

Scorekeeping

Pre-Game

Be at the game ready to score keep at least 15 minutes early; the game cannot start without a league assigned scorekeeper. Bring a watch or other timepiece (cell phone is OK), especially for AAA, AA and A. It is a good idea to bring your own #2 pencil and ink pen. Several of both should be in the booth, but if not you can't start the game. The official scorebook will be in the booth already (if not find a Board Member of the Day).

Ask for line-up cards and pitching affidavits from the two managers, and then ask again and again and again. Make sure the line-up cards are complete with at least a first initial, last name and uniform number. Uniform numbers can be confused with position numbers so check carefully.

Write, using a #2 pencil ONLY, in the scorebook

- The date of the game and the names of the two teams (one home team and one visiting team)
- The names of each player for both teams in the starting line-up (all players in AAA, AA, and A are listed)
- The names of each player who is a substitute (Majors and Juniors)
- The position number (1=pitcher, 2=catcher, 3=first base, etc.)
- The uniform numbers of each player for both teams
- The starting pitchers for both teams
- After the first pitch, the time of the first pitch (given by the umpire or remind the umpire)

During the Game

- Record the plays as they occur.
- Record substitutions as they occur (count innings for each player for AAA, AA, A)
- Record number of pitches thrown by each pitcher (count foul balls after two and fair balls hit, but a "no pitch" does not count).
- Special pinch runner rule: player B who runs the base for player A but does not replace player A in the line-up – MANAGER MUST ANNOUNCE THE SPECIAL PINCH RUNNER IN ADVANCE (allowed 1 time per inning).
- Record any shortened games (rain or darkness), formal protests or unusual events – write these directly onto the scorebook.
- Enter a thick line after 3rd out, with a squiggly line for remainder of the inning (Reminder: batter up, someone else makes the 3rd out, batter is the first batter of the next inning).
- Converse with the scoreboard operator/announcer to make sure you are in synch.
- Respond to the umpire with any information when asked – pitch count of current pitchers likely to be checked each inning.
- Ask the umpire for information when necessary (substitutions, unusual plays).
- Track time for umpire when game is near its time limit.
- Remind the umpire when 5 runs have been scored in a half inning (AAA, AA, A).
- The score booth is your property during the game, you can kick out any kids or adults that you wish to (recommended)

Seven key records during the game (in order of importance)

1. Number of runs scored by each team
2. Number of outs at all times and how the out occurred
3. Ball and strike count at all times
4. Position of baserunners and batters at all times
5. Number of pitches thrown by each pitcher
6. Time on field for each player
7. Time the game started

Speak up TO THE UMPIRE (except for missing scorebook) when:

- The official league scorebook is not in the booth when you arrive at the field.
- You do not hold the line-up cards and pitching affidavits for each team and the game is nearly starting.
- The pitch count limit of a pitcher has been reached base on his/her age.
- 3 outs have been recorded and the teams remain on the field.
- 3 strikes have been recorded or 4 balls, and nobody moves.
- 5 runs have been scored by a team in a half inning (AAA, AA, A)
- An unusual play occurs and you need clarification.
- The umpire does not make a clear signal on the run scored.
- The strike and ball calls of an umpire are difficult to understand.

After the Game

Ask the umpire and two managers to sign the scorebook then leave the scorebook in the booth in its assigned place.

The pitching affidavit must be completed in pen for each team, listing: Name, uniform number, playing age, number of pitches thrown in the game and number of innings pitched. Scorekeepers must also indicate the number of days rest required and next date of pitching eligibility. The affidavits must be signed by the scorekeeper and the managers of both teams. Then they must be returned to each respective manager.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved January 31, 2013

APPENDIX #4

DUTIES OF THE SCOREKEEPER

1. A Team Scorekeeper shall be appointed by the Manager of the Home Team to sit in the scorer's booth and keep the OFFICIAL SCOREBOOK AND PITCH COUNT.
2. The scorekeeper must pay particular attention to record defensive innings played by each player in the minor and farm divisions (managers should notify you of subs entering the game) and note substitutions made in the minor, major and junior divisions.
3. The Scorekeeper should arrive 15 minutes before game time so that all team lineups and pre-game information can be entered in the OFFICIAL SCOREBOOK. The Scorekeeper will get the OFFICIAL SCORE BOOK from the Snack Shack and return it after all game information has been recorded.
4. Any Scorekeeper who is unable to attend a game shall arrange for a substitute, preferably one from their own team, to replace them.
5. The practice of keeping "individual team scorebooks" in the scorer's booth is NOT PERMITTED. Team Managers are requested to have their team scorebooks kept by someone other than the appointed Scorekeeper.
6. Upon completion of the game, the Scorekeeper shall complete the following information:
 - a. Time of game completion
 - b. Innings played.
 - c. Summarize the runs and hits for each inning played.
 - d. Indicate all Pitchers who participated in the game in the scorebook. The number of pitches thrown by each pitcher (except warm-up pitches) shall be listed next to each pitcher.
 - e. The Umpire-in-Chief, Scorekeeper & Managers from both teams must sign the OFFICIAL SCORE BOOK
 - f. Scorekeeper to update both team's pitching affidavit with the number of pitches thrown by each pitcher, then sign and return the affidavit to each manager.
7. Scorekeeper and Announcer shall make certain the scorer's booth is clean, swept out, and locked before leaving.
8. No one under 16 years of age will be permitted in the scorer's booth.

NOTES:

1. If a game is protested or suspended, the scorekeeper shall make note of the exact situation at the time of the protest or suspension, including the score, number of outs, position of runner or runners, and ball and strike count on the batter. It is important that any suspended game resume with exactly the same situation that existed at the time of suspension. The Umpire-in-Chief and Scorekeeper should sign and date the OFFICIAL SCORE BOOK to validate the protest or suspension.
2. The Scorkeeper shall not call attention of the Chief Umpire or any member of either team to the fact that a player is batting out of order. This is an APPEAL PIAY.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR A (FARM) DIVISION RULES (INSTRUCTIONAL)

Minor Division Rules; these rules are supplemental to the Minor League rules published annually by Little League Baseball, Inc.

1. The division shall consist of a minimum of four (4) teams, and a maximum of sixteen (16) teams, or eight (8) teams per available playing field.
2. Eligible Minor A/Farm players should be, age seven (7), eight (8), with the exception made for nine (9) year old players when it is in the best interest of the players' safety.
3. Twelve (12), Eleven (11) and Ten (10) year old players are not eligible to play in the Minor A/Farm Division.

GENERAL

1. Minor A (Farm) Division is an **instructional** division of Concord American Minor league. The intended purpose of this division is to teach and train young players.
2. All players must play a minimum of nine (9) outs on defense per six (6) inning games. Free substitution shall be allowed in between innings however player substitutions shall be reported to the official scorekeeper and innings played will be noted for each player in the official scorebook. Post-game each manager shall examine the official score book and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.
3. No set infields are allowed. Players must be rotated into different positions between the infield and outfield during each game. Players are only permitted to play a maximum of (3) innings in the infield and no more than two (2) innings at any one position.
4. Ten (10) players will be used on defense by use of a fourth outfielder
5. **For the first third of the season (approximately 6 games per third) only balls, strikes and outs will be tracked on the scoreboard. The score will be kept by the scorekeepers, but only to alert the umpires when five runs have scored and sides should switch (see Five Run Rule below).**
For the second third of the season, the board will evaluate and determine whether we will start to keep score or leave it as is. No standings will be kept.
The final third of the season, we will keep score and standings to determine the seed positions for the play off tournament only. The winner of the tournament will be the division champions.
6. The following point system shall be used for determining division standings:
 - a. TWO (2) points will be awarded for a win
 - b. ONE (1) point will be awarded for a Tie
 - c. ZERO (0) Points are awarded for a loss

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR A (FARM) DIVISION RULES – continued

7. “Five (5) Run Rule” – the fifth run scored in any half-inning ends that half-inning.
8. Three (3) innings shall constitute a regulation game.
Examples:
 - a. If, after three (3) complete innings of play, the game is called for lack of light it will be considered a complete game the score at the end of a complete inning is the final game score.
 - b. If only a half of an inning is completed and the game is called the score reverts back to the score at the end of the last complete inning.
 - c. If after three (3) complete innings the score is tied, it will be scored and reported as a tie game.
9. No inning shall start after two (2) hours have elapsed since the official starting time of the game.
It shall be held that a new inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning.
10. Rule 6.05 (e), (infield fly) shall not apply in the Farm division.
11. Rule 4.19, (protesting game) shall not apply in the Farm division.
- 12. Two defensive team coaches are allowed on the field for instructional purposes. Toward mid-season, we may reduce that number to one.**
13. Outfielders must start play behind the outfield line until the ball has been batted. The line will be drawn at 15’ from behind the bases and from foul line to foul line.
14. After the ball has been hit into play and has come in contact with an infield player or the surface of the infield, the play is over and no runner may advance.
 - a. A runner who has advanced more than halfway to the next base may continue his attempt to advance to that base. The distance is at the discretion of the umpires on the field.
 - b. The defensive player may attempt a play on the advancing runner. In this case the ball remains live until returned/retained back to an infielder or pitcher within the infield area.
 - c. When the ball is in possession of a player in the infield and it appears no further play is possible, the umpire will call 'TIME' and no further action will be possible on the playing field.
15. An **OVERTHROW** is defined as an attempt to put a runner out at a base.
16. **POSSESSION** is defined as any ball returned to the infield or in possession of an infield player and in the infield.

PRE-GAME

1. Home team is always first base dugout. This is important since we use this system in every division in the league.
2. Home team is responsible for preparing the field before the games. This includes putting out bases, chalking the field, and putting out garbage cans (with liners).

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR A (FARM) DIVISION RULES – continued

3. The Visiting team is responsible for clearing the fields after the games. This includes dragging the infield, putting the bases away, emptying the trash cans and putting them away.
4. On Saturdays, the fields are still dragged and chalked between games. The first Home team of the day puts the bases out, the middle teams should check and empty the trash cans (if full), and the last Visiting team should put the bases away.

BATTERS

1. **On Deck Batters are not permitted.**
2. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See Little League Rule 4.04.**
3. No walks will be awarded batters.
4. No bunting is allowed.

RUNNERS

1. No stealing is allowed.
2. Runners may only advance One (1) Base per overthrow.
3. Runner may not leave any base on any pitch until the ball has been batted.
4. In case of injury to the runner, the last player listed in the batting order at that time shall be the substitute runner. **See LL rule 3.04.**
5. Sliding is allowed.

PITCHING

1. **No** pitcher of league playing age nine (**9**) or above is allowed to pitch in the Minor A (Farm) division.
2. The pitchers plate will be level with home plate and the distance will be 40 feet from the front side of the pitchers plate to the rear point of home plate.
3. Pitchers who hit a total of two (2) batters in an inning or three (3) batters in a game must be removed immediately as pitcher.
4. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game.
5. After the pitch count reaches three (3) balls to each batter the offensive manager or coach will pitch to the batter until the at bat is complete. The batter must put the ball in play or strike out. No walks will be awarded. When a coach is pitching, no base will be awarded to a batter hit by the pitch.
6. The offensive manager or coach must keep one foot in contact with the pitching mound when delivering the ball. (There must be an adult in the dugout at all times.)

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR A (FARM) DIVISION RULES – continued

7. Players playing the position of pitcher, when the coach is pitching, **must** stand within 3 feet of the pitching rubber.
8. The pitching coach must be positioned as a base coach so they are readily available to pitch.
9. Minor A (Farm) Division pitchers may only pitch up to two **(2)** innings per calendar week, Sunday through Saturday, provided said pitcher has not exceeded the pitch count and has observed the mandatory pitch count rest requirements between pitching appearances.
10. A pitcher who delivers forty-one **(41)** or more pitches in a game cannot play the position of catcher for the remainder of the day.
11. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable under the regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each pitcher in the Minor A (Farm) division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
7 & 8 Years old	50

Pitchers league ages 14 and under must adhere to the following REST requirements:

If a player pitches:

51 -65 pitches in a day	Three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar day of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

1. **The official scorekeeper's record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR A (FARM) DIVISION RULES – continued

2. The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games
3. When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
4. 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 V1 (c). The umpire-in-chief 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 umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be argued.
Penalty: after warning, ejection and possible suspension, pending Board of Directors' action.
3. Batted ball hits adult pitcher. If defensive player has opportunity to play the ball, batter is out. Runners return to original bases. If there was no chance for a play on the batter the batter will be awarded first base. All runners advance one (1) base. **This is the Umpires judgment.**
4. We have installed a red stop play light at the Olivera Baseball complex and on the Major Division scoreboard at the Galindo Baseball Complex it is visible from most fields. It is operated by a non-adjustable photocell to determine unsafe light levels.
5. All Play must stop when it lights. **Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), and 4.11.** If the light inadvertently activates, play can continue with the consent of the umpire on the field.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR AAA DIVISION RULES

These rules are supplemental to the, Minor and Little League rules published annually by Little League Baseball, Inc.

The division shall consist of a minimum of four (4) teams, and a maximum of sixteen (16) teams, or eight (8) teams per available playing field.

1. Eligible Minor 'AAA' players should be, age nine (**9**), ten (**10**), or eleven (**11**) year old players only.
2. Twelve (**12**) year old players are not eligible to play in the 'AAA' Division, with the exception made for twelve (**12**) year old players whose parents request they remain down when it is in the best interest of the player's safety **and** with a special waiver from District 4.

GENERAL

1. Two (2 ½) hour- time limit -No inning shall start after two (2 ½) hours of time have elapsed since the official starting time of the game. It shall be held that an inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning. **Time limit is elapsed time from when the game officially began regardless of what time the game was scheduled to begin.** Scheduled start time is the time recorded in the official game scorebook as noted by the official scorekeeper by the umpire and the time is kept by the umpire only.
2. We have installed a red stop play light at the Olivera Rd. Baseball complex and on the major division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by an un-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. Please read **Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), and 4.11.** If the light inadvertently activates, play can continue with the consent of the umpire on the field.
3. "Five (5) Run Rule": The fifth run scored before three outs are recorded in any half-inning, except the sixth inning, ends that half-inning. No five run rule will be in effect in the sixth inning or any subsequent inning. **Applies to all innings before the sixth inning regardless of whether game is called due to time limit, darkness, etc.** In the sixth (6th) inning and subsequent innings teams will only bat through team roster.
4. **Mandatory Play:** All players must play a minimum of nine (**9**) outs on defense per six (**6**) inning game and must include at least one (**1**) at bat. Free substitutions shall be allowed between innings **however** player substitutions shall be reported to the official scorekeeper and innings played for each player will be noted in the official scorebook. Post-game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements. Note: Rule 4(i) applies if game is shortened.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR AAA DIVISION RULES – continued

PRE-GAME

1. Home team is always first base dugout. This is important since we use this system in every division in the league.
2. Home team is responsible for preparing the field before the games. This includes putting out bases, chalking the field, and putting out garbage cans (with liners).
3. The Visiting team is responsible for clearing the fields after the games. This includes dragging the infield, putting the bases away, emptying the trash cans and putting them away.
4. On Saturdays, the fields are still dragged and chalked between games. The first Home team of the day puts the bases out, the middle teams should check and empty the trash cans (if full), and the last Visiting team should put the bases away.

BATTERS

1. **On Deck Batters are not permitted.**
2. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See Little League Rule 4.04.**
3. A line-up shall be presented to the home plate umpire prior to the start of the game. Batters must bat in order.
4. Batters shall not fake a bunt, pull back and hit away in the Minor Division. Penalty: Batter shall be called out, whether or not contact was made with the pitch. Batter **must** swing to be called out.

RUNNERS

1. **Base runners leaving early:** a base runner that leaves a base early, that is, prior the ball crossing home plate shall be returned to the base from which they left. If the pitched ball is not struck by the batter, the umpire will declare the play dead and send the runner back to the originating base. The result of the pitch will stand as called.
 - a. If, as a result of the pitch, the batter strikes the ball and the ball is in play, the play will be allowed to continue. If the runner is put out as a result of the play the out will stand. If the batter is put out as a result of the play the out will stand and the runner who left early will return to the base of origin. If the pitched ball is put in play and no outs are made the runner who left early will only advance to the base to which they would have been forced as a result of the play.
 - b. If the runner who left early reaches home safely, that runner will be returned to third base, unless occupied by the batter or other runners that were behind the runner that left early.
 - c. A runner who leaves early will only be allowed to score if following runners, or the batter, score as a result of the play.
 - d. In the case of injury to any runner, the last player out from the previous inning shall be the substitute runner.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

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MINOR AAA DIVISION RULES – *continued*

BASE COACHES

1. **Managers and Coaches must remain inside the dugout when not coaching a base; Dugout gate, if so equipped, must be kept closed and latched.**
2. **4.05** - The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.
 - a. Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach.
 - b. Both base coaches may be adult managers or coaches.
 - c. Both base coaches may be an adult manager or coach only if there is at least one other adult manager or coach in the dugout.
 - d. Base coaches shall remain within the base coaches' boxes at all times, except as provided in **Rule 7.11**.
 - e. Base coaches shall talk to members of their own team only. An offending base coach shall be removed from coach's box.

PITCHERS

1. **Managers and Coaches must remain inside the dugout when not coaching a base; dugout gate if so equipped must be kept closed and latched.**
2. Pitchers will be removed from pitching after hitting three (3) batters in an inning or four (4) batters in a game. That player however, can remain in the game at a different position.
3. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game along with the manager.
4. Players who are league-playing age twelve (12) are not allowed to pitch in the Minor Division.
5. **1.15 (a)** The pitcher's glove shall be of one solid color other than white or gray, or if multi-colored, white and light gray shall not be included in the colors. **1.15 (c)** No pitchers shall wear sweatbands on his/her wrists.
6. A pitcher who delivers forty-one (**41**) or more pitches in a game cannot play the position of catcher for the remainder of the day.
7. 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.
8. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR AAA DIVISION RULES – *continued*

The table below gives an overview of the number of pitches that will be allowed per day for each pitcher in the 'AAA', division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
9 & 10 Years old	75
11 Years old	85

Pitchers league ages 14 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
51 - 65 pitches in a day	three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar days of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

1. **The official scorekeeper’s record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
2. The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
3. When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
4. 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 V1 (c). The umpire-in-chief 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 umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

MINOR AAA DIVISION RULES – *continued*

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be challenged. **Penalty: after warning, ejection and possible suspension, pending Board of Directors' action.**

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

LITTLE LEAGUE MAJOR DIVISION RULES

These rules are supplemental to the Major Division Little League rules Published annually by Little League Baseball, Inc.

The division shall consist of a minimum of four (4) teams, and a maximum of sixteen (16) teams, or eight (8) teams per available playing field.

1. Eligible Major players should be age ten **(10)**, or eleven **(11)**, or twelve **(12)** year old players only.

GENERAL

1. **On Deck Batters are not permitted.**
2. **Managers and Coaches must remain inside the dugout when not coaching a base.**
3. **The dugout gate, if so equipped, must be kept closed and latched.**
4. Home team is always 1st base dugout. This is important. We use this system in every division in the league.
5. Pitchers will be removed from pitching after hitting three **(3)** batters in an inning or four **(4)** batters in a game. That player however, can remain in the game at a different position.
6. Post-game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.

PRE-GAME

1. Home team is always first base dugout. This is important since we use this system in every division in the league.
2. Home team is responsible for preparing the field before the games. This includes putting out bases, chalking the field, and putting out garbage cans (with liners).
3. The Visiting team is responsible for clearing the fields after the games. This includes dragging the infield, putting the bases away, emptying the trash cans and putting them away.
4. On Saturdays, the fields are still dragged and chalked between games. The first Home team of the day puts the bases out, the middle teams should check and empty the trash cans (if full), and the last Visiting team should put the bases away.

PITCHING

1. Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The number of pitches allowable is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.
2. A pitcher who delivers forty-one **(41)** or more pitches in a game cannot play the position of catcher for the remainder of the day.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

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LITTLE LEAGUE MAJOR DIVISION RULES – continued

- 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.

The table below gives an overview of the number of pitches that will be allowed per day for each age group in the Major division of play.

League Playing Age:	MAXIMUM Pitches allowed per day:
10 Years old	75
11-12 Years old	85

Pitchers league ages 14 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
51 - 65 pitches in a day	three (3) calendar days of rest must be observed
36 - 50 pitches in a day	two (2) calendar days of rest must be observed
21 - 35 pitches in a day	one (1) calendar days of rest must be observed
1-20 pitches in a day	zero (0) calendar day of rest is required before pitching again

PITCH COUNT

10.22 – Each pitch delivered to a batter shall be counted. Exception: A pitch declared “no pitch” will not be charged to that pitcher.

- The official scorekeeper’s record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
- The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
- When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
- 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 V1 (c). The umpire-in-chief 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 umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

CONCORD AMERICAN LITTLE LEAGUE, INC. — LEAGUE POLICY

Approved October 30, 2014

LITTLE LEAGUE MAJOR DIVISION RULES – *continued*

UMPIRES

1. Plate and base umpires shall be assigned from a non-competing team.
2. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgment calls and shall not be challenged. **Penalty: after warning, ejection and possible suspension, pending Board of Directors' action.**

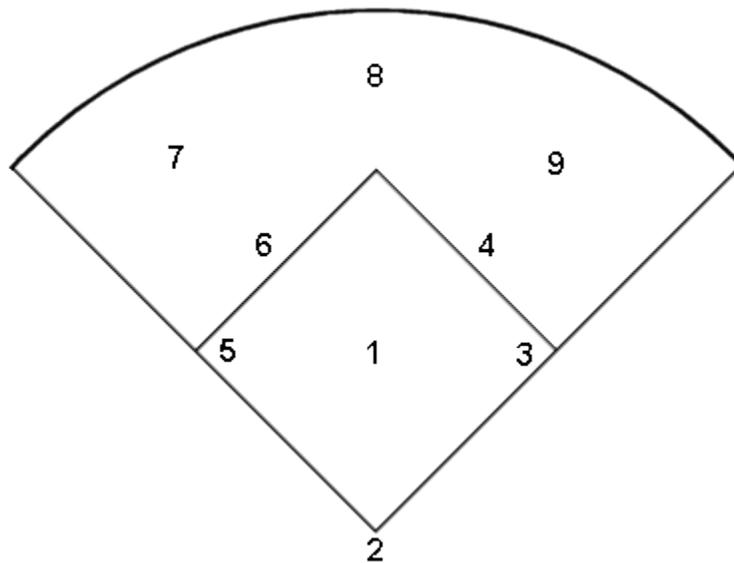
Getting Started

Game Data

Once you've familiarized yourself with the scorecard layout, it is time to start filling it in. Normally at the top you'll find places to log information such as team names, date, and time. Some scorecards also contain spaces for location, temperature, weather, team win-loss records, and several other statistics. Some cards will even provide space for umpire and coach names. Fill in as much as you want, but be sure to fill in the team names, date, and time. If you don't, you won't know what game you were scoring when you find the scorecard in the bottom of a drawer a few months later.

Player Data

Next, find where you'll be entering player data. This will be a grid with inning numbers and other designations running across the top and spaces for the players' names, numbers and positions down the side. Fill these in when the batting order is announced. Before entering the player positions, you should be aware of one standard way of recording them. Instead of alphabetic abbreviations, most people assign numbers to the positions. The standard position numbers are shown below.



1 - Pitcher; 2 - Catcher; 3 - 1st Base; 4 - 2nd Base; 5 - 3rd Base; 6 - Shortstop; 7 - Left Field; 8 - Center Field; 9 - Right Field

A designated-hitter is represented by "DH".

These numbers are easy to remember if you start with the pitcher and then work your way around the bases. The only hitch is the shortstop. You would think that the numbers for shortstop and third base should be reversed. One explanation that I've read was that the shortstop was not originally considered part of the infield. It was originally part of the outfield as a "short fielder." I don't know if this is true or not, but it does explain the number system.

Finally, you'll notice an area where you can register the statistical totals. Some of these, such as runs and hits, are totaled after each half-inning. Others, such as player and team totals, are tallied after the game has been played. We'll discuss this section later.

Scoring

Scorekeeper Shorthand

Scorekeeping is accomplished by a sort of "shorthand," which is basically a combination of position numbers and abbreviations. Refer to the "Scoring Abbreviation" page to see some common numbers and abbreviations used throughout a game.

Batter Up!

Let's see what we need to do as each player has his turn at bat. We'll confine ourselves to the top of the lineup.

#	Player	Pos	1
9	Smith, J.	8	
		Sub	
29	Lawson, A.	4	
		Sub	
17	Henry, D.	2	
		Sub	
33	Jones, T.	9	
		Sub	

If you've familiarized yourself with the position numbers, you'll see that the center fielder, second baseman, catcher, and right fielder are the first batters up.

Smith singles to center field. A lot of pre-printed scorecards will have a diamond representing the field in the middle of each box. To mark Smith's single, we'll darken the line from home to first and place a 1B next to it. Many people also like to draw a line to show where the batter hit the ball.

9	Smith, J.	8	
		Sub	

Lawson's up next and he strikes out swinging. A "K" is placed in his box to indicate that he struck out. If it was a called strike three, a "Kc" or a backwards "K" would be placed in the box. A circled "1" is also placed in the box to indicate that it is the first out.

(Alberto Z., a visitor to this site, likes to use "K.." for a called strike three. He says that the two dots look like a pair of eyes watching the last strike go by.)

29	Lawson, A.	4	
		Sub	

Henry is batting next, but while he is batting Smith manages to steal second. The line from first to second should be darkened and an "SB" along with a number to indicate who was at bat is written to indicate that Smith stole second during Henry's plate appearance. I like to use the player's jersey number for this. It makes it easier for me to keep track of things. Other people use the player's position number. So, I could have just as easily written "SB2" instead of "SB17".

9	Smith, J.	8	
		Sub	

Henry manages to draw a walk. The line from first to second is darkened and either a "BB" or "W" is written to indicate the walk. I prefer to use BB for "Base on Balls."

17	Henry, D.	2	
		Sub	

Jones is now at bat and hits it to the short stop who tosses it to the second baseman who tags the bag to get Henry out. The second baseman then throws to first to get Jones out. A classic 6-4-3 double play, which is what is written in Jones' box. Of course, both outs must be recorded. So a line is drawn halfway between first and second in Henry's box and is marked with a '33' to indicate that Jones was the batter. A circled '2' is also entered to indicate that Henry was the second out.

17	Henry, D.	2	
		Sub	

In Jones' box a 6-4-3 is written along with a 'DP' for the double play and a circled '3' to indicate the third out. A 'DP' could also have been entered in Henry's box to indicate that he was caught up in the double play as well. One other method is to draw a line connecting the two boxes.

33	Jones, T.	9	
		Sub	

The '6-4-3' above is an example of how all players who were involved in putting the runner out are given credit.

Since this is the third out, a slash is drawn across the lower right-hand corner of Jones' box to indicate the end of the inning. This is what the scorecard should look like after the first half-inning.

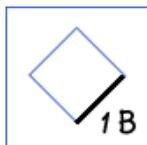
#	Player	Pos	1
9	Smith, J.	8	
		Sub	
29	Lawson, A.	4	
		Sub	
17	Henry, D.	2	
		Sub	
33	Jones, T.	9	
		Sub	

Take a Swing

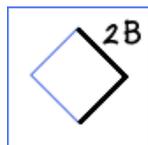
Hopefully, the above examples will give you an idea about how scorekeeping is done. Give it a try next time you go out to the ballgame. Also, don't be afraid to experiment. What works best for others may not be best for you. I am always open to suggestion and would appreciate any that are offered. So, if you come up with something that works well, I would be glad to hear about it.

Examples

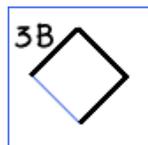
WAYS TO GET ON BASE



Single



Double



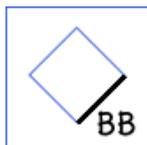
Triple



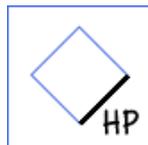
Home Run



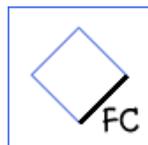
Home Run



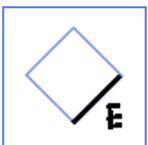
Base on Balls
(Can also use "W")



Hit by Pitch
(Can also use "HBP")



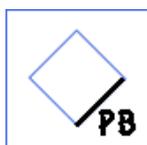
Fielder's Choice



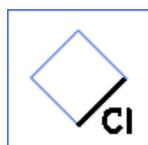
Error



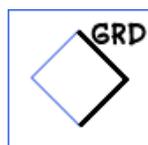
Wild Pitch
on 3rd strike



Passed Ball
On 3rd strike

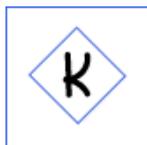


Catcher's Interference



Ground Rule Double

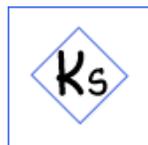
WAYS A BATTER MAKES AN OUT



Strikeout (Swinging)



Strikeout (Called)



Strikeout (Swinging)



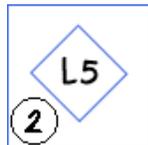
Strikeout (Called)



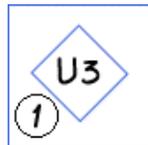
Fly out (to left)



Foul Out (to right)



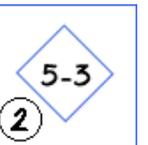
Line out (to 3rd)



Unassisted Put Out



Ground Out

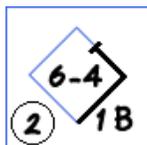


Force Out or Tagged
(3rd throws to 1st)

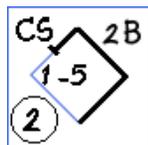


Infield Fly Rule

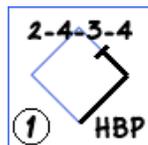
WAYS A RUNNER MAKES AN OUT



Force Out or Tagged
(SS to 2nd)



Caught Stealing
(Pitcher to 3rd)



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

The examples above are not an exhaustive sample, but they should get you started

Substitutions

Later in the game...

I've never seen a game where at least one substitution was not made. There are many reasons to replace a starter: pitchers get tired, batters aren't hitting, players get injured, someone's ejected, or the manager makes a strategic move. Whatever the reason, sooner or later you're going to have to mark a substitution on your scorecard.

So, how do you do this? It depends on the substitution.

For batter substitutions, I draw a line between the last scorebox of the previous batter and the first scorebox of the new batter.

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

Kitt pinch hits for Lawson

If the new batter is a pinch hitter, place "PH" in the position box. If he is taking a position in the field, use the normal position numbers. If players are moved around in the field, you'll want to show that on your scorecard. Usually, I make a note by the player's name indicating the move.

When a substitution is made for the pitcher, place a line under the score box of the last batter the previous pitcher faced.

After the Game

Back in the Dugout

Now that the game is over, you can tabulate all the data you've compiled. If you haven't been keeping up with it during the game, now is the time to add up the statistics for each inning: runs, hits, errors, passed balls, and men left on base. You can also add up the data for each pitcher: innings pitched, batters faced, strikeouts, walks, hits, runs, earned runs, wild pitches, batters hit, and balks. There may be other statistics that you can fill in on your card, but these are the fields on the scorecard that I created. Professionally printed scorecards may contain several fields to tally a batter's performance: at-bats, runs, hits, singles, doubles, triples, home runs, runs batted in and others. It's up to you to decide how much you want to do.

Finally

The official scorekeeper must prove the official box score, which is what becomes part of the official record. The formula is very simple and must be applied to each team's scorecard.

First, total the number of runs, men left on base and opponents' putouts for one team. Next, total the number of at-bats, walks, sacrifices, batters hit by pitcher and awards of first base due to interference for the same team. If these two totals are equal then this team's box score is "proven." Repeat the process for the other team. I've never tried to prove a box score, but I thought others might find it interesting.

Abbreviations

Scorekeeping Abbreviations			
<u>How on Base</u>		<u>Positions</u>	
1B	Single	1	Pitcher
2B	Double	2	Catcher
3B	Triple	3	First Base
BB or W	Walk	4	Second Base
E	Error	5	Third Base
FC	Fielder's Choice	6	Short Stop
HBP or HP	Hit by Pitch	7	Left Field
HR	Home Run	8	Center Field
I	Interference	9	Right Field
IW	Intentional Walk	DH	Designated Hitter
<u>Outs</u>		<u>Other Symbols</u>	
CS	Caught Stealing	BK	Balk
DP	Double Play	PB	Passed Ball
F	Fly Out	WP	Wild Pitch
FO	Foul Out		
G	Ground Out		
K	Strikeout Swinging		
bkwd 'K' or Kc	Strikeout Looking		
L	Line Out		
SF	Sacrifice Fly		
SH	Sacrifice Hit (Bunt)		
TP	Triple Play		
U	Unassisted Put Out		

Pitcher Abbreviations	
BALK	Balks
BB	Walks
BF	Batters Faced
ER	Earned Runs
H	Hits
HBP	Hit by Pitch
IP	Innings Pitched
K	Strikeouts
R	Runs
W-L	Win/Lose
WP	Wild Pitch

