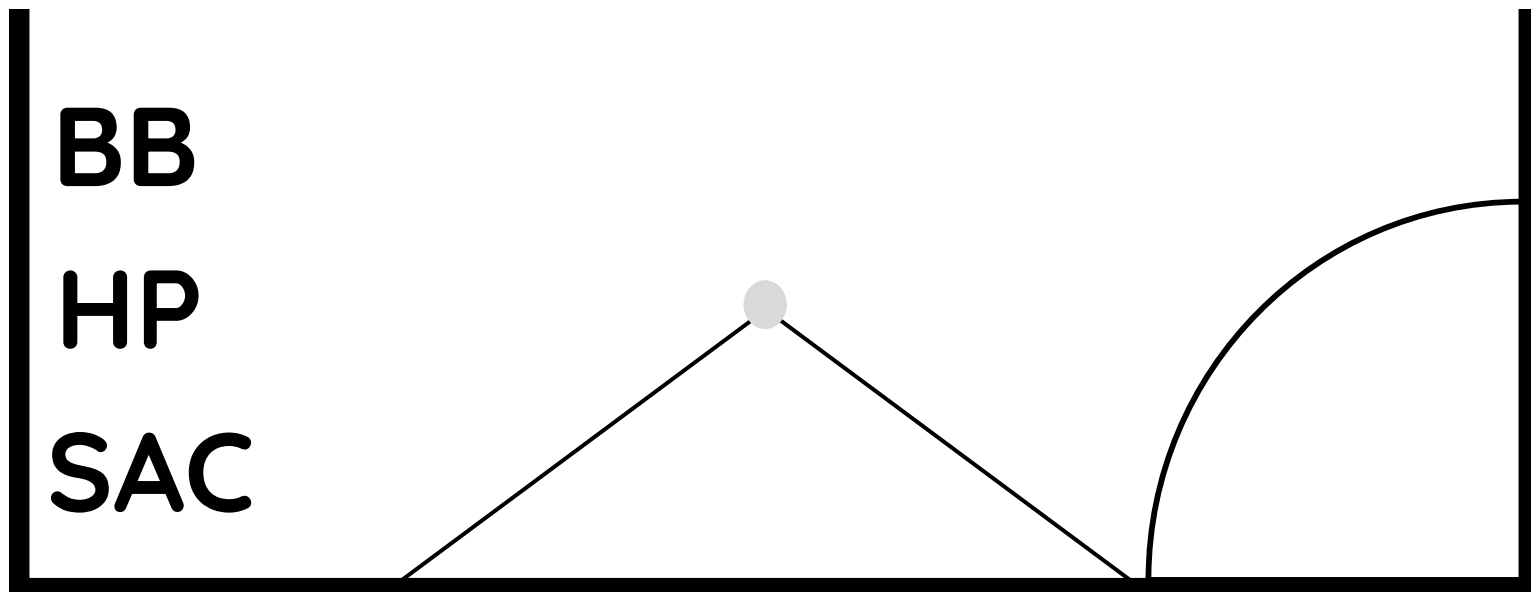
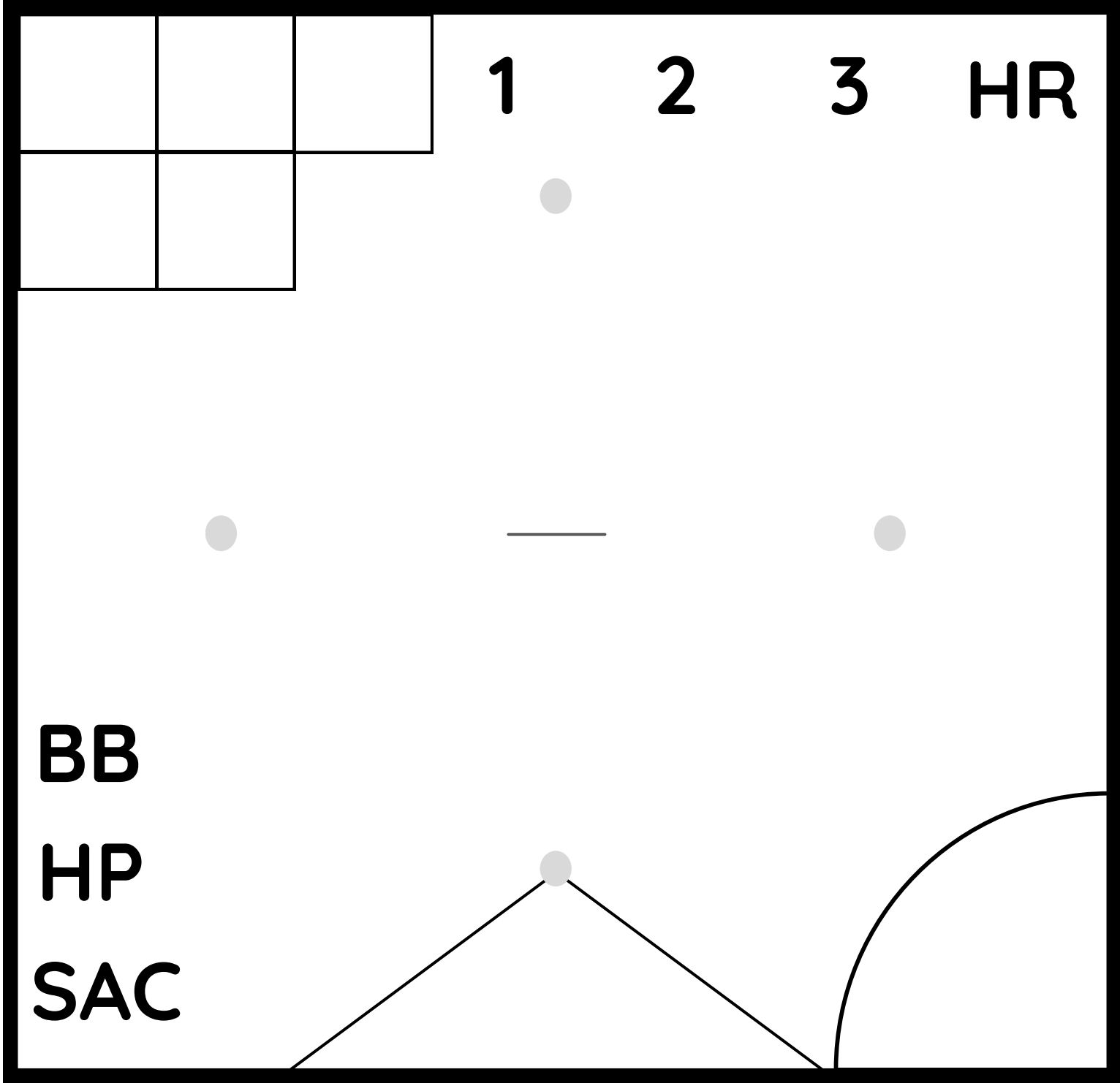


SCOREKEEPING BASICS

(Tutorial)

SINGLE A  DOUBLE A  TRIPLE A  50/70  SENIORS





SCOREKEEPING BASICS TUTORIAL

This tutorial is to show you the basics of how to keep score in the official League scorebook and how to properly maintain the pitch count book and scoreboard during a game.

Every team is **required** to have at least one volunteer to keep the scorebook (Home Team) and pitch count and scoreboard (Visiting Team).

Failure to provide a scorekeeper will result in that team forfeiting the game.

We appreciate you volunteering to help out your team.

Please reach out if you have any questions or need any additional help!

SCOREKEEPING BASICS TUTORIAL

While the scorekeeper is in the booth, they are separate from the fans. They can not talk or shout at the players, give directions, coach, chat about anything unrelated to scorekeeping, or get involved in the game in any other way. For instance, if a player bats out of order, the scorekeeper can not point it out or tell someone else to do it.

The plate umpire is in charge of everything during the game. They make all the calls and are the only ones who can call the game itself. If you're having trouble figuring out a play while you're in the score booth, let the umpires know, and they'll stop the game until everything is sorted out. It's important to make sure you're all caught up before play resumes. If you need any help during the game, just wait until there's a break and ask the umpire—they're really good about helping out!

SCOREKEEPING BASICS TUTORIAL

- The Home Team is responsible for recording everything in the Official Scorebook.
- Visiting Team is responsible for providing the scoreboard and pitch count book (Single A Machine Pitch only does the scoreboard).
- Alert the Home Plate Umpire when the pitcher is close to his/her pitch count limit. The managers will usually check in beforehand.
- Be nice to the umpires! You must tell them they're awesome AT LEAST twice a game! 🤪 Please be respectful of the umpires and their calls.
- No loud conversations, yelling or coaching from the Score Booth.
- No additional people may sit in the pressbox with you. Siblings/younger children must be outside of the pressbox during the game.
- Scorekeepers must be at least 16 years old. Please do not have children "helping" with the scoreboard/scorebook.
- Never tell a manager when his/her team is batting out of order.
- Work in unison with other scorekeepers and be respectful at all times.
- Arrive early (15 min) and ensure scorebook is ready prior to Umpire starting the game.

SCOREKEEPING BASICS TUTORIAL

SINGLE A (Machine Pitch), DOUBLE A & TRIPLE A Divisions

BASE STEALING - Runners **may not** lead off and must wait for the ball to cross the plate before advancing to the next base.

Repeated violation of this rule can result in manager ejection.

DROPPED THIRD STRIKE

50/70 and SENIORS Divisions only.

A batter can run to first base if the third strike pitch is dropped by the catcher, technically “stealing” first base. The runner can be tagged with the ball or thrown out at first for an out. If the runner is safe on first, it is still marked as a “K” (strikeout) in the book for the player, but is not counted as an “out” for the team.

GAME DURATIONS

DIVISION	GAME TIME	CUT-OFF MAX	# OF INNINGS	RUN RULE?	# OF RUNS / INNING
SINGLE A (Machine Pitch)	1 HR; 40 MIN	2 HOURS	6	15 / 3 innings 10 / 4 innings	5 runs max per inning
DOUBLE A / TRIPLE A	1 HR; 40 MIN	2 HOURS	6	15 / 3 innings 10 / 4 innings	5 runs max per inning
50/70 (Intermediate)	1 HR; 40 MIN	2 HOURS	7	15 / 3 innings 10 / 4 innings	5 runs max per inning (WHITE DIVISION ONLY)
SENIORS	1 HR; 45 MIN	2 HOURS	7	NONE	NONE

This is a sample of a scorebook page. It is much larger in person!

SAMPLE

PLAYERS			POS	VS					DATE		PLACE		COND.		SCORER			
NO	LAST	FIRST		1	2	3	4	5	6	7	8	9	AB	R		H	BB	SO
1																		
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
10																		
11																		
12																		
13																		
14																		
15																		

INNING TOTALS - Unshaded Areas RUNS HITS ERRORS L.O.B. E.R.		1		2		3		4		5		6		7		8		9	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
RUNNING TOTALS - Shaded Areas RUNS HITS ERRORS L.O.B. E.R.		1		2		3		4		5		6		7		8		9	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	

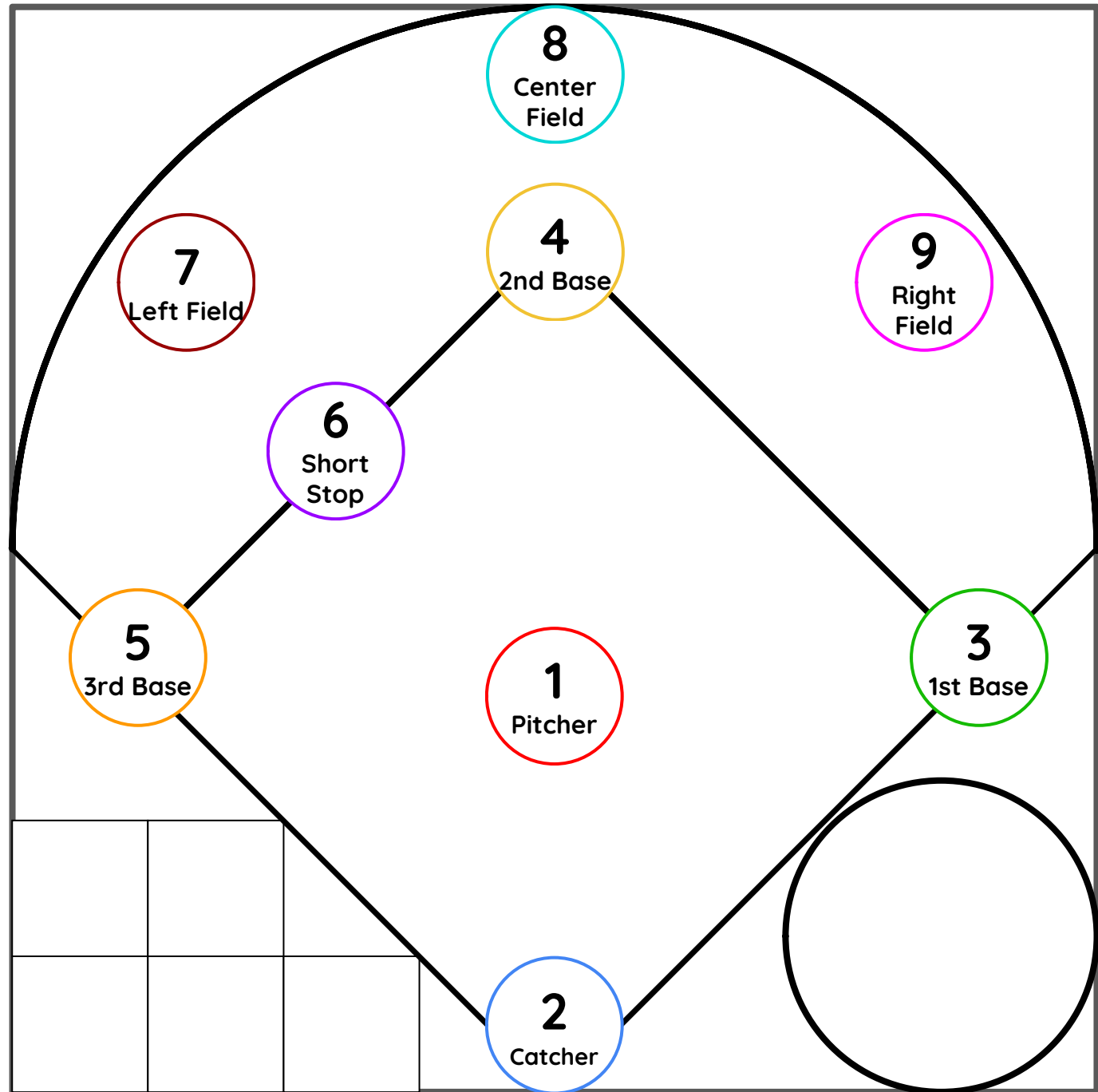
NO. PITCHERS 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 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776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 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1221 1222 1223 1224 1225 1226 1227 1228 1229 1230 1231 1232 1233 1234 1235 1236 1237 1238 1239 1240 1241 1242 1243 1244 1245 1246 1247 1248 1249 1250 1251 1252 1253 1254 1255 1256 1257 1258 1259 1260 1261 1262 1263 1264 1265 1266 1267 1268 1269 1270 1271 1272 1273 1274 1275 1276 1277 1278 1279 1280 1281 1282 1283 1284 1285 1286 1287 1288 1289 1290 1291 1292 1293 1294 1295 1296 1297 1298 1299 1300 1301 1302 1303 1304 1305 1306 1307 1308 1309 1310 1311 1312 1313 1314 1315 1316 1317 1318 1319 1320 1321 1322 1323 1324 1325 1326 1327 1328 1329 1330 1331 1332 1333 1334 1335 1336 1337 1338 1339 1340 1341 1342 1343 1344 1345 1346 1347 1348 1349 1350 1351 1352 1353 1354 1355 1356 1357 1358 1359 1360 1361 1362 1363 1364 1365 1366 1367 1368 1369 1370 1371 1372 1373 1374 1375 1376 1377 1378 1379 1380 1381 1382 1383 1384 1385 1386 1387 1388 1389 1390 1391 1392 1393 1394 1395 1396 1397 1398 1399 1400 1401 1402 1403 1404 1405 1406 1407 1408 1409 1410 1411 1412 1413 1414 1415 1416 1417 1418 1419 1420 1421 1422 1423 1424 1425 1426 1427 1428 1429 1430 1431 1432 1433 1434 1435 1436 1437 1438 1439 1440 1441 1442 1443 1444 1445 1446 1447 1448 1449 1450 1451 1452 1453 1454 1455 1456 1457 1458 1459 1460 1461 1462 1463 1464 1465 1466 1467 1468 1469 1470 1471 1472 1473 1474 1475 1476 1477 1478 1479 1480 1481 1482 1483 1484 1485 1486 1487 1488 1489 1490 1491 1492 1493 1494 1495 1496 1497 1498 1499 1500 1501 1502 1503 1504 1505 1506 1507 1508 1509 1510 1511 1512 1513 1514 1515 1516 1517 1518 1519 1520 1521 1522 1523 1524 1525 1526 1527 1528 1529 1530 1531 1532 1533 1534 1535 1536 1537 1538 1539 1540 1541 1542 1543 1544 1545 1546 1547 1548 1549 1550 1551 1552 1553 1554 1555 1556 1557 1558 1559 1560 1561 1562 1563 1564 1565 1566 1567 1568 1569 1570 1571 1572 1573 1574 1575 1576 1577 1578 1579 1580 1581 1582 1583 1584 1585 1586 1587 1588 1589 1590 1591 1592 1593 1594 1595 1596 1597 1598 1599 1600 1601 1602 1603 1604 1605 1606 1607 1608 1609 1610 1611 1612 1613 1614 1615 1616 1617 1618 1619 1620 1621 1622 1623 1624 1625 1626 1627 1628 1629 1630 1631 1632 1633 1634 1635 1636 1637 1638 1639 1640 1641 1642 1643 1644 1645 1646 1647 1648 1649 1650 1651 1652 1653 1654 1655 1656 1657 1658 1659 1660 1661 1662 1663 1664 1665 1666 1667 1668 1669 1670 1671 1672 1673 1674 1675 1676 16	
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FIELD POSITION NUMBERS

These numbers indicate the POSITION on the field. It is NOT the player's jersey number. This helps with identifying which position player made the play during the at-bat.

EX: A **4-3 Double Play** means the ball went to the second baseman (position 4) and he got an out, then threw it to the first baseman (position 3) for the second out.

This is extra information. If you are just starting out, you do not need to worry about this when keeping the book.



SCOREKEEPING BASICS TUTORIAL

The scorebook is the official score for the game.

The Game Changer app does not take the place of the official scorebook.

The managers will give you a copy of their lineups prior to the game.

You may need to ask them for player jersey numbers and who their starting pitcher is if it is not on their roster sheet..

One team per page / 2 page spread

Visiting Team bats first, so place their lineup on the left page
Home Team on right page

Date & team names on both pages

Write start time at top of page - The Umpire will give the “official” start time, not when the game is scheduled to start.

Batting Order

Copy each team’s batting line up on left side of team’s page
Player Names and jersey number

VISITING TEAM (L)

PLAYERS		POS	HOME TEAM	VS	AWAY TEAM	DATE	DATE	PLACE	FIELD #	COND.	SCORER
NO	LAST	FIRST				TIME	START TIME				
1	5	LOGAN K.									
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

List the players in order from the manager's roster. Jersey number and player name only. You do not have to worry about

INNING TOTALS - Unshaded Areas	RUNS	HITS	ERRORS	LOB	ER
1					
2					
3					
4					
5					
6					
7					
8					
9					
TOTALS					

NO	PITCHERS	TOTALS	W	L	IP	AB	R	H	SO	BB	ER
1											
2											
3											
4											
5											
6											
7											
8											
9											
TOTAL											

PITCHES BY INNING	1	2	3	4	5	6	7	8	9	TOTAL
1										
2										
3										
4										
5										
6										
7										
8										
9										
TOTAL										

FINAL SCORE

GAME NOTES:	TEAM TIME OUTS	UMPIRE	SIGNATURES	RECORDER

HOME TEAM (R)

PLAYERS		POS	HOME TEAM	VS	AWAY TEAM	DATE	DATE	PLACE	FIELD #	COND.	SCORER
NO	LAST	FIRST				TIME	START TIME				
1	22	ISABEL M.									
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

INNING TOTALS - Unshaded Areas	RUNS	HITS	ERRORS	LOB	ER
1					
2					
3					
4					
5					
6					
7					
8					
9					
TOTALS					

NO	PITCHERS	TOTALS	W	L	IP	AB	R	H	SO	BB	ER
1											
2											
3											
4											
5											
6											
7											
8											
9											
TOTAL											

PITCHES BY INNING	1	2	3	4	5	6	7	8	9	TOTAL
1										
2										
3										
4										
5										
6										
7										
8										
9										
TOTAL										

FINAL SCORE

GAME NOTES:	TEAM TIME OUTS	UMPIRE	SIGNATURES	RECORDER

SCOREBOOK PAGES

This is the information that goes at the top of both pages - Visitor and Home teams. The umpire will give you the official start time.

HOME TEAM vs AWAY TEAM	DATE	9/21/24	PLACE	F1 / Field 1
	TIME	2:00 PM		

Write the players in order as they are on the manager's lineup card. You just need to put the player's jersey number and their first name, last initial (we often have players with the same name).

	#	PLAYER	POS.
1	5	LOGAN K.	
2	7	JACKSON G.	

SCOREKEEPING BASICS TUTORIAL

Batters / Inning

Cross out balls & strikes as called.

The umpire may not say “ball” or “strike,” but may gesture with right arm/hand. They have been instructed to be more “vocal” with their calls, but if you are unsure, you can ask the umpire.

Umpire may call a strike if the ball is anywhere in strike zone or if the batter swings at a pitch and misses.

The first two foul balls are strikes. Any fouls after that only count towards pitch count.

Keep track of who is batting.

You cannot announce if a batter is batting out of order.

If the opposing manager notices and challenges it, it is an out for the batting team. The opposing manager is the only one who can make that call.

BALLS

1

(SINGLE)

2

(DOUBLE)

3

(TRIPLE)

HR

(HOME RUN)

STRIKES

**PLAYER AT-
BAT INFO**

BB (WALK)

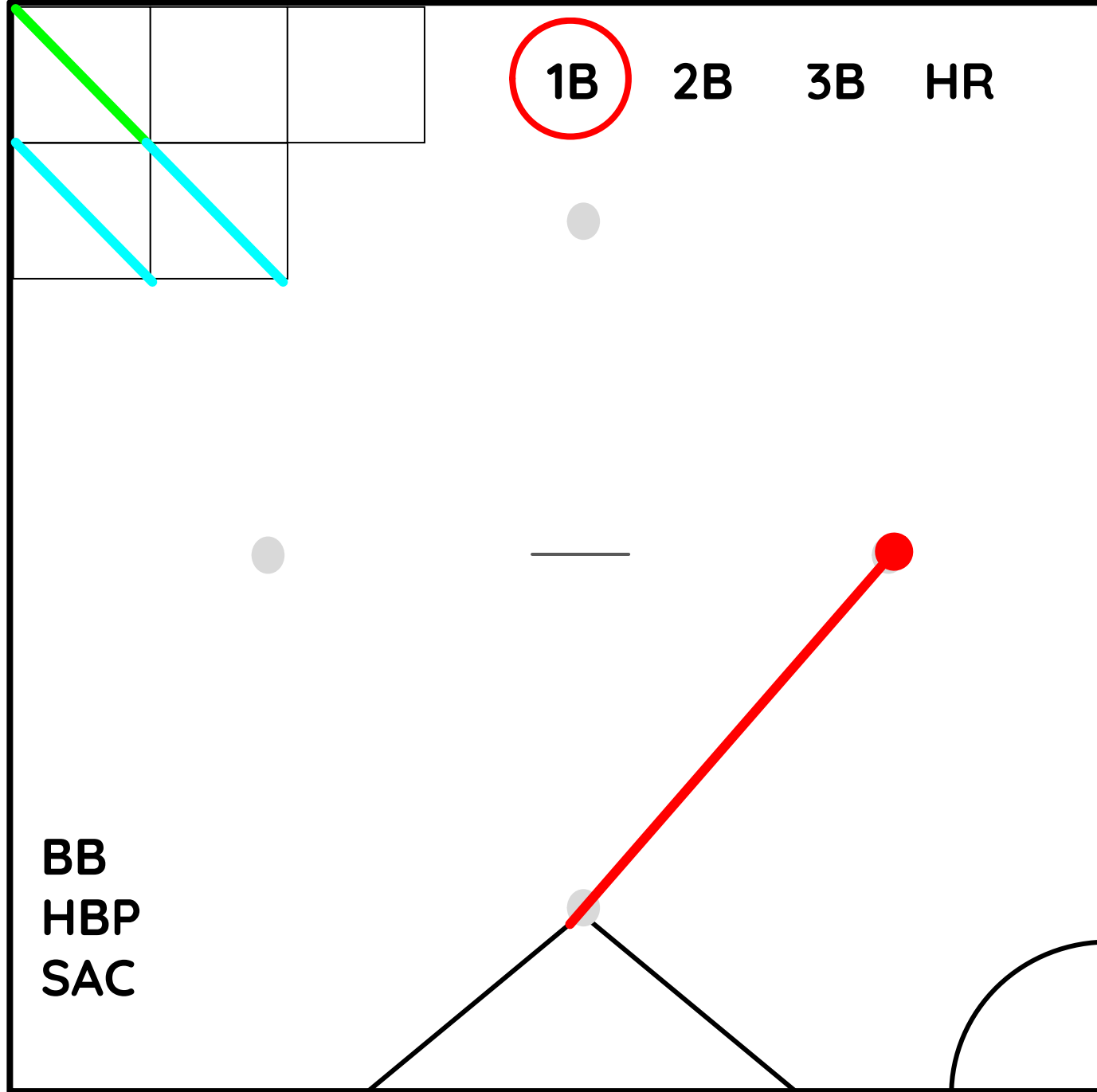
HP (HIT BY PITCH)

SAC (SACRIFICE OUT)

**RBI
PLAYER #**

**OUT
NUMBER**

SCORING AN AT-BAT



PLAYER 1:

First Pitch - **Strike**

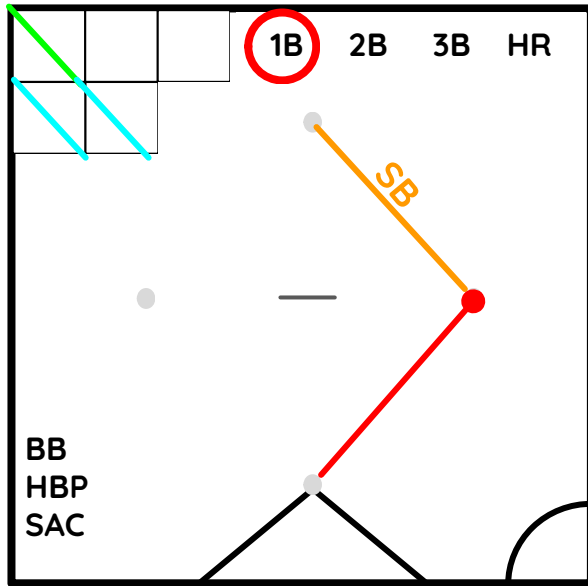
Second Pitch - **Strike**

Third Pitch - **Ball**

Fourth Pitch - The batter gets a hit. He makes it to **FIRST BASE (Single)**. Draw a line from home plate to first base and put a dot on the base to indicate the player made a single. Circle the **1B** at the top of the box to indicate a single.

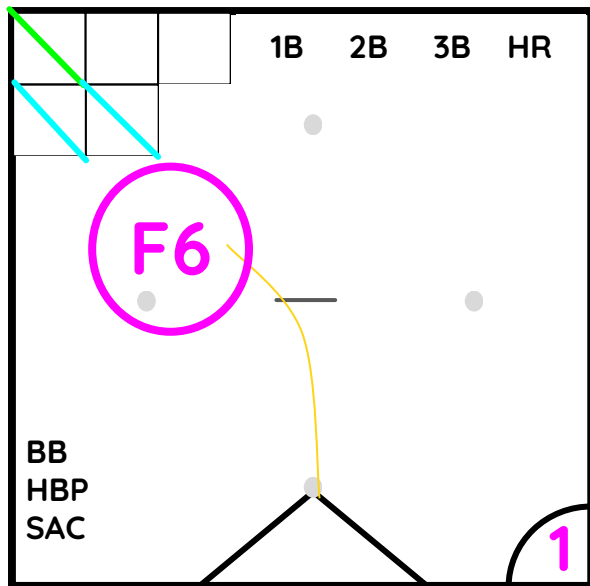
You will then go to the next player, but you must keep up with this player as he/she advances around the bases. (See next page.)

SCORING AN AT-BAT



PLAYER 1:

SB: During Player 2's at-bat, Player 1 stole second base. Draw a line from first to second and indicate it with an SB.



PLAYER 2:

First Pitch - Strike

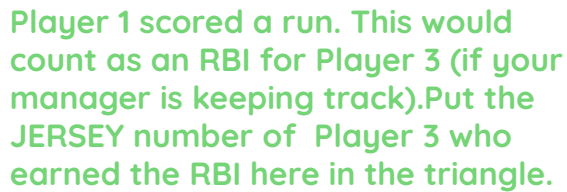
Second Pitch - Strike

Third Pitch - Ball

Fourth Pitch - Fly ball to left center field

It was caught by the shortstop (6) for an out.

Draw a curved line from home plate to the location of the out. Circle the 6 to indicate which fielder caught the out. Put a "1" in the circle at the bottom right to indicate the first out. *the "6" is for position number 6 on the field, NOT the jersey number of the player.



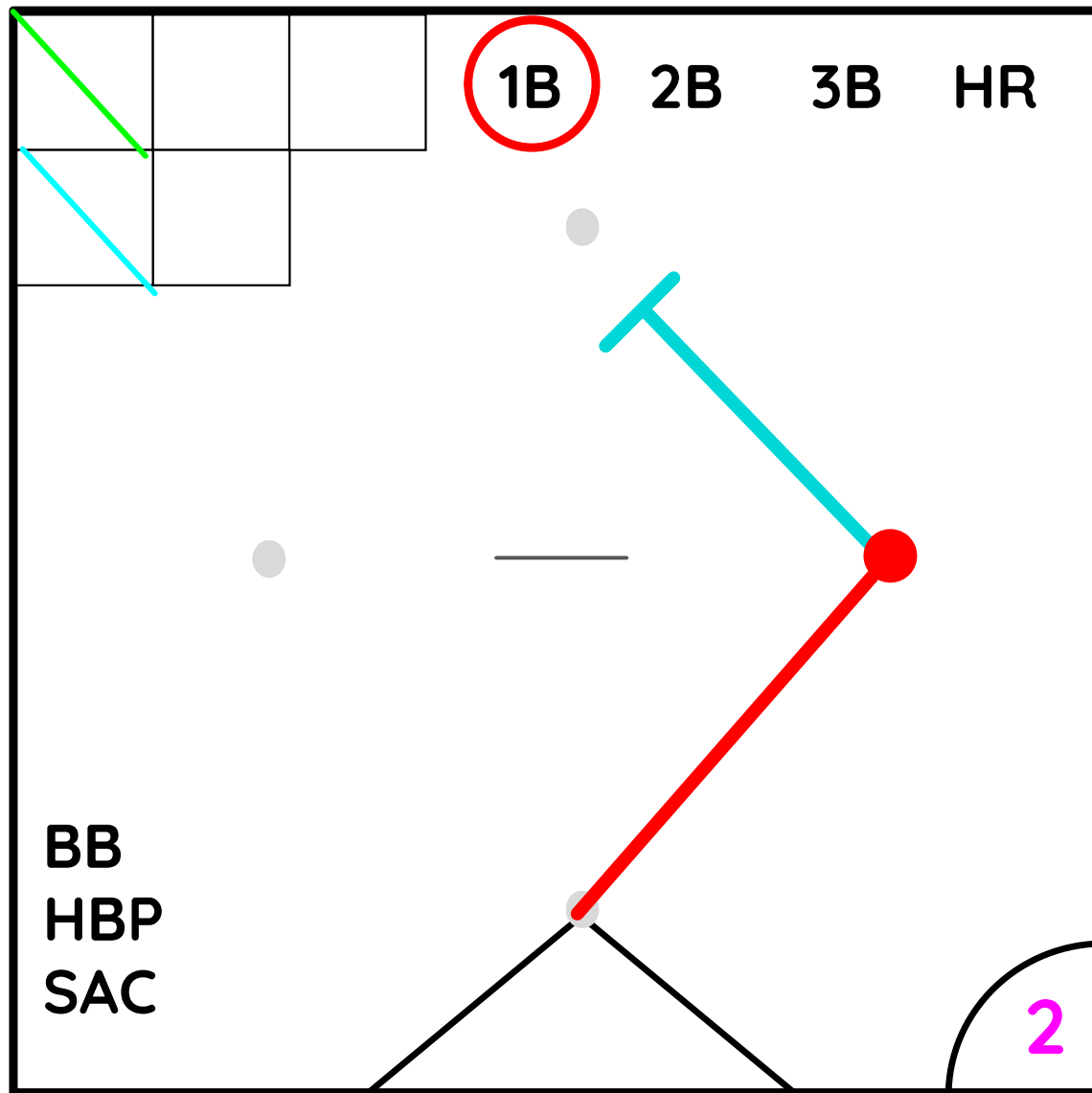
RUN: The third batter hits a double, so Player 1 **ran two bases** and scored a run. Draw lines from second to third and third to home. **Color in the box to indicate the player scored.**



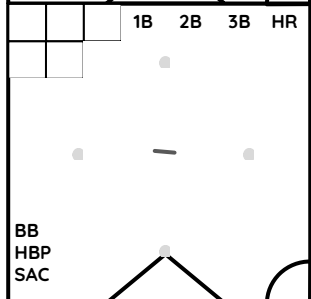
Second Pitch - Ball

Third Pitch - Ball

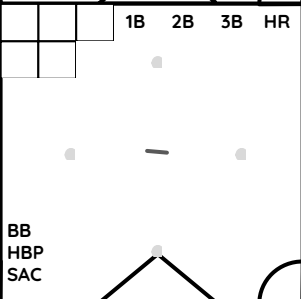
He then hits a double to center field, so this player ran two bases and ended up on second base. Circle **2B** to indicate a double, and **draw lines from home to first and first to second with a dot on second base.**



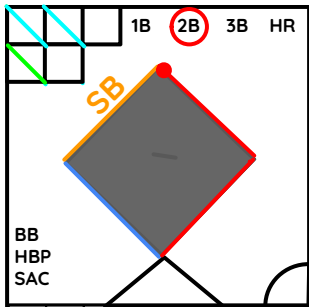
NOTE: If a runner is advancing to the next base, but the baseman tags the base (or the runner) for an out, it is indicated in the book as a **straight line to the base, stopping just before the base and putting a perpendicular line** to show that the runner was caught out before reaching base. **Put the out number in the bottom right corner.**



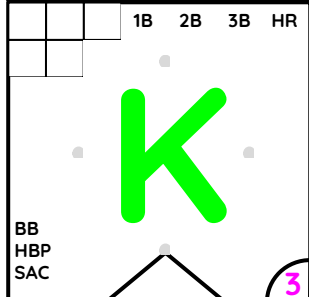
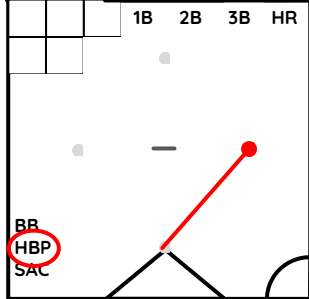
If a batter is hit by a pitch (HBP), he or she will automatically go to first base. Circle HBP in the book, **draw a line to first base.**



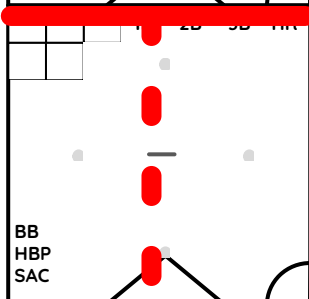
Ask umpire if unsure.



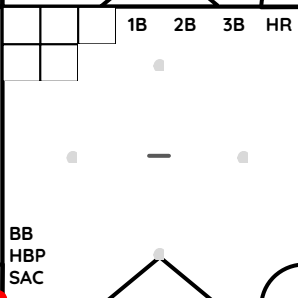
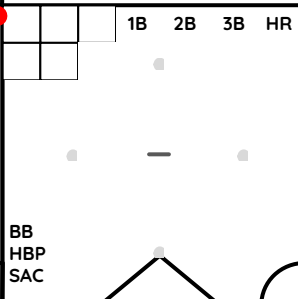
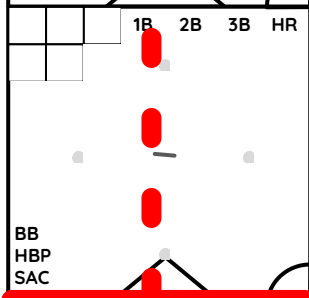
The third out ends the inning. Draw a line at the bottom of the box for the last batter. Then draw a vertical line through the boxes of the players that did not have an at-bat during that inning. The next inning will begin with the first scratched out player.



← LAST BATTER OF THE INNING



← FIRST BATTER OF THE NEXT INNING



NOTE: If a team bats through their entire lineup and still does not have three outs, continue to the next column with the player who originally had the first at-bat for that inning. Just change the inning numbers at the top of the column.

SCORING A DROPPED THIRD STRIKE

(50/70 AND SENIORS ONLY)

IF A RUNNER STEALS HOME AND SCORES:

Color in the runner's box for scoring the run

Mark PB for passed ball or WP for wild pitch

BATTER WHO IS RUNNING TO FIRST:

- If a batter runs to first on a dropped third strike, it is still considered a strike out to the player and needs to be indicated as a “K” on that player’s at-bat info, but he or she may continue to run the bases.
- If the batter reaches first base safely, score it **K PB**. It does not get recorded as a team out.
- If the batter runs to first but is tagged out, score it **K** and indicate the out number in the bottom right corner of the box.

HOME **Graphite** VISITOR **Black** DATE **4/23** PLACE **F2** TIME/GAME NO. **4:14 PM** PITCH COUNTS

#	PLAYER	POS.	1	2	3	4	5	6	7	8	9	AB	R	H	RBI
7	Asher														
9	Jack														
2	Korbin														
6	Clayton														
11	Tucker														
1	Gage														
10	Jeremy														
12	Andrew RBI: 1														
5	Grayson														
4	Iandan														
11															
12															
13															
14															
15															
16															
TOTALS			H	E	LOB										

RUNS: 4, 1, 3
 TOTALS: H, E, LOB

PITCHER'S NAME: RECORD, WIN, SAVE, LOSS, PC, IP, AB, K, BB, H, R, ER, WP

FINAL SCORE: HOME, VISITOR
 RUNS, HITS, ERRORS
 UMPIRES, SCORER

This is a copy of a page from one of the books I scored for your reference!

At the end of the game, put the final score and the winning team's name and circle.

The most important things to keep track of:

Balls
Strikes
Outs
Runs

Everything else is extra!

PITCH COUNT

- **AA / AAA / 50-70 / Seniors are required to keep pitch count**
 - Use a pitch count sheet with team names and date on it
 - Write each pitcher's name and jersey number and tally marks for each pitch thrown
 - Doesn't matter if the pitch is a ball, strike, foul, or hit. It is counted as a pitch.
 - The umpire will indicate if a pitch is a "no pitch". This will not count toward the pitch count.
 - Mark pitches with alternating slashes (\ /) for each batter. This helps with thresholds (max pitches).
 - When the pitcher completes their half inning, circle the number of the last pitch. If they come back for the next inning, just continue where you left off.
- **The manager must remove the pitcher when he/she reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (except catcher).**

Baseball Pitch Count By League Age

Baseball pitchers league age
14 and under

1-20 Pitches = 0 Days Rest

21-35 Pitches = 1 Day Rest

36-50 Pitches = 2 Days Rest

51-65 Pitches = 3 Days Rest

66+ Pitches = 4 Days Rest

Baseball pitchers league age
15 and 16

1-30 Pitches = 0 Days Rest

31-45 Pitches = 1 Day Rest

46-60 Pitches = 2 Days Rest

61-75 Pitches = 3 Days Rest

76+ Pitches = 4 Days Rest

LEAGUE AGE

AGE

PITCHES PER DAY

6-8

50 Pitches

9-10

75 Pitches

11-12

85 Pitches

13-16

95 Pitches

Note 1: A pitcher who delivers 41+ pitches in a game **CANNOT** play the position of catcher for the remainder of that day.

Note 2: Any player who has played the position of catcher in four plus (4+) innings in a game is not eligible to pitch on that day.

*Pitching eligibility varies by the league age of a pitcher, which is determined by the approved League Age Chart indicated within the Little League Rulebook in Appendix G and in accordance with Regulation VI.

SCOREBOARD



SCOREBOARD

Locate and plug in the scoreboard controller. It is in a small plastic case (see below), and there should be an A/C adapter plugged into the power strip/outlet. Locate the end of the adapter and plug it into the unit. Plugging it in automatically turns on the scoreboard and the controller.

Some of the pressboxes now have switches on the counter.
Just turn on the switch and the board should light up.



SCOREBOARD

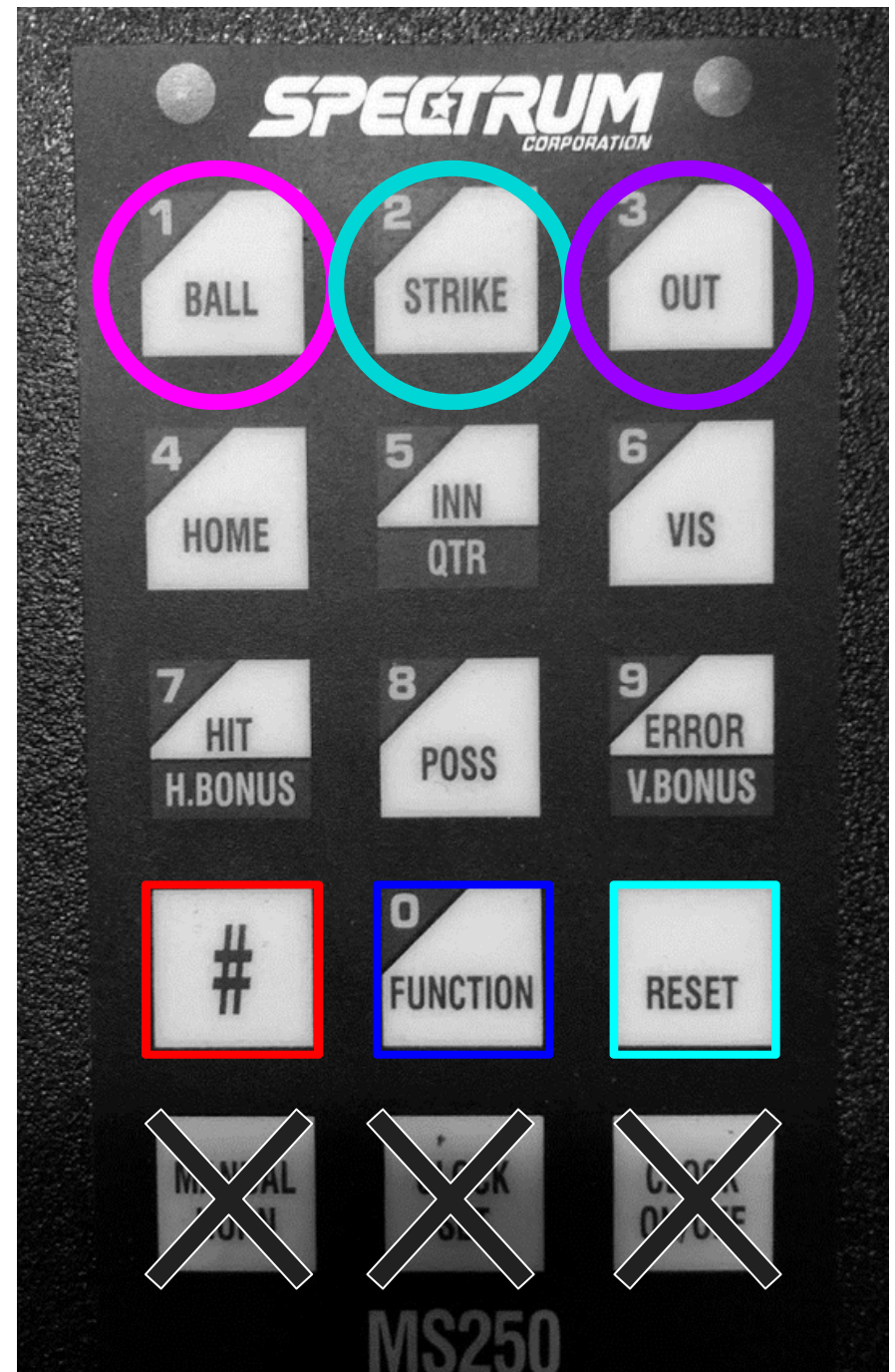
Operation is fairly simple. The buttons you will need the most are on the top.

First, if the board needs to be **RESET** for a new game, press **# > 3 > FUNCTION**

BALL - Pressing this button will advance the ball indicator by one. Balls will reset after the first three. Pressing **BALL** again will clear them.

STRIKE - Pressing this button will advance the strike indicator by one, then to blank on the third press.

OUT - Pressing this button will advance the out indicator by one, then to blank after the third press.



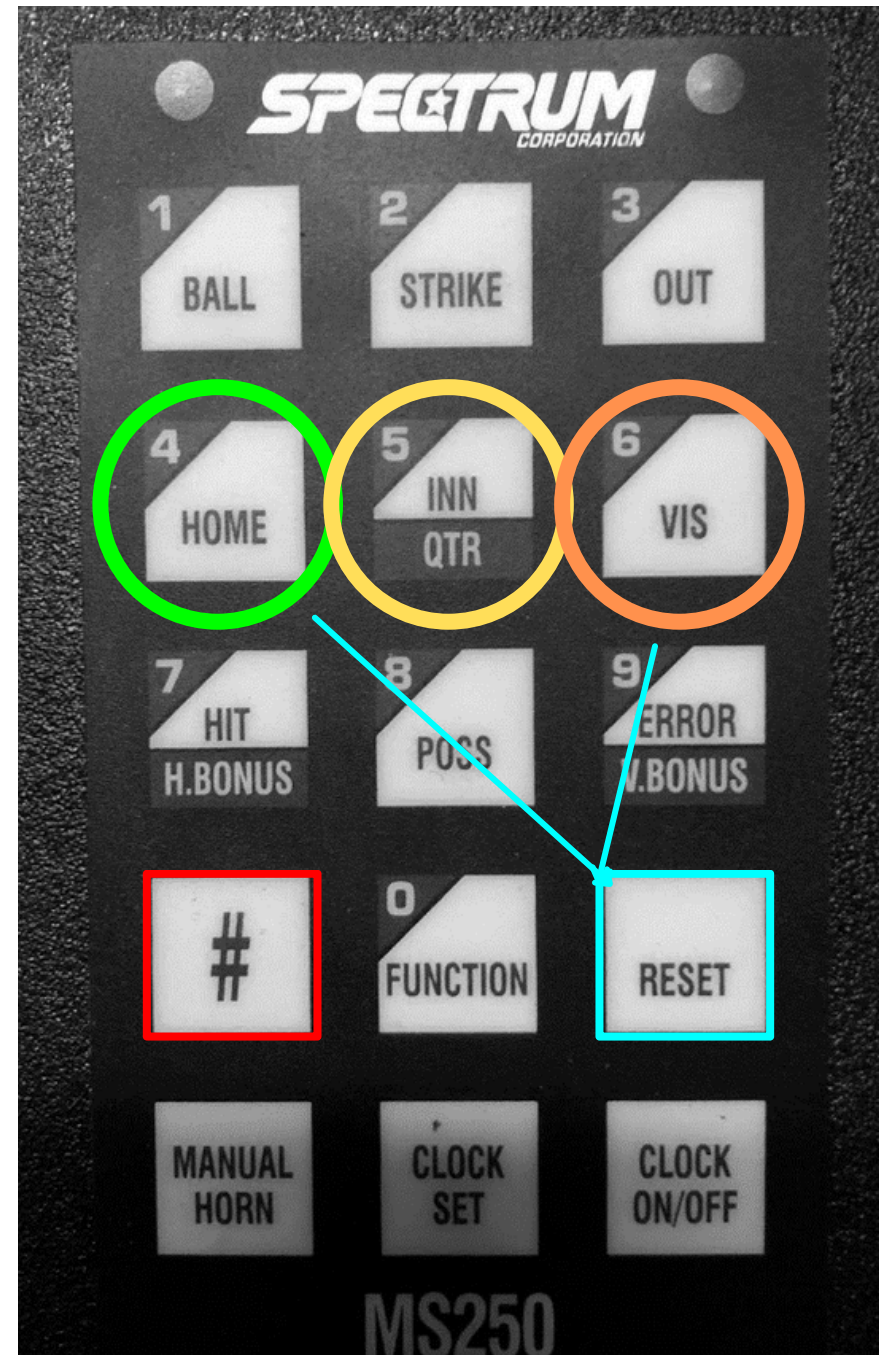
SCOREBOARD

Unlike our previous scoreboards, there is no **RESET BALLS & STRIKES** button. Just scroll through until you get to blank again.

HOME – Pressing this button will advance the visitor score digits by one. To reset the score to “0”, press **RESET** > **HOME**. To enter a number, e.g., “12”, press **#** > **1** > **#** > **2**, then press **HOME**.

VISITOR – Pressing this button will advance the visitor score digits by one. To reset the score, follow the instructions above.

INN – Pressing this button will advance the innings digits by one. To reset the innings to “0”, press **RESET** > **INN**. To enter a number, i.e., 5, press **#** > **5**, then press **INN**.





THANK YOU!!!!

Please contact me if you have any questions!

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