PALL Scorekeeping 201

Welcome to Scorekeeping 201

Who is this course for?

- For graduates of Scorekeeping 101.
- For returning scorekeepers already familiar with the basics of Scorekeeping.

Agenda

1. Welcome & Sign-in.
2. Introduction & Recap.
   a. The Official Playing Rules – The "Green" Book
   b. The Official Scorekeeping Rules – "What's The Score"
3. Hit, Error or Fielder's Choice?
4. Credit for Advancing a Runner & Ribbies
5. Sacrifices
6. Stolen Base, Wild Pitch or Passed Ball?
7. Batting Out of Turn – or "Oops"
8. Pitching Rules for Scorekeepers
9. PALL Special Local Rules
10. Sample Game
11. Tips – Q&A

WARNING:

Scoring will change the way you see the game.

You might even like it!

What is a Scorekeeper?

- You are OFFICIALS of Poway American Little League
    - You (the Official Scorekeeper & Pitch-Counter) are, with the Umpires **The Third Team on the field** !!
- You are helping your kids to **enjoy playing a game of Baseball !**
    - To make a 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, FIELDED, PITCHED and **Played** the game.
- You are helping the managers ensure each kid gets to play his share – by recording play time and allowing minimum play requirements to be tracked and enforced.
- You are helping the Umpires officiate the game:
    - To provide information to the umpires when needed. Such as in case of a player batting out of turn. Or if the umpire needs help with the count. Or to report when a kid has reached his pitch-count limit.
    - To keep a record of the game so that it may be resumed correctly if Suspended, Protested or interrupted for any reason.

What are your Roles & Responsibilities?

- Score according to the rules of Little League Baseball as provided in:
  - "The Green Book" – The Official Playing Rules (Regulations plus Rules 1 to 9).
  - "What's The Score" – The Official Scoring Rules (Rule 10).
- 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 and Judge according to the age and ability of the players.

Scorekeepers should strive to 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
    (and, if you are able, How they got there).
4. Who made every **OUT** or **RUN** and How.

Plus

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

- Once a judgment decision (hit/error, wild pitch/passed ball, etc) is made and entered – IT MUST STAND. *["What's The Score" pg 2]*
  - Erasures in the scorebook, other than to correct a misused symbol, or if a rule was misapplied, or in a case of batting out of turn, should be avoided – Just as no one really likes to see an umpire who can be talked into changing his mind.

Above All – Have Fun !!!

(From the Western Region Scorekeeping Clinic)

"New scorekeepers are writing a simple book that gives the ABC's of the game. Record hits, runs and outs. Make sure each player's name is written down correctly. No need for lots of details. Think of someone learning to read. Make it clean, clear + easy to read: connecting the dots from the 1ˢᵗ pitch to the last out.

As you become a more experienced scorekeeper … have fun! It's like writing a novel. The more details, the greater the story. Everyone matters, every position is important, every play impacts the next play. Have a goal that if someone (who wasn't at the game) were to read your scorebook they would be able to relive the game through you!"

So What's Next?

Recap the Basics and then on to the "Fun" stuff ☺

Sample Scoresheet

Christy Martin — Pitch Counter
Brian Cannon — SCORER

SCORE BY INNING

(B) Dave Miller
UMPIRE (P) Rob Nigro

VISITORS										FINAL SCORE	
Big Boys	2	4	0	—	8	0	0				14
Masters	1	1	3	—	4	4	2				15

DATE 2/26/14

PITCHER
CATCHER
FIRST BASEMAN
SECOND BASEMAN
THIRD BASEMAN
SHORT STOP
LEFT FIELDER
CENTER FIELDER
RIGHT FIELDER
ROVER

NO.	PLAYERS			POS	1	2	3	4	5	6	7	8	9	SO	SB	SAC	RBI	PO	A	E
5	Abe	4	4	4																
	Almonte	–	6	4																
1	Bobby	2	2	2																
	Boone	2	2	2																
3	Coco	8	8	8																
	Crisp	–	8	8																
6	Donny	1	1	–																
	Drysdale	8	5	3																
9	Eddie	6	6	6																
	Escobar	6	–	6																
2	Freddy	3	3	3																
	Freeman	3	3	–																
12	Grant	5	5	5																
	Green	5	–	5																
13	Hunter	–	7	7																
	Harvey	7	1	1																
8	Josh	7	–	–																
	Johnson	1	7	7																
4	Kevin	9	–	9																
	Kiermaier	9	9	9																
7	Lucas	–	9	1																
	Leutge	4	4																	
10	Matt				A B S E N T															
	Magill																				

(Pitch Count)

4	Arnold Palmer				2-2	18=40							40							
1	Fuzzy Zoeller					8						0	8							
3	Phil Mickelson					6	14=20	47=67				4	6-7							
6	Jack Nicklaus							11				0	11							
2	Byron Nelson							8				0	8							

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HITS	LOB	HITS	LOB	HITS	LOB	HITS	LOB	HITS	LOB	HITS	LOB	HITS	LOB	HITS	LOB	HITS	LOB
1	1	3	0	0	0	—		4	1	3	1						

Don't be concerned if there is more notation here than you recognize.
This is just to give you a feel (and a glimpse ahead ☺).

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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

League Age	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	0
21 to 35	1
36 to 50	2
51 to 65	3
66 +	4

League age 15 to 18

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

ATTENTION SCOREKEEPERS:

MARK ☑ FOR EACH PITCH THROWN

MARK ◪ FOR LAST PITCH TO EACH BATTER

MARK ㉝ 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]
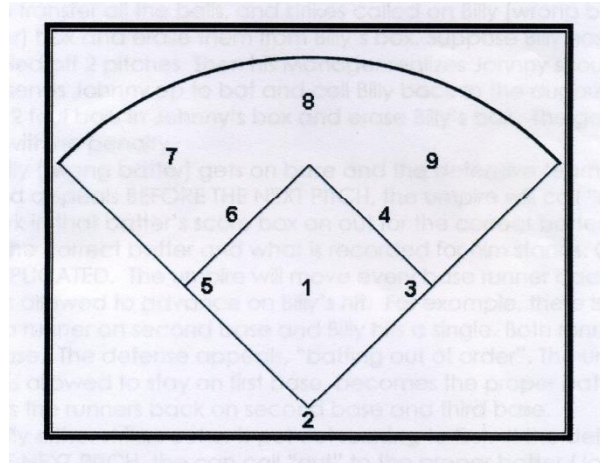
* Do NOT count warm up pitches
* Illegal pitches DO count, As do pitches thrown to Out-Of-Turn batters

Pitcher's Name	Uniform Number	League Age		Days of Rest
HOME Don Drysdale	6	12		2
Lucas Luetge	7	11		1
Josh Johnson	8	11		0
Hunter Harvey	13	12		1
VISITOR Arnold Palmer	4	12		1
Fuzzy Zoeller	1	12		0
Phil Mickelson	3	11		4
Jack Nicklaus	6	12		0
Byron Nelson	2	12		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.

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Scorekeeping 201 Notation
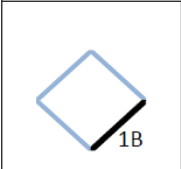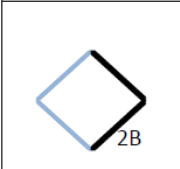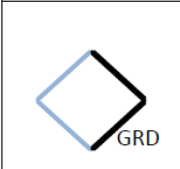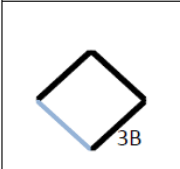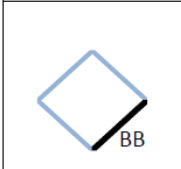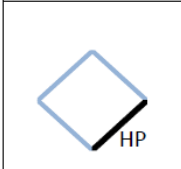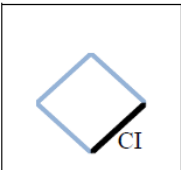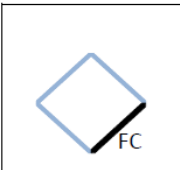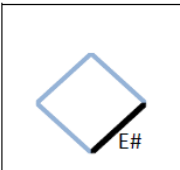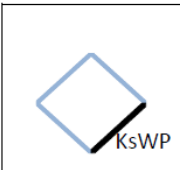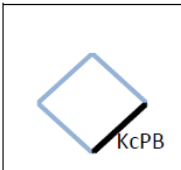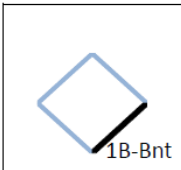
Baseball Positions (with number & symbol)

Position	Number	Symbol
Pitcher	1	P
Catcher	2	C
1st Base	3	1B
2nd Base	4	2B
3rd Base	5	3B
Shortstop	6	SS
Left Field	7	LF
Center Field	8	CF
Right Field	9	RF

Scoring Notation

Ways Batter Gets On Base

1B	2B	GRD	3B	HR	BB	HP
Single	Double	Ground-Rule Double	Triple	Home Run	Walk	Hit by Pitch

CI	FC	E#	KsWP	KcPB	1B-Bnt
Catcher's Interference	Fielder's Choice	Error on Position #	Dropped 3rd K (Swing) Reach on WP (Majors and above Only)	Dropped 3rd K (Called) Reach on PB	Bunt Single

Ways Batter Makes An Out

Kc	**Ks**	**F#**	**P#**	**L#**	**OOT**
Strike Out Called	Strike Out Swinging	Fly Out to Position #	Pop Out to Position #	Line Out to Position #	Batting Out of Turn

U#	**6-3**	**IF P#**	**SacB 1-3**	**Sac F#**
Unassisted Out by Position #	Batter Thrown Out (Eg. Short to 1st)	Infield Fly Incl. P# if Pop Caught	Sacrifice Bunt with How Out Recorded	Sacrifice Fly to Position #

Ways Runner Advances

#	**WP SB**	**PB SB**	**SB**	**E#**	**FC**	**OBS E#**
Jersey # Of Responsible Batter	1st to 3rd on Wild Pitch	1st to 3rd on Passed Ball	Stolen Base	Error on Position #	Fielder's Choice	Obstruction (E on Obstructor Pos)

BLK	**DI**	**OT**
Balk (Intermediate/up Only)	Defensive Indifference	On the Throw (On Play Elsewhere)

Ways Runner Makes An Out

6-4	**CS2-5**	**6-4-3 DP**	**2-4-3-4**	**INT U#**	**HBB**
Runner Thrown Out (Eg. Short to 2nd)	Caught Stealing (Eg. Catcher to 3rd)	Double Play (Mark DP in Both Cells)	Run Down	Runner Interference	Hit by Batted Ball

Ways Runner Scores

HR	**SB**	**#**	**E#**
Home Run	Stolen Base	Driven In (Jersey # of Batter)	Error on Position #

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**:
    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.
    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 PNLL:
    - 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.

    1. If the pitch ends the half-inning – CIRCLE the space. *This makes finding inning changes easy.*
    2. If the pitch ends the batter (but not the half-inning) – BLACKEN a triangle in the space. *This makes finding the pitches for each batter easy (a help when cross checking with the official scorekeeper).*
    3. Otherwise, draw a SLASH in the space.

    - 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.

Now let's talk about some of the more important judgments and decisions you may be called upon to make during a game.

What Are Hits, Errors and Fielder's Choices?

See "What's The Score" rules 10.05, 10.06 & 10.07 (Hits and Fielder's Choices); 10.13 & 10.14 (Errors) and Pg 2-3 (Base Hit, Force Out, Value of a Base Hit & Errors)

- A **Hit** is (generally) scored when the batter reaches a base safely on a fair ball hit with such force, or so slowly, that any fielder attempting to make a play has (With Ordinary Effort) no opportunity to do so.
    - o The value of a base hit is determined by the last base the batter successfully acquired OR the last base you judge that "would have" acquired had the defense played on the batter.
    - o The rule for acquiring a base is different if the batter/runner is "running" vs. "sliding" *[10.07(c)]*
        - ▪ If the batter/runner over-RUNS second and is tagged coming back, credit 2B; However, if the BR over-SLIDES second and is tagged coming back, credit 1B.
    - o On a Game-Winning Hit, credit the batter with only as many bases as the winning runner advances *[10.07(f)]*. Exception, if the game winner is a Homer, credit a Home Run. *[10.07(g)]*
        - ▪ Note: On a game winning hit, only score as many RUNS as are required to win; again except in case of a home run, in which case score all runs on the play.
    - o Two unusual cases (which may happen):
        - ▪ If a base-runner is struck by the batted ball and called out by the Umpire: Score the runner out by "HBB" and credit the batter with a single (1B). *[10.05(e)]*
        - ▪ If a base-runner is called out for interfering with a fielder fielding a batted ball: Score the runner out by INT and score the batter reaching first on an INT (this is NOT a hit). *[10.06(e)]*
          For those who remember, this actually happened in the 2013 Little League World Series.

- A **Fielder's Choice** is scored whenever a batter or runner advances because of a decision made by the defense.
    - o ALSO, when a batter reaches base on a play where a runner was forced out – regardless of whether a play could have been made on the batter, score a Fielder's Choice for the batter. *[10.06(a),(b),(c)]*

- An **Error** is scored "for each misplay (fumble, muff or wild throw) which prolongs the time at bat of a batter or which prolongs the life of a runner, or which permits a runner to advance one or more bases."
    - o It is not necessary to touch the ball to be charged with an error. If the ball should have been handled with ordinary effort, for that player, it is an error.
    - o A Pop Foul which a fielder should catch and drops is scored as an Error – EVEN if the batter is subsequently put out. *[10.13(a)]*
    - o When an Umpire awards a runner a base due to a fielder's Obstruction or Interference, charge that fielder with an error.
    - o HOWEVER:

- Slow handling of the ball (which does not involve mechanical misplay) is not an error.
- Mental mistakes or misjudgments are generally not scored as errors.
- If a fielder's misplay was caused or influenced by some outside force (like bright sunlight, a collision with fence or player, field condition which results in a "bad hop", etc), he should not be charged with an error.
- Mistakes of omission, such as indecision to throw the ball, should not be charged as errors.
- Finally: Because pitchers and catchers handle the ball so much, many misplays by these players on pitched balls are recorded as "passed ball" and "wild pitch" and NOT scored as an error.

The Rule Of "ORDINARY EFFORT"

- The decision between Hit and Error is often ruled by judging what the player in question should have been able to do with "ORDINARY EFFORT".
  - Always take into account the individual player in question: THEIR age and ability level. A play that would be "great" for Billy Newbie, may be second nature for Johnnie All-Star.
  - Even the youngest and most novice player has some plays they could make with effort that is (for them) ordinary and normal – so don't give hits blindly: if the child should have made the play, score an error.
  - HOWEVER, "remember that Little Leaguers are not professionals. The benefit of the doubt should always go to the batter."

Credit For Advancing A Runner & Runs Batted In (RBI's)

See "What's The Score" rule 10.04 (Runs Batted In)

- Credit the batter with the bases gained or run scored by any runner who advanced directly because of the batter's action at the plate. For example:
  - A walk (BB), hit by pitched ball (HP), or even catcher's interference (CI) call which put the batter on base and force a base runner to advance are credited to the batter.
  - If the batter puts the ball in play and is put out on the play (or would have been put out but for an error), but a runner advances as a result of the play then credit the batter with the runner's advance. Sacrifices (Sac-B and Sac-F) are examples of this case – in addition to the more common cases of the batter being thrown out while runners advance.
- HOWEVER, do not credit the batter if the batter reaches base on an error which would have ended the inning.
  - Note that a batter who gets a clean hit and advances additional bases on an error (which would have ended the inning) is credited for the advancement of runners due to his clean hit, but not for advances that occurred only due to the error.

- Likewise, generally, the batter is not credited for an advance that occurs when the play on the initial batted ball has completed and the runner has stopped or paused before proceeding when either a misplay is made or a play is made at another base.
  - o Judgment is required here. Ordinarily, if the runner never stops, the batter is more likely to be due credit for the advance.
  - o If the batter does not receive credit for the advance, then the advance will be credited to the action that made it possible, such as Error, Fielder's Choice (FC) or "advanced on the throw" (OT).
- Record the credit in the runner's cell by writing the batter's Jersey Number next to the baseline the runner advanced.
- If a run scored is being credited (an RBI), ALSO record that credit in the batter's cell with a clear DOT at the top of the cell. This permits easier totaling of RBIs.
- Note that not all runs scored are RBIs. Runs can also score (or runners advance) due to such events as E, FC, SB, WP, PB, and more.

Sacrifices

See "What's The Score" rule 10.09 (Sacrifices) and Pg 3 (Sacrifices)

- A Sacrifice Bunt depends on Intent and Success: The batter must INTEND to sacrifice themselves to advance a runner; and the attempt must SUCCEED – specifically, NO other runner may be put out and at least one other runner must advance a base.
  - o If the batter, in your judgment, was not intending to sacrifice themselves to advance a runner, score the at-bat as any other ball put in play.
  - o If no runner manages to safely advance a base, or if some other runner is put out on the play, then score the at-bat as any other ball put in play.
  - o However, if the play would otherwise be a Sac-Bunt, but the batter reaches 1st on an error, then score the batter a Sac-Bunt – even while you charge the fielder with an error.
  - o Also, if defense tries to get the batter at 1st and he beats it out, it is NOT a Sac-Bunt – instead the batter has promoted his at-bat to a HIT !
- A Sacrifice Fly, on the other hand, REQUIRES that a runner score as a direct result of the batted ball.
  - o Simply advancing a runner (say from 2nd to 3rd) does NOT make it a Sac-Fly: score it, then, as a simply fly out.
  - o However, as noted, there does not need to be any intent on the part of the batter to sacrifice themselves.

Stolen Bases, Wild Pitches and Passed Balls

See "What's The Score" rule 10.08 (Stolen Bases) and 10.15 (Wild Pitches, Passed Balls)

- A Stolen Base, in Little League (Majors and below) is credited when a runner advances a base unaided by a hit, a putout, an error, a force-out or a fielder's choice.
    - If a runner advances a base due to a passed-ball or wild-pitch, that base shall be scored as a Stolen Base (and the misplay is not charged). *[10.08(a)]*
        - However, if the runner takes an **additional** base due to the misplay (PB or WP), then charge the misplay and credit the extra base advance to the misplay (PB or WP). *[10.08(a)]*
    - Similarly, if a runner is attempting to steal and the catcher makes a wild throw in the attempt to prevent the stolen base, credit the runner with a stolen base (even if a good throw would have gotten him). But do charge an error if the runner advances another base (or any other runner advances a base) due to the wild throw.
        - However, if the runner is safe because the fielder muffs the throw, charge an error to the fielder who muffed the ball and score the runner with a "CS" (caught stealing). Yes, a runner can be both safe and "CS" due to an error. *[10.08(f)]*
    - If a double-steal is attempted and a runner is thrown out, NO runners may be credited a stolen base on the play.
        - For example. Runners on 1st & 3rd. R1 runs toword 2nd and is thrown out "2-4". On the throw, R3 runs home and scores.
        Notate the score as "OT" (On the throw), not as a Stolen Base.
- A Wild Pitch or Passed Ball are pitched balls, untouched by the batter, which the catcher is unable to hold or control. The difference is that a Wild Pitch is charged against the pitcher, and a passed ball against the catcher.
    - Generally, a Passed Ball is a pitch (which does not hit the ground before the plate) which the catcher "should have" handled WITH ORDINARY EFFORT but doesn't – and which also allows one or more runners to advance.
    - A Wild Pitch is, generally, a ball in the dirt or wide/high which you judge the catcher would require better than ordinary effort to handle – again which he can't handle AND a runner advances on.

Batting Out Of Turn

See "Little League Rules" rule 6.07 (Batting Out of Turn)

- **NEVER announce or volunteer (to anyone) that a batter is batting out of order**. This is up to the Manager to catch and appeal. Respond ONLY if the Umpire inquires after a manager has made a proper appeal.

- Batting out of turn can seem confusing, but there are a few observations that can help – and even make it comprehensible !!

  - The official lineup (which YOU have) is the "bible" – it can't be changed.

    - However, since we use Continuous batting order, it "IS" allowed for a kid to be skipped if he (say) has to go to the restroom, or leave the game.

    - BUT – the manager needs to let the umpire know the kid has left (temporarily or for the rest of the game).

  - If the wrong batter comes to the plate, THREE things may happen:

    - The error is caught BEFORE that at-bat as finished.

      - In this case, the correct batter takes the batter's box and assumes the count left by the incorrect batter.
      - You transfer the pitches from the wrong batter to the correct one, erase the wrong batter's cell, and go on.

    - The error is caught (appealed by the opposing manager) AFTER the at-bat has finished, but BEFORE the next batter receives a pitch.

      - In this case, the kid who SHOULD have batted is declared out; and play continues with the batter after the kid who should have batted.
      - You transfer the pitches from the wrong batter to the kid just declared out (who "should have been" the correct batter.
        - Note: We do this ONLY so your pitch totals will match the pitch-count book.
      - You then erase the wrong batter's cell. Yes, you erase whatever he did (even if he hit a homer). Whatever he did --- IT NEVER HAPPENED !!!
        - Any runner advance or score due to the ball being batted by the improper batter is nullified. Advance made for OTHER reason stands (e.g. if a runner advances on a passed ball, illegal pitch, etc). THUS, you may need to move runners back to their prior positions on the scoresheet.
        - The umpires will handle rolling back runners to their prior positions. You may be asked to help the umpires remember exactly where everyone was prior to the play.

    - The error is caught AFTER the next batter has received a pitch.

      - In this case, the error is legalized. The kid who just batted "becomes" the correct batter; and play continues with the batter after him.
      - You ignore the batter who missed an at-bat and go on.

  - Of these, case 2 is the most confusing. Just remember:

    a. It is the kid who SHOULD have batted that is called out, not the kid who batted in the wrong order.

    b. Any runner advance that was due to the improper batter batting the ball is nullified. Advance for other reasons (PB, WP, bad pick-off throw, etc) stands.

    c. The next correct batter is the kid following the one called out – NOT the kid following the player who batted out of order.

- That's pretty much it. The rest is details! --- And practice ☺

Pitching Rules

See "What's The Score" rule 10.22 (Pitching) and "Little League Rules" regulation VI (Pitchers) & Rule 3.08

- Record all countable pitches in both the Pitch-count log and the Official scorebook.
  - If the pitcher delivers the pitch to the plate, count it – unless the umpire declares "No Pitch".
  - If the umpire declares "Illegal Pitch" (which can be for a non-delivery or other illegal action on the mound), count it – even though no ball was actually thrown.
    - 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.

- Provide Pitch-Count to the Umpire when requested
  - However, NEVER volunteer pitch count except when a pitcher has reached his Maximum pitch limit and is about to become an illegal pitcher.

- No player may throw more than the following pitches in a calendar day: *[Reg VI(c)]*
  - If a pitcher reaches this limit he MAY finish pitching to the current batter.

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

- Pitchers league age 14 and under must observe days-of-rest between pitching outings: *[Reg VI(d)]*
  - "Days of Rest" means this many calendar days of NO pitching must pass before the player is eligible to pitch again.
  - If a pitcher reaches a Days-of-Rest threshold while facing a batter, he may finish pitching to that batter without incurring the new Days-of-Rest as long that is the last batter he faces.

Throws 66 or more pitches in a day	4 days of rest
Throws 51-65 pitches in a day	3 days of rest
Throws 36-50 pitches in a day	2 days of rest
Throws 21-35 pitches in a day	1 days of rest
Throws 1-20 pitches in a day	0 days of rest

- Always inform the Umpire when an illegal substitution is about to be made:
  - A player who has played the position of Catcher in four or more innings in a GAME is NOT eligible to then pitch for the remainder of that calendar DAY. *[Reg VI(a)]*
  - A pitcher who delivers 41 or more pitches in a GAME is NOT eligible to then play the position of catcher for the remainder of that calendar DAY. *[Reg VI(c)]*
  - A player is about to pitch who has not yet met his required Days-of-Rest following his last pitching outing.

- Other Pitching Limitations
  - A league age 12 yr old is not eligible to pitch in Minor-A or Minor-B. *[Reg VI(j)]*
  - A league age 11 yr old is not eligible to pitch in Minor-B. *[PALL local rule]*
  - In Majors and below, no player may pitch in more than one game during a calendar day. *[Reg VI(k)]*
    - Note that this means, in case of a 1-inning continuation (of an prior game) played prior to a full game on the same day, NO player is eligible to pitch in both the continuation and the full game.
  - A player officially becomes the new pitcher (whether announced or not) when they take position on the mound and deliver a single warm-up pitch to the plate. *[Rule 3.08(a)(1)]*

PALL 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 3rd 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) 1st 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 1st 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/6th (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 3rd 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 – and then we 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 scoresheet.

- 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 !!!

Sample Game

Q & A