

A close-up, slightly angled view of a white baseball with red stitching. The stitching is visible along the top and bottom edges of the frame. The background is a plain, light-colored surface.

# **SLV Little League**

# **Scorekeeping Meeting**

Thanks to YOU we can keep SCORE!

# Scorekeepers Meeting Agenda

- Knowing your role as a score keeper
- Introducing you to the PAPER Scorebook and GameChanger
- What to do BEFORE the game starts
- What to do DURING the game
- What to do AFTER the game is over
- Question and Answer session



# What is YOUR role as the Scorekeeper

- You (and the other team's scorekeeper) are the OFFICIAL recorders of the game.
- You are considered a game official, similar to an umpire.
- You must remain unbiased.
- Your focus during the game will help keep the game moving and avoid potential mid-game protests.

## **Always!**

1. Arrive early
2. Use pencil
3. Have a sharpener or a back up
4. Verify pitcher eligibility before the start of the game (know league ages and pitch maxes)
5. HAVE FUN!

## **Never**

1. Be Late
2. Use Pen
3. Try to keep cheering to a minimum/always check with others in the box and agree on how much cheering is okay.
4. Announce batting out of turn, only verify when asked.



# Reporting Scores

- As long as GameChanger is functioning and you can complete the game in the app, there is no reason to relay or send the scores.
- Always make sure take a picture of the official scorebook at the
- end of the game, in the event that GCer malfunctions.
- In the event of a issue with GCer, alert Shalee, or Marcus and send them a picture of the completed paper scorebook, please.



# Divisions – a quick overview

- AA – You are just learning to keep the book. Record the outs, runs, 5<sup>th</sup> run scored on offense, first batter of the inning, player pitching and their pitch count , pitching switches.
- AAA – You are almost a pro! You will need to record everything that AA requires and then some. You'll also need to record errors (using your best judgement), stolen bases, passed balls, and combination plays (6-4-2).
- Majors – You are a pro or will be before the end of the season! This is much more fast paced and requires remembering more. You also need to record dropped 3<sup>rd</sup> strike, interference, defensive substitutions, and recording catchers to see if they are eligible to pitch.



# AA Ball

- OUTS
- RUNS
- 5<sup>TH</sup> RUN SCORED
- FIRST BATTER OF THE INNING
- PITCHING
  - There are no walks in AA-Ball. If 4 balls are thrown, the coach will come in pitch the remaining strikes. Coach pitches do NOT count towards the pitcher's pitch count. (Ask Heather how to record the managers pitches on paper.)
- Don't worry about errors or overthrows at this level.
- Record stolen bases or SB when this starts. (second half of the season)



# AAA-Ball or Minors

- OUTS
- RUNS
- 5<sup>TH</sup> RUN SCORED
- FIRST BATTER OF THE INNING
- PITCH COUNT AND PITCHING SUBSTITUTIONS
- ERRORS (Just work with your other scorekeeper and use your best judgement)
- STOLEN BASES (SB)/PASSED BALL (PB)/WILD PITCH (WP)
- COMBINATION PLAYS (5-4-2 OR Third baseman, throws to second baseman, throws to catcher.)



# Majors

- OUTS
- RUNS
- PITCH COUNT AND PITCHING SUBSTITUTIONS
- ERRORS
- STOLEN BASE (SB)/PASSED BALL (PB)/WILD PITCH (WP)
- COMBINATION PLAYS (5-4-2 OR third baseman - throws to second baseman - throws to catcher.)
- DEFENSIVE SUBSTITUTIONS
- INTERFERENCE (catcher or fielder)
- DROPPED 3<sup>RD</sup> STRIKE



# Scorekeeping Tools

- Line-Up Card
- The Scorebooks
  - League OFFICIAL Book
  - Manager's book (IF THEY WANT A COPY, usually managers will be fine with gamechanger or a picture of the official book)
- Pitch Count Tracker that works for YOU
- Scoreboard Console (and operations binder, if you need it)
- Pencils
- Diagram of field positions, if you don't know the position numbers.



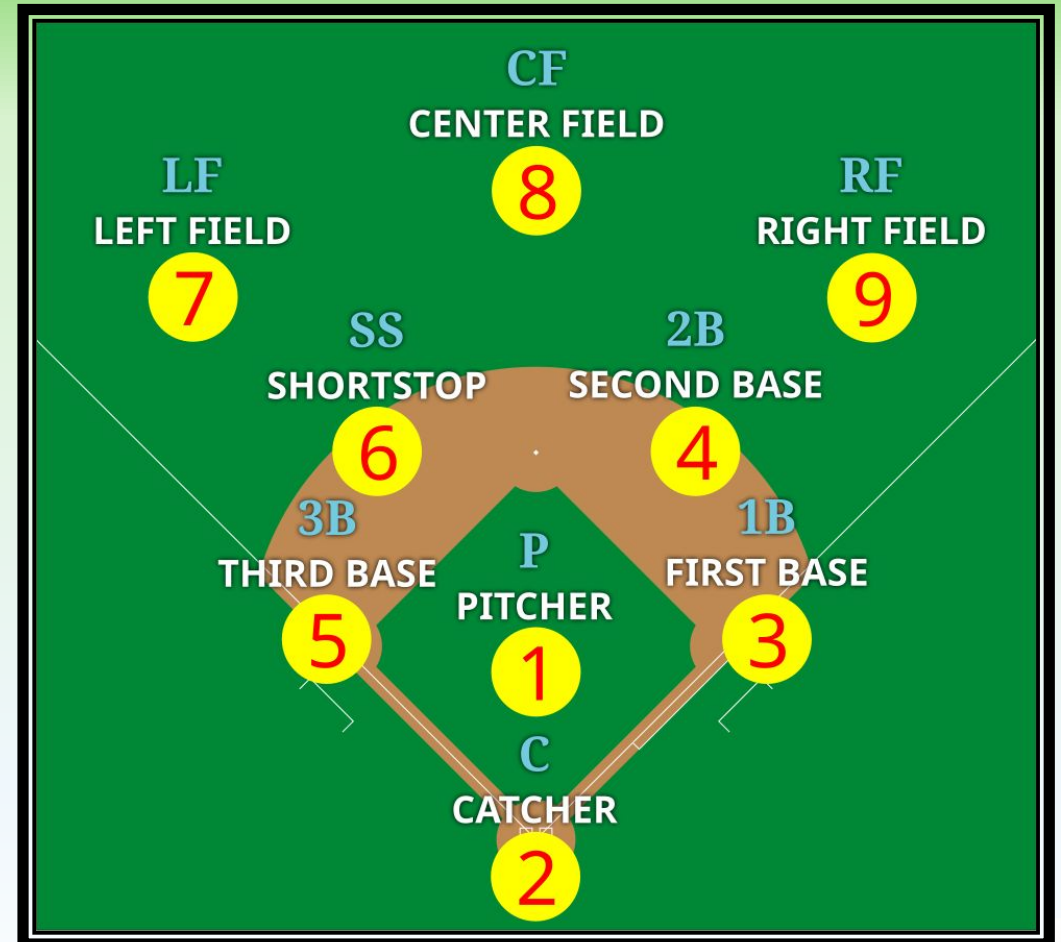
# The LINE-UP CARD

- If your coach does not use GameChanger, they will have a line-up card for you.
- If the line up is in GameChanger, YOU will need to fill out the manager's line-up card for them. The umpire, another scorekeeper, and other team's manager will all get a copy of your line-up.
- Line-up cards need to contain: Player's jersey number, name (first and last name) and their STARTING position.
- You should ask for this before you go up to the score booth at the high school.



# Introduction To FIELDING POSITIONS

#	Abbreviation	Defensive Position
1	P	Pitcher
2	C	Catcher
3	1B	First Baseman
4	2B	Second Baseman
5	3B	Third Baseman
6	SS	Shortstop
7	LF	Left Fielder
8	CF	Center Fielder
9	RF	Right Fielder



# Who Keeps Gamerchanger/Who keeps the OFFICIAL paper book?

- This year, similar to last year our Home Team for the game will keep the PAPER Official Book.
- Visiting Team will keep GameChanger and do the Scoreboard/Pitch Count.
- It is best to always have 2 people from a team who can keep each type of book.
  - You can switch team roles if one scorekeeper knows both paper and GCer, but one only knows one kind.
- Some managers only want games on GCer. SLVLL was told at the district 39 meeting that we **HAVE TO KEEP** a paper copy, this is incase for some reason GameChanger has a crash or doesn't work right.



# Visual Pitch Count

- Generally, the VISITING team is responsible for keeping this and the scoreboard. At the High School pitch count can be kept on the BOARD on the AAA field.



I personally have 2 different colors, one is always home, one is always visitor.



# Scoreboard CONSOLE

The scoreboard console is divided into two main sections: **GUEST** (left, blue) and **HOME** (right, red). Each team's section includes a score display with **+1** and **-1** buttons, and an **Edit Score** button. The **GUEST** section also has **Team Stats** and **Pitch Stats** buttons, along with **Edit Pitch Count** and **Pitch Count +1** buttons. The **HOME** section has **Team Stats** and **Pitch Stats** buttons, along with **Edit Pitch Count** and **Pitch Count +1** buttons. In the center, there is a **PITCHER** button and a **Next Batter** button. The top row contains **Up Down**, **Edit Time**, **Reset Time**, and **Time of Day** buttons. The bottom row contains **Hit**, **Ball**, **Strike**, and **Out** buttons. A red button labeled **Error** is located between the two team sections. A **Next Half Inning** button is located between the **Edit Inning** and **Edit Score** buttons.

**Blank Keys Still Active - Basic Baseball Scoreboard - Turn Off Auto Pitch Count**



# Pre-Game - To Do List

- Arrive to the game early
  - I always drop my kiddo off for his pre-game warm up and then head to the booth.
- Locate the Official PAPER SCOREBOOK
  - Home Team – Paper Scorebook
  - Visiting Team - GameChanger, Scoreboard and Visual Pitch Count
- Turn on the Scoreboard.
  - AAA field at the HS you will need to walk out to turn on the board's power. Remember to turn it off too!
- Request line-up cards from EACH team -
- Check to see if ANY players are ineligible to pitch.
  - usually not an issue but good to check
- Fill in the following information in the OFFICIAL Book
  - VISITING team on the left, HOME team on the right
  - date, time, scorekeeper, umpire
  - Filling in the batting order for each team (Copy this directly from the line-up card.)
    - Include Jersey #, Name (first and last name), Starting Position #, Players on the Bench (DH/EH on GCer)
- GO TO THE BATHROOM, Get a DRINK or SNACKS
  - You are not moving for the next 2 hours.



# League Age and Pitching MAX

- **League Age** is how old the player will be on **August 31<sup>st</sup>, 2026.**

**Age DAILY MAX :**  
**Age 11-12: 85 pitches**  
**Age 9-10: 75 pitches**  
**Age 6-8: 50 pitches**

Days Rest - (Based on FIRST pitch of the LAST batter faced)

1 to 20 pitches: 0 days rest  
21 to 35 pitches: 1 day rest  
36 to 50 pitches: 2 days rest  
51 to 65 pitches: 3 days rest  
66+ pitches: 4 days rest.

Day of Rest STARTS at *midnight* of the NEXT day after the player last pitched.

ie. Game was Tuesday night and the pitcher threw 49 pitches; player may not pitch again until FRIDAY.

If the pitcher's pitch count is reached while facing a batter, they may continue to pitch to that batter until one of the following happens:

1. The batter reaches a base,
2. The batter is out,
3. The third out is made to complete the half inning,  
*OR*
4. The pitcher is removed from the mound prior to the batter completing their at bat.



# The Scorebook - How it should look:

HOME		VISITOR		DATE	PLACE	TIME/GAME NO.	QUICK-TALLY																				
#	PLAYER	POS	VS	1	2	3	4	5	6	7	8	9	AB	R	H	BI	1B	2B	3B	HR	SO	BB	HP	SAC	SB		
9	1 Shayuto, Maddox	3		TB x x x																							
6	2 Dore, Ryan	4		K x x 1																							
3	3 Goulter, Bradley	1		CS 2-4 HBP x 2																							
1	4 Carter, Hunter	2		PO 9U x x x 3																							
12	5 Johnson, Marco	7																									
4																											
7																											

x  
x  
x



# How did that runner get on base?

- **Single** – “**1B**” – the batter gets to first by striking the ball within fair territory and defense is unable to cleanly tag or force out the batter/runner using ordinary effort
- **Double** – “**2B**” – the batter is able to reach second base before the defense can cleanly field and tag the batter/runner with ordinary effort. Also, a ball that bounces once in fair territory and over the fence. Known as a “Ground Rule Double.”  
NOTE: a cleanly-fielded throw to third that allows the batter/runner to advance to second is a single with the runner advancing on the throw.
- **Triple** – “**3B**” – the batter is able to reach third base before the defense can cleanly field and tag the batter/runner with ordinary effort.
- **Home Run** – “**HR**” – the batter is able to reach home plate before the defense can cleanly field and tag the batter/runner with ordinary effort. Also, a ball hit over the outfield fence.



# More ways to get on base...

- **Error – “E#”** – a runner safely advances due to a ball being misplayed by the defense under ordinary effort.  
NOTE: can be the result of a hit or thrown ball
- **Fielder’s Choice – “FC”** – a batter who would otherwise be out on a ball in play safely reaches base due to the defense choosing to make an out at another base.
- **Base on Balls – “BB”** – a.k.a. “Walk” - a batter receives 4 pitches outside the strike zone before 3 strikes or a struck ball is put into play
- **Hit by Pitch – “HBP”** – a batter in the batter’s box is struck by a legally thrown pitch
- **Catcher’s Interference – “CI”** – a batter makes contact with a part of the catcher or catcher’s equipment in the act of attempting to put the ball in play. This is called by the umpire. The runner is automatically granted first base.



# How to get on base...

## Scoring 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  
(3<sup>rd</sup> Strike)



Passed Ball  
(3<sup>rd</sup> Strike)



Catcher's  
Interference



Ground Rule  
Double



# How to get out...

## Scoring Examples

### 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 3<sup>rd</sup> Base)



Unassisted  
Put Out



Ground Out



Forced Out or Tag  
(3<sup>rd</sup> throws to 1<sup>st</sup>)

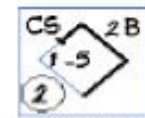


Infield Fly  
Rule

### WAYS A RUNNER MAKES AN OUT



Force Out or  
Tag (3<sup>rd</sup> to 2<sup>nd</sup>)



Caught Stealing  
(Pitcher to 3<sup>rd</sup>)



Run Down  
(Catcher to 2<sup>nd</sup> to 1<sup>st</sup> to 2<sup>nd</sup>)



# Force out?

- A forced out is whenever a runner is FORCED to go to the next base.
  - Force out example - Bases loaded and a ground ball is hit. A play can be at ANY base. Any run earned does not count.
  - Not a force out example – Runners on second and third and the ball is hit on the ground. Shortstop tags the runner from second, on their run to third. The runner at third tags home BEFORE the tag was put on the runner from second. (This run counts even if the runner from second was the 3<sup>rd</sup> out of the inning.)
- IF a force out ends an inning, any runs during that play do not count.



# When do I interrupt?

- Dead ball or time outs only
- AA/AAA (Minors): when the 5<sup>th</sup> run in an inning happens per team.
- All Divisions: When a pitcher has reached his MAXIMUM pitches for the day. (can start a batter on 50, 75, 85 but must end the day with that batter)
- The PLATE umpire is in charge. Yes, Really. Ask the umpire if you missed a play.



# Batting out of order

- NOT your job to say that they batting are out of order.
- You can ONLY confirm that is the case, when a manager brings it to the umpire's attention.
- The correct batter is out.
- And yes, sometimes the kid who batted out of order has to bat again.



# Way the runner can advance to the next base and beyond

- **Advance on throw**

- NOTE: I usually put an arrow, “+” or a “t” above the advancing runner to show a throw caused the advance

- **Stolen Base – “SB”**

- With or after a pitch, a runner successfully advances to the next base without a ball put in play by the hitter.

- **Passed Ball/Wild Pitch – “PB”, “WP”**

- PB – a pitched ball that the catcher, with ordinary effort, misplays
- WP – a pitched ball that is beyond the ordinary effort of a catcher to catch (always a WP if the catcher misses due to a pitch that hits the ground)

- **Error – “E”**

- the runner is allowed to advance because of a throw or mishandled ball. Mark errors in the appropriate box.

- **Advance on batter (hit, error, FC)**

- NOTE: Minors/Majors I recommend simply putting the number of the hitter who advances the runner above the line



# Was it an **ERROR**?

- Apply the Ordinary Effort rule:
  - Ordinary, reasonable effort means that we do not penalize a player for giving maximum effort.
    - Example 1: A surprise bunt that the third baseman doesn't cleanly field because he's rushing to make the play can be called a "hit" if the runner would have likely beaten the throw anyway.
    - Example 2: A hard-hit ball that takes a "bad hop" and the SS mishandles or misses would be a "hit" if the runner would still beat the throw once the SS recovers the ball.



# Pitcher Change

- When a pitching switch happens, you END the count for the first pitcher and make note in the batter's box when a new pitcher came in. Hopefully, it is NOT in the middle of a batter!
- Each new pitcher gets to throw some warm-up throws, these are not part of pitch count. Stand up, stretch, go pee, but do it QUICK. You have literally 2 minutes.
- Note in the batter's box to know where the first pitch was thrown.
- Go to where you are keeping track and note where the previous pitcher stopped.



# Keeping Score

## Scenario: First 4 batters

### Batter #1: Cranston, B

- Ball One
- Ball Two
- Cranston singles to center field

### Batter: #2: Houch, W

- Strike One
- Ball One
- Strike Two
- Foul Ball
- Strikes Out Swinging

### Batter #3: Shen, A

- Strike One
- Ball One (Runner Cranston, Steals 2<sup>nd</sup> base)
- Ball Two, Three and Four

### Batter #4: Paugh, R

- Ball One
- Put in play to Shortstop, Double-Play (Shortstop to 2<sup>nd</sup>, 2<sup>nd</sup> to 1<sup>st</sup>)
- End of Inning

**First Four Batters**

	PLAYERS			P O S	I N N	
	NO	LAST	FIRST			
1	6	Cranston, B		4	1	
2	11	Houch, W		2	1	
3	1	Shen, A		5	1	
4	9	Paugh, R		1	1	



# Keeping Score what your sheet should look like

## Batter #1: Cranston, B

- Ball One
- Ball Two
- Cranston singles to center field

## Batter: #2: Houch, W

- Strike One
- Ball One
- Strike Two
- Foul Ball
- Strikes Out Swinging

## Batter #3: Shen, A

- Strike One
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- Ball Two, Three and Four

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- Ball One
- Put in play to Shortstop, Double-Play (Shortstop to 2<sup>nd</sup>, 2<sup>nd</sup> to 1<sup>st</sup>)
- End of Inning

**First Four Batters**

PLAYERS			P	I		
NO	LAST	FIRST	S	N	1	
1	6	Cranston, B	4	1	3/3	1B
2	11	Houch, W	2	1	4/7	K
3	1	Shen, A	5	1	5/12 6-4 DP4	BB
4	9	Paugh, R	1	1	2/14 DP	4-3

NOTE: This slash represents end of the inning.




# GAMECHANGER

- On the next few slides, we will run through the KEY points for the gamechanger app.
- It is of UPMOST IMPORTANCE that you follow these guidelines. Otherwise, you are just wasting time for yourself.
- When starting a game, you ALWAYS add players from the bench. If you don't know how to do this, ASK!
  - Otherwise you will have to write a LONG email to gamechanger to merge the players.



Home




**Test**

Spring 2026 • 0-0 • [Get Team Pass](#)

STAFF

[Message Team](#)

Schedule Team Video Stats Opponents




**No events scheduled**

Prefer to use your computer? [Set up your team on the web portal.](#)

[Add event](#)

Home Events Messages Account

Home



**Test**

Spring 2026 • 0-0 • [Get Team Pass](#)

STAFF

[Message Team](#)

Schedule Team Video Stats Opponents

Players Staff Followers

My Player

[+ Claim a Player](#)

Other Players (9)

[+ Add Player](#)

- P** Player 1 >
- P** Player 2 >
- P** Player 3 >

Home Events Messages Account

Close Edit

JAN 31

Test

**Home Game vs. TBD**

4:00 PM - 5:00 PM

Video Info

**SA** Are you going? [Going](#) [Not Going](#)

[Score Game](#) [Record Video](#)

[Set Starting Lineup](#)

Player RSVP 0  0  9  >

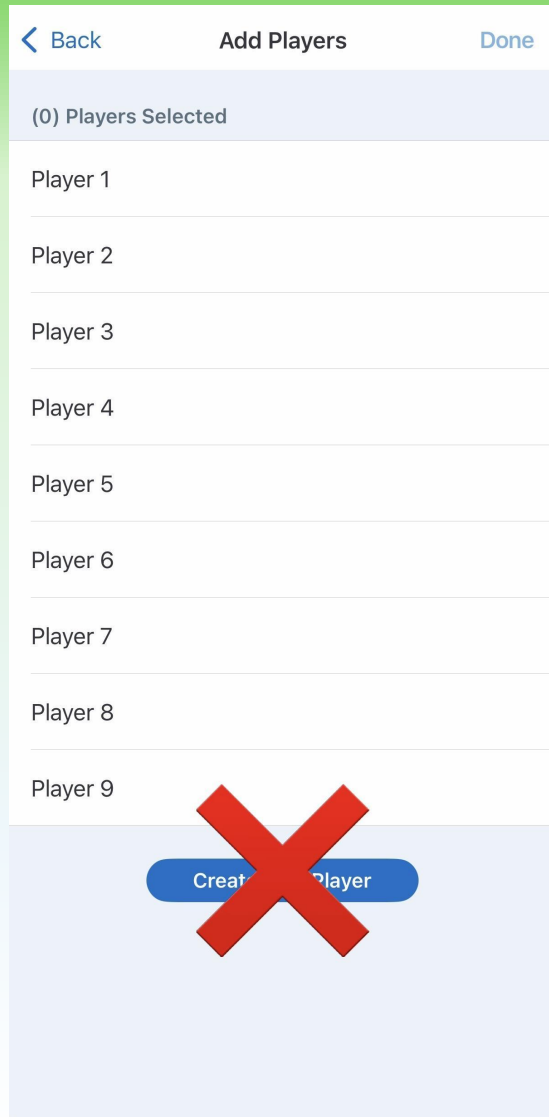
Staff/Family RSVP 0  0  1  >

Remind team on Thu Jan 29, 4:00 PM. [Edit](#)

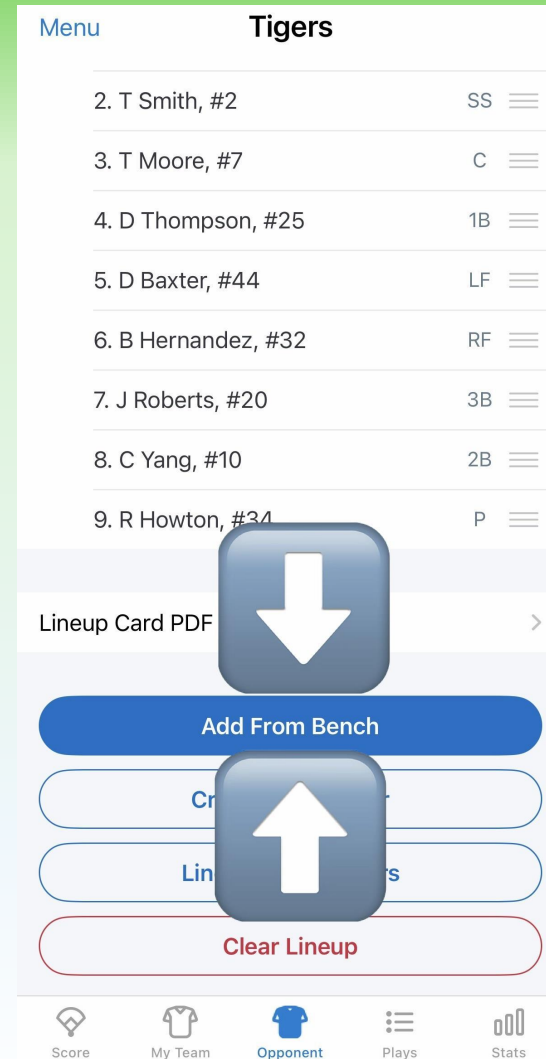
[Upload Full Event Video](#) BETA



# How to set the line up in GameChanger



**Seldom is there a need to use “create player” button in SLVLL games. Players on each team are already created and just need to be selected.**



**ALWAYS ADD FROM THE BENCH**

If you select the players in batting order they should be in the lineup correctly.

You can adjust the batting order by holding the lines and dragging them to the new spot.



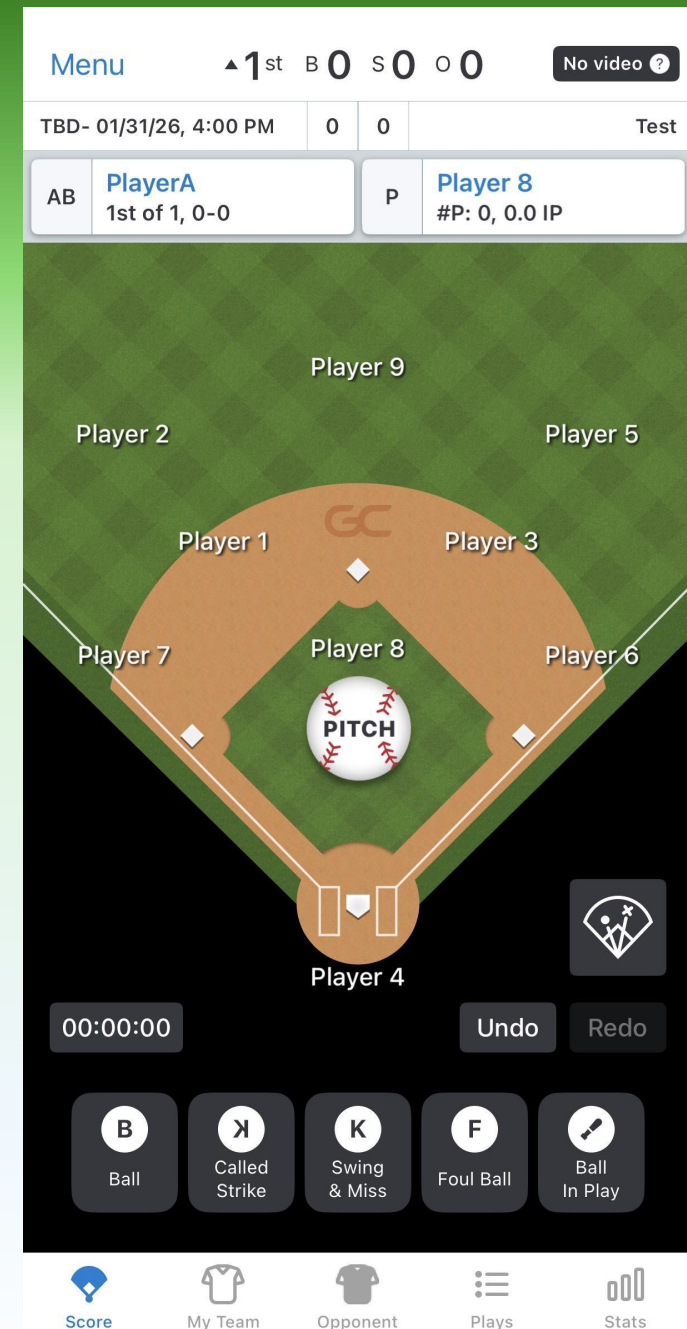
# GameChanger's Interface

Use the buttons at the bottom to see and set the batting order for each team.

If you need to go back and see what the last play was, use the "Plays" tab.

The "Stats" tab will give you pitching count and stats for each player in the game.

The "undo" and "redo" buttons come in handy for miss taps on your screens. Yes, your phone screen is small, and sometimes you hit the wrong button.




[Back](#)      A Jackson, #51      ^      v

PX   CX   1B✓   2B✓   3B✓   SS✓   LF✓   CF✓   RF✓

A Jackson, #51  
*Edit Player Details* >

P   C   1B   2B   3B   SS  
 LF   **CF**   RF   DH   EH

 Active, Batting 1st

[Sub Out of Lineup](#)

[Set DH](#)

**STATS**

Batting Spray Charts >

Total Fielding Time      0.0 innings >

At Bats      0

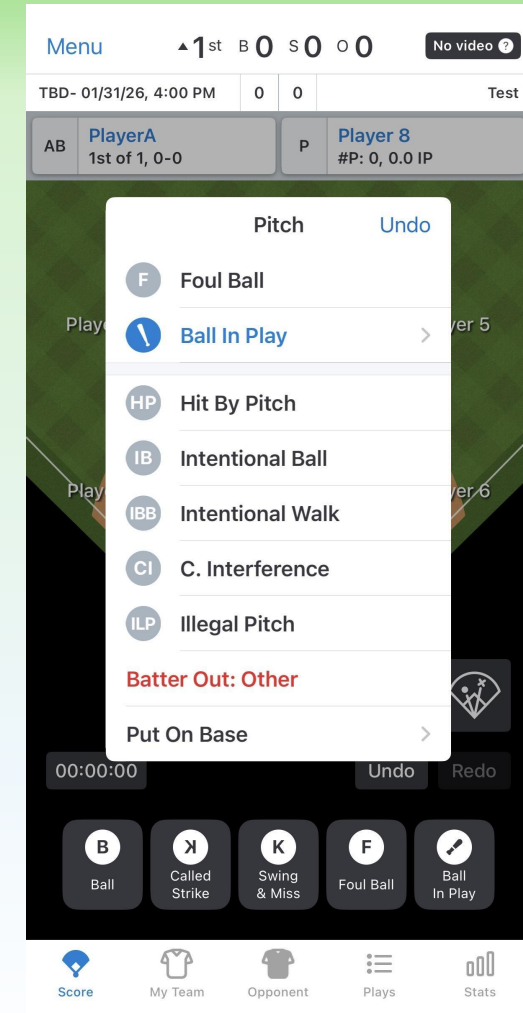
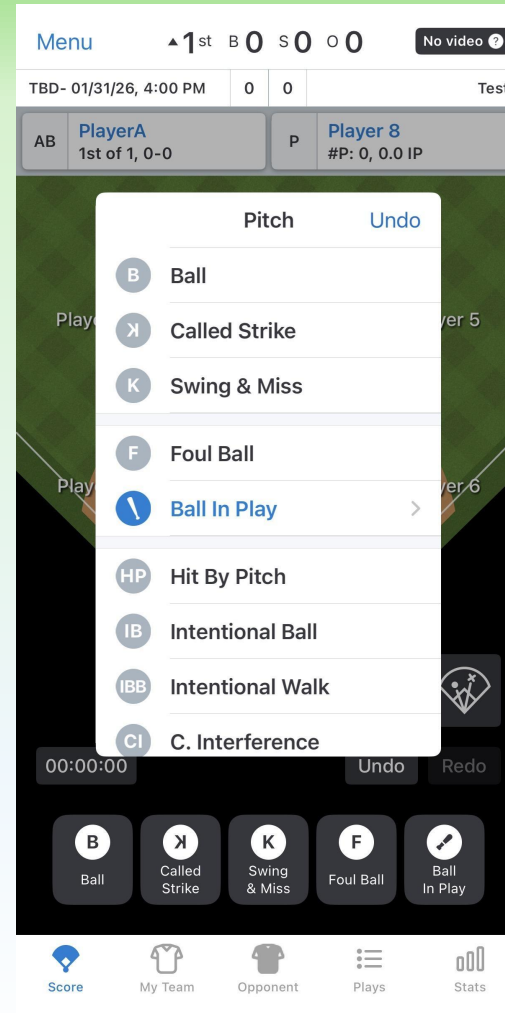
# Positions-Where do they go?

Once players are in the line up you can click on their name to then select their position. Anyone not assigned a position can be selected as EH (extra higher). You will need to adjust these positions as the game continues. Simply select the player from the field and select who will be there instead. Make sure to take a look in between each half inning.



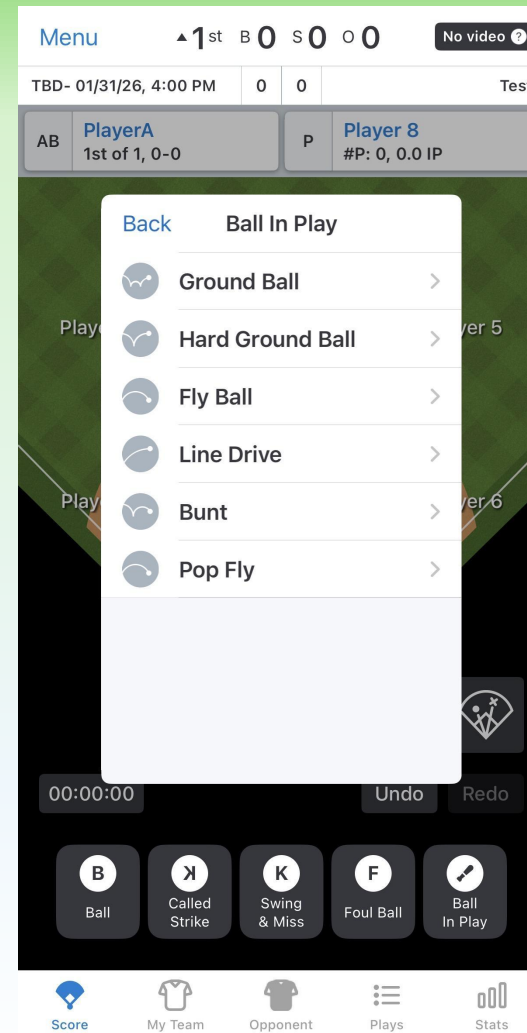
# Player A is batting. What did the umpire call?

Sometimes you will need to scroll down to find the called pitch or to move to the next batter.

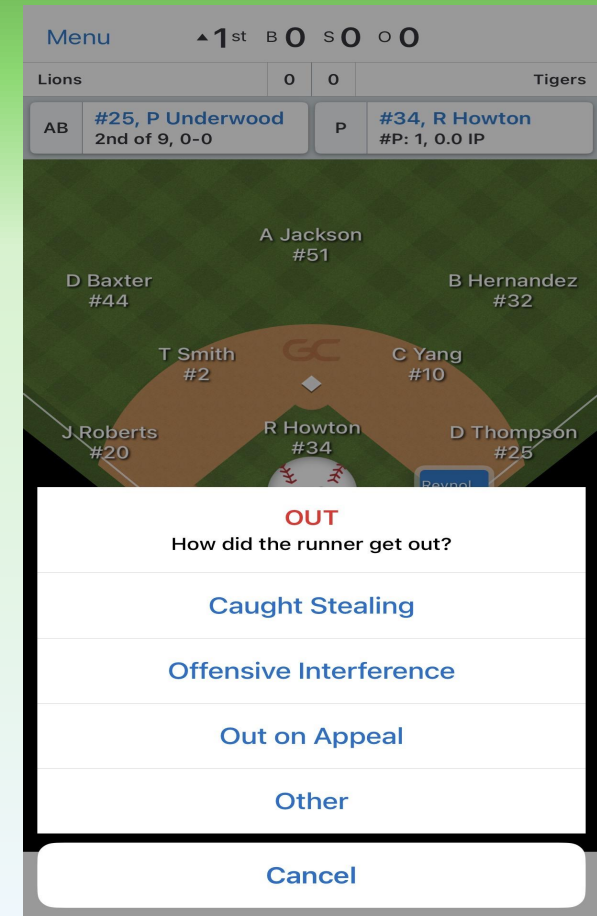
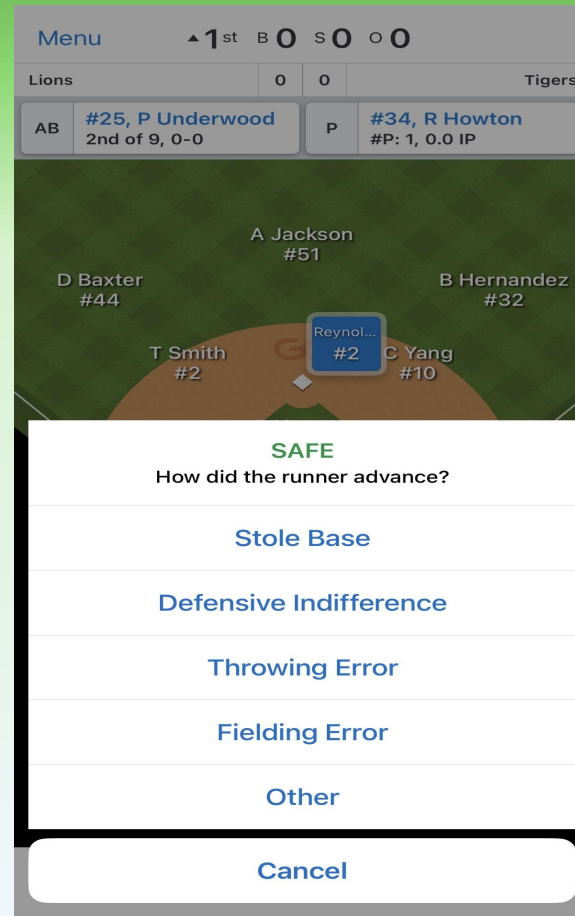
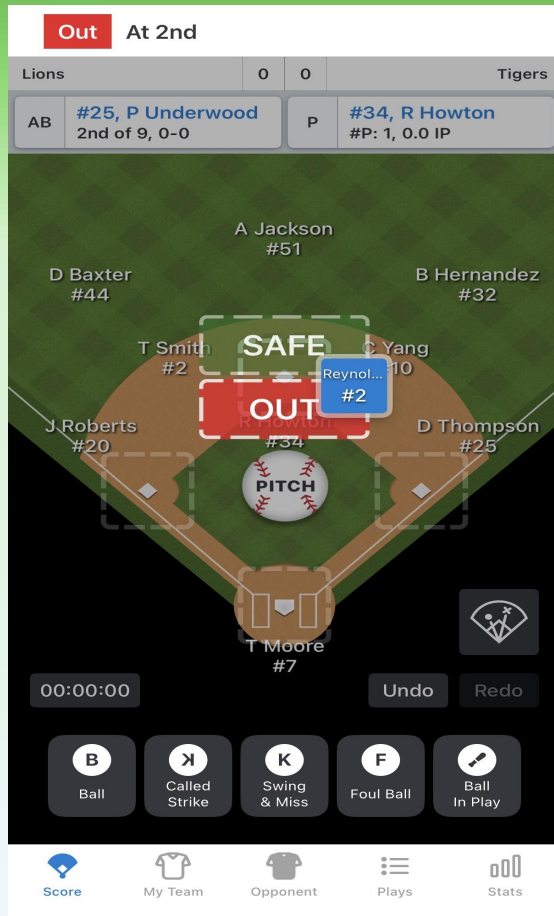


# Player A hit the pitch. How did they hit the ball?

Use your best judgment to make the call on how the ball was hit. Talk to the other scorekeeper if you are unsure.



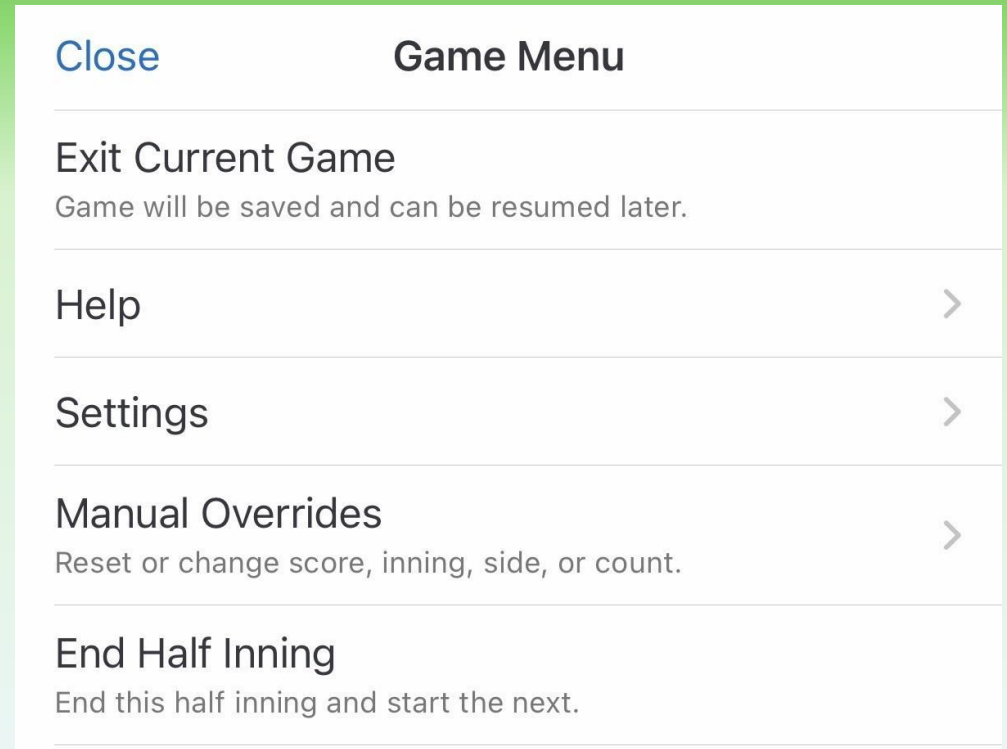
# STEALS - safe or out?



If a player steals a base you will need to click and hold the player and drag them to the base in either the safe box or the out box. You can then select the appropriate action.

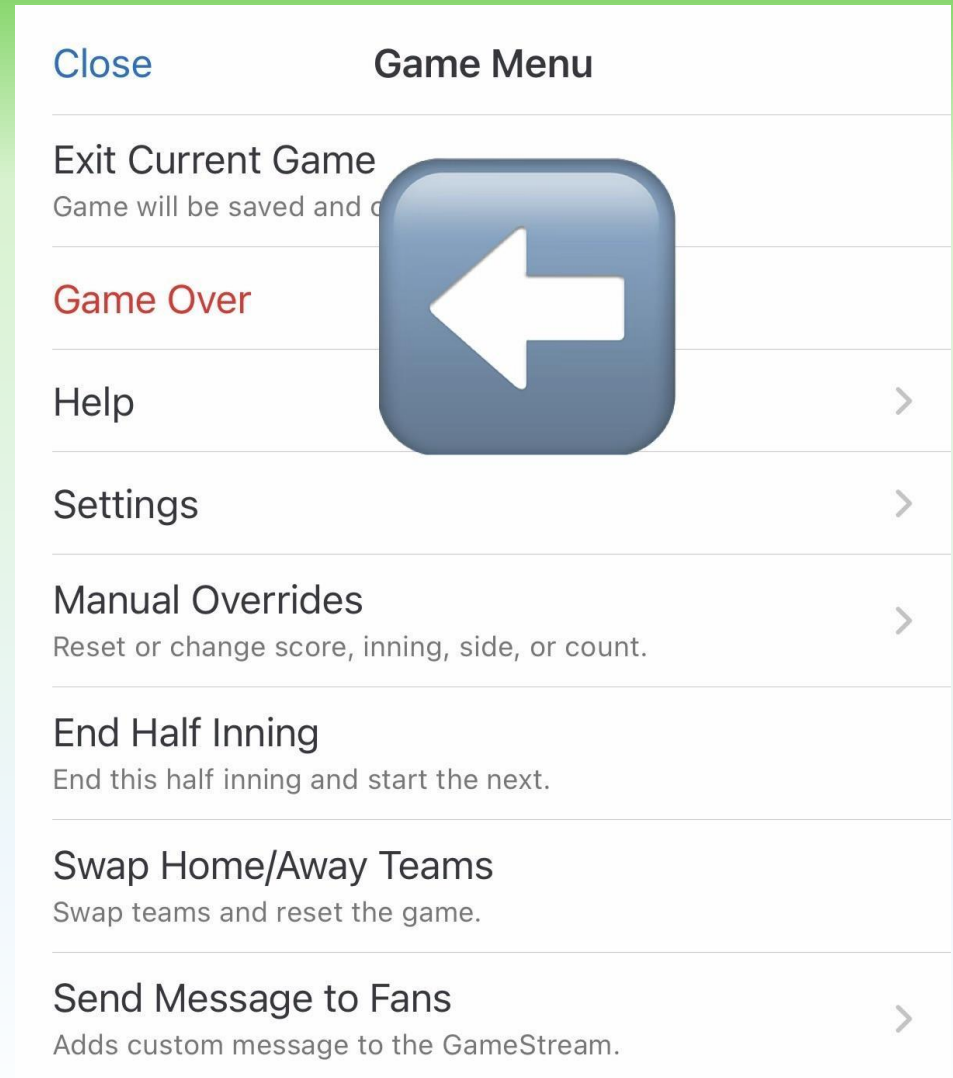


**How to move on after the 5<sup>th</sup> run is scored. Only select “End Half Inning” when you need to switch teams in the middle of an inning, or to move to the next inning.**

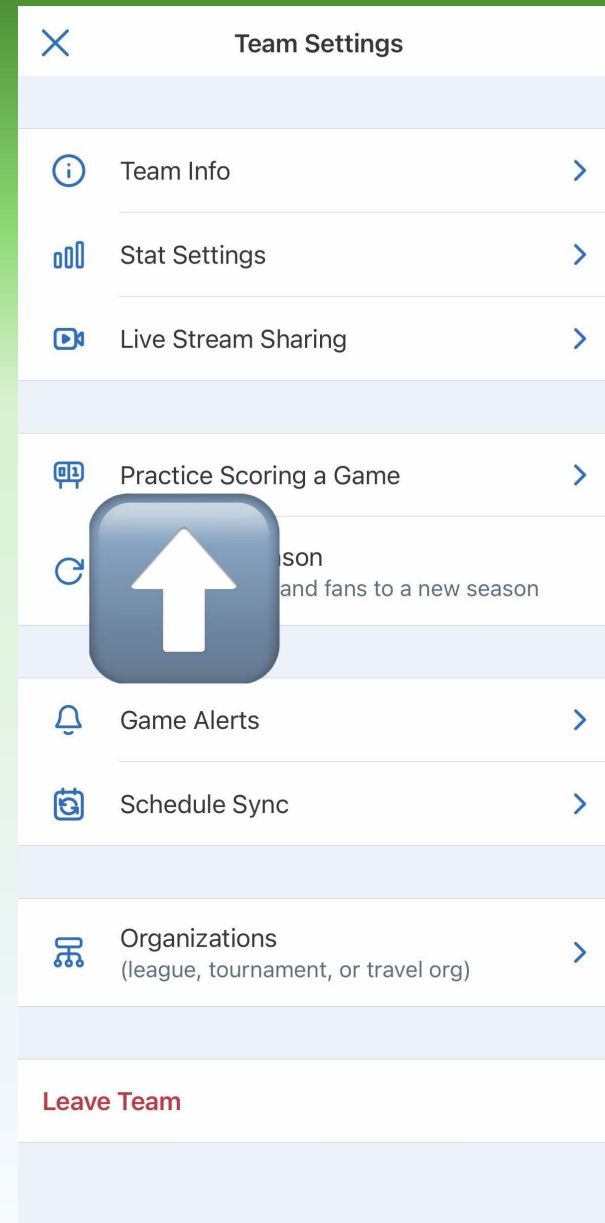


# End the game on Gamechanger

- Only when the umpire has ended the game, and the teams are cleaning up.
- You **MUST** do this for the game to move into “played” status and count towards the team’s records.



You can practice  
scoring a game on  
your own!



**IF GameChanger  
doesn't show a game,  
and you have been told  
by a board member, you  
can add an event here.  
GREAT way to score a  
scrimmage and practice.**

✕ Add event Save  
Test

Event Type Game >

Scrimmage

Home/Away TBD >

Opponent TBD >

Location >

All Day

Starts Tue, Jan 27, 2026 4:00 PM

Duration 1 hour

Arrive No arrival time

Repeats Never >

Notes

[Setup your team on the web portal](#)



# Ready to go home?

- Just remember:
  - Go back to the fundamentals if you get overwhelmed... outs, runs, pitch count. Just the necessary things for your division.
- Work as a team with the other scorekeeper. They are there to help you, just like you are there to help them. Working together makes scorekeeping less overwhelming.
- Keeping score for a game against Scotts Valley, Live Oak or Santa Cruz (also known as an interleague game), it does not count for our league standings. SV will do their own pitcher pitch count. They keep something called a BUBBLE COUNT.



# Thank you for volunteering, without your help, we could not have games.

- Remember that if anyone in the stands is talking bad about how you are doing, they did not volunteer to do the job. If they could do it better, let them.
- If you are not comfortable talking to them, ask a board member to help you.



# Common Abbreviations - you will need to know

- #1 Pitcher
- #2 Catcher
- #3 First Baseman
- #4 Second Baseman
- #5 Third Baseman
- #6 Shortstop
- #7 Left Fielder (LF)
- #8 Center Fielder (CF)
- #9 Right Fielder (RF)
- Extra Hitter (EH)
- Designated Hitter (DH)
- At Bat (AB)
- Runs (R)
- Hits (H)
- Single (1B)
- Double (2B)
- Triple (3B)
- Home Run (HR)
- Base on Balls (BB)
- Hit by Pitch (hbp)
- Left on Base (LOB)
- Strikeout - Looking (⋄)
- Strikeout - Swinging (K)
- Error (E)
- Runs Batted In (RBI)
- Stolen Bases (SB)
- Sacrifices (SAC)
- Sacrifice Fly Ball (SF)
- Batter Interference (INF)
- Catcher's Interference (C-INF)
- Fielders Choice (FC)
- Innings Pitched (IP)
- Pitch Count (PC)

