

TSAWWASSEN MIDGET AA - PITCH COUNT SHEET - SUMMER SEASON

BC MINOR PITCHING RULES 24.01:

1 - 50 pitches = No rest

51 - 75 pitches = 2 nights rest

76 - 105 pitches = 3 nights rest

TIME: \_\_\_\_\_ DATE: \_\_\_\_\_ FIELD: \_\_\_\_\_

HOME: \_\_\_\_\_ AWAY: \_\_\_\_\_

PITCH COUNT RECORDED BY: \_\_\_\_\_

TEAM:

PITCHER: GAME PITCHES																				TOTAL	
Jersey #	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																

PITCHER: GAME PITCHES																				TOTAL	
Jersey #	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																

PITCHER:																				TOTAL	
GAME PITCHES																					
Jersey #	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																

PITCHER: GAME PITCHES																				TOTAL	
Jersey #	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																

Home Coach Signature \_\_\_\_\_

Away Coach Signature \_\_\_\_\_

\* NOTIFY COACH WHEN PITCHER REACHES 50, 75, and 105