

Lake Oswego Little League

Scorekeeper Guidelines for National League (AAA) and American League (Majors)

This scorekeeping manual is intended as a guide to assist scorekeepers in scoring LOLL games. The umpires are responsible for knowing and calling the rules of the game. LOLL, Little League rules, and umpire rulings shall prevail over any information in this document.

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Scorekeeper Responsibilities & Guidelines

Scorekeeper Role

The Scorekeepers are responsible for pitch counts and scorekeeping. The role of the scorekeeper (and specifically the home scorekeeper) is to accurately record everything that happens in a game. This includes the batting order, pitch count, the count during an at bat and everything that goes on during each inning. Managers are responsible for reporting game scores and pitching reports on the web site.

General preparations and tips

Plan on arriving at the field 30 minutes prior to game time.

- Make sure you have your team's Scorekeeper Notebook – everything you need to score a game will be found in this notebook

- If you are the home team, you are the “official scorekeeper” for the game and are responsible for recording the game on the official score sheet.
- If you are the visiting team and keeping score, then be sure to communicate frequently with the home team scorekeeper to verify that your pitch count numbers match.
- Remember to bring a watch to record start and stop times – the scorekeeper is the “official timekeeper”.
- Get a completed line up from both team managers.

All Managers must provide the scorekeeper with a lineup 15 minutes prior to the start of the game. This line up must include:

- Date of last game
- All players’ names (first and last)
- Jersey numb
- Batting order
- Fill out BOTH sides of the score sheet BEFORE the game starts.
 - Name of visiting team
 - Name of home team
 - Completed batting line up with name, number,
 - Identify date of game, scheduled start time
 - List starting pitchers
 - Ask and record the names of field and home plate umpires

Primary Responsibilities of the Scorekeeper

- The scorekeeper is the official timekeeper for the game.
- During a game, the primary responsibility of the scorekeeper is to keep a written score sheet which tracks:
 - Balls and strikes of each batter
 - How each batter gets on base
 - Runs and outs for each team
 - Identify “RBI”s – runs batted in”
 - Trips to the mound by the coach
 - Innings pitched by individual pitchers
 - “Pitch Count”- or number of pitches thrown by individual pitchers

Scoring the Game

- **Record Start Time.** Remember to record the exact time the game starts (umpire declares “Play Ball” or indicates the start of game to you) on the score sheet. The Local Rules determine when the last inning may start. For example, you may have a two hour time limit and the last inning may not start after an hour and forty-five minutes.

Recording Each Batter

- **Confirm the batter.** As each player comes to bat, be sure it is the correct player by checking his/her uniform number against the lineup. If it is not the right batter, ask the umpire to stop the game and let him/her know the wrong batter is up to bat, and who the batter should be.
- **Record pitches.** Mark each pitch on the score sheet as called by the umpire. Strikes are recorded in the vertical boxes, from top to bottom. Balls in the horizontal boxes, left to right.
 - **Strikes** – mark a letter **C** if the umpire “calls” the strike. Mark a letter **S** if the player “swings”. Some managers may be comfortable with just using a “/” to track both strikes and balls. Mark a letter **F** if it is a foul ball (It’s OK to mark outside the boxes if there are multiple fouls.)
 - **Balls** – Mark by writing a number that corresponds to the pitch count.
- **Record the ‘pitch count’** (number of pitches thrown to each batter) in the box in the upper left/right side of the score sheet.
- **Record how the batter gets on base.**
 1. Circle the “play” that best fits the situation from the list of abbreviations on the right side of the score box.

HR – home run	1B – single
3B – triple	FC – Felder’s choice (see Majors only section)
2B – double	BB – base on balls (walk) (See note in AAA section)

(**Note:** if a batter is hit by a pitch, they automatically advance to first base; please write in **HP**.)
 2. Draw a line on the diamond that corresponds to the base that the batter has reached
 3. As the base runner (and/or any other runners) advance to other bases be sure and mark the advance with a line on the diamond
 4. If any player advances on a steal, write an **SB** next to the line.

Recording Plays

- **Recording outs.** Outs are recorded in the oval in the lower right corner of the score box. Write the number of the out (**1, 2, or 3**) in this oval.
 - **There are several types of outs and ways to record them.** The notation for the out is marked within the diamond shape in the middle of the score box.
 - **Strike out** – Strikeouts are marked with a large capital **K**. If the K is right reading (forward) it indicates that the batter swung on the third strike. Mark a backwards “K” if the batter did not swing and the umpire “called” the third strike.
 - **Fly ball** – Write a capital letter F and the number of the field position of the player who caught the ball. For example, if a fly ball was caught by the center fielder, it would be written as **F8**.
 - **Fielded ball** – When an out is made by players who field the ball, record the number(s) of the player position(s).

(**Note:** Record the out for the runner who actually is out. For example: if the batter makes it to first on a Fielder’s Choice (FC), because the shortstop threw out the runner going to 2B, then mark the out on the runner with the play **6-4**)
- **Unassisted Play** – If one person is involved in the play, i.e. if the first baseman retrieves a ground ball and makes the out, this is considered an unassisted out. This would be marked by a **3 U**.
- **Multiple players** – If the batter hits a ground ball to the second baseman (position 4) who throws it to the first baseman (position 3), who makes the out, then this would be recorded as a **4-3**.
 - **Double Play** – If the defensive team makes a double play score the out for each runner and mark **DP** with the notation. For example, if fly ball was caught by the left fielder and thrown to second base because the runner at second did not tag up, it would be **F7-4 DP**, for the batter, then **7-4 DP** for the runner on second and marking the out for that runner.
- **Recording runs scored and ‘RBI’s’**
 - One run shall be scored each time a runner legally advances to touch first, second, third and home base before 3 players are put out to end the inning.
 - A run is not scored when a runner advances to home plate and the third out occurs:
 - Before the batter/runner touches first base
 - By any runner being forced out
 - By a proceeding runner who is declared out because that runner failed to touch one of the bases (appeal play)
 - When a base runner crosses home plate, it will complete the line that you will have drawn along the diamond as they advanced around the bases. After they cross home plate you will need to record the run by lightly shading the entire diamond.

(this makes the “runs scored” easy to identify when looking at the score sheet as a whole)

- When a run scores, be sure and quickly note who was at bat. This batter will be credited with an **RBI** (run batted in). Record the uniform number of that batter in the lower left corner of the runner who crossed the plate.

(Note: if a run is forced in as a result of the batter walking, that batter will get credit for an **RBI**.)

- **Trips to the mound**

Record the number of trips to the mound by the defensive manager to confer with his/her pitcher. Write **TTM** at the top of the score sheet on the line next to the inning number. On the third trip to the mound in one inning, notify the umpire. The pitcher must be removed at that time. Visiting the mound for an injury does not count as an official trip.

End of Each Inning

At the end of each inning, take the time to record the following information before the next inning begins.

- **Clearly define the last batter of the inning.** Put a diagonal slash line at the bottom of the last batter’s score box. You may also put a vertical squiggle line down the rest of the column to help you remember not to score in that inning column again.

(**Pay special note:** if the third out is made on a base runner during a batter’s turn at bat and the batter is NOT responsible for the out – that same batter will be up first the following inning, starting over with no balls and strikes. This might happen if a runner is tagged out while stealing).

- **Record the statistics from the inning.** At the bottom of each “inning” column there are 4 boxes for recording the stats from that inning. Mark the number for each of the following:

- R (Runs)

- H (Hits)

- LOB (the number of players left on base when the last out was made)

- SO (strike outs)

- BB (base on balls/walks)

- E (errors; these are only recorded in Coast or Majors).

- **Recording pitcher information.** Because Little League rules place limits on the number of innings AND the number of pitches that pitchers may pitch, it is important to accurately record the innings and number of pitches that are pitched by a pitcher. When pitchers are replaced in the middle of an inning, it can be difficult to track who pitched to each batter.

- Write the pitchers initials in the upper right corner of the first batter he/she faces.
 - Be sure and record the pitch count and innings pitched.
 - Write in the inning that each pitcher starts and ends.

- In determining days rest required the first pitch of the pitcher's last batter determines his or her pitch count. For example, if a pitcher starts his last batter with 19 pitches and takes five pitches to strike the batter out, then his pitch count is 24. However, his pitch count for determining days rest is 20.
- At the end of each inning, record the total number of pitches for each pitcher in that inning at the bottom of the column, to keep a "running pitch count". Then, verify this number with the number on the pitch count clicker. If there is a discrepancy, both scorekeepers should work together to find the correct number of pitches thrown that inning, and then align the clicker number with the total on the score sheet.

Additional Information, Terms and Definitions

- **Fielder's Choice** –

After a ball is put into play by the batter, the retrieving fielder has a choice of where to play the ball. He/she may choose to throw to the appropriate base in order to catch the batter OR if there is already another runner on base, he/she may instead attempt to get out the lead runner. This is called a fielder's choice (the fielder chooses where to play the ball). This is NOT a hit for the batter. Write FC in the score box.

- **Sacrifice** –

A sacrifice fly, or sacrifice bunt is an intentional play achieved by the batter with the intent of advancing a base runner. The defensive out is made on the batter; however, his/her team benefits by advancing a runner or possibly scoring. An out is recorded in the circle (1, 2, or 3) and write **SAC** on the right side of the score box for that batter. Be sure and credit an RBI if it applies.

- **Errors** –

If it is obvious that a fielder has mishandled a throw or catch, you may charge an error. When a batter reaches a base because of an error by a fielder, mark the base path line with an **E**. Errors do not count as a hit for the batter.

- **Wild Pitch** –

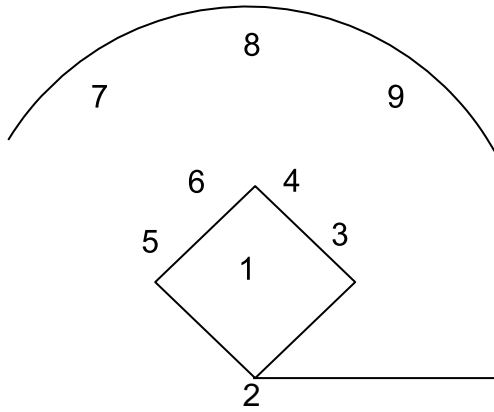
A wild pitch is recorded when a pitch is so high, low or wide that a catcher is not able to stop or control the ball by ordinary effort, thereby permitting base runners to advance. This is a call against the pitcher. Note a **WP** on the score sheet.

- **Passed ball** –

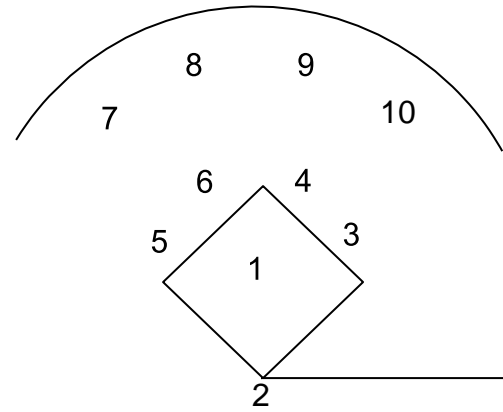
A catcher is charged with a passed ball when he fails to hold or control a legally pitched ball which should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance or score. Record as **PB** on the score sheet.

Quick Reference

Field Positions



Positions for a 9 player team



Positions for a 10 player team

1 = Pitcher (P)	6 = Short Stop (SS)
2 = Catcher (C)	7 = Left Fielder (LF)
3 = First Baseman (1B)	8 = Center Fielder (CF) or Left Center Fielder (LC)
4 = Second Baseman (2B)	9 = Right Fielder (RF) or Right Center Fielder (RC)
5 = Third Baseman (3B)	10 = Right Fielder (RF)

Score sheet Notations

Pitching	Hitting	Fielding
S – Swinging Strike	BB – Base on Balls	F8 – Fly Center Field
C – Called Strike	K – Struck out swinging	3-U – Unassisted play by 1B
F – Fouled Strike	X – Struck out watching	6-4 – Throw from SS to 2B
B – Ball	FC – Fielder’s Choice	CS – Caught Stealing
WP – Wild Pitch	HBP – Hit by Pitch	E – Error
TTM – Trip to Mound	1B – Single 2B – Double 3B – Triple HR – Homerun	5-4-3 DP – Double Play by 3B to 2B to 1B. F7-5 DP – Double Play, Fly LF to 3B
	RBI – Runs Batted In	