

LYB Scorekeeper's Meeting

6:15-7:00 LYB Rules and Audit Procedures

7:00-8:00 How to keep score clinic

THANK YOU for volunteering! We appreciate you.

Please be sure to pick up your team's scorebook and sign in!

Mary Gomes (916) 230-0290 (texting is best!)

Scorekeeper@lagunayouthbaseball.org

**What is the role of
the scorekeeper?**

Scorekeepers should...

- Get to the game early
- Keep a supply of pencils in their bag along with an optional pitch counter (clicker from Amazon or LYB sheet printed)
- Document the game in its entirety for both teams
- Understand the basic rules of the game
- Understand and help their coach to implement the LYB specific rules of the game
- Communicate with their coach, the other team's scorekeeper, and the umpire as necessary

LYB Rules Refresher

Game Time Limits

1. Major, Minor, AAA divisions have a time limit of 2 hours.
2. AA division has a time limit of 1 hour, 45 minutes.
3. A new inning begins as soon as the last out in the previous inning is recorded, NOT when a pitch is delivered.

LYB Coaches Manual

16.9 Time Limit: The time limit for Major, Minor, AAA Divisions will be two hours. In the AA division, the time limit is one hour and forty-five minutes. No new inning will start after the time limit is reached. The beginning time of the new inning is the time at which the last out of the previous inning occurred.

Player Participation

1. Every player must sit out one inning before any player sits a second inning.
2. All eligible players bat in the rotation whether they are playing in the field or not.

*This is a rule audited in the scorebook.

15.1 Number of Innings: Each player in good standing, present at the start of all games must play at least (4) innings of every game in a defensive position unless the game is less than six innings. Unless there are extenuating circumstances, which must be noted in the team's scorebook, every player must sit out one (1) inning of defense before any player on the team can sit out a second inning of defense. All eligible players shall bat in rotation whether or not they are actively playing a defensive position.

15.3 Participation Verification: Coaches will be required to submit their scorebooks to the CRC at any time for verification. After the 6th and last game of the regular season the coach will submit their team's scorebook to the league for audit. In the event a pitcher has pitched too many innings or a player has not received the minimum amount of participation, the first offense will result in the coach being suspended from both practices and games for one (1) calendar week. The second offense will cause the coach to be suspended for the remainder of the year and the team to forfeit the game in which the violation occurred. The coach will be ineligible to coach their team during the TOC and also forfeit any all-star coaching opportunity for the year. A majority vote of the Board is required to suspend a coach for the remainder of the year

Pitching Rules & Limits

1. See scorebook insert for pitching limits and rest days chart.
2. A team MUST pitch at least 4 different players in a two-game week or 2 players in a one-game week.

*These are audited rules in the scorebook.

16.13 Pitching – Innings Limits: A pitcher may pitch a maximum of six (6) innings per calendar week (Monday through Sunday) unless restricted in subsequent paragraphs. Each Major, Minor, AAA, and AA Division team **must pitch a minimum of four different players per calendar week if two games are scheduled for the week.** To constitute an appearance for purposes of this rule, each pitcher must pitch to a minimum of four batters or until three outs are recorded. If a team is scheduled to play two games in a week and the game during the week (Monday through Thursday) is canceled, the team must pitch two different players in the weekend game.

A pitcher must have two (2) calendar days rest between pitching assignments if he or she pitches in more than two (2) innings and a pitch within any game. Each inning in which a pitcher throws a pitch is considered one complete inning for purposes of this rule. Example: a player who pitches more than two innings on Saturday, cannot pitch again until Tuesday. Pitchers may only throw a maximum of 3 innings per game in the AAA, Minor and Major Divisions and 2 innings per game in the AA Division.

16.13.1 Pitching – Pitch Counts: In the Major, Minor, AAA, and AA Divisions, the league has adopted the following pitch count limits. Based on the number of pitches thrown in a game, the player must have a certain number of days rest before pitching again. This rule is in addition to the innings limits set forth in Rule 16.13. If the player reaches the daily maximum limit in the middle of a batter's plate appearance, then the pitcher may complete pitching to that batter, but then must be removed from the game before another batter hits.

LYB Pitching Rules and Limits

Division	Daily Max	Required Rest		
		0 Days	1 Day	2 Days
AA	50 pitches OR 2 innings	1 to 20 pitches	21-35 pitches	36-50 pitches (OR 2 innings)
AAA & Minors	75 pitches OR 3 innings	1 to 40 pitches	41-65 pitches	66+ pitches (OR 3 innings)
Majors	85 pitches OR 3 innings	1 to 40 pitches	41-65 pitches	66+ pitches (OR 3 innings)

If the pitcher reaches the daily maximum limit in the middle of a batter's plate appearance the pitcher may complete pitching to that batter. The pitcher must then be removed from the game before another batter.

Run Rules

AA and AAA

1. AA - FOUR runs per inning maximum. Once a team's 4th run crosses the plate and the play concludes, the team is retired for the inning.
2. AAA - FIVE runs per inning maximum. Once a team's 5th run crosses the plate and the play concludes, the team is retired for the inning.

16.18.4 Four Run Rule: In the Single A and AA Division, no batters shall come to the plate once a fourth (4th) run has crossed the plate in any one half (1/2) of an inning. Play shall continue and a team shall be considered "retired" in an inning once either of the following occurs:

A. Three baseball outs are recorded.

B. Four runs are scored in the half inning. Play concludes when an out is made anywhere on the field once the fourth run has crossed the plate, or the ball is held by a defender in front of the lead runner. It is possible to score as many as seven (7) runs in an inning in the AA Division (three runs scored, bases loaded and a grand slam struck by batter).

C. If a runner collides with the fielder who has the ball after the fourth run has scored, the inning will immediately stop and no runs will be counted after the contact is made.

16.18.5 Five Run Rule: In the AAA Division, no batters shall come to the plate once a fifth (5th) run has crossed the plate in any one half (1/2) of an inning. Play shall continue and a team shall be considered "retired" in an inning once either of the following occurs: (same as above)

**What is “The LYB
Way” to keep
score?**

BEFORE the game:

- List team names at the top (Away vs. Home) with date and start time
- Exchange lineups with the other team's scorekeeper
- Record player #s and first/last names for both teams
- Note the innings in which each player will sit out (all kids bat)
- List coaches in attendance for both teams
- Record umpire's name and your name as the Recorder

DURING the game:

- Keep track of each pitch – newer scorekeepers may find it helpful to have someone else keep a separate pitch count
- Alert your coach if a player is close to a pitching limit
- Home team is the official scorebook for the game – communicate with umpire as needed
- Communicate with the other team's scorekeeper for pitch count verification as needed

AFTER the game:

- Mark innings pitched for each pitcher on BOTH teams
- Tally total pitch counts for all pitchers on BOTH teams
- See schedule to text a picture of your book to Master Scorekeeper on your requested dates

***You can take a picture of my example book tonight.**

**Why do you need
to audit my
scorebook?**

Scorebook Audits

1. Audits will be done by text this year. *Be sure I have your cell number!*
2. See schedule in your scorebook.
3. I will be checking for the specific items on the next slide...

- The audit exists to be sure that coaches are following the player participation rules and adhering to pitching limits.
 - It is also important that we have an accurate record of the game in the event a rule is called into question.
 - You will not be audited on HOW you mark plays, etc. as there is wide variation - this will be up to you and your coach to discuss
-

Audit Checklist - “The LYB Way”

- Team information:
 - Start time, game date, teams listed
 - Umpire name listed
 - Coaches in attendance listed
- Player information:
 - Player first, last, and jersey number
 - Player participation (innings sat listed)
- Pitching
 - Innings pitched documented for each pitcher
 - Pitch count documented for each pitcher
 - At least 4 pitchers used during a one week span

First and foremost, your coach is responsible for knowing the rules set forth in the LYB Coaches Manual.

If there is an infraction in player participation or pitching limits, we will reach out to the coach.

If there is information missing, we will reach out to the scorekeeper.

It is highly suggested that you work with your coach on the highlighted rules.

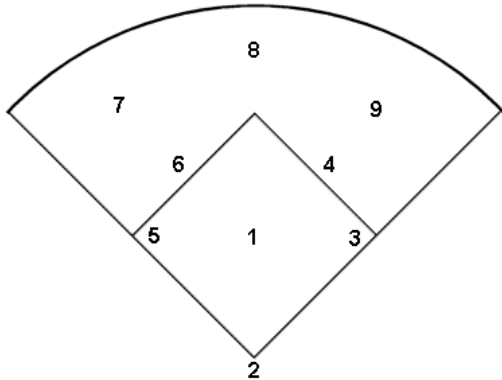
Let's keep score!

If you are an experienced scorekeeper, you are more than welcome to stay for a refresher...or not! ;-)

BEFORE the game:

1. Enter teams (Away vs. Home) and date on both sides
2. Swap lineups and list each player's first, last names and #.
3. Record innings each player will sit for your team.
4. Record coaches in attendance at the end of the batting lineup.
5. Record umpire's name in umpire box.
6. Start time is what the umpire calls as start time. Your game time starts at that time.

DURING the game:



Basics of Scorekeeping:

- Each player on the field is assigned a position number. This diagram is also printed on every page of the scorebook.
- AA plays with a 4th outfielder making that position 10 on the field.

1 - pitcher

2 - catcher

3 - 1st base

4 - 2nd base

5 - 3rd base

6 - shortstop

7 - left field

8 - center (Left center for AA)

9 - right field (right center for AA)

10 - right field (AA only)

DURING the game:

Tracking Pitches:

- Pitch is delivered to the plate
 - Ball (1 2 3)
 - Strike (1 2)
 - Hit by pitch (HP)
- Scorekeeper marks the pitch in the box as a ball or strike AND marks a slash on the pitch count column total
- Newer scorekeepers may find it easier to have someone else track the total pitch counts
- At the end of each 1/2 inning:
 - Total pitches for all pitchers that inning
 - Connect with other team's scorekeeper as needed to confirm pitch counts

DURING the game:

Recording Outs

- Strikeout – forward K, swinging; backward K, looking
- Batter puts the ball in play, but defense gets the batter out – fielded ground ball, fly out, line out. (unassisted, thrown)
- Fielder's Choice – when the batter is safe, but another runner is put out. The out is recorded in the scoreboard of the batter who is out.

DURING the game:

Batters get on Base:

- Walk – circle BB and darken the line to 1B, advance any other runners
- Hit by Pitch – circle HBP and darken the line to 1B, advance any other runners
- Hit – circle 1, 2, 3, or HR and darken the line, advance runners
- Error – mark E(position #) and darken line to 1B, advance runners
- Fielder's Choice – mark FC and darken baseline, record the out in the scorebox of the batter who was put out

AFTER the game:

1. Be sure all pitch counts are totaled and each pitcher's inning totals are recorded.
2. Be sure you have recorded the umpire's name.
3. Communicate with your coach - who will keep the book?
4. Text me a picture of your games for the week if it's your audit week.

Final Questions?

Have a great season and have fun!