



# KIDS SCORECARD

DATE \_\_\_\_\_



VS. \_\_\_\_\_

#	LINE UP	POS.	1	2	3	4	5	6	7	8	9
1			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
2			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
3			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
4			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
5			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
6			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
7			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
8			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
9			② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇	② ③ ① ◇
	RUNS IN THE INNING										
	RUNS IN THE GAME										

## INSTRUCTIONS

When players make their way around the bases, fill in the circles at the bases where they run. If the hitter gets a single, fill in the circle at first base. If the runner advances to third because the next batter hits a double, fill in second and third base for the runner and first and second for the hitter. When a runner makes it home and scores a run, fill in the diamond. You are tracking the bases that each player travels to.

If a player makes an out, mark the box with an X. If a player reaches base and then makes an out on the bases, mark an X on the base where he was called out. For example, if the #1 hitter gets a single and then the #2 hitter hits into a double play, you will fill in the circle for first base and mark an X on second base for the #1 hitter and you would mark an X over the entire box for the #2 hitter.

