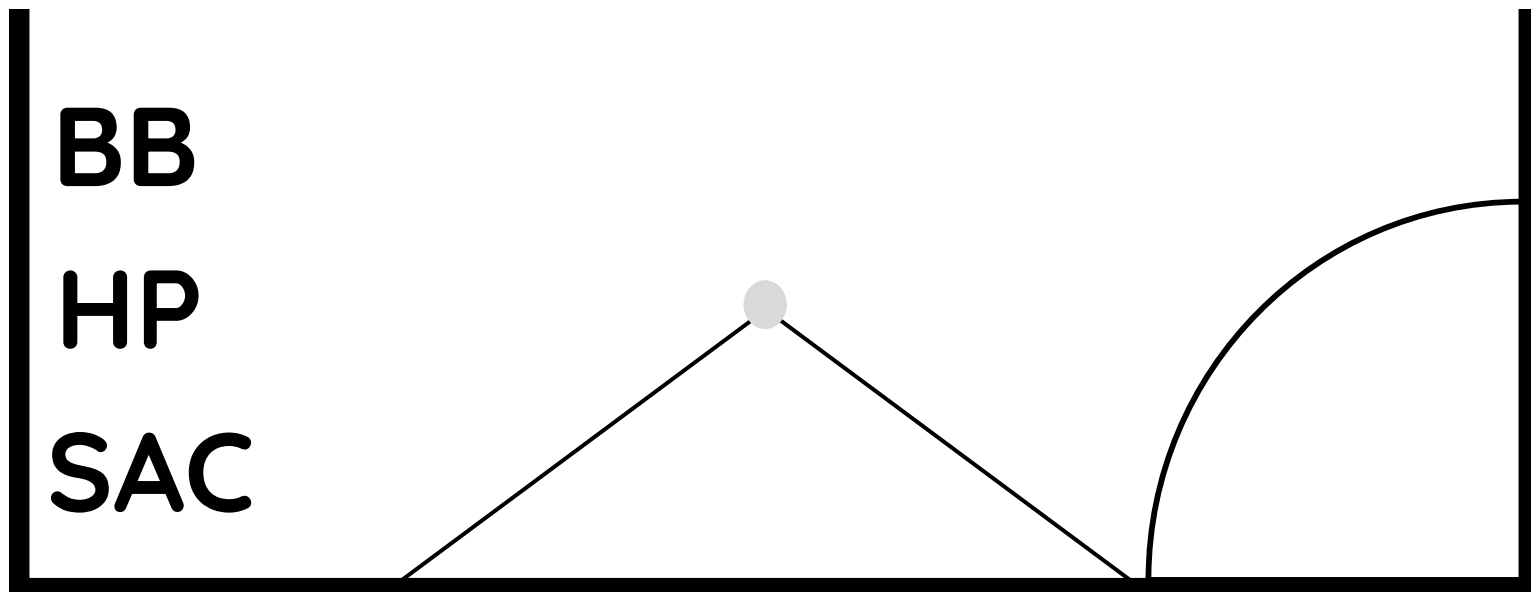
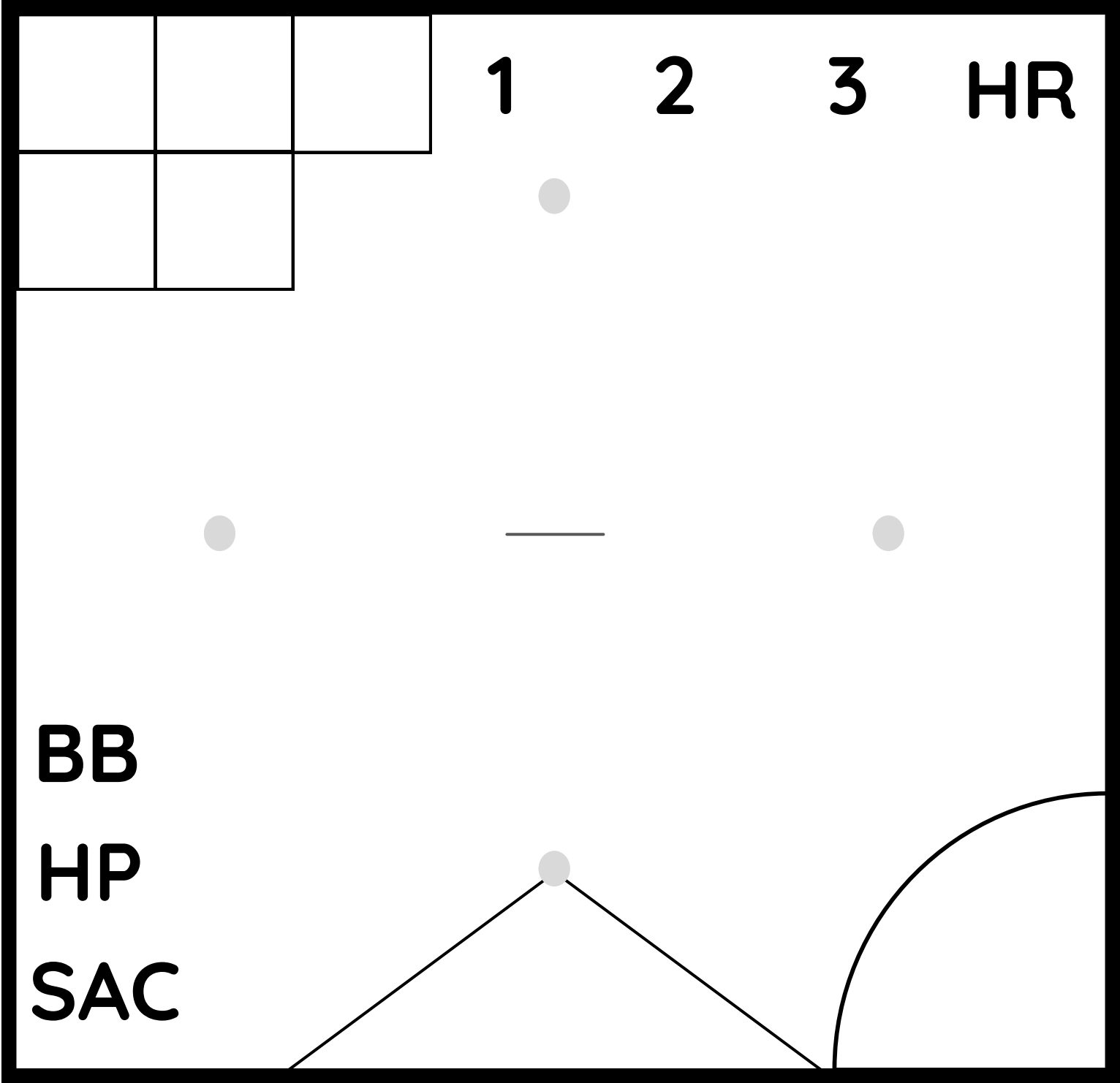


# SCOREKEEPING BASICS

## (Tutorial)

SINGLE A  DOUBLE A  TRIPLE A  50/70  SENIORS





# SCOREKEEPING BASICS TUTORIAL

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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

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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

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- 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

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## **SINGLE A (Machine Pitch) and DOUBLE 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

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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																		

<b>INNING TOTALS - Unshaded Areas</b> 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	
<b>RUNNING TOTALS - Shaded Areas</b> 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	

<b>NO. PITCHERS</b> 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 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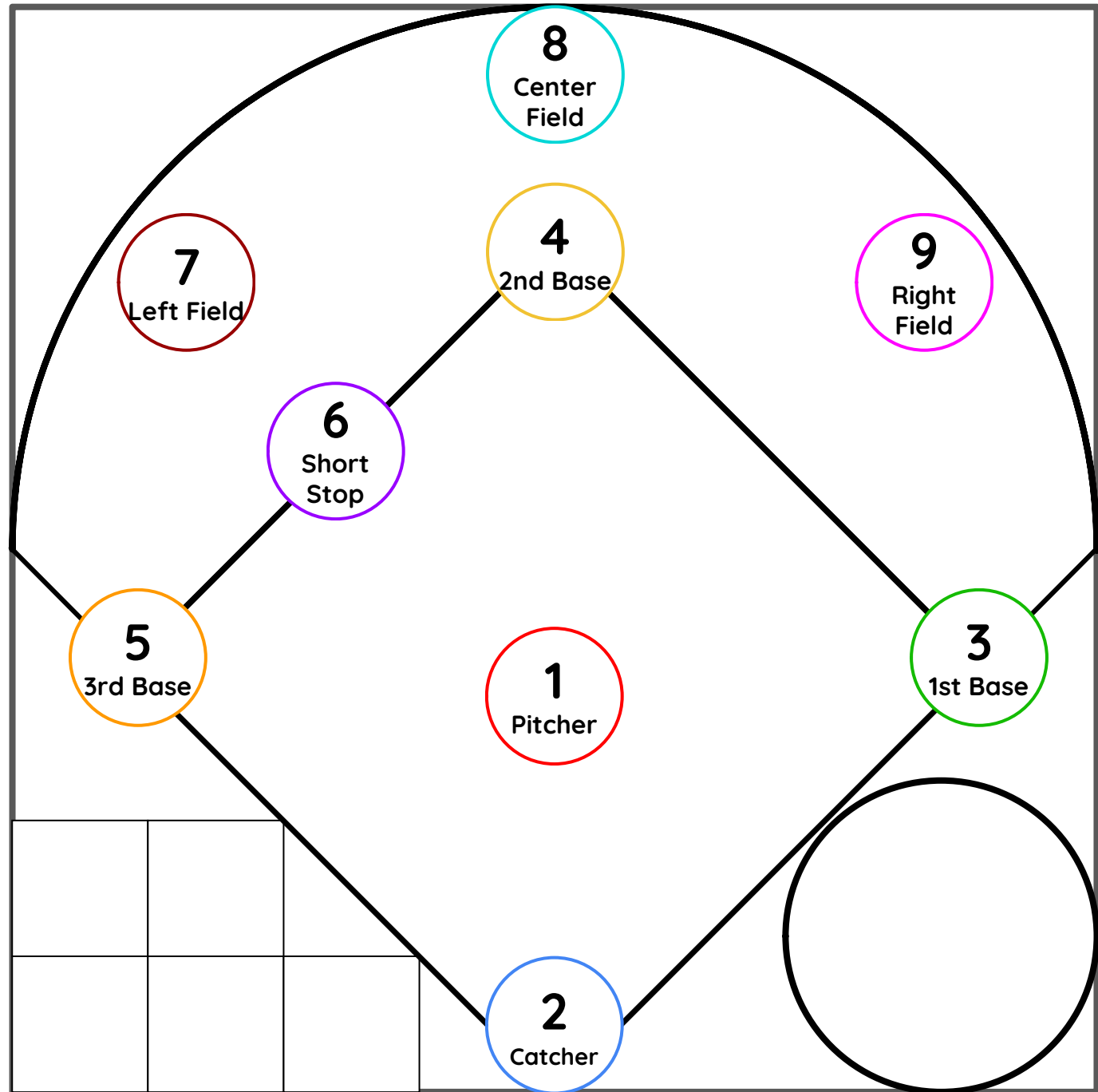


# FIELD POSITION NUMBERS

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

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**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)

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## HOME TEAM (R)

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# 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

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## 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)

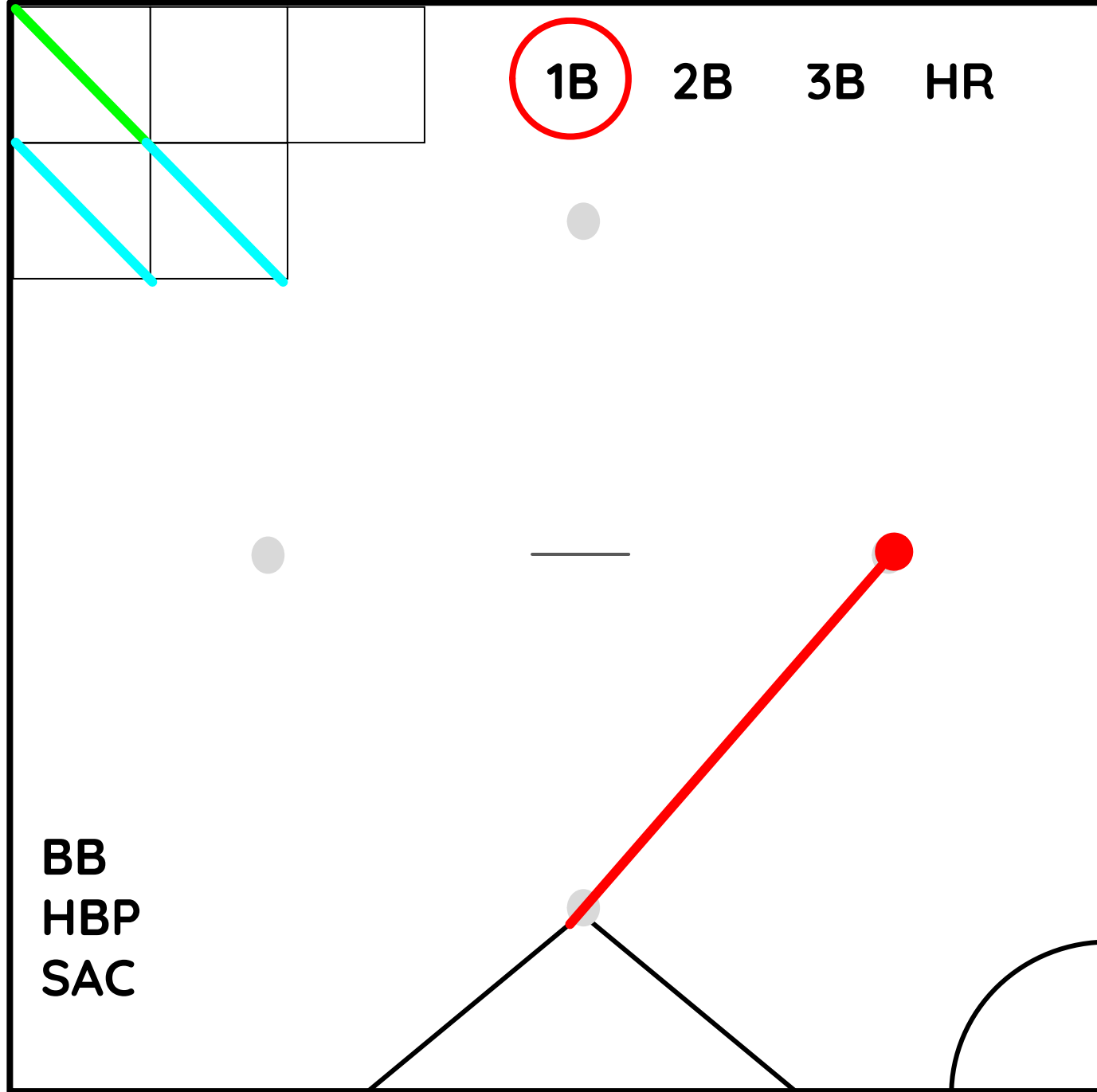
**HP** (HIT BY PITCH)

**SAC** (SACRIFICE OUT)

**RBI  
PLAYER #**

**OUT  
NUMBER**

# SCORING AN AT-BAT



## PLAYER 1:

First Pitch - **Strike**

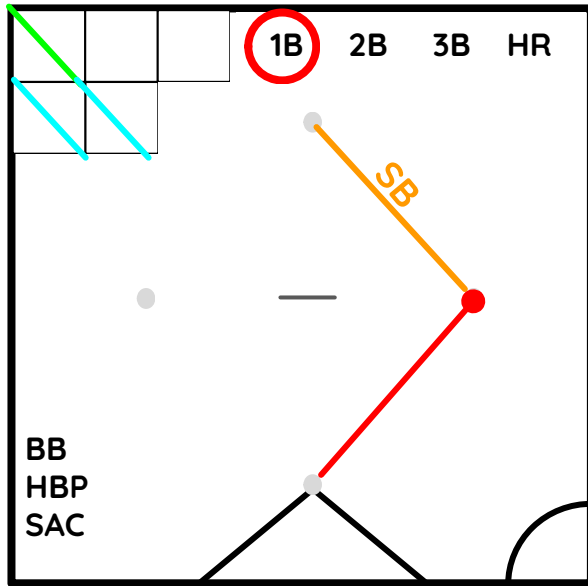
Second Pitch - **Strike**

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.

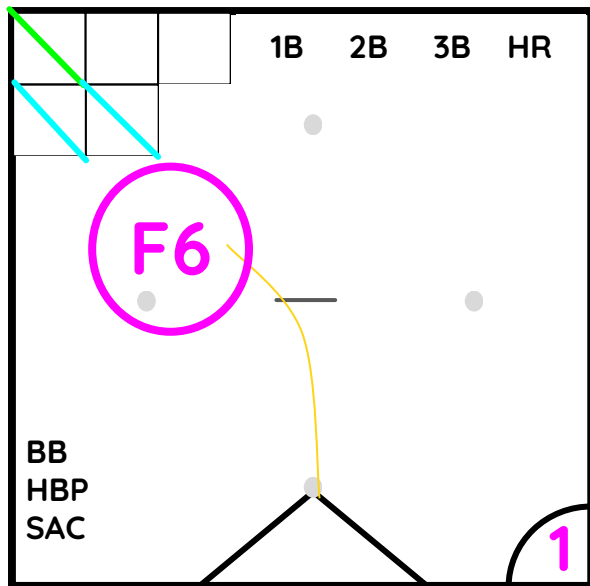
You will then go to the next player, but you must keep up with this player as he/she advances around the bases. (See next page.)

# SCORING AN AT-BAT



## PLAYER 1:

**SB:** During Player 2's at-bat, this 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**

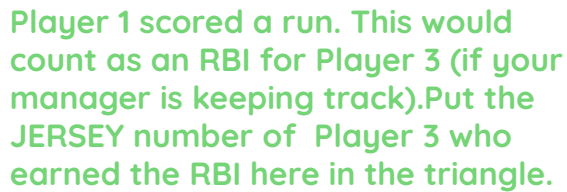
Third Pitch - **Ball**

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.**





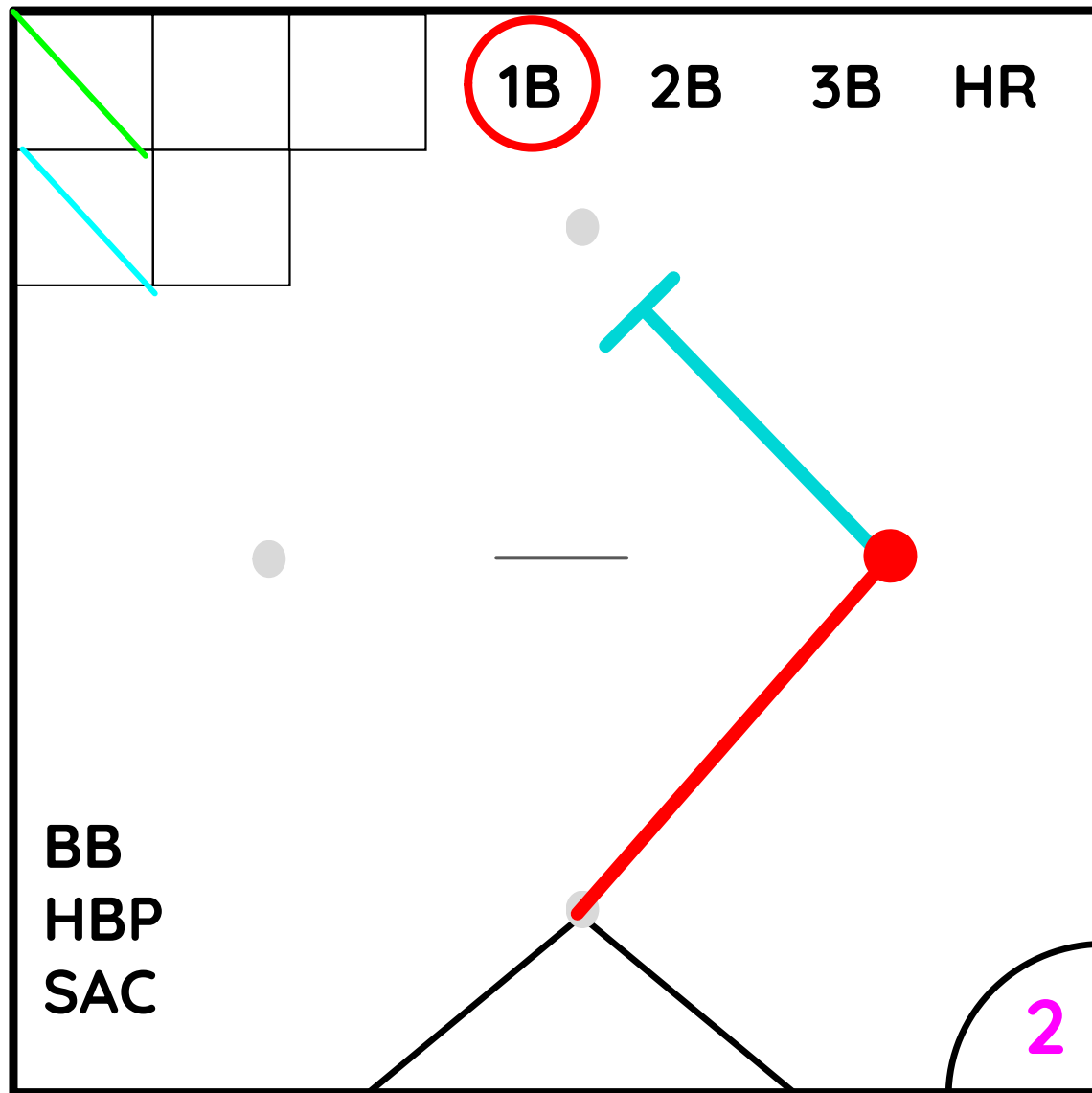
**RUN:** The third batter hits a double, so Player 1 **ran two bases** and scored a run. Draw lines from second to third and third to home. **Color in the box to indicate the player scored.**



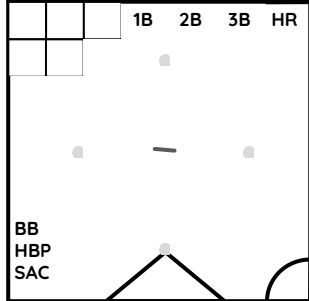
## Second Pitch - Ball

## Third Pitch - Ball

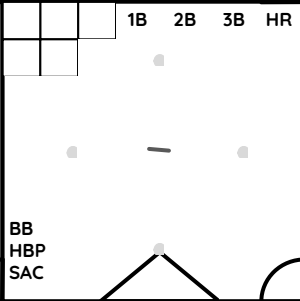
He then hits a double to center field, so this player ran two bases and ended up on second base. Circle **2B** to indicate a double, and **draw lines from home to first and first to second with a dot on second base.**



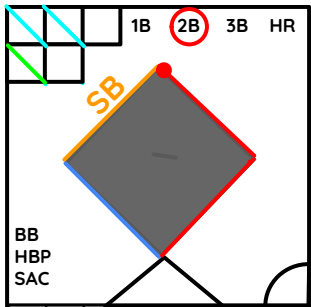
**NOTE:** If a runner is advancing to the next base, but the baseman tags the base for an out, it is indicated in the book as a **straight line to the base, stopping just before the base and putting a perpendicular line** to show that the runner was caught out before reaching base. **Put the out number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



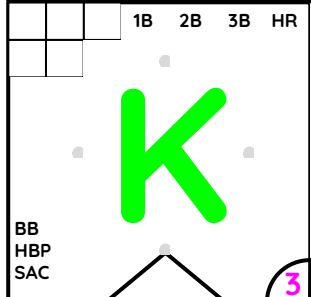
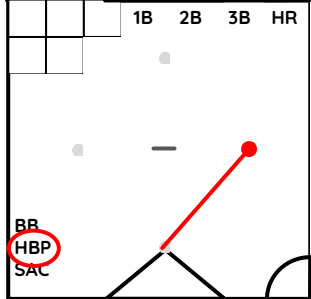
If a batter is hit by a pitch (**HBP**), he or she will automatically go to first base. Circle **HBP** in the book, **draw a line to first base**.



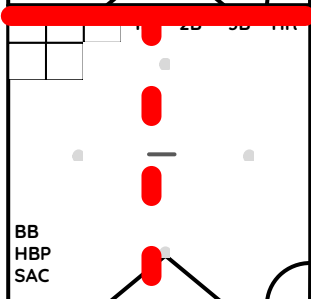
Ask umpire if unsure.



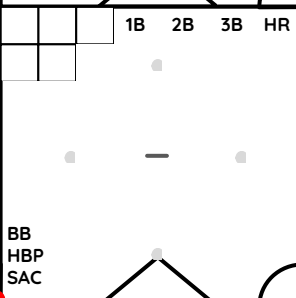
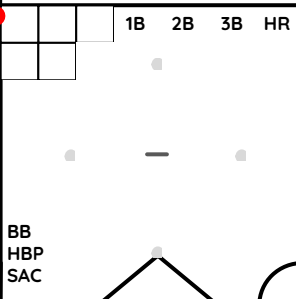
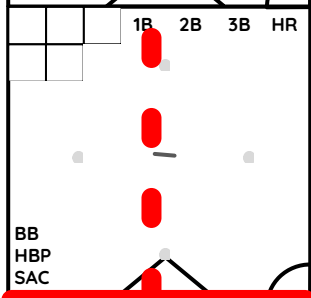
The third out ends the inning. Draw a line at the bottom of the box for the last batter. Then draw a vertical line through the boxes of the players that did not have an at-bat during that inning. The next inning will begin with the first scratched out player.



← 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 indicated 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 COUNT

#	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's 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.





# SCOREBOARD

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## SCOREBOARD

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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

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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

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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!

## VICTORIA KELLEY

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