# Fairfax Little League PPR Input Guide

Each level has different participation requirements. Please refer to the <u>League Bylaws section 7</u> for specific details.

Player Participation Records (PPR) will be reported after every game. The online PPR tool is required for use by all American and National teams as of Spring 2015. These records are used to ensure participation requirements are being met, to document player performance, and to provide information for use in the next season's draft.

Please note: Your online experience may differ depending on your computer monitor's screen resolution. You may need to scroll horizontally to see all of the fields.

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# 1 Log In

Log into Fairfaxll.com by clicking on the "Sign In" link at the top right. Enter your email address and password, and then click the Button "Sign In". If you can't remember your password, simply enter your email address and click the "forgot?" link.



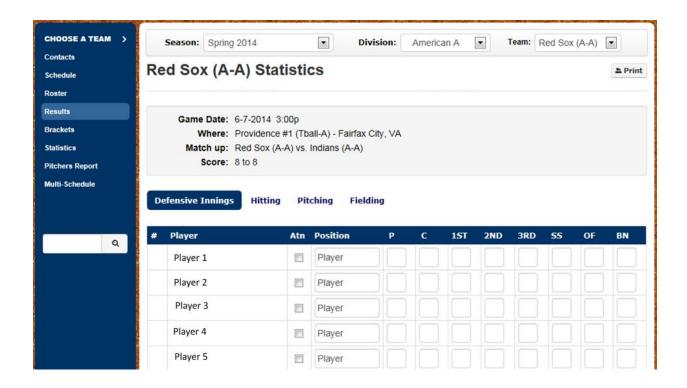
### 2 Navigate to Your Team

Click on the Team menu, in between Main and Leagues. Select the season, Division, and Team. That will bring up the teams Home Page. From there you will want to click the Results link in the left menu. To record the game statistics just click the Stats button ( ), found under the Actions column.



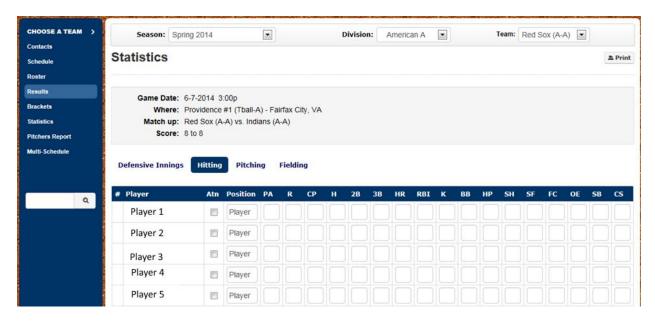
# 3 Defensive Innings Statistics

Enter the number of each Defensive inning the player played in the correct column. Once you have entered all of the defensive positions for each player, click the Save button at the bottom of the page. See the <u>Legend</u> for a complete description of each field.



### 4 Hitting Statistics

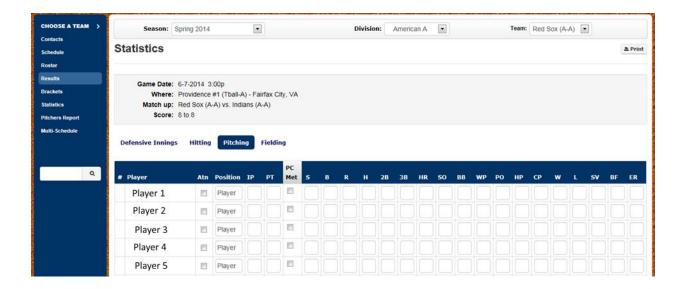
Enter the Hitting statistics for each player, click the Save button at the bottom of the page. See the <u>Legend</u> for a complete description of each field.



### 5 Pitching Statistics

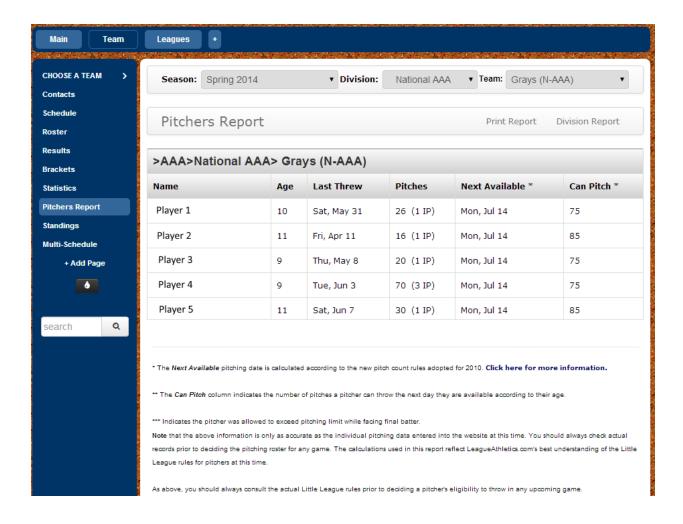
Enter the Pitching statistics for each player, click the Save button at the bottom of the page. The column "PC Met" is very import. PC Met stands for Pitch Count Met, and refers to whether the pitcher

exceeded their threshold during the last batter. Please review Little League Rules for Pitch Counts. See the <u>Legend</u> for a complete description of each field.



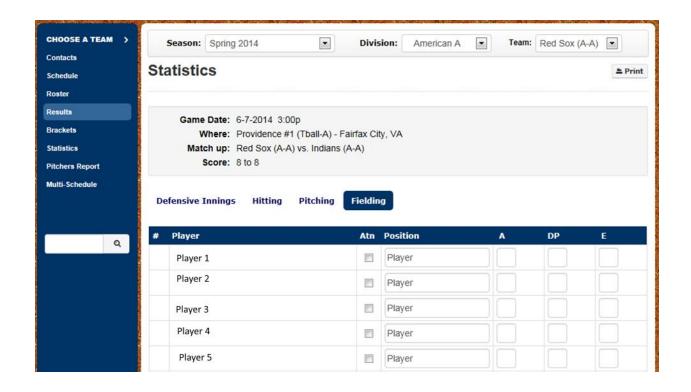
### 6 Pitching Report

By entering Pitching Statistics you will have access to the Pitching Report. This report can help you to decide when to use your pitchers.



# **7 Fielding Statistics**

The Fielding section is not currently being recorded.



### 8 Legend

### **Defensive Innings**

- P Pitcher innings
- C Catcher Innings
- 1ST First Base Innings
- 2ND Second Base Innings
- 3RD Third Base Innings
- SS Short Stop Innings
- OF Outfield Innings
- BN Bench innings

#### Hitting

- PA Plate Appearances or At Bats
- R Runs
- CP Coach Pitch (AA only)
- H Hits
- 2B Doubles
- 3B Triples
- HR Home Runs
- RBI Runs Batted In
- K Strike Outs
- **BB** Number of Walks
- HP Hit by Pitch
- SH Sacrifice Hit/Bunt
- SF Sacrifice Fly
- FC Fielder's Choice

OE - On Base by Error

SB - Stolen Bases

CS - Caught Stealing

#### **Pitching**

IP - Innings Pitched

PT - Pitches Thrown

PC Met - Previous Pitch Count Threshold met during final batter

S - Strikes

B - Balls

R - Runs Allowed

H - Hits Against

2B - Doubles Allowed

3B - Triples Allowed

HR - Home Runs Allowed

SO - Strikeouts

BB - Base on balls (Walk)

WP - Wild Pitch

PO - Pick Off

HP - Hit by Pitch

CP - Coach Pitch (AA only)

W - Win

L - Loss

SV - Save

BF - Batters Faced

ER - Earned Runs

#### **Fielding**

A - Assists

DP - Double Plays

E - Errors

# 9 Appendix

### 9.1 Scorekeeping Guidelines

The purpose of these guidelines is to assist volunteer scorekeepers in keeping accurate scorebooks during Little League games, give clear guidance on how to score certain plays, and promote consistency among different volunteers. The books are used by coaches to prepare Player Performance Reports (PPR's), which must be submitted to the League regularly. The League depends on accurate statistics when it selects players for All Star teams. Coaches rely on these numbers in drafting players in future seasons. Ideally, any two volunteers keeping score for a game will have identical books.

#### 9.1.1 Mechanics of Scorekeeping

For more information on how to keep score, we suggest the following:

http://leaguelineup.com/dpll/files/BASEBALL%20SCOREKEEPING%20101.pdf

http://www.rhll.net/doclib/SPLLScorekeeperGuide.pdf

http://www.angelfire.com/sports/brookside/howtokeepscore.htm

#### 9.1.2 Hit or Error

A base hit should be scored when the batter hits the ball into fair territory and safely reaches base, except when he reaches because of an Error or Fielder's Choice. The scorekeeper should credit the batter with credit the batter with a single, double, etc. based on the merit of the hit, not merely where the runner ended up. Additionally, the number of bases taken by the runners does not determine whether a hit should be scored as a single, double, etc.

When a batted ball hits a base runner, who is called out, the play is not scored a hit

When the batter safely reaches base, but is thrown out trying to advance, he should be credited for a hit based on the furthest base reached safely

When the batter takes additional bases because of a fielding error or fielder's choice, the play should be scored accordingly

When a runner is thrown out at the base ahead of a runner, the batter is not normally credited for reaching the extra base – for example, a runner on first is thrown out trying to take third on a hit, the batter probably should be credited with a single, not a double

The batter may deserve a double, even when a base runner only advances one base – for instance when a runner on second holds up to see if a line drive clears the infield and only advances to third base, the runner can still be credited with a double.

An error is scored when a fielder misplays a ball, allowing a batter or runner to advance one or more bases when the advance would have been prevented by ordinary effort. In scoring a Little League game, the scorekeeper must consider the skill expected for the various levels of play. The key question is whether an average player at that level would normally make the defensive play. When in doubt, the scorekeeper should give the batter the benefit of the doubt.

Single A – there are no routine defensive plays in Single A. Any batted ball put into play should be scored as a base hit.

AA – Fielders are expected to field easy ground balls, make short throws, and catch thrown balls. If a fielder has to move more than a step or two to field the ball, pop ups and fly balls are not routine plays in AA.

AAA – Fielders are expected to field ordinary ground balls, make most infield throws, catch thrown balls, and catch infield pop ups. Infielders should be able to move to field a batted ball. Outfield fly balls are not routine plays in AAA.

Majors – Fielders are expected to field most ground balls, make infield throws, catch thrown balls, catch infield pop ups, and catch routine fly balls.

#### 9.1.3 Fielder's Choice

A Fielder's Choice (FC) occurs when a defensive player fields a batted ball on which with normal effort he could have put the batter out at first base, but instead chooses to make a play on another runner.

Most commonly, a FC results in a force out on another runner. For example, on a ground ball to short stop, the fielder throws to second base for an out.

When a fielder attempts to make a play on a runner, rather than the batter, it is scored a FC even if the play does not result in an out. Example – with a runner on third, the pitcher fields a ground ball and unsuccessfully attempts to throw out a runner from third base.

When a fielder fields a ball cleanly, but makes a mental error and throws to the wrong base, fails to step on a base for a force, or fails to make the correct play, the scorekeeper should score the play as a FC, rather than as an error.

When the batter makes a base hit on which fielders attempt to make a play on other runners (whether successful or not) and the batter advances further than he would have with the bases empty, the scorekeeper should score the hit accordingly and indicate the additional bases as taken by FC. For instance, batter singles to center field, but takes second when the outfielder throws home, the play should be scored as 1B, noting the runner advanced to second on a FC.

#### 9.1.4 Stolen Bases, Wild Pitches and Passed Balls

Beginning at the AA level, runners may advance on a pitched ball. When a runner advances on a pitched ball, the scorekeeper must determine whether to score the play as a stolen base (SB), passed ball (PB), or wild pitch (WP).

A stolen base is an attempt to advance, where the runner runs with the expectation that the ball will be caught. In other words, if the runner goes when the ball reaches the plate, it is an attempt to steal. If the runner advances solely because of a wild pitch or passed ball, it is not a stolen base attempt. However, in AAA and Majors, a runner on 3<sup>rd</sup> base who takes home should be credited with a stolen base attempt, because the defense can often make a play even on balls which reach the backstop.

A pitch which is ordinarily catchable, but is which is not caught or kept under control by the catcher is a passed ball. A pitch which is so high, low or wide that it cannot be caught with normal effort is a wild pitch. In determining whether to score a wild pitch or passed ball, the scorekeeper must make a judgment call. A wild pitch or passed ball is only scored when a runner advances.

#### 9.1.5 Pitching

The scorekeeper should indicate the result of each pitch, marking balls and strikes in the scorebook. It is best to keep a running pitch count in the book, even when there is a person counting pitches. When there is a pitching change, the scorekeeper should draw a line below the last batter faced by a pitcher. Because pitch counts determine the number of days of rest for a pitcher, it is very important to note the pitcher's final pitch count in the scorebook. In AA, the scorekeeper should indicate at bats when there was a coach pitch. This notation can be CP4-3 which would mean coach pitch, ground out to the second baseman. Similarly, CP-1B would mean single on a coach pitch.

#### 9.1.6 Notes on PPR's

In recording pitching stats, it is common for an inning to end with five runs scored, rather than three outs recorded. When a full inning is played, credit the pitcher(s) with a full inning pitched, even if fewer than three outs are recorded. When three outs are recorded, record 1/3 of an inning for each out recorded by the pitcher. When fewer than three outs are recorded and more than one pitcher pitches during an inning, allocate the inning proportionately.