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# Scorekeeper's Guide



2008

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# Duties

- ☑ Home team provides Official Scorekeeper: records the game in the scorebook and maintains the official pitch count
- ☑ Visiting team provides Assistant Scorekeeper: operates the scoreboard and assists in keeping the pitch count record
- ☑ Arrive at the scorer's booth 15 minutes before the game time
- ☑ Write your name on each score sheet (no signatures)
- ☑ Obtain lineup cards from the Home and Visiting team managers
- ☑ Locate the "Pitcher Eligibility Tracking Binder" from the Umpire-In-Chief (UIC) if not already in the scorers' booth
- ☑ Input starting lineups and pitchers into the scorebook & the Pitcher Eligibility Tracking Form as early as possible before the first pitch.
  - ☑ No first pitch before you're ready

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# Duties--Continued

- ☑ During the game:
  - ☑ Watch each play and record the results in the scorebook
  - ☑ Keep an accurate count of all pitches thrown and record in the scorebook each half inning
    - ☑ You may wish to cross-check the pitch count each half inning with the Assistant Scorekeeper
  - ☑ Assistant Scorekeeper:
    - ☑ Fill in the “Pitching Log” and/or operate the “Pitch Counter”
    - ☑ Update the scoreboard after each pitch/out/run
- ☑ After the game:
  - ☑ Record the pitch count totals for every pitcher on each team and enter into the Pitcher Eligibility Tracking Form”. Sign the form and give to the UIC.
  - ☑ Leave the Scorebook in the booth

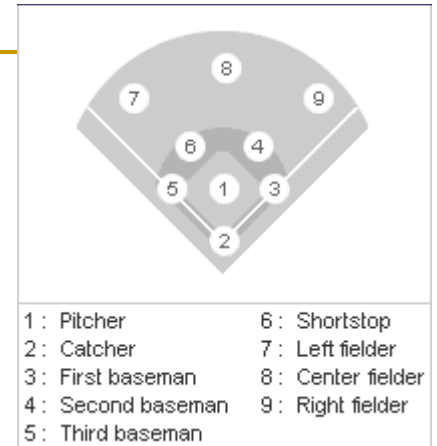


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# Scorekeeping Tips

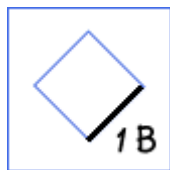
- Always use a pencil. Avoid Erasing (notes are better)
- Secure your coffee & drinks: spills are bummers
- Concentration and focus are important
  - No kids in the booth.
- Provide info to the UIC, but do not publicly disagree.
  - Leave issues and arguments to the UIC to decide. You can ask managers/coaches to leave while you discuss
- If there are two or more players running the bases, fill out the score sheet “backwards” after every play.
  - Start with the batter and record what happened to that player. Then, go up the lineup to the previous player on the bases, and record what happened to that player. And so on. . .

# Scoring Basics

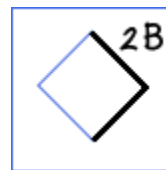


**Defensive Position Numbers**

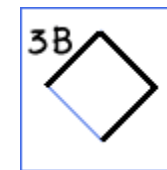
## Ways to Get on Base:



Single



Double



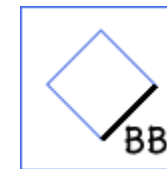
Triple



Home-Run



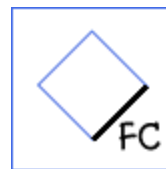
Home-Run



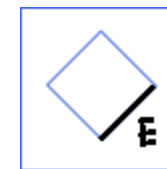
Walk  
(base on balls)



Hit-By-Pitch



Fielder's  
Choice



Error



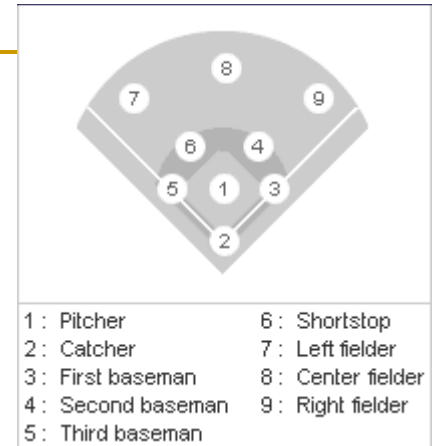
Ground-Rule Double



Catcher's  
Interference (rare)

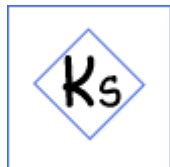


# Scoring Basics

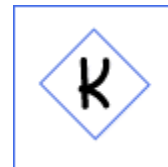


**Defensive Position Numbers**

## Ways Batter Makes an Out:



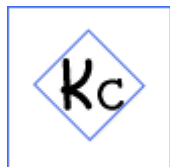
Strike-out swinging



Strike-out



Ground-out 1B



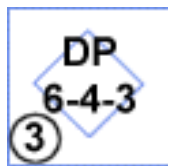
Strike-out called



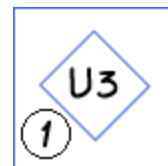
Fly-out Left



Out 3<sup>rd</sup> to 1st



Double-Play:  
SS-to-2B-to-1B



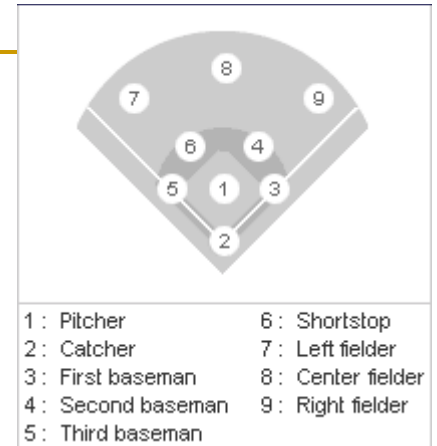
Unassisted out 1st



Infield Fly Rule



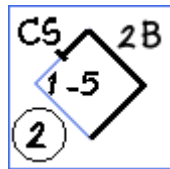
# Scoring Basics



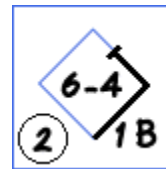
- |                   |                   |
|-------------------|-------------------|
| 1: Pitcher        | 6: Shortstop      |
| 2: Catcher        | 7: Left fielder   |
| 3: First baseman  | 8: Center fielder |
| 4: Second baseman | 9: Right fielder  |
| 5: Third baseman  |                   |

**Defensive Position Numbers**

## Ways Runner Makes an Out:



Caught Stealing:  
Pitcher-to-3rd



Force-out:  
Short-to-2B



**APTOS LITTLE LEAGUE**

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# Important To Get Right

- Pitch Count: Number of pitches delivered by each pitcher. Each inning and cumulatively
- Substitutions: At the plate and in the field. Important to know at exactly what point a player entered/exited (e.g., top 4<sup>th</sup>)
- The Score

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# Pitch Count Rule 2008

- Two main parts to the rule:
  - 1) Pitch count limit per game
  - 2) Pitcher rest requirements as determined by # of pitches

## Pitch Count Limit Per Game:

- The manager must remove a pitcher when the pitcher reaches the pitch limit for his/her age group:
  - 11-12 years old: 85 pitches per day
  - 9-10 years old: 75 pitches per day
  - 7-8 years old: 50 pitches per day
  - Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out
- Provide pitch count totals to managers/coaches whenever they ask
- When a pitcher reaches ~75 pitches, proactively inform ONLY the plate umpire *before* the next batter
- Proactively inform ONLY the plate umpire when a pitcher reaches his/her limit.



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# Pitch Count Administration

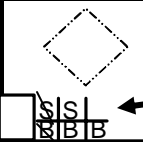
- Each pitch delivered to a batter shall be counted
- The total pitches for each pitcher must be entered in the scorebook; and *at the end of the game*, in the Eligibility Tracking Form
- Official Scorekeeper's pitch count record is official & final.
  - ❑ It doesn't matter if a manager's, coach's, or parent's totals are different than yours!
  - ❑ Do not get caught up in comparing whose record is right. The Official Scorekeeper's record is right.
- Official Scorekeeper may or may not decide to use the count cross-checks provided by the Assistant Scorekeeper.



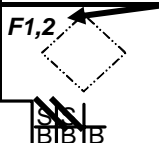
# Keeping Track Of The Pitch Count

- On every pitch, record ball/strike with a slash

- Assistant Scorekeeper should record the pitch on the “Pitching Log” and “click the counter as a cross-checker

Line Up	Pos	1
Jones	4	

- For foul balls with 2 strikes already recorded, write “*foul*” or just “*F*” in the upper left corner

Line Up	Pos	1
Jones	4	

F1,2 means there were 2 foul balls with 2 strikes already recorded

You can also use dots or hash marks instead of “F1”.





# Keeping Track Of The Pitch Count

- What's the pitch-count?

Line Up	Pos	1
Jones	4	
Smith	3	
Anderson	2	
Johnson	1	
Stone	7	
Bonds	9	

Make sure you count the activity on the last pitch (e.g., hits, Ks, fielder's choice)

← End of the half inning

Answer: 17

# Substitutions: Pinch Hitter

- Draw a line between the last scorebox of the previous batter in that spot in the order and the first scorebox of the pinch hitter
- Note next to the entering player's name whether it is the top or bottom half of the inning
- Record the defensive position of the new player when he/she takes the field

#	Player	Pos		8
9	Smith, J.	8		⬡ K
			Sub	Ⓜ
29	Lawson, A.	4		Ⓜ
3	Kitt, W. B8	5	Sub	⬡



# Defensive Substitutions

- Draw a line between the last scoreboard in which the player being removed played and the next scoreboard where the new player is starting
- Note next to the entering player's name whether it is the top or bottom half of the inning

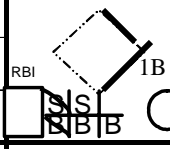
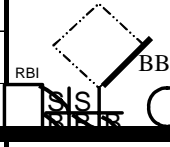
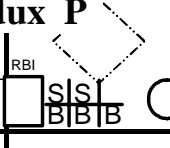

Line Up	Pos	3	4	5
Jones	4	◇	◇	◇
Smith	3	◇	◇	◇
Thomas T4	5	◇	◇	◇
Anderson	2	◇	◇	◇



# Pitcher Substitutions:

- Draw a line under the box of the last batter the previous pitcher faced
- Note the new pitchers name
- Record the final pitch count of the previous pitcher at the bottom of the inning column
- Start a new pitch count for the new pitcher
- Reset the pitch counter to zero
- Start a new line in the Pitching Log
- Between innings record the pitching totals in the pitcher record box at bottom of the sheet

Write a note

Line Up	Pos	3
Jones	4	
Smith	3	
Anderson	<b>Maddux P</b>	
Johnson	1	

Record pitch counts  
at bottom of column

**Clemens 26/85**  
**Maddux 8**



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# Shutting Down Checklist

- ☑ Tally-up and cross-check the totals
  - ☑ Clearly indicate the final score and the winner/loser
  - ☑ Clearly indicate the pitch count totals per pitcher
  - ☑ Clearly indicate the number of innings pitched per pitcher
- ☑ Clean up and put the books away
  - ☑ Do not take the book with you!



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# Some Do's and Don'ts

- Show up--preferably early--or let the Manager know you can't make well in advance (day before)
- Remind yourself you are a volunteer doing the League a service as best you can. Have fun.
- Always try to bring illegal substitutions (pitcher/player) to the attention of the head Umpire *before* the next pitch
  - Not your responsibility to notice, but always try to prevent illegal subs
- Never identify "batting out of order" to the umpire or anyone. Responsibility of the managers.
- No extraneous personnel in the booth. >3 is too many
- If you need a moment for clarification, ask the umpire between innings, or if absolutely need to, ask the ump for time between batters. Never interrupt live play.
- Don't show or express favoritism
- Never publicly disagree with the umpires or offer your own opinion
- Remember the microphone is usually live

