



BRANHAM HILLS LITTLE LEAGUE 2012 SCOREKEEPING RULES

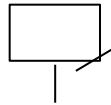
2012 BHLL Head Scorekeeper
Kevin Wallace
cell: 408-561-5856

It is **VERY** important to follow these rules so all scorekeepers use the same guidelines for the all players and games in Branham Hills Little League

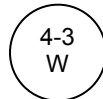
SCOREKEEPING RULES

Highest Priority – Focus Items

- **Return Scorebooks to Scorebooth After EVERY Game!**
 - The Head Scorekeeper will review all scorebooks and return them by noon before the next scheduled game.
 - PLEASE make sure the Head Scorekeeper knows about ANY schedule changes.
- **Both Scorekeepers must be in the scorebooth during the Game!**
- **Pitch Count is very important** – Please keep track of pitch counts for every inning.
- **Write player's name, number and starting position in the scorebook.**
- **Write the players' names that are on the bench at the bottom left corner of the page.**
- **Put the pitch count per inning with a circle around it at the bottom of the column for each inning.**
- **Put a box around the last batter that the pitcher faced when there is a pitching change.**
- **Put a diagonal slash at the bottom right corner of the box of the last batter of the inning and draw a line to the bottom of the page.**



- When players are **substituted**, record the **new player's name, position and inning** that they came into the game.
- Put the **final score** and "W" or "L" with a circle around it.



- Put **Pitchers' names** in at the **bottom right corner** of the scorebook and the number of innings pitched.
- **Sign the bottom right corner of both scorebooks** – BOTH scorekeepers sign BOTH books.
- Put a **line** between innings when a player is substituted

#	Player	Pos		8
9	Smith, J.	8	◇	◇ K
			◇	①
29	Lawson, A.	4	◇	◇
3	Kitt, W.	PH	◇	◇

DURING THE GAME THE SCOREKEEPER MUST BE ABLE TO INFORM THE UMPIRE OF THE FOLLOWING:

- **Correct Number of Total pitches per pitcher**
 - If the pitcher is getting close to his maximum pitches the Scorekeeper **MUST** notify the umpire.
 - The pitcher can finish pitching to that batter, but **CANNOT** pitch after he's met his maximum.
- **Correct Number of Runs for each team during the game.**
- **Correct Number of Outs during the inning.**
- **Correct Ball/Strike count for each batter.**

Especially after an exciting steal play, which is when everyone loses track of this.
- In A, AA and AAA, alert Umpire and Manager when 5 runs have scored during a half inning (except last inning in which unlimited runs are allowed).
- In Majors, the Scorekeeper must know in what part of which inning each substitution was made.
- Track innings pitched by all pitchers
Pitching one or more pitches in an inning counts as a full inning pitched.
- **Make sure all pitches are counted every inning and enter that number on the bottom and circle it.**
- **Pitching Limit by Players' Age;**

<u>League Age</u>	<u>Limit</u>
17 - 18	105 pitches per day
13 - 16	95 pitches per day
11 - 12	85 pitches per day
9 - 10	75 pitches per day
7 - 8	50 pitches per day

- Double A (AA) Pitchers **CANNOT** pitch in consecutive games regardless of age or the number of days rest or the number of pitches thrown in the previous game. AA Pitchers will have a maximum of 40 pitches per game.

NOTE: A pitcher who delivers 41 or more pitches in a game **CANNOT** play the position of catcher for the remainder of that day. **Any player who has played catcher in four (4) innings or more, or in any part of four innings in a game, is not eligible to pitch on that calendar day.**

Exception: In AAA and Majors, if a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out or the third out is made to complete the half-inning.

NOTE: Intentional Walk – A pitcher must pitch the four pitches to the batter. These pitches will count toward his/her pitch count.

AAA and Major Pitchers and Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

The Scorekeeper is the official pitch count recorder. If there is a discrepancy, the Head Scorekeeper will go by the Home Team Scorebook.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.

The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The plate umpire will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c).

However, the failure by the pitch count recorder to notify the plate umpire, and/or the failure of the plate umpire, and/or the failure of the plate umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

The punishment for the Manager if he intentionally OR unintentionally leaves a pitcher in after he has met his maximum pitch count is possible game protest from the opposing manager, ejection from the current game and/or 1 game suspension after a review by the Board of Directors.

A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

AFTER THE GAME

- If the coach is interested, the scorebook can be used to calculate players' statistics (e.g. number of hits, runs scored, stolen bases, batting average, swinging third strikes vs. called third strikes, etc.)
- The scorebook **MUST** be left in the Main Scorekeeper's booth after **EVERY** game. The Head Scorekeeper will be logging stats, checking minimum play time and pitch counts. If any Manager would like this information for his team, please inform the Head Scorekeeper and it will be emailed to the Manager.

SCOREKEEPER GAME DAY ACTIVITIES

BEFORE THE GAME:

- **BOTH** Scorekeepers **MUST** be in the scorekeepers booth during the game.
- Get lineup from Manager. **15 minutes before game.**
- Get other team's lineup card (from scorer or Manager)
- Enter both lineups into scorebook (along with **date, time, field, etc.**)

DURING THE GAME:

- Check score of game with other scorer each inning, especially in high-scoring games.
- Communicate substitutions and pitching changes to umpire and other scorekeeper.

AFTER THE GAME:

- **BOTH** team scorebooks should be **signed by the home plate umpire** immediately after the game.

SCORING (MINOR AND MAJOR) LITTLE LEAGUE GAMES

The primary job of the scorer is to keep accurate track of the progress of the game, especially runs scored and outs recorded.

Secondarily, the scorebook can be used to track individual and team statistics.

Finally, the scorebook represents a record of the game as it happened – if necessary the events of the game can be reconstructed. The person with the "Home Team" scorebook is the "official scorer" for the game which means they should be able to answer the following at any time;

- Keeps track of pitch count
- Counts balls and strikes
- Current number of outs
- Current score (entire game and current inning)

Occasionally, the umpire(s) on the field will lose track of this information and will ask the "home book" for the correct information.

SCORING ABBREVIATIONS

BATTER IS ON BASE

- 1B – Single
- 2B – Double
- 3B – Triple
- HR – Home Run
- BB – Base on Balls/Walk
- HBP – Hit by Pitch
- FC – Fielder's Choice
- E5 – Reached by Error by 3B
- CI – Catcher's Interference
- d3K – Dropped 3rd strike & the batter reaches 1st base

BATTER IS OUT

- Ks – Strikeout Swinging
- K – Strikeout Looking (or backwards K)
- d3K 2-3 – Dropped 3rd strike & the catcher threw it to 1st base
- 6-3 – Groundout, SS to 1B
- F8 – Fly Out to CF
- L5 – Line Out to 3B
- Fo5 – Foul Out to 3B.
- 3U – Unassisted Play by 1B
- SB 1-3 – Sacrifice Bunt, P to 1B
- SF 8 – Sacrifice Fly to CF

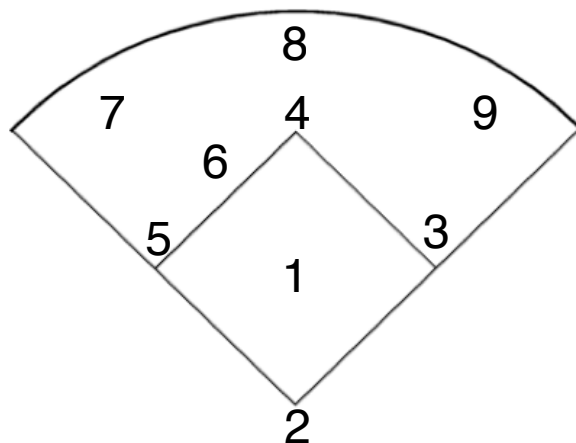
BASE RUNNING

- SB – Stolen Base
- WP – Wild Pitch
- PB – Passed Ball
- SAC – Advanced on Sacrifice
- E5 – Advanced on Error by 3rd Base
- CS – Caught Stealing
- 6-4 – Force Out, SS to 2nd Base
- 4U – Force or Tag Out, 2B Unassisted
- F8-5 – Out on Tag Up, CF to 3B

CODES FOR PITCHERS

- W/L – Win or Loss
- No. P – Number of Pitches the pitcher threw
- IP – Innings pitched
- R – Runs scored off the pitcher
- ER – Earned Runs
- H – Hits
- BB – Walks
- HB – Hit Batters
- K – Strike outs (looking or swinging)
- WP – Wild Pitches

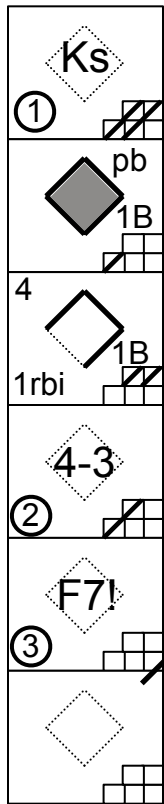
POSITIONS ON THE FIELD



POSITIONS

- 1 Pitcher (P)
- 2 Catcher (C)
- 3 First Baseman (1B)
- 4 Second Baseman (2B)
- 5 Third Baseman (3B)
- 6 Shortstop (SS)
- 7 Left Fielder (LF)
- 8 Centerfielder (CF)
- 9 Right Fielder (RF)

KEEPING SCORE - SAMPLE



Leadoff batter strikes out swinging on a 2 ball – 2 strike count.

Next batter singles on the second pitch, advances to second on a passed ball and then on the following batter's single, goes home and scores a run.

After two strikes (including a passed ball), this batter singles home the run from second and gets a Run Batted In (rbi). Later advances to third on a groundout from the 4th batter.

Grounds out to the second baseman for the second out of the inning, but moves the runner up to third.

Batter drives the first pitch to deep left center field, but the left fielder makes a great running catch to save a run and end the inning.

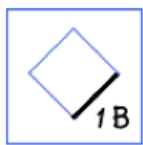
Sixth batter will lead off the second inning.

PITCH COUNT

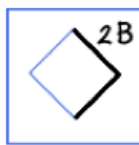
Pitches per inning	14	20	32
Total Pitches	14	34	46

SCOREKEEPING EXAMPLES

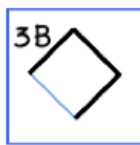
WAYS TO GET ON BASE



Single



Double



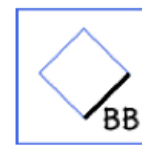
Triple



Home Run



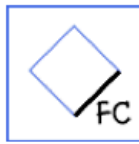
Home Run



Base on Balls



Hit By Pitch



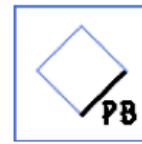
Fielder's Choice



Error



Wild Pitch (3rd Strike)



Passed Ball (3rd Strike)

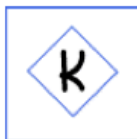


Catcher's Interference



Ground Rule Double

WAYS A BATTER MAKES AN OUT



Strikeout (Swinging)



Strikeout (Called)



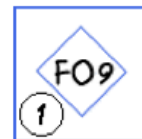
Strikeout (Swinging)



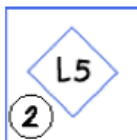
Strikeout (Called)



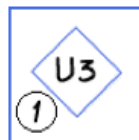
Fly Out (to Left Field)



Foul Out (to Right Field)



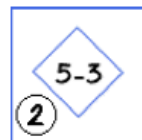
Line Out (to 3rd Base)



Unassisted Put Out



Ground Out

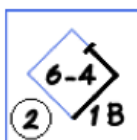


Forced Out or Tag (3rd throws to 1st)

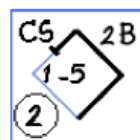


Infield Fly Rule

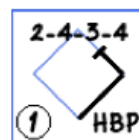
WAYS A RUNNER MAKES AN OUT



Force Out or Tag (3rd to 2nd)



Caught Stealing (Pitcher to 3rd)



Run Down (Catcher to 2nd to 1st to 2nd)

COMMONLY ASKED SCORING QUESTIONS

✓ What is the **MINIMUM PLAY TIME**?

- For A, AA and AAA, the minimum play time for each player is **9 defensive outs AND 2 at bats**.
- For Majors, the minimum play time for each player is **6 defensive outs AND 1 at bat**.

✓ What is the **5-run rule**?

- In A, AA and AAA, the inning ends when the fifth run scores, except in the last inning (which is determined by the home plate umpire). Normally, the scorekeeper must inform the coach and/or umpire that this has happened. In Majors, there is no corresponding rule.

✓ What is an **error**?

- An error is a play by a fielder that allows a runner to be safe or advance when a play with normal effort would put out or hold the runner. The key in determining an "error" is normal effort, which is usually interpreted as what a typical player in the league would do. Factors that are outside the player's control (e.g. bad hops, sun) cannot cause errors.

✓ What is a **sacrifice (bunt and fly)**? How is it scored?

- A **bunt** is scored a sacrifice when one or more runners advance on the play, no runners are put out and the batter is (or should have been) put out.
- A **fly** is scored a sacrifice when a runner tags up and scores after the ball is caught in the outfield. The play is scored as if there were no sacrifice except that "sac" is written near the scoring of the play.

✓ Do we count the run(s) that scored on the play in which the **third out** was made?

- If in any doubt, ask the umpire (in particular, any judgment of relative timing must be made by the umpire, not the scorer). The basic rule is that any runner touching home before the third out scores a run unless the third out is made on a force play.

NOTE 1: if the batter is out before touching first, this is a force play.

NOTE 2: if a runner is tagged while being forced, it is still a force play. On the other hand, a runner out for leaving early on a fly ball is not a force play (although it looks like one).

✓ Who is the **leadoff batter** next inning if the third out is by a runner **caught stealing**?

- The same batter who was up when the out was made. The batter will start the next inning with a new count. The exception is that if the batter gets strike 3 or ball 4 just before the out is made then their at-bat is over and the next batter in the line-up will lead off.

✓ What's the deal with **BALKS**?

- At the Minor and Major levels, the "balk" has been replaced by the "illegal pitch." The penalty for an "illegal pitch" is a ball to the batter. The most common type of illegal pitch is when the pitcher begins to throw the pitch then stops.

✓ How do you know if the batter gets an **RBI** or not?

- RBIs are: **BB, HBP, FC, SF, SB, CI, HR, K** (if run comes in when batter strikes out)
- **No** RBIs for: **WP, PB, BK, Error, DP**
- A run batted in (**RBI**) is given to a batter for each run scored as the result of a batter's plate appearance.
- There are certain exceptions:
 - a player does not receive an RBI if he hits into a double play and a run scores, or
 - if a run is scored on a wild pitch or passed ball or as the result of an error, or if the pitcher balks.
- A player does receive an RBI if he is walked or hit by a pitch with the bases loaded.
- A player does receive an RBI if a runner scores from his sacrifice fly or sacrifice bunt.
- if a player hits a home run with two runners on base, the batter would get three RBIs (since both base runners as well as the batter would score).

✓ How do you know if the pitcher is charged with an **earned run** or not?

- **Earned Runs** occur on: **WP, BB, Hit, FC, SB, BK**
- **NO Earned Runs** occur on: **CI, PB, Error**
- An earned run is any run for which the pitcher is held accountable (i.e. the run did not score as a result of a fielding error or a passed ball).
- If a run is not earned, it is an unearned run. Even if a runner scores on a fielding error by the pitcher himself, it is an unearned run.

NOTE: In determining earned runs, the official scorer must reconstruct the inning as it would have occurred **without the errors** (which include catcher's interference) and passed balls, with the benefit of the doubt always being given to the pitcher in determining which bases would have reached by errorless play.

✓ What is the difference between an **earned run** and an **unearned run**?

- A run is counted as unearned when:
 - The baserunner would have been out had an error not been committed.
 - The run is scored after an error is committed that would have made the third out.
 - A baserunner scores on a play where an error was committed, and the inning ends before that runner would have had a chance to score.

Example: A passed ball allows a runner to score. The batter at the plate then strikes out to end the inning. The run is unearned. If the batter had instead got a base hit, the run would be earned, since the runner would have scored on that play.

- A run that scores because of a wild pitch is counted as an **earned run**.
- In most other cases, a run is scored as an earned run.

✓ Was it a **STOLEN BASE (SB)**, **WILD PITCH (WP)**, **PASSED BALL (PB)** or **CAUGHT STEALING (CS)**?

- It's a **PASSED BALL (PB)** if it should have been caught, but was not caught by the catcher and results in runners advancing.
 - **No stolen base is credited to the runner(s) and no error is charged to the defensive team.**
- It's a **WILD PITCH (WP)** when the catcher had no play (no chance of stopping the ball – the pitch is too high, too low or too wide off the plate) and results in runners advancing.
 - **If a pitch touches the ground, it's considered a WILD PITCH.**

- Only one wild pitch is recorded regardless of the number of runners who advance.
- **JUNIORS and SENIORS ONLY** – A third strike not handled by the catcher because it was wild, when the batter reaches first base safely, is scored as both a wild pitch and a strikeout.
- A wild pitch is **not** scored as an error.
- A closely related statistic is the **PASSED BALL**. As with many baseball statistics, whether a pitch that gets away from a catcher is a **passed ball or wild pitch is at the discretion of the official scorer**.
- The benefit of the doubt is given to the catcher if there is any uncertainty. Therefore, most of these situations are scored as **wild pitches**.
 - **No stolen base is credited to the runner(s) and no error is charged to the defensive team**
- All others are counted as a **STOLEN BASE (SB)**.
- The runner who is put out while **attempting** to advance for a stolen base or on a passed ball or wild pitch is **CAUGHT STEALING (CS)**.

✓ What is a “**Fielders Choice (FC)**”?

- This is when an out is made on a play, but the batter is not put out.
Example: Two outs, runner on first. Ground ball to shortstop, flips to second for the force out. The batter is credited with a Fielder’s Choice - he/she reached base safely but an out was made on the play. The batter is NOT credited with a hit.
 - If the fielder commits an error and the runner is not put out, the play is still scored as a fielder's choice, but an error is charged to the fielder.

✓ Was it a **HIT or FIELDER'S CHOICE (FC)**?

- **FIELDER’S CHOICE** if the fielder attempts an out on the runner
Example: A runner is said to have advanced on a fielder's choice when a play at home plate enables him to reach second or third base.
- **HIT** if there is indecision on where to go, and **NO** play is made

✓ Was it a **HIT or ERROR (E)**? Answer these two questions

- Would an average player normally have made the play?
- Was there a physical mistake made on playing the ball itself?
- If **BOTH** answers are **YES**, then it’s an **ERROR**.
- An **ERROR** is the act, in the judgment of the official scorer, of a fielder misplaying a ball in a manner that allows a batter or baserunner to reach one or more additional bases, when such an advance should have been prevented given ordinary effort by the fielder.
- An error does not count as a hit, **unless** in the scorer's judgment, the batter would have reached first base safely but one or more of the additional base(s) reached was the result of the fielder's mistake. In that case, the play will be scored both as a hit (for the number of bases the fielders should have limited the batter to) and an error.
- A batter does not receive credit for an RBI when runs score on an error, **unless** the scorer rules that a run would have scored even if the fielder had not made a mistake. For example, if a batter hits a ball to the outfield for what should be a sacrifice fly, and the outfielder drops the ball for an error, the batter will still receive credit for the sacrifice fly and the run batted in.

- If a play should have resulted in a fielder's choice with a runner being put out and the batter reaching the base safely, but the runner is safe due to an error, then the play will be scored as a fielder's choice, with no hit being awarded to the batter, and an error charged against the fielder.
- ✓ Was it a **DOUBLE (2B)** or **SINGLE (1B)** and an advance?
 - Was there a play on another base runner?
 - Was there an error on the play before 2B?
 - Did the batter break stride around first?
- If **ALL** answers are **NO**, then it's a **DOUBLE (2B)**.
- ✓ What is a **Dropped Third Strike (d3K)?** – Majors, Juniors and Seniors ONLY
 - A **dropped third strike** occurs when the catcher fails to cleanly catch a pitch which is the third strike.
 - The pitch is considered not cleanly caught if the ball touches the dirt before being caught, or if the ball is dropped after being caught. On a dropped third strike, the strike is called, but the umpire indicates verbally that the ball was not caught, and does not call the batter out. The batter can then attempt to reach first base, prior to being tagged or thrown out.
 - If on a Dropped 3rd strike, the catcher throws the ball to the first baseman to tag the batter, it is scored as “d3K 2-3”.
 - The pitcher is credited with a strikeout. Because of the dropped third strike rule, it is possible for a pitcher to register more than three strikeouts in an inning.
- ✓ What if I don't know how to score a play?
 - That is the main reason why there are **2 scorekeepers in the scorebooth**, to make sure you both come to the same conclusion of the play.
 - **Ask someone** sitting nearby or write down as complete a description as possible in the scorebook.
 - You can even write in the margins if necessary or call the Head Scorekeeper to clarify what you need to write.

Many people enjoy scorekeeping
and it is a way to get more involved in the game
and to get to know the players better.

**IF YOU HAVE ANY SCOREKEEPING QUESTIONS
PLEASE CALL THE HEAD SCOREKEEPER**