1 2 3 HR

BB
HP
SAC

1

League City Little League
SCOREKEEPING

Introduction

Little League games are recorded by a person designated as Official Scorekeeper, and often by team scorekeepers and spectators as well. However, as the title implies, the Official Scorekeeper keeps the Official Record for the league and **the Official Scorebook must remain in the press box at all times**.

Please remember that you are passing judgment on the efforts of school-aged children. The Little League scorekeeper has to use good and impartial judgment, even if he or she is affiliated with one of the teams in some way.

There are many ways to score a baseball game, and many people have their own unique variations obtained through experience. But overall, the object is to set down, either in detail or in rough form, the sequence of events and how they relate to the winning, or the losing, of the game.

A scorer must never make a decision that conflicts with the Official Regulations and Playing Rules ("Green Book"), Local Option Rules, or an umpire's decision.

Scoring requires mature and sound judgment, consistent with the ideals of the program. As a rule of thumb, Little League scorers use common sense and some latitude in judgment without sacrificing the basic principles of scoring. Because judgment is often a factor in recording what happens on the field of play, Official Scorekeepers should be familiar with Playing Rules as well as with the basic guidelines of scoring. Scorekeepers are not incapable of making mistakes. However, once a judgement decision is made by a scorekeeper and entered, it must stand.

Knowing the score is more important than distinguishing between hits and errors. But it is still important to prove out each inning as you go along, totaling runs at the bottom of each inning. Double check to make sure and don't hesitate to consult the umpire when it is necessary. The umpire decides whether runs count.

Accuracy is important, but you may make mistakes. If you find that you scored a play incorrectly in violation of the rules, correct your mistake before finalizing your totals.

For those who would like to learn how to score baseball in more detail, many complete manuals on the subject are available from a variety of sources. However, for the purposes of Little League and recognizing that scoring is a volunteer effort, often by those who do not have the experience, the following are guidelines that should be helpful.

The best way to learn is to jump right in. Watch experienced scorekeepers, and keep a parallel book, to see what system is best for you. Watching professional ball games on television and paying attention to the scoring decisions is also helpful.

As you become more familiar with the rules and gain experience, you will become more expert. It is not a chore lightly assumed, but it can be fun and will add a new dimension to your enjoyment of baseball.

Throughout this manual, instructions pertaining to Stats will be shown in a blue box. These are for the more advanced scorekeepers and are NOT required in the official scorebook.

Look for Tips and Important Reminders in the red boxes

Be Prepared!
- Make sure you have everything you need before the game starts. You will need to stay in the press box for the entire game.

Scorekeeper:	**Pitch Counter:**
Official Scorebook	Blue or black pen
Pencils	Pitch count form for both teams
Lineup for both teams	Names and numbers of starting pitchers
Timepiece*	

> *Before heading up to the press box, the scorekeeper should get the lineup from the home team manager and the pitch counter/scoreboard operator should get the lineup from the visiting manager.*

- It is helpful to have a copy of the Official Regulations and Playing Rules ("Green Book") and the Local Option Rules for your age division on hand.

- If there are no pens or pencils in your press box, check another booth for EXTRA supplies- don't leave someone else short! If necessary, contact a board member or a manager for assistance.

Set Up the Scorebook Before the Game Starts!
- Find the next set of empty pages in the scorebook.

- Write the league and division across the top of each page (e.g. National AAA).

- Fill in the Home and Visiting Teams at the tops of the pages, as well as the date.

- Make sure to mark the official start time at the top of the scorecard. The official time is when the umpire says, "Play" or otherwise indicates the start of the game.

- ***On week nights, the first game starts promptly at 5:45 whether the teams have taken the field or not.**

> *There is a time limit for all games so make sure you record the start time.*
> *Time limits by division are as follows:*
>
> *Major & Texas: 1:45*
> *AAA & Dixie: 1:30*
> *Rookie & T-Ball: 1:15*
>
> *No inning can start after curfew which is 9:30pm Sun-Thu and 10:00pm Fri -Sat*
>
> *Major only: There is no time limit for the last game of the day which will be played until the game is completed or curfew is reached.*

- Enter the lineup for each team into the scorebook. Include each player's jersey number and player position numbers (see page 3). If a player is absent, go ahead and write in their name, then draw a line through it so that every player is accounted for.

Player Position Numbers

Each player on the field is assigned a position number for scoring purposes. When you are scorekeeping you will always use the position number rather than the position name. Numbers are assigned as follows (a similar diagram also appears at the bottom of the scorebook page):
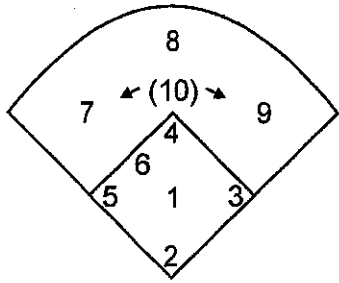
1: Pitcher (P)
2: Catcher (C)
3: First Base (1B)
4: Second Base (2B)
5: Third Base (3B)
6: Shortstop (SS)
7: Left Field (LF)
8: Center Field (CF)
9: Right Field (RF)
(10: Rover)

In Rookie, and sometimes in other divisions during scrimmages or exhibition games, teams are allowed an additional outfielder, or rover. Most games will not have a 10th position.

Tracking the Lineup

As the game progresses, the players will change position on the field. You should track which player is playing in which position at all times in the game.

With Continuous batting, all the players bat. This means that even if someone is not playing a defensive position, they will have a turn at bat. The batting order is set at the beginning of the game by the lineup and does not change throughout the game. When a Manager moves players defensively, you indicate the move in the blue box under their name, and indicate the inning that they moved using "T" for top of the inning, and "B" for bottom. So, if the player moves to center field in the Top of the third, you indicate T3: Position 8.

Sometimes the Managers will rattle off position changes very quickly so as not to delay the game. Write the changes either on a scrap of paper, or use the back of the lineup card, and then transfer the information to the scorebook as soon as possible.

It is important to note that if a batter comes up at the wrong time ("bats out of order") the scorekeeper should NOT notify the manager or the umpire. For details, refer to Rule 6.07 in the Official Regulations and Playing Rules.

Counting Balls and Strikes & Pitch Count

One of the roles of the scorekeeper is to keep track of the number of balls and strikes for each batter. It is the umpire's role to determine whether a pitch is a ball or a strike.

Generally, if the umpire makes no, or little, motion, this is a ball. The umpire may point to the location of the ball (down and toward the batter indicating low and inside, etc.) Strikes may be indicated by turning and pointing to the side, holding up a closed fist, and/or a verbal call of "strike!"

Use the boxes in the upper left of the score box to indicate balls and strikes. The top line is for Balls, the bottom for Strikes. Place a mark in the appropriate box for each pitch.
This example shows three balls and one strike:
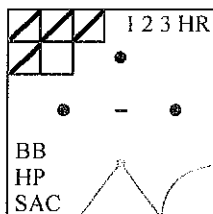
It is a good idea to place tally marks under or next to the strikes to notate foul balls. This will help keep track of the total number of pitches.

Scoring Hits
A base hit is scored when a ball is batted into fair territory allowing the batter to reach base safely without the aid of an error. This also applies to a ball which takes an unusual bounce and makes it impossible for a fielder to cleanly handle. Always score a hit when good fielding of a ball does not result in a putout. Below is an example of how a hit is indicated in the scorebook.
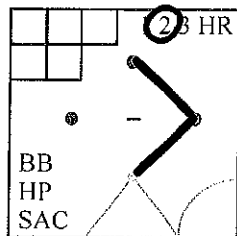
Single
(1B)
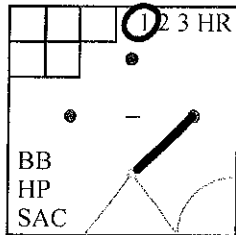
① Draw a line from home to first.

① Circle the "1" at the top of the box.

At Bats Totals
Counts as one at bat.
Hits Totals
Counts as one hit.
RBI Totals
Batter receives an RBI if a runner scores.

Double
(2B)

① Draw a line from home, to first, to second.

① Circle the "2" at the top of the box.

At Bats Totals
Counts as one at bat.
Hits Totals
Counts as one hit.
RBI Totals
Batter receives an RBI if a runner scores.
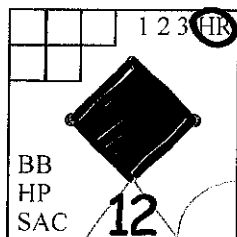
Triple
(3B)
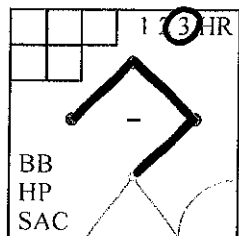
① Draw a line from home, to first, to second, to third.

① Circle the "3" at the top of the box.

At Bats Totals
Counts as one at bat.
Hits Totals
Counts as one hit.
RBI Totals
Batter receives an RBI if a runner scores.

Home Run
(HR)

① Draw a line from home, to first, to second, to third, to home.

① Fill in the resulting diamond (this will make it easier to count runs in the game.)

① Circle the "HR" at the top of the box.

① Write the batter's jersey number in the triangle at the bottom of the box. Do this for every runner who scores.

At Bats Totals
Counts as one at bat.
Hits Totals
Counts as one hit.
RBI Totals
Counts as at least one RBI. If the batter also brings any other players home that were on base, those runs count as RBIs as well.

Scoring Reaching Base Without a Hit

There are a number of events that cause a batter to reach a base or a runner to advance, but that do not count towards his or her hitting totals. Below are definitions for each, and an example of how each is indicated in the scorebook.

Error
(En, where n= position #)

An error occurs when a defensive player fails to complete a routine play. It is up to the scorekeeper to determine whether or not an error has been made.

Remember that Little Leaguers are not professionals; when in doubt, do not call an error.
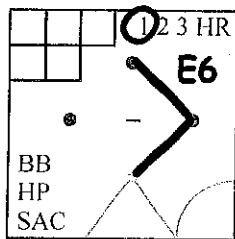
① Draw a line indicating the runner's advance.

① Write En next to the line – where n is the position number of the player that made the error.

In the example above, the player hit a single, and was then advanced to second base through a shortstop error.

> *Many scorekeepers do not even try to keep track of errors in minor league games. Whether or not you score errors depends on your knowledge of the game and how precise you wish your documentation to be.*

At Bats Totals
If the batter reaches first base as the result of an Error, it counts as one at bat.
Hits Totals
If the batter reaches first base as a result of an Error, it does not count as a hit.
RBI Totals
The batter receives an RBI if:
•It is before the second out
•If a runner scores, and they would have done so regardless of whether or not the error was made, and
• The error was not made at first base as part of what would have been a force double play.

Fielder's Choice
(FC)

The act of a defensive player who, after fielding a ground ball, attempts to put out a base-runner rather than the batter-runner. The term may also be applied when a player steals a base because of the indifference of the defensive team.
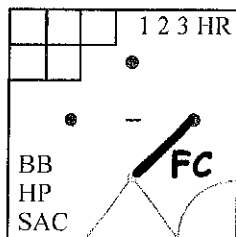
① Draw a line indicating the runner's advance.

① Write FC next to the line.

In the example above, the batter advanced to first base due to a Fielder's Choice.

At Bat Totals
If the batter reaches first base as the result of a Fielder's Choice, it counts as one at bat.
Hits Totals
If the batter reaches first base as the result of a Fielder's Choice, it does not count as a hit.
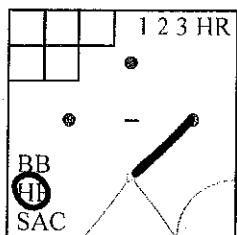**RBI Totals**
Batter receives an RBI if a runner scores.

Scoring Reaching Base Without a Hit (cont.)

Hit by Pitch
(HP)

A batter is awarded first base if struck by a pitched ball while within the batter's box.

① Draw a line from home to first base.

② Circle the "HP" at the bottom left of the box.

At Bat Totals
Does not count as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
Batter receives an RBI if the bases are loaded, and the runner at third scores.

Catcher's Interference
(CINT)

This rule usually applies to the catcher reaching for a pitched ball and his glove is hit with the bat as the batter swings. If the ball is not put in play, the ball is dead and the runner is awarded first base and all runners forced to advance may advance. If the ball is hit in play, the result is termed a "delayed dead ball", meaning that the umpire should allow the play to continue until a point where no further action is possible and then call time and enforce such penalties or awards as required.
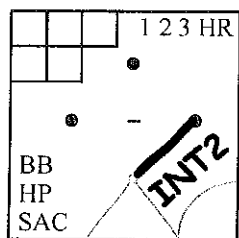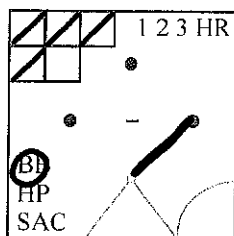
① Draw a line from home to first base.

② Write INT2 to the right of the line.

At Bat Totals
Does not count as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
Batter receives an RBI if the bases are loaded, and the runner at third scores.

Base on Balls
(BB)

A.k.a. Walk- An award of first base to a batter who has received four pitches outside the strike zone without swinging at them.

① Draw a line from home to first base.

② Circle the "BB" at the bottom left of the box.

At Bat Totals
Does not count as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
Batter receives an RBI if the bases are loaded, and the runner at third scores.

Scoring Outs

There are several instances when the batter will cause an out. Below are definitions for each, and an example of how each is indicated in the scorebook.
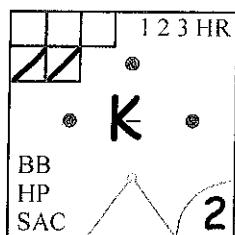
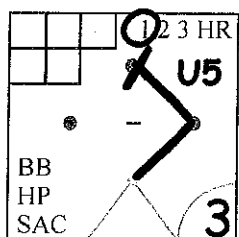## Strike Out Looking / Called Strike
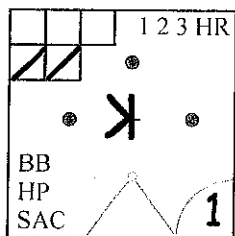
① Write a backwards "K" in the center of the box.

① Indicate the out number in the arc at the bottom right of the box.

At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
None.

Strike Out Swinging

① Write a "K" in the center of the box

① Indicate the out number in the arc at the bottom right of the box.

At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
None.

Put Out Unassisted
(Un or Fn, where n= position #)

① Write Un or Fn, where n=position number of the defensive player making the out. Typically U is used for an infield player, and F indicates a fly ball caught in the outfield.

① Indicate the out number in the arc at the bottom of the box.

At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
None (unless determined to be a Sacrifice. See Sacrifice Fly and Sacrifice Bunt.)

In the example above, the player got a single. Then the third baseman made an unassisted play to catch them out at second base.

Use of Illegal Bat
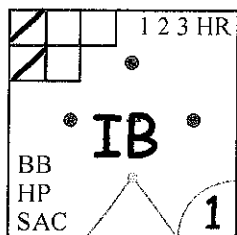
① Write "IB" in the center of the box

① Indicate the out number in the arc at the bottom right of the box.
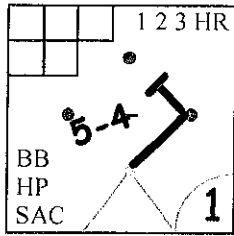
At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
None.

Scoring Outs (cont.)
Put Out Assisted
(n1-n2, where n1= assisting position # and n2= put out position #)

Force-out or tag

|			1 2 3 HR
			●
	5-4		●
BB			
HP			
SAC			1

② Write n1-n2 where n1 is the position number of the defensive player making the assist, and n2 is the position number of the player making the put out.

③ Indicate the out number in the arc at the bottom of the box.

At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
Batter receives an RBI for any runner that scores.

In the example above, the batter hit the ball to the third baseman, the third baseman threw the ball to the second baseman, and the second baseman made the out at second base.

Double Play
(n1-n2-n3, where n1= assisting position #, n2= the 1st put out position # and n3= the 2nd out position #)

			1 2 3 HR
			●
	6-4=3		●
BB			
HP			
SAC			3
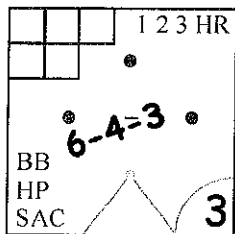
① Write n1-n2-n3 where n1 is the number of the defensive player who first fields the ball and makes the assist, n2 is the number of the defensive player making the first out, and n3 is the number of the defensive player making the second put out.

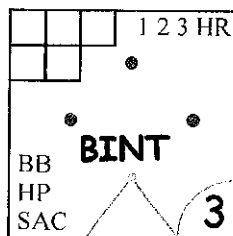③ Indicate the out number in the arc at the bottom of the box.

At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
None.

In the example above, the batter hit the ball to the shortstop; shortstop threw the ball to second where an out was made, and second threw the ball first where the second out was made.

Batter's Interference
(BINT)

A batter is out if he interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.
EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.
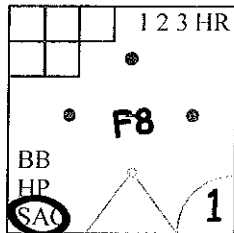
			1 2 3 HR
			●
	BINT	●	●
BB			
HP			
SAC			3

③ Write BINT

③ Indicate the out number in the arc at the bottom of the box.

At Bat Totals
Counts as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
None.

Scoring Outs (cont.)

Sacrifice Fly

A fly ball that is caught to retire the batter-runner but allows another player to score.

① Write Fn where n is the position number of the defensive player who caught the fly ball.

② Indicate the out number in the arc at the bottom of the box.

③ Record the RBI in the triangle at the bottom of the box.

④ Place the batter's jersey number in the triangle at the bottom of the box of the runner who scores.

At Bat Totals
Does not count as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
Batter receives an RBI for the runner that scores.

In the example above, the batter hit a sacrifice fly to center field.

Sacrifice Bunt

A hit in which a bunted ball results in one or more runners advancing and the batter being put out at first base.
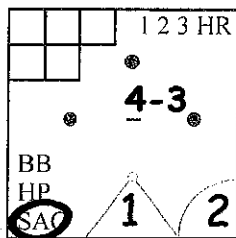
① Indicate the out that was made (it may be an unassisted or a ground out.)

② Indicate the out number in the arc at the bottom of the box.

③ Place the batter's jersey number in the triangle at the bottom of the box of the runner who scores.

At Bat Totals
Does not count as an at bat.
Hits Totals
Does not count as a hit.
RBI Totals
Batter receives an RBI for a runner that scores.

In the example above, the batter hit a bunt to the second baseman, who threw it to the first baseman for the out.

Scoring Runner Advances

There are occasions when a player advances to another base because of a special circumstance. You will want to track these in the scorebook:

Passed Balls (PB) – a ball that the catcher failed to catch, but which they should have been able to catch with ordinary effort. Since the ball is still "live" runners may advance. The catcher is not charged with an error.

Wild Pitch (WP) – a ball thrown by the pitcher that the catcher cannot catch with ordinary effort. The ball is still "live." The pitcher is not charged with an error.

Stolen Base (SB) – when the runner goes to their next base without the benefit of being advanced by a batter.

Fielder's Choice (FC) – When a runner advances due to the defense choosing to put out the batter. Also, an unchallenged stolen base is considered a fielder's choice.

Error (En) – When a runner advances due to failure of a defensive player to complete a routine play. It is up to the scorekeeper to determine whether or not an error has been made. Remember that little leaguers are not professionals; when in doubt, do not call an error. Only one base advance may be counted per error.

To track base advances, write the abbreviation next to the line that indicates the base advance. In the example below, the runner advanced to second because of a stolen base.
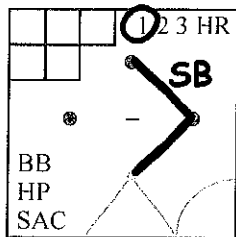
Scoring Runs

Each time a player safely crosses home plate after rounding the bases, you count a run. Each team is only allowed to score 5 runs per inning the Minor divisions.

Majors Only: After four complete innings of play (three and a half innings if the home team is ahead), if one team is 10 or more runs ahead of the other team, the game is automatically ended.

When a player scores a run, completely fill in the diamond on the scorecard. This will make it easier to total runs at the end of each inning.

In this example, the player hit a Triple, and then advanced to home by a subsequent batter to score a run.

Changing Pitchers

Each time a new pitcher enters the game, it must be indicated in the scorebook. You indicate a new pitcher by circling the current batter's box. This should be done for each subsequent new pitcher:

If a pitcher is changed in the middle of an at bat, place a box around everything except the pitches that have already been thrown. In this example, the first pitcher threw three balls to the batter, and now a new pitcher has entered the game.

You should also track each pitcher in the box provided at the bottom of the scorebook. Remember, with Pitch Count, you are concerned with the number of actual pitches, and Not innings. Thus, we recommend you put Pitch Count in the " IP " column.

If you wish, you can also track the number of strikeouts and base on balls for each pitcher.

NO	PITCHERS TOTALS	W	L	IP	AB	R	H	SO	BB	ER
12	Trevor G.			3						
9	Garrett A.									
	TOTALS									

Substitutions

As the game progresses, the players will change position on the field. You should track which player is playing in which position at all times in the game. When a Manager moves players defensively, you indicate the move in the blue box under their name, and indicate the inning that they moved using "T" for top of the inning, and "B" for bottom. So, if the player moves to center field in the Top of the third, you indicate T3: Position 8.

NO	LAST	FIRST	POS	E
1 2	Taylor C.		6	
		T3	8	
2 6	Tyler B.		6	

Draw a line to the right of the score box of the player leaving the game.

Sometimes the Managers will rattle off position changes very quickly so as not to delay the game. Write the changes either on a scrap of paper, or use the back of the lineup card, and then transfer the information to the scorebook as soon as possible.

SCOREKEEPING EXAMPLES

Ways to Get On & Advance On Base
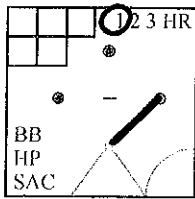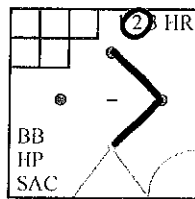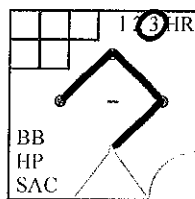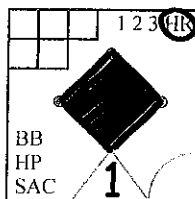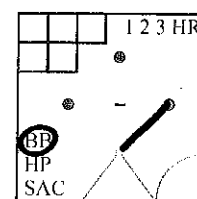
Single	Double	Triple	Home Run	Base on Balls Walk	Hit by Pitch
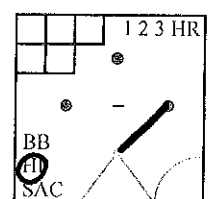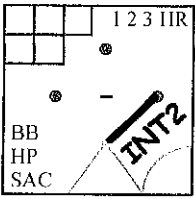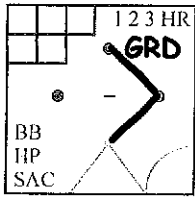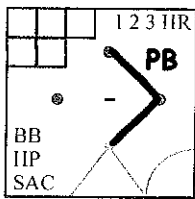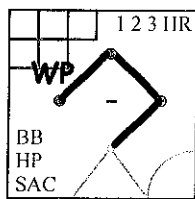
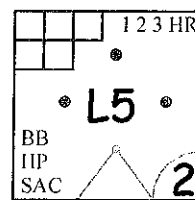| Catcher's Interference	Ground Rule Double	Advance to 2nd on Passed Ball	Advance to 3rd on Wild Pitch	Error by 2nd Baseman	Advance to 2nd on Stolen Base
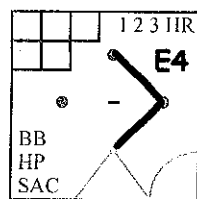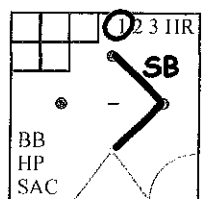
Ways a Batter Makes an Out
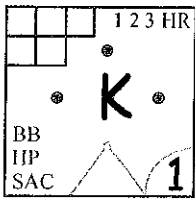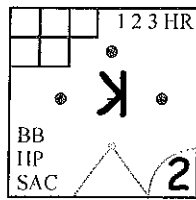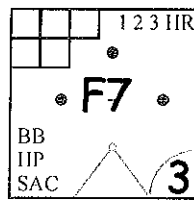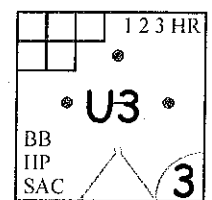
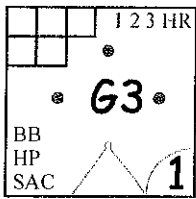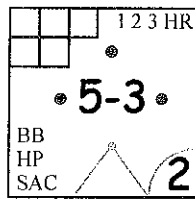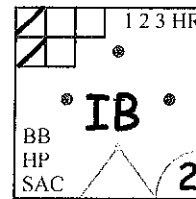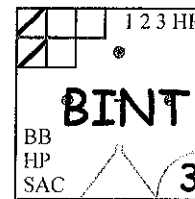| Strikeout Swinging	Strikeout Called ("Looking")	Fly-Out to Left Field	Foul-Out to Right Field	Line-Out to 3rd	Unassisted Put Out by 1st Baseman
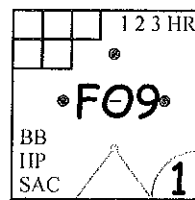
Ground-Out to 1st	Forced Out or Tag 3rd Throws to 1st	Double Play	Infield Fly Rule	Use of Illegal Bat	Batter Interference
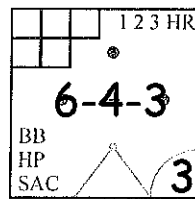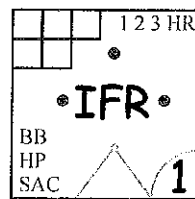
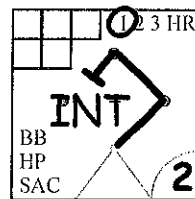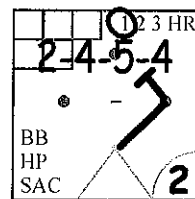## Ways a Runner Makes an Out
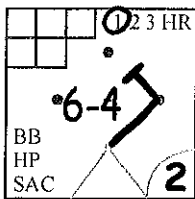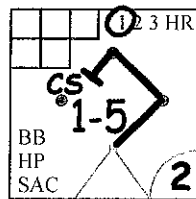
Force Out or Tag Short to 2nd	Caught Stealing Pitcher to 3rd	Offensive Interference	Run Down	Fielder's Choice Force-out at 2nd
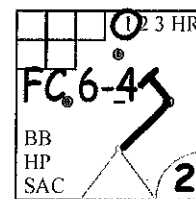
ROOKIE SCOREKEEPING EXAMPLES

Ways to Get On & Advance On Base

Single	Double	Triple	Home Run	Hit by Pitch

Catcher's Interference	Ground Rule Double	Advance to 2nd on Passed Ball

Ways a Batter Makes an Out

Strikeout Swinging	Strikeout Called ("Looking")	Fly Out to Left Field	Foul Out to Right Field	Line Out to 3rd	Unassisted Put Out by 1st Baseman

Ground Out to 1st	Forced Out or Tag 3rd Throws to 1st	Double Play	Infield Fly Rule	Use of Illegal Bat	Batter Interference

Ways a Runner Makes an Out

Force Out or Tag Short to 2nd	Offensive Interference	Run Down	Fielder's Choice Force-out at 2nd