed ball or error
- a runner attempts a steal on a third strike

## Using the At-Bat Box

All these events — before the play, the play, and after the play — are noted using terse codes that consist of a letter or two plus the numbers of the defensive players and the bases. To show that the method does make sense, let’s read the story of the at-bat in the example at the start of this section:



We know this is only the second at-bat of the game (the box number is 2), so we know this was the first inning. The lead-off man must have gotten on base, because we are about to see that he steals a base. The pitch-by-pitch record shows: Ball one. Ball two. The next pitch is a called strike, but the circle around the *c* shows that something else happens. What? The top line shows a stolen base: *1-2/sb* means the runner from first reached second (1-2) by stealing a base (*sb*). On the next pitch, *x* in the pitch-by-pitch area means the ball was hit into play. In fact, the batter lined the ball to left-center field (L78) for a single (S) fielded by the left fielder (7). During and after the play, the runner from second base scored (2-H).

Does this make sense? The system was designed to give the shortest codes to the most common plays. In the following sections we discuss the codes and the plays they describe. After you’ve digested all this prose you will only need the quick-reference card. Actually, if you know the game well, the card may be all you need right now.

## The Batter Reaches Base

We begin with the codes for “the play,” the events that go on the middle line. These fall into two main groups: either the batter reaches base, or the batter is out. Here’s a key point: *Whenever the batter reaches base, the code you write starts with a letter.*

### Reaching by a Hit

When the at-bat ends with a hit, we show the type of hit and its trajectory.

#### Types of hits

The code for a home run is HR. The fact that the batter scores is noted on the third line:

		17
		HR
		B-H

Baserunning codes are in a later section, but the meaning of *B-H* shouldn’t be too hard to figure out. Picture your favorite slugger trotting the bases, slapping the palm of the third-base coach as he rounds third.

The codes for the other hits include the position number of the defensive player who first touches the ball. This gives a general idea of the location of the hit. Also, the position number establishes who starts any subsequent play, like a throw to get a runner at the plate. Fielders get credit for these “assists.” Here are some simple examples:

		20
		S6

		21
		D7

		22
		T9

The codes show a single to short (*S6*), a double to left (*D7*), and a triple to right.

#### Codes for trajectories

Each hit code should be followed by a slash and a *trajectory code*. The trajectory codes are:

- *G* for ground ball
- *L* for line drive
- *F* for fly ball
- *P* for pop-up

You can write any of these code-letters in capitals or in lower-case, whichever is most comfortable and readable. Here are the same examples using trajectory codes:

		20
		S6/g

		21
		D7/P

		22
		t9/F

Does the middle example seem peculiar? A pop-up double to left is not a routine play, but it can happen. Picture a “texas-leaguer” that plunks in along the left-field line equidistant between the third baseman and the left fielder.

A ground-rule double isn't really fielded, so we can't show a fielder number. Score it *Dgr*, using *gr* in place of a fielder's position number. You still add a trajectory. It takes a fly ball to bounce over the outfield fence (*Dgr/F*), but a ground ball could still get lodged in some part of the field (under a rolled-up tarp, maybe: *Dgr/G*). Something like *Dgr/P* would definitely need an explanatory note, though!

The trajectories of *G* and *P* can be preceded by a *B* to indicate a bunt. Thus *BG* means "bunt groundball" and *BP* means "bunt popup." Batters, especially speedy lead-off batters, may try to bunt for a hit. If this works, it is a single with a trajectory of *BG*: *S2/BG* would be a bunt single fielded by the catcher.

### Reaching by Forcing a Runner

When the ball is hit on the ground, runners ahead of the batter must run. The fielder who picks up the ball may choose to throw to second or third to attempt to force out one of the runners. The batter reaches base safely. By definition, whenever a fielder opts to make a play on a runner instead of the batter, it is called a fielder's choice. However, the force-out is such a common play that it deserves its own code. On the middle line, describe the play as *FO* with the number of the fielder who picks up the ball. The following example shows a ground-ball force play to shortstop:

		45
		<i>FO6/G</i>
		<i>1x2/64</i>

The out on the basepaths happens *after* "the play," so it is recorded on the third line. We'll return to this later ("Thrown Out or Tagged Out" on page 17).

The result of a force play need not be an out! If the ball is hit weakly, and/or if the runner gets a good jump or runs on the pitch, and/or if the throw is not accurate or the ball is not held, the runner can be safe. The play that ends the at-bat is still a force play and the batter is safe. The code on the bottom line shows what happens next.

### Reaching by a Fielder's Choice

Once in a while a fielder will pick up a ground ball and try to put out a runner who was *not* forced to run. The key difference from the force-out is that an unforced runner must be tagged; it is not sufficient to bring the ball to the bag ahead of him. This true fielder's choice which is not a force-out is coded *FC*. The following example shows a case where the second baseman makes an uncommon choice:

		20
		<i>FC4/G</i>
		<i>3xH/42</i>

A second-baseman who fields a ground ball should usually take the sure out at first. In this example, however, the second baseman (4) has instead chosen to pick a grounder and throw to the catcher (2), with the result that a runner from third is out at the plate (*3xH*). Such an unusual play needs a note:

K	<i>walk</i>	<i>run</i>	ER	W/L <i>Sve</i>

20. *Smith stumbled off third, Thompson threw to plate, collision!*

The scoring on the middle line would be the same *FC4/G* whether the out was made or not (it often isn't). This is the play that ends the at-bat and the batter is safe. The outcome on the basepaths happens after the play and is recorded on the third line — the details are covered later.

It is also a fielder's choice if a runner is thrown out after running further than he was forced to do. When a runner from first is thrown out at second, it's a force-out. But if he rounds second and keeps going, and the fielder who picked the grounder elects to try to get him at third, that's a fielder's choice. Again, the key is that the runner has to be tagged.

### Fielding Sacrifice Bunts

When a batter bunts for a sacrifice, the usual result is that the batter is thrown out at first base. It's a ground-ball out, which we cover in the next section. Less often, the fielder who picks up the bunted ball will attempt to force the leading runner, or attempt a play on an unforced runner. These are force plays, or fielder's choices, just as if the ball was hit with a full swing. The only difference in the coding is the trajectory of *BG*, plus a note of */sac* to show that the batter should be credited with a sacrifice: *FO5/BG/sac* describes a sacrifice bunt to the third baseman who opts to try for a force instead of an out at first.

### Reaching By a Walk or Hit by Pitch

You note a walk with a *W* on the middle line. Show an intentional walk with *IW*.

When the batter is hit by the pitch, write *HBP*. You can write *HP* if you want, but make sure it can't be confused with *HR* even with a mustard smear on it.

### Reaching Due to an Error

When the batter should have been out, but was safe because a defender mishandled the ball, score it *E* with the number of the hapless fielder.

		11
		<hr/>
		E4/G
		<hr/>
		B-1

		25
		<hr/>
		E8/L
		<hr/>
		B-2

A baserunning code should be used with every error. The first example shows an error by the second baseman allowing the batter to reach first. The second, *E8/L*, describes an error by the center fielder that lets the batter reach second — perhaps a line drive scooting under the fielder's glove and rolling to the fence. If multiple errors are involved, more baserunning codes would be used, as will be detailed below.

An error needs a trajectory code. That is, *E6/G* tells a different tale than *E6/P*. In the first case you can see the ball scooting through the shortstop's legs or running up his arm. In the second, you see him circling, circling—and the ball falling just out of reach.

### Awarded First by Interference

If the catcher touches the batter or the bat during a swing, the umpire can declare catcher's interference, and award the batter first base. Score it as *INTF*. If there are runners ahead of the batter, they move up; this is shown on the third line.

### Reaching After Striking Out

If the batter swings and misses for strike three, and the catcher fails to hold the ball, the batter is free to run to first and must be forced or tagged to be out. The scoring will be shown in the next section.

### The Batter Makes Out

When the play results in an out, the scoring code *begins with a number* — specifically, the number of a fielder. There's one exception, the traditional *K* for strikeout.



### Sacrifice bunts

A sacrifice bunt is a bunt with the purpose of advancing a runner. (If there is no runner to advance, or if there are already two outs, a bunt is merely an attempt to get a base hit by surprising the infielders.) The bunt usually results in an out: typically, a ground-out, but sometimes the ball pops into the air and is caught:

		7
		13/BG/sac
		1-2

		22
		1/BP/sac

In the first example, the pitcher fields a bunt groundball and throws the batter out to the first baseman; the runner advances. In the second case, the pitcher catches a bunt that blooms into the air, and there is no advance.

### Sacrifice flies

A fly-out that permits a runner to tag up and advance is a sacrifice fly. Score it just like any other fly-out, but with the additional note /*sac*. Take, for example, a fly-out to right that permits a runner to come home from third. The play would be 9/F/sac; and the third line would show 3-H for the advancement.

### Grounding Into a DP

When it's your team, it's an awful waste. When the opposition does it, it's a great relief. We're talking about the ground-ball double play. There must be a runner who has to run ahead of the batter, and the fielders need time to get the ball to one base for a force and then to first base for the second out.

We score the ground ball DP by writing the fielders who handle the ball. We show each out separately, with a comma between them because, in the summary stats, each fielder involved gets credit for an assist on each out.

		13
		64,43/G/dp

		31
		4,43/G/dp

		18
		32,23/G/dp

The first of these examples shows a routine 6-4-3. The second is the less common DP where the second baseman scooped the ball close enough to second to kick the bag, getting the unassisted force, before throwing to first. The third, as a reminder that force plays happen at any base, is one in which the first out is recorded at the plate. Can you picture that play?\*

### Lining Into a DP

It's even easier for the defense if the batter lines the ball to a fielder near a bag. The batter is out instantly because the ball was caught on the fly. The baserunners are forced to return to the bags they started from, and are out if the ball is there ahead of them. In order to prevent confusion with the ground ball DP you must include a trajectory code of *L* along with the *dp*.

		13
		3,3/L/dp

		19
		5,5/L/dp

\* Bases loaded (or there couldn't be a force at the plate). Infield drawn in. Hard-hit ball to first thrown to catcher for one, back to first for the second.







At such a moment the runner will sometimes run on a pitch and end up safe at second, without being challenged by the defense. Unless you owe the runner money, the runner should not be credited with a stolen base. The accurate code is *1-2/di* for Defensive Indifference.

### The Runners Make Out

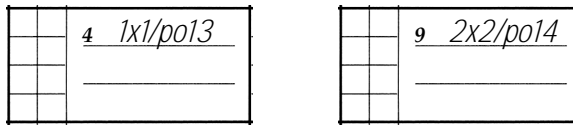
The basic code for a runner making out on the basepaths is two digits with an *x* between them, for instance *1x2*. The sense of this code is, "the runner from first base is put out at second base."

Sometimes, a runner is out at the base he started from, as in a pickoff or a line-drive double play. The code then would be *1x1*, runner from first is out at first (or whatever base it happens at).

Occasionally a runner will be run down and tagged out between bases. In that case the second number is the farthest base he was trying to reach before being put out.

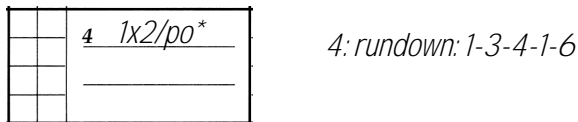
### Picked Off

The pickoff play is one that catches the runner standing away from the bag but not trying to run. Normally a pickoff starts with the pitcher who, instead of delivering to the plate, spins and throws to a base instead. A few catchers have developed the ability to throw suddenly to a base when they receive a pitch. The old hidden-ball trick is a pickoff, too.



Code the event with a */po* followed by the numbers of the assisting defenders.

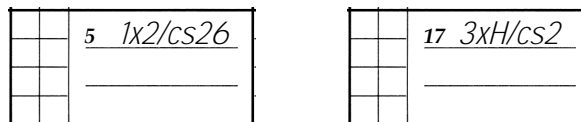
When the pickoff turns into a rundown, more fielders get involved. During the play, concentrate on calling the position numbers of the fielders who handle the ball. You can sort out the details in a note afterward.



The pickoff is a dangerous play for the defense. Not only does it require a strong, accurate throw, it requires unusual alertness and coordination among the fielders. Which is to say, errors are likely when pickoffs are tried. You have to be alert to the times when a pickoff is a reasonable play. If it catches you as far off base as it catches the runner, you are likely to miss noting which fielders handle, or fail to handle, the ball.

### Caught Stealing

The runner takes off like a jackrabbit... the ball seems to take forever to reach the catcher, who rises and fires in one smooth motion... the ball drops into the shortstop's glove, which drops into the dust storm around the sliding runner's feet... and the umpire's thumb goes up, he's out!



The code is *cs*, followed by credit to the fielders. The examples above show a typical play on an attempted steal of second, and a less-common out at the plate. In the second example, the catcher is credited alone. The runner must have run on a pitch to the plate. The pitcher doesn't get credit for an assist if his only part in the out was to pitch as usual.

The pickoff out and the caught-stealing out are easy to confuse, because the pickoff move is often prompted by the runner's starting, or seeming to start, to move toward another base. The pitcher throws to first, the runner tries to dive back and is out. Was he picked off or was he caught stealing?

Official major league scoring holds that if a runner makes any move, even a step, toward the next base before diving back, he has attempted a steal and if out, was caught stealing. This is one of those scorer's decisions that is frequently changed during or after the game. The Project Scoresheet recommendation was, when you are in any doubt, to straddle the fence with the code *1x1/cspo13*, that is, caught stealing by a pickoff move. The pitcher gets credit for a pickoff, the runner for a caught-stealing.

### Thrown Out or Tagged Out

When a runner is out on the play you record the out on the bottom line. On a fielder's choice or force-out, the type of play and the fielders are already noted on the middle line, so you just note the out.

		20	
		<i>F06/G</i>	
		<i>1x2/64</i>	

		21	
		<i>FC3/G</i>	
		<i>3xH/32</i>	

		22	
		<i>9/P</i>	
		<i>3xH/92</i>	

Here we have: a routine force-out of the lead runner on a grounder to short; a grounder to first thrown to the catcher for a tag-out at the plate; and a short pop to right returned to the catcher for a tag-out.

The batter, too, can be tagged out even after hitting safely. The following is an actual play from game 7 of the 2001 World Series:

		2	
		<i>D8/F8xd</i>	
		<i>2x3/865</i>	

This was Paul O'Neill in the first inning for the Yankees. He hit a double that bounced off the bullpen fence in deep left-center. Everyone in the stadium except O'Neill assumed it was a double, but O'Neill passed second base without slowing. The Diamondback's Steve Finley threw to Womack at short, who relayed to Williams to tag O'Neill out at third. O'Neill was credited with a safe hit, a double, on the middle line, and the out is shown on the third line, after the play.

### Out for Obstruction

If any runner blocks the thrown ball with his body and thus avoids being out, the umpire can rule obstruction. The runner is out OBS, with no credit to the defenders: *2xH/obs*. (We covered this with regard to the batter on page 13.)

## Some Special Cases

### The Strikeout and After

When the batter strikes out, record it with the traditional K. This is the only exception to the rule that the play code for an out starts with a number. Whether the third strike was called or a swinging strike will be visible from the pitch-by-pitch record. But some other things can happen during the third strike.

C	b	17	
f	f		K
S			

C	b	17	
f	f		K23
S			

The first example shows a typical swinging strikeout. (The pitch-by-pitch codes show that the third strike was a swing, S, not a called strike, C.) But it often happens that the batter swings and misses exactly because the pitcher threw his most deceptive down-breaking pitch, and that can fool the catcher too, so that he fails to hang on to the ball. The rules say that when the third strike is not held by the catcher, and first base is open or there are two outs, the batter must run. The second example shows the typical result: the catcher retrieves the ball and throws to the first baseman to record the out. Catcher and fielder are credited with assists.

Once in a long while the ball will get too far away and the batter will beat the throw to first. The batter has still struck out; it's an out on his stats and the pitcher gets credit for a K. However, the batter is safe on a passed ball, scored like this:

C	b	17	
f	f		K
S			B-1/pb

If a baserunner goes on the pitch that proves to be the third strike, and is thrown out, the announcers may refer to it as a "strikeout double play." It is a double play because two outs are recorded. Score it *K/dp* on the middle line and put the normal caught-stealing code on the bottom line.

C	b	17	
f	f		K/dp
S			1x2/cs26

### Squeezes

A squeeze is an attempt to bring in a runner from third by bunting. A suicide squeeze is one in which the runner goes on the pitch. It's called suicide because, if the batter fails to lay down the bunt, the runner has "nowhere to run to, nowhere to hide." In any case, a squeeze consists of a bunt and some events that follow the play.

		16	
			13/BG/sac
			3-H

		18	
			S2/BG
			3-H

		18	
			FC1/BG
			3xH/12

In the first example, the batter was out at first while the runner scored from third—a successful squeeze play. In the second, the batter is safe (a bunt single fielded by the catcher, S2/BG) and the runner scored. In the third, the runner was conceded the base (the pitcher fielded the bunt and chose to make the play at home instead of throwing to first, hence FC1). The choice was a good one; the runner did not score — but it would still have been a fielder's choice even if the runner had scored.

### Missed Plays

Sometimes you just aren't watching. You get to the park late, or take too long making a sandwich between innings, or the phone rings — you miss a whole at-bat. Tom Dale Keever says Phil Rizzuto had a code for a missed play: *WW* for "wasn't watching." If you just don't know what happened, you can write *WW* for the play. You can show the advancement of batter and runners on the third line, if you can reconstruct it. For instance, if you get to the game late, and there are two on and one out in the top of the first, you can figure out which batters reached base. You could quickly write in something like this:

			1	
			<i>WW</i>	
			<i>B-1</i>	
			2	
			<i>WW</i>	
			3	
			<i>WW</i>	
			<i>B-1, 1-2</i>	

### Quirks of the Rules

The laws of baseball cover every conceivable situation and some that are nearly beyond conception. If a pitched ball passes the catcher and lodges in the umpire's mask (a very special case of a passed ball!) the ball is dead and the runners may advance. What code would you use on the top line? If this happened on the third strike, the batter, too, may advance to first. But if a passed-ball third strike merely rebounds off the the umpire's mask, it is in play and the batter must run.

And so on. One of the charms of baseball is that every game will produce some oddity for which there is no code (and no accounting). But that's what the notes area is for. Show the advancement as usual for a passed ball (*1-2/pb*, for example) in the at-bat box and make copious notes down below.

## Pitching Changes and Pitching Stats

The basic pitching info that you need to record about pitchers includes: when the pitchers enter and leave the game; the walks, strikeouts and earned runs for which they are responsible; and the official scorer's decision as to which pitcher is credited with the win, the loss, and the save.

All these things are done in the pitching summary box which, as you recall, is on the opposing team's side of the sheet. Here's the visiting pitchers for a game that should be in every fan's recent memory:

<i>Visiting Pitchers</i>	<i>in</i>	<i>out</i>	<i>K</i>	<i>walk</i>	<i>run</i>	<i>ER</i>	<i>W/L/Sve</i>
<i>C. Schilling</i>	1	28	<del>///</del> ///	/	/	/	
<i>M. Stanton</i>	29	29					
<i>M. Rivera</i>	30		///		//	//	L

Here's an older example, showing that the pitching box on the current form can sometimes be too small:

<i>Visiting Pitchers</i>	<i>in</i>	<i>out</i>	<i>K</i>	<i>walk</i>	<i>run</i>	<i>ER</i>	<i>W/L Sve</i>
<i>S. Ontiveros</i>	1	11		3	5	5	<i>W</i>
<i>G. Cadaret</i>	12	25		2	1	1	
<i>D. Lamp</i>	26	29		2			
<i>D. Lieper</i>	30	31					
<i>D. Eckersly</i>	32						<i>Sve</i>

This example is from a game in August '87, Oakland at the Angels. Steve Ontiveros had a bad outing and the A's then-manager Tony LaRussa had to work his bullpen staff even harder than usual. Despite the dismal start, the A's pulled out an 8-6 win, Dennis Eckersley getting the save.

### Pitching Changes

When a pitcher leaves the game, write the number of the at-bat box in the *Out* column opposite his name. The at-bat box you want is the one for the batter the pitcher faced last. When the next pitcher enters the game, write his name and, in the *In* column, write the number of the at-bat box for the batter he will face first.

The usual time for making a pitching change is between batters, that is, after a batter has made out or reached base and before the first pitch to the next batter. In these cases, the *Out* box of one pitcher and the *In* box of his successor will show consecutive numbers—as in all the pitching changes in the examples above.

Occasionally a pitcher will come out of the game during an at-bat. It can happen if the pitcher is injured, or if the game situation is changed by an event on the basepaths. And sometimes the manager just makes up his mind that he doesn't like what he's seeing.

When a pitcher comes out after throwing a pitch, but before the end of the at-bat, the number in his *Out* column will be the same as the number in the next pitcher's *In* column. The last batter he faced, and the first batter his relief faces, is the same. In this event it's important to know the count that the reliever inherits. Although you can make that visible in the pitch-by-pitch scoring described later, you should also write an explanatory note: "#31: Smith relieves with a 2-0 count on Jones."

### Substitutions

Players change roles in four situations:

- When a player is sent in to replace another in the field.
- When players on the field exchange positions.
- When a pinch runner is sent in.
- When a pinch hitter is sent up to bat.

The first two of these situations arise when then the team is on the field defending. The second two come up when the team is batting. But all are recorded in the lineup columns on the left side of the scoresheet.

It is not easy to record all the substitutions and get them right. That's partly because it is sometimes hard to understand the logic behind the manager's actions, so we are not ready for the substitutions when they happen. Partly it's the fault of the announcers, both on the field and on the air, who sometimes fail to announce changes promptly and clearly. (Television announcers are especially sloppy about this, mumbling the changes rapidly

while something else is happening.) But it is important to get the changes right, because if you don't, you are likely to give credit for a hit, an assist, or an error to a player who doesn't deserve it.

Here's a key point: no matter when or why a player enters the game, he enters at some specified position in the lineup. Furthermore, the player who had occupied that spot in the lineup is out of the game and finished for the day. So in any substitution, there are only three things you need to note:

- The name of the player coming in.
- What spot in the lineup he is taking.
- The role he is to play in the game (defensive position, pinch hit, pinch run)

All this gets recorded in the lineup area. Here is a summary of its features.

1st AB	Home Players	Role				
		pos	in	pos	in	out
1	T. Womack	6				
2	C. Counsell	4				
3	L. Gonzales	7				

Diagram labels and their corresponding table features:

- First offensive at-bat: Points to the '1st AB' column.
- First position taken: Points to the 'pos' column under 'Role'.
- at-bat number when entering: Points to the 'in' column under 'Role'.
- second defensive position: Points to the 'pos' column under 'Role'.
- at-bat number of second position: Points to the 'in' column under 'Role'.
- at-bat number leaving the game: Points to the 'out' column under 'Role'.

The leftmost column, as you already know, is for the at-bat box number when this player first comes to bat. The numbers for the starters are already printed on the form. You enter the numbers for substitutes as they come up to hit. The *pos* column to the right of the name is where you are already used to writing the starting player's defensive position. The column to its right is used to show when the player first takes the field in that position. We know when that is, for starters. The home team assumes their defensive positions on the field when it is at-bat #1 for the visitors; and the visitors take the field when it is at-bat #1 for the home team. So we don't bother writing those 1's for the starting players.

However, a player can change defensive positions during the game. And a substitute who comes in later might never play defensively, or might never play offensively, or might do both. It is these later changes that are recorded in the "1st AB" and the "Role" columns.

## Defensive Changes

There are two kinds of defensive changes: substitutions and changes of position. In a substitution, a different player comes out of the dugout to take the place of fielder. That usually happens at the start of an inning, but it can happen anytime, for example because of an injury. It also happens that a defensive player stays in the game but switches positions.

### Time Considered as a Series of At-Bats

We want to note the exact point in the game when substitutions occur. We record a time in the game by writing *the number of the at-bat box* that is current when the change is made. That's simple, isn't it? The present moment in game time is the at-bat box where the next play will be recorded.

The only tricky part is that when a defensive change is made, the opposition is batting. The present time is an at-bat for the team batting; but the place you note the change is in the defensive lineup, *on the other side of the sheet*.

In this example from game 4 of the '89 NLCS, the visiting Cubs started Jerome Walton at center, Ryne Sandberg at second and Dwight Smith in left field. Late in the game (home-team at-bat #23), McClendon replaced Smith in left. Still later (home-team at-bat #34) he moved to the catcher's spot. This example shows how the changes were recorded.

1st AB	Visiting Players	Role			
		pos	in	pos	in out
1	J. Walton	8			
2	R. Sandberg	4			
3	D. Smith	7			22
	L. McClendon	7	23	2	34

In the example, McClendon replaced Smith in left at the start of the Giants' half of the fifth. The home side of the form was uppermost on the clipboard when the change was announced. It was at-bat box #23 at the time. I flipped the sheet over, wrote in *L. McClendon* and 7 and 23 on the Visitors' side, and flipped it back.

(If the moment is tense or there are distractions so that you don't want to be flipping the score sheet around, you can always jot the name, the position and the at-bat number in the margin or the notes area, and deal with the other side of the sheet later.)

To continue the previous example, it was later in the same game that Cubs then-manager Don Zimmer brought in a new pitcher. He put the pitcher into the #8 spot in the lineup (not shown above), replacing the catcher. He moved McClendon from left to the catcher's spot. At this time the current at-bat was #34 on the home side of the sheet. I flipped the sheet over and, opposite McClendon's name, wrote his new position, 2, and the at-bat number.

The fifth column, headed *out*, is for noting the box number when a player leaves the game. That is almost always one less than the first *in* box for his replacement. In the example, Smith left the game after at-bat #22 and McClendon entered the game for at-bat #23.

Sometimes, in case of an injury or a double-switch taking a pitcher out in the middle of an at-bat, a defensive change will happen during one at-bat. In this unusual case the number in the *out* and *in* columns will be the same. In the much more usual case, when the *out* and *in* differ by 1, I usually don't bother writing the out number, or put it off until I am recopying the sheet later.

## Offensive Changes

Offensive changes take place while a team is batting, and therefore while that team's lineup is visible on the scoring form.

### Pinch Hitters

A pinch hitter is a substitute; he takes the place in the lineup of the player for whom he bats. Sometimes a pinch hitter stays in the game, but often he does not. Therefore we record his entry as a hitter first, and record his defensive entry later, if it occurs.

In this example, Ken Oberkfell was put in to bat for Pat Sheridan. It was at-bat box #25. I noted his name, his first at-bat number, and wrote his position as *ph*, pinch-hitter.

7	<i>P. Sheridan</i>	9			
25	<i>K. Oberkfell</i>	<i>ph</i>			
	<i>S. Bedrosian</i>	1	33		
8	<i>J. Uribe</i>	6			
9	<i>R. Reuschel</i>	1			
27	<i>C. Maldonado</i>	<i>ph</i>	9	33	

Had I been really compulsive about it, I could have written the same number, 25, in his *in* column, but for a pinch-hitter, *in* and first at-bat are the same.

As it happened, Oberkfell flied out to left, and shortstop Jose Uribe, batting next, struck out. With two out, the pitcher, Rick Reuschel, was due up, but Candy Maldonado was put in to hit for him. I noted Maldonado's first at-bat, #27, and position *ph*. (Maldonado worked a walk on ten pitches to keep the inning alive, which eventually allowed the Giants to score two runs—which has nothing to do with this example.)

When the Giants took the field at the top of the next inning, I turned the sheet over to the Visitor's side. But there were defensive changes. "Now pitching, and batting seventh, Steve Bedrosian" said the stadium announcer. Besides writing in Bedrosian in the Home Pitchers box, I turned the sheet over and noted him as replacing Oberkfell in the lineup. The number of the current at-bat box from the opponents' side of the sheet, 33, went into the *in* column. "Bedrock" never came to bat, so he never got a first at-bat number.

Maldonado also stayed in the game, but now as right fielder. I wrote his new position number, 9, in the second *pos* column, and the current at-bat number.

### Pinch Runners

As with pinch-hitters, a pinch runner is a change in the offensive lineup; there's no need to be turning the sheet over. Pinch runners are recorded much like pinch hitters. Their first "position" is *pr*. The current at-bat box number (the at-bat at the time they enter the game) goes in their *in* column.

7	<i>T. Kennedy</i>	2			
	<i>D. Nixon</i>	<i>pr</i>	34		
	<i>K. Manwaring</i>	2	35		

	33		
	S9/L34D		
	34	PR1	

In this example, again from game 4 of the '89 NLCS, Terry Kennedy singled for the Giants to lead off the eighth. Donnel Nixon was put in to run for him. Nixon replaced Kennedy in the game, so his name went into Kennedy's lineup spot. His position was written as *pr*, and 34, the number of the current at-bat box, was written under *in*. Also, the insertion of a pinch runner at first was noted as *PR1* in the top line of that at-bat box.

When the Giants took the field at the top of the ninth, Kurt Manwaring came in to catch. Since he replaced Nixon, Nixon was finished for the night. Manwaring’s position, 2, was noted in the first column. This being a defensive change, the current at-bat number noted under *in* was from the Cubs’, or opposite, side of the sheet, and only coincidentally happened to be one greater than the previous number.

Here is an example of a pinch runner who stayed in the game.

7	<i>L. Salazar</i>	5					
	<i>C. Wilkerson</i>	<i>pr</i>	34	5	33		

						33	
						<i>E9/L34D</i>	
						34	<i>PR1</i>

It was another NLCS game. The Cubs started Luis Salazar at third. With two out and nobody on in the eighth, he got a free pass from an error by the right fielder. Curtis Wilkerson was put in to run for him, noted in the way already shown.

When the Cubs took the field in the bottom of the eighth, Wilkerson trotted out to third. It was then at-bat box #33 on the Giants’ side of the sheet. The game was over before he got a chance to bat, so no number was ever written in his “1st AB” column.

### The Overflow Area

Sometimes you will have to write more than three names in a lineup position—especially in the ninth slot in the order in the National League. Where do the extra names go?

<i>bats</i>							
7	34	<i>K. Oberkfell</i>	<i>ph</i>				
9		<i>P. Sheridan</i>	9	35			

At the bottom of the lineup columns is an overflow area. Think of it as a supply of extra lineup slots you can use to extend any lineup position. The additional “bats” column is where you write the player’s slot in the batting order. In game 3 of the 89 NLCS the Giant’s then-manager Roger Craig was in typical form: he ran a total of eight players through the seventh and ninth spots in the batting order. Ken Oberkfell’s pinch-hitting role was the fourth name for the number-7 spot in the order, and it had to go to the overflow. Pat Sheridan went in as a defensive replacement late in the game; his was the fourth name entered in the ninth slot.

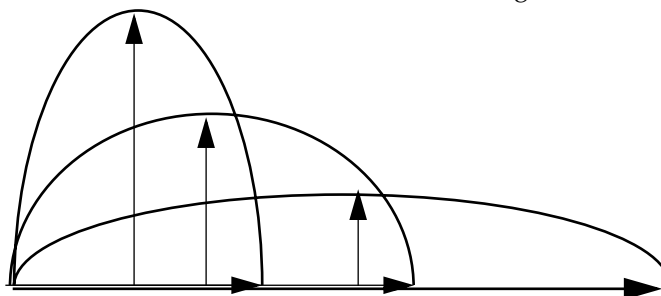
### Batted-Ball Location Codes

One innovation of the Project Scoresheet system was the recording of the locations of batted balls, something traditional scoring systems don’t handle. When these location codes were collected by computer, they permitted statistical studies of both batters and pitchers. But they are useful in a private souvenir scoresheet as well, since they enable you to remember not only that the ball was hit, but approximately where and how hard.

You can append a location code to a hit, a fly-out or foul-out, and also to an error or ground-out — any code used when the batter puts the ball into play. You are already familiar with the trajectory codes: *G* for grounder, *L* for line drive, *F* for fly ball and *P* for pop-up, modified by *B* for bunt. They form the first part of the location code. To them, you add a couple of letters or digits that specify where on the field the ball was handled.

## Trajectory Codes

Let's be specific about the trajectory codes. A *ground ball* is a batted ball that touches the ground *short of the outfield grass*. The *line drive*, the *fly ball* and the *pop-up* are all balls that are hit into the air and are caught before they hit the ground, or if they aren't caught, fall to earth in the outfield. The difference between the three is geometrical:



A pop-up rises higher than it travels. At the other extreme, a line drive travels farther horizontally than its peak altitude. And a fly ball is midway between the two. Nobody expects you to actually measure the things; just use your judgement.

## Field Locations

The trajectory code is followed by a couple of digits or letters that tell where the ball goes. For a ground ball, "where it goes" means either *where an infielder picks it up* or, if none does, *where the ball passes out of the infield*. For other trajectories, "where it went" means where the ball first hits the ground or where it is caught.

The codes for the field locations are based on the fielders' positions in a very common-sense way. They are documented in a map on the reference card. Look at that map now. You'll see that, for instance, the area around where the left fielder normally stands is coded 7, while the area just in front of the plate, covered by the catcher, is coded with the catcher's number 2.

The location codes follow a very regular pattern that is based on the position numbers plus the letters *F* for Foul, *L* for Line or sometimes for Left, *M* for middle or medium-deep, *R* for Right, and *D* for deep. Scan the map now until you see the patterns. Then test yourself. Cover up the right side of this table and visualize the following events:

S9/G43		Ground single to right, passing left of first
S9/G4M		Ground single to right, passing just right of second
S8/G6M		Ground single to center, passing just left of second
S9/L9S		Line drive to right, dropping in front of right fielder
D9/L9LD		Line drive to right, into the right-field corner
S9/P4D		Pop-up that drops in behind and right of second base
S5/BG5S		Bunt single fielded in front of third base
E9/L9S		Line drive to short right, misplayed or mis-thrown by RF

<i>64,43/G56D/dp</i>		Ground-ball picked by shortstop deep between second and third, starting a double play.
<i>S7/L78</i>		Line drive to center-left, fielded by left fielder
<i>T9/P9LS</i>		Popup drops in near right-field line, fielder slips and falls chasing it as it trickles into foul ground.

## Commenting on the Plays

You have the option of recording quality comments on plays. You can record the quality of a fielding play, and the energy of a hit.

### Great Plays and Bonehead Plays

If you see a terrific, diving catch or a superbly athletic double play, you want to note it. You can add one, two or three exclamation marks after the fielder's number. Instead of a dry *64,43/G56D/dp*, you can write *6!4,43*. Instead of a simple *9* for a catch, you can write *9!!* for a diving, rolling catch.

Sometimes you see low-quality plays or poor judgement. Use the question mark the same way, to show your opinion of a dubious move. In both cases, write an explanatory note to remind yourself of what was so good or bad.

### Hot Smashes and Marshmallows

Sometimes the batter crushes the ball, and sometimes he hits it delicately. When you think the ball was hit noticeably harder than usual, add a plus sign to the trajectory code: *8/L+8S* or *S5/G+56*. When you think the ball was hit weakly, topped or squibbed or dinked, add a minus sign. These notes will, over a few innings, form patterns. If you notice that you have written a series of plus signs, it's a good indication that this pitcher is headed for trouble. A heavy sprinkling of minus signs shows that the pitcher has good stuff and the batters are not seeing the ball well.

## Recording Each Pitch

The system thus far lets you record every event that affects the scoring (which is all that traditional scoring systems do), plus added data about where balls were hit or fielded. One important thing is yet to come: the count.

What is not yet on your scoresheet is the count of balls and strikes when the ball is put into play, or when a base is stolen or an error is made. Fans and analysts alike want the count because they'd like to know if certain events are more likely at some counts than others. You want the count in your personal records because it lets you reconstruct the drama of the game. A stolen base with a count of 2 or 3 balls, when the pitcher is under pressure to throw a strike, is a very different thing from a steal with a count of 1 and 2, when a pitchout or pickoff is more likely.

We record the count by recording the result of every pitch: Was it a ball or strike? Did the batter take, swing and miss, or foul it off? We can even note how the ball was spotted in the strike zone. Codes for all these things are written in the small cells at the left side of the at-bat box. The codes are single letters. Here are the most useful ones:

- *X* means the ball was hit into play.
- *C* is a called strike.
- *S* is a swinging strike.
- *F* is any foul except a fouled bunt attempt.
- *B* is taken as a ball.

- *N* is a balk (“no pitch”)

These are the ones used most frequently. There are a number of pitch codes that are used less often; for example, *L* for a foul bunt. Look at the reference sheet and find them. You needn’t memorize them all now, but you should be aware that they exist, and know where to look them up for future use. The most common, of course, are B, C, and F.

Here’s an extreme example, still one of my favorite baseball memories:

f	C	23
b	b	HR/L7XD
f	f	fffX 2-H,B-H
b	f	

During the 89 NLCS game 3, with one out and a runner at second, Matt Williams (then in his second season in the bigs) came up to face Greg Maddux. Read out that 12-pitch duel. He fouls one off; takes a called strike; takes a ball; takes *another* ball...

Note that when you have more than 8 pitches to record you can overflow onto the third line, as in that example, or you can continue in the notes area.

Here are two more pitch codes that you need for those times when the radio announcer fails to call the pitch, or when someone walks between you and the TV screen, or you are simply distracted:

- *U* is an unknown pitch, you have no idea what happened.
- *K* means you don’t know what happened, but you know it counted for a strike.

The pitch-by-pitch codes are a clock ticking off the events of the at-bat. Whenever you enter a play in the top line, you circle the code for the corresponding pitch. That way you can tell that a stolen base or a pickoff happened on a particular count of balls and strikes.

## Throws to a Base

When the pitcher throws to a base instead of pitching to the plate, write the number of the base. It’s usually a 1. A 2 for a throw to second is less common; a 3 very rare. Try to reconstruct this sequence of at-bats.

b	L	1
b	f	S7/L7S
b	X	
11	b	2
1	b	S6/F6D
11	C	1-2
11	X	
1	1	3
1	1	IW
		1-2,2-3

The lead-off batter bunted foul on 1-0. Eventually this batter singled. The next box shows that with an aggressive but not unbeatable runner at first, the pitcher threw to first seven times trying to prevent the steal. Notice that you can squeeze two or more throws to first into one pitch-code box. That batter managed a single over the shortstop’s head. With two on and a slugger coming to the plate, the defense concedes the intentional walk (better three on than two in).

Sometimes the *catcher* will throw to first, attempting a pickoff, after receiving the pitch. You show that in the pitch-code area also, by adding +1 or +2 to the pitch code. Not just C for a called strike, but C+1.

## Recording pitch location

If you are really into the game, you may want to try to record the actual location of each pitch within the strike zone: not just a ball, but a ball in the dirt, or inside at the belt, or high and away. One way to do this is shown in this example.

h	b	s
G	f	(R) W
b	f	
B		

For this purpose you pretend that each rectangular cell of the pitch-by-pitch area is a diagram of the air over the plate, as seen by the umpire. You place a dot in the cell to show where the ball passed through the plane of the plate. Assuming a right-handed hitter (who stands at the catcher's left), the record for this at-bat shows: A ball low or in the dirt; a ball inside at the belt; a called strike grooved down the middle; a pitch fouled off; a ball high and away; another foul; and ball four up and away.

The meaning of these location dots depends on whether the batter took a left-handed or a right-handed stance. You noted who's batting left-handed against the starting pitcher ("Noting Batter Handedness" on page 5). Later in the game, a relief pitcher of the opposite handedness may be brought in. When that happens, switch hitters may take stance at the opposite side of the plate from their first at-bat. You can note this change with a parenthetical (*R*) or (*L*) at the left end of the center line, as shown.

You can place a dot to show the location of a called strike, as shown. You can also place a dot for a swinging strike, but there's no good way to show the relationship of the bat to the ball — you can't show whether the batter swung over or under the ball.

You can use this system to disagree with the umpire, if you like: a ball symbol with the dot in the center, or a called-strike symbol with a dot at the edge, is the visual equivalent of yelling "C'mon, Blue, what game ya watchin'?"

One user of this scheme places dots in a foul-ball cell for a different purpose: a dot in one of four positions shows the direction of the fouled ball: to left, to right, up and back, or in the dirt.

## Odds and Ends

Just a few incidental points remain to be made.

### End of The Inning

When the last out of the inning is made, do three quick things before you stand up to stretch or dig for the cheesiest nacho.

First, write the number of runs scored in the line-score box for that inning. The radio announcer will be murmuring this number in your ear anyway.



## Credits

Note: when I first wrote this paper, Project Scoresheet was an active, national volunteer organization that collected and distributed baseball stats for use by amateur sabremetricians. The project eventually faded away. Its assets were apparently taken over by TotalSports.com, along with its moving spirit, Gary Gillette. Totalsports.com is itself now inactive. As far as I can learn, there is no Project Scoresheet today. There is no other source of information about the scoring system on the web.

## History

Craig Wright invented the basic form of the Project Scoresheet system. In particular he had the idea of using consecutive at-bat boxes, instead of a separate column for each inning, and of using the three-line at-bat box, allowing you to show what happened when it happened (as opposed to the old system of showing a runner's advancement by filling in a diamond symbol opposite his name).

Scott Segrin originated the pitch-by-pitch scoring method, although the actual codes have been extended and revised over the years. Gary Gillette and Dave Nichols designed the system for recording batted-ball location codes.

The whole system evolved over the several years during which Project Scoresheet attempted to create an amateur, nonprofit alternative to the major-league statistical services. Although Project Scoresheet appears to have disappeared without a trace (at least, from the internet), its influence can still be seen in the scoring systems now used by rotisserie leagues.

Tom Dale Keever pointed out the need to keep track of batter handedness and the method. He and I independently started using dots to show pitch locations; Keever thought up the use of dots for foul-ball locations.

## This Paper

This writeup was first created for personal amusement during the 1990 and 1991 seasons when I was a volunteer scorer for Project Scoresheet. Later I revised it for use by the Baseball Workshop, a project of Project Scoresheet founder Gary Gillette.

I revised the writeup in spring 2001 and again for spring 2002. Over time, I have made many minor changes in the codes, mainly to simplify them and make them more consistent. These changes reflect my personal taste and habits when scoring.