Scorekeeping

Scorekeeping is imperative for the league due to our affiliation with Little League Baseball. We must have accurate regular season scorebooks before we can participate in the postseason All Star tournaments. Parents are in charge of keeping score during each game. Generally, a parent from each team sits in the box behind home plate. Both parents keep score for their induvial team, but work together to ensure the record is as valid as possible. It is encouraged the Team Parent creates a schedule for scorekeeping and ensures the parents on the team know how to keep score.

Read below for everything you will need to keep score like a pro!

1. Each team to have one scorekeeper. Failure to provide a scorekeeper will result in a forfeit.

2. Arrive to the field at least 15 minutes early with 2 pencils (with erasers) & pick up the scorebook from the manager.

3. Introduce yourself to the umpire and collect the original lineup cards from both managers.

4. Situate yourself near the umpire so you two may easily communicate.

5. Transfer lineups to the scorebook. Record at least the first and last name, uniform number, and position. Also indicate the Home and Visiting teams.

6. During the game, record:
   Pitches
   Runs
   Outs
   Balls
   Strikes
   > If you're doing all this, then your **PROBS** doing it right.

7. After the game, write the winning team and the score in large letters on a blank portion of the page.

OTHER ITEMS:
• Feel free to call a time-out to ask an umpire to clarify a call.

• Little League has very specific rules on the number of pitches a pitcher can pitch, it is important to note the ending pitch count of each pitcher in the scorebook.

• You have a very important job, so try and block out distractions from the crowd and remain neutral.

• Each manager is responsible for having his/her own team scorekeeper to report batting-out-of-turn, pitch counts, and ensuring players receive their mandatory play (2 defensive innings and 1 at bat).

• Record offensive substitutions and defensive substitutions involving benched players, pitchers, and catchers. You're PROBS doing it right if you're recording Pitches Runs Outs Balls Strikes

Scorekeeper's Quick Reference

HOW ON BASE	OUTS	BASERUNNING
1B = Single	K = Strikeout Swinging	SB = Stolen Base
2B = Double	ꓘ = Strikeout Looking	WP = Wild Pitch
3B = Triple	6-3 = Groundout, Shortstop to 1st Base	PB = Passed Ball
HR = Home Run	F8 = Fly Out to Centerfield	SAC = Advanced on Sacrifice
BB or W = Base on Balls/Walk	L5 = Line Out to 3rd Baseman	E5 = Advanced on Error by 3rd Baseman
HBP or HP = Hit by Pitch	Fo5 = Foul Out to 3rd Baseman	CS = Caught Stealing
FC = Fielder's Choice	3U = Unassisted Play by 1st Baseman	6-4 = Forced Out, Shortstop to 2nd
E = Error	SB 1-3 = Sacrifice Bunt, Pitcher to 1st Base	U = Unassisted Out
G2B = Ground Rule Double	SF 8 = Sacrifice Fly to Centerfield	F8-5 = Out on Tag UP by Centerfield to 3rd
		BK = Balk

Was it a **HIT** or an **ERROR (E)**?
- Would an average player normally have made the play?
- Was there a physical mistake made on playing the ball itself?
  - If **EITHER** answer is **YES**, then it's an **ERROR**.

Was it a **HIT** or a **FIELDER'S CHOICE (FC)**?
- **FIELDER'S CHOICE** if there is an attempt on another runner
- **HIT** if there is indecision on where to go, and NO play is made

Was it a **DOUBLE (2B)** or a **SINGLE (1B)** and an advance?
- Was there a play on another baserunner?
- Was there an error on the play before the runner reached 2B?
- Did the batter break stride around first?
  - If **ALL** answers are **NO**, then it's a **DOUBLE (2B)**.

Was it a **STOLEN BASE (SB), WILD PITCH (WP)** or **PASSED BALL (PB)**?
- **PASSED BALL** if catcher should have stopped the pitch.
- **WILD PITCH** if catcher had no play.
- All other are counted as a **STOLEN BASE**.

Fielder Position Numbers
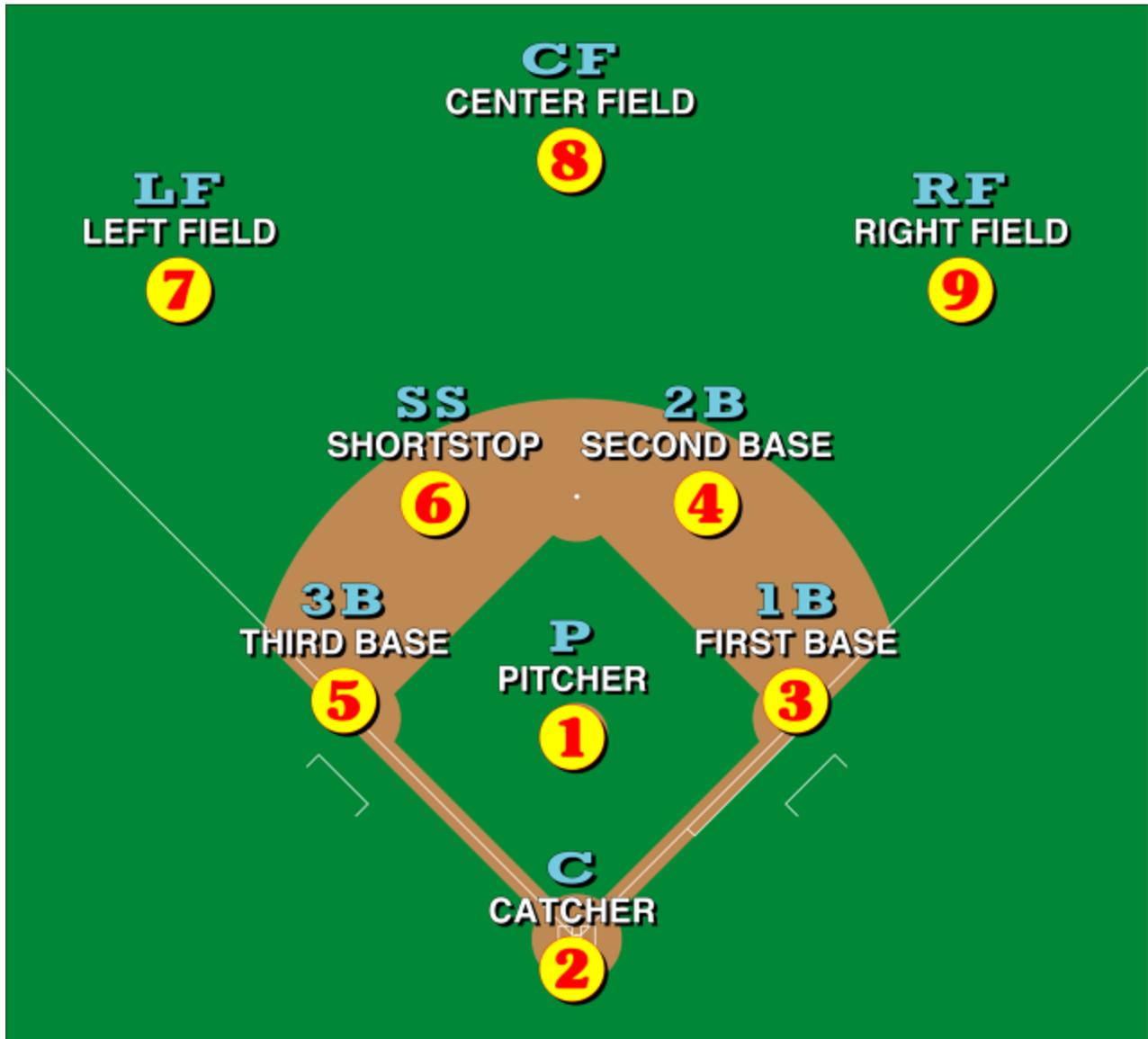
Pitch Count Rules

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

- League Age 13-16:   95 pitches per day
- League Ages 11-12:   85 pitches per day
- League Ages 9-10:   75 pitches per day
- League Ages 7-8:   50 pitches per day

Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base
- That batter is put out
- The third out is made to complete the half-inning.

Pitches are logged using the Pitching Log form.

Pitcher's are required to rest depending on the number of pitches thrown as follows:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.

Pitcher eligibility is recorded using the Pitcher Eligibility Form.

Mandatory Play Rule

Teams will use a 9 player batting order. Each player must receive at minimum 1 at bat, and play 6 defensive outs each game or start the next game until this is met.