

Scorekeeper Clinic

Why scorekeeping?

Rule 2

OFFICIAL SCORER is appointed by the league president and is a designated volunteer of the league. The scorer shall have sole authority to make all decisions involving judgment, such as whether the batter's advance to first is the result of a hit or an error. If appropriate, the scorer shall communicate such decisions to the press or the announcer. In the event of a question of eligibility of a pitcher, the Official Scorer record shall be deemed official.

The **home team** needs to provide the official scorer for each game.



Why scorekeeping?

But also ... the scorekeeper is necessary to maintain an accurate record of the game.

This record is vital to ensure that mandatory play is met, and that pitch counts are maintained.



What needs to be tracked?

Lineups (for rules 3.03 and 6.07)

Pitch counts (for regulation VI(c) and (d)

Official score

Official record of the game in case it needs to be resumed



What we don't track

Individual player statistics

Errors

Pitcher of record (for wins/losses)



How do we Keep Score

Starting in 2024 the scorekeeper has the option to use the official scorebook provided by the league or gamechanger

Scorebook: Official scorebook must remain in the park and is not to be taken home.

A manager can take a picture of the pages of the scorebook or they may inspect it at the ballpark.

Gamechanger: May be used as an alternative to the scorebook.

Only one record can be deemed official, scorekeeper can keep both but if using the book the book will be the official record and GC informational.



Game Changer



Download Game Changer

There are max of 4 admin, managers will receive a sign on for their team and will select two additional names to also be admins for each team on GC

- LIO has created all teams with rosters on GC
- Once managers provide names of 1- 2 admins, LIO will send GC invitations to join respective teams
- GC offers a full catalog of training tutorials https://gc.com/gcu/scorekeeping-baseball-softball
- GC offers a scoring practice feature use this to get a feel for in-game scoring
- Benefits of using GC include:
 - Records game & season stats for team and players
 - Video streaming, live play by play for families unable to attend game in person
 - Watch previously recorded games

Tips:

- iPad or tablets are easiest to use
- Update play as it progresses
- Ensure mobile device is fully charged or has access to power source
- If streaming video, turn notifications off on device used for recording unless camera is used

Official scorebook

The scorebooks are kept in the umpire room to the right of the snackbar. They are on the middle shelf straight back when you enter the room.

Make sure you get the correct scorebook for the division you're scoring.

Major and Juniors use the big blue binders. AAA uses the spiral bound books.

AA only needs to keep track of pitches, so they will use the pitch count records in the small binder.

Tee Ball, A and AA games should **not** keep score.



Getting started: critical information

Make sure you record **all** of this information at the top of the scorebook page:

- Date of the game
- Home team
- Away team
- Your name

Time, place, conditions (weather), umpires' names are always optional.

Getting started: lineups

After the managers exchange the lineup cards, the home plate umpire will hand you copy.

If they are using the carbon copy ones, please keep all copies together. The umpire will separate them at the plate meeting.



Getting started: lineups

Be sure to **clearly** write each batter's first name or first initial and **full last name** on each numbered line. If the coach only put in the first names, give the lineup back to them and ask for last names. (If you don't, the umpire will at the plate meeting.) There are simply too many Hunters and Chases and Dylans for first names to be useful.

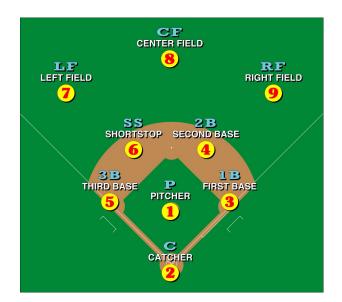
Enter their jersey number in the box to the right.



Defensive positions

Please denote the **starting pitcher and catcher** with a "1" (pitcher) and "2" (catcher) in the **POS** box.

All other positions are optional.



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	-					BB HP SAC
	2	7	austin Vandenh	sery		BB HB
	3	11	Landon Prillo	witz		HP SA
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sstville, CA 95436 · (707) 887-2812. All rights reserved. Unauthorized duplication is a viorance.	9	12	Taryn Cax	0305		
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Tracking pitches

During the game, it is absolutely necessary to keep careful track of **every** pitch.

Regulation VI has **strict** rules regarding how many pitches any player can throw in a game, and how many days rest pitchers need after an appearance based on their pitch count.

Your scorebook is the **only official record** of these numbers. If there's a dispute over the pitching totals, your scorebook is what we will go off.

It is required by rule that we keep track of pitch counts for every game.

Beginning this season, every AA, AAA, Major and Junior game must have a **signed affidavit on file.**

There will be a form for each team. Major and Junior affidavits will be kept in the scoring binders. AA and AAA will be kept in the marked binders.

At the end of the game, make sure all of the tallies



Pitching affidavit

AA, AAA, Major and Junior game must have a signed affidavit on file.

There will be a form for each team. Major and Junior affidavits will be kept in the scoring binders. AA and AAA will be kept in the marked binders.

At the end of the game, make sure all of the tallies for each pitcher are correct. Then, initial each line you completed, and have **both** managers initial each line as well

Home Team is responsible for pitch affidavit unless we are playing an Interleague game, then visiting team is responsible for pitch count affidavit



Pitching Count Sheet A/AAA

A/AA are not required to keep score, the home team scorekeeper is responsible for completion of the pitching count sheet and the pitching affidavit

Both forms can be found in the umpire room, in the designated binders and are available on the Rocklin Little League site for reference

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Daily pitch maximums

Regulation VI - Pitchers

Leagu	ıe Age
13-16	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day
6-8	50 pitches per day

A pitcher who reaches the maximum number of pitches while facing a batter can finish pitching to that batter.



Mandatory days of rest

Regulation VI - Pitchers

Days of Rest										
Pitches	Rest Days									
66 or more	4 calendar days									
51-65	3 calendar days									
36-50	2 calendar days									
21-35	1 calendar day									
Up to 20	0 calendar days									

Recording pitchers

At the bottom of the scoresheet, fill out this info for the **opposing** pitchers.

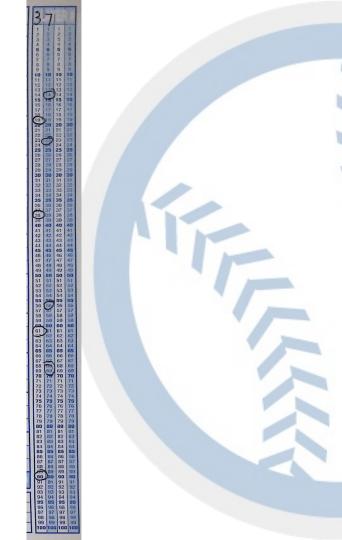
After each inning (or partial inning), record the total number of pitches thrown by that player. When a pitcher is replaced, or at the end of the game, enter their total. You do not need to track any other information.

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PITCHING TOTALS																					

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Recording pitches

During the game, record the pitches here. You can do as this scorekeeper did and merely record the total at the end of each inning, or you can check off each number pitch-by-pitch.



Recording at-bats

Record the results of each at-bat, and, for runners that make it on base, record their base running.

Lots of possible scenarios, but let's look at some of the most common.



Balls, strikes, and fouls

Record each ball and strike in the boxes in the top right corner for each batter.

Record fouls beyond strike two as tick marks to the right of the strikes.

Count the total number of pitches (don't forget the final pitch!) for each batter, add it to the prior batter's total, and enter that running total in the small triangle in the bottom center of the box.



Walks & Hit by Pitch

If the batter reaches base due to a walk, draw a line from home (the top of the triangle) to first, and record the walk as "BB" (base on balls).

If they reach base because they were hit by the pitch, write "HBP" next to the line.

Don't forget to count ball four or the pitch that hit them in your pitch count totals.



Singles, doubles, triples, homers

If the batter reaches base, draw lines from home (the top of the triangle at the bottom) to first, second, third, and then all the way around for a homer.

Record the value of the hit next to the appropriate line by circling the appropriate symbol at the top of the box.

Don't forget to count the pitch that was hit in your pitch count totals.

Strike outs

If the batter strikes out swinging, put a large "K" in the box.

If they strike out swinging, use a large backwards "K".

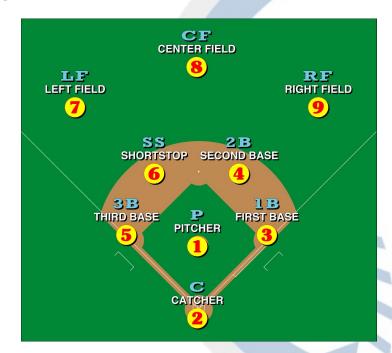
Don't forget to count the pitch!



Line-outs, fly-outs, & pop-outs

If the batter is out by a line-out, fly-out, or pop fly, record the number of the position of the player who caught the ball, preceded by either "L", "F" or "P".

Confused by the difference between a line-out, fly-out, or a pop-out? Don't worry about it.



Ground outs

If the batter is out because of a ground out, record the position of the defensive players involved. If a defensive player makes the out without throwing the ball, mark it as "U<position>".



Plays on the bases

If a runner advances on a play, mark the next base or bases to which they advanced on their box.

If they steal the base, mark "SB" next to the line.

AAA and Majors: if they steal the base due to a passed ball or wild pitch, it's up to you whether to mark "SB" or "PB" or "WP".

Juniors: Record advances due to passed balls and wild pitches according to what happened.



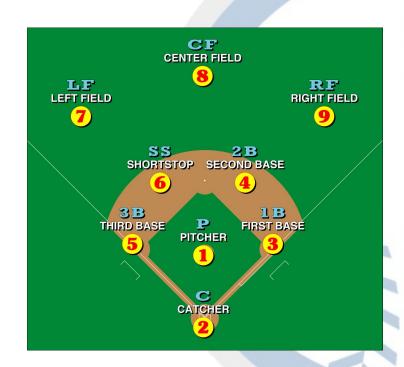
Fielder's Choice

A fielder's choice is when a fielder (almost always an infielder) has a choice as to which base they throw to in order to retire a runner.

Technically, a batter reaching first while another runner is thrown out because of their hit is not awarded a hit (but we don't track hits, so it's not super important.)

You should, however, mark on the retired runner's box the fielder(s) involved in the out, just as you would a ground out.

If you want to, you can also mark "FC" next to the batter's line.



Errors

We don't record errors in Little League.

When an error occurs, simply mark it as though it were a hit.



Recording outs

Anytime a player records an out, mark the number of the out in that inning in the quarter-circle in the bottom right corner of their box.

Mark it in the box of the player who was out.



End of an inning

Rule 5.07: Inning ending conditions

The inning ends when:

Tee Ball, A, and AA

- 3 outs recorded **or**
- All batters have batted once

AAA

- 3 outs recorded **or**
- 5 runs scored or
- All batters have batted once

Major/Junior Divisions

- 3 outs recorded



End of an inning

When an inning ends, mark a dark line below the box for the last batter. Then, cross out the remaining boxes for that inning so that you do not accidentally start the next inning in that column.

Be sure to start the next inning in the proper location in the next column.

Take the opportunity at the end of each inning to tally the runs scored and to double-check and then record pitch counts.



Batting around

If every batter on a side bats in an inning before the defense records three outs, the inning will continue. Simply start with the first batter in the next column. You can cross out the inning number and write in the correct number.

Be sure to still start the next inning in the next column.



Substitutions in AAA

This division uses continuous batting order (CBO). Managers have free substitutions throughout the game. As the scorekeeper, you only need to be aware of and record changes with pitchers and catchers.



Substitutions in Majors and Juniors

Spring 2024: This division uses continuous batting order (CBO). Managers have free substitutions throughout the game. As the scorekeeper, you only need to be aware of and record changes with pitchers, catchers and outfield changes

Managers must report substitutions to the home plate umpire.

It's fine—and more efficient—for the manager and umpire to meet next to the scorekeeper for substitutions. **However, do not talk to the manager alone. Make sure the umpire is present.**

Recording substitutions

It's very important that the Board be able to look at your scorebook and be able to determine whether or not mandatory play was met by all players.

Be sure to **clearly** mark when a substitute enters the game and when the starter re-enters.



Mandatory play responsibility

Enforcing mandatory play is ultimately everyone's responsibility.

The umpires need to enforce the rule prohibiting a sub from being removed before they meet mandatory play.

As the scorekeeper, if you see that a manager might be in danger of not meeting mandatory play, **please notify the umpire right away**. We would rather be able to rectify the situation immediately rather than have a kid miss out on play time (and then have to penalize the manager.)



Unreported substitutes

Unreported substitutes are legal. If you notice that a player is coming up to bat **and they** would be a legal substitution, simply record the substitution in your scorebook as if the manager had properly reported it, and record the at-bat as normal.

If you see an illegal substitution (for example, a starter is re-entering before their substitute has completed mandatory play), **immediately** notify the umpire. **Do not wait until after the at-bat or the inning.** An illegal substitute is a protestable situation, and we are all under obligation by rule to do everything we can to avoid protests.



Ending the Game

Rule 4.10 (e): Mercy rule

"Mercy rule"

	1	2	3	4	5	6	7
Minor/Major			15 runs	10 runs			
Junior				15 runs	10 runs		

Ending the Game

Rule 4.11: Game ending conditions

Game ends:

- Tee Ball: 6 innings or 90 minutes

 No score is kept in Tee Ball
- A/AA: 6 innings or 90 minutes

 No score is kept in A and AA
- AAA: 6 innings or 150 minutes or mercy rule

 AAA games may end in a tie
- Major: 6 innings or mercy rule
- Junior: 7 innings or mercy rule
 Major & Junior games will play extra innings if needed.

There is no time limit for Major and Junior games.



AAA timed games

In AAA games, no new inning can begin after 2 hours, no new half inning after $2\frac{1}{4}$ hours, and there's a hard stop at $2\frac{1}{2}$ hours.

The umpires will try to make it so that a complete inning is played. But sometimes, stuff happens. If the game is called due to time and the home team is behind and did not complete their half inning, then the final score will reset to the last completed inning.

AAA games may end in a tie.



Suspended games

AA and AAA are official after four innings or when they reach the time limit

Major games are official after four innings; Junior games after five.

If a game is suspended (usually due to rain or lightning or light failure) before it becomes official, it will need to be resumed at the exact moment it was called.

It is very important that you make sure to record in the scorebook the **exact** situation at the point at which the game is suspended. Not sure the score and the inning (although those are important), but also who is at bat, what the count is, where runners (if any) are, and who the current pitcher and catcher are.

Pitching affidavits still need to be completed.



Ending the game

At the end of the game, you have several key responsibilities:

Scorebook:

- → Finalize your scoresheet
- → Prepare the pitching affidavits
- → Put everything away (unless you're not the last game on Saturday.)
- → Email the final score to scores@rocklinlittleleague.com

GameChanger:

- → Click Menu in top right corner "Game Over"
- → Export box score and email to scores@rocklinlittleleague.com



Scoreboard

Running the scoreboard is *always* optional. The book is mandatory, the scoreboard isn't.

Please don't try to do both at the same time. If you don't have a partner, don't do the scoreboard. If another parent asks why the scoreboard isn't working, invite them to have a seat next to you.



Scoreboard setup

The scoreboard controllers are in the black boxes next to the scorebooks.

Make sure you get the correct box for the correct field.

Make sure the scoreboard is turned on.





Scoreboard setup

The scoreboard controllers can look intimidating but they're really easy to use.



Getting the rules

We *strongly* encourage you to download and install the app. **It is free.**

Because the app is free, the league will not be providing printed copies to managers this year.

The app makes searching for a particular rule very easy.



Free Rulebook App, Tournament Mandatory Play Highlight Updates and Rule Changes for 2023 Little League® Season

As the 2022 calendar year comes to a close, Little League International has announced the updates and changes to its Official Regulations, Playing Rules, and Operating Policies for the 2023 season.

Through our continued support from our broadcast partner, ESPN, and the strong support from our official sponsors, we continue to find new ways to remove financial barriers for our families, leagues, and volunteers. Effective with the 2023 season, the <u>Little League</u> Rulebook App will now be free to download.



Questions?

Please reach out to the board anytime you need assistance and remember each game will have a BMOD * Board Member on Duty"

board@rocklinlittleleague.com

