

Protocol for Official Score Keeper

- Arrive about 30 min before game time to get set up:
 - If you are the first game at PALL:
 - Get the Scorekeeping Folder from the snack shack umpire/equipment room.
 - Get and set up table and chairs from the field's storage box (Majors = equip rm)
 - If needed/desired, get and set up a shade canopy and remote score board.
 - If you are at PNLL:
 - Bring (or get from your manager) your Team scorebook.
 - Get the lineups from the manager.
- Fold your scorebook with two score sheets on the outside and clip it (clips in scoring folder). The visiting team should be above the spiral binding, Home below. This allows you to record one team and simply flip the book to record the other.
- Before The Game enter (on each score sheet):
 - Teams, Date & Names of Game Officials (Umpires, Scorekeeper, Pitch counter).
 - Line in spaces (next to the player's name slot) for Defensive positions for six (6) innings.
 - Fill in the Batting order including:
 - Player's Jersey number, Full name, and starting position ("-" for bench).
Use numbers for positions: (P=1, C=2, 1B=3, 2B=4, 3B=5, SS=6, LF=7, CF=8, RF=9)
 - List all players and note the ones who are absent (if any). *This is to ensure that all players are accounted for, not simply sitting on the bench and not playing.*
 - In the space above Inning 1, enter the starting pitcher for the opposing team.
 - Draw a line under the last player and write in the starting pitcher for the opp. team.
This is where you can keep track of pitch totals to cross-check with the Pitch Counter.
- During a Half-Inning:
 - Record what happens to each player when at bat or on the bases.
 - Especially: Record "At Least" **THE BIG FOUR – Plus ONE:**

<ol style="list-style-type: none">1. Every PITCH that was thrown (ball, strike, foul, etc), and by which pitcher.2. What every BATTER did at the plate.3. Where every RUNNER is on the Base Paths (and, if you are able, How they got there).4. Who made every OUT or RUN and How.<ol style="list-style-type: none">I. What Defensive Position (if any) each player played each inning

 - When a run is scored, fill in the diamond so it is easier to count later. *(Personally, I prefer to fill with lines (per sample sheet) as it looks neater than solid fill)*
 - Record in each player cell (between the ball & strike boxes on the right), the total pitches thrown to that batter.
- After a Half-Inning:
 - Total the Runs and write in the box score space at the top of the score sheet.
 - Draw a slash after the last batter (see sample) and line out the rest of the column (to avoid accidentally starting the next inning in the wrong column).
 - Total up the pitches thrown by any pitcher in that half and write the total next to the pitcher's name (where you entered it below the batters).
 - **CROSS-CHECK** your pitch count total with the Official Pitch-Counter. Reconcile any discrepancies.
- After the Game:
 - Total the scores for both teams.
 - Total the pitch counts for each pitcher and **CROSS-CHECK** with the Pitch-Counter.
 - Ask the Managers to confirm the accuracy of the score book, especially as regards Minimum Play (how many outs each kid played in the field).
 - Note. If the managers leave without confirming, don't hassle it. Allowing them the opportunity is a courtesy for them.
- After the Game:
 - If you are the last game (at PALL):
 - Put away Table, Chairs, Canopy, Score folder & remote score board.

Protocol for the Official Pitch Counter

- Arrive about 30 min before game time to get set up:
 - If you are the first game at PALL:
 - Get the Scorekeeping Folder from the snack shack umpire/equipment room.
 - Get and set up table and chairs from the field's storage box (Majors = equip rm)
 - If needed/desired, get and set up a shade canopy and remote score board.
 - If you are at PNL:
 - Get the lineups from the manager.
- Before the Game set-up your pitch count log sheet. Enter:
 - Division (Minor-B, Minor-A, etc).
 - Home and Visiting Team names.
 - Date
 - Starting Pitcher for each team: Name, Jersey Number & League Age.
 - The Scorekeeping folder will include a laminated set of rosters for your division including each player's league age.
- During the game, enter each pitch thrown by each pitcher.
 - Each pitch will be recorded in the numbered boxes next to the pitcher's name. Note that there is space for 105 pitches which should be more than enough for our divisions.

<ol style="list-style-type: none">1. If the pitch ends the half-inning – CIRCLE the space. <i>This makes finding inning changes easy.</i>2. If the pitch ends the batter (but not the half-inning) – BLACKEN a triangle in the space. <i>This makes finding the pitches for each batter easy (a help when cross checking with the official scorekeeper).</i>3. Otherwise, draw a SLASH in the space.
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 - If the umpire calls an illegal pitch, that COUNTS, even if the pitcher didn't throw the ball. Rule – If the Umpire says count it, then count it.
 - Note. It's a bit more complicated for Balks, but that is only for Intermediate division and above. Generally, it adds to pitch count only if the pitch is actually thrown to the plate.
- When a pitcher is removed (whether for another pitcher or at the end of the game):
 - Calculate the pitchers required Days-of-Rest based on the rules and their pitch count.
 - Record this in the column at the right.
- After the Game:
 - If you are the last game at PALL:
 - Put away Table, Chairs, Canopy, Score folder & remote score board.