

Arden LITTLE LEAGUE

SCOREKEEPING CLINIC



Ken Peterson
482-1954
sacpete@surewest.net

HANDOUT TWO-SIDED POWERPOINT KEY SLIDES

SCOREKEEPER BASICS

- Know when time limit is (Arden Rule 5.08)
 - 12 and under: sunset (posted in Snack Bar)
 - No inning starts 20 minutes before sunset
 - No pitch after sunset
 - Saturday games:
 - No inning starts < 30 minutes before next game time
 - If home team leads, no bottom-half starts < 20 minutes before next game time

SCOREKEEPER BASICS

- Arrive 15 minutes before game time
- Bring several pencils
- Get scorebook from umpire room
 - Home team is official scorer
- Get lineups from managers
 - if multiple copies, don't tear apart
 - enter lineups in scorebook
 - return lineups to managers for pre-game exchange

DURING THE GAME

- No cheering or coaching (Arden Rule 4.07)
 - especially for your own kid!
- Kids in the booth? (Arden Rule 4.07)
 - “No one” unless duty officer consent
 - children should be seen and not heard
- Above all: count the runs
- Last out. Does the run score?
 - not if the 3rd out is a force out
 - not if the batter does not reach first base

BATTING OUT OF ORDER

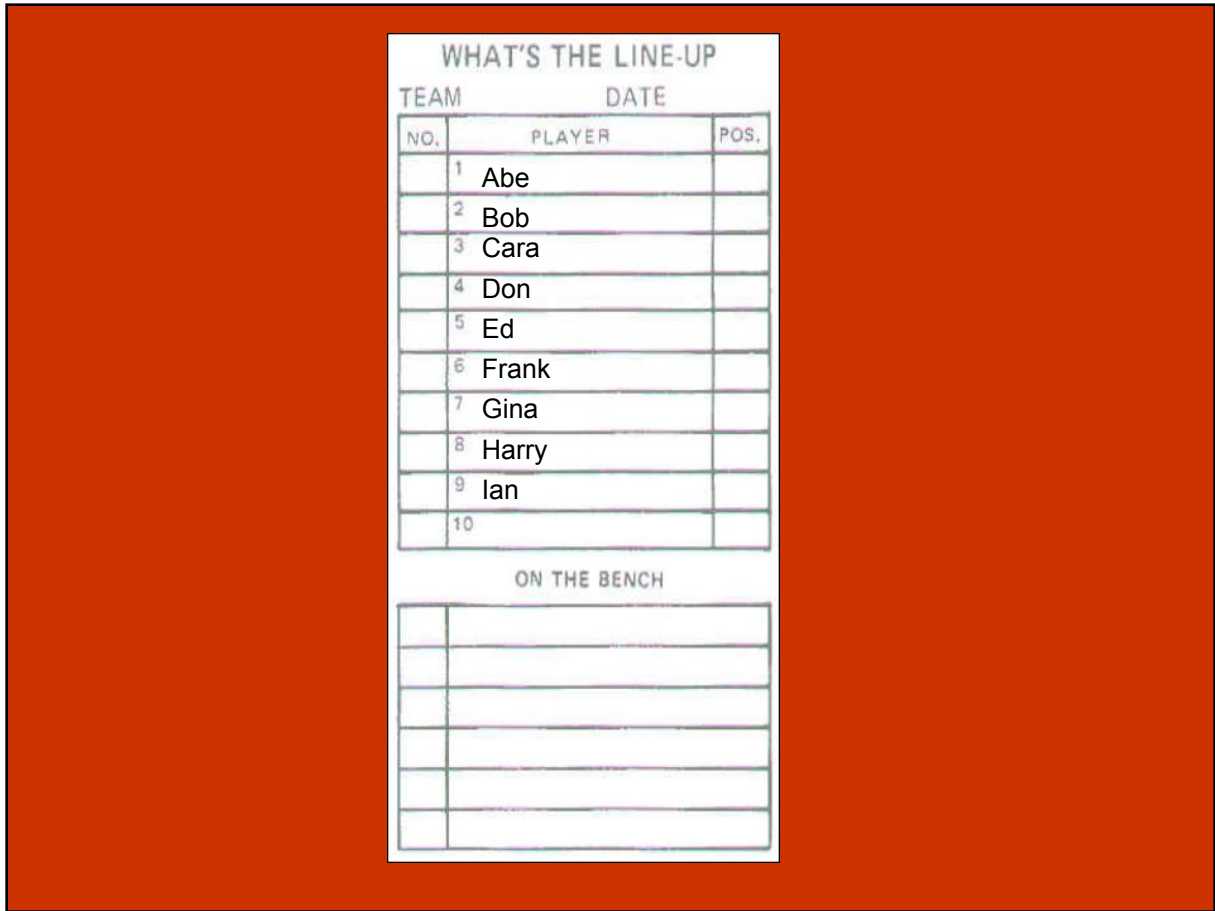
- Official Rule 6.07
 - official scorer: The Sounds of Silence
 - other scorers: Who pays your salary?
 - mark the batter who actually bats
 - IF appealed
 - the batter who failed to bat is “out”
 - the correct next batter is the one who follows the one who is “out” (failed to bat)
 - one pitch to the next batter makes the previous batter legal
 - proper batter: the one who follows the legal batter

offensive team can fix it during the at-bat

defense can appeal after the at-bat, IF before one pitch to the next batter

PITCHING (Official Rule VI)

- Pitcher cannot move to catcher after 41 pitches
- Pitcher < age 15 maximum pitches no new batter:
 - 50 pitches for 7-8 year old
 - 75 pitches for 9-10 year old
 - 85 pitches for 11-12 year old
 - 95 pitches for 13-16 year old
- Rest between games for < age 14:
 - 1-20 pitches – no rest
 - 21-35 pitches – 1 day rest
 - 36-50 pitches – 2 days rest
 - 51-65 pitches – 3 days rest
 - 66 or more pitches – 4 days rest



** You go to the red diamond to start a game

** Coach gives you this lineup card

Typical lineup card

What's wrong with this card?

- no team name
- no last names
- no uniform numbers
- no pitcher position designate
 - o no substitutes with uniform numbers
 - o but you may not need any; Local Rule 5.04 unlimited up to Majors; optional in Juniors and Seniors)

WHAT'S THE LINE-UP		
Mets		DATE
NO.	PLAYER	POS.
12	Abe Allen	
6	Bob Boone	
19	Cara Cooper	
14	Don Dexter	
3	Ed Ellis 1	
11	Frank Fat	
4	Gina George	
9	Harry Harris	
5	Ian Ingram	
10		
ON THE BENCH		
2	Jerry Jones	
13	Ken Kool	
20	Larry Lee	

** Get a proper lineup

- full names
- uniform numbers
- pitcher indicated with a #1

Fill out the batting order on the score sheet

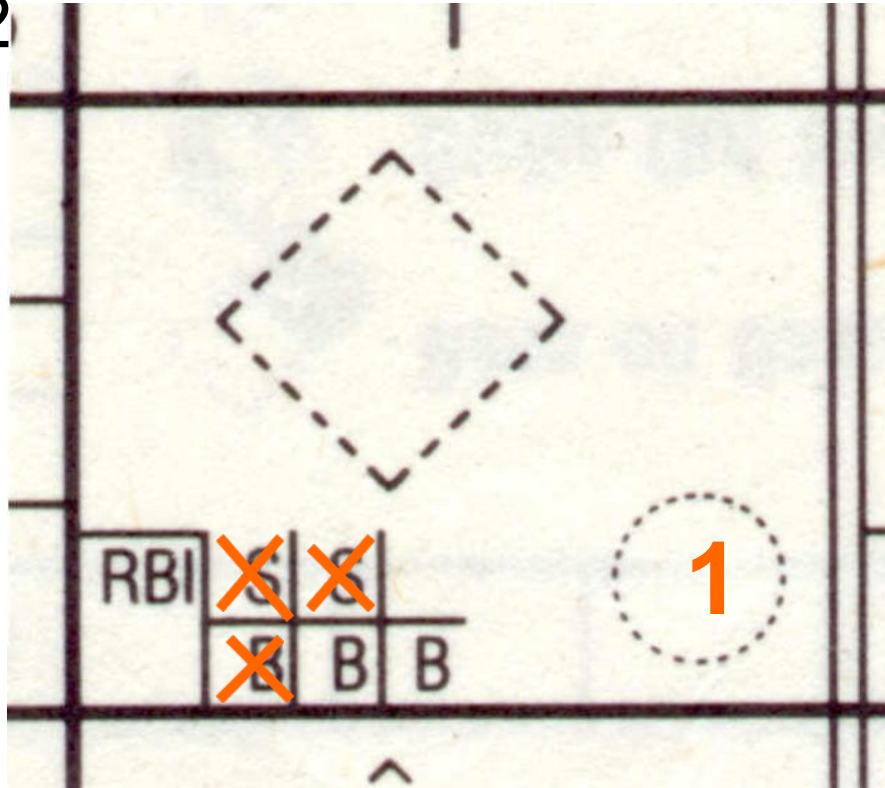
HANDOUT SCORE SHEETS

Mets			HOME <input type="checkbox"/>	VISITORS <input type="checkbox"/>	FIELD	DATE	TIME START	FINISH			
No.	LINE UP	POS	1	2	3	4	5	6	7	8	9
12	Abe										
	Allen										
6	Bob Boone										
19	Cara Cooper										
14	Don Dexter										
3	Ed Ellis 1										
11	Frank Fat										
4	Gina George										
9	Harry Harris										
5	Ian Ingram										
10											
11											
TOTALS											
RUNS											
ON THE BENCH											
2	Jerry Jones										
13	Ken Kool										
20	Larry Lee										

Base on Balls	Typical Scoring Examples	Fly Out to Center	FIELD POSITIONS	PITCHERS	W-L	W-P	IP	R	ER	H	BB	HR
Strike Out Swinging	Single 2B Double, etc	Saber Score										
Error on Short Stop	Ground Out 2B to 1st	Fielders Choice										
	Sacrifice Fly to Right	Forced Runner										

Copy full name and uniform number
Pitcher information in lower right

#12



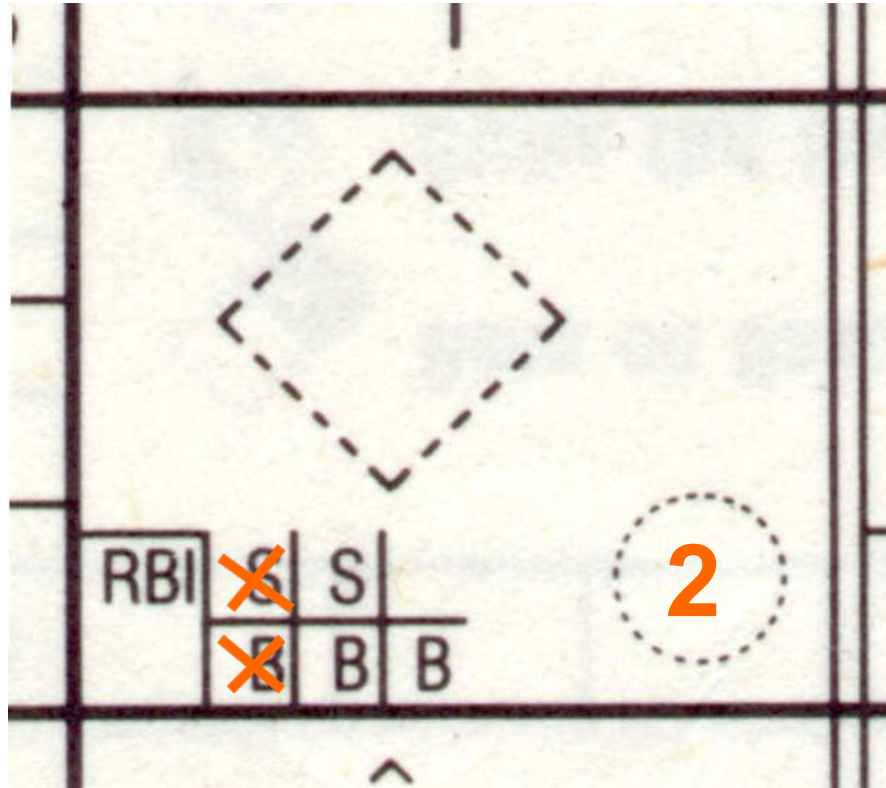
** Examples of filling out each batters box.

** 1st Batter: #12 Abe Allen

Pitches:

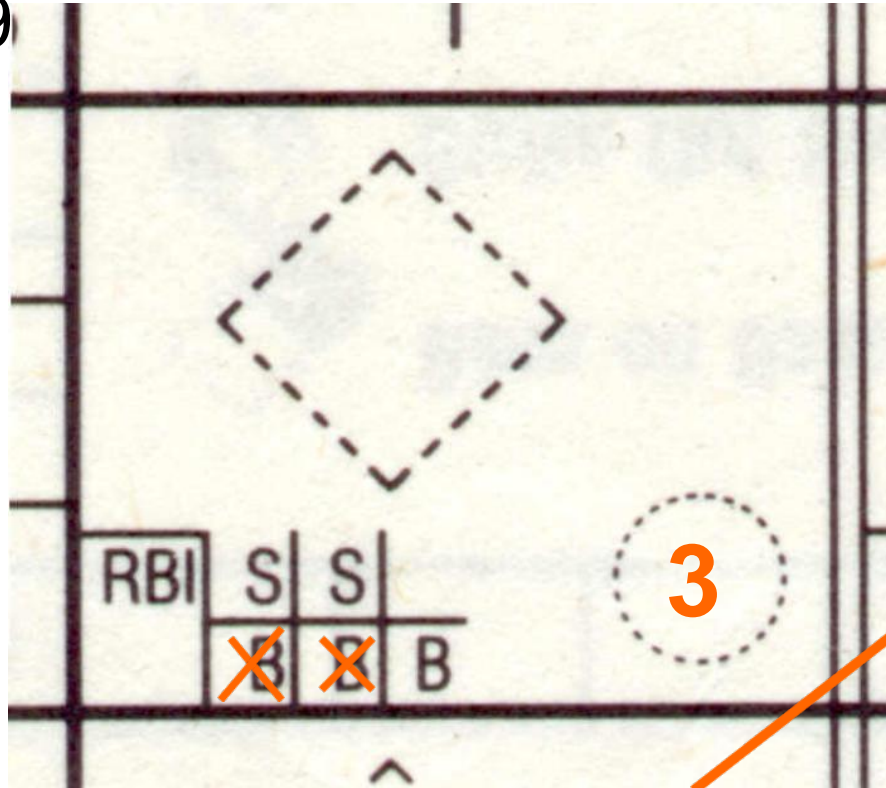
- ** strike
- ** ball
- ** strike
- Umpire loses count; asks you
- ** strike three; indicate out #1

#6



- ** 2nd batter: #6 Bob Boone
- ** strike
- ** ball
- ** ground out to shortstop; out #2

#19

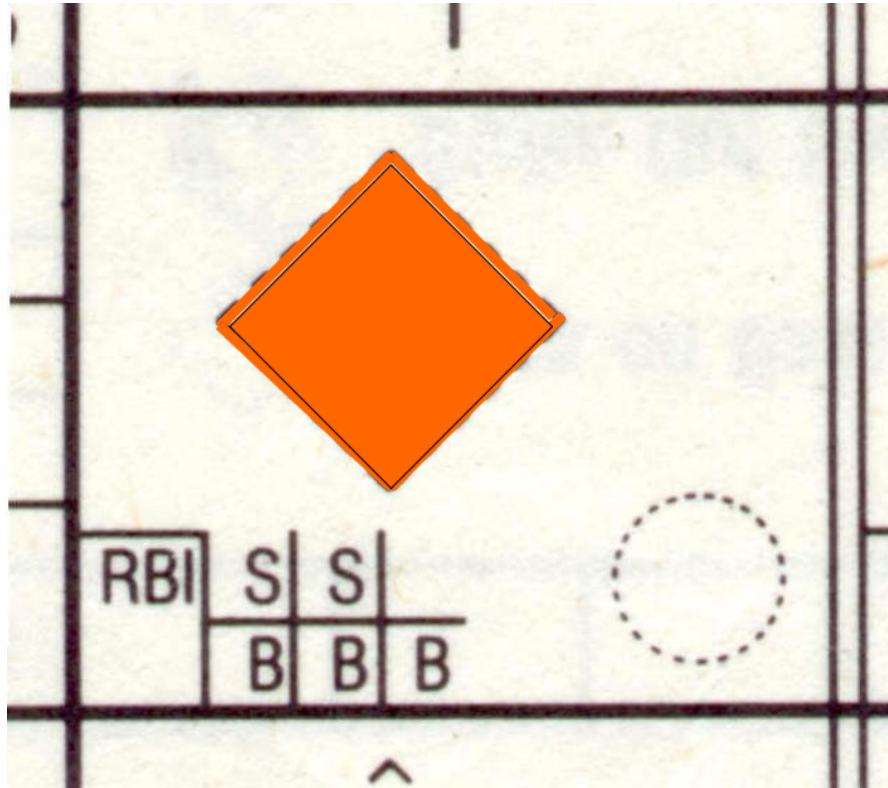


3rd batter: #19 Cara Cooper

- ** ball
- ** ball
- ** 3rd pitch: fly out to left field; 3rd out
- ** mark end of inning
- ** show current status of scorebook
- ** squiggle out rest of boxes for the inning
- ** count number of pitches

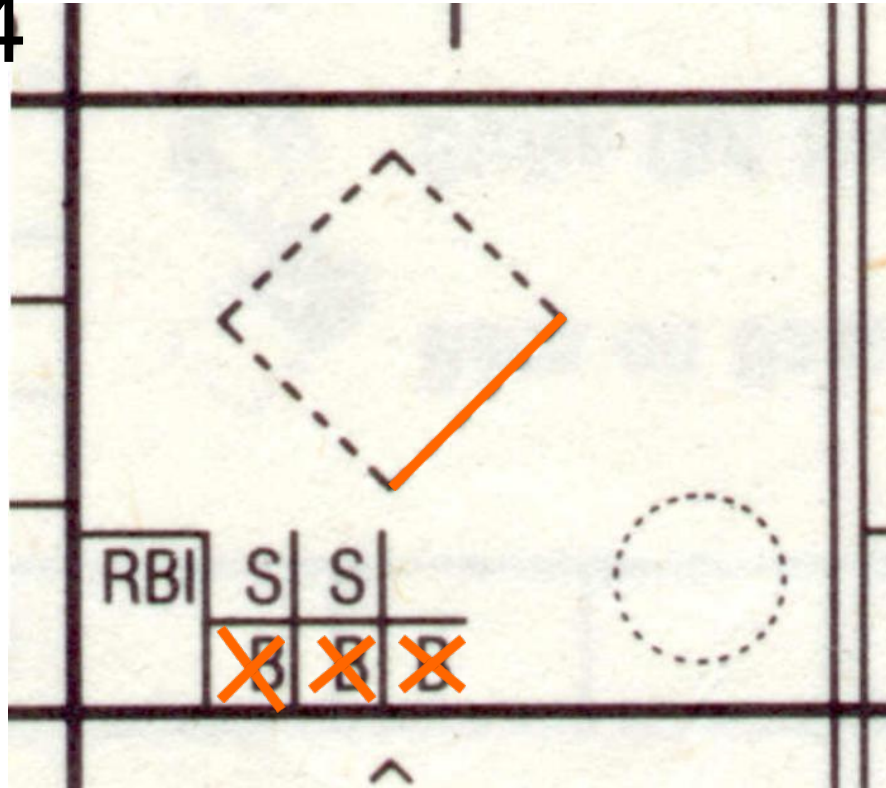
How many have 7?

- ** should be 10; record it
- ** suggest counting at end of each batter and add it to running total so you can answer coaches question quickly (4-7-10)



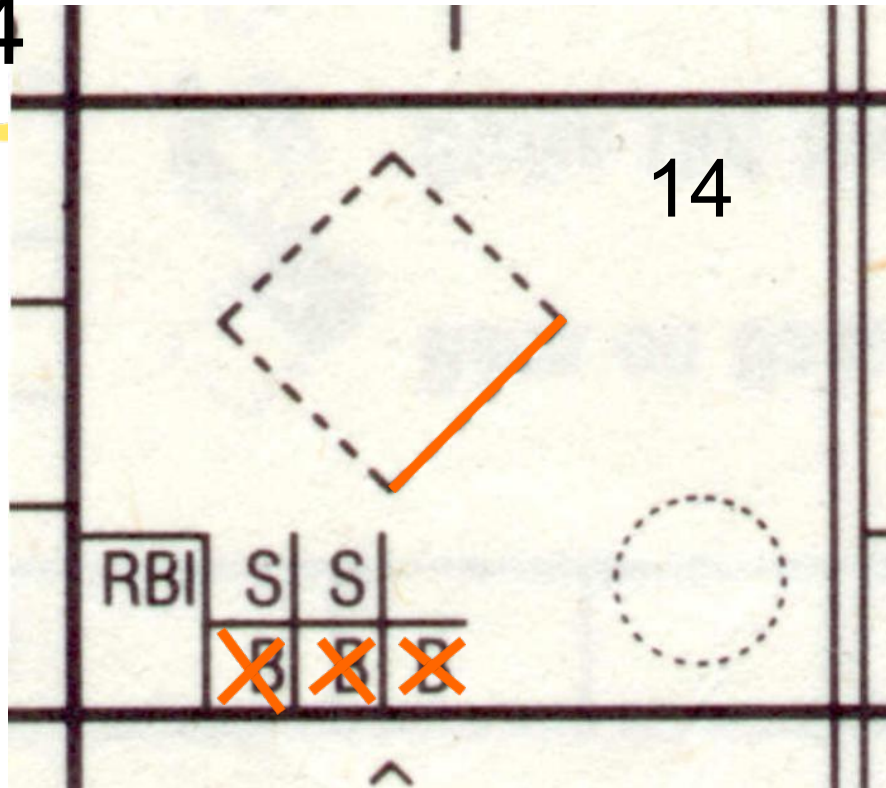
- ** How to advance runners on base
- ** line to 1st base
- ** line to 2nd base
- ** line to 3rd base
- ** line to home
- ** color in the run

#14



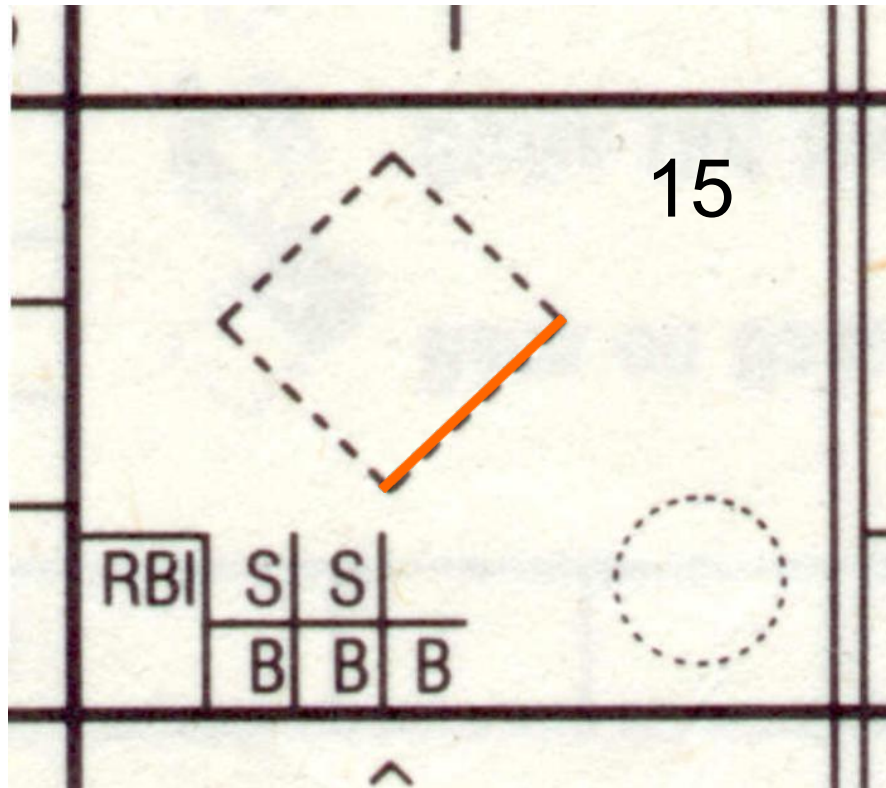
- ** Show scoresheet to start the 2nd inning
- ** 4th batter leads off: #14 Don Dexter
 - ** 3 balls; mark pitches
 - ** and then ball 4; draw line to first base
 - ** add pitches to pitch count (4 more) - 14

#14



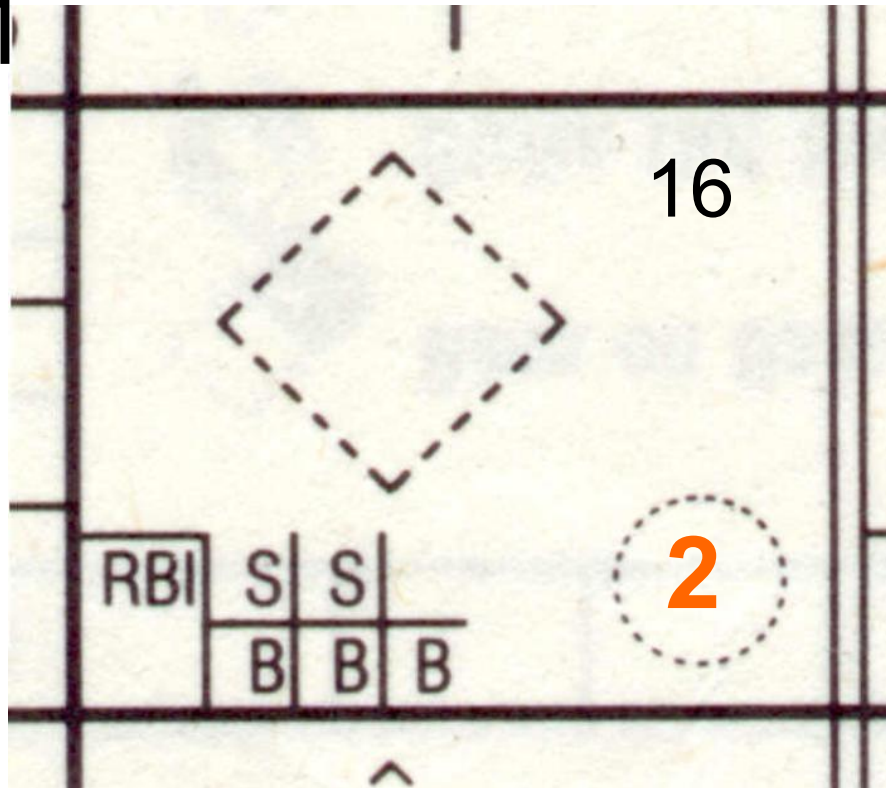
- ** Show scoresheet to start the 2nd inning
- ** 4th batter leads off: #14 Don Dexter
 - ** 3 balls; mark pitches
 - ** and then ball 4; draw line to first base
 - ** add pitches to pitch count (4 more) - 14

#3



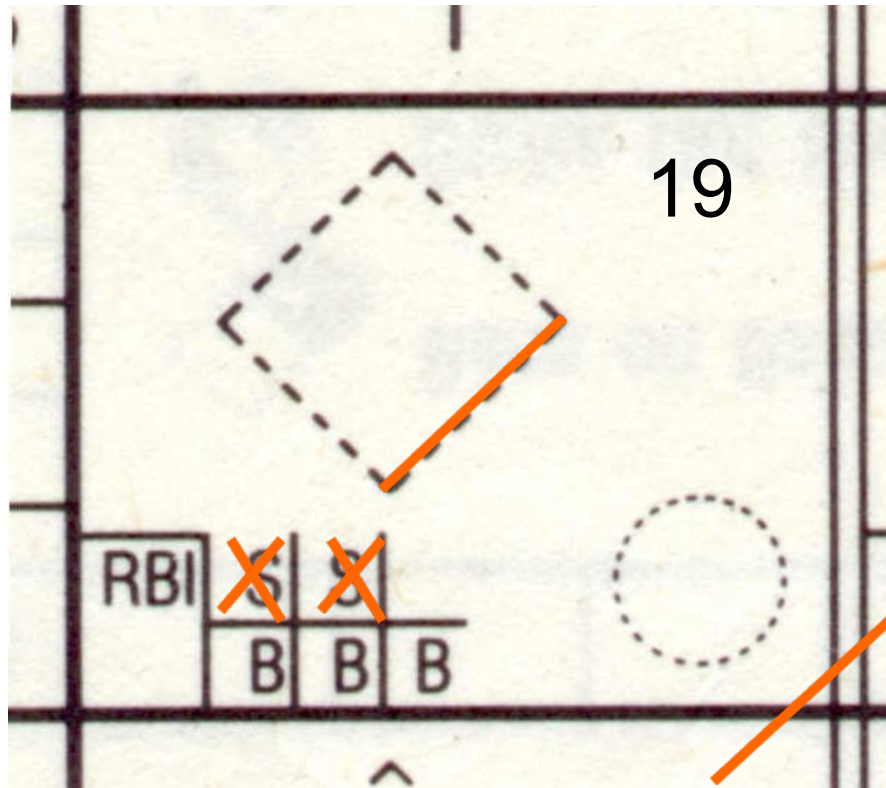
- ** 5th batter comes up: #3 Ed Ellis
 - first pitch ground ball to shortstop
 - shortstop throws to second to retire #14 Dexter
 - no double play; #3 Ellis is safe at first
 - **put #3 Ellis on first
 - **show #14 Dexter as out #1
 - ** add 1 pitch to total - 15

#11



- ** Next batter: #11 Frank Fat
- Bunts on first pitch
- Catcher throws batter out at first base
- Ellis advances from first to second
- ** record #11 Fat as the 2nd out
- ** advance #3 Ellis to second
- ** add 1 pitch – total 16

#4



** 7th Batter: #4 Gina George

** Takes 2 strikes

Ground ball to shortstop

Runner on second, Ellis, tries to go to third base

But shortstop throws to third for tag out

** Mark 5th batter Ellis #3 as 3rd out

** record 7th batter #4 George as reaching first base

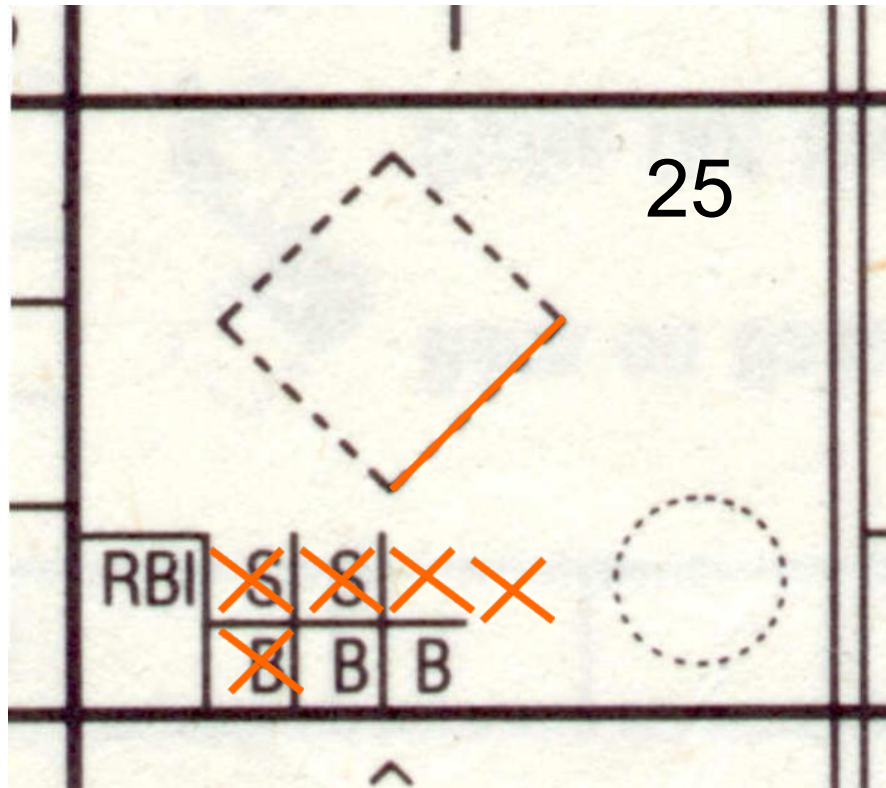
** count pitches (3) and add to total – 19

** put slash to show last batter in inning (even though was not last out)

** Squiggle out boxes above and below those who batted

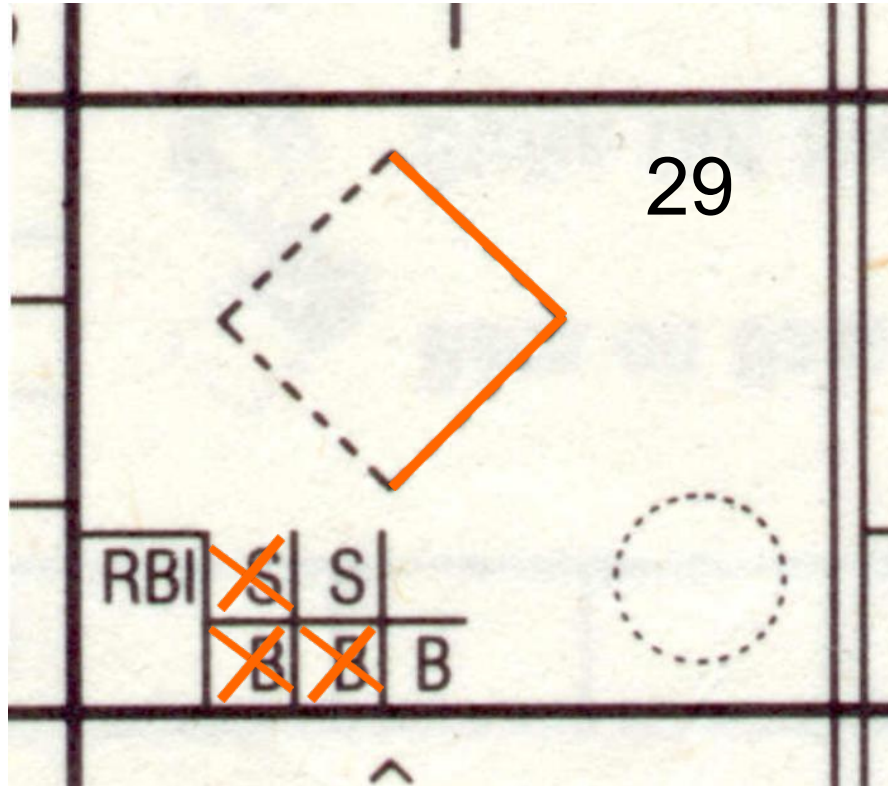
**record the pitches: (9 this inning) 19 total

#9



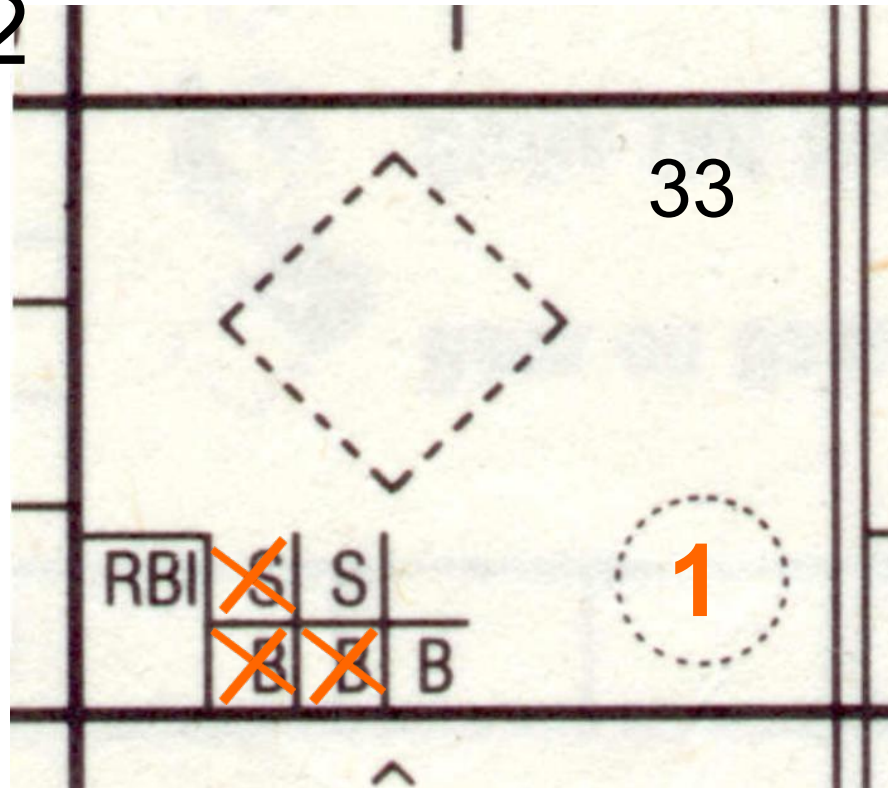
- ** 3rd inning begins
- 8th batter #9 Harry Harris leads off (going to be a mad house)
- ** Starts with one ball and two strikes
- ** Then fouls off 2 pitches
- ** Then singles; mark to first base
- ** Add pitches (6) to total - 25

#5



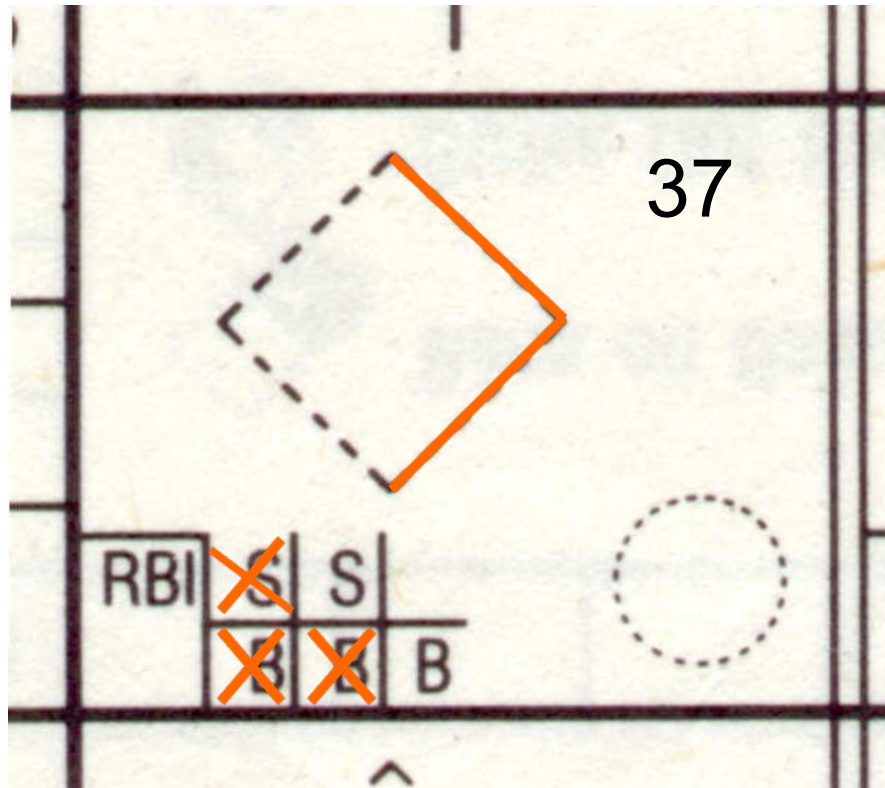
- ** Next up is 9th batter: #5 Ian Ingram
- ** Starts with 2 balls and 1 strike
- ** Doubles to right field
- ** With runner Harris #9 going to 3rd base
- ** Add 4 pitches to total - 29

#12



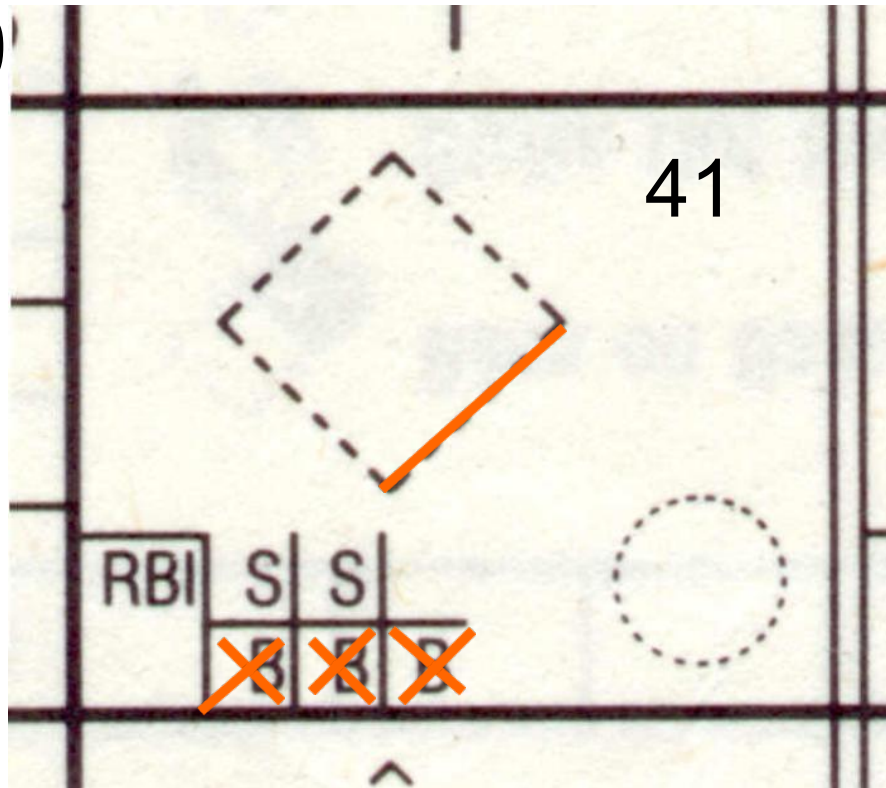
- ** Back to the top of the lineup for #12 Abe Allen; make sure to stay in the same 3rd inning column
- ** Starts off with 2 balls and 1 strike
- ** Then hits ground ball to shortstop who throws batter out at first base; record out #1
 - Runner on 2nd (#5 Ingram) holds his base; no change
- ** Runner on 3rd (#9 Harris) breaks for home and scores
 - **Color in the run
- ** Add the pitches (4) – total 33

#6



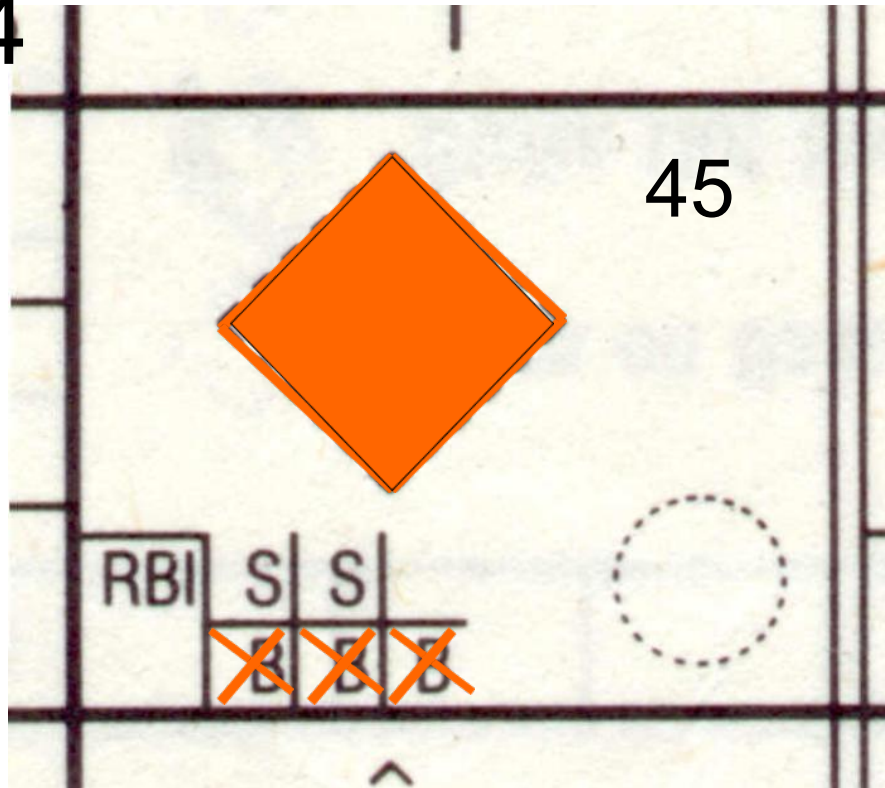
- ** Up comes #2 in the order: Bob Boone #6
- ** Ball one
- ** Runner on 2nd^t (Ingram #5) steals third
- ** Next pitch is a wild pitch for ball 2
 - ** and #5 Ingram scores
 - color in the run
- ** Next pitch is a strike (count 2-1)
- ** Then #6 Boone doubles
- ** Count Boone's pitches (4) – total 37

#19



- ** #19 Cara Cooper (3rd in order) comes up
- ** Takes 3 balls
- ** Walks
- runner at second (Boone #6) remains
- ** Count Cooper's pitches (4) – total 41

#14



** Cleanup hitter Don Dexter #14 at bat

** Takes 3 balls

** Then hits a 3 run home run; color in his run

 ** and the runner from 2nd – Boone #6

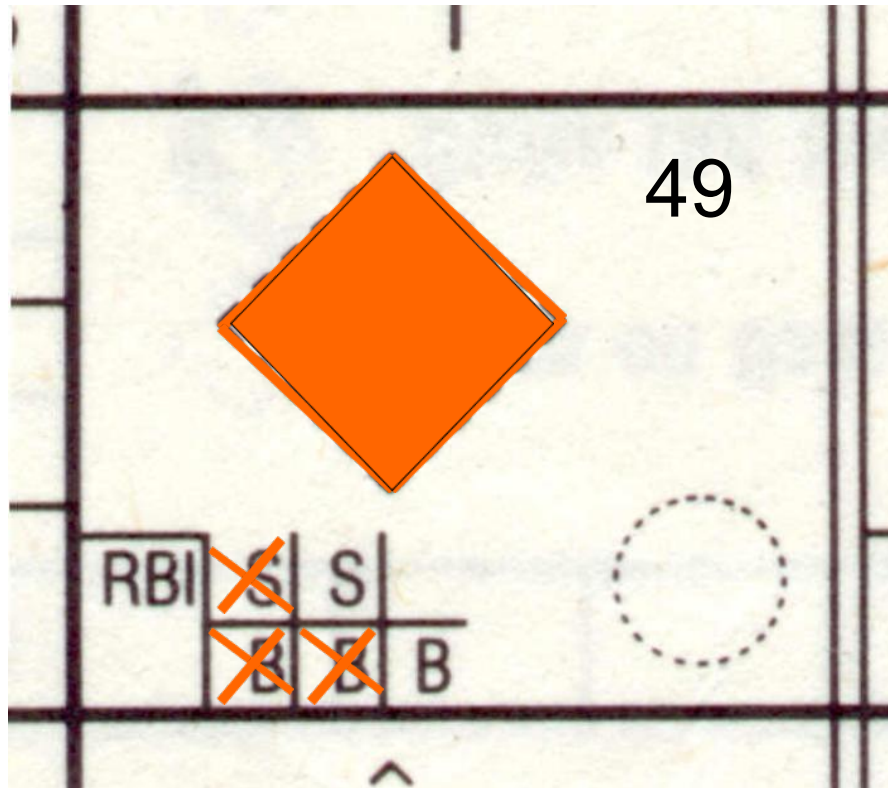
 ** and the runner from 1st – Cooper #19

** Count #14 Dexter's pitches (4) – total 45

Scores 5th run of inning; in farm and minors the inning is over (Local Rule 5.05)

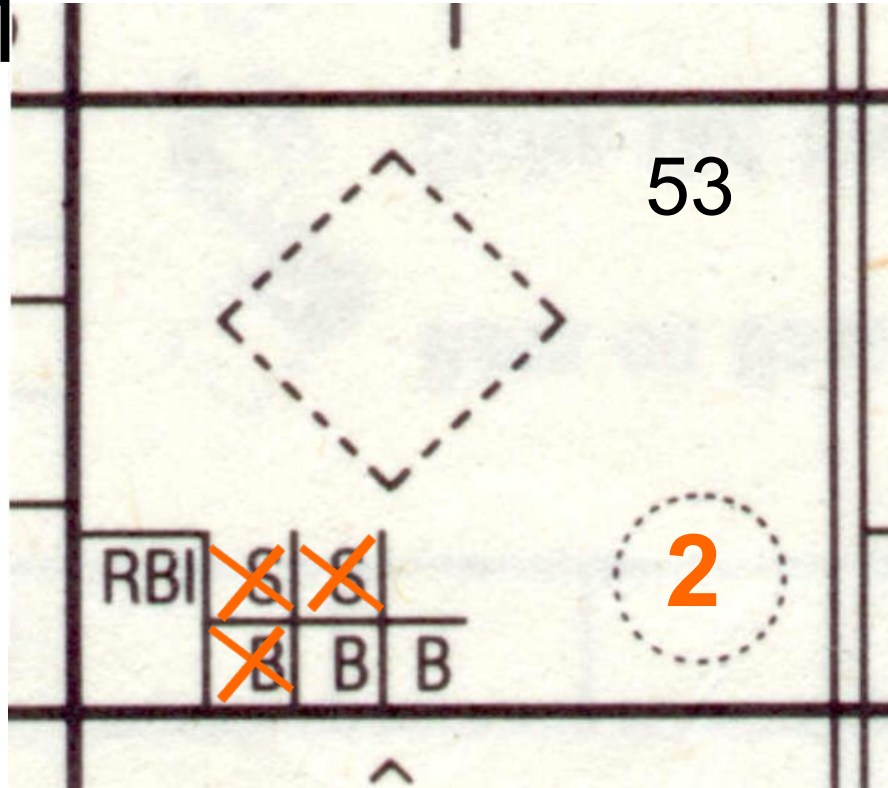
But in majors ... we got trouble

#3



- ** Next up: Ed Ellis #3 (5th in order)
- ** Takes 2 balls and 1 strike
- ** And hits a back-to-back home run; color in the run
- ** Add pitches (4) – total 49

#11



Still only 1 out

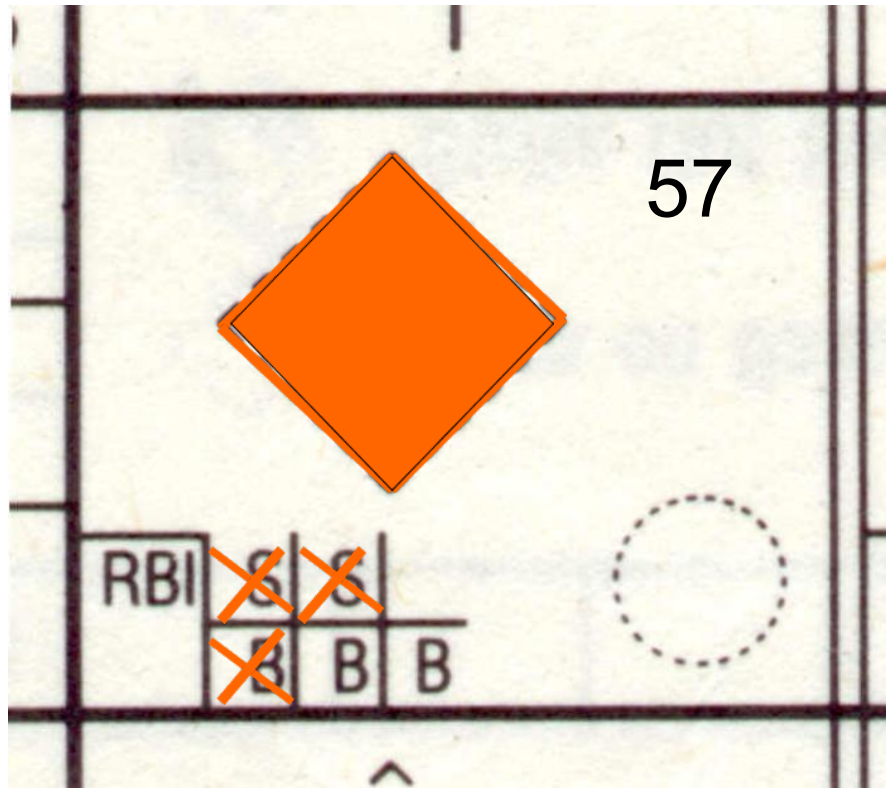
** Up comes Frank Fat #11 (6th in order)

** Count goes to 1 ball, 2 strikes

** Ground ball to 1st basemen who steps on first for out #2

** Count pitches (4) – total 53

#4



** Now hoping like crazy that the next batter #4 Gina George will make an out; why? (mess up scoresheet)

**Count 1 ball, 2 strikes

- just need 1 more strike!

** She hits a home run; color it in

** Count pitches (4) – total now 57

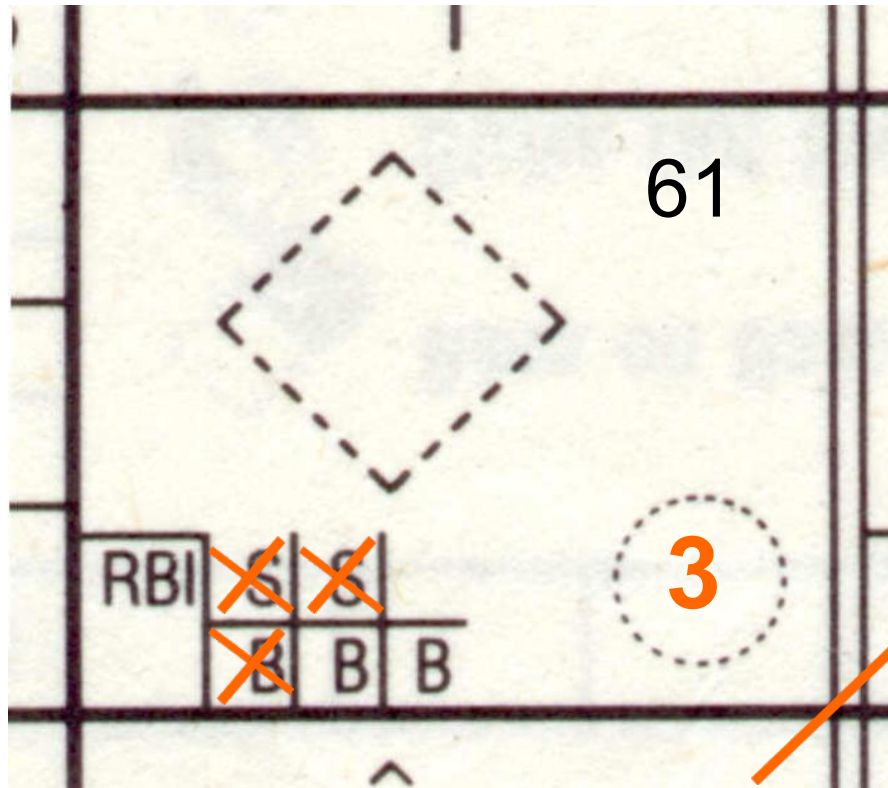
** View scoresheet with 7th spot homerun by #4 Gina completing the column

** slash mark to show where re-starting in next column

** re-mark the 4th inning

** as the second 3rd inning

#9



- ** For the second time in the 3rd inning, 8th batter Harry Harris #9 comes up
- ** Count 1 ball, 2 strikes
- ** Harry pops up to the pitcher for out #3
- ** Add the pitches (4) – total now 61
- ** mark the out and the slash to end inning
- one batter too late!
- ** add squiggles to entire 3rd-4th column
- ** re-mark the next inning to be the 4th
- ** record the pitches: (42 this inning) 61 overall

Result: that pitcher can keep pitching this game (not 75 pitch Minor limit or 85 for majors); but probably not eligible for next game (over 60 pitches; Rule 6.02; needs 3 days rest)

And that's the bare minimum



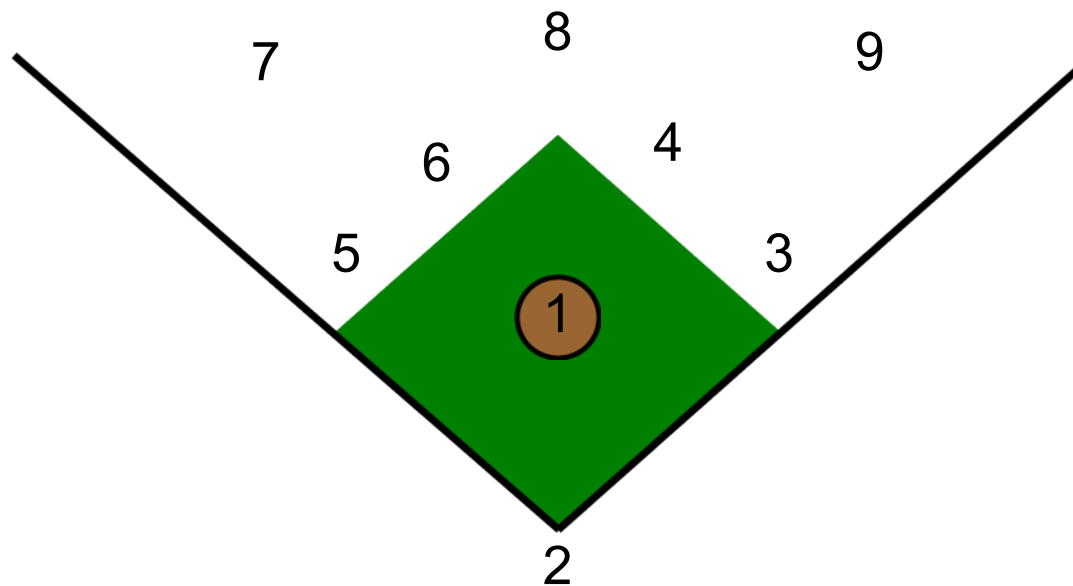
... but what if your manager wants statistics?

Special Situations for Majors and Above



- Full lineup or only 9? (Arden Rule 5.04)
 - below Red and Blue diamonds: all must bat
 - White diamond: option for all to bat
 - may limit to 9 at a time; use substitutes
- Players enter/re-enter in 9 batter lineup
 - re-enter after substitute had 1 at bat and played 6 defensive outs (Official Rule 3.03)

DEFENSIVE POSITIONS



- ** Empty diamond
- ** Pitcher – 1
- ** Catcher – 2
- ** 1st base – 3
- ** 2nd base – 4
- ** 3rd base – 5
- ** Shortstop – 6
- ** Left field – 7
- ** Center field – 8
- ** Right field - 9

Scorekeeper Lingo



- Not an official “at bat”
 - Gets on base
 - **BB** = base on balls (walk)
 - **HBP** = hit by pitch
 - **INT** = catcher’s interference
 - Doesn’t get on base
 - **SAC** = sacrifice bunt (runner advances)
 - **SAC** = sacrifice fly (run scores)

Scorekeeper Lingo



- Official “at bat” that hurts a batting average (even though got on base)
 - E = error
 - a play that could result in an out with ordinary effort
 - FC = fielder’s choice
 - a play that could have retired the batter, but the fielder chose to attempt to retire a runner instead

Scorekeeper Lingo



- Official “at bat” that helps a batting average
 - 1B = single
 - 2B = double
 - 3B = triple
 - HR = home run

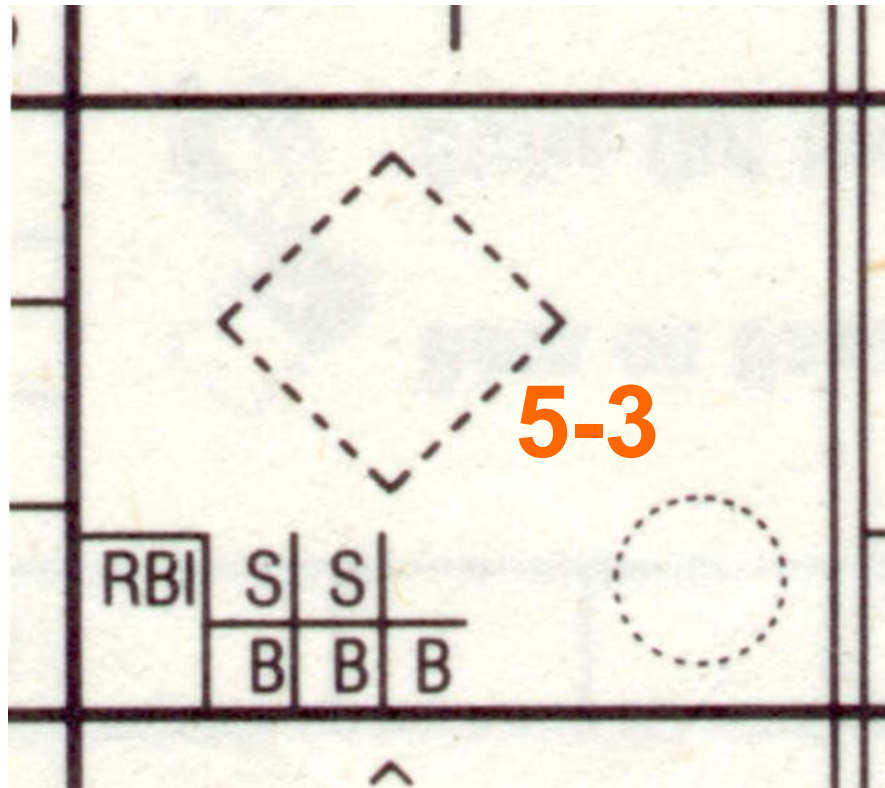
Scorekeeper Lingo

- Official “at bat” that hurts the batting average (did not get on base)
 - K = strike out
 - F = fly out (unless it is a sacrifice)
 - L = line drive
 - P = pop out
 - Ground out (unless it is a sacrifice bunt); use fielders’ position numbers

Scorekeeper Lingo



- Things that happen to runners
 - INT = interference with fielder (an out)
 - CS = caught stealing
 - SB = stolen base
 - WP = wild pitch
 - PB = passed ball

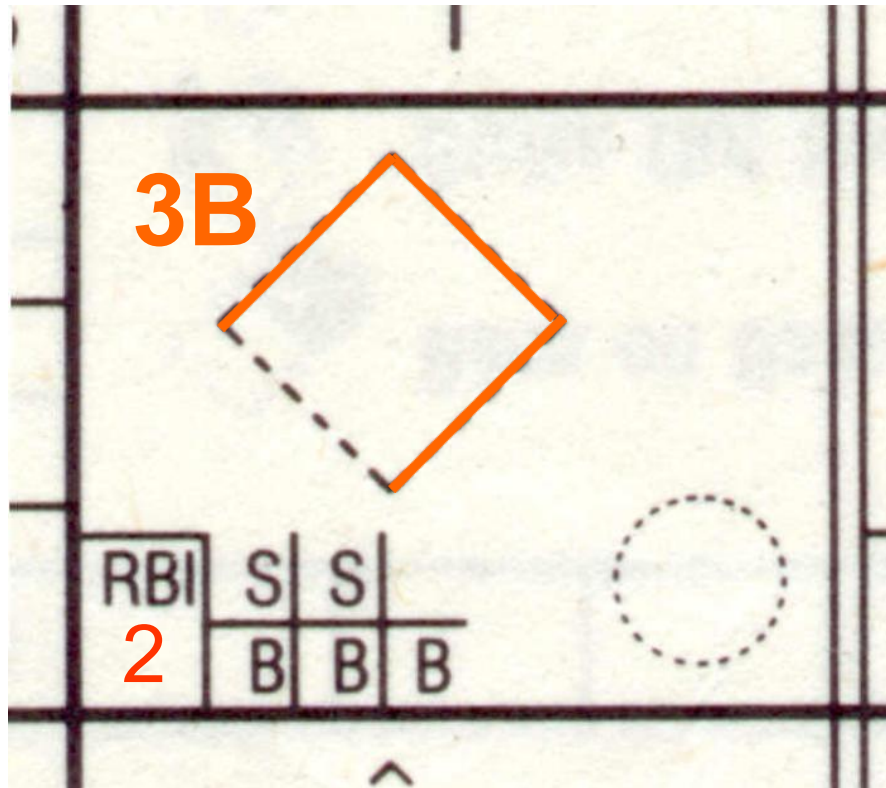


- ** Example of how to record at bats
- ** Grounder to 3rd base; throws to first 5-3
- ** Grounder to first base; tags bag self 3u
- ** Fly out to left field F7
- ** Line drive to shortstop L6
- ** Pop up to the catcher P2
- ** Strike out swinging K
- backwards K if called 3rd strike
- ** Walk BB
- ** Gets on by shortstop error E6
- ** Gets on by catchers interference Int 2
- ** Single 1B
- ** Double 2B
- ** Triple 3B
- ** Home run HR

Runs Batted In (RBIs)

- Run scored because of the batter's:
 - base hit
 - sacrifice fly
 - ground out
 - except on a double play
 - walk (with bases loaded)
 - hit by pitch (with bases loaded)
 - catcher's interference (with bases loaded)

** Explain various ways to get an RBI



** Example of triple with 2 RBIs; mark in lower left box



**** THE END**