



Council of Australian Baseball Scorers

# Scorer's Accreditation Study Guide

**For Levels 1 & 2 National Accreditation**

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## SCORING ACCREDITATION CLINIC INFORMATION

NAME..... VENUE..... DATES.....

This workbook has been designed to assist a scorer learn the rules and techniques of scoring required for Levels 1 & 2 national accreditation standards as well as provide a reference for you as you progress to higher levels of scoring. Whilst it is assumed that scorers attending this accreditation clinic have learnt the basics of scoring, some of the topics included which may seem basic or routine have been included to serve as a reminder. Note that any references in this Study Guide to he, him or his shall be deemed to be a reference to she, her or hers, as the case may be, when the person is a female.

The Level 1 & 2 clinics may be conducted over 4 sessions, followed by the opportunity to sit an exam (practical and theory); however, you may prefer to complete the clinic but postpone taking the exam until you have completed another season of scoring or attended another clinic. We encourage you to attend all sessions of your clinic, however, should you be unable to attend on any occasion please notify your facilitator whose contact details are provided at the bottom of this page.

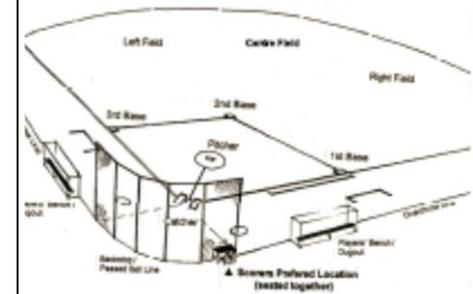
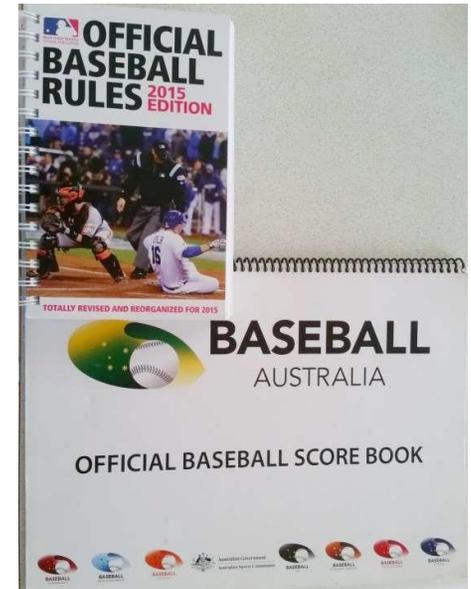
Your facilitator will advise you of the exam schedule and explain the Council of Australian Baseball Scorers (CABS) accreditation standards. There is an application form included in this workbook for your completion when you are ready to take the Level 1 or 2 exam. Your facilitator will explain the importance and benefits of maintaining membership of your State/Territory Scoring Organisation (STSO) and CABS.

As well as this workbook and a scoresheet (actual size) provided to you by your facilitator, you will need your scoring equipment (scoring pencils, rubber, ruler, rule book) and the current Official Baseball Rules (OBR). A rulebook can be purchased online (eg, Amazon.com), but the OBR are also available on the MLB.com website under Official Information [http://mlb.mlb.com/mlb/official\\_info/official\\_rules/official\\_rules.jsp](http://mlb.mlb.com/mlb/official_info/official_rules/official_rules.jsp) and a PDF can be downloaded for personal use. Please note that the OBR was totally revised and reorganised by MLB in 2015, and Baseball Australia is now using this new format, and not publishing their own books. The MLB Official Baseball Rules are updated annually and the new versions are made available when the MLB season begins (April).

As you work through this workbook you will be encouraged to make notations, practice symbols, score plays and refer to the rule references provided with many of the topics. It is recommended that you work at the same pace as the group in your clinic rather than moving ahead in the work book on your own as not all the information discussed is necessarily included in this book. Please note that whilst some of the rules are provided in this workbook they are not always worded exactly as appears in the OBR, nor are all the sections of the rules always included, therefore it is strongly recommended that you refer to the actual rule in the rulebook and refer back to the rulebook at various times as you progress your scoring.

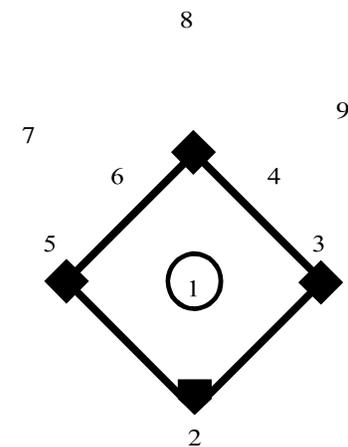
FACILITATOR.....CONTACT TELEPHONE NO. ....

SECTION / Topic	RULE	EXPLANATION
RESPONSIBILITIES		
Role, protocols, conduct	<p>9.01(c)</p> <p>9.01(a)</p> <p>9.00</p>	<p>The Scorer is an official of the baseball game who has the responsibility of providing an accurate record of the game, using the Baseball Australia Official Score Book to record runs scored, outs of players, actions of batters, runners, and fielders. The Scorer may also be required from time to time to convey details of the game to team officials, umpires, members of the media etc.; however, care must be taken not to become distracted if play is underway. The official scorer is entitled to the respect and dignity of the office, and should report any inappropriate behaviour to the league officials.</p> <p>Decisions involving judgment such as whether a batter's advance to first base is the result of a hit or an error are to be agreed by both team scorers who are required to sit together in a neutral location with good viewing of the whole playing field, and ideally, not within close proximity of spectators. Building a good rapport with the opposition team scorer is very important so that you work as a team to determine all decisions, record player substitutions and assist each other to keep up with play.</p> <p>At the conclusion of each game, once both scorers have agreed the score, an official result card/report is to be completed by the designated scorer (as per individual State/Region governing body's requirements). Your Facilitator will explain these to you.</p> <p><b>The diagram to the right demonstrates the layout of a baseball field, the playing positions, bench locations and location suggested for scorers to view the game.</b></p> <p>When recording the game, the Scorer is required to apply the rules of scoring baseball as per Rule 9.00 of the Official Baseball Rules (OBR) using uniform symbols and colours to record the plays as endorsed by the Council of Australian Baseball Scorers (CABS).</p> <p>It is highly recommended that you study all of the Official Baseball Rules, but especially Rule 9 The Official Scorer and all its sections.</p>



SECTION / Topic	RULE	EXPLANATION
Role, protocols, conduct (cont'd)		This workbook lists the relevant rule references alongside most of the topics covered so that you can familiarise yourself with the full description/explanation and be able to locate a particular ruling when needed.
	9.01(b)	<p>The Scorer shall not make any decision conflicting with the Official Playing Rules (see OBR sections 1-8), or with an umpire's decision.</p> <p>The scorer shall not call the attention of the umpire or any member of either team to the fact that a player is batting out of turn.</p> <p>Exception: 9.01(b)(2) If the teams change sides before three players are put out, the scorer shall immediately inform the umpire of the mistake.</p>
Equipment		<p>Essentially all a scorer needs to record a game of baseball, other than the BA Official Scorebook or scoresheet are the following items:</p> <ul style="list-style-type: none"> <li>◇ 1 Fine point black or blue pen (to record line-up and game details only)</li> <li>◇ 1 "HB" or "F" grade black lead pencil or 'Pacer' mechanical pencil 0.5mm</li> <li>◇ 1 red pencil</li> <li>◇ 1 blue pencil</li> <li>◇ 1 dark green pencil</li> <li>◇ 1 orange pencil</li> <li>◇ 1 soft white pencil rubber</li> <li>◇ 1 reliable pencil sharpener</li> <li>◇ a small ruler or straight edge</li> <li>◇ a board or table to work on</li> <li>◇ the current Official Baseball Rules <a href="http://mlb.mlb.com/mlb/official_info/official_rules/official_rules.jsp">http://mlb.mlb.com/mlb/official_info/official_rules/official_rules.jsp</a></li> </ul> <p>Some scorers also like to have a towel under their scorebook and a pair of binoculars on hand.</p>

SECTION / Topic	RULE	EXPLANATION										
Fielding positions	Refer to Definition of Terms	<p>Fielding positions are identified by numbers and you should always think of the position by numbers not by name and certainly not by a player who usually plays there, as you could fall for the trap of giving the wrong player a ‘put out’ or error when a position change is made.</p> <p>Occasionally, confusion may occur when a player makes an out in another player’s position, so always be sure the out is credited to the correct player and not the position. An example of this would be when the first baseman (no. 3) comes in for an anticipated bunt, and the second baseman (no. 4), covers the base at 1st base and takes the throw from the first baseman to make the out at 1st base – be sure to give the assist to No. 3 and a put out to No. 4 (3-4 BU).</p> <p><b>The diagram to the right demonstrates the fielding positions and their relevant numbers. These numbers must be learnt and must come automatically to you when scoring. Positions 1 &amp; 2 are the “Battery”, 3-6 are the “Infielders” and 7-9 are the “Outfielders”.</b></p> <table data-bbox="625 841 1285 1052"> <tr> <td>1 Pitcher</td> <td>6 Shortstop</td> </tr> <tr> <td>2 Catcher</td> <td>7 Left Fielder</td> </tr> <tr> <td>3 First Baseman</td> <td>8 Centre Fielder</td> </tr> <tr> <td>4 Second Baseman</td> <td>9 Right Fielder</td> </tr> <tr> <td>5 Third Baseman</td> <td></td> </tr> </table>	1 Pitcher	6 Shortstop	2 Catcher	7 Left Fielder	3 First Baseman	8 Centre Fielder	4 Second Baseman	9 Right Fielder	5 Third Baseman	
1 Pitcher	6 Shortstop											
2 Catcher	7 Left Fielder											
3 First Baseman	8 Centre Fielder											
4 Second Baseman	9 Right Fielder											
5 Third Baseman												
Batting order positions	5.04	<p>The batting order is set in the order of listing on the official line up sheet, which each team coach/manager hands to the umpire just prior to game commencement. It is recommended that you encourage your coach/manager to provide you with the team line up 30 minutes, but no later than 15 minutes, prior to game commencement time. An example of a line up sheet will be provided by your facilitator.</p> <p>The players for each team are listed in their batting order from 1 to 9, and that order stays in place for the whole game.</p>										





SECTION / Topic	RULE	EXPLANATION
SCORESHEET		<p>An example of a scoresheet (reduced size) from the BA Official Scorebook is provided on the opposite page and your facilitator will provide you with one (true to actual size) for your use during the clinic. Your facilitator will explain the purpose of all the sections as listed below and you may find it useful to make notations on the example scoresheet or mark it with the relevant section numbers for future reference. At this stage of your scoring you are encouraged to complete the basic fielding and batting statistics.</p> <ol style="list-style-type: none"> <li>1. Game details section (including start &amp; finish time)</li> <li>2. Team batting Line-up section</li> <li>3. Bench players section</li> <li>4. Listing of coaches and scorers sections</li> <li>5. Inning columns &amp; batter's squares</li> <li>6. End of inning statistics sections</li> <li>7. Fielding extensions (A,PO,E) section</li> <li>8. Pitchers &amp; Catchers statistics sections</li> <li>9. Game-end details (including Umpire's signature) section</li> <li>10. Fielding statistics columns</li> <li>11. Batting statistics columns</li> <li>12. Proving Box Score section</li> </ol>
Official game details	9.01	<p>Prior to the game commencing the scoresheet is prepared by entering the game details for teams playing, venue, date, umpires names, scorers names, and batting line-ups and bench for both teams together with the players' fielding positions and uniform numbers. It is recommended that you use a black or blue pen for this.</p> <p>Game details are also required on your league's Game Card </p>
Start of play	Defin's 5.01	<p>The official game commencement time is taken at the time the umpire calls "Play" and must be recorded on the scoresheet as does the time that the umpire indicates that the game has finished.</p>

**OFFICIAL GBL GAME CARD**  
Please PRINT CLEARLY and only use BLACK INK

Date: \_\_\_\_\_ Start: \_\_\_\_\_ Comp: \_\_\_\_\_  
Venue: \_\_\_\_\_ End: \_\_\_\_\_ Grade: \_\_\_\_\_

		Runs Inning by Inning									Total	Division 1		
		1	2	3	4	5	6	7	8	9	Ext Inng	Score	Inns	Errors
Away Team:														
Home Team:														

		AWAY TEAM										DIVISION 1 ONLY				v1.2
Bench:		Pos:	Time	Total	Strike	Outs	Errors	Errors	Errors	Errors	Errors	Errors	Errors	Errors	Errors	
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																

		HOME TEAM										DIVISION 1 ONLY				ADDITIONAL COMMENTS:
Bench:		Pos:	Time	Total	Strike	Outs	Errors	Errors	Errors	Errors	Errors	Errors	Errors	Errors		
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																

**Game Officials** (Name & Level (Plate umpire & BOTH scorers to sign))

Plate Umpire: \_\_\_\_\_ Lev: \_\_\_\_\_ X \_\_\_\_\_  
 Base Umpire: \_\_\_\_\_ Lev: \_\_\_\_\_  
 Away Scorer: \_\_\_\_\_ Lev: \_\_\_\_\_ X \_\_\_\_\_  
 Home Scorer: \_\_\_\_\_ Lev: \_\_\_\_\_ X \_\_\_\_\_

Game won by: \_\_\_\_\_  
 M/W 3 pts: \_\_\_\_\_  
 M/W 2 pts: \_\_\_\_\_  
 M/W 1 pt: \_\_\_\_\_

\*INJURY/SECTION/PROTEST: Attach an Incident Report Form with more details.  
 GAME CARD MUST BE SENT TO GBL BY COB MONDAY: gbl@baseballqueensland.com.au

SECTION / Topic	RULE	EXPLANATION
Substitutions – player	9.03 9.03(b) 5.10	<p>When you are advised by the umpire (or team manager) of a player substitution you are required to record the new player’s name in the batting line-up column, directly above the name of the outgoing player, together with the fielding position and inning that the player entered the game. Rule a line above the outgoing player’s name and extend the line through the fielding and batting statistics columns. Write the new player’s name on this line and add the fielding position, uniform number and inning that change occurred e.g. T8 (top 8th).</p> <p>You then need to write the new player’s name, vertically, down the left side of the batter’s square in the batting inning column where the new player took over from the outgoing player even if the player doesn’t bat in that inning. This shows where he could come to bat.</p>
Substitutions – fielding	9.03 5.10	<p>If just a fielding position change is advised write the new fielding number just above the old one. Write the inning that the change is made in the column labeled ‘Ch’ together with a ‘T’ for top of the inning or ‘B’ for bottom, or alternatively mark a dash above or below that number. You can also rule a line through the fielding statistics columns to indicate which plays were made at each position by that player. If the new fielder is a catcher, remember to also enter the new name in the Catchers statistics area. A vertical line should be drawn through the fielding extensions section (top boxes) to indicate the exact point in the inning the change was made (eg. 1 out, 2 outs).</p>
Substitutions – pitcher	9.03 5.10	<p>When a pitching substitution is made, enter the player’s name in the batting line-up the same as for other fielding or batting changes. Remember to also enter the new pitcher’s name in the Pitchers statistics area. Next write the new pitcher’s name horizontally across the top of the next batter’s square in the inning column (the first batter faced by the new pitcher). A line should be drawn vertically through the fielding extensions section (top boxes) and the end of inning statistics section to divide the outs and stats belonging to the first and second pitchers. You may also draw a line through the batting boxes to ‘fence’ in the batters faced by each pitcher.</p>

**AWAY TEAM** V

FIELDING										BATTING ORDER		1	2								
										TEAM											
DO	PO	A	E	Pos	Ch	Uni	E														
										1											
										2											
										3											
										4											
										5											
										6											
										7											
										8											
										9											
										RUNS	/	/									
										Balls											
										Strk											
										Pit											
										BFP											
										HITS											
										LOB											
PITCHERS										PI	INN	H	K	BB	HPB	RS	ER	WP	BLK	PO	BFP

SECTION / Topic	RULE	EXPLANATION
Substitutions – Pinch hitter	9.03(b) 5.10(j)(2)	When a substitution occurs during a team’s time in offence (batting) the player is replaced by a pinch hitter who will complete their time at bat. A pinch hitter may or may not take the field after the end of the half inning. Record the same as for a substituted player marking the ‘Pos’ column with PH and the inning in the ‘Ch’ column, and the new batter’s name vertically up the left side of the batting square. If the pinch hitter then takes the field at the change of innings, <u>another</u> change should be recorded as in ‘Substitutions – Fielding’ above.
Substitutions – Pinch runner	9.03(b) 5.10(j)(4)	Similar to a pinch hitter, when a substitution is made for a runner who is on base, the player is replaced by a pinch runner who will take over running the bases for the replaced player. A pinch runner may or may not take the field after the end of the half inning. Record the same as for a substituted player marking the ‘Pos’ column with PR and the inning in the ‘Ch’ column. Mark the batting square with a small coloured line showing at which base the change occurred. If the pinch runner then takes the field at the change of innings, <u>another</u> change should be recorded as in ‘Substitutions – Fielding’ above.
<b>EXERCISE</b>		<p>Using the diagram on this page enter a batting line-up (from the team sheet provided by your Facilitator), including the fielding position and uniform numbers.</p> <p>Continuing with the example, mark the following change:</p> <p>Batter 2 of the Away Team has been removed from the game at the bottom of the 1<sup>st</sup> inning. He is replaced by Brenton Brown who takes over batter 2’s fielding position. Brenton Brown wears uniform #10.</p> <p>Now indicate how you would write the name of the new player in the batter’s square of the batting inning column.</p> <p>Your facilitator will give you some pinch hitter, pinch runner, pitcher and fielder changes to work through.</p>

**AWAY TEAM** V

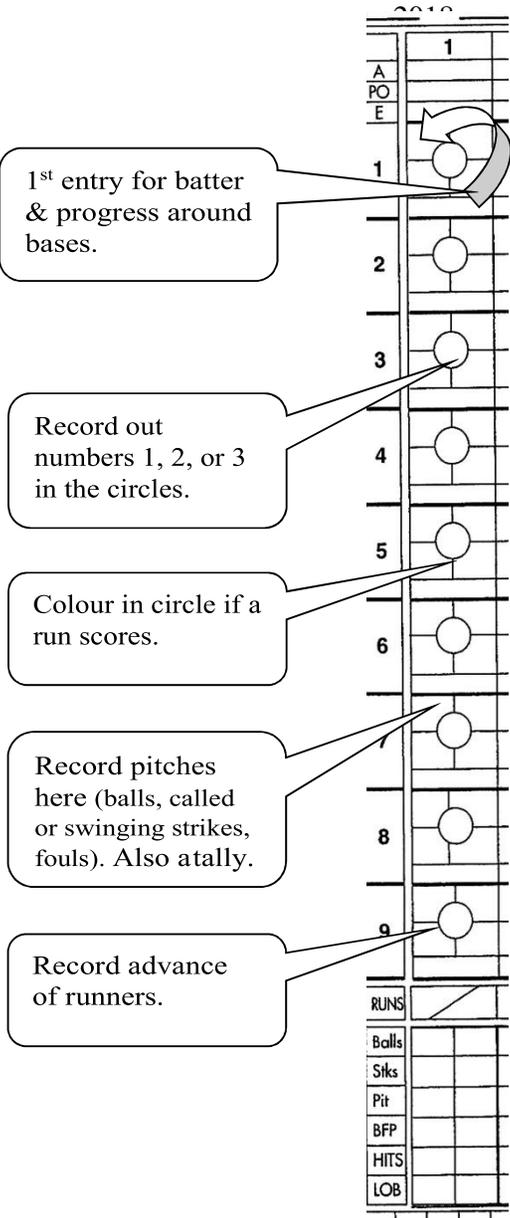
FIELDING										BATTING ORDER		1	2								
										TEAM											
DO	PO	A	E	Pos	Ch	Uni	E	A	PO												
										1		○	○								
										2		○	○								
										3		○	○								
										4		○	○								
										5		○	○								
										6		○	○								
										7		○	○								
										8		○	○								
										9		○	○								
										RUNS	/	/									
										Balls											
										Strs											
										Pit											
										BFP											
										HITS											
										LOB											
PITCHERS										PI	INN	H	K	BB	HPB	RS	ER	WP	BLK	PO	BFP

SECTION / Topic	RULE	EXPLANATION
Designated hitter	5.11	It is recommended that a scorer become familiar with the rules pertaining to the Designated Hitter (DH). Some leagues allow a DH to hit for the starting pitcher and all subsequent pitchers. In this instance, the DH is written in the batting order as indicated on the line-up, and the pitcher – as well as being entered in the pitcher’s statistics section of the scoresheet – is written on the horizontal lines following where the 9 <sup>th</sup> batter is listed. This enables the pitcher’s fielding statistics to be recorded and included in the team totals. Enter DH in the ‘Pos’ column to indicate a Designated Hitter.
Local rules – Courtesy runner Designated runner Tenth (extra) batters Automatic out Innings countback Mercy rule Max runs / inning (eg, 6 across the plate)	5.10(e) & Comment 7.03(b)	<p>In order to adapt to local conditions, such as time constraints or player participation numbers, as well as catering to different age or skill levels, some leagues may institute rules that are not covered by the OBR. These particular rules will be included in and governed by the league’s by-laws, state playing rules, or tournament rules. All scorers should have access to and be familiar with their local rules when scoring. Individual and team statistics can be affected by these local rules, and it is important for scorers to know the correct way their leagues handle scoring and statistics for these situations.</p> <p>Some leagues use a ‘Courtesy Runner’ for the catcher to speed up the game. This is not a Pinch Runner substitution, and such runner will not be given any participation or base-running statistics, even if he steals a base (stats go to the catcher). However, some leagues use a ‘Designated Runner’ who will get participation and base running statistics.</p> <p>Another example is the Automatic Out for a team that only has 8 players. Rather than forfeiting the game, the team is allowed to play with 8 batters and fielders, but when the team reaches the 9<sup>th</sup> batter up, the team is given an automatic out. Score this with an AO and enter the out number in the circle. Effectively this is just an out and no statistics apply.</p>
<b>EXERCISE</b>		Your facilitator will give some examples for you to work through.

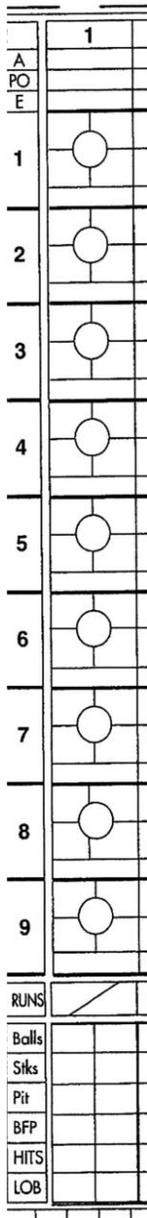
**AWAY TEAM** V

FIELDING										BATTING ORDER		1	2								
										TEAM											
DO	PO	A	E	Pos	Ch	Uni	E			A	PO										
										1											
										2											
										3											
										4											
										5											
										6											
										7											
										8											
										9											
										RUNS		/ /									
										Balls											
										Strs											
										Pit											
										BFP											
										HITS											
										LOB											
PITCHERS										PI	INN	H	K	BB	HPB	RS	ER	WP	BLK	PO	BFP

SECTION / Topic	RULE	EXPLANATION
Scoring an inning		<p>The innings columns are used to record the batter/runner's actions starting with the first batter in a team's line-up and recording the action in the square for that batter in the first inning column, continuing down the batting line-up list, in the same column, until 'side away' is called by the umpire – due to three outs or run limit scored for the inning (dependent on the grade playing). If an inning starts with batter 7 you enter the plays for batters 7, 8 &amp; 9 then move back up to batter 1 staying in the same column and working down the inning column. The only time you move to the next column in one inning is when you have reached the first batter again for that same inning. In this situation (when all 9 batters have batted in the one inning – sometimes called batting through the order) you move to the next batter's square in the next column but remember to change the inning number at the top of the column.</p> <p>Your facilitator will explain how to:</p> <ul style="list-style-type: none"> <li>□ use the batter's squares in the innings columns to record the plays, i.e. bottom right hand section is 1<sup>st</sup> base and the player's progress around the bases is recorded in the remaining section in an anti-clockwise direction (as if on the actual diamond);</li> <li>□ record the number of outs in the circles in the inning columns;</li> <li>□ shading the circles in the innings columns to indicate a run scored;</li> <li>□ recording balls or strikes pitched for each batter;</li> <li>□ tallying the pitches thrown by the pitcher so far; and</li> <li>□ recording the advance of runners around the bases by using batter's numbers or symbols.</li> </ul>



SECTION / Topic	RULE	EXPLANATION
<b>EXERCISE</b>		Use the diagram to the right to practice marking outs and runs scored by marking batters 2,5, & 6 out and batters 1,3 & 4 home.
End of Inning procedure		<p>At the end of an inning you are required to tally the runs and rule off the inning (you will learn about recording pitch counts, left on base (LOB) and batters facing pitcher (BFP) later). The runs scored for the inning are recorded in the top portion of the 'runs' section at the bottom of the inning column and the cumulative runs for the game are recorded in the bottom portion.</p> <p>You must agree the runs with the other team scorer at the end of the inning. To indicate the end of the inning you rule an orange diagonal line through the next batter's square in the same column you have just been scoring in and across the top of the square in the next inning. When you come back to score the next batting inning for this team you commence recording in the batting square below the orange horizontal line (the player with the diagonal line marked in the previous inning).</p>
<b>EXERCISE</b>		Using the same diagram, rule off the inning after 'side away' was called after batter 6 and tally the runs for the inning.
Batting statistics columns		Your facilitator will explain the purpose of these columns for your future reference.
Fielding statistics columns		Your facilitator will explain the purpose of these columns for your future reference.
Pitchers statistics		Your facilitator will explain the purpose of these columns for your future reference.
Catchers statistics		Your facilitator will explain the purpose of these columns for your future reference.



SECTION / Topic	RULE	EXPLANATION
Proving a box score	9.03(c)	<p>The term 'Box Score' refers to the game results and player statistics for both teams, set out in simple or detailed formats. As you progress with your scoring you will complete the fielding and batting statistics during the game and balance them at the conclusion of the game. Proving a box score assists you to prove/balance your totals or find any mistakes. Prove your box score using the following equation* for each team's statistics: <b>*You will see this formula is also on the scoresheet.</b></p> <p style="text-align: center;"><b>AB + BB + HPB + SAC's + CI = Runs + LOB + PO (by opposition)</b></p>
Match result card / Official Scorer Report	9.02 9.03	<p>Different leagues will require different details and statistics on their game cards/reports. Whenever you are required to record a 'Line Score' (sometimes called a Box Score), the name and runs scored for the team who bats first (Visitors) is entered on the top line (top of the inning) and the name and runs scored for the team batting second (Home) are written underneath (bottom of the inning). After entering the runs scored in the box for each inning, the sum total is written in the end box. For innings with no runs, enter a zero, and if the inning is not played, leave the box blank. The only exception is when the bottom of the final inning is not played because the home team is ahead. In that case, enter an 'X'. The line score usually includes two more boxes to the right of the total runs box. These are H for total Hits made by the team, and E for total Errors made by the team.</p>
<b>EXERCISE</b>		<p>Your facilitator will provide you with an example of a match result card as used in your local league. Using the diagram below, complete the Line Score for a 7 inning game by entering the Home Team "Sloggers" scoring 2 runs for the game in the 1<sup>st</sup> inning and the Visiting Team "Diggers" scoring 1 run for the game in the 5<sup>th</sup>. Both teams got 8 hits and Diggers made 1 error.</p>

**MLB Australian Academy 2007 - Series 1**  
**KANGAROOS 9 (1-0), KOALAS 3 (0-1)**  
 Jun 18, 2007 at Gold Coast Australia (Palm Meadows)

KOALAS 3 (0-1)													KANGAROOS 9 (1-0)												
Player	ab	r	h	rbi	bb	so	po	a	lob	Player	ab	r	h	rbi	bb	so	po	a	lob						
David KANDILAS rf	4	1	1	0	0	0	0	0	2	Dylan CHILD 2b	3	1	0	0	0	1	1	2	0						
Mitchell NILSSON ss	2	1	1	0	1	0	1	4	0	Josh GOLOTTA ph/2b	1	1	1	0	0	0	1	2	0						
Mason CURTIS ph/3b	0	0	0	0	1	0	0	0	0	David MANUELLE lf	4	2	1	0	0	0	0	0	0						
Michael LENNOX 3b/ss	2	1	1	3	1	1	0	4	0	Angus ROEGER cf	4	2	1	2	1	0	2	0	0						
Tim ATHERTON lf	4	0	0	0	0	3	3	0	0	James LINGER rf	5	1	2	0	0	0	3	0	0						
Richard OLSON c	3	0	0	0	0	2	0	1	1	Jakub HAJTMAR ss	4	2	1	1	1	0	0	4	3						
John BLASKETT c	1	0	0	0	0	1	3	0	0	Tom WARD c	2	0	0	0	0	0	4	0	0						
Brandon COSTA cf	4	0	1	0	0	1	0	0	2	Jae Hyung JANG c	1	0	0	0	0	0	5	0	1						
Taylor McEVROY 2b	4	0	0	0	0	1	0	4	1	Rory RHODES 1b	4	0	2	3	0	1	11	0	0						
Warwick SAUPOLD 1b	3	0	0	1	1	14	1	0	0	Damon OWEN dh	2	0	0	0	2	2	0	0	0						
Jordan MITCHELHILL dh	3	0	0	0	1	1	0	0	0	Mathew SMITH 3b	4	0	0	0	0	1	0	2	4						
Ryan SEARLE p	0	0	0	0	0	0	2	0	0	Justin ERASMUS p	0	0	0	0	0	0	0	0	0						
Yasu MAKI p	0	0	0	0	0	0	1	1	0	Josh TOLS p	0	0	0	0	0	0	0	0	0						
Mitchell FIENEMANN p	0	0	0	0	0	0	0	0	0	Jake O'REILLY p	0	0	0	0	0	0	0	0	0						
<b>Totals</b>	<b>30</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>5</b>	<b>9</b>	<b>24</b>	<b>16</b>	<b>6</b>	<b>Totals</b>	<b>34</b>	<b>9</b>	<b>8</b>	<b>6</b>	<b>4</b>	<b>5</b>	<b>27</b>	<b>10</b>	<b>8</b>						

Score by Innings	1	2	3	4	5	6	7	8	9	R	H	E
KOALAS	1	0	2	0	0	0	0	0	0	3	4	3
KANGAROOS	0	1	5	0	0	2	0	1	X	9	8	1

E - M NILSSON, T McEVROY, W SAUPOLD, D CHILD, LOB - KOALAS 6; KANGAROOS 8, 2B - D MANUELLE, 3B - B COSTA, J GOLOTTA, R RHODES 2, HR - M LENNOX, HBP - D CHILD, D MANUELLE, SH - T WARD, SF - M LENNOX, SB - M NILSSON, W SAUPOLD, D MANUELLE, CS - A ROEGER.

KOALAS	ip	h	r	er	bb	so	ab	bf	np	KANGAROOS	ip	h	r	er	bb	so	ab	bf	np
Ryan SEARLE	2.2	5	6	3	2	2	13	17	59	Justin ERASMUS	5.0	3	3	3	3	4	17	21	78
Yasu MAKI	3.1	2	2	1	2	0	13	16	67	Josh TOLS	2.0	1	0	0	0	2	7	7	29
Mitchell FIENEMANN	2.0	1	1	1	0	3	8	8	24	Jake O'REILLY	2.0	0	0	0	2	3	6	8	34

Win - J ERASMUS (1-0), Loss - R SEARLE (0-1), Save - None.  
 WP - R SEARLE 2, HBP - by R SEARLE (D CHILD); by Y MAKI (D MANUELLE); PB - J BLASKETT; T WARD, Inherited runners/scored - Y MAKI 1,0; Pitches/at-bats: R SEARLE 59/31; Y MAKI 67/41; M FIENEMANN 24/19; J ERASMUS 78/48; J TOLS 29/17; J O'REILLY 34/19.  
 Umpires - HP: Geoff Hallmann 1B: Ian Wannan  
 Start: 12:35pm Time: 2:20 Attendance:

LINE SCORE	1	2	3	4	5	6	7	8	9	R	H	E

SECTION / Topic	RULE	EXPLANATION
Scoring symbols		<p>The basic scoring symbols and their colours will be covered in the following section, however a comprehensive list of the symbols is provided in the front of the Official Scorebook and at the back of this workbook. Whilst CABS encourage the use of standardised symbols and colours throughout Australia, it is recognised that there will be slight variations in each state. It is strongly recommended that colouring-in (shading) the batting squares is kept to a minimum so that the emphasis is on observing and recording the game accurately and not on producing a pretty scoresheet.</p> <p>The basic colours recommended by CABS are:</p> <ul style="list-style-type: none"> <li>□ green for hits and earned runs</li> <li>□ red for fielding errors, passed balls and unearned runs</li> <li>□ blue for actions of the pitcher (BB,HPB,K,WP,BLK) and Sacrifice plays</li> <li>□ orange for out numbers, ruling off innings, and double/triple plays</li> <li>□ black pencil for everything else</li> </ul>
THE DEFENCE	Definitions	The defence is the team, or any player of the team, in the field.
Defensive team actions		<p>The following section will address the scoring symbols used for defensive outs and actions. It is suggested that you utilise the diagrams provided on each of the following pages to practice recording the symbols and writing any additional notes that you may find useful for a later date.</p> <p>As well as practicing recording the symbols, additional information is provided relating to the statistics that would apply to the play. This information is intended for your reference at some time in the future as you are not required to complete statistics at this stage of your scoring. The relevant rule numbers are also provided for your reference.</p>
Outs	Definitions 9.09	<p>An out is one of the three required retirements of an offensive team during its time at bat.</p> <p>Outs can be made by the pitcher striking out the batter, by a fielder catching a batted ball on the fly, by the fielder in possession of the ball tagging a runner or batter/runner off base, or by the fielder in possession of the ball tagging the base in the case of a force out. There are various other ‘automatic outs’, which are explained in more detail further along.</p>

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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OUTS OF THE BATTER				
Strikeouts	Definitions	<p>Definition: a Strike is a legal pitch when so called by the umpire, which:</p> <ul style="list-style-type: none"> <li>(a) Is struck/swung at by the batter and missed.</li> <li>(b) Is not struck at, if any part of the ball passes through any part of the strike zone (see Definitions).</li> <li>(c) Is fouled off by the batter when he has less than two strikes in his count (see Definitions).</li> <li>(d) Is bunted foul (see Definitions).</li> <li>(e) Touches the batter as he strikes/swings at it.</li> <li>(f) Touches the batter in flight in the strike zone (see Definitions).</li> <li>(g) Becomes a foul tip (see Definitions).</li> </ul> <p>Using your Official Baseball Rules, complete the following:</p> <p>A strikeout shall be scored whenever a batter: <b>FILL IN THE BLANKS</b></p> <p>1.....</p> <p>2.....</p> <p>3.....</p> <p>4.....</p> <p>.....</p>		
	9.15(a)	<p>We can add more descriptive detail to our scoring if we use one of the three symbols which are in common use. They are marked in the batters square and are as follows:</p> <ul style="list-style-type: none"> <li>□ Batter swings and misses at third strike</li> <li>□ Batter watches third strike over the plate</li> <li>□ Batter hits a foul tip on third strike which is caught by the catcher</li> </ul> <p>(Fielding stats – ‘Put out’ to the catcher &amp; Strikeout ‘K’ in the pitcher’s stats)</p>	<p>K2-Blue</p> <p>KC-Blue</p> <p>K - Blue</p>	<p>PA + AB + K</p>
	9.09(b)(1)			

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS	▨	▨	▨
.....			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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Strikeouts (cont'd)				
	9.15	Other outs involving strikeouts are as listed below, however, it is suggested that you refer to them later in the clinic once you have worked through some of the other topics.		
	9.12(f)(2)	<ul style="list-style-type: none"> <li>Third strike not held by the catcher, catcher throws to 1<sup>st</sup> base to get the batter out. (Fielding stats – Assist to 2, Put out to 3, K to pitcher) <b>NOTE:</b> If another baserunner advances on the play – score That runner’s advance as on a Fielder’s Choice (FC2).</li> <li>Third strike not held by the catcher, attempt to throw batter out is wild, batter safe at 1<sup>st</sup> due to bad throw. (Fielding – Error to 2 &amp; K to pitcher) <b>NOTE:</b> This play cannot be scored if using GameChanger© program.</li> <li>Third strike not held by the catcher, catcher throws to 1<sup>st</sup> base but fielder muffs (drops) the throw and batter is safe at 1<sup>st</sup> due to dropped catch. (Fielding stats – Assist to 2, Error to 3, K to pitcher) <b>NOTE:</b> This play cannot be scored if using GameChanger© program.</li> </ul>	K2-3 Blue K Pencil 2-3  KWT2 Blue K Red WT2  K2-E3 Blue K2 Red E3	PA + AB + K  PA + AB + K  PA + AB + K
	9.13(b)	<ul style="list-style-type: none"> <li>Third strike not held by the catcher and batter is safe at 1<sup>st</sup>. (Fielding stats – Passed Ball to catcher, K to pitcher)</li> </ul>	KPB Blue K Red PB	PA + AB + K
	9.13(a)	<ul style="list-style-type: none"> <li>With 2 strikes, batter swings at and misses a Wild Pitch, allowing the batter to reach 1<sup>st</sup>. (Fielding stats – K and WP to pitcher)</li> </ul>	KWP Blue	PA + AB + K
	9.13 (comment)	<ul style="list-style-type: none"> <li>Third strike not held but the catcher chooses to throw to another base to put out an advancing runner. (Fielding stats – K to pitcher, Assist to 2, Put out to fielder #) <b>NOTE:</b> You must observe the advancing runner to determine if he was going on the pitch (steal) or on the dropped 3<sup>rd</sup> strike (PB or WP). If he was caught stealing, the scoring/stats should show CS. If he was going on the Passed Ball or Wild Pitch, and he’s put out, the WP/PB is extinguished and it’s KFC2 on batter, but if safe score a PB# or WP# on runner (circled) and KWP or KPB on batter.</li> </ul>	KFC2 & 2 - # or 2 - # CS Blue K Pencil for the rest.	PA + AB + K

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS			
0-11			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Thrown outs	Definitions  9.10	<p>Definition: A throw is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.</p> <p>A batter is out when his batted ball is fielded and thrown to first base before he reaches the base safely. The batter/runner may be tagged out, or first base may be touched for the out.</p> <p>To record a batter being thrown out you indicate the out in the 1<sup>st</sup> base section of the batter's square by writing the position number of the fielder who threw the ball and the position number of the fielder who received the ball to get the batter out.</p> <p>Example: Shortstop throws to 1<sup>st</sup> baseman (Fielding stats – Assist to 6, Put out to 3)</p>	6 – 3 Pencil	PA + AB
Unassisted put outs	9.09	<p>A fielder may elect to field the batted ball and tag the batter/runner out or run to 1st base to make the out by himself. In this case there is no assist, and the out is recorded with the designation "UA#" to identify it as an UnAssisted put out.</p> <p>Example: First baseman fields the batted ball and tags the batter/runner before he reaches 1<sup>st</sup> base. (Fielding stats – Put out to 3)</p>	UA 3 Pencil	PA + AB
Fielders Choice	Definitions	<p>When there are runners on base, a fielder may choose to handle a batted ground ball and put out a preceding runner rather than the batter/runner. This is a Fielder's Choice. The play is recorded for the batter with the designation "FC#" in the 1<sup>st</sup> base scoring square. The # is for the position of the fielder who picked up the batted ball. For more details, refer to the section on "Outs of the Runner".</p>	FC # Pencil	PA + AB

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS	/	/	/
0..11.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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Caught fly ball outs	Definitions	<p>Definition: A catch is the act of a fielder in getting secure possession - in a hand or glove - of a ball in flight and firmly holding it; providing the fielder does not use a cap, protector, pocket or any other part of the uniform in getting possession.</p>	F8 Pencil	PA + AB
	Definitions	<p>Definition: A fly ball is a batted ball that goes high in the air in flight.</p> <p>A batted fly ball caught on the full will retire the batter. The play is recorded for the batter with the designation “F#” in the 1<sup>st</sup> base scoring square.</p> <p>Example: Centre fielder catches a fly ball for the first out.</p> <p>(Fielding stats – Put out to 8)</p> <p>NOTE: A batted ball that flies high within the infield is called a “Pop Fly” or “Pop Up”. Some scorers may use the scoring symbol P# for the out (this is purely optional). Do not confuse this with an Infield Fly automatic out (see next page).</p> <p>Example: The shortstop catches a pop fly for the second out.</p> <p>(Fielding stats – Put out to 6)</p>		
Caught foul fly outs	Definitions	<p>Definition: ...A foul fly shall be judged according to the relative position of the ball and the foul line and not as to whether the fielder is on foul or fair territory at the time the fielder touches the ball...</p> <p>A scorer can observe the umpires to see if a ball is caught foul. They will indicate with an arm pointing to foul territory if it's a caught foul fly.</p> <p>A batted fly ball caught on the full in foul territory will retire the batter (the ball is still alive after such a catch). There is a special designation for Foul Fly.</p> <p>Example: The 3<sup>rd</sup> baseman catches a fly ball in foul territory for the third out.</p> <p>(Fielding stats – Put out to 5)</p>	FF 5 Pencil	PA + AB

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS	/	/	/
o.l.l.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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Line drive outs	Definitions	Definition: A line drive is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.	L 1 pencil	PA + AB
	Definitions	A line drive catch retires the batter like a fly ball catch, and by marking the out with an "L" it provides a bit more detail on the type of catch taken.  Example: Batter hits a ball straight back to the pitcher who makes the catch to retire the batter.  (Fielding stats – Put out to 1)		
Infield fly outs	Definitions	Definition: An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. ... When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately signal and declare "infield fly" for the benefit of the runners. ... If the hit becomes a foul ball, it is treated the same as any foul ball (e.g., if caught the batter is out on a Foul Fly - not on an Infield Fly - and the ball is still alive).	IF 6 Pencil	PA + AB
	5.09(a)(5)  9.09(c)(1)	The batter is out when an infield fly is declared (whether or not it is caught), and the ball is alive. The baserunners are not required to advance, but may advance at their own risk (if the ball is caught, they must tag up first).  Example: With none out and runners on 1 <sup>st</sup> and 2 <sup>nd</sup> , the batter pops up above the shortstop and the umpire points to the sky and calls "infield fly" to retire the batter immediately and automatically, even though the fielder drops the catch. Baserunners do not attempt to advance.  (Fielding stats – Put out to 6)		

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS	/	/	/
o..ll.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Automatic outs	9.09(b) See also: 5.09(a)(2,6) 6.03(a) 9.15(a)(4)  9.03(d)  9.09(c)	Automatic outs are applied to quite a few situations with the ‘put out’ being automatically credited to the catcher when the batter is called out for: <ul style="list-style-type: none"> <li>□ A strikeout (held) or if touched by pitch while swinging at third strike.</li> <li>□ An illegally batted ball</li> <li>□ Bunting foul on the third strike (exception: if bunt is a caught foul fly – credit the put out to fielder making the catch – e.g.: “FF3 BU”)</li> <li>□ Being touched by his own batted ball</li> <li>□ Interfering with the catcher</li> <li>□ Failing to bat in proper turn</li> <li>□ Refusing to touch 1<sup>st</sup> base after getting a walk (BB, HPB or CI)</li> <li>□ <u>or</u> when the Runner is out for refusing to advance from 3<sup>rd</sup> base to home.</li> </ul> <p>Other automatic outs are applied when runners or batter/runners are called out for various infractions (refer to section on outs of the runner).</p>	K... BOB2 K2BTS  HBB2 UA2 INT BOO2 UA2 UA2 all in Pencil except K in blue.	PA + AB
Batting out of order	6.03(b)  9.03(d)    9.01(b)(4)	A batter shall be called out, on appeal, for failing to bat in the proper turn, and another batter completes a time at bat instead.  This rule is quite complicated and you are not expected to fully understand all of the intricate details of the rules at this stage of your scoring; however, you are encouraged to study the playing and scoring rules (6.03b & 9.03d).  <u>If the situation should arise, record the out on the batter who is ruled out by the umpire for missing his turn</u> , however take care that if the player who batted out of order (the improper batter) was put out already in another way (eg, groundout 6-3), keep the scoring as it was, but ensure it is marked on the batter who missed their turn and was called out, not on the “improper batter”.  Scorers should watch that the correct batting order is being followed, but if not, AT NO TIME should the scorer draw the umpire or either team’s attention to the fact that the wrong batter is batting!	BOO2 or BOO6-3 Pencil	PA + AB

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS	/	/	/
e..ll.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Batting out of the box	6.03(a)(1,2) 9.09 (b)(2)	A batter is called out by the umpire for an illegal action (batting out of box) when the batter hits a ball with one or both feet on the ground entirely outside the batter's box.  (Fielding stats – Put out to 2)	BOB 2 Pencil	PA + AB
Batter's interference	6.03(a)(3) 9.09 (b)(5)	A batter is called out by the umpire for an illegal action when he interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.  (Fielding stats – Put out to 2)  Note that if a baserunner is thrown out or putout at home, there is no interference, and the batter will not be called out – see Comment 6.03(a)(3)	UA2 INT Pencil	PA + AB
Bunting foul on 3 <sup>rd</sup> strike	5.09(a)(4) 9.09 (b)(3)  9.15 (a)(4)	A batter is out when he bunts foul on the third strike.  An automatic put out is credited to the catcher when the batter is called out for bunting foul on the third strike.  (Fielding stats – Put out to 2 & K to pitcher)  Note that the strikeout still applies with a bunting foul on 3rd strike automatic out – but <u>NOT</u> if it is a caught foul fly (scored as FF# BU).	K2BTS  Blue K Pencil 2BTS	PA + AB
Batter touched by a batted ball	5.09(a) (7,8,Comment)  9.09 (b)(4)	An automatic put out is credited to the catcher when the batter is called out for being touched by his own batted ball.  (Fielding stats – Put out to 2)	HBB2 pencil	PA + AB

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RUNS	/	/	/
o..ll.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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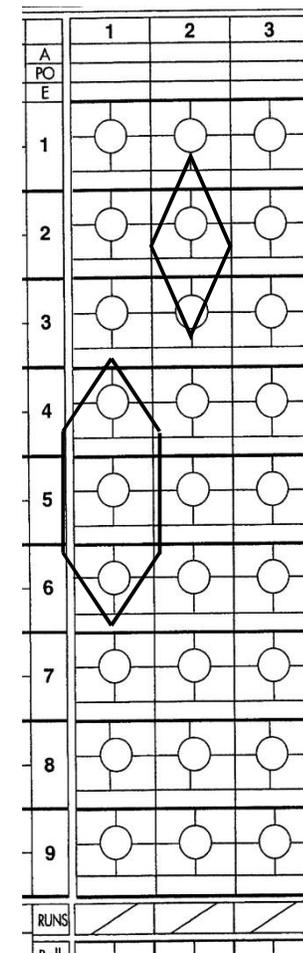
OUTS OF THE RUNNER				
Force outs	Definitions  9.09(a)(2) 9.10(a)(1)	<p>Definition: A force play is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.</p> <p>With a runner on 1<sup>st</sup>, or 1<sup>st</sup> &amp; 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup> &amp; 3<sup>rd</sup> a batter who hits the ball on the ground sets up a force at the base ahead of the runner(s). The fielder may choose to make an out on a preceding runner, rather than the batter, and due to the force the fielder with the ball only has to touch the base before the runner reaches it to make the out.</p> <p>Example: Runner on 1<sup>st</sup>. Batter grounds to shortstop who throws to 2<sup>nd</sup> baseman who touches 2<sup>nd</sup> base for the force out before the runner arrives. The batter is safe at 1<sup>st</sup> base on a Fielder's Choice.</p> <p>(Fielding stats – Assist to 6 &amp; Put out to 4)</p>	<p>Runner: 6 – 4 pencil</p> <p>Batter: FC 6 pencil</p>	<p>n/a</p> <p>PA + AB</p>
Tag outs	Definitions	<p>Definition: A tag is the action of a fielder in touching a runner with the ball, or with a hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.</p> <p>When no force exists on a base, a runner can be put out by being tagged off base. This can happen on an attempt to steal, as well as when the batter puts the ball into play. A runner must be tagged out if on a force play the 'force' was removed by an out made on a preceding base (e.g., Reverse Force DP). NOTE: There is <u>no special notation</u> for tag outs.</p>	<p><u>Do not</u> score using a "T#" for the out.</p> <p>UA#</p>	
Interference outs	Definitions  <b>6.01</b>  9.09(c)(6)& 9.09(c)(7)  9.02(a)(17) Comment	<p>Definition: ...If the umpire declares the batter, batter-runner, or runner out for interference, all other runners shall return to the last base legally touched (umpire's judgment) at the time of the interference.</p> <p><b>Read and study rule 6.01, especially sections (a) &amp; (i). Discuss examples.</b></p> <p>The put out is credited to the fielder who was interfered with, unless the interference was on a fielder throwing the ball, and then an assist will be credited to the thrower and a put out to the intended receiver. If both the runner and batter-runner are called out when the runner is judged to have deliberately interfered with a fielder (example: shortstop) with the intent to break up a double-play, credit the assists and put outs as if the double-play had been made legally. (Note: <u>No</u> GDP on batter) More on DP's later.</p>	<p>INT # INT # - # pencil</p> <p>INT 6 INT 6 - 3 DP ◇ orange</p>	<p>PA + AB</p>

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RUNS	/	/	/
o..ll			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Passing a preceding runner	5.08(b)(9) 9.09(c)(4)	A runner will be called out for passing another runner before such runner is out. Credit the Put out to the fielder nearest the point of passing.	PPR # pencil	
Running off the line	5.09(b)(1)  9.09(c)(3)	A runner can be called out if he runs more than three feet away from the baseline to avoid being tagged, unless the action is to avoid interference with a fielder fielding a batted ball; or after touching first base, the runner leaves the baseline, obviously abandoning the effort to touch the next base. Credit the Put out to the fielder whom the runner avoided	ROL # pencil	
Running in reverse order	5.09(b)(10) 9.09(c)(5)	When a runner is called out for running the bases in reverse order, credit the put out to the fielder covering the base the runner left in starting the reverse run.	RRO # pencil	
Runner hit by a batted ball	5.09(b)(7)  9.09(c)(2)	A runner will be called out if touched by a fair ball in fair territory before the ball has touched or passed an infielder (the ball is immediately dead and all other runners return to the last base they were legally entitled to unless a force). Credit the put out to the fielder nearest to the runner when he was hit by the ball. Record the batter as reaching 1 <sup>st</sup> on a safe hit to the same fielder.	HBB # Pencil	
Hit by infield fly	5.09(b)(7)  9.09(c)(1) 9.11	If a runner is touched by an Infield Fly when not in contact with the base, both runner and batter are out. Credit both put outs to the fielder who would have caught the ball. Note: This is also a double-play.	Batter - IF# Runner - HBB # pencil DP ◇ orange	

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RUNS	▧	▧	▧
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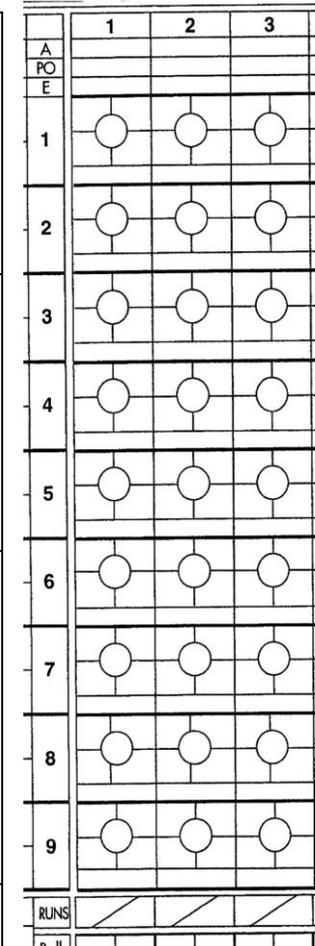
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Double / Triple plays	<p>Definitions</p> <p>9.11</p> <p>9.11 Comment &amp; 9.10(a)(1) Comment</p>	<p>A double play or triple play is a play by the defence in which two/three offensive players are put out as a result of continuous action, providing there is no error or misplay between put-outs.</p> <p>Credit participation in a DP/TP to each fielder who earns a put out or an assist when two or three players are put out in continuous action before the ball is dead or is in possession of the pitcher in his pitching position.</p> <p>Example: With none out and runners on 1<sup>st</sup> and 2<sup>nd</sup> base, the batter hits a line drive caught by the shortstop, who then tags the runner off 2<sup>nd</sup> and then throws the ball to the 1<sup>st</sup> baseman who touches the base for the third out (runner hadn't tagged up before catch).</p> <p>(Fielding stats: Two put outs to 6, Put out to 3, Assist to 6)</p> <p>Example: With a runner on 1<sup>st</sup> base, none out and a count of 1-2 on the batter, the batter swings and misses for strike 3, and the runner is thrown out attempting to steal 2<sup>nd</sup> base on a throw from the catcher to the shortstop.</p> <p>(Fielding stats: Put outs to 2 &amp; 6, Assist to 2, CS for Catcher, K for Pitcher)</p> <p>Note that you credit the double play or triple play also if an appeal play after the ball is in possession of the pitcher results in an additional put out.</p> <p>Example: One out, runner on 3<sup>rd</sup>, batter hits a fly to right which is caught and the runner goes home (Sac Fly). Ball is returned to pitcher who throws to 3<sup>rd</sup> baseman who appeals for runner leaving early, and umpire signals out at 3<sup>rd</sup>.</p>	<p>DP/TP ◇ orange <u>on both:</u></p> <p>Batter L6 Runners UA6 and 6-3 pencil</p> <p>Batter K2 blue Runner 2-6 CS Pencil</p> <p>Batter F9 Runner 1-5 AP</p>	<p>PA + AB</p> <p>PA + AB + K</p> <p>CS for Runner</p> <p>PA + AB</p>
<p>Grounded into double play – GDP</p> <p><b>VERY IMPORTANT!</b></p> <p>Also refer to the Appendix page 55.</p>	<p>9.02 (a)(17) &amp; Definitions</p> <p>9.02 (a)(17) Comment</p>	<p>The score report shall include the number of force double plays and reverse-force double plays a batter has grounded into.</p> <p>Example: None out, runner on 1<sup>st</sup>, batter hits grounder to 3<sup>rd</sup> baseman who throws to 2<sup>nd</sup> base for one out, 2<sup>nd</sup> base throws to 1<sup>st</sup> base for two outs.</p> <p>Do not charge a GDP if the batter is called out due to interference by a preceding runner, e.g. runner on 1<sup>st</sup>, grounder to short, out at 2<sup>nd</sup> 6-4, runner crashes the fielder, batter out on interference 4-3. This is a DP, not a GDP.</p> <p><u>Important:</u> Do not charge a GDP if a runner who is not forced to advance is put out in continuous play. For example, none out, runner on 2<sup>nd</sup> base, batter grounds out (6-3), runner is thrown out trying for 3<sup>rd</sup> base (3-5), this is a DP, but not a GDP.</p>	<p>Runner 5-4 Batter 4-3 GDP</p> <p>Runner 6-4 Batter 4-3 INT</p>	<p>PA + AB + GDP</p> <p>PA + AB</p>



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Force double plays	Definitions	<p>A force double play is one in which both put outs are force plays.</p> <p>Example: With none out and runners on first and second base, the batter hits a ground ball to the shortstop who throws to the 3<sup>rd</sup> baseman who touches 3<sup>rd</sup> base for one out, and then he throws to the 2<sup>nd</sup> baseman who touches 2<sup>nd</sup> base for the second out.</p> <p>(Fielding stats – Put outs to 5 and 4, assists to 6 and 5)</p>	<p>Batter FC 6 Runners 6-5, 5-4 pencil GDP ◇ orange</p>	<p>PA + AB + GDP</p>
Reverse force double plays	Definitions	<p>A reverse force double play is one in which the first out is a force out and the second out is made on a runner when the force is removed by the first out.</p> <p>Example: With one out and a runner on first, the batter hits a ground ball to the 1<sup>st</sup> baseman, who touches the base for one out and then throws to the shortstop who tags out the advancing runner before he reaches 2<sup>nd</sup> base for the second out.</p> <p>(Fielding stats – Put outs to 3 &amp; 6, Assist to 3)</p>	<p>Batter – UA3 Runner– 3 – 6 pencil GDP ◇ orange</p>	<p>PA + AB + GDP</p>
ASSISTS	9.10	<p>Each fielder who throws or deflects a batted or thrown ball in such a way that a put out results (or would have except for a subsequent decisive error), shall be credited with an assist.</p> <p>Example: Ground ball fielded by 3<sup>rd</sup> baseman is thrown to 1<sup>st</sup> base for an out.</p> <p>(Fielding stats – Put out to 3, Assist to 5)</p> <p>An assist is still credited in a missed out Decisive Error when a throw is on target and in time to get the runner out but the receiver muffs/drops the throw, eg: good throw from 3<sup>rd</sup> dropped by 1<sup>st</sup> baseman.</p> <p>DO NOT credit assists on extra-base errors, e.g.: runner from 1<sup>st</sup> safely steals 2<sup>nd</sup> but good throw from catcher is muffed by shortstop so runner goes to 3<sup>rd</sup>.</p>	<p>5 – 3 Pencil  5-E3  SB; e6 linked</p>	<p>PA + AB</p>
No assists on misplays	9.10 (b)(3)	<p>Do not credit an assist to a fielder whose wild throw permits a runner to advance, even though the runner is subsequently put out as a result of continuous play. A play that follows a misplay (whether an error or not) is a new play, e.g.: runner from 1<sup>st</sup> advances to 2<sup>nd</sup> on a hit to left field, but on the fielder's wild throw in, the runner tries for 3<sup>rd</sup>. Pitcher stops the ball and throws to 3<sup>rd</sup> base for tag out. Score assist only to the Pitcher (no assist to 7).</p>	<p>1 base advance linked to 1-5 pencil</p>	<p>PA + AB + Hit</p>

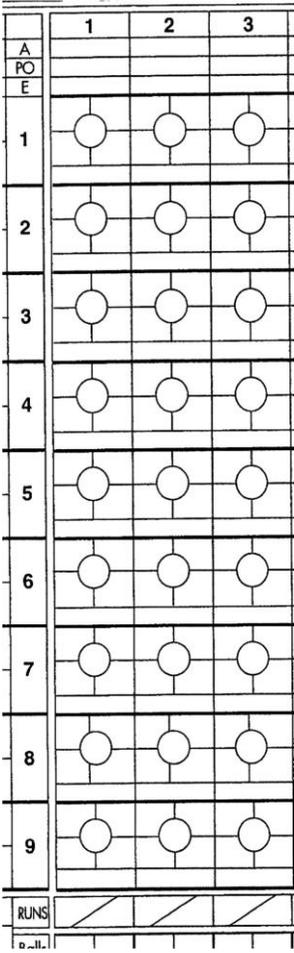
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RUNS			
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SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Deflections	9.10 (a)(1) Comment	Mere ineffective contact with the ball shall not be considered an assist. ‘Deflect’ shall mean to slow down or change the direction of the ball and thereby effectively assist in putting out a batter or runner.  Example: Batter hits a hard grounder up the middle, and the pitcher just nicks it with his glove, changing its direction so that it travels into the area of the 2 <sup>nd</sup> baseman who fields it and throws it to 1 <sup>st</sup> base for the out.  (Fielding stats: Put out to 3, Assists to 1 & 4)	1-4-3 pencil	PA + AB
Appeal play assists	9.10 (a)(1) Comment	If a put out results from an appeal play within the natural course of play, credit an assist to each fielder involved except the one making the out.  Example: Deep hit to right, batter reaches 3 <sup>rd</sup> base (triple), 2 <sup>nd</sup> baseman calls for ball from outfielder and appeals for missed base. Umpire calls out at 2 <sup>nd</sup> .  (Fielding stats: Put out to 4, Assist to 9)  If the appeal is initiated by the pitcher throwing to another fielder after the previous play has ended, credit only the pitcher with an assist.	- 9; 9-4 MB Linked	PA + AB + Single
Run-down plays	Definitions  9.10 (a)(1)	In run-down plays where the runner is caught between bases and the ball is thrown back and forth between members of the defensive team you must give an assist to all players who throw or deflect the ball in a play that results in a put out, or would have resulted in a put out but for subsequent error. If a run-down ensues, but the runner returns to his original base - and there has been no decisive error - do not record anything.  Only one assist shall be credited to each fielder who throws or deflects the ball in a run-down play which results in a put out (or decisive error), even if he makes more than one throw. A put out and assist can be credited to one player, eg. 2-5-2-5 CS, credit one Assist each to 2 & 5 and a Putout to 5.		
<b>EXERCISE</b>		Using the diagram to the right, record the following play: With a runner on 1 <sup>st</sup> base by BB, the pitcher attempts to throw the runner out at 1 <sup>st</sup> base (attempt to Pick Off). The runner does not dive back to 1 <sup>st</sup> , but takes off for 2 <sup>nd</sup> base. The 1 <sup>st</sup> baseman throws the ball to the Shortstop, who throws it back to the pitcher covering 1 <sup>st</sup> base. The pitcher then throws the ball to the 2 <sup>nd</sup> baseman who tags the runner out.		

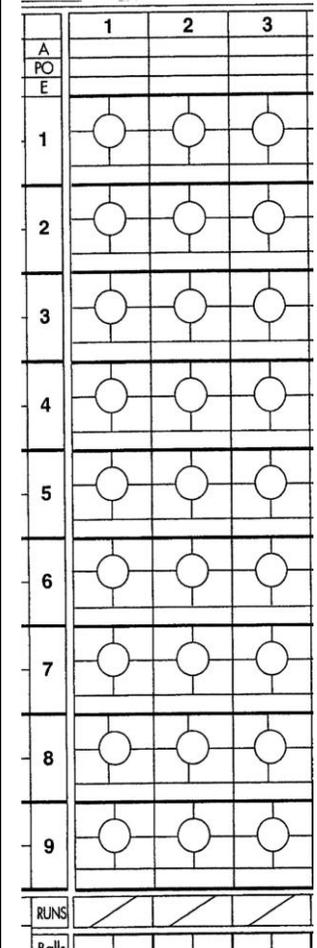


SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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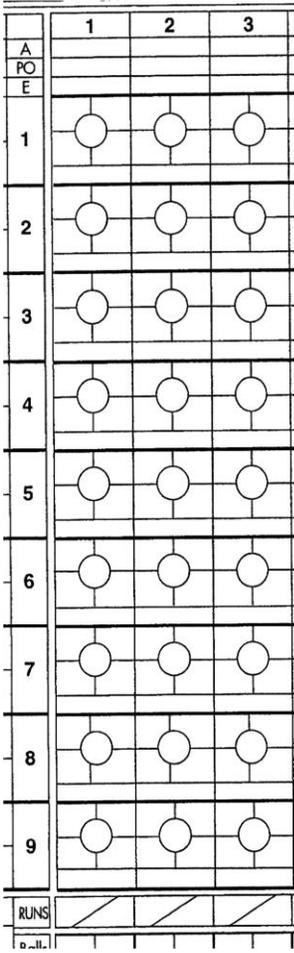
<b>ERRORS</b>	9.12 & Definitions	An error is a statistic charged against a fielder whose action has assisted the team on offence as set forth in rule 9.12. Refer also to <b>ORDINARY EFFORT</b>		
Description of errors	9.12 (a)(1)  9.12 (a)(1) Comment	<p>An error shall be charged against any fielder whose misplay (fumble, muff or wild throw):</p> <ul style="list-style-type: none"> <li>□ prolongs the time at bat of a batter,</li> <li>□ prolongs the presence on the bases of a runner, or</li> <li>□ permits a runner to advance one or more bases</li> </ul> <p>NOTE 1: Slow handling of the ball which does not involve mechanical misplay shall not be construed as an error.</p> <p>NOTE 2: It is not necessary that the fielder touch the ball to be charged with an error. If a ground ball goes through a fielder's legs or a pop fly falls untouched and in the scorer's judgment the fielder could have handled the ball with ordinary effort, an error shall be charged.</p> <p>NOTE 3: Mental mistakes or misjudgments are not to be scored as errors unless specifically covered in the rules.</p> <p>NOTE 4: If one fielder causes another fielder to misplay a ball – eg, by knocking the ball out of the other fielder's glove – charge an error to the interfering fielder, and do not charge an error to the fielder interfered with.</p> <p>It is strongly recommended that you dedicate some time to studying rule 9.12 in full, and discussing the finer points with higher accredited scorers.</p>		
Decisive errors	9.12	A 'decisive error' is a throwing, fielding or catching error that prolongs the time at bat of a batter or prolongs the life of a runner. In other words, the player should have been out. These errors are recorded in <b>UPPER CASE</b> red letters followed by the guilty fielder's position number (eg, E# or WT#).		
<b>EXERCISE</b>		Use the diagram to the right to record the following play: In the second inning batter 6 hits a single to right field, batter 7 hits a grounder to the 3 <sup>rd</sup> baseman who lets the ball go through his legs. No additional bases are advanced.		



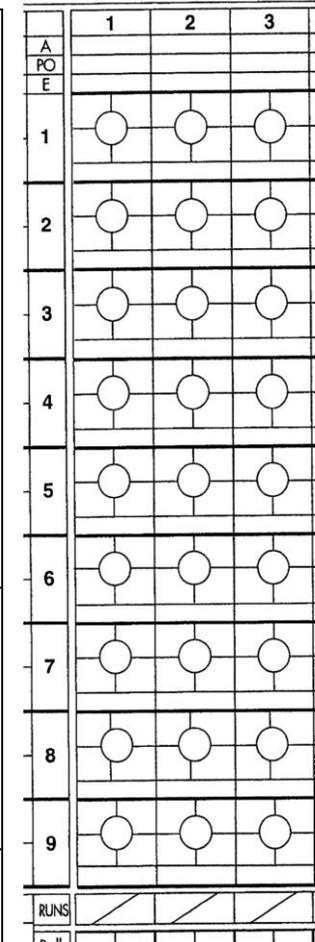
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Deliberating on errors	<p>Definitions</p> <p>9.12 (d)(2)</p> <p>9.12 (d)(4)</p>	<p>When making judgments on errors, remember that the fielder is only required to exhibit ORDINARY EFFORT commensurate with the skill level expected of an average fielder playing at that position in that league (an objective standard). If a fielder falls short of the standard expected, even if he tries his best, the scorer should charge that fielder with an error.</p> <p>Do not judge a play unfairly by charging an error just because the fielder touched the ball – when in fact they have displayed more than ordinary effort such as running a considerable distance to catch a fly ball or stretching or leaping to stop a hit or to catch a wildly thrown ball. Equally, just because a hit is untouched by a fielder, that is not a sufficient reason to charge no error.</p> <p>The scorer must observe and consider the position of the batter or runner at the time a misplay is committed in order to judge whether the fumble or wild throw was the reason the batter or runner reached a base, or whether he would have made it to the base anyway.</p> <p>Should a misplay be committed, but because of a good recovery a force out is made at a different base, no error can be recorded. Also, do not record two errors on one play, unless the second error allows a runner to advance additional bases. One fielder can be charged with two errors in one play if two bases are advanced, eg. grounder badly fumbled by shortstop, then thrown wild over 1<sup>st</sup> base, batter reaches 2<sup>nd</sup> base. Score as E6 + wt6.</p>		
Extra base errors	9.12 (a)(6) & others	<p>Extra base errors do not prolong the life of a runner on base (he was not going to be out), but allow him to advance one or more extra bases than he should have advanced without the error. These errors are recorded in lower case red letters followed by the guilty fielder's position number (eg, e#, wt#).</p> <p>If in committing an error a fielder is responsible for two runners advancing extra bases, care should be taken to record the advances. The main play is shown as a conventional error and the subsequent advance of the other runner is shown as a ringed (circled) error. The ring tells us that this was the result of an error which has already been entered and counted, and that two separate errors are not to be charged against that fielder.</p>		
<b>EXERCISE</b>		Return to the previous diagram and advance the runners an extra base due to the fielding error.		



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Dropped fly ball	9.12	Any fly ball which the scorer considers should have been caught with ordinary effort but was not held is a “muffed fly” and is a decisive error. Remember to consider how much ground was covered getting to the ball.	MF # red	PA + AB
Dropped foul fly balls	9.12(a)(2)	An error shall be charged against any fielder who muffs a foul fly to prolong the time at bat of a batter, whether the batter subsequently reaches base or is put out. Consider the effort a fielder made getting to a ball in foul territory.  The scoring symbol must be written small in the bottom part of the 1 <sup>st</sup> base section of the batter’s square to allow space for a subsequent play. Note: the pitch may be written as a red F, but the MFF# must still be shown.	MFF # red  (at the bottom of the 1 <sup>st</sup> base qtr)	Not known yet
Fielding errors	9.12(a)(1) & Comment	When a batter’s arrival on base or advance of a runner on base is due to a fielder who fumbles the ball or allows the ball to go through his legs, or who allows a ground ball to pass either side of him if, in the scorer’s judgment, a fielder at that position making ordinary effort would have fielded such ground ball, then an error shall be charged against that fielder.  Example 1: Batter hits a grounder to the shortstop who fumbles picking it up and then his throw to 1 <sup>st</sup> is not in time to make the out. (Error 6)  Example 2: Runner on 2 <sup>nd</sup> , batter hits to right field, the ball rolls through the fielder’s legs, allowing the runner to advance home from 3 <sup>rd</sup> . (error 9)	E6 red  e9 red	PA + AB  PA + AB + Hit (No RBI)
Wild throw errors	9.12(a) (5, 6, 7)	An error shall be charged when a throw is too high or wide to be taken by the receiver with ordinary effort, thus allowing the batter or runner to reach base or advance a base they would otherwise not have with errorless play.	WT #or wt # red	PA + AB
Receiver errors	9.12(a)(8)	An error shall be charged against any fielder whose failure to stop an accurately thrown ball permits a batter to reach base or a runner to advance, providing there was occasion for the throw. If the throw was made to 2 <sup>nd</sup> the scorer must determine whether it was the duty of the 2 <sup>nd</sup> baseman or the shortstop to stop the ball, and an error is charged to the player at fault. If the error is decisive, credit an assist to the thrower.	# - E# or e #  red	
<b>EXERCISE</b>		Practice recording error symbols, remembering to extend a line around the bases if the error accounts for more than one base advanced. Write the error symbol where runner ended up.		



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Exceptions to errors	9.12(d)(1) & 9.12(a)(5)	No error shall be charged against the catcher when the catcher, after receiving the pitch, makes a wild throw attempting to prevent a stolen base, unless the wild throw permits the stealing runner to advance one or more extra bases or permits any other runner to advance one or more bases. Note: This also applies to any fielder throwing to prevent a stolen base.		
	9.12 (d)(2)	No error shall be charged against any fielder who makes a wild throw if in the scorers' judgment the runner would not have been put out with ordinary effort by a good throw, unless such wild throw permits any runner to advance an extra base had the throw not been wild.		
	9.12 (d)(3) & Comment	No error shall be charged against any fielder who makes a wild throw in attempting to complete a double play or triple play, unless such wild throw enables any runner to advance beyond the base the runner would have reached had the throw not been wild. NOTE When a fielder muffs a thrown ball which, if held, would have completed a double play or triple play, charge an error to the fielder who drops the ball and credit an assist to the fielder who made the throw.		
	9.12 (d)(4)	No error shall be charged against any fielder when, after fumbling a ground ball or dropping a fly ball, a line drive or a thrown ball, recovers the ball in time to force out a runner at any base.		
	9.12 (a)(1)	No error shall be charged against any fielder who permits a foul fly to fall safe with a runner on 3 <sup>rd</sup> base before 2 are out, if in the scorer's judgment the fielder deliberately refuses the catch in order that the runner on 3 <sup>rd</sup> shall not score after the catch (eg, Sacrifice Fly).		
	Obstruction & Defensive interference	Definitions	Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. It is entirely up to judgment of the umpire.	
Definitions		Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch. This is more commonly called "Catcher's Interference".		
9.12(c) 9.02 (a)(1)(D)		When the umpire awards the batter or any runner(s) one or more bases because of the interference or obstruction, charge the fielder who committed the interference or obstruction with one error, no matter how many bases the batter or runner(s) are advanced. NO "At Bat" counts on the batter.		
Examples		Obstruction: Batter lays down a bunt. Pitcher fields the ball for a tag out, but the 1 <sup>st</sup> baseman bumps into the batter and knocks him over before the tag. Ball is dead, batter is awarded 1 <sup>st</sup> .	OBS 3 red	PA + CI
		Obstruction: Runner on 1 <sup>st</sup> tries to steal on the pitch (swung at and missed), but 2 <sup>nd</sup> baseman bumps into him between 1 <sup>st</sup> & 2 <sup>nd</sup> . The ball is dead and the runner is awarded 2 <sup>nd</sup> base.	obs 3 red	(n/a)
		Catcher's Interference: With a count of 1-0, batter swings and misses at the next pitch, but the catcher reaches out and contacts the bat during the swing. Batter is awarded 1 <sup>st</sup> base.	INT 2 red	PA + CI



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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Battery "errors" (misplays)	Definitions	The battery is the pitcher and catcher for the defensive team.		
	9.12 (d)(5)	Because the pitcher and catcher handle the ball much more than other fielders, certain misplays on pitched balls are defined in rule 9.13 as wild pitches and passed balls. The scorer shall not charge an error against any fielder when a wild pitch or passed ball is scored. The official scorer shall not charge an error when a runner or runners advance as the result of a passed ball, wild pitch or balk.		
	9.12(f)	A wild pitch shall be charged when a legally delivered ball is so high, or so wide, or so low that the catcher does not stop and control the ball by ordinary effort, thereby permitting a runner or runners to advance.		
	Definitions 9.13(a)	A wild pitch shall be charged when a legally delivered ball touches the ground before reaching home plate and is not handled by the catcher, permitting a runner or runners to advance.		
	9.13(b)	When recording the advance on a wild pitch, the number of the batter at bat at that time is included to more thoroughly describe the inning's progression. (Fielding stats: WP in pitcher's stats)  A catcher shall be charged with a passed ball when failing to hold or to control a legally pitched ball which should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance.  When recording the advance on a passed ball, the number of the batter at bat is included to more thoroughly describe the inning's progression. (Fielding stats: PB in catcher's stats)  Should more than one runner advance because of the wild pitch or passed ball, or the batter safely gains 1 <sup>st</sup> base and a runner advances, we must be careful to indicate that only one wild pitch or passed ball was responsible. This is done by indicating the first, or more significant, action as the main WP or PB, and drawing a ring (circle) around any other moves on the same action and using lower case lettering.	WP # blue  PB # red  wp# pb#	
	9.13 comment	The scorer shall not charge a wild pitch or passed ball if the defence makes an out before the runners advance, or if an out is made but another runner advances on the play (score that advance on a fielder's choice).		

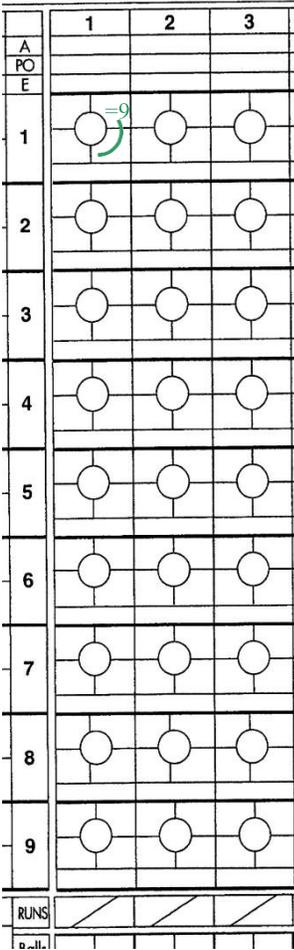
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RUNS	/	/	/
o.l.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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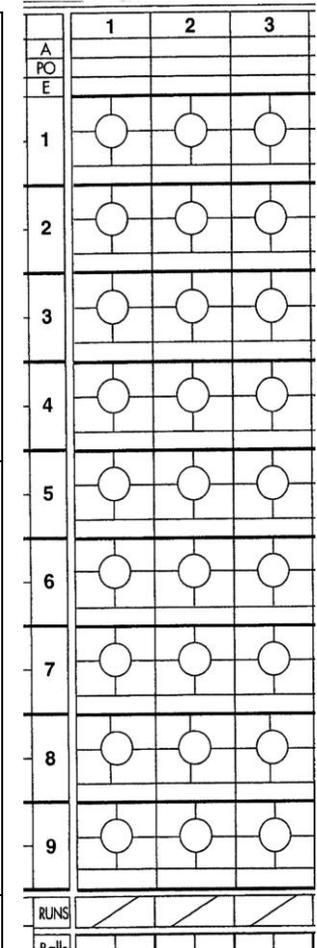
THE OFFENCE	Definitions	The offence is the team, or any player of the team, at bat.		
Safe hits	9.05	A base hit is a statistic credited to a batter when such batter reaches base safely, as set forth in Rule 9.05.		
	9.05(a)	<p>A base hit shall be scored when the batter reaches first base (or any succeeding base) safely on a fair ball:</p> <p>(1) that settles on the ground, that touches a fence before being touched by a fielder or that clears a fence;</p> <p>(2) hit with such force, or so slowly, that any fielder attempting to make a play with the ball has no opportunity to do so;</p> <p>Comment: Credit a hit if the fielder attempting to handle the ball cannot make the play, even if such fielder deflects the ball from or cuts off another fielder who could have put out a runner. (Also see 9.12(a)(1)Comment last para.)</p> <p>(3) that takes an unnatural bounce so that a fielder cannot handle it with ordinary effort, or that touches the pitcher's plate or any base (including home plate) before being touched by a fielder and bounces so that a fielder cannot handle the ball with ordinary effort;</p> <p>(4) that has not been touched by a fielder and that is in fair territory when the ball reaches the outfield, unless in the scorer's judgment, the ball could have been handled with ordinary effort;</p> <p>(5) that has not been touched by a fielder touches a runner (dead ball - runner is OUT) or an umpire (dead ball), unless a runner is called out for having been touched by an infield fly (and the batter is OUT);</p> <p>(6) When a fielder unsuccessfully attempts to put out a preceding runner and, in the scorer's judgment, the batter-runner would not have been put out at first base by ordinary effort.</p> <p>Comment: In applying these rules, always give the batter the benefit of the doubt. A safe course to follow is to score a hit when exceptionally good fielding of a ball fails to result in a put out.</p>		

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RUNS	/	/	/
o..l.			

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Safe hits symbols		<p>The hit is recorded by entering a dash for each base reached safely on the hit (single, double, triple or homerun), followed by the hit location (position number of the fielder who fielded the ball, or would have fielded it if not for the ball going over the fence). The symbol is recorded in the section of the batter's square representing the base the hit took him to. A line is then extended from this symbol back to the 1<sup>st</sup> base section (in the case of extra-base hits).</p> <p>Example shown: Batter hit a double to right field. (Pitcher stats: 1 Hit)</p>	<p>– # = # ≡ # ≡ # green</p>	PA + AB + H + 2
Value of hits	9.06	<p>Score a 1, 2, 3 base hit or home run to the batter when no put out or error results, providing all bases are touched. If a batter-runner advances an extra base on their hit due to the defensive team choosing to attempt to throw out a preceding runner score the extra advance as a fielder's choice.</p> <p>If a batter is given out for failing to touch a base credit the batter only with the number of bases legally touched prior to the base not touched.</p> <p>Example: if the batter is called out for missing home plate the batter is credited with a 3 base hit (even if the ball was hit out of the park!).</p> <p>Likewise, if a batter-runner <u>over slides</u> the base and is tagged out, the value of the hit is only the number of bases reached safely. Example: batter- runner over slides at 3<sup>rd</sup> base and is tagged out - only a 2 base hit is applied.</p> <p>However, if the batter <u>overruns</u> 2<sup>nd</sup> or 3<sup>rd</sup> base and is tagged out, the batter-runner is credited with the last base touched. Example: batter-runner overruns 2<sup>nd</sup> base and is tagged out, the batter-runner is credited with a 2 base hit.</p> <p>It is recommended that Rule 9.06 be studied in its entirety. Pay careful attention to <u>situations where a preceding runner advances or is put out</u>. Example: With none out, runner on 1<sup>st</sup>, batter hits a deep fly ball to right field. Fielder cannot make the catch (no error), batter reaches 2<sup>nd</sup> but runner is thrown out trying to reach 3<sup>rd</sup> base. Batter only gets a single + FC9 to 2<sup>nd</sup>.</p> <p><b>EXERCISE:</b> Using the diagram to the right, show the advance of batter 2 on a safe hit single to left field, with an extra base advance to 2<sup>nd</sup> on the fielder's unsuccessful attempt to throw out batter 1 at the plate.</p>		

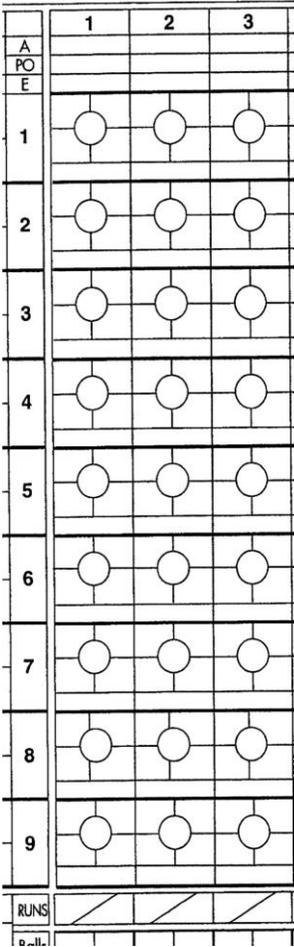


SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Batted ball hits runner or umpire - Interference	9.05 (a)(5)  6.01(f)comment  6.01(a)(11)	A single base hit is credited to the batter when a fair ball which has not been touched by a fielder touches a runner or an umpire. Record the hit in the 1 <sup>st</sup> base section of the batter's square, with the hit location as the fielder nearest to the incident.  A fair ball which touches an umpire before it has been touched by a fielder or before it passes an infielder (other than the pitcher) is a dead ball; runners only advance if forced by the batter's safe arrival on 1 <sup>st</sup> base (which is a hit).  The runner is out if touched by a fair ball in fair territory before the ball has been touched by or has passed an infielder (other than the pitcher). The ball is dead; runners only advance if forced by the batter's safe arrival on 1 <sup>st</sup> base (which is a hit).  (Fielding stats: Put out to the fielder nearest the incident)	- # green INT   HBB # pencil	PA + AB + H + 1
Value of game winning hit	9.06(f)       9.06(g)	When a batter ends a game with a safe hit which drives in as many runs as are necessary to put the offensive team in the lead, the batter shall be credited with only as many bases as are advanced by the runner who scores the winning run, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run (this includes a "ground-rule double" – it may have to be scored as a single if the batter stops at 1 <sup>st</sup> ).  Example: Bottom of the 9 <sup>th</sup> , none out, bases loaded, home team trails by one run. Next batter hits a deep line drive into the right field corner and all baserunners cross the plate, while the batter-runner stops at 3rd base. Score as a double base hit and two RBI's.  When a batter ends a game with a home run hit out of the park (e.g., over the fence), the batter and any runners on base are entitled to score.	- # green       ≡ # green	PA + AB + H + 1 (or 2, 3)      PA + AB + H + HR + RBI (#)
<b>EXERCISE</b>		Using the 2 <sup>nd</sup> inning column in the diagram to the right, place batter 5 on base with a single hit to right field and batter 6 hitting a home run over the left field fence, advancing batter 5 home as well.		

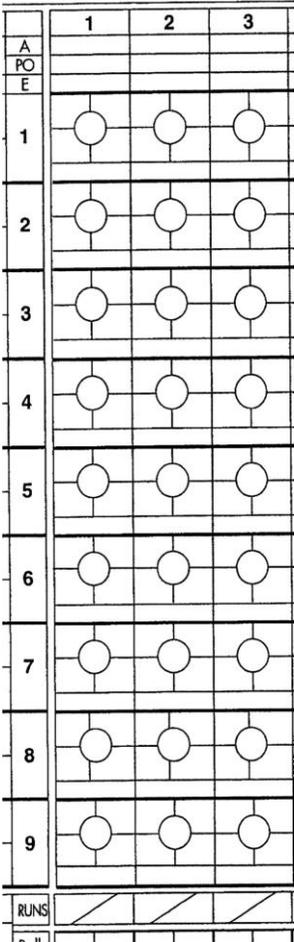


SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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Fielder's choice	<p>Definitions</p> <p>9.05(b) &amp; Comment</p>	<p>FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers -</p> <p>(a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner;</p> <p>(b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and</p> <p>(c) To account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).</p> <p>A fielder's choice is recorded on the batter:</p> <p>(1) if a runner is forced out by a batted ball or would have been forced out except for a fielding error;</p> <p>(2) when a runner forced to advance fails to touch the first base to which the runner is advancing and is given out on appeal;</p> <p>(3) when an infielder handles a batted ball and puts out a preceding runner (not forced) who is trying to advance or return to a base;</p> <p>(4) when a fielder's attempt to put out a preceding runner fails, and in the scorer's judgment the batter could have been put out at 1<sup>st</sup> base (this doesn't apply if the fielder merely looks toward or feints a throw to the other base before attempting the put out at 1<sup>st</sup> base);</p> <p>(5) When a runner is out for interference (interfering with a fielder attempting to field a batted ball), unless in the scorer's judgment the batter-runner would still have been safe had the interference not occurred.</p> <p>The play (for the batter) is recorded in the 1<sup>st</sup> base section of the batter's square with the letters FC followed by the fielder's position number.</p>	FC # pencil	PA + AB
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SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Base on balls	Definitions	A base on balls is an award of 1 <sup>st</sup> base granted to a batter who, during a plate appearance, receives 4 pitches outside the strike zone.  Record a base on balls on the batter by writing 'BB' in the 1 <sup>st</sup> base section of the batter's square.  (Pitcher stats: 1 BB)	BB blue	PA + BB
Intentional base on balls	9.14(b)  9.14(d)  9.02 (a)(13)	Intentional base on balls is scored when the pitcher makes no attempt to throw the last pitch to the batter into the strike zone, but purposely throws the ball wide to the catcher outside the catcher's box.  Intentional base on balls is also scored when a batter is awarded first base because the defensive team's manager informs the umpire of the team's Intention to walk the batter. (Umpire signals with 4 fingers). Record and tally ONLY the pitches that were actually thrown – which may have been zero.  Record an intentional base on balls on the batter by writing 'IBB' in the 1 <sup>st</sup> base section of the batter's square.  (Pitcher stats: 1 BB and a separate tally for IBB's – use game notes section)	IBB blue	PA + BB
Hit by pitched ball	5.05(b)(2)  9.02 (a)(14)	A batter will be awarded 1 <sup>st</sup> base when he is touched by a pitch which he is not attempting to hit so long as the pitch is outside of the strike zone. If the ball hits the batter in the strike zone, in the act of swinging, or the batter makes no attempt to avoid being touched, it becomes a strike and dead ball.  Record a hit by pitched ball on the batter by writing 'HPB' in the 1 <sup>st</sup> base section of the batter's square.  (Pitcher stats: 1 HPB)	HPB blue	PA + HPB
<b>EXERCISE</b>		Using the 1 <sup>st</sup> inning column in the diagram, record the following plays:  Batter 1 reaches 1 <sup>st</sup> by base on balls, Batter 2 hits to the 2 <sup>nd</sup> baseman who tags his base for one out. Batter 3 hits to shortstop who throws the ball wild over 1 <sup>st</sup> baseman's head, resulting in the runner reaching 3 <sup>rd</sup> but the batter-runner staying on 1 <sup>st</sup> . Batter 4 swings and misses the 3 <sup>rd</sup> strike. Batter 5 grounds to 1 <sup>st</sup> baseman who puts him out unassisted.		

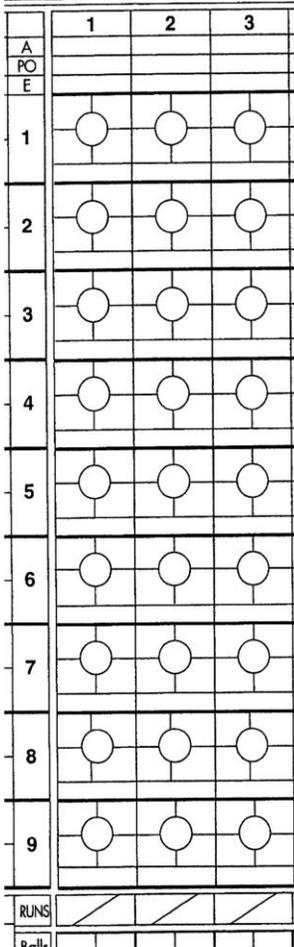


SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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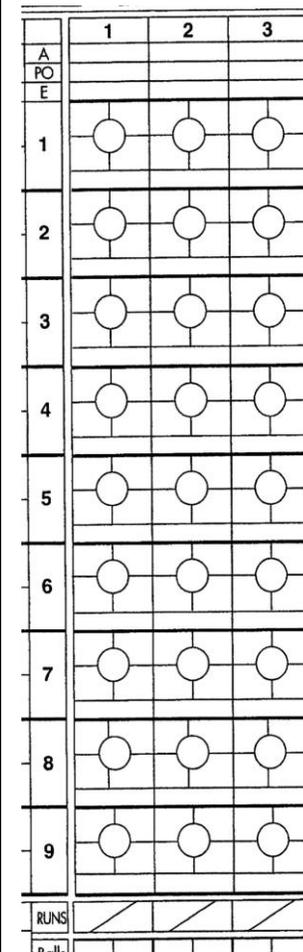
SACRIFICE SITUATIONS		The principle of scoring a sacrifice rather than just a plain out or error on a batter is that when a batter gives up, or sacrifices, his chance to score a hit – for the benefit of the team – his batting average should not suffer.  Record sacrifices with a large blue ‘S’ drawn through the batter’s square.		
Sacrifice hit (bunt)	9.08	(a) Score a sacrifice bunt when before 2 are out, the batter advances one or more runners with a bunt and is put out at 1 <sup>st</sup> base, or would have been put out except for an error. (Note: The scorer must judge that the batter was bunting for the sacrifice, rather than for a hit).  (b) Score a sacrifice bunt when before 2 are out, the fielders handle a bunted ball without error in an unsuccessful attempt to put out a preceding runner advancing one base. (If the scorer judges the batter could not have been put out at 1 <sup>st</sup> base with ordinary effort, credit the batter with a base hit.)  (c) Do not score a sacrifice bunt when any runner is put out attempting to advance one base on a bunt (charge the batter with an At Bat and no hit).	S blue + # – # pencil or E# red  S blue + FC # pencil  FC # BU pencil	PA+SAB  PA+SAB  PA + AB
Sacrifice fly	9.08	(d) Score a sacrifice fly when, before 2 are out, the batter hits a ball in flight (fly or line drive) handled by an outfielder or an infielder running in the outfield that:  (1) is caught, and a runner scores after the catch; or	S blue + F # pencil	PA+SAF + RBI
Dropped sacrifice fly	9.08	(2) is dropped and a runner scores, if in the scorer’s judgment the runner could have scored after the catch had the fly been caught.  Comment: A sacrifice fly shall be scored in accordance with the above rule even though another runner is forced out by reason of the batter becoming a runner (e.g., runners on 1 <sup>st</sup> & 3 <sup>rd</sup> , dropped sac fly, runner thrown out at 2 <sup>nd</sup> ).  Record the sacrifice fly by drawing an ‘S’ through the batter’s square and the symbol for the fielding in the appropriate base sections of the squares.  (Fielding stats: apply assists, put outs and errors for all sacrifice plays)	S blue + MF # red  S blue + FC # & # – # pencil	PA+SAF + RBI

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7	○	○	○
8	○	○	○
9	○	○	○
RUNS	/	/	/
o.l.l.			

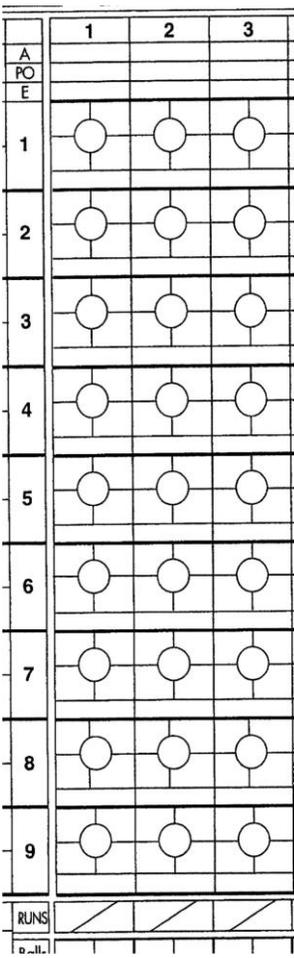
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Sacrifice foul fly	9.08 (d)(1)  5.12(b)(6) 5.06(b)(3)(C)	Score a sacrifice foul fly the same as a sacrifice fly if the batter hits a ball in flight handled by an outfielder or an infielder running in the outfield in foul territory and a runner scores after the catch.  If the fair or foul fly is carried out of play into dead ball territory and the fielder falls over (e.g., into an out of play area or the stands), the umpire will call time and advance all runners on base. If the fielder remains on his feet, the ball is alive and runners advance at their own risk.	S blue + FF# pencil	PA+SAF + RBI
ADVANCING BASES		When scoring a game of baseball every base advanced by the offence must be accounted for. Once a batter reaches base safely any subsequent advances around the bases are recorded in each section of the batter's square by entering a symbol (e.g., SB, WP, PB, etc.) or the line-up number of the batter (e.g., 1-9) whose action advanced the runner.		
On action of batter		If a runner advances a base or bases due to a subsequent batter's: <ul style="list-style-type: none"> <li><input type="checkbox"/> safe hit,</li> <li><input type="checkbox"/> sacrifice bunt or sacrifice fly,</li> <li><input type="checkbox"/> fielder's choice,</li> <li><input type="checkbox"/> walk (base on balls, hit by pitch, catcher's interference)</li> <li><input type="checkbox"/> reaching on error before 2 are out, or</li> <li><input type="checkbox"/> put out before 2 are out,</li> </ul> The advance is recorded by entering, in the relevant section of the runner's square, the line-up number of the batter whose action advanced him.	# pencil	
<b>EXERCISE</b>		Using the 2 <sup>nd</sup> inning column of the diagram to the right, place Batter 4 on 1 <sup>st</sup> base on a base on balls. Advance the runner to 3 <sup>rd</sup> base on Batter 5's double (2-base hit) to right field, then bring the runner on 3 <sup>rd</sup> home on Batter 6's sacrifice fly to centre field. Record Batter 7 being hit by pitch. Batter 8 flies out to left field for second out. Batter 9 reaches base due to the catcher losing control of the third strike, with baserunners advancing on same play. Batter 1 hits a grounder to the 3 <sup>rd</sup> baseman, who tags his base for side away.		



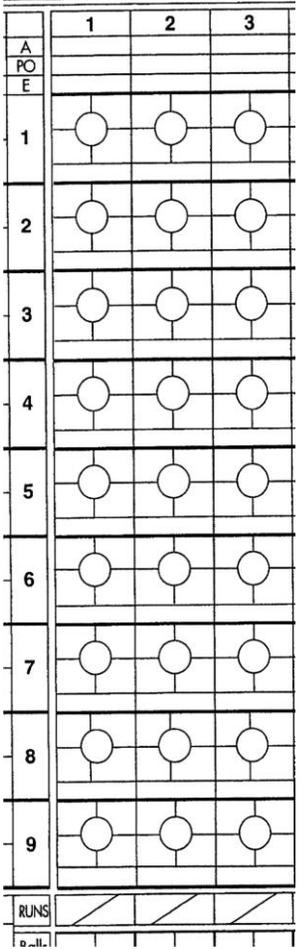
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
On errors	9.12          9.12 (a)(5) & (d)(1)	<p>If, with less than 2 out, a runner advances a base or bases after an error is made fielding the batter's hit ball, the runner's initial advance is on the batter's number and any subsequent advance on that same play is shown by a circled error written in lower case letters. Link the two notations.</p> <p>If, with 2 outs, a batter's hit ball is errored, all runners advance only on the error, not the batter (they wouldn't have advanced if the 3<sup>rd</sup> out was made).</p> <p>If the runner advances when a fielder errors a play on him that would have put him out with errorless play (eg, runner on 1<sup>st</sup>, batter hits to shortstop, (FC6) but throw is wild over 2<sup>nd</sup> baseman, the advance is shown on the error written in upper case (to show that <u>the runner</u> should have been out). If more than one base is advanced on the play, write the error in the final base section reached, with a line extending back to where the runner started from.</p> <p>If the decisive error (attempt to put out) is a muffed catch of a good throw, make sure to credit the assist, eg, runner on 1<sup>st</sup>, batter grounds to 2<sup>nd</sup> baseman, who throws to shortstop covering 2<sup>nd</sup> base, but shortstop muffs the catch. Note: Batter is safe on FC4, even if there were 2 outs in the inning.</p> <p>No error is charged against <u>any</u> fielder if they make a wild throw in attempting to prevent a stolen base (score a stolen base), unless the runner advances an extra base (score the stolen base and the error, linked).</p>	# pencil + <b>e#</b> red (linked)  WT 6 red  4 – E6 pencil/red  Sb# – e # pencil/red	
<b>EXERCISE</b>		Using the diagram, record Batter 7 safe at 1 <sup>st</sup> on a hit to right field followed by the next batter hitting safely to centre field, but allowing both runners to advance an extra base due to the fielder over-running his fielding of the ball.		
On fielder's choice	9.07(g) comment Definitions	If a batter reaches base whilst a play is being made on another runner, the advance is recorded by entering 'FC#' in the relevant section of the batter's square, with # denoting the fielder initiating the play. If a baserunner advances an extra base due to a play being made on another runner, or due to Defensive Indifference, record the advance as by Fielder's Choice.	FC # pencil	
<b>EXERCISE</b> Refer 9.04(a) in discussion		Using the same diagram record Batter 9 hitting a "hit & run" grounder to the 1 <sup>st</sup> baseman who elects to throw out the runner at home plate (tag play). On the play the batter advances to 2 <sup>nd</sup> base (runner on 2 <sup>nd</sup> had advanced to 3 <sup>rd</sup> ). Discuss why the advance from 2 <sup>nd</sup> to 3 <sup>rd</sup> is not a FC.		



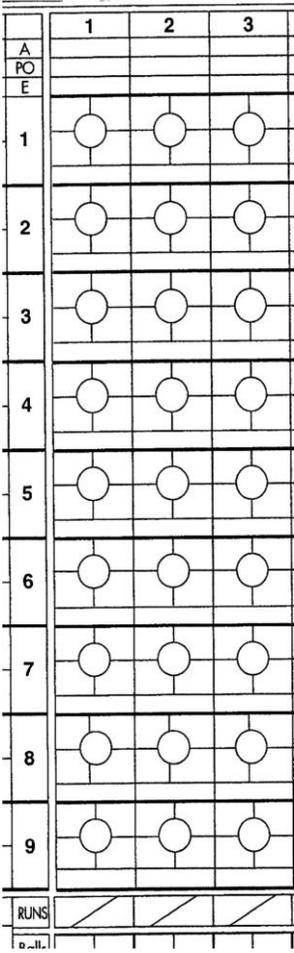
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
On balk	Definitions 6.02(a)	<p>A balk is ruled by the umpire when he sees an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.</p> <p>The umpire will advance any runners one base on a balk called on the pitcher. No pitch is added to the batter's count (if it was thrown). In Junior games, if the pitch was thrown, mark it with a blue dot on the batter's count. It does not count as a pitch on the batter; however it is tallied as a pitch in the junior pitcher's totals.</p> <p>To record a runner's advance on a balk, enter 'BLK' in the relevant section of the scoring square. If more than one runner is on base, then circle the 'blk' symbol for the runners behind the lead runner. OPTIONAL – also include the at-bat batter's line-up number, in the same way as a WP#, PB# or SB#.</p> <p>(Pitcher's stats – 1 BLK)</p>	<p>BLK blue</p> <p>blk</p>	
<b>EXERCISE</b>		Using the diagram, put Batter 6 on base from a single hit to left field. Batter 7 reaches 1 <sup>st</sup> on an intentional base on balls, then both runners advance on a balk pitch to Batter 8.		
On a wild pitch	Definitions 9.13(a)  9.07(a)  9.13 Comment	<p>A wild pitch is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.</p> <p>Score a wild pitch when a runner advances a base due to a pitch delivered so high, so low, or so wide that the catcher cannot stop and control it. Record the advance of a runner on a wild pitch by the symbol 'WP#' in the scoring square base section, with # for the at-bat batter's line-up number.</p> <p>It is important to observe whether the advance was due to the wild pitch, or if the runner was stealing on the pitch. If a runner is stealing, and due to a wild pitch is able to advance an extra base, score both in the relevant base sections and link the two symbols.</p> <p>If more than one runner advances on the same wild pitch, circle the 'wp' symbol for the runners behind the lead runner. <u>Do not</u> score any wild pitch on runners' advances if another runner is put out advancing on the play (FC).</p> <p>(Pitcher's stats – 1 WP, and only count <u>one</u> even if two runners advanced).</p>	<p>WP# blue</p> <p>SB#-WP# pencil - blue</p> <p></p>	
<b>EXERCISE</b>		Using the same diagram, advance both runners on one wild pitch.		



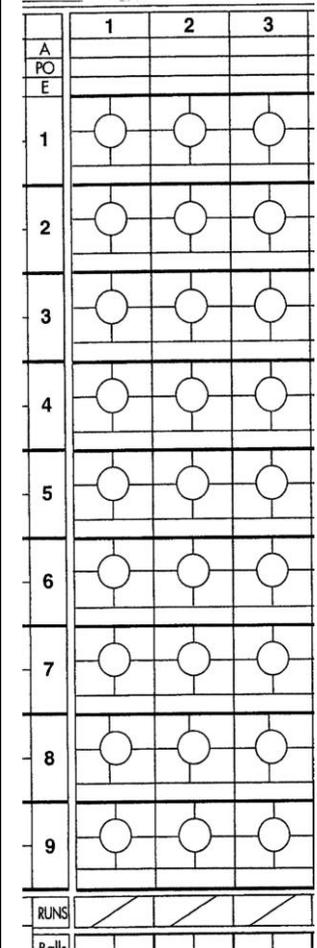
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
On passed ball	9.13	A passed ball is a statistic charged against a catcher whose action has caused a runner or runners to advance, as set forth in rule 9.13(b).		
	9.13(b)	A catcher shall be charged with a passed ball when failing to hold or to control a legally pitched ball which should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance. To record the advance of the runner on a passed ball, enter 'PB#' in the base section of the scoring square, with # for the at-bat batter's line-up number.	PB# red	
	9.07(a)	It is important to observe whether the advance was due to the passed ball, or if the runner was stealing on the pitch. If a runner is stealing, and due to a passed ball is able to advance an extra base, score both in the relevant base sections and link the two symbols.	SB#-PB# pencil - red	
	9.13 Comment	If more than one runner advances on the same passed ball, circle the 'pb' symbol for the runners behind the lead runner. Do not score a passed ball on a runner's advance if another runner is put out advancing on the play.  (Catcher's stats – 1 PB, and only count <u>one</u> even if two runners advanced)		
Stolen bases	9.07	A stolen base shall be credited to a runner whenever the runner advances one base unaided by a hit, a put out, an error, a force-out, a fielder's choice, a passed ball, a wild pitch or a balk. A stolen base will apply if the:  (a) runner starts for the next base before the pitcher delivers the ball which results in what would ordinarily be scored a passed ball or wild pitch;  (b) catcher throws the ball wild trying to prevent the runner from stealing; however, if the stealing runner then advances an extra base on the wild throw the stolen base is recorded plus the error (linked). If the wild throw permits another runner to advance, score as an error.		
	9.12(a)(5)	(c) Runner, after evading a run-down play, advances to the next base without the aid of an error. Any other runner who advances safely on this play is also awarded a stolen base (double-steal), or if the first runner safely returns to his base without error and another runner advances on the play, that runner will be credited with a stolen base – not a fielder's choice.  Record stolen bases with the symbol 'Sb#' in the section of the batter's square denoting the base reached, with the # denoting the batter at bat.  (Catcher's stats – 1 SB for each stolen base, eg: double-steal = 2 x SB's)	Sb# – e# pencil - red  DSb# (on two runners) DON'T CIRCLE!  Sb # pencil	1 SB



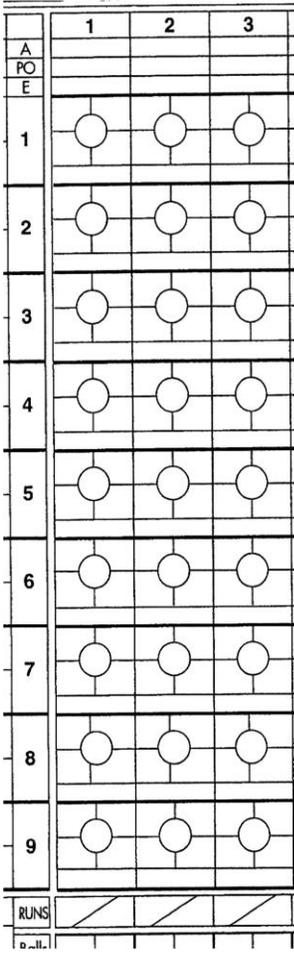
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Stolen bases (continued)	9.07	<p>A stolen base will not apply when:</p> <p>(d) a double or triple steal is attempted and <u>one runner is thrown out</u> before reaching base safely. Record the caught stealing, assist &amp; put out, then advance the other runner(s) on a fielder's choice.</p> <p>(e) a runner is tagged out after <u>over-sliding</u> the base while attempting to steal (record the assist, put out and caught stealing);</p> <p>(f) in the scorer's judgment a runner stealing is safe only due to a muffed (dropped) throw by a fielder. Record the assist, Error, and caught stealing;</p> <p>(g) a runner advances solely because of the <u>defensive team's indifference</u> to the advance (record as a fielder's choice).</p> <p>Comment: Before deciding an advance is due to defensive indifference, a scorer must consider the totality of the circumstances at the time.</p>		
Double steals	9.07(c)	<p>If a double or triple steal is attempted (whether or not all runners leave their bases simultaneously), and all runners reach their base safely, they are all awarded a stolen base. Record double steals with the symbol 'DSb#' (and 'TSb#' for triple steals) in each runner's base section of their batter's square. A delayed steal (e.g., runners on 1<sup>st</sup> &amp; 3<sup>rd</sup> and 3<sup>rd</sup> waits for catcher's throw to 2<sup>nd</sup> before attempting to advance), IS a double-steal attempt.</p> <p>(Catcher's stats – 1 SB for each stolen base)</p>	DSb # TSb # pencil	1 SB for each runner
Fielder's choice when stealing	9.07 (d) & (g)	<p>Score advances on a fielder's choice when another runner is caught stealing on the same play or when the defensive team is indifferent to the advance.</p> <p>The comment in rule 9.07(g) is quite clear in explaining that it is not a sufficient justification to score an advance on a fielder's choice just because a fielder does not make a throw over to a base on a steal attempt. There may be another baserunner that the team wants to hold on base, and this strategic motive for not throwing over to the other base does not constitute defensive indifference. A stolen base should ordinarily be scored.</p>	FC # pencil  (# of the fielder)	
<b>EXERCISE</b>		Using the diagram, give Batters 8 & 9 each a base on balls to start the 3 <sup>rd</sup> inning, and then advance them both on a double steal while batter 1 is at bat.		



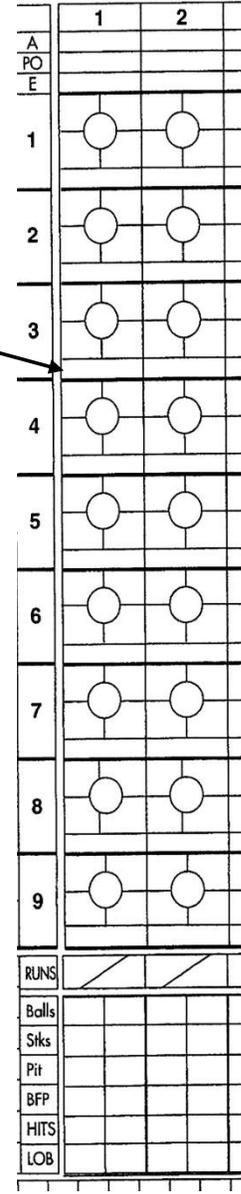
SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Over-sliding or over-running a base	9.07(e) & (h)(3) Refer also to 9.06(c) & Comment	As stated earlier, a stolen base is not applied if runner is tagged out after over-sliding a base while attempting to steal, as they have not made legal contact with the base. Should a runner be tagged out after over-running a base (he has made legal contact), then a steal is credited as well as an out.		
Caught stealing	9.07(h)	A runner shall be charged as “caught stealing” if the runner is put out, or would have been put out by errorless play, when such runner:  (1) tries to steal;  (2) is picked off a base and tries to advance (any move toward the next base shall be deemed an attempt to advance);  (3) over slides while stealing (and is tagged out).  Comment: A scorer shall not charge a runner with a caught stealing if such runner would not have been credited with a stolen base had such runner been safe (e.g., where a catcher throws out a runner attempting to advance on a pitch that has eluded the catcher – what would’ve been WP or PB).	CS # - # pencil	1 CS
Pick offs	9.07(h)(2)	If a runner is thrown out while off their base, and they had not made a move toward the next base, this is not a caught stealing, but is to be considered a “Pick Off”. Most commonly a pick off is initiated by the pitcher on a runner at first base, but pick offs can also be initiated by a catcher after receiving a pitch, and can be made at any base. Ordinarily, a runner stepping off base to take a lead is not judged to be making a move toward the next base (no attempt to steal), but careful observation by the scorer is necessary.  Caught stealing is not applied if the runner is picked off, and the only stat that is applied is a “PO” in the pitcher’s stats (as long as the pick off was initiated by the pitcher). Note that if a pitcher initiates the play AND it turns into a caught stealing due to the runner attempting to advance, no box has been provided in the pitcher’s stats area for recording a CS. A scorer may elect to add a “CS” box in the pitcher’s stats area in their scorebook.  Record with an arrow pointing back to the base where out was made.	# - # PO ↓ pencil  Note the “PO” stands for picked off and not put out	No stat (Do not mark CS)
<b>EXERCISE</b>		Using the previous diagram, record the runner at 3 <sup>rd</sup> base out – picked off by the pitcher.		



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
RUNS BATTED IN	9.04	A "Run Batted In" (RBI) is a statistic credited to a batter whose action at bat causes one or more runs to score.		
Runs batted in situations	9.04(a)(1) 9.04(b)(1) & (2) 9.04(a)(2) 9.04(a)(3) 9.04(c)	<p>Credit the batter with a run batted in for every run that scores:</p> <ul style="list-style-type: none"> <li>□ as part of a play begun by the batter's safe hit (including the batter's home run), sacrifice bunt, sacrifice fly, infield out or fielder's choice, unless the batter grounds into a force or reverse-force double play, or a fielder is charged with an error by muffing (dropping) a throw at 1<sup>st</sup> base that would have completed a force double play, or the advance is due to an error;</li> <li>□ by a force due to BB, HPB, INT or OBS with the bases full;</li> <li>□ When, before 2 are out, an error is made on a play on which a runner from 3<sup>rd</sup> base ordinarily would score.</li> </ul> <p>Scorer's judgment must determine whether an RBI applies when a fielder holds the ball or throws to a wrong base. If the runner stops, and only takes off again after noticing the misplay, score the advance to home as a Fielder's choice, and not an RBI. A delayed run home on an infield out Should not deny the batter of an RBI (refer first dot point above).</p> <p>To indicate the RBI, record the responsible batter's line-up number in the Home base section of the runner's square. Highlighting the RBI in yellow is Optional.</p>	# (of batter) pencil & highlighted	RBI 1 for each runner in
Game winning run batted in	9.06 (f) & (g)	<p>When a batter ends a game with a safe hit which drives in as many runs as are needed to put the offensive team in the lead, no extra runners can be credited as RBI's for the batter. This will even apply in the case of what is ordinarily scored as an automatic extra-base hit (e.g., ground rule double). The ONLY exception is when the batter hits a <u>home run out of the park</u>, and then all runners score including the batter-runner. All bases must be run.</p> <p>Example: Bottom of the 9<sup>th</sup> inning, bases loaded, none out, scores tied. The batter hits a long drive into center field that bounces once and goes over the fence. Score as a single with one RBI, and the game is over.</p>		

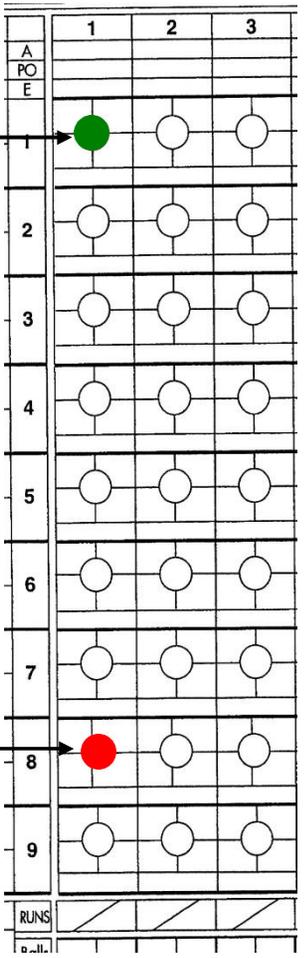


SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
<b>THE PITCHER</b>				
Pitch count symbols		<p>The scorer must record each ball pitched to each batter in the section at the base of the batter's square, using the following symbols:</p> <p>□ Ball      C Called strike      S Swinging strike      F Fouled off</p> <p>Although some scorers record the last pitch of a batter's plate appearance in the pitch section, it is <u>suggested</u> you count the play in the first base section as the last pitch, counting it as a ball if it is a BB or HPB, or as a strike if it has an out, hit or error in that section. The key is to be 100% consistent with whichever method you employ.</p> <p>Different methods are also used by scorers to maintain a tally of the pitch totals. It is <u>suggested</u> you total all the pitches thrown after each batter, writing a cumulative tally in the far right side of the pitch section, adding on to this cumulative tally as each inning progresses. At the end of each inning do a separate count of balls and strikes, and sum them for the inning, then add them across to show the cumulative totals for that pitcher.</p> <p>Once a pitcher has been replaced on the mound the tally of pitches and the batters faced starts again from zero for the new pitcher.</p> <p>NOTE: The tally of "left on base" (LOB) is a team tally and continues uninterrupted the whole game. It is <u>not</u> totaled separately for each pitcher.</p>	□ C S F pencil	
Substitutions (mid-batter)	9.16(h) (1,2,3)	<p>When pitchers are changed in the middle of a batter's plate appearance, place a line/mark after the last pitch of the previous pitcher to assist you to identify what pitches belong to each pitcher. Determining which pitcher the batter belongs to depends on the count when pitchers are changed and the outcome of the plate appearance. Anything other than BB will always belong to the new pitcher, but a BB may also belong to the new pitcher depending on the count when pitchers were changed. Always refer to 9.16(h).</p> <p>Split the pitches and batter's faced tally section at the bottom of the inning column and record the totals for the two pitchers separately.</p>		
<b>EXERCISE</b>		<p>Using the diagram record the following sequence of pitches, and then tally for the inning:  <u>Batter 1</u>: 2 balls, 1 foul, 1 called strike, 1 ball, 1 swinging strike; <u>Batter 2</u>: 1 ball, 1 called strike, 3 balls; <u>Batter 3</u>: 2 fouls, 2 balls, ** CHANGE OF PITCHER ** 2 balls.</p>		



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
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EARNED / UNEARNED RUNS				
Earned runs	9.16 (a),(f)&(i)	<p>An earned run is a run for which the pitcher is held responsible. In determining earned runs, the inning should be reconstructed without the errors (excluding catcher's interference) and passed balls, and the benefit of the doubt should always be given to the pitcher in determining which bases would have been reached by errorless play.</p> <p>An earned run shall be charged every time a runner reaches home base by the aid of a safe hit, sacrifice bunt, sacrifice fly, stolen base, put out, fielder's choice, base on balls, hit batter, balk or wild pitch (including a wild pitch on 3<sup>rd</sup> strike which permits a batter to reach 1<sup>st</sup> base) before fielding chances (outs or decisive errors) have been offered to put out the offensive team.</p> <p>Note: Catcher's interference has an unusual treatment in determining earned or unearned runs. A batter who reaches base by catcher's interference (an error) will always be an unearned run if he scores, but if he is put out on a fielder's choice play the Unearned quality transfers to the FC batter. Any advance to home made possible <u>only</u> aided by the force from a catcher's interference will be unearned (eg, no subsequent action would have advanced that runner), but the catcher's interference error is not considered decisive, so runs after a catcher's interference and 2 outs in an inning, for example, may still be earned. <b>DISCUSS THIS FURTHER WITH TRAINERS.</b></p>	Colour in circle green	
	9.16 (b) & (d)			
Unearned runs	9.16 (b,c,d)	<p>No run shall be earned when scored by a runner:</p> <ul style="list-style-type: none"> <li>□ whose time at bat has been prolonged by a muffed foul fly; or</li> <li>□ Who reaches first base due to interference or obstruction or any error.</li> </ul> <p>No run shall be earned when scored by a runner whose life on base has been prolonged by an error, if such runner would have been put out by errorless play.</p> <p>No run shall be earned when the runner's advance to home is aided by an error, passed ball, obstruction or defensive interference (catcher's interference), if the scorer judges that the run would not have scored without the aid of the misplay.</p>	Colour in circle red	



SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
Change of pitcher situations	9.16(g)	When pitchers are changed during an inning, the relief pitcher shall not be charged with any run (earned or unearned) scored by a runner who was on base at the time the relief pitcher entered the game, or for runs scored by any runner who reaches base on a fielder's choice which puts out a runner left on base by a preceding pitcher (FC outs don't get pitcher 1 off the hook).  Remember to record the pitching change as explained in the 'Substitutions' sections of this workbook. If any runners are on base when pitchers are changed, mark the relevant base sections showing where they were at the time of the change (use a small 'x' across the dividing line).		
	9.16(i)	When pitchers are changed during an inning, the relief pitcher shall not have the benefit of previous chances for outs not accepted (ie, decisive errors) in determining earned runs. In other words, a new pitcher will inherit the Outs, but not the Errors.		
Team unearned runs	9.16(i) comment	It is the intent of the above rule to charge relief pitchers with earned runs for which they are solely responsible. In some instances, runs charged as earned against the relief pitcher can be charged as unearned against the team. A half-red/half-green circle may be used to show team unearned runs.  <b>DISCUSS:</b> Two outs, runner on 1 <sup>st</sup> by E6, Pitcher change, batter hits an RBI double, then next batter hits an RBI single but is put out trying to reach 2 <sup>nd</sup> . Stats: 1xUR to Pitcher 1, 1xER to Pitcher 2, 2xUR to the Team.		
WIN / LOSS / SAVE				
Winning / Losing pitcher	9.17	At the conclusion of the game the scorer must determine the 'Winning' and the 'Losing' pitchers, based on the criteria explained in rule 9.17. It is recommended that you study this rule fully before assigning a win and loss.  Note: Juniors don't ordinarily have winning or losing pitchers, but U18 may.		
Saving pitcher	9.19	A 'Save' is a pitching credit ordinarily given when a closing pitcher maintains a winning margin in a close game or in pitching at least the final 3 innings. A save is not always applicable, and rule 9.19 should be studied fully before Assigning a save to a pitcher.		

	1	2	3
A			
PO			
E			
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
RUNS	/	/	/
0-11			

## Notes about determining Win / Loss / Save

- You should bear in mind that although a Starting Pitcher must pitch 5 innings to earn a Win credit (or 4 innings in a 5 inning game), it is possible to charge a Loss to a Starting Pitcher even if he only faces one batter.
- The “must pitch 5” stipulation only applies to Starting Pitchers. Relief Pitchers can get a Win credit even if they only face one batter.
- When a game is tied, the contest for Win/Loss begins again.
- Saves don’t always apply, but can apply even when a reliever enters the game with a lead of more than 3 runs – it depends on inherited runners or closing the game with 3 or more innings in relief. This is why it is a good idea to pencil in your W/L/S credits at the time of any pitching change.
- The KEY to solving these puzzles is to find the game winning run.
- While you attempt these exercises, you must have the rulebook at your side and refer to rules 9.17 and 9.19 often and regularly.

Exercises: 1) Circle the half inning with the game winning run. 2) Credit the pitchers with the Win, Loss, and Save (if any). Answers on page 57.

Game A	1	2	3	4	5	6	7	8	9	Total
Sluggers	0	0	1	2	1	1	0	0	0	5
Tigers	1	0	3	1	0	0	1	0	X	6

		INN	W / L / S
Sluggers pitchers:	Stanley	5	
	George	3	
<hr/>			
Tigers pitchers:	Timothy	4	
	Ronald	2	
	Susan	3	

Game B	1	2	3	4	5	6	7	8	9	Total
Wombats	6	0	1	1	0	0	0	0	1	9
Koalas	0	0	0	0	0	0	2	1	1	4

		INN	W / L / S
Wombats pitchers:	Adam	6	
	Paul	3	
<hr/>			
Koalas pitchers:	Mary	2	
	Ben	4	
	Charles	3	

Game C	1	2	3	4	5	6	7	8	9	Total
Possums	1	0	1	0	0					2
Echidnas	0	0	0	3	X					3

		INN	W / L / S
Possums pitchers:	Peter	3	
	Simon	1	
<hr/>			
Echidnas pitchers:	Emily	4	
	Andy	1	

Game D	1	2	3	4	5	6	7	8	9	Total
Hornets	0	0	0	0	0	0	3	2	0	5
Spiders	0	0	0	0	0	0	0	0	0	0

		INN	W / L / S
Hornets pitchers:	Steven	7	
	Chris	1.2	
	John*	0.1	
<hr/>			
Spiders pitchers:	Lloyd	6	
	David	2	
	Joseph	1	

\*NOTE: When Hornets replaced Chris with John, the bases were loaded.

SECTION / Topic	RULE	EXPLANATION	Symbol / Colour	Batting Stats
STATISTICS				
Recording & Balancing: Pitching, Batting, and Fielding statistics		Your Facilitator will explain the process for recording, totaling, and balancing statistics for pitchers, fielding and batting, as well as tips for cross-checking the totals of the statistics.  It is important that as you become more advanced with your scoring you tally your statistics and check them with the opposition scorer.		
Transferring fielding statistics		The section at the top of each inning column is used to record the fielding numbers for each assist, put out and error that occurred during the inning. These numbers are then transferred to the opposite scoresheet, placing a tally mark or dot in the appropriate section of the fielding statistics columns for each fielder. Sums across the A, PO, and E rows should balance with the sums down the opposite scoresheet's A, PO, E columns.		
End of inning statistics		At the conclusion of each inning use the section at the bottom of the inning column to record the pitch tally as well as the number of batters faced and batters left on base. Record the individual innings tally and the game cumulative tally. After a pitcher change, begin tally from zero again (except LOB).		
Averages	9.21	The formulae are listed at rule 9.21 for calculating percentage records for batting, slugging, fielding, pitcher's earned run average, on base percentage, wins for and against. These averages can be calculated manually, but there are computer scoring programs that can assist in this task.		
Suspended/proteted games	9.01 (b)(3)	If the game is protested or suspended the scorer shall make a note of the exact situation at the time of the protest or suspension, including both line-ups, the inning, the score, the number of outs, the position of any runners on base, and the ball and strike count on the batter. This information should be entered in the top margin of your scoresheet.		
Forfeited games	Definition  9.03(e)	A forfeited game is a game declared ended by the umpire-in-chief in favour of the offended team by the score of 9 – 0, for violation of the rules.  Note: The score of a forfeited game may not always be 9 – 0 by rule. If the game has been played and is a regulation game, the actions up to the point the game is forfeited can be included, and all player statistics count - except the W/L/S pitcher credits IF the team ahead by runs loses by forfeit.		
Mercy rule		Competition playing rules may allow for shortened games in one-sided contests (eg, 10 run rule).		
Defensive Outs		Recording defensive outs per player is normally only required at Youth Championships. This is calculated in the same way as Innings Pitched, but inning shorthand isn't used, eg 5.2 inn = 17 DO's.		

At end of each inning tally the pitch counts, batters facing pitcher, hits & team left on

## APPENDIX

### Scoring the Tie-Breaker

Tie-Breaker Rule: If the game remains tied after the completion of regulation innings, the following procedures will be implemented during extra innings:

- Each team will begin the first extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The players placed on base will be the players preceding the lead-off batter in the lineup, with the player immediately preceding the lead-off batter placed on first base and the player two places before the lead-off batter placed on second base.
- For example, if the team has their #1 hitter in the lineup batting first, then the #8 hitter will be placed at second base and the #9 hitter will be placed at first base. Furthermore, if the team has the #3 hitter in the lineup hit first, then the #1 hitter would be at second base and the #2 hitter would be at first base.
- With the exception of beginning the inning with runners on 1B and 2B with no one out, all other Official Baseball Rules (OBR) and Tournament Rules will remain in effect during extra innings required to determine a winner. Substitution of players is possible in accordance with the tournament substitution rules.

#### Scoring the Tie-Break:

The offensive team shall begin its tie-break inning turn at bat with two runners on base and no outs. For these runners we score TB on first and second base. (See example 1).

Do not credit any Plate Appearance or At Bat to the two players because they have not batted. They are not a batter faced against the pitcher. These two baserunners may be credited with a Run, Stolen Base, Caught Stealing, or Left On Base. For this reason you will not be able to prove your Box Score without adding in an extra number to the equation. Every TB runner should be counted up for each team and added to the top sum to balance the box score. (See example 2).

The TB runners are not considered “Fielding Chances”, but if a TB runner scores, this run is not an Earned Run against the pitcher. If the fielding team puts out the TB runner instead of the batter (Fielder’s Choice), the “unearned” quality will transfer to the batter-runner. If a TB runner is Caught Stealing this is considered a Fielding Chance for the team in calculating earned runs, however, if a Caught Stealing or Pick Off of a TB runner is decisively errored, this is not a Fielding Chance for the team for the purpose of calculating earned runs as those runners were not “legitimately” on base to begin with. It may be helpful to consider the two TB runners as on base under the same conditions as runners on base by Catcher’s Interference. (See example 3).

#### Scoring a Tie Breaker for Automated scorebook computer Scorers

When a Tie Break inning begins, the correct batter up will be at bat, but you will need to place the baserunners on their bases. Determine the batting order number for the two baserunners, and then enter the following code syntax to place the runners:

R:#,b [ENTER]

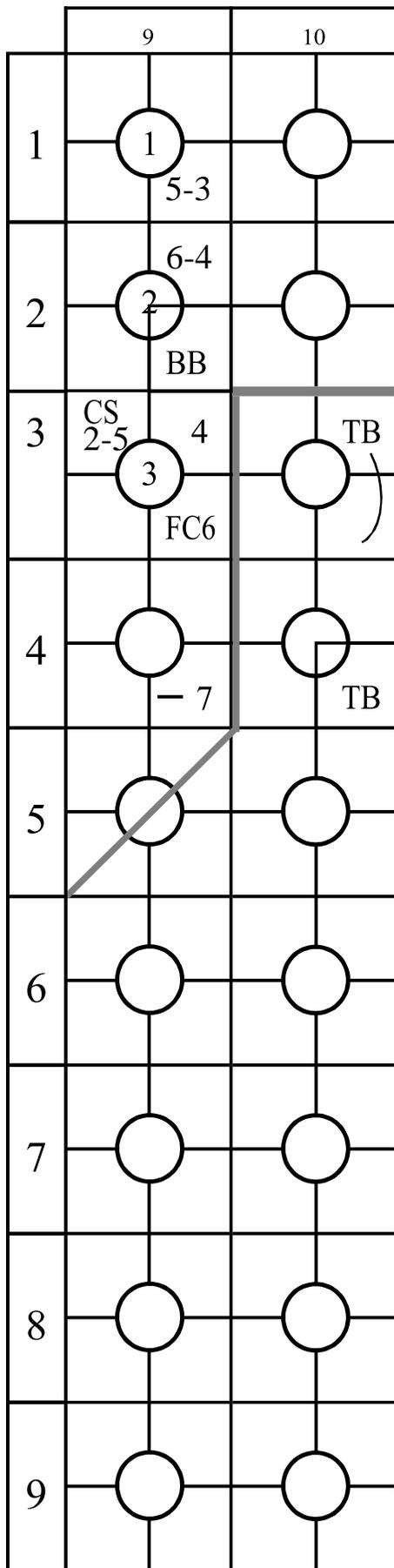
The # represents the batting order number of the baserunner being put on base, and the “b” represents the base the runner will be placed on. Do this twice, with the first entry on the lead runner to place him on 2nd base, and the second entry for the following runner to place him on 1st base.

For example, the 9th inning ends with scores tied. The first batter due up in the top of the 10th inning is batter 6 from the visiting team. To start the inning, Batter 4 will be placed on 2nd base and Batter 5 will be placed on 1st base. Enter the following into the batter’s space:

R:4,2 [ENTER]

R:5,1 [ENTER]

When the game is wrapped up your Box Score will show an imbalance (Alt + B). This should match the initial scoresheet Box Score proof before the TB number is added to the equation.



In the Tie-Break inning, draw the inning ending line vertically up two boxes before going across so you can enclose the two Tie Break runners.

Mark each Tie Break runner with "TB" in the corresponding base squares.

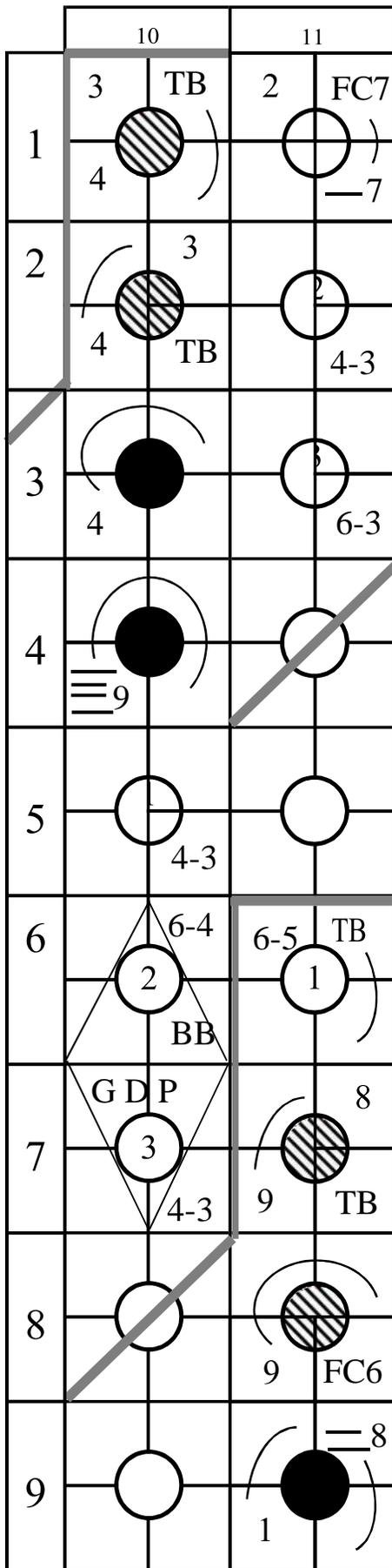
Begin the inning with the normal leadoff batter up.

Only credit 'TB' runners with Runs, Stolen Bases, Caught Stealing, Left on Base.

Example 2.

AB	+	BB	+	HP	+	SAC	+	CI	=	SUM
38	+	4	+	1	+	0	+	0	=	45
R	+	LOB	+	PO	=	SUM				
12	+	6	+	27	=	45				

Add the team's total TB runners to first sum to balance...



- Tie Break runners will not be counted as earned runs if they score.
- If a Tie Break runner is put out on a Fielders Choice play, the batter-runner will now be an unearned run if he scores.
- If a Tie Break runner has their time on base extended due to a Pick Off or Caught Stealing DECISIVE ERROR made on them, this will not be considered a “Fielding Chance” for the team for the purpose of calculating earned runs.
- Consider the TB runners in a similar way to how you consider runners who reached base on Catchers Interference for the purpose of calculating earned runs.

## BATTING AND FIELDING PERCENTAGE FORMULARS

**BATTING AVERAGE**  $H \div AB$  e.g.:  $1 \div 3 \times = .333\%$

To determine batting average, divide the total number of Safe Hits (not total bases of safe hits) by the total times At Bat. Do not include base on balls, hit by pitched ball, sacrifice fly, sacrifice bunt, or catcher's interference. Do not include getting to first base on error's, fielder's choice or catcher's interference.

**SLUGGING AVERAGE**  $TOTAL\ BASES \div AB$  e.g.:  $9 \div 23 = .391\%$

To determine slugging average, divide the total bases of all safe hits by the total times at bat.

**FIELDING AVERAGE**  $(PO + A) \div (PO + A + E) \times 1000$  e.g.:  $(4 + 2) \div (4 + 2 + 1) = .857\%$

To determine fielding average, divide the total put outs and assists by the total put outs, assist and errors.

### ON BASE PERCENTAGE

$(H + BB + HPB) \div (AB + BB + HPB + SF)$  e.g.:  $(1 + 1 + 0) \div (2 + 1 + 0 + 0) = .667\%$

To determine on base percentage, add the total of Safe hits, all bases on balls, and hit by pitched balls and divide by the total of At Bats, all base on balls, hit by pitch and sacrifice flies.

## PITCHING AND ERA AVERAGE FORMULARS

**EARNED RUN AVERAGE**  $ER \times 9 \div INN$

Pitcher's earned run average, multiply the total of earned runs charged against the pitcher by 9 divided by the number of innings he pitched. Earned run average to be calculated on the basis of total innings pitched including fractional innings. e.g.: 2 1/3 innings pitched and 2 earned runs is an earned run average of 7.72  
e.g.:  $2\ ER \times 9\ innings\ divided\ by\ 2\ 1/3\ equal\ 7.72$

On calculator  $1/3\ innings = .33$   $2/3\ innings = .67$

**PITCHING AVERAGE**  $S \div P \times 100$  e.g.:  $26 \div 65 \times 100 = 40.00$

For pitching average, divide Strikes by total number of Pitches.

## Answers to W/L/S exercises from page 47

### Game A

- Game winning run is in bttom of 7<sup>th</sup> inning
- Win – susan / Loss – George / Save – none

### Game B

- Game winning run is in top of 1<sup>st</sup> inning
- Win – Adam / Loss – Mary / Save – Paul

### Game C

- Game winning run is in top of 7<sup>th</sup> inning
- Win – steve / Loss – David / Save - John