

# GASTINEAU CHANNEL LITTLE LEAGUE



B A S E B A L L / S O F T B A L L



## SCOREKEEPERS' CLINIC



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Last update: April 9, 2009

GCLL would like to thank Steve Baseden  
for putting this PowerPoint together



# Agenda

- Welcome
- Introduction to scorekeeping
- Pitch count rule for baseball
- Softball pitching rules are different
- Common scorekeeping notations (AKA “hieroglyphics”)
- “Proofing The Book”
- Team statistics

# Introduction To Scorekeeping

## Why are you there?

- To officially record the events of the game so that a neutral party, such as a league official, can easily recreate what happened when they read your book.
- A Scorebook serves no useful purpose if it can't be read by someone who was not at the game.

# Introduction To Scorekeeping

## TIPS

- Sit by yourself → Distractions = Mistakes
  - Though, a second set of eyes can be helpful sometimes
- Everyone on-base must be accounted for
  - As well as everyone who moved them to their current location
- You're a resource to the umpire(s) and coaches
  - If unclear about a call, ask the plate umpire between innings
- Check with the other team's scorekeeper regularly
  - Every inning (or, half-inning) is not too much, if significant activity

# Introduction To Scorekeeping

## The Lineup

- All players, <sup>including</sup> substitutes should be listed on the lineup card
- Insist that the lineup card have the following information
  - Jersey number, First name, last name, defensive position (i.e)

21 Susie Cue 4

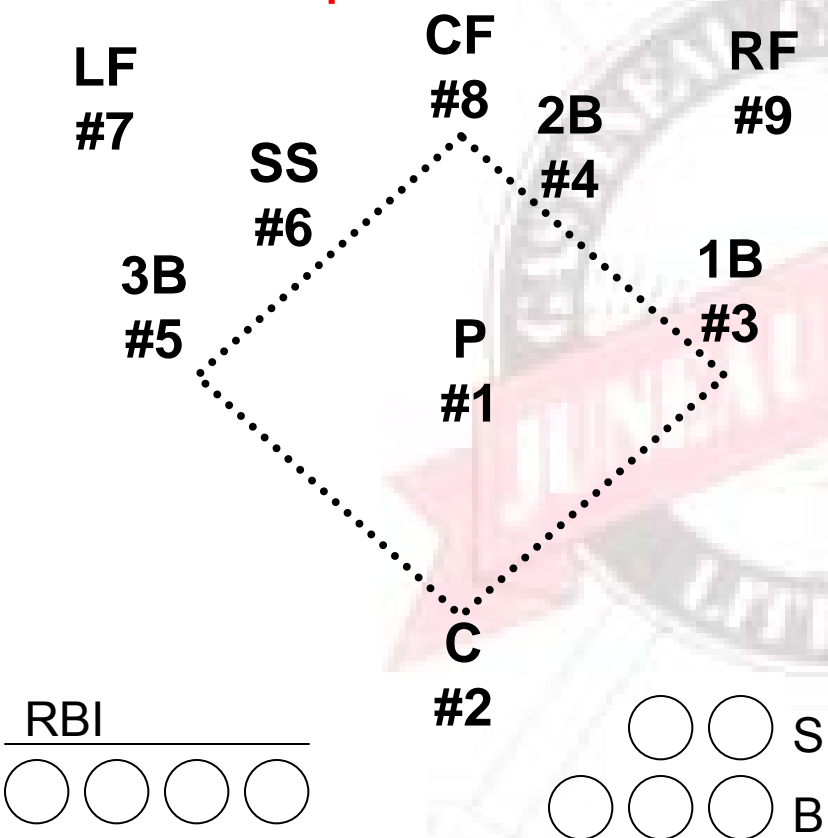
14 Sally Boo 7

3 Molly Hue 6

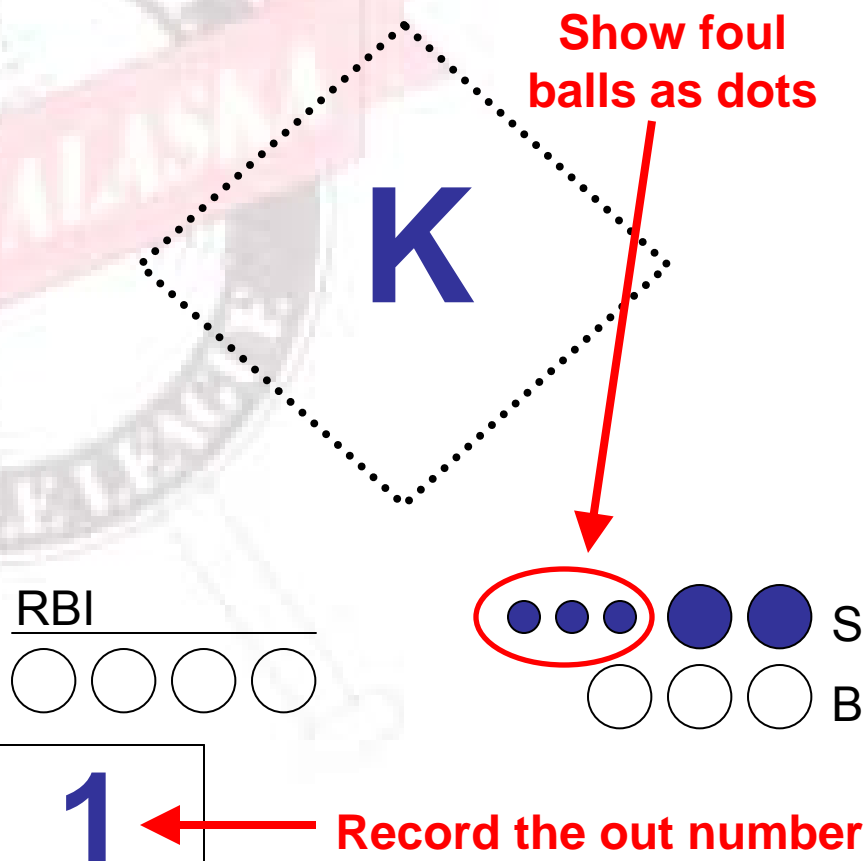
# Introduction To Scorekeeping, cont'd.

## *The Scorebook*

each defensive position is numbered



### Strikeout swinging after 2 foul balls



# Baseball Pitch Count Rules

- Calendar week concept is gone
- Daily pitch limit
  - Age 7 and 8 50 pitches
  - Age 9 and 10 75 pitches
  - Ages 11 and 12 85 pitches
  - Ages 13 through 16 95 pitches
- If 61 or more pitches are thrown in any one day, at least three calendar days & one game of rest are required for that pitcher
  - 41 to 60 pitches requires 2 calendar days & 1 game of rest
  - 21 to 40 pitches requires 1 calendar day of rest
  - If  $\leq 20$  pitches, no rest is required

# Baseball Pitch Count Rules, cont'd.

- Players once removed from the mound may not return as pitchers; Jr. & Sr Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until the batter reaches a base or is put out
- A player may not pitch in consecutive games. Exception – League Age 16 & under: A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game.
- The scorer will be the official pitch count recorder
  - It's important that, after each inning, both teams' scorekeepers reconcile their pitch counts
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

# Softball Pitching Rules are Different

- Innings rather than pitch counts control how much a pitcher can pitch. 1 pitch delivered in an inning equals 1 inning
- Minors: If a pitcher pitches more than one (1) inning, one calendar day of rest is mandatory. A player may pitch a maximum of six (6) innings in a game and a maximum of 6 innings in a calendar week.
- Majors: If a pitcher pitches more than one (1) inning, one calendar day of rest is mandatory. A player may pitch a maximum of nine (9) innings in a game and a maximum of 18 innings in a calendar week.
- Juniors: If a pitcher pitches less than five (5) innings, no rest is required, If a pitcher pitches more than five (5) innings, one calendar day of rest is mandatory. A player may pitch a maximum of ten (10) innings per day and thirty (30) innings in a calendar week.

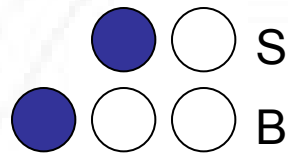
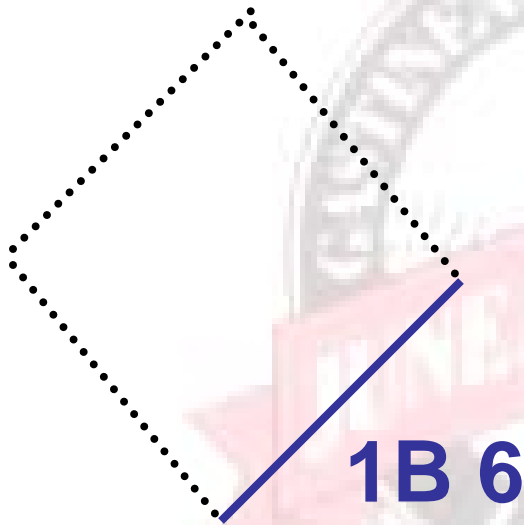
# Softball Pitching Rules – cont'd.

- Players removed from the mound may return as pitchers; A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per inning.
- Majors/Juniors: No more than five (5) pitchers per team may be used in a game. Exception: In case of injury or illness, an additional pitcher may be used.
- Doubleheaders: Majors: If doubleheaders are played, the limitation of nine (9) innings (10 innings for Junior/Senior pitchers) would apply to each pitcher. A pitcher who pitches in the first game may pitch in the second game provided that pitcher has eligibility remaining.

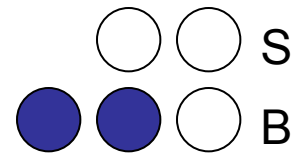
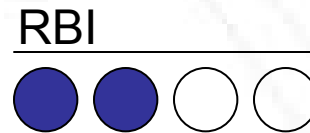
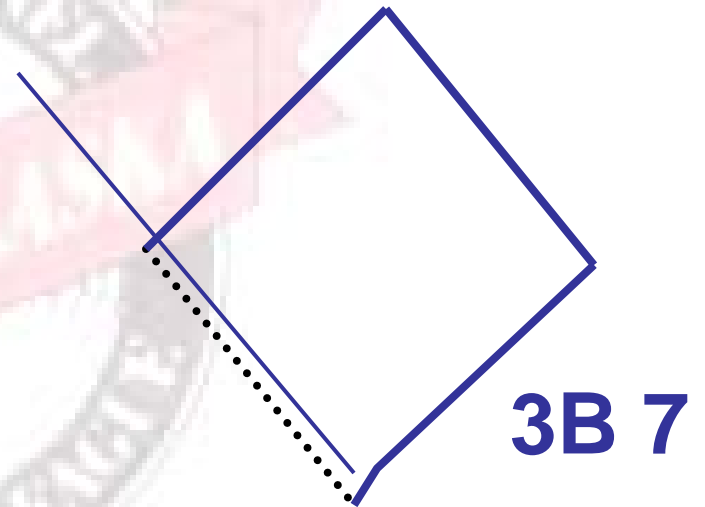
# Common Scorekeeping Notations

## *Hits*

**Infield single to shortstop**



**Triple to left field**

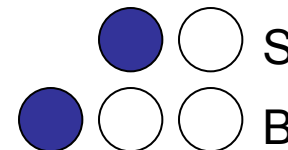
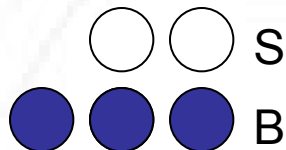
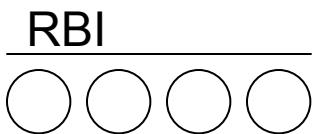
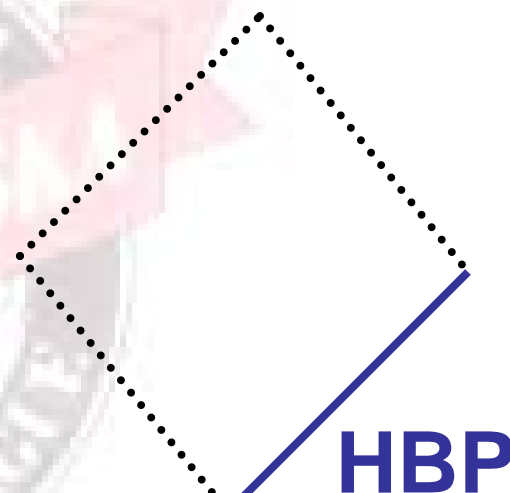
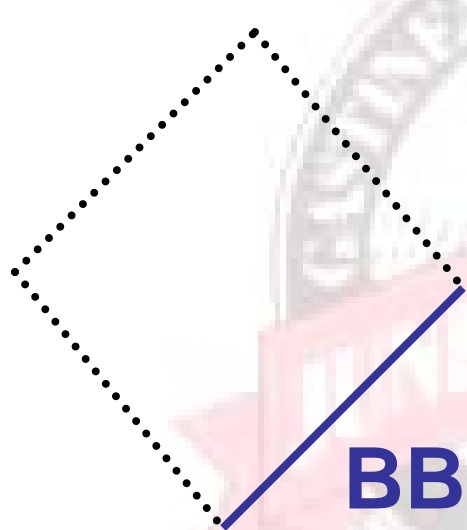


# Common Scorekeeping Notations, cont'd.

## *Walks & Hit By Pitch*

**Walk (no "at-bat")**

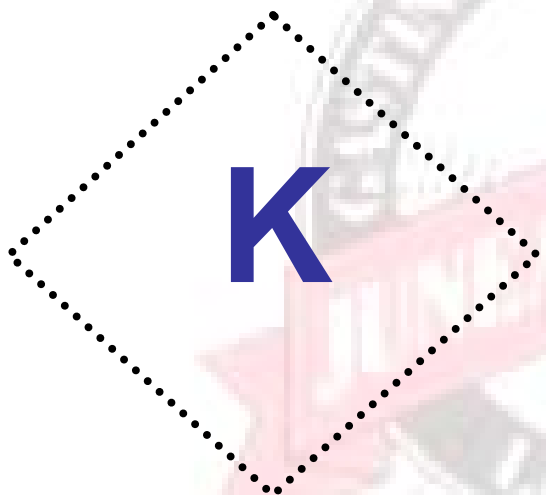
**Hit By Pitch (no "at-bat")**



# Common Scorekeeping Notations, cont'd.

## *Strikeouts*

**Strike out swinging**

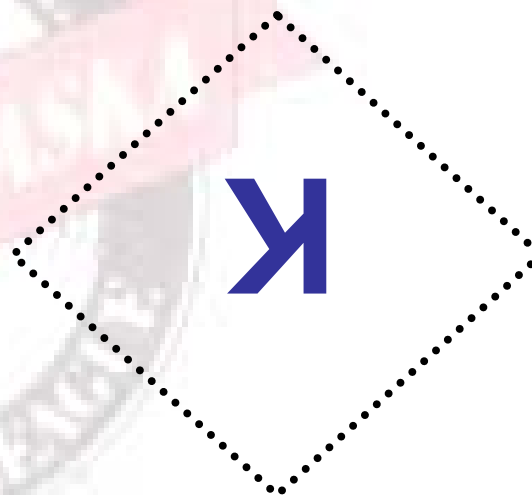


RBI  
○ ○ ○ ○

● ● S  
● ○ ○ B

**1**

**Strike out looking**



RBI  
○ ○ ○ ○

● ● S  
● ● ● B

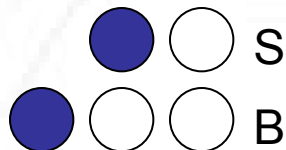
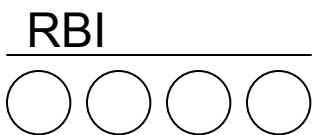
**3**

# Common Scorekeeping Notations, cont'd.

## *Groundouts*

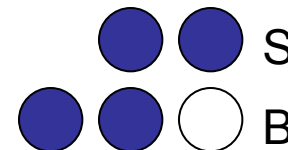
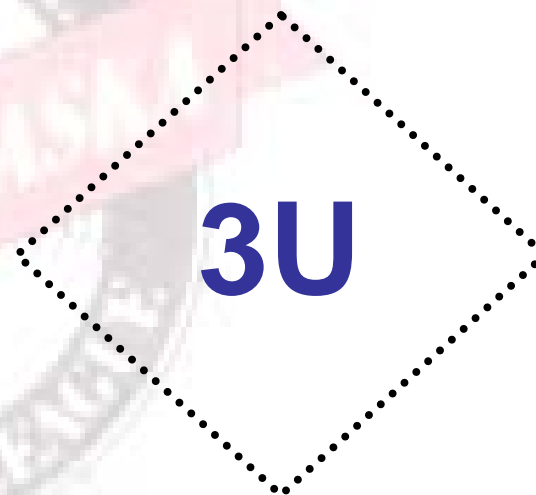
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**Groundout to SS**



**2**

**Groundout to 1B (unassisted)**

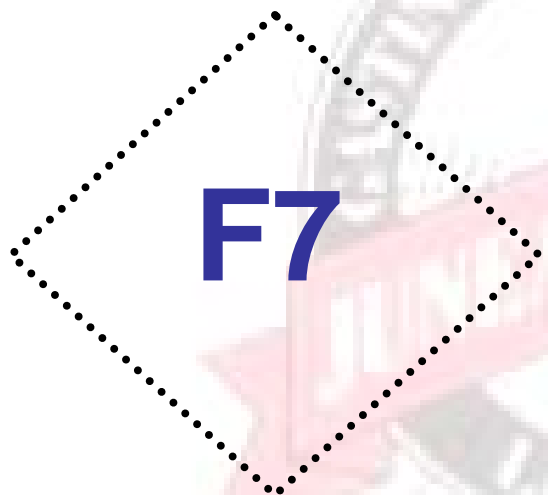


**1**

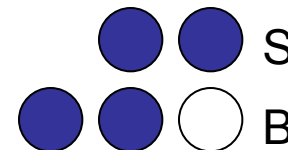
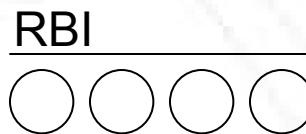
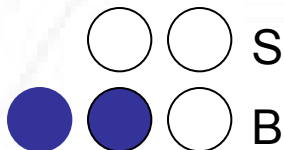
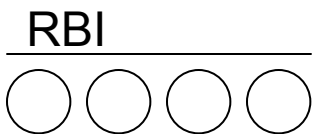
# Common Scorekeeping Notations, cont'd.

## *Flyouts*

Fly ball to left fielder



Pop-up to catcher (foul)



1

3

# Common Scorekeeping Notations, cont'd.

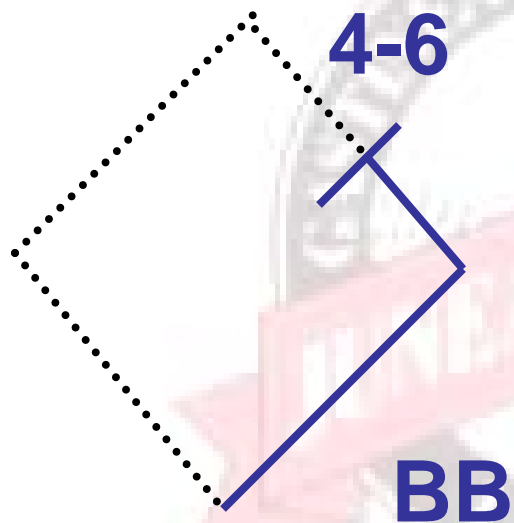
## *Fielder's Choice*

- Fielder attempts to throw out a preceding runner instead of the batter-runner
- Runner advancing solely due to defensive indifference, as an undefended steal
- Advance of a runner while a fielder attempts to throw out another runner

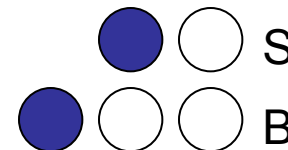
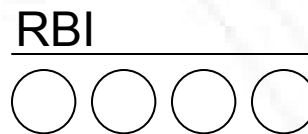
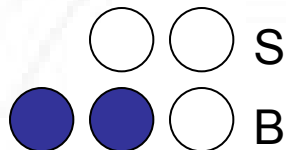
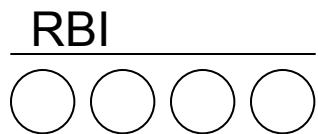
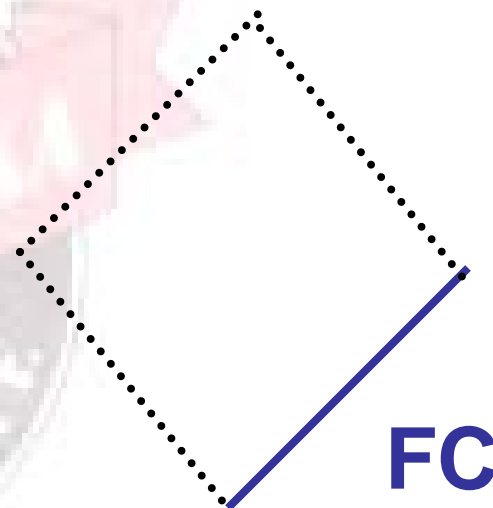
# Common Scorekeeping Notations, cont'd.

*Fielder's Choice (R1 at 1B; grounder to 2B)*

**RUNNER**



**BATTER-RUNNER**



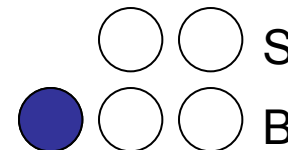
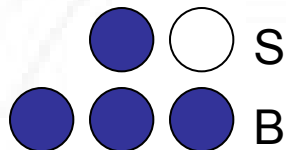
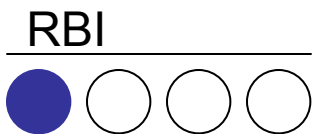
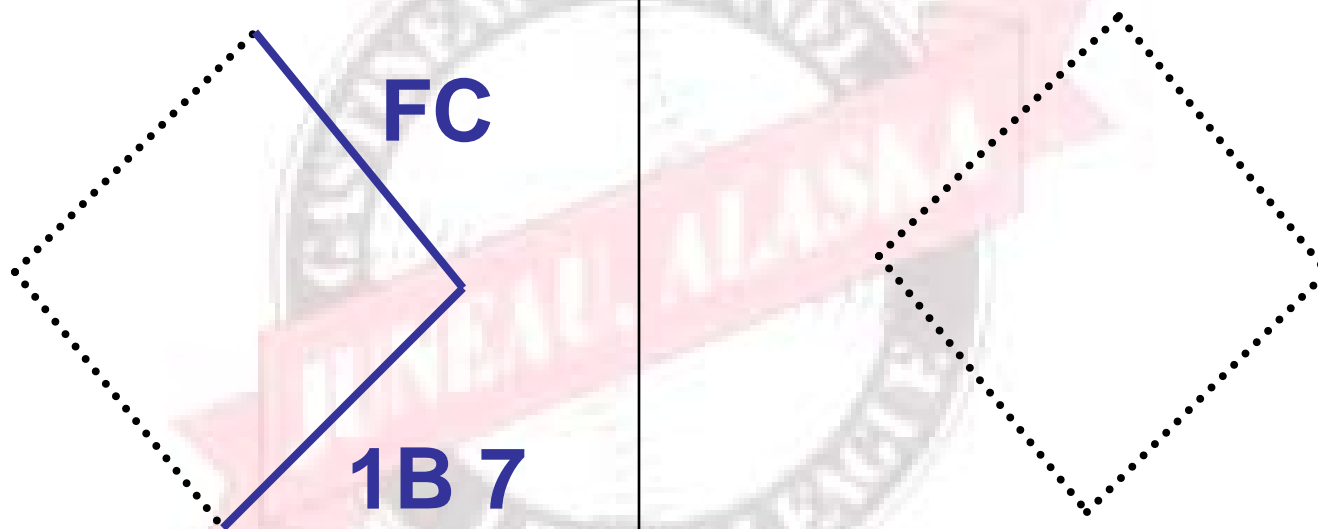
# Common Scorekeeping Notations, cont'd.

*FC: "Defensive Indifference" (R1 at 1B; steal attempt)*

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**RUNNER**

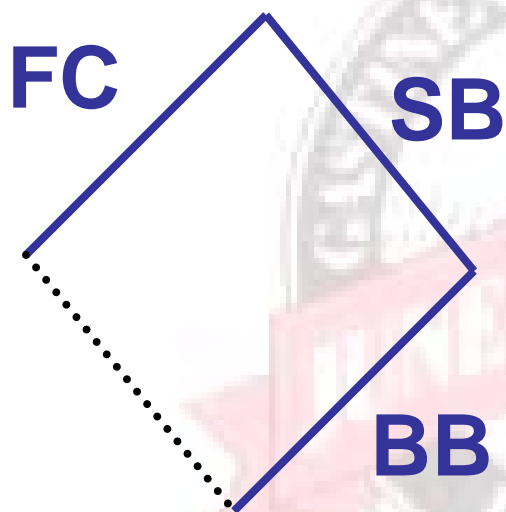
**BATTER**



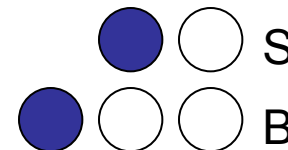
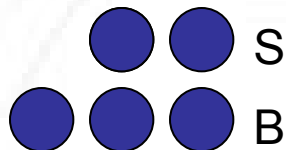
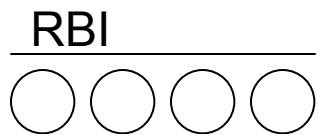
# Common Scorekeeping Notations, cont'd.

*Fielder's Choice (R1 at 2B; groundout to SS)*

**RUNNER**



**BATTER-RUNNER**



**2**

# Common Scorekeeping Notations, cont'd.

## *Errors*

- Charge an error if the fielder should have made the play with **ORDINARY EFFORT**
  - Mental mistakes are **NOT** errors
  - Wild pitches (WP), passed balls (PB) or balks (BK) are **NEVER** errors
- A throw that hits a runner and allows that, or any, runner to advance is an error
- If a runner advances because of fielder's **OBSTRUCTION**, charge an error
- Wild throw that permits one or more runners to advance results in an error, except when.....

# Common Scorekeeping Notations, cont'd.

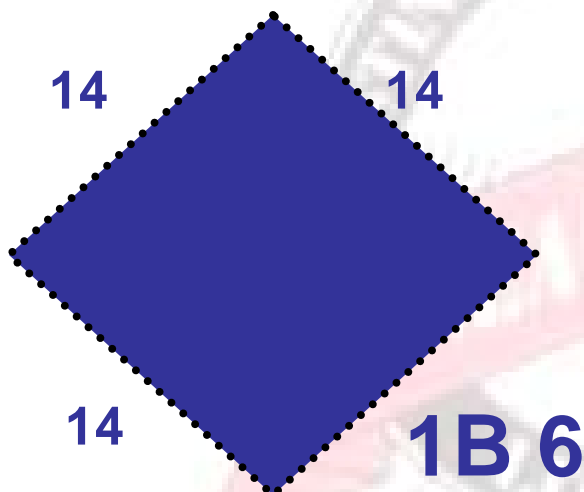
## *When Wild Throws Aren't Errors*

- Catcher makes a wild throw in a steal attempt
  - UNLESS runner subsequently advances
- If a GOOD throw would not have thrown out the runner
- During an attempt to complete a double or triple play
  - UNLESS any runner subsequently advances

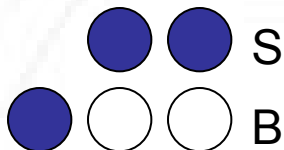
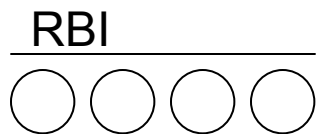
# Common Scorekeeping Notations, cont'd.

## *Moving around the bases*

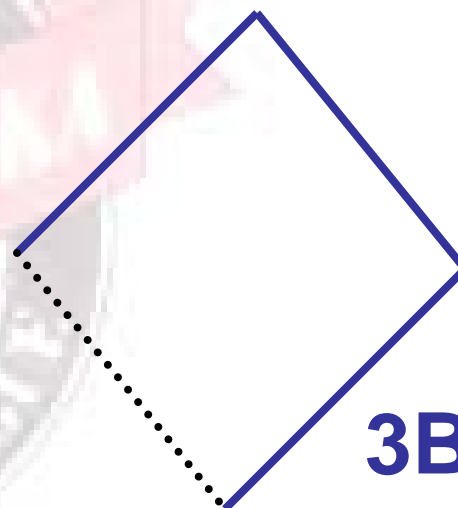
**Runner scores**



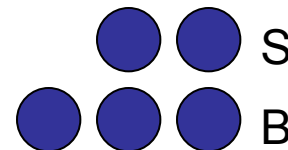
**1B 6**



**#14 hits a triple to RF**



**3B 9**



# Common Scorekeeping Notations, cont'd.

## *Stolen Bases*

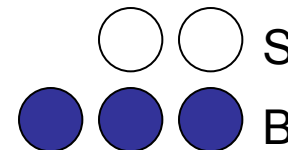
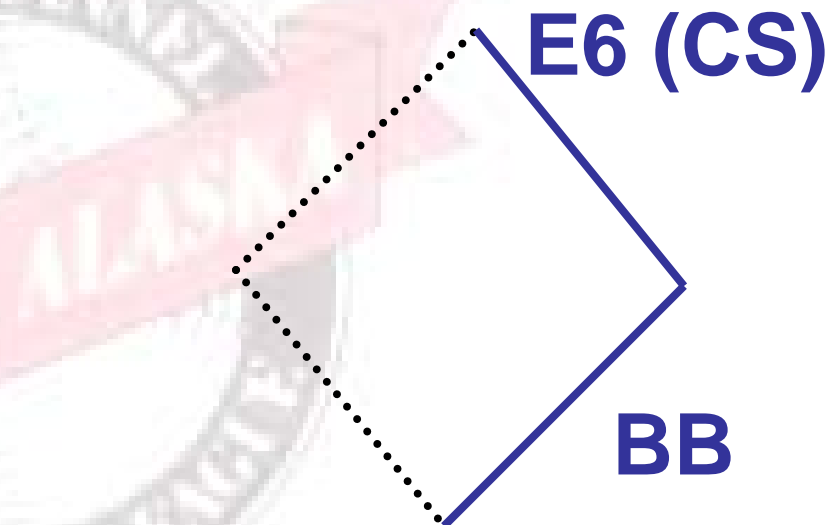
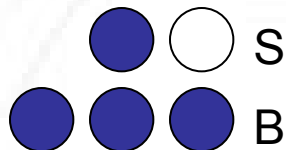
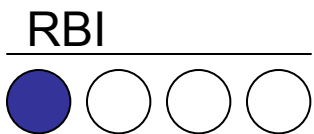
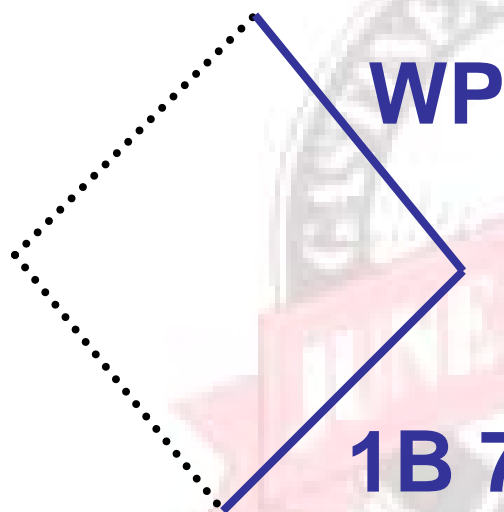
- If runner advances due to Wild Pitch (WP) or passed ball (PB), mark it accordingly, not “Stolen Base (SB)”
- On steal attempt with wild throw from catcher, only charge F2 with error if runner advances
- If runner is safe on a SB attempt because fielder drops the throw, charge the runner with “Caught Stealing (CS)” and the fielder with an error
- If defense doesn't react, it's “Indifference,” not SB

# Common Scorekeeping Notations, cont'd.

## *Stolen Base examples*

R1 advances on Wild Pitch

F6 drops throw from catcher



# Common Scorekeeping Notations, cont'd.

## *Wild Pitches & Passed Balls*

- Are not an error – EVER
- WP or PB only charged if runner(s) advance
- PB is charged if catcher should have handled pitch with ordinary effort

# Common Scorekeeping Notations, cont'd.

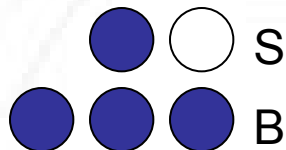
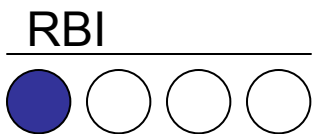
## *Sacrifice Flies & Sacrifice Bunts*

- Batter is not charged with an At-Bat (AB)
- **Sac Fly**: Fly ball which is (1) caught with a runner scoring; or (2) dropped, though scorer believes runner would have scored anyhow with a catch
  - Either situation: Runner must score to get a Sac Fly
- **Sac Bunt**: Awarded when < two outs and the bunt advances a runner but the batter-runner is put out at first (or would have been without a fielding error)
  - Not a Sac Bunt if scorer believes batter was going for base hit

# Common Scorekeeping Notations, cont'd.

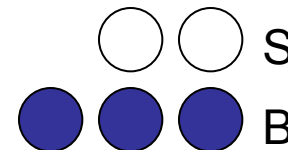
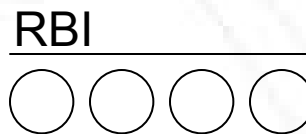
## *Sac Fly & Sac Bunt examples*

**Batter hits Sac Fly to CF**



**2**

**Batter lays down Sac Bunt**

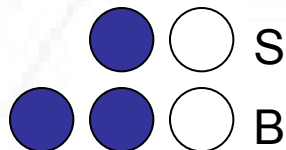
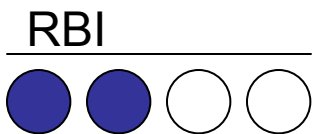
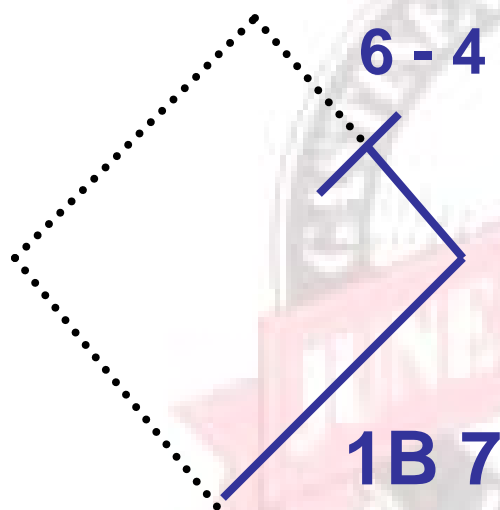


**1**

# Common Scorekeeping Notations, cont'd.

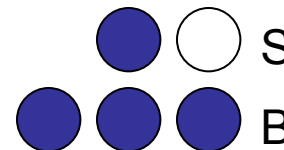
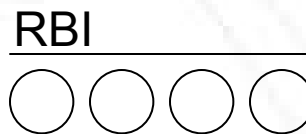
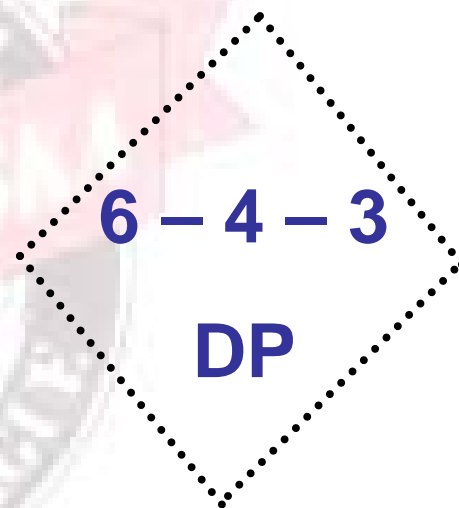
## *Double (or Triple) Plays*

**R1 thrown out at 2B**



**2**

**Batter-Runner out at 1B**



**3**

# Common Scorekeeping Notations, cont'd.

## *Infield Fly Rule*

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Infield fly to 2<sup>nd</sup> baseman



- Credit the putout to the fielder who caught the ball or should have caught the ball
- Charge error to fielder if he/she mishandles ball and any runner advances

RBI  
○○○○

○○ S  
●○○ B

# Common Scorekeeping Notations, cont'd.

## *Interference & Obstruction*

- Interference usually refers to the offense (e.g., ball hitting a runner) and obstruction means defense (e.g., blocking a base path)
  - Defense, though, can be charged with interference—catcher's interference (inhibiting batter's ability to hit pitch)
- If you have obstruction (e.g., blocking a base), charge an error to the fielder unless the scorer thinks the play would have ended the same without obstruction
  - In obstruction, the umpire puts the runners, including the batter-runner, where he/she thinks they'd be with no obstruction
- If 1<sup>st</sup> base awarded, not counted as “at-bat”

# Unusual Situations

*What do you do when....*

- A team bats out of order?
  - You are a neutral party. You do not say anything until the team manager calls it to the umpire's attention.
- While using CBO, a player is removed from the game?
  - Skip the player's spot in the book making note of what occurred. If player returns, they hit in the same spot.
- You think you missed something?
  - Stop the game and ask the umpire to help you straighten it out with the coaches, the sooner, the better.

# “Proofing The Book”

- “At-bats” = “Plate Appearances” **less**:
  - Walks
  - Hit Batters
  - Sacrifices
  - Interference or Obstruction, where 1<sup>st</sup> base is granted

Sum of this column = Sum of this column

1. At bats	1. Other team's putouts
2. Walks	2. Runs scored
3. Hit batters	3. Runners left on base
4. Interference/Obstruction	

# Team Statistics

- An example of one free shareware package which meets the needs of most Little League teams can be found at (be sure to run **ANY** shareware through virus protection!):

[www.leagueusa.com/~admin22/files/statscpo.xls](http://www.leagueusa.com/~admin22/files/statscpo.xls)

- Emphasis is on offensive stats
  - Not putouts or assists, though most pay-software covers those
  - Pitching stats can be added to shareware if Excel-based

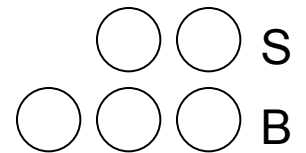
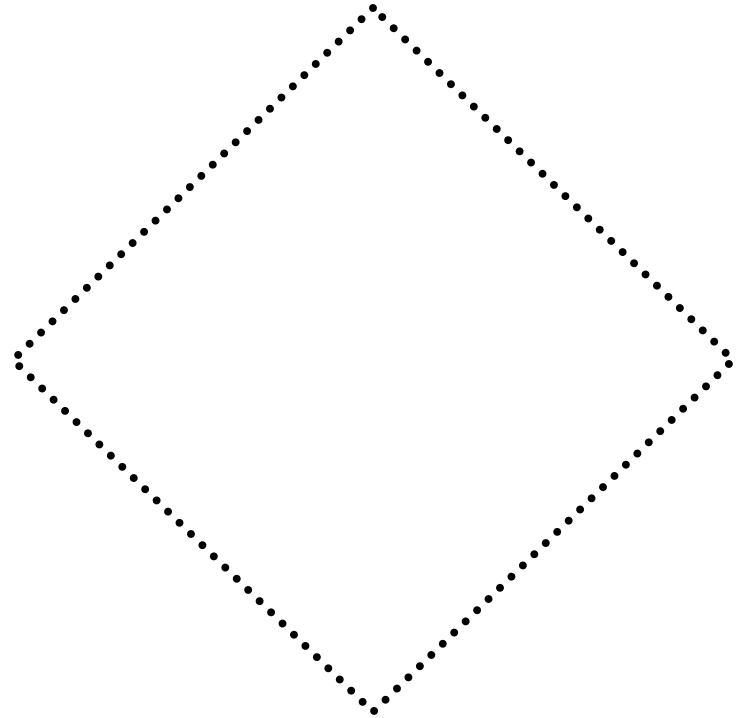
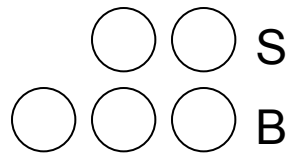
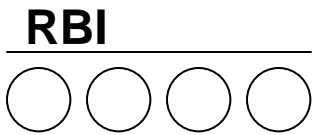


Questions?

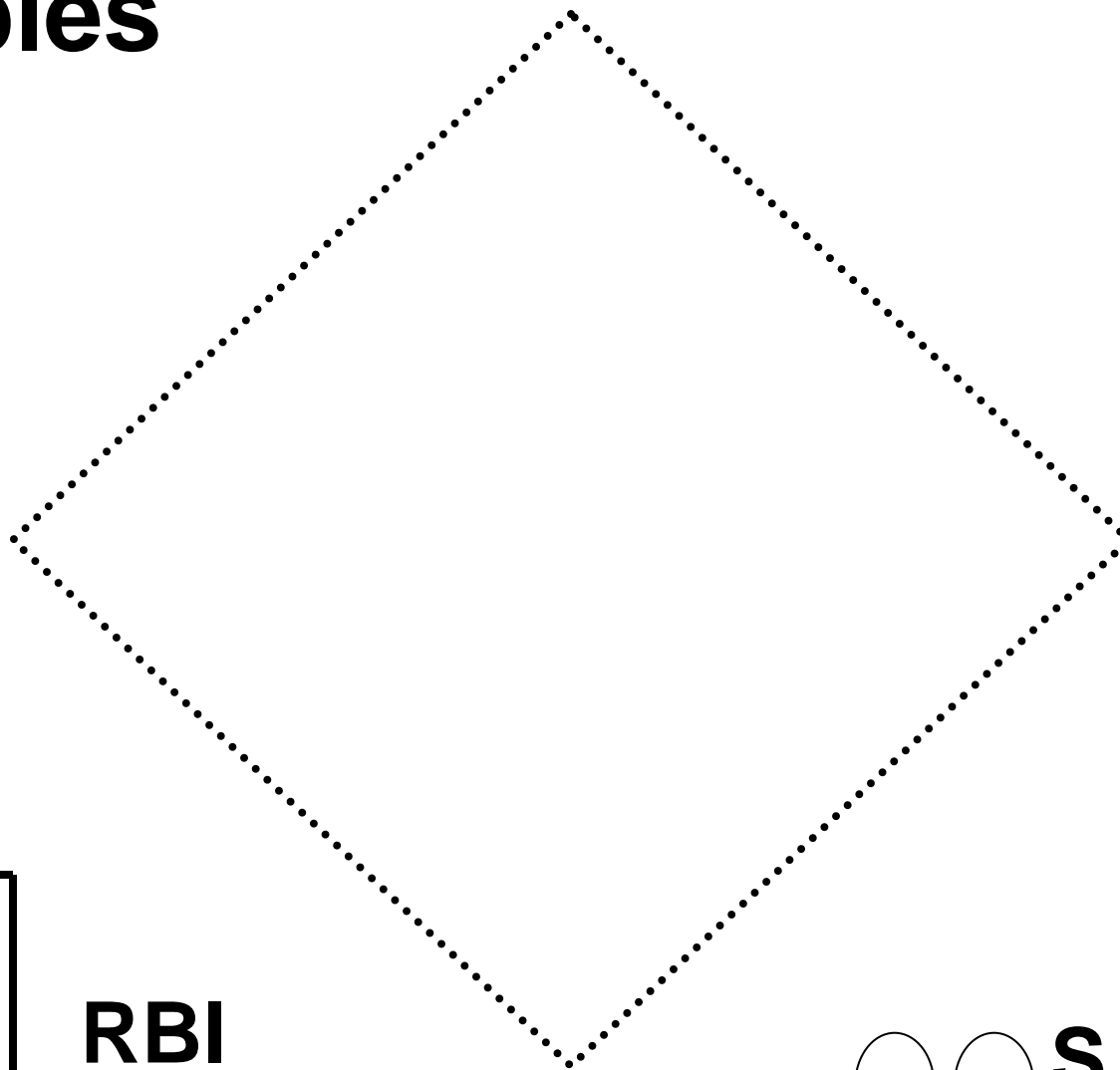


**THANKS FOR ATTENDING!!**

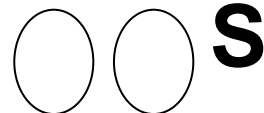
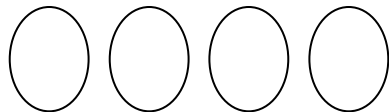
# Examples



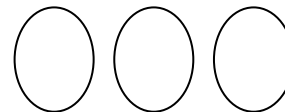
# Examples



**RBI**



**S**



**B**