Scorekeeping Reference Guide
Spring 2025

Thank you for volunteering to support your team and league as a Scorekeeper. This is an important role that helps the league manage game results and maintain player safety. With the support of this guide, other scorekeepers, and the league, we hope that you find scorekeeping to be rewarding and an enjoyable way to stay engaged with the game.

Note: each team must provide <u>one scorekeeper</u>. The home team will do GameChanger and the visitor will do the paper book.

GameChanger (Home Team)

VERY IMPORTANT: Only one (1) individual should score the game in GameChanger. If the visiting team also starts scoring the game in GameChanger, then (in terms of scoring) we now have two versions of scoring.

Scorekeeper default to any Staff member listed for the team. Though, Staff <u>can also update "Team Permissions" for Scorekeepers</u> listed under the Team section of GameChanger. <u>Registered volunteers will be listed as Staff</u> for the team. The manager may also log in to their account for scorekeeping. The League has an iPad available for checkout and teams to log in to for use during games.

Since the Fall 2022 season, we have utilized the ***GameChanger (new)*** *app:*

Training Links on GC Website:

> https://gc.com/home/gcu/scorekeeping-baseball-softball

Quick Reference: https://teammanager.zendesk.com/hc/en-us/article_attachments/4691152427405/GC-Scorekeeping-Cheat-Sheet-Jan2022.pdf

Accessing GameChanger
If you do not already have an account, please **Create Account** from the app <u>utilizing the same email you use to register your player with OCLL.</u>
- Access the scoring app from any iOS Device (iPad, iPhone) – iPads are available at the snack bar for game scoring (we do not have any Android devices)
- To download the app on your own device: https://gc.com/download
- To Get Assigned to Team – OCLL will add you as a scorer for your team once you are registered and OCLL will post all scheduled games. – ***DO NOT ATTEMPT TO CREATE TEAMS OR GAMES***

Practice scoring by selecting the gear/settings icon in top right and selecting **Practice Scoring a Game**

ORANGECREST LITTLE LEAGUE

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Before the Game:

- Make sure you are logged in and access the official game OCLL (OCLL Spring 2025 DIVISION will be listed under the game)
- Select the game to score
- **Verify batting order & starting positions for both teams from their official lineup cards (you may need to request from opposing manager or scorekeeper).**
- **Farm through Major utilizes a continuous batting order (so all players that are present should be in the lineup, with any non-fielding players listed as EH – Extra Hitter).**
- Change **Innings Per Game** to **6** by **Settings (Menu: Settings)**
- Turn on Game Clock by **Settings (Menu: Settings)** and selectin **"Count Up Timer"**
- **Extra Outfielder** needs to be enabled for **Farm** and **Single-A** by going to **Settings (Menu: Settings)** and selecting **Rover**.

Scoring the Game:

- Start the game clock when directed by the Umpire
- Per our ground rules, a new inning may not start after the specified time noted here. The inning is deemed started when the 3rd out of the previous inning is recorded.
  - Drop Dead Times do not apply for Farm-Major

Division	No New Inning After
Farm	**1:15**
A & AA	**1:30**
AAA & Major	**1:45**

- Pitch Counts – must be recorded in GameChanger, Scorebook and Pitching Eligibility Log (Official Record is the Pitching Eligibility Log)
- Use GC to record each pitch.
  - Each half inning, record the total pitches in the scorebook.
  - Update Pitcher Eligibility Log when pitcher is removed or at end of game.
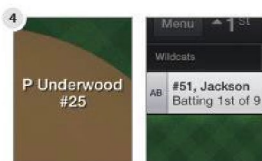- Record each pitch and scoring play as it occurs. If you make a mistake, you can "Undo"

1. Begin each at-bat by tapping the Pitch button.
2. Drag fielders to where the ball is hit.
3. Manually advance runners by dragging them to the next base. Move them to Safe or Out for a play on the runner.
4. Tap fielders or the batter's name to swap positions, sit a player, or substitute players.

- 5 Run limit per inning applies for all Divisions, except T-Ball and Major. The Major division does not have a run limit and all divisions have unlimited runs if in the 6th inning.
- To Force End of Inning: Menu: End Half Inning: Accept and Switch
- At end of line up – hit lineup complete to completed scoring (must be done once per team)

End of Game

- Final Pitch Counts (view at: Pitcher: View Pitch Counts) – make sure they are recorded accurately in the paper book and Pitcher Eligibility Log
- Finalize Game: Menu: GAME OVER – Finalize Game (Red button)
- LOG OUT (Menu: Your Account: Sign Out)

PAPER BOOK (Visitor)

- Get book and pencils from metal cabinet by snack bar (make sure book corresponds with your field) – field number on written on the outside of each book.
- Enter Lineups:
  - Visitor – Top Page, Home – Bottom Page
- Abbreviations
  - Denote the specific play that occurred during the at-bat you are scoring. Most scorebooks will have a column of common batter results for you to simple circle, i.e., 1B, 2B, etc. Also, please note that K generally means a strikeout swinging, while a backwards K means a strikeout looking.

| Basic Abbreviations	
1B	Single
2B	Double
3B	Triple
BB	Base on Balls
CS	Caught Stealing
DP	Double Play
DH	Designated Hitter
E	Error
FC	Fielder's Choice
FO	Force-Out
HBP	Hit By Pitch
HR	Home Run
I	Interference
IW	Intentional Walk
K	Strikeout
PB	Passed Ball
SB	Stolen Base
SF	Sacrifice Fly
SH	Sacrifice Hit
WP	Wild Pitch

- A **Base on Balls** is a **Walk** (4 balls before 3 strikes are recorded)
- **Error** occurs when, in the scorekeeper's judgment, a player misplays a ball he should have played cleanly (this varies for Division).
- A **Fielder's Choice** occurs when a player hits the ball in play and reaches base safely, but another baserunner is retired on that same play. For example, Timmy hits a ground ball to shortstop, the shortstop throws to second to retire Joey, who is running from first to second. Even though Timmy reached base safely, he is not given a hit because the fielders chose to retire Joey instead.
- A **Force Out** occurs when a runner has to run (all bases behind him are occupied) and the fielder has the ball on the next base before the runner arrives.
- When a pitched ball gets by the catcher and results in a runner or runners advancing on a play, that is either a **Wild Pitch** or a **Passed Ball**. A Wild Pitch is scored when, in the scorekeeper's judgment, it was the pitcher's fault that the ball eluded the catcher, and a Passed Ball is the result of the catcher's mistake.
- **Sacrifice Fly** occurs when a runner on third tags up and scores on a fly ball.
- A **Sacrifice Hit** occurs when a player bunts a runner over to the next base, while he is retired at first.

Fielding Positions

1	Pitcher		6	Shortstop
2	Catcher		7	Left Field
3	1st Base		8	Center Field
4	2nd Base		9	Right Field
5	3rd Base		10	Rover (4th outfielder)
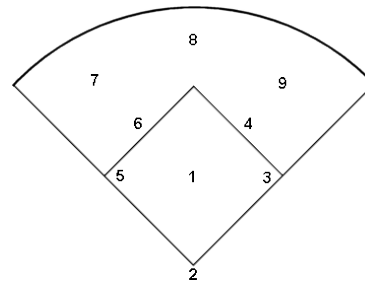
Line Up

From **Farm to Major**, all players will bat in the batting order, regardless of whether they are in the field. It is not necessary to record positions, except for pitcher and catcher that are under limit rules:

- ' Pitcher that throws more than 40 pitches cannot play catcher Catcher
- ' for more than 3 innings, cannot pitch

Single	Double	Triple	Home Run	Walk	Hit by Pitch
Strikeout Swinging	Strikeout Looking	Fielders Choice	Error (Shortstop)	Intentional Walk	
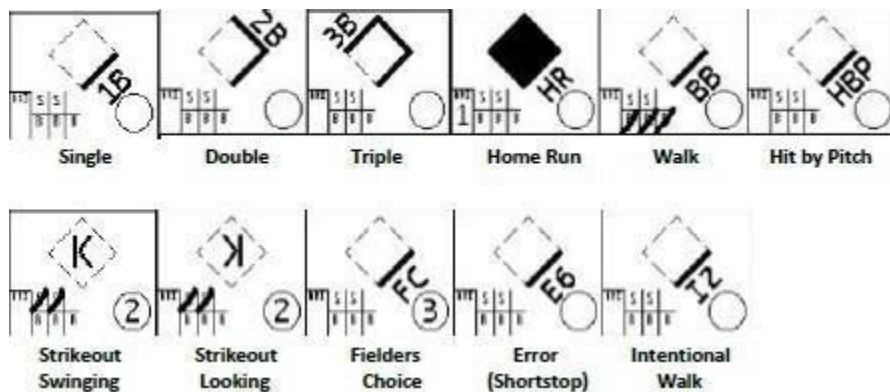
SCORING EXAMPLES SCORING OUTS ON BALLS IN PLAY

For a ball put in play that is not caught in the air, the numbers of the positions are used to denote how the ball moved on the play. For example ○ A groundball to shortstop, with the runner thrown out at first, is scored: 6-3 ○ A groundball to third base, with the runner thrown out at second, is scored: FC 5-4

○ A double play on a ground ball to short, thrown to second, then to first is: DP 6-4-3 ○ Unassisted (the player who fields the ball records the out without throwing the ball to another player), a U is placed after the player's position number: 3U

Caught fly ball - denoted with an F & position #. For example, a fly ball caught by the right fielder is scored: F9

Caught line drive is denoted with an L & Position #. For example, a line drive caught by the third baseman is scored: L5

SCORING A PLAYER'S PROGRESS AFTER HE REACHES BASE:

Each base advance is denoted by event that progressed the runner

- A solid line on the diamond denotes a player's advance to the next base.
- If runner is retired before reaching the next base, use a line or an X to denote the player was retired before he could advance to the next base.

If a player scores a run, fill in the entire diamond to denote a run scored.

Some examples of scoring baserunning:

- Player steals second, a line is drawn first to second, with the letters SB written above that line.
- Player advances to third on a single, a line is drawn from second to third with 1B written above that line

If a player on third scores on a passed ball, draw a line from third to home, with PB written next to that line (and color in the diamond because a run was scored).

PITCH COUNTS & PITCHER ELIGIBILITY LOG

It is IMPERATIVE that pitch counts, scorebook and Pitcher Eligibility Logs are maintained accurately**. The pitch log must be signed by both managers, the umpire and scorekeeper IN INK**. NO CHANGES may be made to the logs once they are signed. Any corrections prior to signature, must be initialed by all parties. Each scorekeeper is responsible to complete the Pitcher Eligibility Log for their team.

Pitch Counts – Strictly enforced by Little League Baseball and OCLL

The home scorekeeper may count pitches using the GameChanger app, but total pitches for each pitcher must be recorded:

- End of half inning – In paper scorebook
- Pitcher is removed – final count in Pitcher Eligibility Log AND Paper Scorebook

Maximum Daily Pitches – *Scorekeeper MUST alert the Umpire when a pitcher has reached their daily limit*

League Age	Maximum Daily Pitches
7-8	50
9-10	75
11-12	85
13-16	95

o **Days Rest** – the number of days before a pitcher may pitch again
- **"Threshold"** – if a player reaches a minimum pitch tier in the middle of a batter, they may complete the individual at bat (batter is recorded out or reaches base safely). In the total pitch column, the scorekeeper records the total pitches thrown, with a slash and the threshold used for calculating days rest
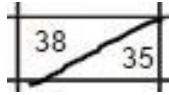
- Days rest is counted in WHOLE DAYS (regardless of game times) Example: Player pitches on Monday and requires 2 days rest o Rest: Tuesday and Wednesday o Eligible to Pitch: Thursday

Total Pitches	Days Rest
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

Pitcher Eligibility Log (by Scorekeeper) o Player info: Enter date of Game, player name, uniform number o Pitches – total pitches thrown & threshold reached (if appropriate)

Orangecrest _____ **Little League -- Baseball Pitcher Eligibility Tracking Form**

Division ___Double A_____ **Team** ___Angels_____

Date of Game	Pitches Thrown	Pitcher's Name	Unif. No.	League Age	Tm. Manager's Signature *	Opp. Manager's Signature *	Scorekeeper/Ump Signature *	Eligible to pitch again on (date)
03/07	21	Smith, A	3	10				03/08/2016
03/08	38 / 35	Jones, B	7	10				03/10/2016

THANK YOU FOR VOLUNTEERING TO SUPPORT ORANGECREST LITTLE LEAGUE!!!