

Majors & Up Scorekeeper Training

Rocklin Little League Rocklin, CA

Training Agenda



- Scorekeeper's Role
- Scorebook Introduction
- Pre-Game Activities
- Keeping Score
- Post-Game Activities
- Q & A

Scorekeeper's Role



- Keeps the official record of the baseball game.
- Considered an official of the game, similar to Umpires.
- Must remain non-biased.
- Help to avoid protests during pre-game.

Do's

Show up early

Use pencil (and backups)

Verify ineligible pitchers pre-game

Enjoy the view (best seat in the house)

Have fun!

Don'ts

Be late

Use pen

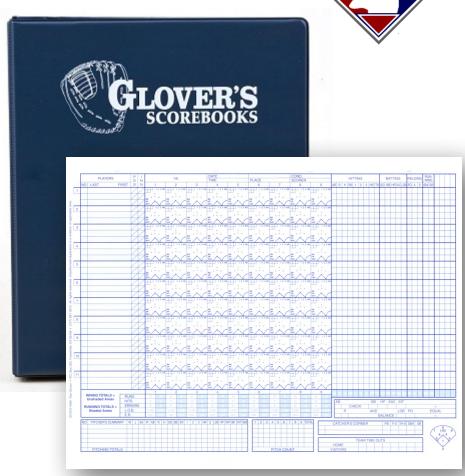
Cheer/root for your team/player

Announce ineligible pitchers/players

Announce batting out of turn

Scorebook Introduction Major - Senior

- Glover scorebook binder with inserts (11 lines)
- Division name written on spine of binder
- Located in storage room next to Snack Bar.
- Passcode needed to enter storage room.
- Return to storage room after game.

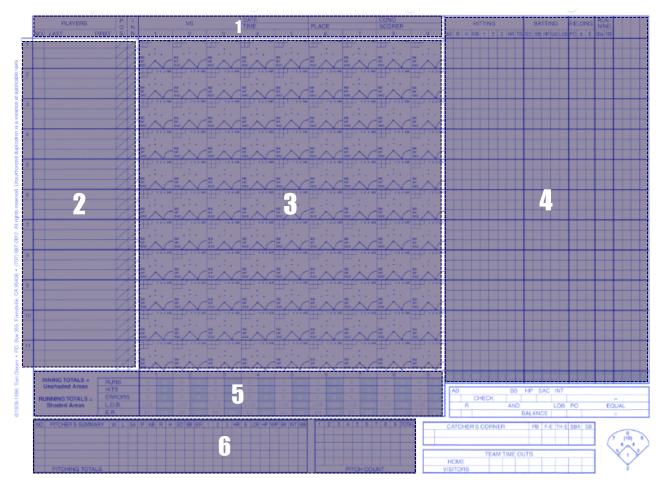


Scorebook Introduction Typical Layout



Key Sections

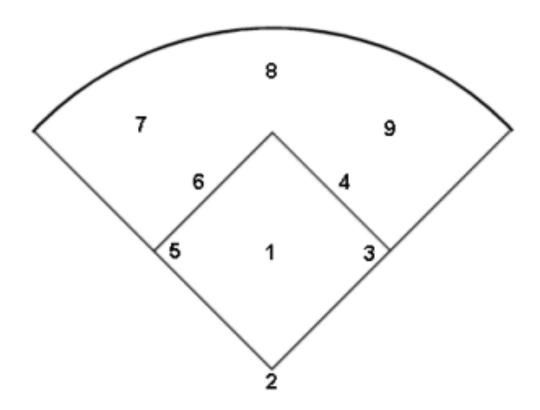
- General Information
- 2. Players / Lineup
- 3. Inning/At-Bat Scoring
- 4. Statistics
- 5. Inning Summary
- 6. Pitcher Performance



Scorebook Introduction Defensive Positions



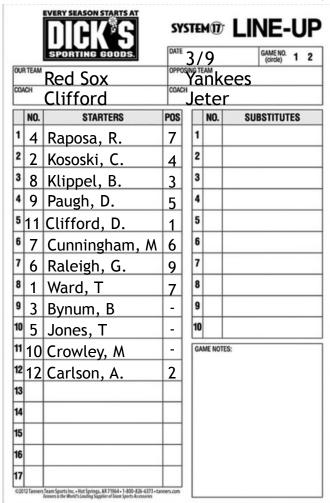
#	Abbr	Position Name
1	Р	Pitcher
2	C	Catcher
3	1B	First Baseman
4	2B	Second Baseman
5	3B	Third Baseman
6	SS	Shortstop
7	LF	Left Fielder
8	CF	Center Fielder
9	RF	Right Fielder



Pre-Game Activities



- Arrive to game site early to prepare.
- Grab scorebook from storage closet.
- Request lineup cards from both teams. —>
- Verify ineligible pitchers.
- Document scorebook:
 - Teams
 - Date/Time
 - Scorekeeper
 - Lineups
 - Player Jersey Number
 - Player Last Name, First Name (or Initial)
 - Player Starting Position
 - "On The Bench" Players (Majors, Junior, Senior only)



Pre-Game Activities Filled-in Example





Keeping Score Key Scoring Areas by Division



Division	Balls/ Strikes/ Fouls	Pitch Counts	Batter On Base	Batter Out	Runner On Base	Runner Out	Runs	Hits	Errors	Subs/ Re-Entry	Pitching Changes	Courtesy Runner	Team Timeouts	Pitching Visits
Minor AA	•	•	•	•	•	•	5 runs/ half- inning	•			•			•
Minor AAA	•	•	•	•	•	•	5 runs/ half- inning	•			~			•
Major	•	~	•	•	•	•	•	•	•	•	•	•	•	•
Junior	•	•	•	•	✓	•	•	•	•	•	✓	✓	•	•
Senior	•	•	~	•	•	•	V	•	•	•	•	•	•	•

Keeping Score Let's Get Started



- Scorekeeping baseball involves utilizing "short-hand" or abbreviated terms that represents the outcome of an at-bat and subsequent plays.
- For the purpose of this training, we will utilize the first batters listed on the right.
- On the next few pages, documented examples show how to score:
 - Balls, Strikes, Fouls
 - Counting Pitches
 - Batter On-base
 - Batter Out
 - Runner Advances
 - Runner Out

First Batters

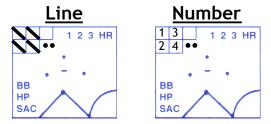
	PLAYERS							
NO	LAST	FIRST	S	N				
4	Raposa, R		7	\angle				
	•							
				/				
2	Kososki, C		4					
	, , , ,							
8	Klippel, B		3					
9	Paugh, D		5					
	J ,							

Keeping Score Scoring Examples (page 1-2)



Balls, Strikes, and Fouls

- Each score block has a place to count balls, strikes (including fouls).
- There are two methods:

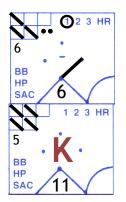


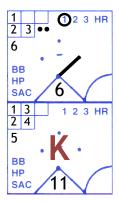
Example: 2 balls, 2 strikes, 2 fouls

<u>Important:</u> Account for <u>all</u> fouls after the 2nd strike, because each foul counts as a pitch delivered.

Counting Pitches

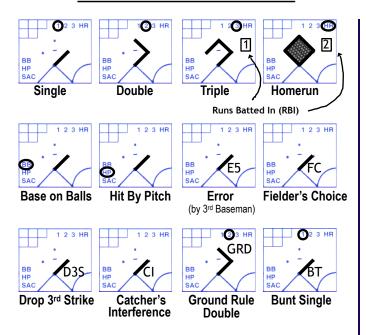
- At the end of each at-bat, count up the number of pitches thrown.
- Document the at-bat count and the cumulative count.





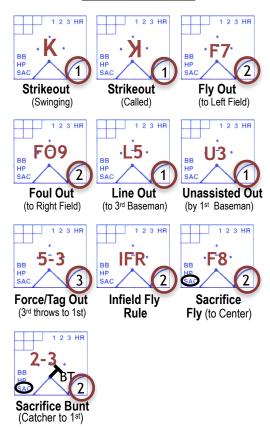
Keeping Score Scoring Examples (page 2-2)

Batter Gets On-Base



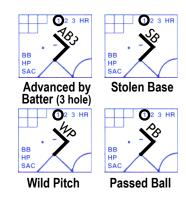
NOTE: While not required, it is acceptable to draw a line in the score block that shows where the ball was put in play.

Batter Out

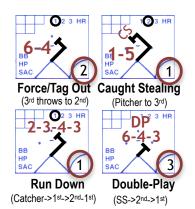


NOTE: Red circle with number inside represent the number of the out.

Runner Advances



Runner Out



Keeping Score Scenario: 1st Four Batters



Batter #1: Raposa, R.

- Ball One
- Ball Two
- Raposa singles to center field

Batter: #2: Kososki, C.

- Strike One
- Ball One
- Strike Two
- Foul Ball
- Strikes Out Swinging

Batter #3: Klippel, B.

- Strike One
- Ball One (Runner Raposa, Steals 2nd base)
- Ball Two, Three and Four

Batter #4: Paugh, D.

- Ball One
- Put in play to Shortstop, Double-Play (Shortstop to 2nd, 2nd to 1st)
- End of Inning

First Four Batters

	PLAYERS		P	I N	Yankees
NO	LAST	FIRST	S	N	1
4	Raposa, R		7		12399
					SAC HP SAC
2	Kososki, C		4		123 100
	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,				
					SAC HP SAC
8	Klippel, B		3		123100
					BAC HP
9	Paugh, D		5		1.2.3.160
	J ,				90 4 - 4 90
			/		SAC SAC

Keeping Score Results: 1st Four Batters



Batter #1: Raposa, R.

- Ball One
- Ball Two
- Raposa singles to center field

Batter: #2: Kososki, C.

- Strike One
- Ball One
- Strike Two
- Foul Ball
- Strikes Out Swinging

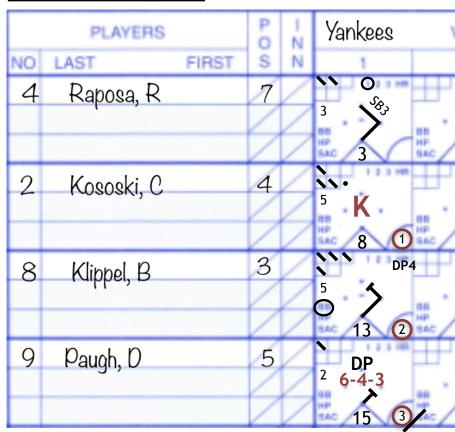
Batter #3: Klippel, B.

- Strike One
- Ball One (Runner Raposa, Steals 2nd base)
- Ball Two, Three and Four

Batter #4: Paugh, D.

- Ball One
- Put in play to Shortstop, Double-Play (Shortstop to 2nd, 2nd to 1st)
- End of Inning

First Four Batters



NOTE: This slash represents end of the inning.



Keeping Score Substitutions/Re-Entry Changes

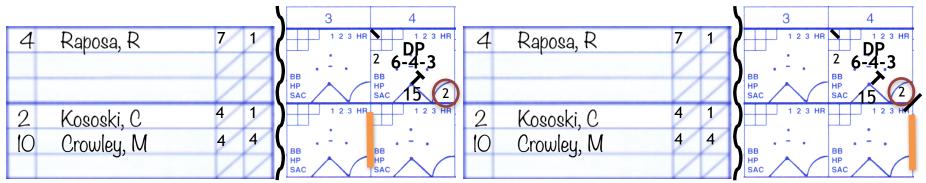


Write the jersey number, player name, position and inning for the substitute. Use a vertical line to indicate when the player substitution takes place.

<u>IMPORTANT:</u> Make sure to properly document <u>WHEN</u> the substitution takes place, as the scorebook will be reviewed in the event there is a protest about minimum play requirements. Scorebook is the official record of the game.

Example #1: Assuming the team is visiting, the substitute player (#10) is coming in for starter (#2) while on offense in the 4th inning:

Example #2: Assuming the team is visiting, the substitute player (#10) is coming in for starter (#2) while on defense in the 4th inning:



Keeping Score Pitching Changes



When a pitching change occurs, there are two places to document the change:

- Offensive Team's Scorecard: Draw a horizontal line where the new pitcher entered the game.
- Defensive Team's Scorecard: Finalize the pitch totals for the pitcher leaving the game, and place the jersey number and player name of the new pitcher on the next line of the pitcher performance section.

<u>IMPORTANT:</u> Pitch counts are important due to Little League's days rest requirement. Make sure to keep accurate pitch counts, as what is in the scorebook is official.

Example: During the 4th inning, starting pitcher (#11) was replaced by another pitcher (#1). The starting pitcher exited the game with a total of 85 pitches thrown.

Offensive Team Scorecard

			3	4
4	Raposa, R	7 1	1 2 3 HR	1 2 3 HR
	1			² 6-4-3
			BB HP SAC	HP SAC 85
2	Kososki, C	4 1	1 2 3 HR	1 2 3 HR
10	Crowley, M	4 4	ВВ	вв
	3,		HP SAC	HP SAC

Defensive Team Scorecard

ON II I	Clifford, D. Ward, T.	}	15/17/32/21/ 15/17/32/21/ 11/19	85 30
	PITCHING TOTALS)	PITCH COUNT	

Keeping Score Other Considerations



In the Major, Junior, and Senior Leagues, it is important to note pitching visits, team timeouts and courtesy runners. While the UIC (Umpire-In-Chief) is responsible for keeping track, he/she may rely on the official scorebook for protested rulings.

Pitching Visits

Simply keep "tally" next to the pitchers name:

NO	PITCHER'S SUMMARY
11	Clifford, D.
1	Ward, T.
	PITCHING TOTALS

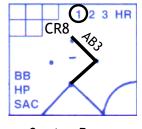
Team Timeouts

Simply document when the team timeout was taken:

TEAM TIME OUTS								
HOME	† 2							
VISITORS	ţ1							

Courtesy Runner

Simply document where the Courtesy Runner ("CR") enters the game (using the Jersey Number):



Courtesy Runner (Jersey #8)

Post-Game Activities



- Document final pitch counts for all pitchers.
- Document final score of game.
- Return scorebook to storage room.

For Minor AA Leagues and older:

- Send email to scores@rocklinllb.com with the following information:
 - League Name
 - Participating Teams
 - Final Score (indicate who won)
 - Example=
 - 3/10 Majors Division: Red Sox 15 Vs Yankees 2; Red Sox won.

