Scorekeeping and GameChanger

FOUNTAIN VALLEY LITTLE LEAGUE

2026

Today's Topics

- Scorekeeping Responsibilities

- Scorekeeping Etiquette

- In Game Duties

- Questions

- Pitch Counting

New Scorekeeping Method

- ▶ GameChanger will be utilized instead of paper scorebooks for Minor B and above.

- ▶ Paper scorebooks will be utilized for Farm and Minor C.

- ▶ No scorekeeping for Teeball.

- ▶ Paper line up cards will be prepared and collected for all levels except Teeball.

- ▶ Paper Pitch Count Logs will be kept for all player pitch levels.

Scorekeeping Responsibilities

- The official scorekeeper is a game official. As part of the officiating team, they are led by the umpire crew chief.
- Identify yourself to the umpires as the official scorekeeper before the game begins and remain available to the umpires for consultation throughout the game.
- The official scorekeeper is responsible for keeping the official score of the game.
- The official scorekeeper has final say on whether or not an error is made. Use your best judgment and score the play. Later, you may consult the umpire, managers, or other experienced scorekeeper if in doubt, and edit the decision if appropriate.
- The official scorekeeper is responsible for keeping an accurate record of the game.
- Any one of your fellow scorekeepers, the manager, or a board member should be able to review your scorebook and get an accurate, clear picture of everything that happened in the game.

Scorekeeping Responsibilities (con't)

- The home team is always the official scorekeeper.
- On games using Gamechanger, every FVLL team is required to score using GameChanger.
- On games using paper scorebooks, home team is required to keep the paper scorebook and the visiting team is required keep the pitch count of each player that pitches during games.
- All scorekeepers and pitch counters are entitled to the usage of the podium.
- On games played against another league, while the home team remains the official scorekeeper, FVLL requires the FVLL team to score the game in GameChanger as well. It is within the discretion of the home scorekeeper and the FVLL scorekeeper where you sit to keep score for interleague games. You are not required to sit at the podium as you are not a game official.
- Anyone on the podium or the booth is required to maintain appropriate scorekeeper etiquette, whether or not they are the official scorekeeper.

Etiquette Basics

- ▶ Introduce yourself to the umpires and managers.

- ▶ Remain on the podium for consultation with and instructions from the umpire.

- ▶ Do not undermine the umpires' decisions or authority, either verbally or non-verbally.

- ▶ Leave fan issues and arguments to the BMOD (Board Member on Duty) to decide.

- ▶ Provide pitch count totals to managers/coaches whenever they ask.

- ▶ You have an important job, so try to maintain concentration and block out distractions from the crowd.

Ensure you act as a member of the officiating team at all times.

You are not a fan

You are not a coach

You are not an umpire

When to Interrupt the Game

Do

- You need time to call a BMOD (Board Member on Duty) to deal with a fan or safety issue.
- You identify an immediate safety issue.
- Pitch count threshold will be exceeded on the next pitch.
- You need the umpire to clarify a call.
- The umpire has requested notification of a specific circumstance in advance (approaching pitch count threshold, count discrepancy).

Do Not

- The ball is in play.
- You disagree with a count.
- You disagree with a call.
- You identify a batter out of order.
- You identify illegal equipment.

Setting Up

- Arrive to the fields at least 20 minutes before scheduled game time.
- You will need to supply a device to run GameChanger, and a pen to record in the Pitch Count Log.
- Collect the paper managers' lineup cards (all divisions) and paper Pitch Count Logs (player pitch games) before the game commences.
- Setup directly behind home plate, on the scorekeeper podium.
- Add the lineups to GameChanger or scorebook.
- Use game clock in GameChanger or write official start time in scorebook.

Fountain Valley Little League

LINE-UP CARD
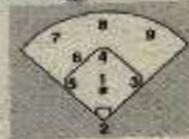
TEAM **Dodgers**

DIVISION **Farm** DATE **4/27/19**

NO.	Player's Name (Last, First)	POSITION # BY INNING					
		1	2	3	4	5	6
1	3 Chao, Joshua	1	8	3	5	7	2
2	4 Gutierrez, Gavin	5	9	1	7	4	3
3	5 Hara, Cooper	6	2	9	4	8	5
4	7 Lynch, James	7	1	2	8	5	6
5	8 McDonald, Kai	8	4	5	3	1	7
6	9 Schubert, Owen	2	3	7	9	6	1
7	10 Ocena, Kainoa	4	7	6	2	3	9
8	1 Miller, Luica	9	5	4	6	2	8
9	2 Brandt, Liam	3	6	8	1	9	4
10							
11							
12							
13							
14							
15	6						

WHITE UMPIRE   YELLOW OFFICIAL SCOREKEEPER   PINK OPPOSING MANAGER   GOLD

Setting up the book:

- On the line-up card all players playing in the game should be listed with their name (last and first), number and positions.

- In the score book make sure to fill out the top of the page. Right side page is home team and left side page will be the away team. (location just means field number)

- On the left side of each page is where you will list the players in order of the line-up card. The white line is for the players name, number and their position for the 1st inning.

- Then under their name in the blue row is where you put their positions for the other innings. Some players might be benched so you may see on a line-up card a "BN" or "bench". This won't be the case with tee ball though because all players should be on the field.

- If a player does not show up the coach should let you know and then you cross them off and they should let you also know if positions changed.
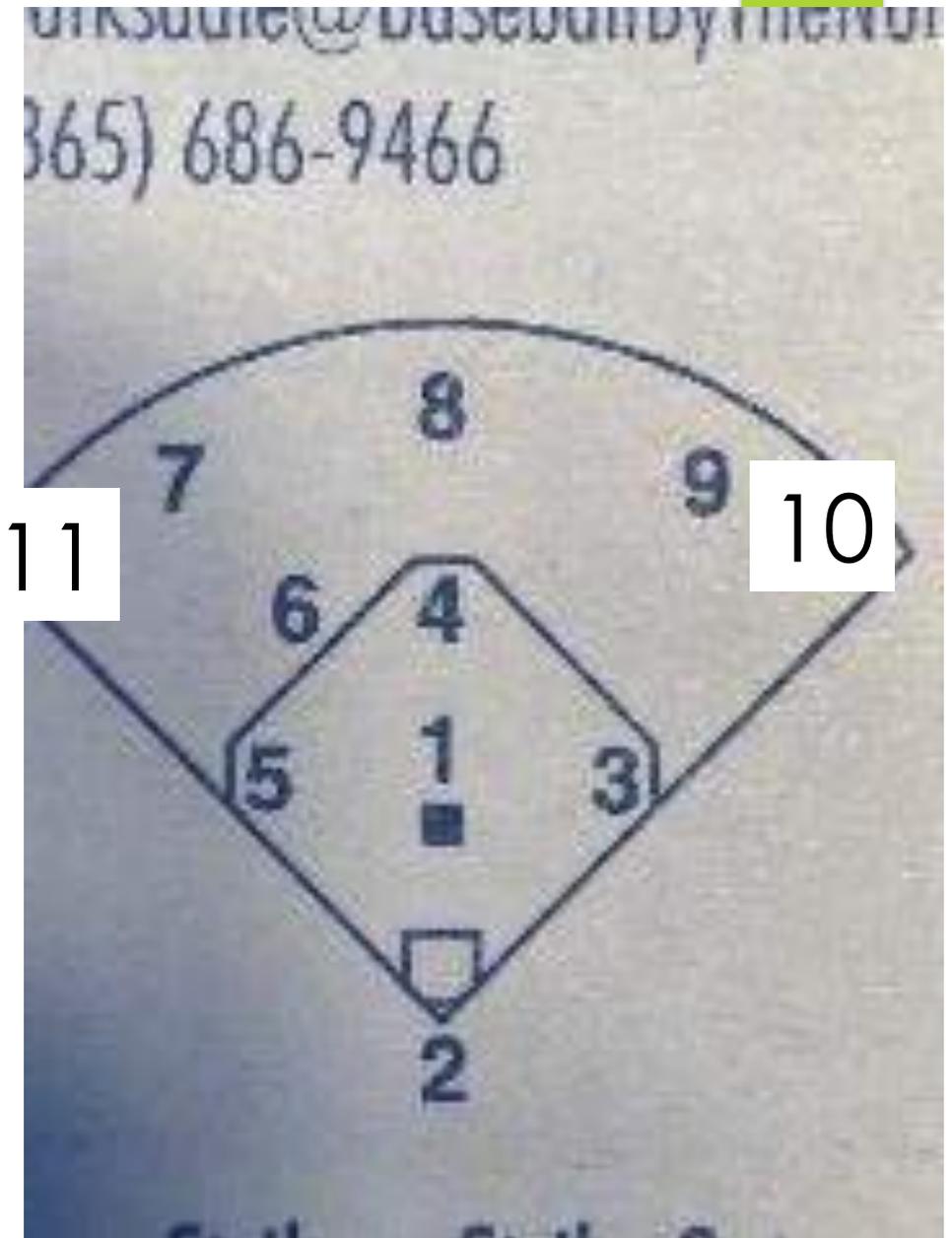
Positions

- Most coaches should have the positions filled in by numbers but if not here is the key and it is in your score book. This will also come up when you need to mark outs.

- Farm might have up to 10 so position 10 is in effect

Starting Line Ups
https://youtu.be/9Hs48WOiMLo

Managing Line Ups and Substitutions
https://youtu.be/wLmtaYHQG7Y

In Game Duties

- Watch each play and record the results in GameChanger.
- Keep an accurate count of all pitches thrown.
  - Each pitch delivered (while the ball is live) to the batter shall be counted. (Exception: A pitch declared "no pitch" by the umpire will not be charged to that pitcher.)
  - In order to comply with Little League pitch count rules, DO NOT utilize the "Intentional Walk" feature in GameChanger even if there was an intentional walk called by the manager.
  - During a game, the primary responsibility of the scorekeeper is utilize Gamechanger or the scorebook to track:
    - Balls and strikes of each batter
    - How each batter gets on base or is out
    - Runs and outs for each team
    - "Pitch Count," number of pitches thrown by individual pitchers

In Game Duties

- Confirm the batter. As each player comes to bat, be sure it is the correct player by checking his/her uniform number against the lineup.
  - If a batter is batting out of order, DO NOT notify anyone, including the umpire, manager, or fans. It is the opposing manager's responsibility to identify the error in bating order. DO use the manual override feature in game changer to account for the player batting out of order.
- Watch the complete play, then score the play.
- Enter Balls and Strikes into GameChanger/Scorebook as they are called. GameChanger will automatically score strikeouts and walks.
  - If your count is inconsistent with the umpire's count and results in a discrepancy (2 or 4 strike strikeout, 3 or 5 ball walk), utilize manual override to ensure pitches were accurately recorded. Although the umpire has final decision making on the count, the official scorekeeper maintains responsibility for pitch count, including the above instances.

Hitting

- Recording balls and strikes. Balls are recorded on top and strikes are on the bottom.

- For farm the first half of the season is 7 swings which you will have to count but balls and strikes do not need to be counted. In the second half of the season strikes and balls matter. The three-strike rule is then in effect. The player can have three strikes or 7 pitches. You need to count these. They do get to keep going if they have two strikes or are at 7 pitches if they foul the ball. Strikes are only counted if the batter swings.

- - For Minor C the first half of the season is coach pitch. You will need to count

- strikes and balls. 3 strikes is an out but we do not walk on 4 balls. They are just

- counted, but it is still 7 pitches a batter total, unless fouls are made on the last

- pitch.

- - The second half of the season turns to kid pitch. It is still 3 strikes and out

- but if the kid pitcher throws 4 balls, the coach will take over and inherit the

- current count. So, if four balls are in effect they stay and what ever strikes have

- happened also stay in effect. We will let you know when the half way mark in

- the season happens. If they get to 2 strikes and keep fouling the batting

- continues until the 3 strike is made or a play is made.
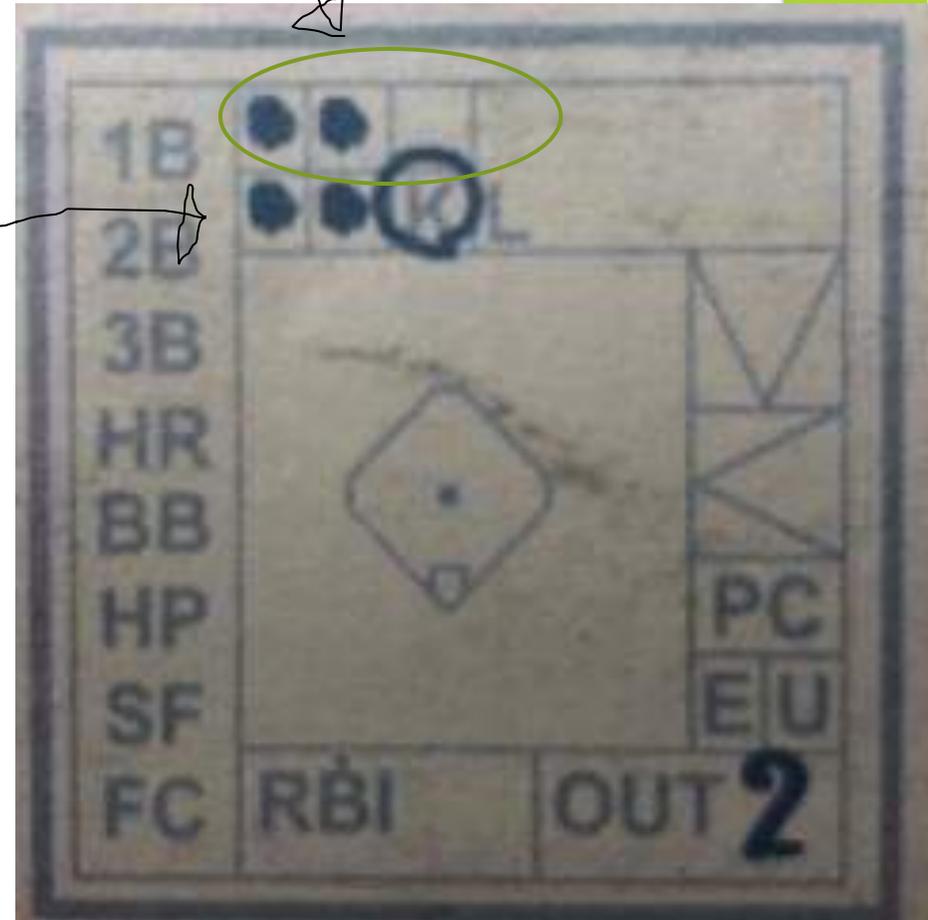
Hitting

- The K is if they strike out by swinging but a backwards K is if they strike out looking, which means they don't swing at the ball on the last strike. We normally use a red pencil at this point and put it over the diamond area...also shown. When a player gets out you will put which out it is on the bottom right corner.

Ball is hit

- ➢ You will track a runner after they hit on each play.

- ➢ Darken what base they make it to and put a circle around how they made it on base when they hit the ball which is on the left side of the square.

- ➢ Then, track the runner after each play by showing where they progress on a play/hit and then darken where they make it to.

Recording Outs

This means hit to right field "9" then thrown to second "4" for the out on second
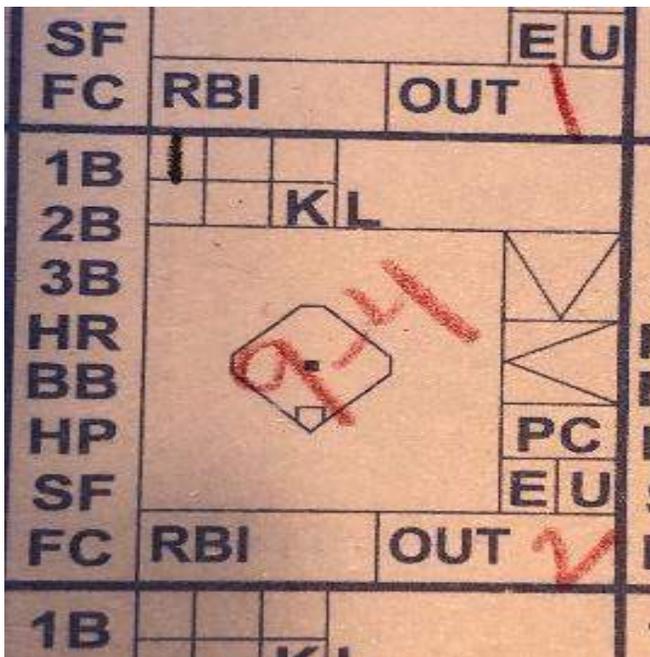
This means hit to second base "4" then thrown to first "3" for the out on first
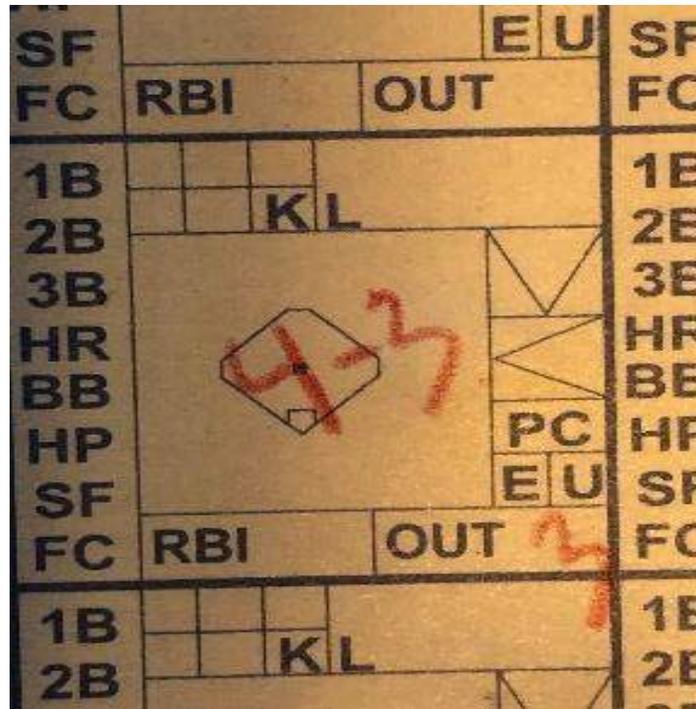
This means hit to first base "3" and got the out so "u" means unassisted so no other defensive player was apart of the out
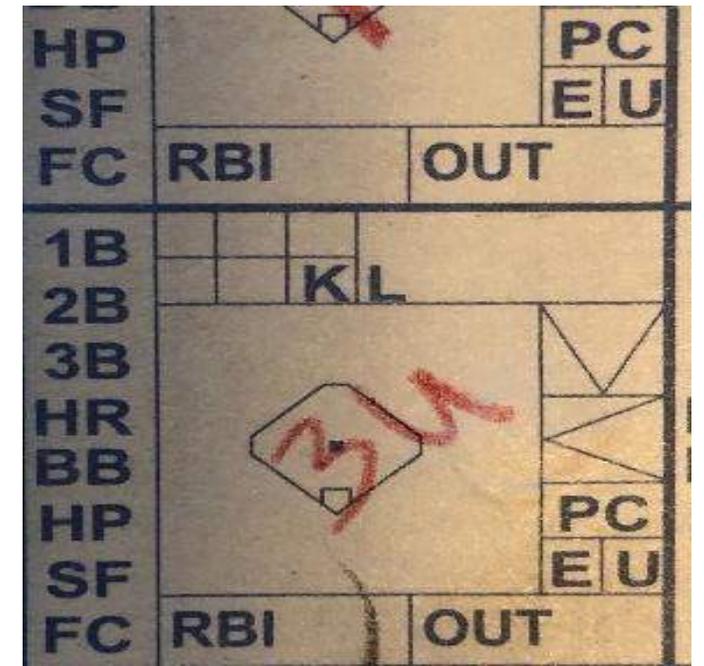
This means the player hit and made it to 1st base on their hit. But then progressed all the way home to score from what other batters did to progress that runner.

This means the player hit and made it to 1st base on their hit. But then progressed all the way to 3rd from other batters but got out trying to run home. 3rd was their last safe base

This means the player hit and made it to 1st base on their hit. But then got out when a batter swung and threw it to pitcher

This means a pitcher threw 3 balls 1 strike and then the 5th pitch was ball 4. This awarded the batter 1st base which is recorded as a BB(base on balls)

This means a ball and strike were thrown but then a pitcher threw a ball that hit a batter which then awarded the batter 1st base and is recorded as HP.
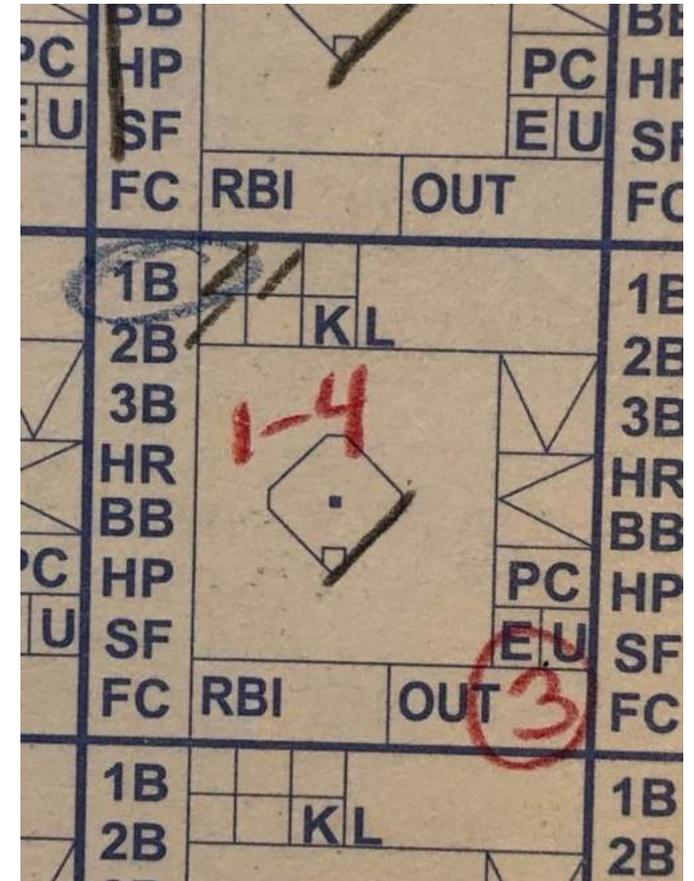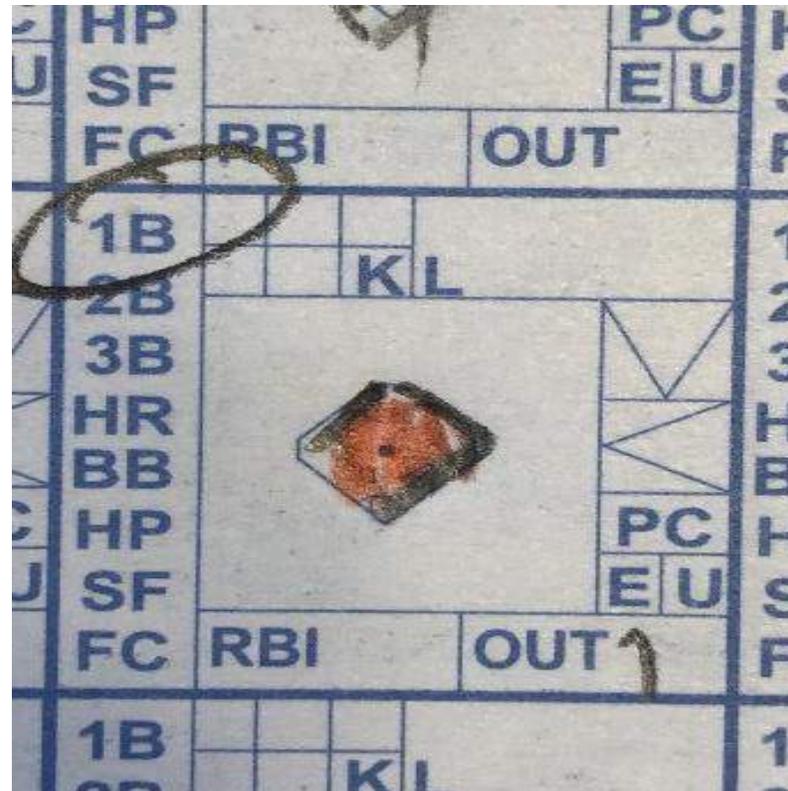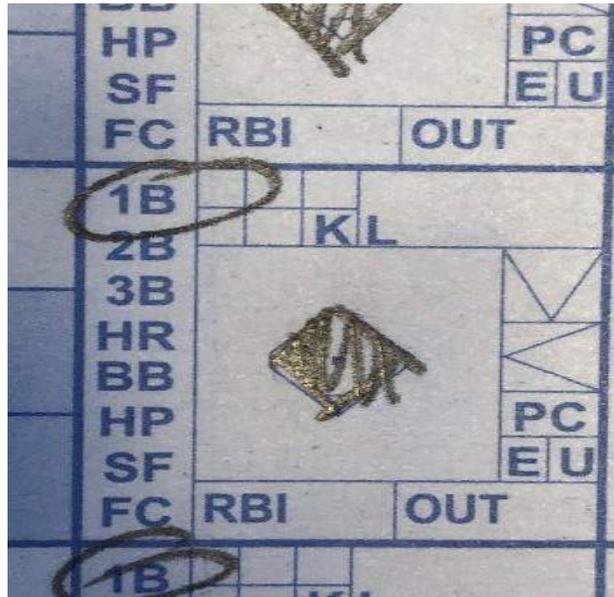
This means the player hit and made it to 1st on their hit. If the inning ended because of outs it stays like this for that player.
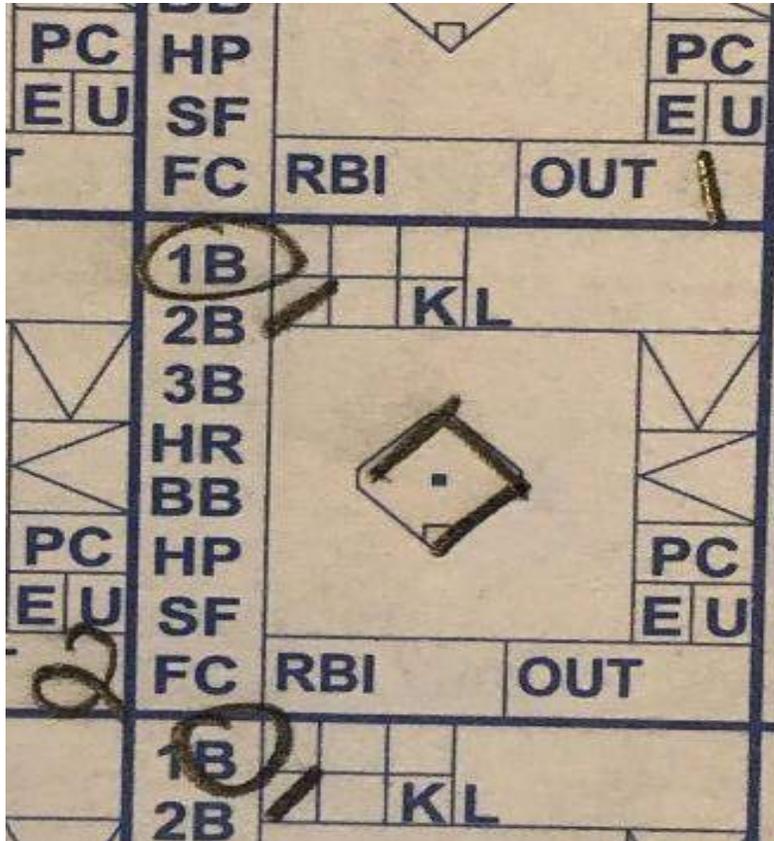
This means the player hit and made it to 2nd on their hit. If the inning ended because of outs by other batters it stays like this for that player.
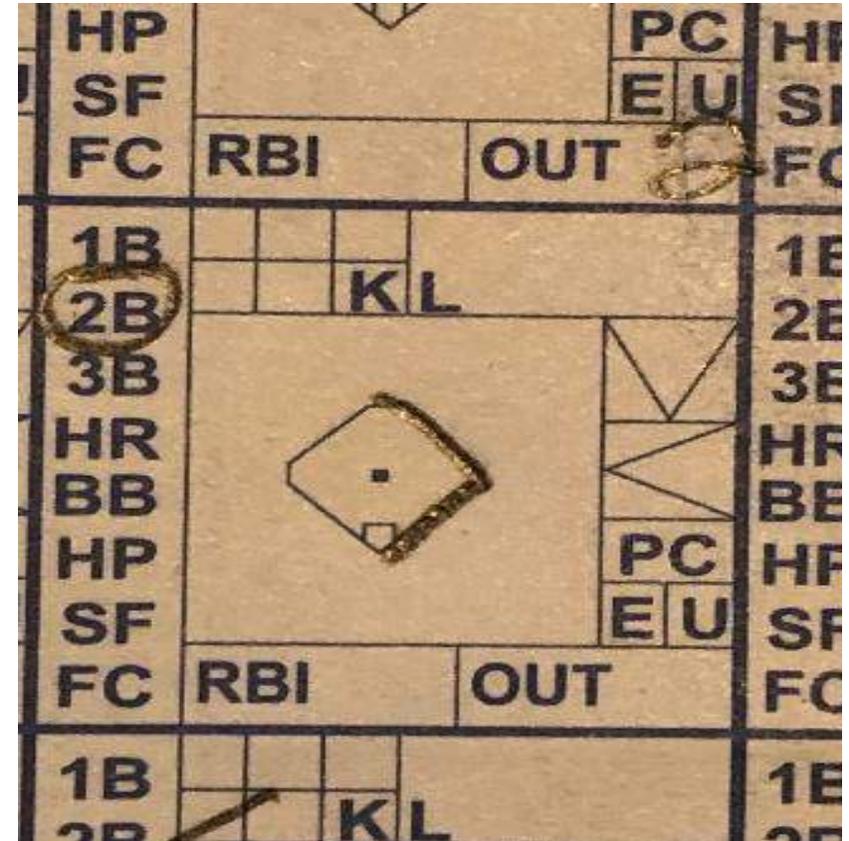
This means the player hit and made it to 1st base on their hit. But then progressed all the way home to score from what other batters did to progress that runner on plays.

This means the player hit and made it to 1st base on their hit. Then progressed to 3rd for the following at bats. A batter hit to the short stop "6", and then the short stop "6" throw the runner out at home "2".

Scoring Basic Plays

https://youtu.be/92iv7KarXSY
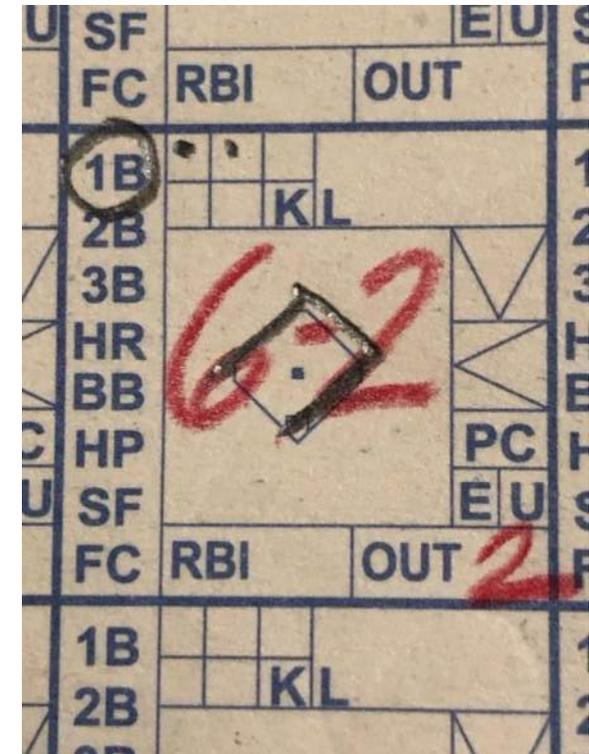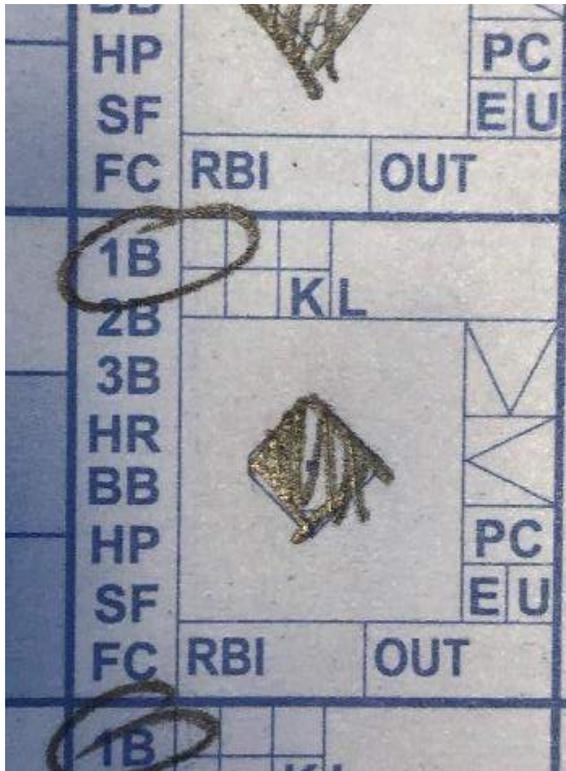
Batting & Hitting Charting
https://youtu.be/mPOxtrtmjnk

Score A Fielder's Choice Out

This is showing Fielder's Choice. The short stop had a choice to throw the ball to 2nd and get the runner out or to throw it to 1st to get the up batter out. They chose to throw it to 2nd to get the runner out and not the batter. The batter is safe on 1st by FC and recorded as shown.

Score A Fielder's Choice Out

https://youtu.be/BdB9aiWw6cU
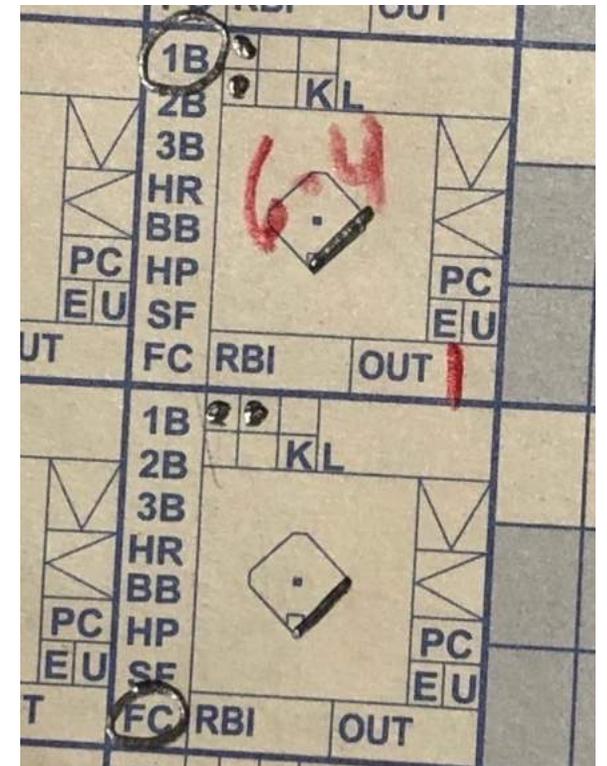
Score Sac Fly

This is showing a Sacrificed Fly to left field "F7" the batter hit it to left field "7". Left fielder caught the ball for an out on the batter. Runner on 3rd base tagged-up and scored by the following batters SF.

Score Sac Fly
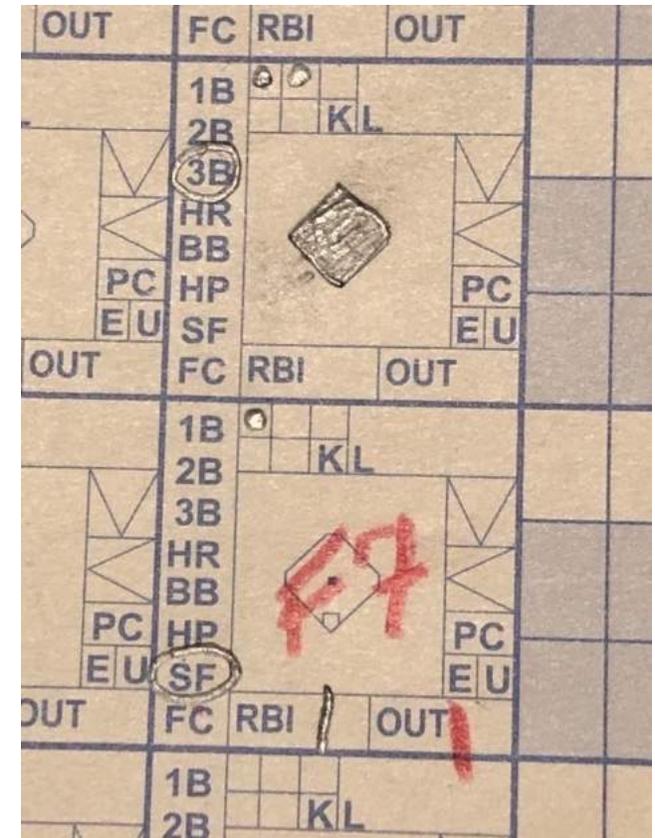
https://youtu.be/my9JzU95h3Y

In Game Duties

- To score an out, know where the ball went, who the ball was thrown to, or who caught the ball. Once the play is complete, utilize GameChanger by selecting "Ball in Play" and selecting the correct prompts. Score the play by dragging and tapping. Make sure to advance any players that were on base at the time of the hit to their correct position.
- To score a hit select the type of hit it was (single, double, triple or home run). Once the play is complete, utilize GameChanger by selecting "Ball in Play" and selecting the correct prompts. Score the play by dragging and tapping. Make sure to advance any players that were on base at the time of the hit to their correct position.

Score Double Play

https://youtu.be/fRClynRC7pU

In Game Duties

- Scoring Hits vs Errors: A fielder is given an error if, in the judgment of the official scorer, the player attempts but fails to convert an out on a play that an average fielder should have made.
    - The test is the average fielder, not the specific fielder in questions. Even if a player has made the play before, if the average player would not have, score it as a hit and not an error.
    - Mental errors are scored as hits, and not errors. Even if the average fielder could have made the play, if they made no effort to do so, it is scored as a hit. Similarly, if the fielder makes a mental error of failing to cover a base, this is scored as a hit.

Score A Basic Error

https://youtu.be/arOyhhSAV_s

Score A Dropped 3ʳᵈ Strike (Majors & Up)

https://youtu.be/y-MAF9hOtgY

In Game Duties

- Scoring Wild Pitches vs Passed Balls: A wild pitch or a passed ball is a type of error made by the pitcher or the catcher that allow a baserunner to advance. A pitch is not wild or passed if a baserunner fails to advance; it is simply scored as a ball.
  - The pitcher is at fault for throwing a wild pitch.
    - The pitch is too high, too short, or too wide for the catcher to control.
    - A pitch that hits the ground before reaching the catcher is a wild pitch.
  - The catcher is at fault for a passed ball.
    - The pitch is one that the catcher should have been able to catch with reasonable effort.

This means our judgement as a score keeper will either be a pass ball "PB" or a wild pitch "WP". Umpires will not call this it's on us. A base runner can still advance on these but is not recorded as a steal but as a PB or WP.

- Wild pitch means a pitcher threw a pitch and a catcher was unable to catch in a normal effort. Meaning the ball hits the dirt before getting to the catcher or if a catcher has to move from their normal crouch and reach for the ball in extensive effort.

- Passed ball means a pitch that get passed the catcher where the catcher should have normally caught the ball and the runner advances to the next base.

This shows a batter who got a 1st base hit then advanced to 2nd but then advanced to 3rd because of a wild pitch.
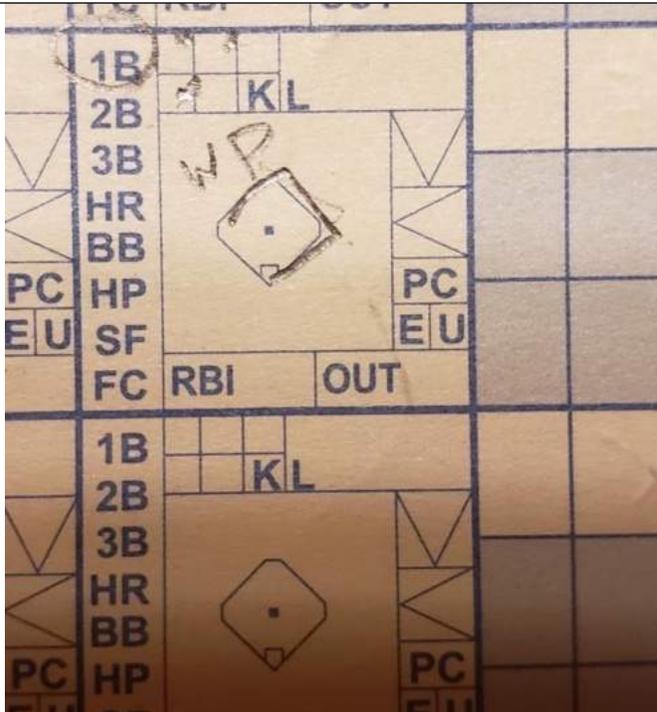
This shows a batter who got a 1st base hit then advanced to 2nd on a passed ball "PB"
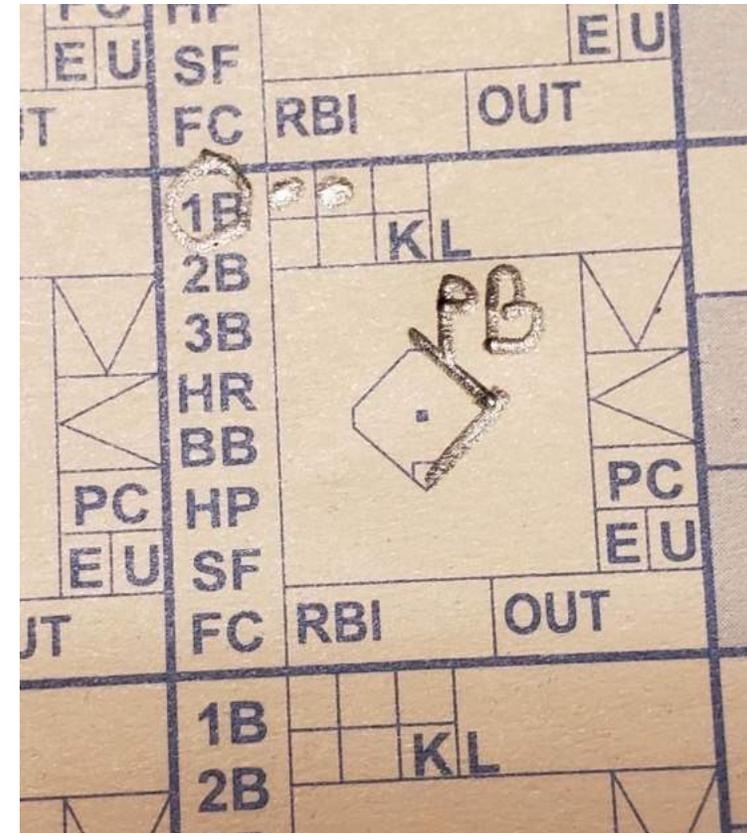
Score Error with Multiple Fielders

https://youtu.be/eSoTGX-PVVk

Score an Illegal Pitch

- An illegal pitch in Majors and below is scored as such and does NOT advance the runners. Use illegal pitch prompt in GameChanger for accurate scoring.

- An illegal pitch in Intermediate and above is scored as an illegal pitch and DOES advance the runners. Use the balk prompt in GameChanger for accurate scoring.

https://youtu.be/GashwMIllY

In Game Duties

- Scoring Stolen Bases vs Defensive Indifference: A "stolen base" is awarded to a runner when they successfully advance to the next base by actively attempting to steal it, while "defensive indifference" is a much less common scoring decision where a runner is not credited with a stolen base because the defense intentionally did not try to stop them, typically occurring in situations where the game's outcome is already decided and the defensive team doesn't care about preventing the steal; essentially, the defense is "indifferent" to the runner's attempt to steal the base.
    - Failure by the catcher to attempt a throwdown of a runner attempting to steal does not automatically equate to defensive indifference. This is youth baseball; a catcher's decision that attempting a throw may cause more harm than good is not defensive indifference.
    - If there is a runner on third, failure of the catcher to attempt a throw is not catcher's indifference in youth baseball.
- Scoring a Disappearing Runner: In the rare case of a disappearing runner being called by the umpire, use the manual override feature.

This means when the batter came up they got a single. Then advanced to 2nd by stealing "SB"

Advancing Baserunners

https://youtu.be/Kn1ppbP-vQI
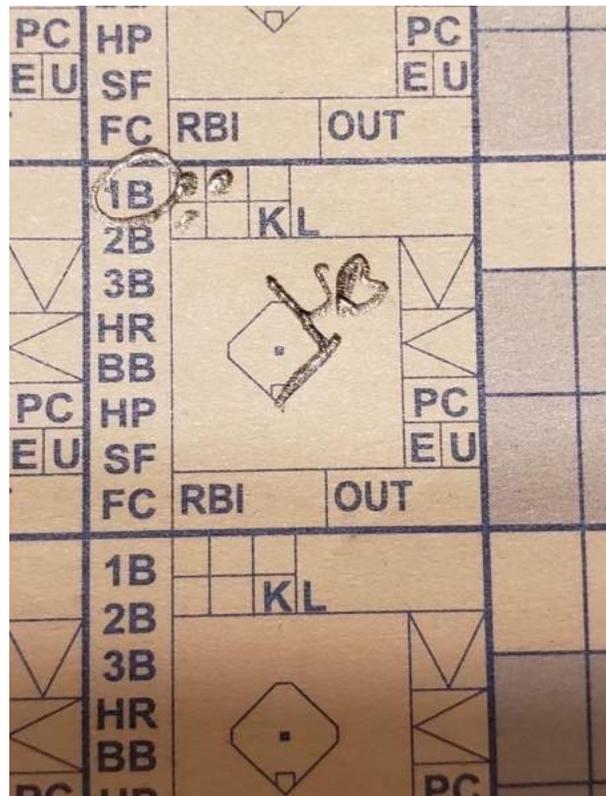
Pinch and Courtesy Runners

https://youtu.be/qsC09MyGnno

Score a Rundown

https://youtu.be/IEhb7UweG7E

In Game Duties

- So long as you advance players on base and score walks and hits, GameChanger will automatically record runs score, RBIs, hits, batting averages, errors, and other statistics and populate the score, box score, pitch count, and other useful statistics.
- Edit defensive lineups each half inning to ensure playing time is appropriately recorded.
  - If you do not know the players well or the numbers are difficult to identify, ask the managers at the beginning of the game to read you defensive changes each half inning.

Finishing an inning - Scorebooks

- Once three outs have happened the inning is over. Use a squiggly line to cover up the rest of the batters.

- For the next inning they should start with the batter that would have been up next on the last inning. You will also total runs at the bottom of the column for that inning.

Send a Message / Add a Note

https://youtu.be/ROVOnHBSxgo

Edit a Play

https://youtu.be/HNkeWBIxERQ

Edit Game Stats

https://youtu.be/6j2uoTVro3E

Your Scorebooks: Farm

Your Scorebooks:Minor C and up

After-Game Duties

- The game is over when the umpire declares it over.
- Use the "End Game" feature in GameChanger. You do not need to assign pitchers.
- Both yellow line-up cards need to be stapled to the right side page of the score book for Farm and Minor C.
- Both yellow line-up cards need to be placed in the pitch log folder for Minor B and above.
- Record the pitch count totals for every pitcher into the Pitch Logs and sign.
- Have each manager sign the pitch count log and then return their logs.
- If no other games are happening after yours, please return the table, chairs, scorebooks and pencil box to equipment area.

Pitch Count (Player Pitch)

- Pitchers age needs to be recorded(see pitch log folder)
-Rules for pitchers are at the beginning of your scorebook.
- You will need to find out any pitcher's name, number and age.
- Then you will list them in order as shown and how many pitches were thrown.
- The red line indicates an end of an inning.

Every single pitch must be counted...even on a foul

Little League Pitch Count Rules

- In any Little League Baseball game, the eligibility of a player to pitch is determined by a tiered pitch count which is directly related to the number of pitches thrown in a game. This pitch count also determines the number of days a player needs to rest before he or she can pitch again in a Little League game.

- The Official Scorekeeper's pitch count is the official count and is final. It doesn't matter if the managers, coaches, or parents or anyone else's count is different than the Official Scorekeeper.

Pitch Count Limits

Pitch Count Limits by Day:

League Age 7-8: 50 pitches per day.

League Age 9-10: 75 pitches per day.

League Age 11-12: 85 pitches per day.

League Age 13-16: 95 pitches per day.

Pitchers league age 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.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Under no circumstances shall a player pitch in three (3) consecutive days.

Reversion

➢ If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

▪ That batter reaches base

▪ That batter is retired

▪ The third out is made to complete the half-inning.

➢ The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. Counting the days-of-rest will begin with the day following the game day.

Combined Pitching and Catching

- 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. Any portion of a 4th inning disqualifies the player from pitching that day (e.g. 3 and 1/3 innings); completing 4 innings is not required.
- If a player delivers 41 or more pitches during the game, then the player is not allowed to play the position of Catcher for the rest of the day. Reversion rules, above, apply to the 41 pitch threshold.
- There is one more part to this rule…catch pitch catch maybe???

League: _____ – Baseball Game Pitch Log

Team: _____ Opponent: _____ Date: _____

Little League Baseball

Pitcher's Name	Uniform Number	League Age		X	Cross out the number as that pitch is thrown.
				O	Circle the number for the last pitch thrown in each half-inning.

Pitcher's Name	Uniform Number	League Age	Pitch Count
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105
			1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105

Pitching eligibility varies by the league age of a pitcher, which is determined by the approved League Age Chart indicated within the Little League Rulebook in Appendix G and in accordance with Regulation VI."

League: FVLL — Baseball Game Pitch Log

Team: Red Sox   Opponent: Dodgers   Date: 1/29/25

Little League Baseball

Pitcher's Name	Uniform Number	League Age		X Cross out the number as that pitch is thrown. O Circle the number for the last pitch thrown in each half-inning.

Duffy, Declan — Uniform Number: 42, League Age: 11

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105

(Pitches 1–9 crossed out)

Dayley, Gram — Uniform Number: 9, League Age: 12

(The remaining pitcher rows repeat the same numbered grid 1–105 and are blank.)

Pitching eligibility varies by the league age of a pitcher, which is determined by the approved League Age Chart indicated within the Little League Rulebook in Appendix G and in accordance with Regulation VI."

DISTRICT 62 REGULAR SEASON PITCH COUNT

League: _____

Division: _____

Team: _____

League Age	Pitch Limit
7-8	50
9-10	75
11-12	85
13-14	95

Pitches Thrown	# Days Rest Required
1-20	0
21-35	1 Day
36-50	2 Days
51-65	3 Days
> 65	4 Days

Managers must present this log to the Official Scorekeeper PRIOR to EVERY game.

The record of each pitcher used shall be entered below and must be completed immediately following each game.

Date of Game	Name of Pitcher	League Age	Number Pitches	Threshold Reached	Name of Opponent	Signature of Official Scorekeeper	Next Date of Eligibility	Mgr Initial

Record of Ejections

Player / Manager / Coach Name	Name of Opponent	Signature of Official Scorekeeper

CA District 62 Little League (Revised 2016)

DISTRICT 62 REGULAR SEASON PITCH COUNT

League: FVLL

Division: Majors

Team: Red Sox

League Age	Pitch Limit		Pitches Thrown	# Days Rest Required
7-8	50		1-20	0
9-10	75	}	21-35	1 Day
11-12	85		36-50	2 Days
13-14	95		51-65	3 Days
			> 65	4 Days

Managers must present this log to the Official Scorekeeper PRIOR to EVERY game.

The record of each pitcher used shall be entered below and must be completed immediately following each game.

Date of Game	Name of Pitcher	League Age	Number Pitches	Threshold Reached	Name of Opponent	Signature of Official Scorekeeper	Next Date of Eligibility	Mgr Initial
1/29/25	Duffy, Declan	11	7	1-20	Dodgers	*Jerrica J Peter Dole*	1/30/25	←
1/29/25	Dayley, Gram	12	76	>65	Dodgers	*Jerrica J Peter Dole*	2/3/25	←

Record of Ejections

Player / Manager / Coach Name	Name of Opponent	Signature of Official Scorekeeper

CA District 62 Little League (Revised 2016)

Track Pitch Count

https://youtu.be/61sT9SlwgTg