CSLL – Scorekeeping Clinic
2024 Season

Scorekeeping Duties at CSLL

- Training begins with Minor games.
- A must for Minors, Majors, Junior, and Senior divisions as they keep track of pitch counts
- "official" scorekeeping is the duty of both teams – this recorded score is what the league goes by
- This is helpful in case "officials" have made a mistake at game time; in case the lineup card gets lost, and it is a record of the season.
- Managers also use it to track pitch counts to protect player's arms as well as for statistics such as batting and on base percentages.

Main topics

- Paperwork for the game
- Score sheet
- Recording substitutions
- Pitch Count
- Pitcher Eligibility Tracking

Paperwork for the game

Before the game begins you will need to receive a lineup sheet from your team's manager. You should only be recording your team but if you notice there is nobody keeping score for the other team you should ask the other team manager to provide a scorekeeper or at minimum a copy of their line up to you.

Game sheets should be provided by the home team. Fill out your team roster on the score sheet as listed on the line up sheet. You should be behind the plate in the scorebox if possible as this allows the umpire direct access to you so they are not looking into the stands trying to find you.

Get your Pitch Count Log and Pitcher Eligibility Form from you Team Coordinator or Manager. If not available copies can be found in the CSLL clubhouse or accessible for download on the CSLL website. Fill in the first pitcher and follow the directions listed later in this booklet.

Record the game as directed in this booklet.

After the game give one copy of the game sheet to the opposing team and they should provide you a copy of their game sheet to you. You keep your own pitch log. The other team can only request to review it through the umpire. Make sure to return all of the forms to your respective Manager or Team Coordinator.

Score sheet

Fill in the date, field, time, opponents and any other relevant data.

The score sheet can be divided into four areas. The first is recording each pitch. The second is recording if the batter reaches bases or is out. The third is recording where the ball was hit and if there are any errors. The fourth is the inning summary totalling runs, hits and errors at the end of each inning.

Each pitch needs to be recorded so that the pitch counts can be verified and for managers statistics. Each batter is recorded separately. A strike is recorded as an "X" and a ball is recorded as an "O". A foul ball is recorded as an "F". A hit is recorded as a slash "/". Mark a line over the X if a swing was made. A player hit by a pitch is a ball – you would then record HP.
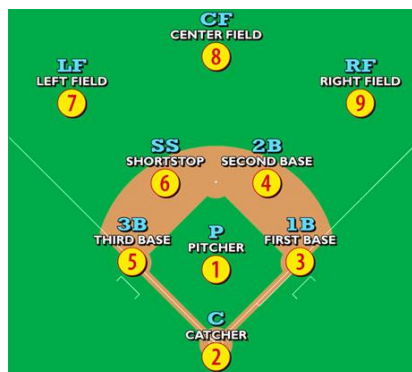
The following diagram shows two batters. PLAYER 1 strikes out while swinging. PLAYER 2 is hit by a pitch and advances to 1st.

BAT O R		PLAYER				1		
D E R	#	NAME	POS			O U T	ON BASE	R B I
1		PLAYER 1	1ST	X̄ O O X X		1	o o o H K	
2		PLAYER 2	P	O X̄ O			o o H	HP

If a batter reaches a base you mark the players corresponding diamond diagram on the score sheet with a line to whichever base they make it to. For example if they make it to first you mark a line from home to first. If a runner progresses to any base you mark that as well. If the runner reaches home you should fill in the completed diamond for ease of counting. If a runner steals a base you would write C on the diamond between the bases which the play occurred.

The coding can be recorded as:

Stolen Base	C
Strike Out	K
Strike Out - didn't swing on 3rd strike	Ͷ
Sacrifice Hit (Bunt)	SH
Fielders Choice	E
Base on Balls (Walk)	BB
Hit By Pitcher	HP
Passed Ball	PB
Wild Pitch	WP
Balk	BK
Infield Fly	IF
Single	1B
Double	2B
Triple	3B
Ball	O
Strike	X
Foul	F

CODING AND EXAMPLES

Hit out SS-1ST	RBI DBL	SINGLE
6 - 3	2 B	1 B

RUN SCORED	ON BASE ERROR	STOLE 2ND
	E 6	1 B

This is also where you record any errors. Since the league is not keeping statistics, emphasis on errors is not very important. Use your best judgement in light of location of the hit and how hard it was hit: would an average player in the division have been able to make the catch? If yes, then it is an "error". If the ball touches leather, but the catch wasn't made, then record as an error. Errors are recorded as E and the number of the defensive position that made the error. For example if the ball was hit to 2nd base and the player at 2nd base drops the ball and cannot make the play you would write E4. If the ball was hit to 2nd base and the throw was good to 1st but the 1st base player dropped the ball you would write 4-E3.

In Minors there is a maximum of 3 runs allowed per at bat until the last inning. In Majors there is a maximum of 4 runs allowed per at bat until the last inning. In Junior and Senior there is a maximum of 5 runs allowed per at bat until the last inning.

In Minors and Majors the last inning is deemed "open" so the visitor is allowed to catch up and pass the home team by three runs. If they are already ahead they can score up to 3 more runs. In the last inning the home team is allowed to catch up and win the game by scoring 1 extra run.

At the end of the inning you should total the runs, hits and errors. This helps with checking the scoreboard. Starting/Ending an Inning – make sure you are starting in a different column. Make sure you mark off on the sheet who ended the inning by placing a diagonal line after the last batter for that inning.
** the official scorekeeper becomes even more important if there's no scoreboard. Make sure that the score is correct at the end of every inning – otherwise, you could end up with a game under appeal!!

TEAM		1	2	3	4	5	6	7	8	9	R	H	E
HITS													
ERRORS													

Recording Substitutions

Typically, everyone bats in all divisions of play. Once tournament season starts there are only 9 players listed on the batting order with the spares being substituted into one of those 9 positions.

In season, all players must play six consecutive defensive outs in the field and bat once to fulfill the minimum play requirement. During tournament play, the defensive standard is altered.

A player substitution is recorded on the score sheet by simply putting the substitute player into the box below the original player and adding which inning they were substituted in. In the example below Aiden R. is substituting in for Charlie T in the 3rd inning. In District 7 we are not worried about needing to change any of the positions (POS) on the score sheet therefore these are only recorded to show starting positions.

BAT ORDER	PLAYER			1			
	#	NAME	POS		OUT	ON BASE	RBI
1		CHARLIE T. AIDEN R.	2nd / 3			0 0 0 H	

Pitch Counting

See Appendix for Pitch Count Log sheet.

League Age determines # of pitches allowed per game. Pitch Log - get the league age of all pitchers at the beginning of the game from the Manager or Team Coordinator. Each team has a separate page for their pitchers.

The Pitcher Eligibility Tracking

See Appendix for Pitcher Eligibility Tracking Form

This form must be completed and signed by the Manager after each game. This gives them the ability to track when pitchers can be used again. Days of rest for pitchers must be followed for Majors. These rules are set by Little League so that a pitchers arm is less likely to be over worked.

Ages 14 and under must follow these rules:

If a player pitches 66 pitches or more in a day they must observe 4 calendar days of rest.
If a player pitches 51-65 pitches or more in a day they must observe 3 calendar days of rest.
If a player pitches 36-50 pitches or more in a day they must observe 2 calendar days of rest.
If a player pitches 21-35 pitches or more in a day they must observe 1 calendar days of rest.
If a player pitches 1-20 pitches or more in a day they do not need any calendar days of rest.

The exception is: if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1-the batter reaches base. 2-that batter is retired. 3-the 3rd out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at bat, provided that pitcher is removed before delivering a pitch to another batter.
It is not your duty to advise Managers when a pitcher reaches their threshold or if an error is made. The Manager must ask himself through the umpire. You communicate with the umpire only when asked by him/her.

Central Saanich Little League - Baseball Pitcher Eligibility Tracking Form

Box 89
Brentwood Bay, British Columbia
V8M 1R3

Division _____   Team _____

Date of Game	Pitches Thrown	Pitcher's Name	Uniform #	League Age	Team Manager's Signature *	Opposing Manager's Signature *	Scorekeeper/Umpire Signature *	Eligible to pitch again on (date)

Pitching eligibility varies by the league age of the pitcher, which is the pitcher's age as of May 1 of the current year. The pitching eligibility regulation is Regulation VI (see current rule book for details). A blank electronic version of this form is available for free download at www.littleleague.org or from your CSLL Administrator.

* Note: Signatures may be optional as determined by the local league.

Central Saanich Little League - Game Pitch Log

Division _____ Team _____ Opponent _____ Date _____

Pitcher's Name	Uniform #	League Age	X	Cross out the number as that pitch is thrown.																		A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.																
			O	Circle the number for the last pitch thrown for each batter.																																		

Pitcher rows (repeated 9 times):

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

(The above three-row pitch grid repeats 9 times, one per pitcher row.)

Player Name	Uniform #	Place an X under each inning that a player played the position of catcher. One pitch = one Inning								
		1	2	3	4	5	6	7	8	9

Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. One pitch caught equals one inning

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League Age 14 and under	Days of Rest	League Age 15 to 18
1-20 pitches	0	1-30 Pitches
21-35 pitches	1	31-45 Pitches
36-50 pitches	2	46-60 pitches
51-65 pitches	3	61-76 pitches
66 or more pitches	4	76 or more pitches

If a pitcher reaches a day(s) of rest threshold for his/her age group while facing a batter, the pitcher may continue to pitch until 1) The batter reaches base or is put out 2) The 3rd out is made to complete the half inning. In these cases only, record the number of pitches for the threshold reached or actual if maximum reached. Example: League Age 12 pitches 20 and finshes batter, record 20 pitches. League age 12 pitches 85 and finshes batter, record actual pitch count

Pitch Count Limits	
League Age	Pitches Allowed
17-18	105 pitches/day
13-16	95 pitches/day
11-12	85 pitches/day
9-10	75 pitches/day
7-8	50 pitches/day