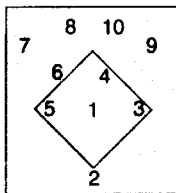


Scoring a game...

First, a number is assigned to each defensive position...

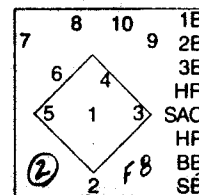
- 1 - Pitcher
- 2 - Catcher
- 3 - First Baseman
- 4 - Second Baseman
- 5 - Third Baseman



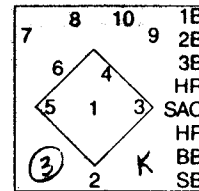
- 6 - Shortstop
- 7 - Left Fielder
- 8 - Center Fielder
- 9 - Right Fielder
- 10 - Short Fielder (SP)



A fly ball to center field would be scored F8...



Each out is numbered and circled (note 1 and 2). Thus 3 indicates the third and last out of an inning.



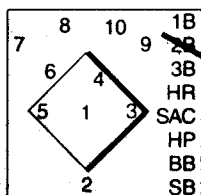
Two positions used on offense only will utilize initials in recording their position. The designated player in fast pitch will use "DP" and the extra player in slow pitch will use "EP." If the "DP" is used, the player playing defense only will be listed in the #10 spot in the batting order. Both the "DP" and the "EP" can be listed anywhere in the batting order.

Recording a player reaching a base...

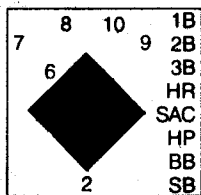
In the rectangle to the right of a player, under the appropriate inning, draw a pencil line from home base around the diamond to the base reached. Next, you will note on the *right* side of each box, a series of abbreviations. These refer to a number of possible ways in which the player may reach base...

- 1B**-One Base Hit
- 2B**-Two Base Hit
- 3B**-Three Base Hit
- HR**-Home Run
- HP**-Hit by Pitcher
- SAC**-Sacrifice (Bunt or Hit)
- BB**-Base on Balls
- SB**-Stolen Base

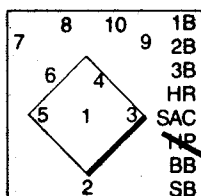
Draw a dash through the appropriate abbreviation. For example, a batter making a two-base hit would be scored...



When a runner reaches home base, fill in the entire diamond solidly.



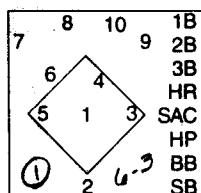
A hit batter would be shown as reaching first base.



Recording an out...

In the lower part of the appropriate rectangle to the right of the player, record the number of the defensive fielder who catches a ground ball and then the number of the player making the putout.

For example, should the batter hit an infield ground ball to shortstop relayed to first base in time for the out, this would be scored 6-3...



Recording certain other plays...

Within the player's rectangle, write in near the bottom other abbreviations, as follows...

- Strikeout (called or swinging) Kc, K3, Kbt
- Pass Ball PB
- Wild Pitch WP
- Error (either thrown or dropped by the fielder) E
- In addition, indicate the fielder making the error, thus E5
- Fielder's Choice FC
- Double Play DP
- Run Batted In RBI
- Also, list the batting order # of the player credited with the RBI.
- Sacrifice Fly SF

In addition to recording each play within the player's rectangle, it is advisable at the same time to place a series of dots in the appropriate column at the right side of each page. This is a double check on the completeness of your recording, and also speeds up the final scorekeeping at the end of each game.

If all players are at bat before an inning ends, then mark out the printed number at the top of the column for the next inning, and continue the same inning down a second column. You'll find there are enough extra columns. When a player leaves the game, draw a vertical line on the right side of the box showing his action in the last inning played. Actions of his substitute continue thereafter horizontally across the page.

			7	8	10	9	1B	7	8	10	9	1B
							2B					2B
							3B					3B
							HR					HR
							SAC					SAC
							HP					HP
							BB					BB
							SB					SB
4	Adams	6										
	Sub											
11	HARRIS	2	6									

At the end of each inning, add vertically the total runs, hits, errors and the number of players left on base (LOB) for the entire inning. For example...

Team Totals	R	H	6	10
	E	LOB	1	3

A detailed instructional manual on scorekeeping may be purchased from the ASA National Office. For more information or to place your order, please call:

1-800-654-8337