

# PALL Scorekeeping 101

## Agenda

1. Welcome & Sign-in.
2. What is Scorekeeping?
3. Tools of the Trade.
  - a. Scoresheet
  - b. Notation.
  - c. Pitchcount Log
4. Protocol – What do you do at each game?
5. Tips – Q&A.
6. Teaser – Scorekeeping 201.

What is Scorekeeping? *What are we here for?*

*Well, ignoring the metaphysical connotations of the question ☺*

### **WHY KEEP SCORE?**

- To make an official record that TELLS A STORY – the story of a Baseball Game YOUR Kid's Baseball Game !!
- To keep the Score and tell who won, yes, but also to give credit to the kids who HIT, RAN, FIELDDED, PITCHED and **Played** the game.
- To provide a record for computing statistics (batting average, ERA, etc).
- To help the managers ensure each kid gets to play his share – by recording play time and allowing mandatory play requirements to be tracked.
- To support the Umpires by providing a written record of what has happened previously.
  - Even umpires lose the ball/strike count on occasion. ☺
  - If there is a question of a player batting out of order, you have the answer in your record.
- To keep a record of the game so that it may be resumed correctly if Suspended, Protested or Interrupted for any reason.

## What is a Scorekeeper? What are your Roles & Responsibilities?

- You are OFFICIALS of Poway American Little League
  - You (the Official Scorekeeper & Pitch-Counter) are, with the Umpires **The Third Team on the field !!**
  - Work Together – Help Each Other to SEE each play and Get the Call Right.
  - Have Fun !!! (but) Be Serious about doing your part to **help the KIDS enjoy playing a game of Baseball !**
- Once the game begins, the Umpire is in complete charge of the game. You MUST NEVER make a decision that conflicts with either the Official Rules and Regulations of Little League Baseball or with an Umpire's decision
- Judge impartially. Judge according to the age and ability of the players.
- While it is a prime tenant of scoring that some indication should be made in the book to account for every movement of the batter and runners, this is a learned skill so –

*Beginning* scorekeepers should at least record **THE BIG FOUR – Plus ONE:**

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.
4. Who made every **OUT** or **RUN** and How.

**Plus**

- I. What Defensive Position (if any) every player played each inning.

**Above All – Have Fun !!!**

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**WARNING:**

Scoring will change the way you see the game.

*You might even like it!*

# So What's Next?

# The Official Score Sheet

Look at the primary tool of your trade ...  
Where **YOU** write your story:

Notes:

_____ SCORER				
VISITORS				
HOME				
...				
NO.	PLAYERS	POS	1	2
			BB 1B 2B 3B HR	BB 1B 2B 3B HR
		S	BB 1B 2B 3B HR	BB 1B 2B 3B HR
		S	BB 1B 2B 3B HR	BB 1B 2B 3B HR
		S	BB 1B 2B 3B HR	BB 1B 2B 3B HR

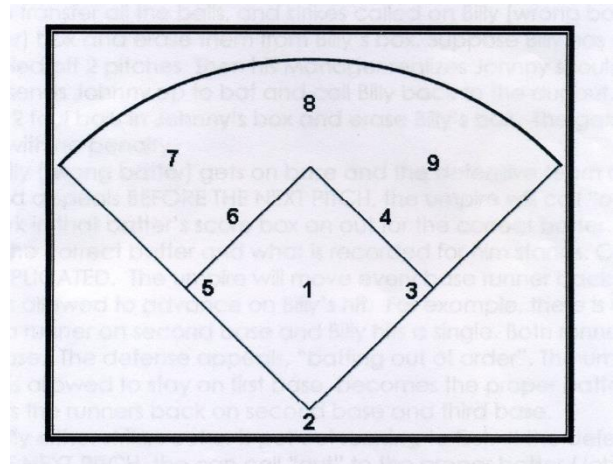
This provides you place to record **The Big FOUR – Plus ONE**

1	The <b>PITCHES</b> thrown to each batter.	<i>Balls, Strikes, Fouls ...</i>
2	What each <b>BATTER</b> did at the plate.	<i>Hit, Error, Fielder's Choice, Walk, Out ...</i>
3	Where every <b>RUNNER</b> is on the Base Paths.	<i>For beginners, don't worry about "How", just record positions as they advance.</i>
4	Who made every <b>OUT</b> or <b>RUN</b> and How.	<i>Thrown out, Caught Stealing; Stolen Base, Error, Driven in, ...</i>
plus I	What <b>Defensive Position</b> (if any) each player played each inning.	<i>Needed for monitoring mandatory play requirements and ensuring every kid is playing.</i>

Also: Team names, Final score, Scorekeepers & Umpires – and other parts of the Game Story.

## Baseball Positions (with number & symbol)

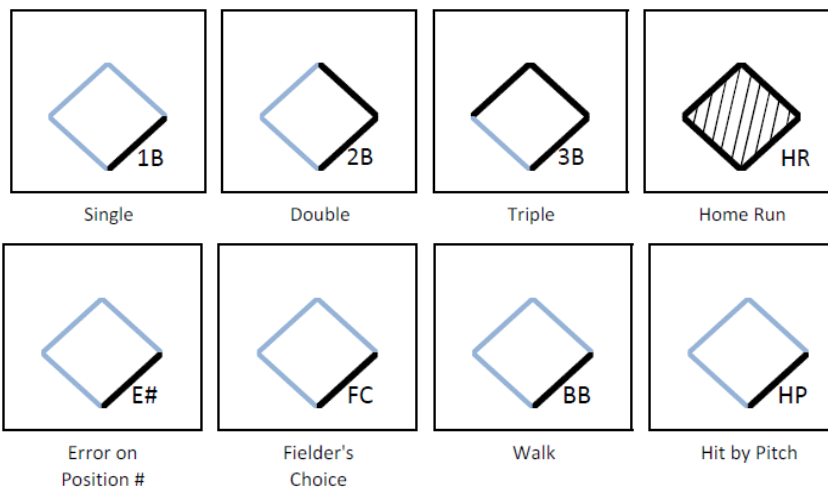
Pitcher	1	P
Catcher	2	C
1 <sup>st</sup> Base	3	1B
2 <sup>nd</sup> Base	4	2B
3 <sup>rd</sup> Base	5	3B
Shortstop	6	SS
Left Field	7	LF
Center Field	8	CF
Right Field	9	RF



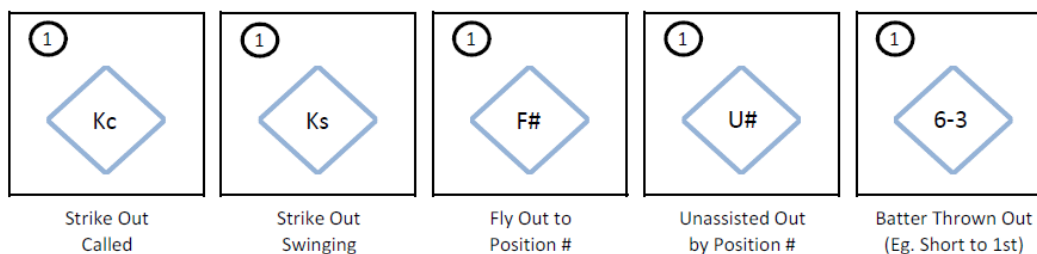
# Scorekeeping 101 Notation

(The Basics)

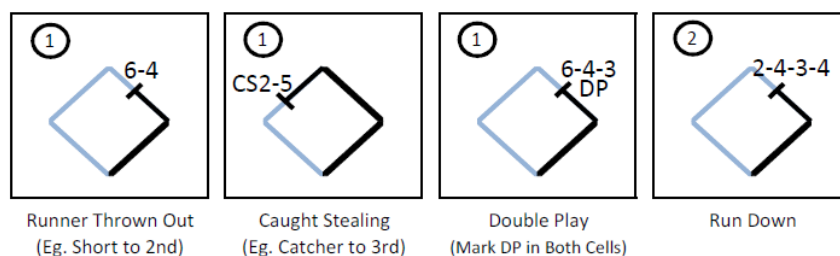
## Ways Batter Gets On Base



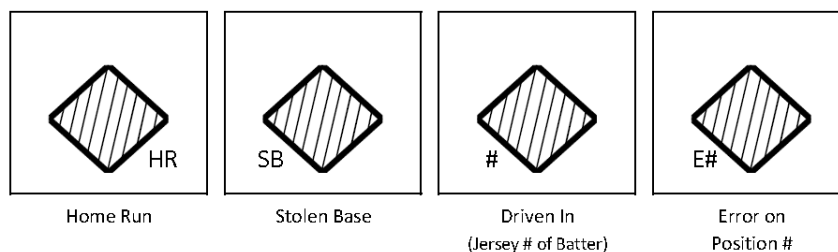
## Ways Batter Makes An Out



## Ways Runner Makes An Out



## Ways Runner Scores



Question: But, what if something unexpected happens? Something I don't know the notation for?  
 Answer: Just record a note (explaining what happened) and move on – Don't hassle it.



# Protocol for the 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 # of the starting pitcher for the opposing team.
- 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:**
    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.
    4. Who made every **OUT** or **RUN** and How.
    - 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 slashes {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 **CROSS-CHECK** your total with the Official Pitch-Counter. Reconcile any discrepancies.
- After the Game:
  - Total the scores for both teams.
  - Ask the Managers to confirm the accuracy of the score book, especially as regards Mandatory 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.

# But ... What about the Pitch Counter ???


Little League places high value on protecting the arms of young pitchers (all Little Leaguers are “young”).


To this end, safety rules are in place to limit how many pitches may be thrown in one day, and how much rest is needed between pitching outings.


## *The Official Pitch-Count Log*

- Record the name, uniform number and League Age of each pitcher who throws a pitch for each team.
- Record Each and Every pitch thrown by each pitcher.

**ATTENTION SCOREKEEPERS:**

MARK  FOR EACH PITCH THROWN

MARK  FOR LAST PITCH TO EACH BATTER

MARK  FOR LAST PITCH OF THE INNING

Pitcher's Name	Uniform Number	League Age	* Do NOT count warm up pitches * Illegal pitches DO count, As												Days of Rest			
			1	2	3	4	5	6	7	8	9	10	11	12				
<b>HOME</b>			1	2	3	4	5	6	7	8	9	10	11	12	32	33	34	35
			36	37	38	39	40	41	42	43	44	45	46	47	67	68	69	70
			71	72	73	74	75	76	77	78	79	80	81	82	102	103	104	105
			1	2	3	4	5	6	7	8	9	10	11	12	32	33	34	35
			36	37	38	39	40	41	42	43	44	45	46	47	67	68	69	70
			71	72	73	74	75	76	77	78	79	80	81	82	102	103	104	105
			1	2	3	4	5	6	7	8	9	10	11	12	32	33	34	35
			36	37	38	39	40	41	42	43	44	45	46	47	67	68	69	70
			71	72	73	74	75	76	77	78	79	80	81	82	102	103	104	105
			1	2	3	4	5	6	7	8	9	10	11	12	32	33	34	35
			36	37	38	39	40	41	42	43	44	45	46	47	67	68	69	70
			71	72	73	74	75	76	77	78	79	80	81	82	102	103	104	105

# Sample Pitch-Count Log

## Poway American Little League - Pitch Count Log

Division: Pros Home: Masters Visitor: Big Boys Date: 2/26/14

Age / Pitch Limit	Pitch Limit
7 to 8	50
9 to 10	75
11 to 12	85
13 to 16	95
17 to 18	105

League age 7 to 14	Pitches Thrown	Days of Rest
1 to 20	1 to 20	0
21 to 35	21 to 35	1
36 to 50	36 to 50	2
51 to 65	51 to 65	3
66 +	66 +	4

League age 15 to 18	Pitches Thrown	Days of Rest
1 to 20	1 to 20	0
21 to 35	21 to 35	1
36 to 50	36 to 50	2
51 to 65	51 to 65	3
66 +	66 +	4

ATTENTION SCOREKEEPERS:

MARK  FOR EACH PITCH THROWN

MARK  FOR LAST PITCH TO EACH BATTER

MARK  FOR LAST PITCH OF THE INNING

If a pitcher reaches Max-Pitch limit while facing a batter, he may finish pitching to that batter. [Reg VI(c) Exception]

If a pitcher finishes pitching to a batter, his Days-Of-Rest reverts to the pitchcount as of the last batter faced. [Reg VI(d) Exception]

Pitcher's Name	Uniform Number	League Age	* Do NOT count warm up pitches * Illegal pitches DO count, As do pitches thrown to Out-Of-Turn batters																		Days of Rest																	
<b>HOME</b> Don Drysdale	6	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	2
Lucas Luetge	7	11	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	1
Josh Johnson	8	11	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	0
Hunter Harvey	13	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	1
<b>VISITOR</b> Arnold Palmer	4	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	1
Fuzzy Zoeller	1	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	0
Phil Mickelson	3	11	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	4
Jack Nicklaus	6	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	0
Byron Nelson	2	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	0

Work with your Official Scorekeeper. **You are a Team.**  
 Cross-check your pitch count at least every half inning.  
 Personally, I try to cross-check every batter.  
 If one of you misses or adds a pitch, it's easier to correct it the sooner you catch it.



# 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:
  - Bring (or get from your manager) your Team pitch-count log sheets.
  - 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 PALL Scorekeeping folder will include a set of rosters for your division including each player's league age. Your manager may also have a copy.
- 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"><li>1. If the pitch ends the half-inning – CIRCLE the space. <i>This makes finding inning changes easy.</i></li><li>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></li><li>3. Otherwise, draw a SLASH in the space.</li></ol>
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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.
- 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.

# PAWL Special Local Rules

## Continuous Batting Order – rule 4.04

- All upper divisions will bat all players present (continuous batting order).
- Note: All-Stars (9/10, 11's and Majors) uses "Tournament Rules" (from the tournament section of the Little League rule book).

## Dropped 3<sup>rd</sup> Strike Rule (Major's Only) – rule 6.05(b) & 6.09(b)

- If a third strike is not legally caught by the catcher, then the batter is not automatically out if either (a) 1<sup>st</sup> base is open or (b) There are 2 outs.
- In this case, the batter must be tagged or a play must be made for an out.
- A couple of notes:
  - If the ball bounces before reaching the batter, then it is NOT a "legally caught" ball if the batter swings for strike 3 (i.e. it is treated as "dropped" whether the catcher gloves it or not) – rule 2.00(Ball).
  - If two are out and 1<sup>st</sup> base is occupied, then the runner is (essentially) forced to run and is subject to being forced out at the next base.

## Mercy Rule (Major's Only)

Note on the score sheet the game ended by 4.10(e) Mercy Rule.

- If a team is leading by ten (10) runs or more after 4 innings have been completed (or 3-1/2 if the home team is winning), the game will be declared over and complete.
- Minimum play is determined by the number of innings actually played.

## 5-Run-Rule (Minor-A & Minor-B)

- Innings will end as soon as either a team scores 5 runs or every batter in the lineup has batted once in the inning (per LLB rule 5.07). This is the "5-Run-Rule".

**DO** Inform the Umpire when a team has scored 5 runs or every batter in the lineup has batted once in the inning. The inning ends at this point.

Mark "**5RR**" in the inning column for any inning shortened by this rule.

However, Let the play complete (even if more runners cross the plate), but only count the first 5. If a kid gets a big hit, LET him have the fun of running it out

- For Minor-A, this rule applies for all innings except for the last/6<sup>th</sup> (or an inning the umpire designates as the last inning) – and beyond if the game goes to extra innings to break a tie.
- For Minor-B, this rule applies for all innings of a game.

## Time Limit (Minor-B, Regular Season)

- Minor-B will enforce a 1:45 min time limit during the regular season.
  - No new inning may start once the time limit has expired – even if the game is tied or less than 4 innings have been completed. However, a new inning is “considered” started as soon as the 3<sup>rd</sup> out of the prior inning is recorded.
- The “time” officially starts at the scheduled game time, regardless of when play actually commences. The only exception is if the Umpire is late or the game is suspended due to the elements.
- During PALL post-season, there will be NO time limit. All games will be played to 6 innings.

## Other Minor-A Special Rules

- Note: Little League Reg VI(j) specifies No 12 yr old may pitch in Minor-A or B.

## Other Minor-B Special Rules

- No 11 yr old may pitch in Minor-B.
- Stealing of Home IS permitted in Minor-B, the same as any other base.

## Mandatory Play

*You don't need to “enforce” this. HOWEVER, no one wants a violation to happen so it's ok, during the regular season, to provide information that can help a manager avoid shorting a kid.*

- Majors:
  - In any game where a team plays at least 6 defensive innings, every player must play at least 12 defensive outs (4 innings) and bat once.
  - In any game where a team plays 5 defensive innings, every player must play at least 9 defensive outs (3 innings) and bat once.
  - **In any shorter game, LLB Reg IV(i) requires every player to play at least 6 defensive outs and bat once.**
  - In any inning which is shortened for any reason, a player playing the entire defensive inning gets credited with 3 defensive outs for that inning, otherwise they are credited only with the number of outs they were playing on defense for.
  - Every child must play at least two complete games each half of the season. A “complete” game means plays the entire game regardless of how long it runs.
- Minor-A & Minor-B
  - Same as Majors except: The above mentioned 5-Run-Rule provides another way for an inning to be shortened.

# Scorekeeping Tips

- It is normal to be confused on particular plays. Score the play to the best of your ability, write down what happened on a notepad and continue scoring the inning. Then get help to sort out what happened between half-innings.
  - Note: If we were perfect at this, we'd get paid to do it –  
But then we probably wouldn't be doing it here. ☺
- Remember, there may be several runners and many fielders –  
**but there is ONLY ONE BASEBALL.**
  - Follow the ball – and the rest will generally take care of itself.
- Always watch the ENTIRE play before scoring what happened.
  - If you look away at the wrong time, you may miss a crucial piece of information.
  - Train yourself to remember how the play goes down, then score it on the score-sheet.
- Scorekeeping's **\* Big FOUR – Plus ONE \*** - Focus on recording:

1	The <b>PITCHES</b> thrown to each batter.	<i>Balls, Strikes, Fouls ...</i>
2	What each <b>BATTER</b> did at the plate.	<i>Hit, Error, Fielder's Choice, Walk, Out ...</i>
3	Where every <b>RUNNER</b> is on the Base Paths.	<i>For beginners, don't worry about "How" they advanced - just record where they are as they advance.</i>
4	Who made every <b>OUT</b> or <b>RUN</b> and How.	<i>Thrown out, Caught Stealing; Stolen Base, Error, Driven in, ...</i>
plus I	What <b>Defensive Position</b> (if any) each player played each inning.	<i>Needed for monitoring mandatory play requirements and ensuring every kid is playing.</i>

- REMEMBER --- YOU are part of a TEAM.
    - The Official Scorekeeper and the Official Pitch-Counter are a Team.  
Work together, watch each other's back and help each other out.
    - You and the Umpires are a Team. Always remember why you are there:
      - You are working together  
**To Help the KIDS Enjoy Playing a Game of Baseball !!!**
- Remember that, and have fun !!!

# *Scorekeeping 201 Teaser*

In this course, we have covered the basics of scorekeeping.

- What is Scorekeeping and Why are we doing it.
- The Score Sheet and the Basic language of Scorekeeping.
- The Pitch Count Log and why we keep it.

The real “Fun” (and, sometimes, challenge) of Score Keeping is deciding WHAT to record for each play:

- Is it a Hit, or Error?
- Who gets credit for the run that scored?
- Was that a Sacrifice?
- And so on.

In Scorekeeping 201 we will explore these topics and more.

For example:

- Additional Scorekeeping Notation.
- Hit, Error or Fielder’s Choice? – The Rule of Ordinary Effort.
- Stolen Base, Wild Pitch or Passed Ball?
- Sacrifices.
- Credit for Advancing the Runner and the Run that Scores (Ribbies)
- Batting Out of Turn – Oops ☹
- The Pitch-Count Rules.
- “What’s The Score” – The Official Scoring Rules of Little League Baseball.
- League Special Local Rules

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## Q & A

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