

## Official Scoring Guide for NLICC Baseball League

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All Minor and Major League games require scorekeepers. The Scoring Table has one League scorekeeper and two team scorekeepers. The League scorebook is the official record of the game. There generally is a clinic in April, or you can view a video at <https://youtu.be/PtIV8Rt8fmk> for training. Pre-season games offer a time to practice skills before the season starts.

### Rules Regarding Line-ups:

- 1) Calling up and sending down to different division levels
  - a. Call-ups may be made in the middle of a game ONLY IF the Majors or Minors roster falls below the number of required fielders due to injury or departure.
  - b. Call ups to Majors
    - i. Calling up Minors players for a Majors player is permitted ONLY in the case of FEWER than 11 Majors players being present at the start of the game.
      1. Should the attendance of the Majors team reach 11 after Minors players have already been called up, the Minors player(s) should be re-accommodated to make room for the Majors player.
  - c. Calling up to Minors
    - i. Calling up Middie or Tball players for a Minor player is permitted ONLY in the case of FEWER than 12 Minor players being present at the start of the game.
    - ii. Any Middie players called up to play on Minors MUST be approved by all four General Managers prior to or during the mound meeting, regardless of scenario.
  - d. Sending down to Minors
    - i. Sending down Major players for a Minor player is permitted ONLY in the case of FEWER than 12 Minor players being present at the start of the game.
    - ii. Any Majors players sent down to play on Minors MUST be approved by all four General Managers prior to or during the mound meeting, regardless of scenario, taking into account the older player's impact on the game.
    - iii. **Since we encourage each team to have at least three catchers (Minors and Majors) and three pitchers (Majors), exceptions can be made for games where teams need additional players for those positions.**

Generally, the call-ups and downs utilize seven-year-olds and ten-year-olds.

- e. Major players called down and Minor players called up, can only play two innings in addition to full games with their assigned division, unless their Head Coach allows them to play a full game in the other division and only two innings in their division. Tee-ballers can play full Minor games, since they only play two innings in Tee-ball, as long as they can handle the longer Minor games. Middies play four innings, so their play in Minors should be limited to three or four innings, whichever they can handle. Two innings consists of two at-bats and two in field appearances.

(Commissioner: You get an at-bat credit for innings you have or are playing. So, you may have been in the field for the Third, but do not get up to bat until the Fifth. But if you are going to play in the bottom half of the inning, you can bat in the top.)

- f. Replacing a call-up/send-down with a late arrival
  - i. Any players who have confirmed to arrive late may be inserted into the line-up prior to their actual arrival, but only if they are below every player who is present at the time of the mound meeting.
    - 1. The only scenario where a late player may be between present players is if the player following them was also absent at the time of the mound meeting, but has since arrived.
  - ii. **Late arrivals must play in the field prior to batting in the line-up.**

## 2) Additions to the line-up

- a. With the exceptions of unexpected necessary changes, **the line-up must be presented to all three scorekeepers by the end of the at-mound meeting.**
- b. If a player is absent at the mound meeting, but expected to arrive prior to the end of the game, the coaches may place them at the end of the line-up and nowhere else.
  - 1. If a late player is properly placed at the end of the line-up, they may be skipped over without repercussion as many times as necessary until their arrival.
- c. Players added to the line-up after being called up or sent down may only bat at the end of the line-up.
  - i. If a player is called up or sent down purely for the goal of having the minimum number of players, they may not field or bat in the same half-inning as any late arrival who replaces them.

3) Equalizing line-ups in Minors

- a. Because the Mercy Rule on the Minors is based on allowing each player on a team to bat once per inning, teams with a better attendance than their opponents have an advantage in scoring runs against the pitching machine by having more potential at-bats.
- b. Accordingly, the team with the higher players in attendance will have their Mercy Rule adjusted so that the maximum number of cumulative at-bats is equal to the number of players in attendance on the team with the lower attendance.

**Pitch Count:**

## Pitch Count Limits & Rest for the Age Levels

Age	Pitch Count Limit per Game	Mandatory Rest (days off between games pitched) When Pitch Count Reached				
		Zero	1 Day	2 Days	3 Days	4 Days
<b>BASEBALLDUDES.COM</b>						
7-8 Years Old	45	---	1 - 20	21-30	31-40	45
9-10 Years Old	65	---	1 - 25	26-40	41-55	65
11-12 Years Old	75	1 - 15*	16-30	31-45	46-60	65+
13-14 Years Old	85	1 - 15*	16-30	31-45	46-60	75+
15-16 Years Old	95	1 - 20	21-35	36-50	51-65	75+
17-18 Years Old	105	1 - 20	21-35	36-50	51-65	75+

When reaching the max pitch count, keep a close eye for signs of fatigue. Every pitcher is different and you need to learn their signs.

- Loss of focus
- Drop in velocity
- Elevated pitches
- Loss of command
- Loss of delivery control
- Visually you see less effort



Max pitch limit in one inning...  
 "25" for pitchers 12 years and younger  
 "30" for pitchers 13 years and older

If they reach this number while in the middle of a batter, let them finish that batter and if they don't get them out for the third out, their day pitching is over. Make sure you are prepared for a situation like this and know who your next pitcher is and have them getting loose, if possible, around pitch number 15 or 20.

Never use the same pitcher twice in the same day and if a pitcher throws more than 15 pitches in a day, give them at least one day off.

A pitcher should never be extended to the higher pitch count numbers if they aren't conditioned for it. They MUST be built up to that number over the course of weeks/games with proper rest in between.

ALL players should have an arm care routine they do before and after each practice and game.

You need to have feel for the situation and the pitcher. There is a big difference between efficient pitches and stressful pitches. Efficiency may lead to being able to extend their number where stressful pitches should result in limiting their number. HAVE FEEL.

\*Only if completely necessary. If you have no other pitchers. Stay away from pitching back to back days as much as possible.

\*\*Remember, these are just guidelines. A players physical and mental maturity should all come into play when making your in game decisions. Ultimately, a players development, future and safety is far more important than a team winning a game. Make sure we have our priorities in order.

**\*\*The pitcher's ages for pitch count are based on the January 1<sup>st</sup> cut-off date.**

Tracking pitches and the count – Throughout every single at-bat, the Scorer should continuously be making notes for the result of each pitch. For balls and strikes, there are two rows of boxes

in the bottom left corner of the corner box, one above the other. The row above with two boxes is used to track strikes (pitches that either the batter swung at or that the Homeplate umpire deemed inside of the strike zone) and the row below with three boxes is used to track balls (pitches not swung at that the Homeplate umpire deems outside of the strike zone). To mark one of either, draw a line through one of the first (furthest to the left) empty box in the designated row. Although there can be up to three strikes and four balls in a count, the scoring boxes only leave room to mark two and three, as any more of either would signal the end of the at-bat. For instances when the batter hits a foul ball with two strikes already in the count, the Scorer may find it useful to draw a line in the top of the scoring box for every instance where a batter fouls off a pitch with two strikes. It is important for the Scorer to continue tracking the pitcher's pitch count with the quick-tally on the right of the page so that coaches may be aware of how much their pitchers have thrown during any given game. More detailed instructions on the quick-tally can be found in the front of the scorebook.

Batters advancing on foul balls – Although in more competitive leagues it is permitted for runners to attempt to advance on foul balls that make contact with a fielder while still in the air, this is not permitted for NLICC players, and all runners should remain on their base on a foul ball, or return to their base if it was called a foul ball after they left the bag. This also means a player is also safe from being thrown out before tagging up on a foul ball.

Out-of-order batters – Since the NLICC League is a developmental church league, we assume any out-of-order batters were genuine accidents, rather than teams attempting to gain a situational advantage. If Scorekeepers, League or team, notice an out-of-order batter, they should notify the umpires as soon as possible. If the out-of-order batter is still at the plate, the correct batter will replace them in the box and assume the same pitch count and continue the at-bat. If the incorrect batter hits the ball in play and is put-out and it is noticed before the next batter has taken a pitch, the out stands, but the runners are reset to where they were before the incorrect batter batted. If the batter reaches base and it is noticed before the next batter takes a pitch, a team out is assessed and the runners are reset to where they stood before the incorrect batter came to the plate. If the incorrect batter reaches base and the next batter is thrown at least one pitch before the mistake is noticed, the batting order continues

sequentially, although the incorrect batter is skipped whenever their next appearance in the order would be. If a batter reaches bases and is not caught in time, make a note in the box of their next at-bat reading “skipped”, adding the inning number and number in the order to show which at-bat they incorrectly took.

Tidbit: Balls for not starting on the rubber – Starting in 2017, umpires will be calling automatic balls for pitches where the pitcher deliberately started in front of the rubber. This is expected to be called extremely rarely, due to the frequency of pitchers moving off the rubber during their pitching motion.

Tracking pitcher substitutions – Every time a pitcher is put into the game, write his or her initials in the box of the first batter they face. If they enter the game in the middle of an at-bat, take care to make note of the count for the purpose of tracking pitch count later on.

Fair play also applies to pitchers. As a pitcher’s pitch count limit is approaching in the Majors or for any other pitcher replacement, the relief pitcher needs to already be on the field that inning. Then the players will just switch positions. **No relief pitcher is to come in from the bench, and both players need to remain on the field for the remainder of the inning.**

Tidbit: Balls in Minor league games – Since, due to the pitching machine, there is no Homeplate umpire, the boxes for counting balls are used differently in Minor league games. In the event a Minor league batter does not swing at a pitch, the pitching machine umpire and First Base umpire will briefly consult on the location of the pitch. If they both agree the pitch was hittable from their respective angles, one hittable pitch is added to the count. If the pitching machine and First Base umpires agree four times in a single at-bat that a pitch not swung on was hittable, the batter is called out. Hittable or “good” pitches should be counted using the boxes for balls in the scoring box, but a batter called out on hittable pitches should be scored in the same manner as a strike-out looking in a Majors game (either a backwards ‘K’ or ‘KC’).

Tidbit: Mercy Rule – In the event that an umpire forgets to exercise the Mercy Rule, the Scorer should remind him of the rules as following. 1) In Minor league games, players are allowed to bat once. Should a team cycle all the way through the batting order, the inning will end before

the first player to bat that inning comes up for their second at bat. 2) In Major league games, an inning ends after any at-bat in which the batting team reaches five runs scored that inning ALONE. Play should not be stopped mid-at bat when the batting team reaches the five-run threshold. Thus, it is possible for a team to score eight runs in a single inning (by loading the bases and hitting a Home Run after already scoring four runs that inning).

**Fielding Numbers:**

- 1 – P / Pitcher
- 2 – C / Catcher
- 3 – 1B / First Baseman
- 4 – 2B / Second Baseman
- 5 – 3B / Third Baseman
- 6 – SS / Shortstop
- 7 – LF / Left Fielder
- 8 – CF / Center Fielder
- 9 – RF / Right Fielder

**MINORS ONLY FIELDING NUMBERS:**

- 1 – P / Pitcher
- 2 – C / Catcher
- 3 – 1B / First Baseman
- 4 – 2B / Second Baseman
- 5 – 3B / Third Baseman
- 6 – SS / Shortstop
- 7 – LF / Left Fielder
- 8 – LCF / Left-Center Fielder
- 9 – RCF / Right-Center Fielder
- 10 – RF / Right Fielder

**Means of Reaching Base:**

BB / base-on-balls / walk – If the umpire calls ball (deems a pitch outside of the strike zone) four times within the same at-bat without the batter hitting the ball into play or being called out on strikes, the batter is awarded First Base without the fielders having a chance to throw him out. If a runner is already in possession of First Base, that runner shall be allowed to safely advance to the next base, as well as, any runners displaced by the batter advancing to First. The Scorer should circle 'BB' from the list in the box in the scorebook and darken the line from Homeplate to First Base. The Scorer can denote the base-on-balls as soon as the umpire makes the call, as the batter and runners must remain on the base they advance to until the ball is hit in play by the next batter.

*Intentional walks are permitted and the pitcher will be awarded four pitches toward their pitch count. Only one intentional walk without thrown pitches is allowed per game to the same batter.*

1B / Single – If the batter successfully hits the ball into play (makes contact causing the ball to enter the field between the two foul lines) and reaches First safely (before being tagged by a fielder holding the ball or before any fielder in possession of the ball makes contact with First Base), it is scored as a Single. The Scorer should wait until the ball is thrown back to the pitcher to score a hit, in the event that the runner attempts to advance to Second. In the event that a batter safely reaches First, but is tagged or thrown out going to Second, the Scorer should score the play as a Single with the runner out at Second. The Scorer should circle '1B' from the list in the box in the scorebook and darken the line from Homeplate to First Base.

2B / Double – If the batter successfully hits the ball into play and reaches First AND Second safely, it is scored as a Double. The Scorer should wait until the ball is thrown back to the pitcher to score a hit, in the event that the runner attempts to advance to Third. In the event that a batter safely reaches Second, but is tagged or thrown out going to Second, the Scorer should score the play as a Double with the runner out at Second. The Scorer should circle '2B' from the list in the box in the scorebook and darken the lines from Homeplate to First Base and First Base to Second Base. Ground Rule Doubles are scored like normal Doubles.

3B / Triple – If the batter successfully hits the ball into play and reaches First, Second, AND Third safely, it is scored as a Triple. The Scorer should wait until the ball is thrown back to the pitcher to score a hit, in the event that the runner attempts to advance to Homeplate. In the event that a batter safely reaches Third, but is tagged or thrown out going Home, the Scorer should score the play as a Triple with the runner out at Home. The Scorer should circle '3B' from the list in the box in the scorebook and darken the lines except Third Base to Homeplate.

HR / Home Run – If the batter successfully scores during the play they began by hitting the ball into play, it is scored as a Home Run, regardless of whether or not the ball left the area of play (went over the outfield fence). The Scorer should wait for the umpire to signal that the batter scored in the event that the batter failed to touch Homeplate and is called out for leaving the field of play. The Scorer should circle 'HR' from the list in the box in the scorebook and darken all the lines around the basepath. The Scorer should remember to count the batter as an RBI on his or her own hit when denoting RBIs.

HBP / hit-by-pitch – If the pitch hits the batter without making contact with the catcher, bat, umpire, or any part of the field, the batter did not try to avoid the ball, and the batter did not swing, the batter is awarded First Base without the fielders having a chance to throw him out. If a runner is already in possession of First Base, that runner shall be allowed to safely advance to the next base, as well as any runners displaced by the batter advancing to First. The Scorer, in lieu of circling a result from the list in the box, should write HBP in the middle of the diamond and darken the line from Homeplate to First Base. The Scorer can denote the hit-by-pitch as soon as the umpire makes the call, as the batter and runners must remain on the base they advance to until the ball is hit in play by the next batter.

FC / Fielder's Choice – If the batter successfully hits the ball into play and reaches First Base at the expense of another runner being tagged or thrown out (i.e. the fielders choose to tag or throw out a preexisting runner and, as a result, are unable to tag or throw out the batter) it counts as a Fielder's Choice rather than a hit. To score a Fielder's Choice, the Scorer should still circle the option (BB, 1B, etc) from the list in the box, darken the necessary lines, but indicate the Fielder's Choice at the top of the box by noting the fielding numbers of the fielders involved (e.g. a Fielder's Choice involving a Shortstop throwing the ball to the Second baseman would

have the note “FC6-4” in the middle of the diamond within the scoring box). Due to the nature of the League, it is possible for a Fielder’s Choice to occur on any hit, all the way up to an inside the park Home Run.

E / error – The NLICC Baseball League does not track errors. Any obvious error by the fielders leading to a hit or extra bases should still be scored as if the batter reached that base naturally (see previous scoring instructions for 1B through HR). Further, if a player receives extra bases because of the ball being thrown out of play, the extra bases they receive are still treated as part of the original hit.

Tidbit: Runs Brought In – If, by any means, a runner should advance to Homeplate and score (whether by advancing on a batted ball or when the batter, by either base on balls or being hit-by-pitch, is awarded First with the bases loaded), the batter is awarded an RBI (run/s brought in). To denote RBI(s), write the number of runs that scored during that at-bat in the top right corner of the scoring box inside a circle. The batter him/herself counts as an RBI during Home Runs.

Tidbit: Runners advancing – In any at-bat in which the runner advances forward on the basepaths due to a later batter’s hit, base-on-balls, or hit-by-pitch, the Scorer should darken the lines between the bases the runner started on and finished at to show the runner’s continued progress on a play-by-play basis. Runners thrown out while advancing should also receive a line halfway to the base they were attempting to take, cut off by a perpendicular (relative to the basepaths) line.

### **Means of ending the at-bat with an out:**

K / KS / KC / strike-out – If, at any point, the number of strikes in the count should reach three, the batter will be called out. During any period in the at-bat where there are zero or one strikes, a foul ball (including foul tips) will count as a strike, but will not be the case at any point where the count contains two strikes. If the batter hits a foul tip which is caught by the catcher before hitting the ground or any other part of the field, it is scored like a strike out swing. The Scorer has the option of using either ‘K’ for a strike-out swinging and a backwards ‘K’ for a called

strike-out looking or 'KS' for a strike-out swinging and 'KC' for a called strike-out looking. The marking for a strike-out should be written inside the diamond in a scoring box.

# / unassisted put-out – There are a number of plays which can result in an unassisted put-out.

1) If the batter hits the ball and it is caught before hitting the ground by a fielder, the batter is automatically put-out. The Scorer should denote a putout in this fashion by writing the fielding number in the scoring box inside the diamond, preceded by F (fly-out), P (pop-out), or L (line-out). The difference between fly-out, pop-out, and line-out is a judgement call made by the Scorer. 2) If the batter hits a ground ball to a fielder who is near enough to First Base to run over and personally touch the base before the batter, the Scorer should write the fielding number of the player with no antecedent. Scorers should not record attempts to return the ball to the pitcher at the end of the play unless a runner advances during that time and is thrown out.

#-# / assisted put-out – An assisted put-out occurs on any play in which one player fields a ground ball (a line drive knocked down by the fielder without being caught becomes a ground ball) and throws it to a player covering First Base for the out. A Scorer should mark an assisted put-out by writing the fielding number of the players in order of them handling the ball, separated by a dash between each number. If three or more players handle the ball before making the out, each player's fielding number should appear in the chain of numbers. If a player handles the ball twice during the same play, the player's fielding number should appear twice. Scorers should not record attempts to return the ball to the pitcher at the end of the play unless a runner advances during that time and is thrown out. The chain of fielding numbers should be written inside the diamond in the scoring box.

DP#-# / double-play – There are multiple ways a double-play can occur. 1) When the batter hits a ground ball to the fielder, it is possible that the fielders field the ball, tags or throws out a preexisting runner, and that fielder or the fielder who handled the throw throws out a second preexisting runner or the batter. In instances where two outs occur on a ground ball, the Scorer should mark the fielding numbers in the scoring box inside the diamond of the batter who put the ball in play, preceded with the abbreviation 'DP'. As few as one fielder can handle the ball on a ground ball double-play. 2) When the batter hits a ball which is caught before hitting the

ground, all runners must tag-up with the base they began the play on before advancing. Any runners who do not touch the bag during or after the ball is caught are at risk of being called out if a fielder holding the ball makes contact with the bag before they do. Other than the prefix, the scoring for a fly-out, pop-out, or line-out double play should remain the same as a ground-out double-play, marking the fielding numbers for every player who handles the ball before the end of the play. Scorers should not record attempts to return the ball to the pitcher at the end of the play unless a runner advances during that time and is thrown out.

SF / sacrifice fly – For any fly-out, pop-out, or line-out where a runner advances after the catch, the Scorer should add the abbreviation ‘SF’ before the fielding number in place of the normal prefix.

SAC / Sacrifice Bunt – New for 2026: (not an at-bat) if the batter intentionally advances a runner and gets out, or marked as a hit (like a single) if the batter reaches base safely, especially if it's a drag bunt, as it counts as an official at-bat then. The key difference is whether the batter's primary goal was to sacrifice or to get a hit, which affects stats like batting average. If the batter bunts for a single, it is an official at-bat and a hit. You would score it like any other single, often with a line to first base, but use a notation like "B" or "BT" (Bunt) within the play.

TBO / thrown bat out – At any point in a game where the batter throws a bat when one player on their team has already received a warning for throwing a bat, the batter will be called out at the end of the play, regardless of whether or not the fielders were able to throw them out. At the end of the play, umpires should reverse the field to the state it was in before the bat was thrown, not giving the batting team credit for any runs scored on a play where the bat was thrown. The Scorer, in lieu of signaling any other form of out, should write the abbreviation ‘TBO’ above the diamond. In any incident where the thrown bat hits a by-stander, player, coach, or umpire, the player will be immediately called out. Runners should not be allowed to advance on thrown bat outs that hit a player, coach, or umpire (i.e. called out IMMEDIATELY).

ORDER / Out-of-order batter – As mentioned on page 2, it is possible for an out to be assessed because of an out-of-order batter. If an out is assessed when the at-bat did not originally end in

an out, write "ORDER" in the scoring box. Optionally, you may signify which batter went out-of-order by writing the jersey number.

INT / interference – In the extremely rare case that interference is called on a coach or player from the batting team, the Scorer should mark the scoring box with INT within the diamond. Since the out was not caused by the batter (through strike-out or ball-in-play) the batter is awarded another at bat. If the inning is not ended, continue scoring the inning in the next column of scoring boxes (since the NLICC Baseball League currently only uses 7/9 of the columns). If the inning is ended by the interference out, the point is moot because the batter will lead off in the neighboring column either way. If a runner interferes with the defense putting out another runner already on base, the interference should be scored as '#/#-INT', with the first # representing the runner who committed interference and the second # representing the runner who would have been out if not for interference. Both runners are called out, but in the second instance of interference, the batter is considered having received a hit if they were not part of the interference, so they do not get a makeup at-bat.

Runners taking lead off base - The batting team will also incur a non-assigned out in the case that a runner takes a lead (breaks contact with the bag before the batter hits the ball into play), the runner will be called out unless he or she returns to the bag before advancing. In the case of runners taking a lead, the protocol for the batter is similar: if the unassigned out is inning-ending, the batter will be allowed to lead off the next inning. To score a runner being called out for a lead off the base, write the abbreviation 'LOB' within the diamond. The rest of the play should be scored as if the runner was not on base when the ball was hit into play.

BHR / batted ball hits runner – If, before being fielded or deflected by a fielder, a batted ball comes into contact with the runner, the runner is automatically declared out. The Scorer should mark, in the runner's scoring box, an unassisted put-out (#) with the nearest fielder's fielding number along with the abbreviation 'BHR' in the batter's scoring box within the diamond. The out is treated as a Fielder's Choice. A batter is not allowed the opportunity to lead off the next inning if a batted ball hitting a runner ends an inning.

FO# / foul ball fly-out – A foul ball fly-out is similar to an ordinary fly-out or pop-out with the exception of runners not being able to advance. If a batted ball is hit in the air in foul territory and caught, the batter is out without being given the opportunity to safely reach First Base. If the foul ball is dropped, there will be no consequence for the pitching team. A Scorer should remember to precede the fielding number in the batter's box with FO, rather than F for a fly-out.

#-MB-# / Missed Base Out – If a runner misses a base while running the bases, the umpires will call them out, and Scorers should score it as if the runner was put-out going to that base (line halfway to the base they missed. In the batter's box, the Scorer should write '#-MB-#' with the first # representing the line-up number of the runner put-out, and the second # representing the base missed (1B, 2B, 3B, HP).

PR / Passed runner – If a runner passes a runner who was ahead of them at the start of the at-bat, the trailing runner is immediately called out, but the leading runner remains on the basepaths. If such a scenario occurs, write "PR#" in the box of the batter during whose at-bat the out occurred, with the # representing the line-up number of the runner who passed the lead runner and was put-out. To track which runner made the out, write the out number in the box of the runner put-out.

OOB / Runner out of basepath – If a runner takes a path that, in the opinion of the umpires, cuts excessively outside of the basepath in order to avoid being put-out, that runner is out immediately. If such a scenario occurs, write "OOB#" in the box of the batter during who's at-bat the out occurred, with the # representing the line-up number of the runner who was called out. To track which runner made the out, write the out number in the box of the runner put-out.

Tidbit: tracking outs in the scorebooks – In the new scorebooks for 2016, every scoring box has a small circle in the bottom right corner. After every at-bat during which an out is recorded (including Fielder's Choices and runners thrown out trying to advance extra bases) write the number of the out in the circle. If multiple outs are recorded, write the number of every out recorded, separated by slashes.

Tidbit: runners tagged or thrown out advancing to the next base – For runners who safely reach a base and, whether in the duration of their own at-bat or a subsequent at-bat, are thrown or tagged out attempting to proceed through the basepaths, the Scorer should make note to draw a line halfway between the bases in the scoring box before cutting it off with a perpendicular line.

Brothers and sisters, if someone is caught in a sin, you who live by the Spirit should restore that person gently. But watch yourselves, or you also may be tempted.

***Galatians 6:1***

\*Life is not always fair, especially when it is 1 against 9\*

The saying emphasizes that even in life, you may face challenges where you feel outnumbered or disadvantaged, and success requires resilience and overcoming obstacles that seem stacked against you. The quote, in this context, becomes a metaphor for facing overwhelming odds and the reality that not everything is always fair, whether it is on the baseball field or in life.

***New Life Baseball Focus Verse:***

*For while bodily training is of some value, godliness is of value in every way, as it holds promise for the present life and also for the life to come. 1 Timothy 4:8 (ESV)*

***Mission Statement:***

The New Life Baseball Ministry strives to glorify God through the development of baseball skills while focusing on character development and the fostering of relationships among the participating families through exposing the players to the Gospel message in word and deed.