

# Pitch Count Recorder

Thank you for volunteering to support your team and league as a Pitch Count Recorder. This is an important role that helps the league manage game results, as well as maintain player safety. With the support of this guide, other pitch counters and the league, we hope that you find pitch count recording to be rewarding and an enjoyable way to stay engaged with the game. Unless you are playing a team from outside your league, the pitch count recorder is usually provided by the visiting team. If a team is playing from outside your league, the pitch count recorder will usually come from the home team.

During the game, the pitch count recorder should be focused on each pitch. Anyone who is tracking pitches individually should not interrupt or disturb the pitch count recorder. The pitch count recorder is under no obligation to "reconcile" any pitch counts with anyone except the Score Keeper and only if directed to by the umpire in charge or a duly appointed Board Representative who is acting on behalf of the League in a protest situation and not as a manager or coach.

## HOW TO PITCH COUNT:

At the beginning of the game, the pitch count recorder should obtain the names of the two starting pitchers, one from each team.

They will write the pitcher's full name on the pitch count tracking sheet along with their uniform number and league age.

Once the game starts, the pitch count recorder will start off by circling the number 1 since that represents the first pitch to the first batter. Each pitch after that, the pitch count recorder will make an "X" through each consecutive number or pitches to that same batter. Once a new batter steps in the pitch count recorder will circle the number that corresponds to the first pitch to the new batter. FOR EXAMPLE: the first batter takes 4 pitches. The number one will be circled as that was the first pitch to a batter. Numbers 2, 3 and 4 will have slashes through them. Number 5 should be circled as that represents the first pitch to the next batter.

On the last pitch for that inning, the pitch count recorder should circle that number and place an "X" over the number that corresponds to the last pitch for that inning.

If the pitcher returns the next inning, a circle should be made next to that "X" since that is the first pitch to a new batter for that inning.

If there is a pitching change, simply repeat the process for adding the pitcher to the next line on the sheet and start from "1"!

At the end of the game, the pitch count recorder should reconcile pitch counts with the official scorekeeper and give the logs to the home team for uploading to Sports Connect. If the home manager is not available, please give it to the NLL Board Member on Duty. They should send to the Scorekeeper-in-Chief for upload.

# Little League -- Baseball Game Pitch Log

Home Team \_\_\_\_\_ Away Team \_\_\_\_\_ Date \_\_\_\_\_

Pitcher's Name	Team	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.																																		
				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 the pitcher, which is the pitcher's age as of May 1 of the current year. The pitching eligibility regulation is Regulation VI (see current rule book for details). A blank electronic version of this form is available for free download at [www.littleleague.org](http://www.littleleague.org).