



# CITYWIDE SPORTS REFERENCE (SCOREKEEPING)

These guidelines were developed from various sources. This information was composed to educate all players, managers/coaches, and non-playing persons. This may seem lengthy, but is important (if you want to understand properly).

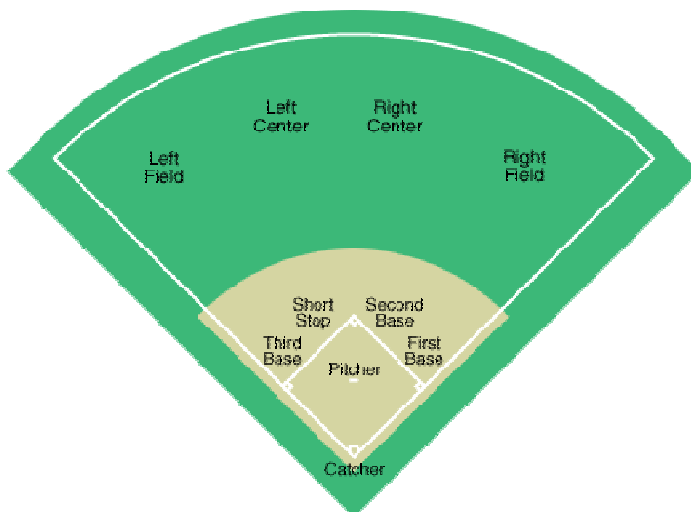
## DURING AND AT THE GAME LOCATION:

1. The game starts at the scheduled start time, so any delays may reduce your playing time. The primary goal should be to play as many completed innings as possible within the game start time.
2. You must keep score for your team **AND** your opponents throughout the entire game. This includes both batting and fielding.
3. Blank game score sheets may be obtained here: <http://www.citywidesports.net/PDFs/scoresheets.pdf>
4. Blank batting line-up sheets may be obtained here: <http://www.citywidesports.net/PDFs/16BatterLineupCard.pdf>
5. If your team has one available person to keep score, then it is the team's responsibility to update any missing or incomplete information, by conferring with the opponent's scorekeeper.
6. In order to reduce or eliminate any discrepancies during the course of the game which may affect the final result, both team's scorekeepers' should verify their information with each other after every second completed inning.
7. Before leaving the ball diamond after completion of a game: both team's scorekeepers' must verify the final score of the game; the winning team must have their score sheet signed by the umpire; list the date, start time, end time, location, and team names on the score sheet.
8. If there are any discrepancies between the teams, they can be solved when both teams are present. **IF THIS IS NOT DONE**, the designated home team's score sheet becomes the official score sheet.

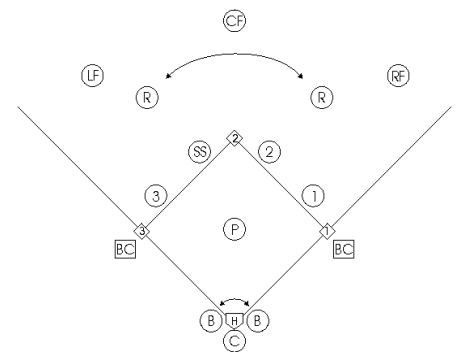
## IMMEDIATELY AFTER THE GAME:

- The winning team phones in the final score **IMMEDIATELY** following the game to **CARL SHERWOOD** at 604.459.1117 within 24 hours of completion; and email their scores to [quester\\_cs@hotmail.com](mailto:quester_cs@hotmail.com).
- If this is not done, a 0-0 tie will be the final game score, and this score will not be altered
- All teams must submit their entire season's score sheets to the league after the completion of their last regular season game **BEFORE** the playoffs

## A. Defensive Alignment



1. Pitcher
2. Catcher
3. 1st Base
4. 2nd Base
5. 3rd Base
6. Shortstop
7. Left Field
8. Left Centre Field
9. Right Centre Field
10. Right Field





# CITYWIDE SPORTS REFERENCE (SCOREKEEPING) CONT'D.

A **ROVER** (any of the outfield positions) is a player who can be utilized as either an infielder or outfielder (i.e. they can move to the infield and be an infielder, or move to the outfield and be an outfielder). This depends on the team's own defensive strategy.

## B. Offensive Batting Line-Up














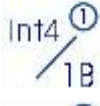






Ensure that you list all players (not starting the game) in the 'spare' or 'on the bench' section prior to the exchange of lineups with the opposing team and the umpire.

**Substitutions, the 're-entry rule', and batting order follow the (in order of ranking):**

1. League rules
2. SPN rulebook (if not mentioned in the league rules)

## C. Scoring Symbols

Not everyone keeps score in the same manner, or uses the same symbols. The following abbreviations and numbers **ARE SUGGESTED AND RECOMMENDED**, as they are generally recognized by players and scorekeepers:

	1B (single)		SAC (sacrifice)		H (hit)
	2B (double)		FC (fielder's choice)		R (run scored)
	3B (triple)		F (fly). Batter flied out to 1B		AB (official at-bat)
	HR (home run)		IF (infield fly)		INT (interference)
	BB (base on balls, walk)		E (error)		DP (double play)
	K (strikeout, or batter out on three strikes)		OB (obstruction)		RBI (run batted in)

## D. For Scoring Purposes

1. Credit the batter with a hit, if the ball cannot be fielded with ordinary effort. **Examples:** The ball was hit so hard or slowly, that the fielder could not make a play; the ball takes an unnatural bounce; the ball hits the pitching plate or a base, therefore making the hit more difficult than ordinary to field.
2. Score a fielder's choice (FC), if a fielder "chooses" to let a batter-runner or a runner advance to a given base. A fielder's choice is **not** considered a hit.
3. Score a sacrifice, if the batter "offers" them selves as an out to advance or score a runner. **Example:** A fly ball hit to the outfield with less than two out at the time of the hit, where the base runner tags up at third base, and scores a run.



## **CITYWIDE SPORTS REFERENCE (SCOREKEEPING) CONT'D.**

4. When a player scores a run, fill in the diamond completely inside the scoring box. ◆
5. Every time an out is made, the number of that out (1st, 2nd or 3rd) is entered in the upper righthand corner of the scoring box (and the number is circled).

This information will become familiar to you, with proper practice and repetition. Please refer to these guidelines often. You may print these documents and bring with you to all your games, for handy reference.