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	Your Team	Opponent's Team
Infield		
Outfield		

Using This Scorecard

1. American or National League?

Circle the league designation (American League™ or National League™) that your team is using for this league or tournament.

2. Who's the Home Team?

Randomly determine whether your team is the home or the visiting team. (If the home team is from the National League, pitchers appear in the batting lineup. Teams playing American League games may start with hitters in all nine spots.)

3. Taking the Mound

Write the starting pitcher's name on the appropriate line in the "Pitching Statistics" section to the right.

4. Leading Off

List the name of each hitter in your batting lineup on the appropriate line in the "Batting Statistcs" section. Be sure to list the position each hitter is playing, including designated hitters.

5. Play Ball!

After your hitters bat and go around the bases, record their progress in the diamonds for

For pitchers: Each time a pitcher gives up a run, fill in the appropriate circle next to his name. Each time a pitcher gives up 3 runs, his IP stat goes down by 1 this game.

6. Calculating the Stats

After the game is over, review the numbers for each hitter and add up each of their:

At Bats (AB)—All outs and hits. Do not count walks, sacrifice bunts, or sacrifice flies (an Out (FB) that drives in a run).

Runs (R)-Each time a player scores

Hits (H)-All 1B, 2B, 3B, and HR

Runs Batted In (RBI)—Runs driven in by walks, hits, and batting outs (but not double plays)

Walks (BB)

Strikeouts (SO)

Doubles (2B)

Triples (3B)

Homers (HR)

Stolen Bases (SB)

After pitchers leave play, determine their:

Innings Pitched - Any complete innings and outs a pitcher recorded before leaving play. If a pitcher leaves in the middle of an inning, count outs he recorded as follows: no outs (.0), 1 out (.3), or 2 outs (.6).

Win, Loss, or Save—Pitchers receive wins by being in the game when their team takes the lead that wins the game. They receive losses when they give up the run that causes their team to lose the game. Saves are earned by the winning team's final pitcher if that pitcher either: a) enters the game with a lead of no more than 3 runs and pitches at least 1 inning; or b) enters the game with the tying run on base, at bat, or on deck. A pitcher cannot both win and save a game. If the final pitcher wins the game, no save is awarded. The starter must throw at least 5 innings to earn the win.

Runs Allowed - Total runs given up by this pitcher during the game. Runs are charged to the pitcher who let the players on base.

Hits (H)-All hits allowed by the pitcher

Strikeouts (SO)-All strikeouts the pitcher throws

Walks (BB)-All walks allowed by the pitcher

Scori	ng
Sampl	es



Runner on first



Runner on second



Run scored



Strikeout



GB,PU, or FB out



Out on base (for example, caught stealing)



Ground into Double Play

Pitching Statistics

League Designation (Circle One): American National

Your Name:

Team Name:

PITCHER	W/L S	INNINGS	RUNS ALLOWED	TOTAL	HITS SOs BBs
Starting Pitcher			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 16 17 18 19 10 11 12 13 14 15 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18		
1st Relief Pitcher			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 16 17 18 19 10 11 12 13 14 15 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18		
2nd Relief Pitcher Name			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 16 17 17 18 19 10 11 12 13 14 15 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18		
3rd Relief Pitcher			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 16 17 17 18 19 10 11 12 13 14 15 16 16 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18		
4th Relief Pitcher			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 16 17 17 18 19 10 11 12 13 14 15 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18		
5th Relief Pitcher			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 16 17 17 18 19 10 11 12 13 14 15 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18		

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Commissioner's Box				