

# VICTORIAN LEARNERS GUIDE

A Guide to Baseball Scoring



Artwork by Sid Bunting

## **FORWARD**

*This publication was originally prepared by the Victorian Baseball Scorer's Association Inc (now defunct) for use in their clinics which were conducted in an attempt to encourage uniformity amongst scorers throughout Victoria.*

*It is now maintained and updated by the Victorian Baseball Scorers Inc. (est. 2018)*

*Sadly BERYL BUNTING the lady who wrote the original version of this Learners Guide passed away in 2005. Without her help and enthusiasm for scoring baseball, this book would not have been available, and would not be there to help so many people*

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## **PREAMBLE**

Throughout this book, there are pages that are divided into four sections. The definitions of these four columns are:

### **Play and Symbol**

In this column, the name of the play and the symbol used, when scoring the play in the score book.

### **Play Description**

A description of the play concerned and how to recognise it when it occurs.

### **Colours and T.A.B.**

This shows the colour recommended to use for the play concerned. T.A.B. represents "Time at Bat" for the batter, either yes or no.

### **Record**

The last column shows how to score the play in the score book and how to use the different symbols.

## **WHY THE DETAILS ARE NECESSARY**

Baseball scoring is recognised as the most complicated and involved method of scoring of any sport, but when the game is scored correctly, the book will give a clear picture of the whole game from first to last pitch.

As Clubs are always on the lookout for scorers, anybody wishing to learn the rules and the symbols of how to score baseball would become a great asset to their club and they themselves will learn to appreciate the game more.

Clubs, Umpires and some Associations use the score book for stats and details when choosing their trophies at the end of the season and for vote giving and publicity purposes during the season. During a game a well kept score book can be a great asset to the coach and it can help a tribunal\* reach their decision. For a correct record of the game, all plays must be recorded and due credits given, therefore scorers are required to give their full attention. If while scoring you lose track of the game "**Don't Panic**" always keep up with how the batter gets on 1st base etc. and keep up with the current play. You can catch up the lost part later when you have more time. By keeping up with the batter's actions the rest the actions of the other players/runners who were on base will follow.

\* Tribunal – panel of people that hear game protests or player reports

## **PREAMBLE CONT.**

There are a few things to remember when scoring, which may help you to reach your decisions.

1. **"IN THE SCORER'S OPINION"** do not ask players or coaches their opinion of a play remember the rule states "in the scorer's opinion".
2. **"IN THE SCORER'S OPINION"** do not alter the scorebook at the request of a player or coach.
3. **"WITH ORDINARY EFFORT"** remember at all time, the player is only human.
4. **SCORE WHAT YOU SAW HAPPEN**, not what you think should have happened.
5. **CONSIDER EVERY HIT A SAFE HIT**, until it is proved otherwise.

### **NOTE**

Throughout the Learners guide you will find some paragraphs repeated continually such as a "PB" and "WP" are not classed as errors to the battery\*. The "PB" is recorded in red to help to determine earned and unearned runs.

With Ordinary Effort\*\* (by the fielding side) don't expect the impossible.

We repeat these hints because they are important for you to remember when you are scoring

\* Battery = Pitcher and Catcher

\*\* Ordinary Effort = is the effort that a fielder of average skill at a position in that league or classification of leagues should exhibit on a play, with due consideration given to the condition of the field and weather conditions.

After the game has concluded, be sure to prove your box score and statistics with the opposition scorer - Hits, BB, K's, PO, A, E etc. to be sure they agree.

Never enter into an argument regarding your interpretation of play with players or spectators.

Once a player takes the field, he must be only a number, not an individual.

Be fair at all times to both teams.

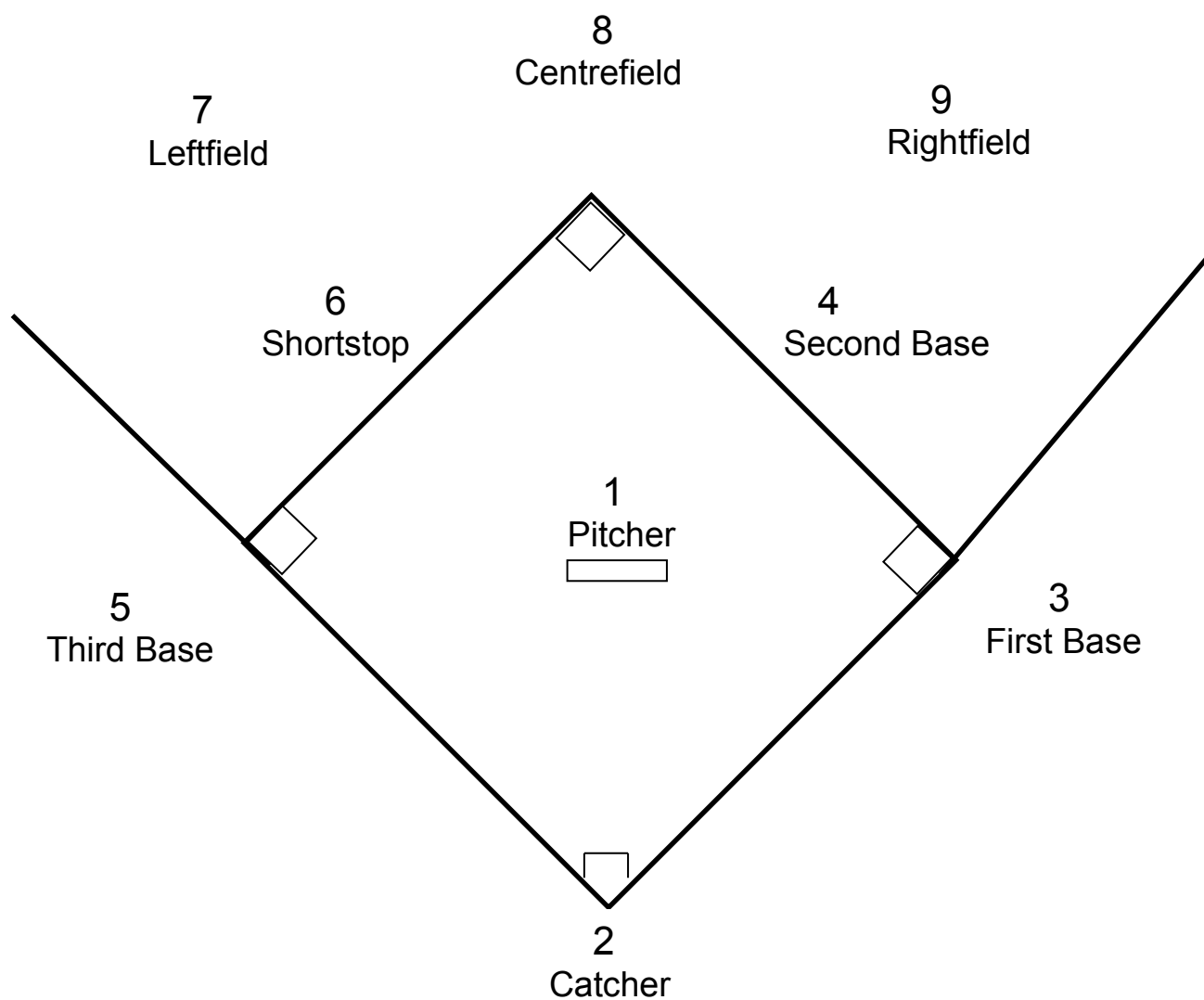
Most important of all - BE ACCURATE - remember you are an important member of your team and what you record is the real story of our great game of baseball.

These are a few little hints for you to learn to score by and which may help you to reach your decision in scoring. Scoring is a very important part of our great game of Baseball, so with this in mind, enjoy your time as a scorer, as you will make many friends with similar interests. Never ever think you know it all in scoring baseball as there will be plays that will test your knowledge of the game, but that is what makes our game and the way we score it so great.

**GOOD LUCK AND ENJOY YOUR SCORING.**

# FIRST LEARN THE PLAYERS NUMBERS

## FIELDING POSITION NUMBERS



<u>Position</u>	<u>No.</u>
Pitcher	1
Catcher	2
First Base	3
Second Base	4
Third Base	5
Short Stop	6
Leftfield	7
Centrefield	8
Rightfield	9

## BASEBALL LINE UP BOOK

Before the game commences your coach will hand you a copy from the line up book, which lists your team Lineup. It shows who will be starting the game in batting order plus their fielding position and (where possible) uniform numbers. The Line-Up shows who will be sitting on the bench and their numbers. Any Junior playing in a senior game should be indicated. Finally the coach's name and the manager's name should be listed too.

When writing the line up in the score book start with the Surname first then the First name, (use Full First name not initials)

Line up books may vary from state to state, but basically they contain the same information.

It is a good idea for an agreement between yourself (scorer) and the coach for the team's line up to be given to you in plenty of time for you to write up your score book before the game starts, thus ensuring that you are also ready to commence the game when the umpire calls "Play Ball"

### LINE-UP SHEETS

☒ SENIOR TEAM                      ☐ JUNIOR TEAM

GRADE: ...Div 1 1<sup>sts</sup> .....

DATE: .....1/8/11.....

☐ Boston                      v    ☒ Florida  
Home Team                      Away Team

NO.	BATTING ORDER	FIELDING
10   1	<u>WILLIAMS Michael</u>	<u>4</u>
64   2	<u>EDWARDS John</u>	<u>2</u>
5   3	<u>ROBERTS David</u>	<u>6</u>
17   4	<u>RICE Don</u>	<u>3</u>
99   5	<u>KING John</u>	<u>7</u>
24   6	<u>THORNBURY Lauchlan</u>	<u>DH</u>
34   7	<u>WHITE Jamie</u>	<u>8</u>
13   8	<u>WEIR Peter</u>	<u>5</u>
45   9	<u>EAST Phil</u>	<u>9</u>
20   P	<u>SHERIDAN Cameron</u>	<u>1</u>

NO.	BENCH
4   11	<u>BARROW Neil</u>
27   12	<u>BROWN Scott</u>
13	
14	
15	
16	
17	
18	
19	
20	
	Manager <u>BLACK Doug</u>
	Ass. Coach <u>GREEN Alan</u>
	Ass. Coach
	Gen Manager

## THE PLAYERS, THEIR BATTING AND FIELDING POSITIONS

DEFENSIVE OUTS  
Used in  
Tournaments

FIELDING  
POSITION  
NUMBERS

FIELDING CHANGES  
ARE RECORDED  
WHEN CHANGES  
HAPPEN

**Note** a T beside the innings number indicates the top of the innings and a B beside the innings number indicates the bottom of the innings. **Please also note do not cross out names of players replaced or position number changes**

FIELDING						BATTING ORDER		
						TEAM		A
DO	PO	A	E	Pos	Ch			PO
							Uni	E
				4		WILLIAMS Michael	10	1
				7	T4			2
				2		EDWARDS John	64	
				2	T4	BARROW Neil	4	3
				6		ROBERTS Neil	5	
				3		RICE Don	17	4
				6	T4			5
				7		KING John	99	
								6
				DH		THORBURN Lachlan	24	
				PH	B7	BROWN Scott	27	7
				8		WHITE Jamie	34	
								8
				5		WEIR Peter	13	
								9
				9		EAST Phil	45	
				1		SHERIDAN Cameron	20	Runs
								Balls

BATTING POSITION  
NUMBERS

PLEASE USE FIRST AND SURNAMES EVERY TIME

## THE BENCH

Players starting the game on the bench are listed on the bottom right hand side of the book

ON BENCH	
BARROW Neil	4
BROWN Scott	27

## SYMBOLS AND COLOURS

Requirements:

Pens &/or Pencils  
Black, Blue,  
Green, Red,  
and Orange

Rule Book, Correction Tape,  
Rubber, Black or Blue Pen,  
Pencil Sharpener,  
Straight Edge or ruler

PLAY	SYMBOL	COLOUR	DETAILS
Assists	# -	Black	# = Fielders Position Number
Balk	<span style="color: blue;">BLK#</span>	<span style="color: blue;">Blue</span>	# = Number of Batter at Plate
Base on Balls	<span style="color: blue;">BB#</span>	<span style="color: blue;">Blue</span>	# = number of BB against pitcher
Batting Out of Box	BOB 2	Black	
Bunting Foul on Third Strike	<span style="color: blue;">K2# BTS</span>	<span style="color: blue;">Blue</span>	# = number of K's against pitcher
Catcher's Interference	<span style="color: red;">INT2</span>	<span style="color: red;">Red</span>	
Caught Fly Ball	F #	Black	# = Fielders Position Number
Caught Foul Fly Ball	FF #	Black	# = Fielders Position Number
Double Plays(DP) And Triple Plays (TP)	DP = <span style="color: orange;">^v</span> & TP = <span style="color: orange;">^l lv</span>	<span style="color: orange;">Orange</span>	Drawn through Batter/Runners boxes involved
Double Steal	DSB#	Black	Marked against both runners # = Number of Batter at Plate
Dropped Fly Ball	<span style="color: red;">MF#</span>	<span style="color: red;">Red</span>	# = Fielders Position Number
Dropped Foul Fly Ball	<span style="color: red;">MFF#</span>	<span style="color: red;">Red</span>	# = Fielders Position Number
Dropped Third Strike	<span style="color: blue;">K#PB</span> or <span style="color: blue;">K#WP</span>	<span style="color: blue;">K&amp;WP = Blue</span> <span style="color: red;">PB = Red</span>	# = number of K's against pitcher
Dropped Third Strike – Recovered	<span style="color: blue;">K#2-3</span>	<span style="color: blue;">K = Blue</span> 2-3 - Black	# = number of K's against pitcher
Error (also see Dropped Fly Ball)	<span style="color: red;">E#</span> or <span style="color: red;">e#</span>	<span style="color: red;">Red</span>	# = Fielders Position Number
Fielder's Choice	FC#	Black	# = Fielders Position Number
Hit by Batted Ball	HBB#	Black	# = Fielders Position Number
Hit by Pitched Ball	<span style="color: blue;">HPB#</span>	<span style="color: blue;">Blue</span>	# = number of HPB's against pitcher
Interference by Batting Side	INT#	Black	# = Fielders Position Number
Interference by Fielding Side	<span style="color: red;">INT#</span>	<span style="color: red;">Red</span>	# = Fielders Position Number
Infield Fly	IF#	Black	# = Fielders Position Number
Passed Ball	<span style="color: red;">PB#</span> or <span style="color: red;">pb#</span>	<span style="color: red;">Red</span>	# = Number of Batter at Plate
Unassisted Put Out	UA#	Black	# = Fielders Position Number
Running Off Line	ROL#	Black	# = Fielders Position Number
Sacrifice Bunt	<span style="color: blue;">S</span>	<span style="color: blue;">Blue S</span> with the play as required	
Sacrifice Fly	<span style="color: blue;">S</span>	<span style="color: blue;">Blue S</span> with the play as required	
Stolen Base (Also see Double Steal)	SB#	Black	# = Number of Batter at Plate
Strike Out	<span style="color: blue;">K#</span> , <span style="color: blue;">K2#</span> or <span style="color: blue;">KC#</span>	<span style="color: blue;">Blue</span>	# = number of K's against pitcher
Wild Pitch	<span style="color: blue;">WP#</span> or <span style="color: blue;">wp#</span>	<span style="color: blue;">Blue</span>	# = number of Batter at Plate.
Wild Throw	<span style="color: red;">WT#</span> or <span style="color: red;">wt#</span>	<span style="color: red;">Red</span>	# = Fielders Position Number

End of an innings is marked in Orange, Change of Pitcher in Blue Change of Fielder in Orange, and Batter/Runner in Green. These are demonstrated in the following pages of this book.

The colours displayed are those recommended by Council of Australian Baseball Scorers (CABS). This book is to help the beginner scorer learn the correct way to score from the start. The least number of colours and colouring is used the better because during a game, the overuse of colours can take time and your eyes from the game and may cause you to miss an important play.

The beginner scorer may prefer to score in pencil, until they gain confidence to use coloured pencils for certain sections of play.

## Colours

Colours have been kept to a minimum but each colour represents a certain section of play.

<b>Black</b>	- Basic Scoring, INT	<b>Blue</b>	- All "K"s, WP, BB, HPB, BLK
<b>Green</b>	- Safe Hit, Earned Run	<b>Red</b>	- Error, Wild Throw, PB, Unearned Run, INT
<b>Orange</b>	- End of Innings, Fielding and Batting Changes, and Double & Triple Plays		

These are the recommended colours and in attempting to have uniformity in scoring, there is no need of any other colour. Although a passed ball is not classed as an error to the catcher, it is coloured red to easily distinguish the play when working out earned or unearned runs.

## Innings

Innings are divided into two sections, with the visiting team batting first, which is referred to as the top of an inning. In order to distinguish which half of the inning is in progress, the term "top and bottom" are usually used. The easiest way to show where a fielding or batting change was made is to place the number of the inning beside a T (for Top) or B (for Bottom) of the innings.

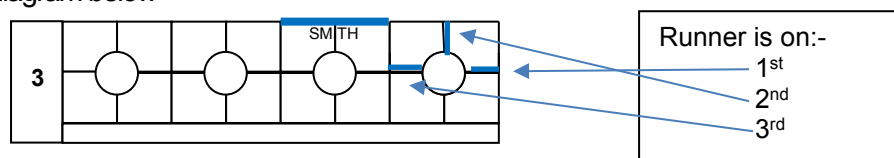
Eg. For top of innings T3

For bottom of innings B3

4			4
6	T3	CONNORS Peter	

## Pitching Change

It is very important when a pitching change occurs, that you note the change and the inning the change was made. Use a symbol in **blue** to indicate the first batter to face the new pitcher, whether it is the beginning or during an inning. Below is the accepted way to indicate the pitching change. You can also add their name if you like. The pitching change should also be indicated against each runner on base at the time of the change. See diagram below



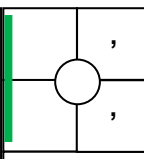
## Fielding Change

When a fielding change takes place, the change must be shown in the score book in **orange**. If the change is made at the beginning of a particular inning, you need only indicate the change, either top or bottom of the inning, next to the player's fielding position in the player's name square, but if the change is made during an innings, it is also necessary to indicate against which batter the change was made. Below is the accepted way to indicate the change. You should also indicate the fielding change against each runner on base at the time of the change as per the above diagram.

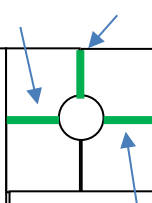
3			5				
6	B4	BLACK Stephen					

A scorer must always indicate when changes to a batter, runner, fielder or pitcher are made, this helps if somebody else does the statistics of or reads back the game from the book. By marking the changes it ensures that the correct fielder/batter is credited with their play actions. Your indications of where a new pitcher enters the game, ensures he does not get credited with any hits or runs (earned or unearned) that were the result of the prior pitcher's actions.

A new batter replaces one of the original batters. List the new batter's name above the batter's name he is replacing, in the same square; indicate which inning the change takes place. The symbol for the change is placed along the inside side line of the innings the change occurs. Indicate the change, even if the batter does not go to bat in the inning he enters the game. The line is in **green**.

PH	T4	CLAYTON Neil	6	
8		WOOD Darren		

Eg. Clayton replaces Wood in the top of the 4th inning (as illustrated). The illustration also shows where to place the line indicating the new batter.

PR	T4	CLAYTON Neil	6	
8		WOOD Darren		

Eg. Jones replaces Wood as a pinch runner in the top of the 4th innings (as illustrated). Arrows indicate where the Wood was at the time of the change

## PLAY SYMBOL

## PLAY DESCRIPTION

## COLOUR T.A.B.

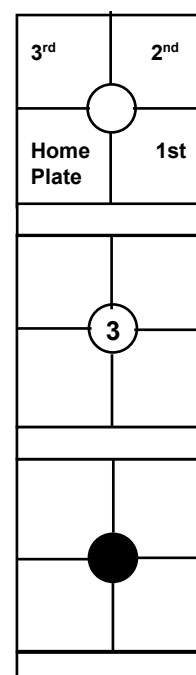
## RECORD

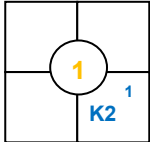
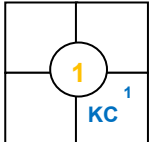
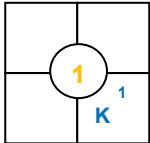
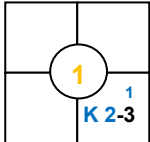
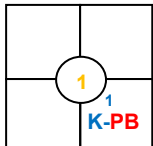
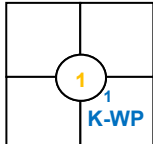
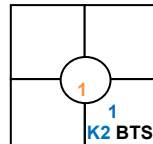
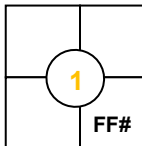
### FIELDING NUMBERS & POSITION

Study the diagram of the playing field in the front of this book (page 3). Learn the position and the numbers that represent these positions until they come to you naturally without having to think about them. The importance of learning the numbers of the fielders will become apparent as all fielding is recorded by the number of the fielder who handles, or mishandles the ball.

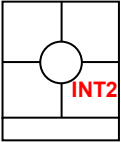
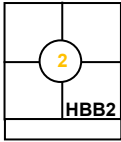
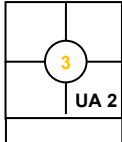
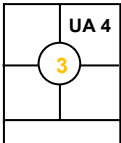
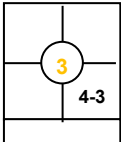
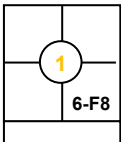
### THE SCORE BOOK

We will endeavour to show you scoring details and how to record them in the book. On each page of the score book are columns representing innings. Each column has nine batting squares, one for each batter. The batting squares are divided into four sections, representing the three bases and home-plate. The bottom right hand square represents first base, then as the runner progresses from base to base (anti-clockwise), the bottom left hand square represents home plate. The circle in the centre records either that the batter was retired (out) 1, 2 or 3, or that the player scored. If an earned run, the circle will be coloured **green**, if unearned the circle will be coloured **red**.



PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B.	RECORD
<b>SCORING DETAILS &amp; SYMBOLS</b>	<p>To simplify scoring use numbers to indicate the retirement of a batter or runner. In other words, all outs will be shown by numbers, with one exception, the strike-out.</p> <p>So where better to start to learn to score, than to learn the different symbols to do with a strike-out</p>		
<b>STRIKE OUT</b>	<p>The established symbol for the strike-out is a K or KC or K2 - which "K" is recorded is explained below (1-2-3-4). The K goes to the pitcher's stats and the put-out goes to the catcher.</p>		
<b>K2</b>	<p>1 The batter swings at a third strike and misses. This is called a swinging strike, put-out to catcher.</p>	<p>Blue Yes</p>	<p>1</p> 
<b>KC</b>	<p>2 The strike called by the umpire, but not swung at by the batter, this is called a looked at strike, put-out to catcher.</p>	<p>Blue Yes</p>	<p>2</p> 
<b>K</b>	<p>3 When a foul tip is caught by the catcher on a third strike, it is a "K" for the pitcher, and the put-out goes to the catcher.</p>	<p>Blue Yes</p>	<p>3</p> 
<b>K2-3</b>	<p>4 If the catcher drops/misses catching a third strike, but is able to retrieve the ball and throw to first base in time and the out is made: Record the "K" to the pitcher, assist to the catcher and put-out to first baseman.</p>	<p>Blue K2 Black -3 Yes</p>	<p>4</p> 
<b>K PLAYS KPB</b>	<p>Catcher drops third strike - batter reaches first base safely</p>	<p>Blue K Red PB Yes</p>	
<b>KWP</b>	<p>Batter swings at wild pitch - batter reaches first base safely</p>	<p>Blue K Blue WP Yes</p>	
<b>KBTS</b>	<p>Bunting on a third strike- ball goes foul - batter out</p>	<p>Blue K Black BTS Yes</p>	
<b>Don't forget to credit the pitcher with his strike-out</b>			
<p>Care B.T.S Rule 9-15(a)(4)</p>	<p>Batter bunts the ball on the third strike which becomes a fly and is caught by a fielder in foul territory. Credit the put-out to the fielder who caught the ball. <b>ALSO SEE NOTE ON PAGE 12</b></p>	<p>Black Yes</p>	

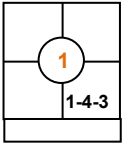
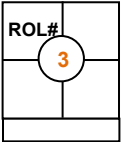
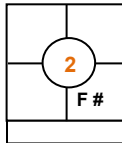
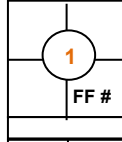
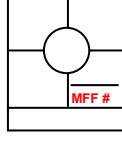
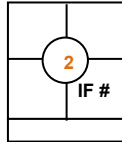
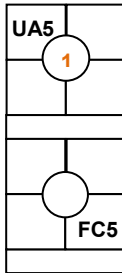
PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B	RECORD
K2-E3	Third strike - catcher drops ball - catcher throws ball to 1st base - 1st baseman errors the ball - batter safe.	BLUE K BLACK 2 RED E3 YES	
KWT2	Third strike - catcher drops ball - catcher throws ball to first base - throws wild - batter safe.	BLUE K RED WT2	
<b>BATTERY - FIELDING</b>			
BATting OUT OF THE BOX BOB PO2	The batter will be given out if he hits a pitched ball and has one or both feet in contact with the ground outside the batting box.	BLACK YES	
WILD PITCH WP	A pitched ball, so high, low or wide, that The catcher cannot control the ball with Ordinary effort Runners advances are Scored as wild pitch. Not an error, but Included in Pitcher's statistics.	BLUE	
PASSED BALL PB	The catcher fails to handle with ordinary Effort a good pitch. Not an error but scored In red in case of earned or unearned runs.	RED	
PASSED BALL Or WILD PITCH K2	<u>Exception</u> - With less than two out - runner already on 1st base, the batter will be given out by the umpire although the catcher does not control the third strike. Batter is out - score as ordinary strike-out. <b>Note</b> if any runners advance score PB or WP on runners	BLUE YES	
HIT BY PITCHED BALL HPB	The batter is awarded 1st base, if a pitched ball goes through the batter's box and hits the batter. Not a time at bat for batter.	BLUE NO	
BASE ON BALLS BB	The batter is awarded 1st base after the pitcher has pitched four balls to him.	BLUE NO	
BALK BLK	A balk is called by the umpire if the pitcher delivers an illegal pitch. All runners advance one base. If <u>Exception</u> - there are no runners on base, a ball will be called on the batter. The balk is overruled if the batter cannot stop his swing after the umpire has called balk and reaches 1st base by a hit, error, base on balls, or any other action, and all runners have advanced at least one base. The play is recorded as if the balk had not occurred.	BLUE	

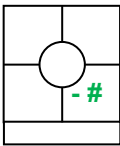
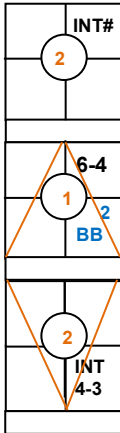
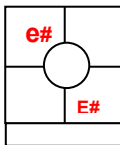
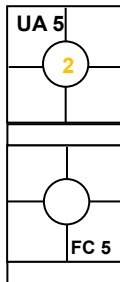
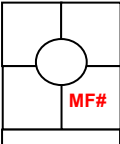
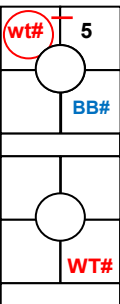
PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B	RECORD
<b>CATCHERS INTERFERENCE INT 2</b>	When attempting to hit a pitched ball, if the batter's bat contacts the catcher's glove, or any part of his equipment the batter will be awarded 1st base. Score as error to catcher. <u>Exception</u> - The umpire will not call the interference if the batter is able to reach 1st base by any other means. Record the interference only if the umpire signals it.	<b>RED NO</b>	
<b>BATTER STRUCK BY BATTED BALL HBB 2</b>	A batter will be called out, if he is struck in fair territory by his own batted ball. The put out goes to the catcher	<b>BLACK YES</b>	
<b>CATCHERS AUTOMATIC OUTS - UA 2</b>	The umpire will call the batter out and the automatic put-out goes to the catcher:- 1. If the batter hits the ball illegally, or 2. If the batter interferes with the catcher. If you are wondering why the catcher is given these automatic put-outs, it is because he is the closest fielder to the offence.	<b>BLACK YES</b>	
<b>FIELDING</b>			
<b>UNASSISTED PUT-OUT UA</b>	An unassisted put-out is the solo effort by a fielder, who after fielding a ground ball retires a runner or the batter. Score as a UA with the fielder's number.	<b>BLACK YES</b>	
<b>ASSISTED PUT-OUT</b>	Any fielder who throws or deflects a batted ball to another fielder in such a way that the play results in the retirement of the batter or runner, is given the assist and the receiver the put-out. This play is shown by linking the fielders numbers by a dash. E.g. 2nd base (4) throws to 1st base (3) - runner out	<b>BLACK YES</b>	
<b>ASSISTED FLY AND DEFLECTION</b>	This play applies to the fly ball deflected off the hands of one fielder to another fielder, who completes the fly. This play is also shown by linking the fielders numbers. Credit the deflector with a assist - the put-out to the fielder who completed the fly	<b>BLACK YES</b>	

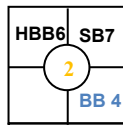
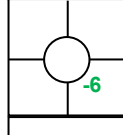
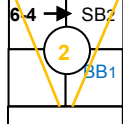
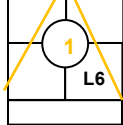
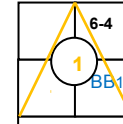
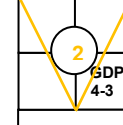
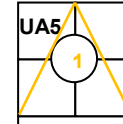
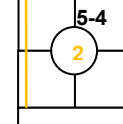
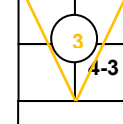
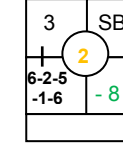
PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B	RECORD
<b>PASSED BALL PB</b>	<p>If the catcher fails to hold the pitch, which with ordinary effort should have been handled cleanly, thus allowing a runner to advance, a passed ball is scored. This is a case when the scorer's judgment is required: it is up to you to decide between passed balls and wild pitches.</p> <p>Remember, though this is <u>NOT</u> a fielding error - you score all passed balls in red as a warning that if the run scores, it <u>may</u> be an unearned run.</p>	<b>RED</b>	
<b>KPB</b>	<p>As with a wild pitch, if the passed ball is called a strike by the umpire and it is the third strike on the batter, he is entitled to attempt to reach first base before the out is made except when 1<sup>st</sup> base is occupied before 2 are out</p>	<b>BLUE K RED PB Yes</b>	
<b>Rule 9.12(f) &amp; 9.13</b>	<p><b>NOTE:</b> This <b>MUST</b> be an unearned run if the batter eventually scores</p> <p>Should more than one runner advance because of the WP or PB, or the batter safely gains first base and a runner advances, we must be careful to show that only one misplay was responsible. This is done by showing one action in uppercase WP or PB, and any others in lower case wp or pb.</p> <p>We always try to show the first or more important action as the main WP or PB.</p> <p>It will be up to the scorer to judge whether it will be scored a WP or PB</p>	<b>BLUE WP RED PB</b>	
<b>Rule 9.15(a)(2) &amp; 5.09 (a)(3)</b>	<p>Exception - In the case of both a Wild Pitch or Passed Ball, if there is less than two out and a runner on first base, the batter is automatically out. The batter is shown as being put-out on a strike out <b>and</b> unless any runners advance, the Wild Pitch or Passed Ball is not recorded.</p> <p>Note: - On an open ground without a net, once the Passed Ball or Wild Pitch goes over the 60 feet line, the umpire will call "Passed Ball" and award all runners on base the next base. It will be up to the scorer to decide whether to score a WP or PB; the umpire's call in this case is not intended to identify the play, but to advise that the ball has, in fact, passed over the line and is now dead.</p>		

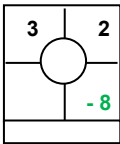
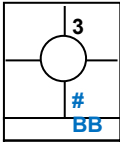
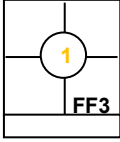
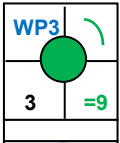

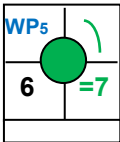
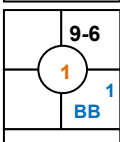
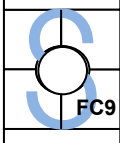
## **BATTERY**

Note: "Because the pitcher or catcher (known as the battery) handle the ball much more than other fielders, certain misplays on pitched balls are defined as WP' or PB'. No error shall be charged when a WP or PB is scored".

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR	T.A.B.	RECORD
<b>DEFLECTED ASSISTS</b>	Give an assist to any fielder who may only deflect the ball to another fielder, whose actions then result in a put-out E.g. a batted ball hit hard back to the pitcher who can only deflect the ball towards the 2nd baseman who fields and throws to 1st base, resulting in a put-out. Give both pitcher and 2nd base assists.	<b>BLACK</b> <b>YES</b>		
<b>RUNNING OFF LINE - ROL</b>	A runner will be given out if he runs off the baseline to avoid being tagged, unless necessary to avoid causing interference to a fielder in the act of fielding the ball. Credit the out to the fielder nearest the offense.	<b>BLACK</b> <b>YES</b>		
<b>FLYS</b>				
<b>A FLY BALL</b> F	A fly ball is a batted ball caught on the full in fair territory and retires the batter	<b>BLACK</b> <b>YES</b>		
<b>FOUL FLY</b> FF	A fly ball caught on the full in foul territory.	<b>BLACK</b> <b>YES</b>		
<b>MUFFED FOUL FLY-MFF</b>	A foul fly not held, but if taken would have resulted in the batter being out, score in small print in the batter's square, as this prolongs his time at bat	<b>RED</b> <b>YES</b>		
<b>NOTE:</b> <b>Rule 9-12 (a)(1)</b>	After a foul fly is caught, runners may advance at risk of being put out as the ball is still in play. Be careful in scoring an error to a fielder who deliberately drops a foul fly with a runner on 3rd base. The fielder may choose not to catch the ball to prevent the runner from scoring. In being fair to the fielder you don't score an error.			
<b>INFIELD FLY</b> IF	With less than two out and runners on at least first and second base, the batter hits a pop up fly ball, which can be easily caught by an infielder in fair territory, the umpire will call an infield fly. This does not have to be caught. Credit the fielder who catches the fly or the fielder nearest to where the ball lands, with the out	<b>BLACK</b> <b>YES</b>		
<b>FIELDERS CHOICE - FC</b>	When a fielder, after fielding the ball, throws the ball or touches his base or tags an advance runner instead of retiring the batter, the batter will be shown as having reached first base on a fielder's choice. Note you do not have to have an out to record a FC – it is simply that the fielder chose to try and get a preceding runner out instead of the Batter/Runner	<b>BLACK</b> <b>YES</b>		

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B	RECORD
<b>FIELDERS CHOICE -FC (cont'd) Rule 9.05 (a)(6)</b>	But if the fielder has <u>little or no chance</u> of retiring the batter at first and chooses to make a play on an advanced runner and the out is not made, the batter can be given a safe hit. This is a scorer's judgment play.	<b>GREEN YES</b>	
<b>INTERFERENCE BY RUNNER INT RULE 9.09(c)(6) and 9.02(a) 17 Comment</b>	If a runner obstructs a fielder in the act of fielding a batted ball, or any member of the batting side hinders a fielder when he is in the act of fielding a batted ball, the runner will be given out. The put-out is credited to the hindered fielder.  When the interference is by a runner against a fielder attempting a double play, record the play as if the double-play had been completed, with the exception of making the interference noted, <u>link</u> the two outs as a double play. However it is not a Ground into Double Play (GDP)	<b>BLACK YES</b>  <b>BLACK YES</b>	
<b>ERRORS E or e</b>	An error is when a ground ball or an accurate throw is fumbled by a fielder, which allows the batter to reach first base or runners to advance. "E" is recorded when the out is decisive and "e" when it is an advancing error.	<b>RED YES</b>	
<b>REDEEMED ERROR FC OR ASSIST OR UA</b>	Do not record an error against a fielder if after erroring the ball, he is able to redeem himself by throwing out any runner before the runner can advance one base or retires the batter before he can make first base. Record either a fielder's choice or whichever symbol may apply.	<b>BLACK YES</b>	
<b>MUFFED FLY MF</b>	A muffed fly is a high hit ball that is errored by a fielder, allowing the batter to reach first base. Always remember when scoring outfield fly's that the scoring rules only require ordinary effort by the fielder. Before scoring a muffed fly consider how much ground he had to cover to reach the ball in the first place	<b>RED YES</b>	
<b>WILD THROW WT</b>	A wild throw is when a ball is thrown so high, wide, or low that the receiving fielder cannot handle the ball comfortably, without coming off his base or is unable to reach or stop the ball, therefore allowing the batter or runner to reach base safely. The error is recorded against the thrower. A throw that pulls the baseman off his base in order to prevent an overthrow thus allowing the runner to be given safe, we would score a WT to the fielder. <b>Note:-</b> if the batter reaches 1 <sup>st</sup> base through a fielding error and allows an advanced runner to advance an extra base, record the error on the batter, and for any extra bases the runner gains lower case the error (wt#) on the runners, to ensure the error is only recorded once against the fielder.	<b>RED YES</b>	

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR TIME AT BAT	RECORD
<b>HIT BY BATTED BALL HBB</b>	When an advanced runner is hit by a batted ball, the runner is out. The fielder closest to where the	<b>BLACK HBB</b>	6 
	runner was hit is credited with the put-out. Credit the batter with a safe hit. Rule 9-05(a)(5) & 5-09(b) (7) (Also refer Page 19 for Batters explanation of this play)	<b>YES GREEN</b>	7 
<b>DOUBLE PLAY DP</b>	Double plays are recorded by linking the plays together. e.g., with a runner on 2 <sup>nd</sup> the ball is line driven to short stop (6) who successfully takes the catch – and then throws to second base (4) before the runner gets back to the base. <b>Rule 9-11.</b> Also refer to Ground into Double Play below	<b>BLACK (for plays) ORANGE (for links) YES</b>	6-4 
			1 
<b>GROUND INTO DOUBLE PLAY GDP</b> Also refer Rule 9.02 (a) 17 Comment	This is charged against a batter when the situation of the field meets the following:- <ol style="list-style-type: none"> <li>1. Fewer than two out</li> <li>2. One or more runners will be forced to advance</li> <li>3. Ground Ball to the infield that results in two or three putouts or would have done so if it had not been for an error</li> </ol>		6-4 
			2 
<b>TRIPLE PLAY TP</b>	Triple Plays are recorded similarly to double plays in linking the plays together. e.g. with no one out, the ball is hit to third base (5), the third baseman touches his base – throws to second base (4) who touches his base – throws to first base (3) before the batter reaches first base. Triple plays are rare and are mainly made when a force play is on, when the basemen only need to touch their base.		UA5 
			5-4 
			3 
<b>RUN DOWN PLAY</b>	When a runner is trapped between bases and the ball is passed back and forth between fielders, remember to give an assist to all players who handle the ball provided there is an out or would have been except for misplay. Some players may handle the ball more than once, but they are only entitled to one assist. It is however possible for a fielder to receive an assist and a put-out or error on the same play. <b>Rule 9.10 (a) (1)</b>	<b>BLACK</b>	3 

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR Time at Bat	RECORD
<b><u>UNFENCED GROUND</u></b>	An explanation of the rules for a foul fly, wild pitch or pass-ball		1 
<b>FOUL FLY</b>		<b>BLACK YES</b>	
<b>FF</b>	If a foul fly is taken inside the foul line and because there is no fence around the ground, the fielder carries the ball over the line representing the outer boundary of the entire ground. The umpire will advance all base runners an extra base.		2 
	Record a FF against the Batter and the runners advance on the batters time at bat.		3 
<b>FOUL FLY FF SACRIFICE</b>	If a runner scores because of the same play (as explained above) the batter will be credited with both a sacrifice FF and an RBI	<b>BLUE NO</b>	2 
<b>PB OR WP</b>	If there is no fence or net behind a catcher, and the ball goes over the 60 foot foul line all runners advance on either a WP or PB (depending on how the scorer saw the play) the umpire will always call Passed Ball - but the scorers will decide whether a PB or WP	<b>PB RED N/A WP BLUE N/A</b>	3 
<b><u>FENCED GROUND</u></b>			
<b>FF</b>	The difference between a FF taken on a fenced ground compared with an unfenced ground is that after the FF is taken on a fenced ground - all runners advance at their own risk, all advancements are scored the same way, and in the same colours etc. as the above plays.		
<b>SACRIFICE MUFFED FLY SMF</b>	If there is less than two out, should a runner score after an outfield fly or line drive has been dropped, and, in the scorer's opinion, such runner would have scored after the catch was held a Sacrifice Fly is still scored.		4 
<b>Rule 9.08 (d) Comment and Rule 9.12(d)(4)</b>	Should another runner be retired because of a force situation due to a sacrifice fly being dropped, the sacrifice will still be scored and of course, the batter is not given a time at bat. If we do not score the sacrifice under these circumstances, we would be penalising the batter for the errors of the fielding side. Of course the MF9 is negated when the force out is made at 2 <sup>nd</sup> base in this example	<b>FC Black S BLUE No</b>	5 
			6 



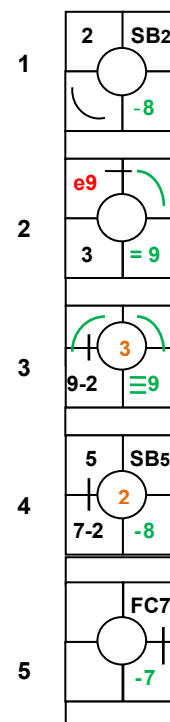
**DETERMINING  
VALUE OF HITS**  
**Rule 9.06**

When determining the number of bases to score for a hit, the batter must only be credited with the number of bases he gains with errorless play and without a fielders choice

E.g. If a batter hits to right field and reaches second base, then the fielder errors the ball, the batter then goes on to third. Credit the batter with a two base hit and third base on the error. If there had been a runner on second base before the hit he would have scored as a result of the hit

On a long outfield hit, the batter passes third base and is thrown out at home, record a three base hit and the out at home plate.

A batter hits safely to left field but because of an advanced runner attempting to go home, left field elects to throw home to prevent the run scoring, the batter goes on to second. In this case, credit the batter with a single base hit and second on a FC7. Remember to link the two actions (Hit and FC) with a small linking line to show the two actions were related. The advanced runner would have gained at least one base on the hit, so if the runner is thrown out at home, record one base on the batter's hit and the out at home, but if the runner scores even with good fielding, record the runners advancement on the hit

**PLAY SYMBOL****PLAY DESCRIPTION****COLOUR  
TIME AT BAT****RECORD****HITS**

Allowing for the rules above on the value of hits, the number of dashes represent the number of bases reached safely on errorless play.

**ONE  
BASE HIT**

Signify a one base hit by one dash with the fielder's number who fields the ball. E.g. Safe hit to left field would be -7.

**GREEN**  
**YES**

**TWO BASE  
HIT**

Two base hit, two dashes and fielder's number and an arrow to second base

**GREEN**  
**YES**

**THREE BASE  
HIT**

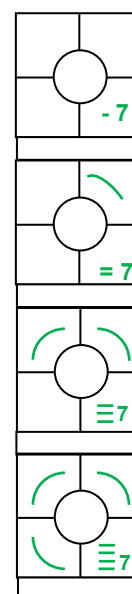
Three base hit, three dashes and fielder's number and an arrow to third base.

**GREEN**  
**YES**

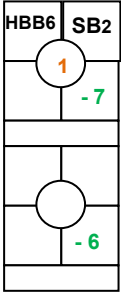
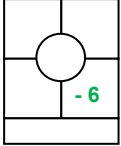
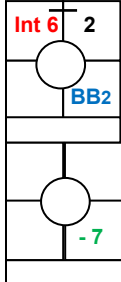
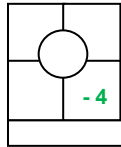

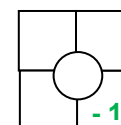

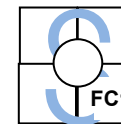
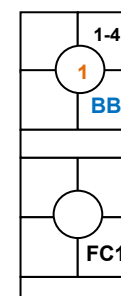
**HOME RUN**

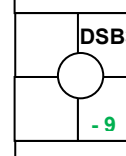
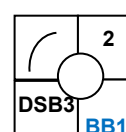
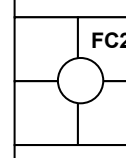
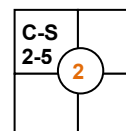
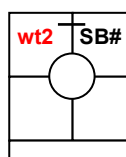
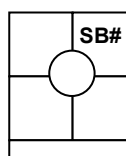
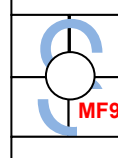
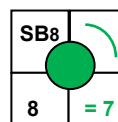
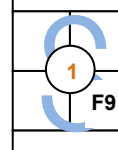
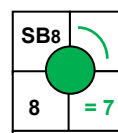
A home run, four dashes and fielder's number with arrow round to home base

**GREEN**  
**YES.**



Remember those qualifying words,  
**'WITH ORDINARY EFFORT':**

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR TIME AT BAT	RECORD
<b>“TOO HOT TO HANDLE”</b>	Sometimes a ball can be hit so hard that an infielder may only be able to deflect or touch the ball. This is called 'to hot to handle. Score as a hit if batter is safe.	<b>GREEN YES</b>	1 
<b>RUNNER HIT BY BATTED BALL</b>	Credit a safe hit to the batter even after an advanced runner is given out after being hit by a batted ball. <i>(Also refer page 15 for fielding explanation of this play)</i>	<b>GREEN YES</b>	2 
<b>INTERFERENCE BY FIELDER INT 9-12(c)</b>	If a fielder obstructs the batter while he, the fielder is not in the act of fielding the batted ball, the batter will be given first base. If the obstruction is against a runner, the runner will be given the base he was going to. The offending fielder is credited with an error; the batter is safe on the interference.	<b>RED YES</b>	
<b>INTERFERENCE BY UMPIRE 9-05(a)(5)</b>	If a batted ball hits an umpire before it passes a fielder, it shall be recorded as a safe hit. In this play the pitcher is not classed as fielder as he is in the act of finishing his pitch	<b>GREEN YES</b>	
<b>SACRIFICE BUNT S</b>	Before two are out, a batter advances a runner by a bunt, and the batter is not able to reach first Base Safely. Record the Sacrifice.	<b>BLACK BLUE NO</b>	
<b>SAFE HIT BUNT</b>	If a batter bunts the ball, all runners are safe and the batter reaches first base on errorless play. Credit the batter with a safe hit and no sacrifice.	<b>GREEN YES</b>	
<b>ERRORED BUNT</b>	When a batter, who bunts the ball, so as to advance runners, reaches first base safely because of a fielding error, score the play as it happens and a sacrifice to the batter.	<b>RED E BLUE S NO</b>	
<b>SACRIFICE BUNT FC</b>	A batter, who bunts the ball to advance runners, and arrives safely at 1 <sup>st</sup> base when a fielder in <u>errorless</u> play attempts to put out a preceeding runner and is not in time, is still scored as a Sacrifice and a fielder's choice.	<b>BLACK YES</b>	
<b>NO SACRIFICE BUNT - FC</b>	However, when an advanced runner is put out as a result of a bunt play, do not score a sacrifice, Score only fielder's choice.	<b>BLACK YES</b>	



## PLAY SYMBOL

## PLAY DESCRIPTION

COLOUR  
TIME AT BATSACRIFICE  
FLY  
SF

With less than two out, a runner on third base holds his base until the fly is taken, the runner then scores. Score a sacrifice fly to the batter, also a run batted in.

BLACK  
BLUE S  
NO

7

SACRIFICE  
MUFFED FLY  
S MF

With less than two out, a runner scores after an outfield fly is dropped and in the scorer's opinion the runner would still have scored even if the fly had been held - Credit the batter with a sacrifice. If the sacrifice is not given, the batter would be penalised because of a fielding error

RED MF  
BLUE S  
NO

8

Rule: 9.08

(Also see page 16)

Remember with both these scenarios the runner MUST score for the sacrifice fly to be given.

7

8

## STOLEN BASES

Note: Stolen bases concern both batting and fielding but as they are attempted or scored by the batting side we have included them under the batting section.

STOLEN  
BASES  
SB

Credit a stolen base when a runner advances himself a further base, without the assistance of the batter, or a WP, Balk, PB etc. and moves to steal on the pitcher's wind-up or pitch, and is successful. Note the number of the batter at the plate at the time of the Steal.

BLACK  
SB#

*Also See Page 29 Stolen Bases V Fielders Choice and Page 28 for Caught Stealing*

WILD THROW  
ON STEAL  
S B - w t

If there is an attempt by the opposition to stop the runner stealing and the catcher makes a wild throw on the play, providing the runner stays at the base he was going to, record as a steal, but if because of the error the runner is able to advance any further bases, record a steal for the first base gained and any subsequent bases on the error.

BLACK S  
RED wt

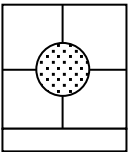
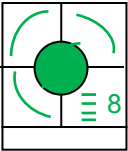
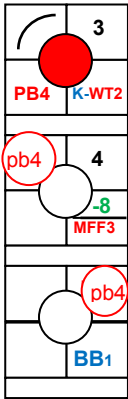
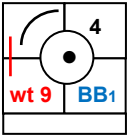
DOUBLE STEAL  
ATTEMPTS


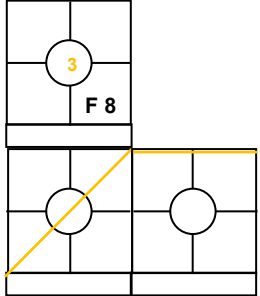
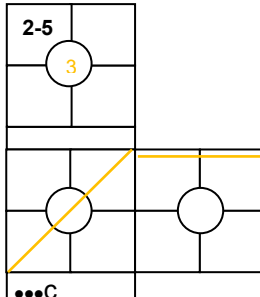
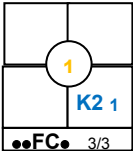
A) When a double steal is attempted and one of the runners is put-out, do not credit a steal to the other runner, record his advancement as a fielder's choice.

BLACK  
CS-FC

B) A runner is involved in a run-down play. During this play other base runners steal and all are eventually safe without errors. Even if a runner steals home and scores, credit all runners with a Stolen Base. The catcher will have 2 stolen bases attributed to him.

BLACK  
DS  
(Double Steal)

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B	RECORD
<b>RUNS SCORED</b>	By filling in the circle of the batter's square when a runner reaches home plate safely, shows a run scored. If an earned run, fill circle in green, if unearned colour red.		
<b>EARNED RUN</b>	An earned run is a run for which the pitcher and his actions can be held responsible. To determine earned runs, imagine the innings without any errors or passed balls, and estimate the bases that would have been gained on errorless play.	<b>GREEN</b>	
<b>Rule 9.16</b>	Any run scored by a player who reached first base, by means of an error, if without the error would have been retired, is always unearned. A run scored by a runner who advances bases by a passed ball, or error and would have not scored otherwise, is unearned. When a runner scores after having his life as a batter extended by a muffed foul fly the run and is unearned. Any runs scored after three batters should have been retired are unearned	<b>RED</b>	
<b>EXCEPTION: Rule 9.16 (h)</b>	When a pitching change is made part way through the innings, for the purpose of determining earned runs, any errors or passed balls scored while the previous pitcher was on the mound are ignored and the new pitcher starts off with a clean slate as far as possible outs are concerned. Once the diamond is cleared of runners that the original pitcher left on base, whether they scored or were put-out, the relief pitcher then becomes responsible for any batters he puts on base until the innings concludes. The relief pitcher cannot gain any benefit from errors etc, created while the original pitcher was on the mound.		
<b>When determining Earned/Unearned Runs</b>	At times it is not possible to identify just how a particular run is to be classed until later in the inning and in order not to lose sight; of it, we can place a black pencil dot in the centre of the circle as a temporary measure. It is very easy to miss a run if it is not coloured in straight away and rather embarrassing to find that one's team is one run short later in the game.		

PLAY SYMBOL	PLAY DESCRIPTION	COLOUR T.A.B	RECORD
<b>END OF INNINGS</b>	<p>In the score-book at the bottom of each innings is a section divided into two parts, which is to record the number of runs scored in that innings, and the running total of runs scored. Keep this up to date at the end of each team's time at bat</p> <p>When three are out in an innings, rule a line diagonally through the batting square under the square of the last batter at the plate for that innings. That batter will be the first batter to the plate in the team's next batting innings. If a batter does not complete his time at bat because a runner is put-out, retiring the side, that batter will be the first batter up in his team's next batting innings. Any balls or strikes on him are wiped and he will start as a new batter in the next innings, he <u>does not</u> get a plate appearance in the stats, <u>but</u> any balls and strikes on him are included in the pitcher's pitch count for that innings.</p>		  
<b>BALLS AND STRIKES</b>	<p>All scorers are expected to keep a record of each pitch. This is useful for a coach to know how many pitches his pitcher has thrown (especially in junior games) where the pitchers are only allowed to throw a certain amount of pitches. The easiest way to record the pitches is to use a different symbol for "fouls" - "swung at" - "called strikes" and "balls". When doing pitcher's stats at the end of the season, to arrive at his strike average you need to know how many pitches he threw and how many were strikes</p> <p>The symbols recommended to use are as follows</p> <p>Called strike - C          Swung strike - S          Foul hit - F          Ball - ●</p> <p>Starting at the bottom of the batters square at the left hand or home plate section. <b>Example shows two balls, foul, called strike, one ball, swung at strike. Note</b> It is preferable to not record the last pitch in the box. In doing so you must remember to count the action recorded – i.e a K2 indicates a swinging strike, a hit indicates a strike, a FC indicates a strike, a HPB indicates a Ball etc.</p> <p>The example shows 3 balls/3 strikes total, we recommend you add totals together as you go from one batter to the next, i.e if the next batter has 1 ball/2 strikes then you would see 4/5 in the next box. You should continue with this from innings to innings too as it is quicker to advise total pitches when asked. When 1<sup>st</sup> starting out it is also ok to simply do totals i.e. in the example you would simply write 6, then with the 3 pitches to the next batter 9 etc.</p>		



## **PITCHING STATISTICS**

When a pitching change has been made during an innings, each pitcher shall be accountable for the batters that can be attributed to him. If the change takes place while a batter is still in the box, the official rules (9.16 (h)) clearly state which pitcher shall be credited with any action that may result.

If after the pitching change the batter reaches first base on a base on balls, credit the BB to the first pitcher if at the change, the call on the batter was:

<b>2 Balls</b>	-	<b>No Strike</b>
<b>2 Balls</b>	-	<b>1 Strike</b>
<b>3 Balls</b>	-	<b>No Strike</b>
<b>3 Balls</b>	-	<b>1 Strike</b>
<b>3 Balls</b>	-	<b>2 Strikes</b>

Any other action by the batter shall be charged to the relief pitcher

If the pitching change is made when the count is:-

<b>2 Balls</b>	-	<b>2 Strikes</b>
<b>1 Ball</b>	-	<b>2 Strikes</b>
<b>1 Ball</b>	-	<b>1 Strike</b>
<b>1 Ball</b>	-	<b>No Strike</b>
<b>No Ball</b>	-	<b>2 Strikes</b>
<b>No Ball</b>	-	<b>1 Strike</b>

Then the batter and his action will be charged to the new pitcher

To determine the allocation of the runs (earned/unearned) that each Pitcher is accountable for when changes are made during an innings, apply the following:- Each pitcher shall be charged for those runners they are responsible for. If a batter becomes a runner as a result of a fielders choice that results in the out of a previous pitchers runner, the relief pitcher shall not be penalised – the new runner will become the responsibility of the previous pitcher.

When deciding the number of innings each pitcher pitches, consider the number of outs in the innings, before the change was made.

**Eg.** One out in the 3<sup>rd</sup> Innings, three runners on base, one on a hit, two walks, when pitcher number 2 takes over. Pitcher number 1 statistics would be as follows:

PITCHERS	PI	INN	H	K	BB	HPB	RS	ER	WP	BLK	PO	PSC	BFP	B	S	PIT	W/L/S
<b>ONE</b>	<b>3</b>	<b>2 1/3</b>	<b>3</b>	<b>3</b>	<b>4</b>		<b>?</b>	<b>?</b>	<b>1</b>					<b>15</b>	<b>30</b>	<b>45</b>	<b>-</b>
<b>TWO</b>																	

The runs completion would depend on whether the batters that “Pitcher One” allowed on base, scored or not and how.

**RULE 9.16 (i)** Tells us that a relief pitcher shall not have the benefit of previous chances when determining earned runs.

E.g. 2

The first batter of an innings is put on base by BB. Batter two is put out 4-3. Batter three hits a home run. Batter four walks, the coach then changes the pitcher, who completes the innings by pitching two strike-outs. Pitcher 1 and Pitcher 2 statistics would be:

PITCHERS	PI	INN	H	K	BB	HBP	RS	ER
One	1	.1 or (1/3)	1	-	2	-	2	2
Two	1	.2 or (2/3)	-	2	-	-	-	-

### RUNS BATTED IN (RBI)

When crediting runs batted in, there are certain plays that must be considered. Should a runner score as a direct result of a hit, the batter would be credited with an RBI. But if a runner holds up at third, and then as a result of a fielding error, scores, the runner should be shown as reaching 3rd base on the hit, then scoring on the error with no RBI to the batter. You should also consider Rule 9.04 (b)(1) which states that a batter cannot be credited with an RBI if he hits into a double or reverse double play.

### NOTES

There are other methods of obtaining outs other than a strike-out or fielding outs.

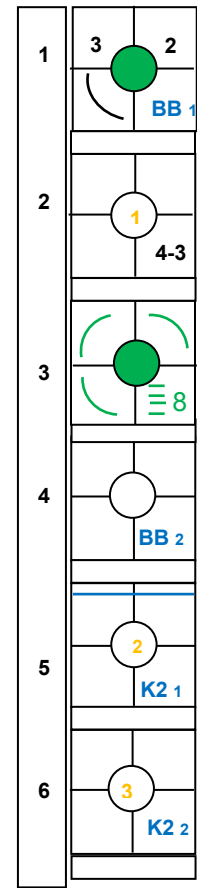
**RULE 5.09 AND 6.03** - Give details of different ways in which a batter can be given out, that should be kept in mind by scorers. Sometimes an umpire will call a batter out and the scorer does not know what to record in the book. Remember there are some actions which result in an automatic out by the batter.

(But remember that all outs go to the closest fielder to any offence).

**RULE 6.03 (b)** - A batter can be called out on an appeal by the opposition side, if he does not bat in his correct place in the batting order and another batter completes his full time at bat in the correct batters place. Scorers would be wise to keep this rule in mind, especially scorers who score junior games. **CARE:** - The rule book states that only a coach or manager can draw attention to a batter batting out of order. The umpire is within his rights to warn any scorer who draws attention to the position - Rule 9.01 (b)(4).

**RULE 5.09(b)** - Deals with many situations which can result in a runner being given out. It will help to memorise them. If a batter or runner is called out and you do not know why, wait until the end of the innings and inquire from the umpire the reason for the out. This will enable you to record the play and keep your book correct.

We would hope that all scorers read their rule book at least once before each season starts. It's amazing how many new rules suddenly appear in the same old book between seasons! Do not rely too much on player's knowledge of the rules, for at times it appears that they are playing an entirely different game – many have never read the rule book.



**RULE 9.01 (b)(1)** - Every scorer should be aware of this rule, which states:

**"The official scorer shall not make a scoring decision that is in conflict with Rule 9 or any other Official Baseball Rule ..... The official scorer shall not make any decision that conflicts with an umpire's decision."**

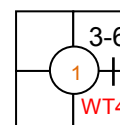
**NOTE:** - No scorer should allow themselves to be instructed on how to score certain plays, when the scorer knows it differs from the official scoring rules. This can be unfair to other players in their team.

### **First/Second Plays**

A beginner scorer may hear a more experienced scorer refer to a first or second play, and it may confuse you, but this refers to certain plays.

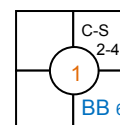
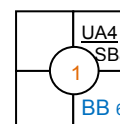
**Example** - The batter hits the ball to second base who fields the ball and throws to first base; the throw goes wild and the batter/runner goes on to second base. The first baseman has to retrieve the ball, as it is still in play. The first play finishes when the batter is called safe at first base. The second play begins because of the batters action of turning into the diamond towards second base while the first baseman was retrieving the ball. The shortstop covers second base and the ball is thrown by the 1<sup>st</sup> baseman to second base and is tagged by the shortstop and then given out by the umpire.

Once an umpire calls a runner safe on any base, be sure to record how he gained that base, regardless of any second play. If a scorer disregards an error, because the player who commits the error takes part in a second play which retires the runner, this is incorrect scoring, as every base gained has to be accounted for. Once a fielder has allowed runners to attain bases safely by his error, he cannot redeem that error.



### **Over-Running Bases V Over-Sliding Bases (Rule 9.07(e) & 9.06(c) comment)**

Credit a runner who overruns any base on his feet with the base he overruns, even if he is tagged trying to regain the base. Record the base gained (SB8) and then the out (UA4). However if a runner over slides a base and is tagged attempting to regain the base, he is not credited with that base. He is simply out on the play if tagged out. If this play occurs on an attempted steal, the runner is not given a stolen base; again only record the resulting play.



### **Changing the Book?**

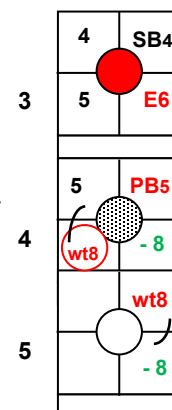
Whether you are a beginner or experienced scorer, do not fall into the trap of letting a player or coach make changes in the book after the game, either to give a safe hit or erase an error. If you allow it once, you as the scorer will lose confidence in your ability to be able to make decisions. Having been sure of what you scored at the time it happened, never let yourself be put in such an unenviable position. If, however, you are satisfied that you could have misread a rule, then you would be correct in changing the book – remember however this should be discussed with your fellow scorer(s) from the game first. When recording hits or errors the rule states **"In the scorers opinion"** and no player or coach can alter this rule.

### **Stay Focused**

Only with regular scoring, will most plays come automatically to you.

One of the most important factors to remember is to keep out of the chatter going on around you - keep your attention on the game. Very often it appears that the ball and runners are going everywhere, but there is a very easy way out of this confusion - you must concentrate on the batter and the fielder handling the ball. Record the Batter/Runners results in 1<sup>st</sup> and work your way around the bases for any preceding runners. By forgetting the base runners you find that it all works to a pattern.

**For example** – With runners on 2nd and 3rd base, the batter hits a single base hit to centrefield (8) who after fielding the ball cleanly, makes a wild throw (wt8) allowing the batter to go to 2nd base - by concentrating on the batter you will have him on 1st base on the hit and 2nd base on the wild throw. Then go on to the base runners; by this time they have both scored - they both advance one base on the hit thus bringing the runner on 3rd home to score, the runner on 2nd to 3rd by the hit and home to score on the wild throw. This wt8 will be circled as the original error is already recorded on the batter. However if the runner on 2nd base could have scored home without the aid of the wild throw, score him on the batters at bat (RBI). Remember if you have missed a play – leave it - go on with what is happening and in that way you will keep up with the game - rectify the missed play later, or during the inning change.



### **BATTING AND FIELDING AVERAGES (Rule 9.21)**

Not all scorers are required to complete their teams final statistics but it may interest you to know how statistics are obtained and may help you to realise just how important it is that scorers should be consistent in their scoring of hits and errors.

### **BATTING AVERAGE**

By dividing the safe hits, by the number of "times at bat", enable you to obtain a batter's batting average.

E.g.

BATTING			
AB	R	H	AVE
12		3	.250

### **SLUGGING AVERAGE**

Divide the total bases of all safe hits by the total "times at bat".

### **ON BASE AVERAGE**

Divide the Total of Hits, BB and HPB by the total of At Bats, BB, HPB and Sacrifice flies.

**Note** - For the purpose of calculating the On Base average, ignore being awarded 1st base on interference or obstruction.

### **FIELDING AVERAGE**

Divide the total number of put-outs and assists by the total number of put-outs, assists and errors.

e.g.	PUT OUTS		ASSISTS		ERRORS		
	10	+	10			=	20
	10	+	10	+	5	=	25 Fielding Ave = .800

Remember 1.000 is the highest average figure any player can obtain, all averages are worked out to three significant decimal points.

### **PITCHERS EARNED RUN AVERAGE**

Earned run average is calculated as follows:- Multiply the total earned runs charged against a pitcher by nine and divide the result by the total number of innings the pitcher pitched, including fractions of an innings.

## **STRIKE AVERAGE**

Divide the amount of strikes thrown by the amount of pitches thrown.

## **GAMES WON AND LOST AVERAGE**

Divide the number of games won by the total number of games won and lost

## **PROTESTED GAMES**

### **PROTESTED/SUSPENDED GAMES - Rule 9.01 (b)(3) & Comment**

Should a game be protested (or suspended by the Umpire) the following information should be recorded:

1. Exact time of protest or suspension of play
2. Number of Outs
3. The position of all runners and the bases they legally occupied at the time of the protest
4. The ball and strike count on the batter at the time of the protest
5. The score at the time of protest
6. The line-ups of both teams
7. The players who have been removed from the game for each team
8. Reason for the Protest/Suspension

Noting this information will prove important, if after the protest hearing, it is decided that the game be replayed from the point where the protest was lodged. By having recorded the exact situation at the time of the protest, will make it easier to recommence the game in the same situation, at the point where the protest was lodged.

### **Ejected Players or Injured Players**

Should a player be removed from any game by the umpire, you should make a similar notation in the book as you would for Protested Games. As with ejected players, if a player is injured during the game, record information as per above but try to include the nature of the injury, even if you have to wait until the end of the game to find out the exact injury – i.e. left ankle, concussion etc.

## **CAUGHT STEALING "C-S" (Rule 9.07h)**

A runner shall be charged as "C-S" if they are put-out or would have been out by errorless play when they:

1. Try to steal and are put-out.
2. Are caught off base and try to advance and are caught in a run down play and are put-out
3. Over slide the base and are put-out attempting to regain the base, do not credit a stolen base. Credit only the out and the caught stealing, no stolen base.

### **NOTE:**

Do not charge a "C-S" unless at the start of play the runner is attempting to steal a base or is deemed to be attempting to steal a base. Just being off base in an attempt to get a start on a hit or bunt, is not necessarily an attempt to steal, e.g. if the ball is thrown by the pitcher or catcher in an attempt to stop the runner getting a big lead off, the first instinct of the runner is to regain the base he is already entitled to, thus ruling out the attempt to advance an extra base. The definition of a stolen base is trying to gain an extra base without the aid of a hit, BB, HPB, error, FC (WP or PB"). Just leading off base is not an attempt to steal, especially if the ball is thrown and the runner makes no attempt to advance to the next base and only attempts to retain the base he is already entitled to.

## **STOLEN BASES OR FIELDERS CHOICE (FC2)**

One of the queries I have received from some scorers, is the difference between a Stolen Base and a FC 2 play' The main query, seems to be "can a stolen base — be recorded to a runner even though the ball is not thrown in an attempt to retire the runner." A stolen base can be given to the runner, if the runner breaks for the next base on the pitcher's pitch/wind. The ball need not be thrown in a attempt to retire the runner for the scorer to record a 'SB' (steal). If the runner does not break until the ball is taken by the catcher in an attempt to draw the throw of the catcher and the catcher elects to let him steal, this is recorded as a FC 2. This play is often seen when there is a runner on 3rd base; the catcher will hold the ball rather than throw it in a attempt to get the runner stealing. If the catcher does throw the ball in a attempt to stop the steal and the runner on 3rd is able to make home safely, credit him with a stolen base provided all runners make the base safely by errorless play. However, if one of the runners is put-out, or should have been out but for an error, any other runner advancing should be recorded as having advanced on a Fielders Choice (FC). When a runner attempting to steal evades being put-out on a run down play and advances, or is able to return to his original base without the aid of an error, credit any runners who advance during this play with a stolen base; this rule also applies if a runner on 3rd advances to home-plate during the run down play. When a runner over slides the base he is attempting to steal and is tagged, before he can return, do not credit him with a stolen base, record the out only.

There is one play that also occurs quite often in a game:- A player takes a lead from his base, the pitcher or catcher throws the ball to stop the lead and the runner realising he cannot regain his base attempts to make it to the next base and gets caught in a run down play. During this play the runner turns and is going back to the base he was last entitled to, when a throw is muffed enabling the runner to return safely to his original base. Even though he has not advanced, his life has been prolonged on the diamond and if both scorers agree that except for the error, the runner would have been out, this has to be recorded, and if this runner eventually scores the run will be unearned. All players get an assist in the trap play and the error also given to the fielder concerned. Don't forget the Caught Stealing (C-S) symbol. **Hint** - Place a red dot in the circle incase the runner does score; it will make it easier to remember it is an unearned run!

## **HOW TO DISTINGUISH EARNED AND UNEARNED RUNS**

With regards to earned and unearned runs, here are a few more hints to assist in your decision:-

No run shall be deemed earned when scored by a runner whose time on base has been prolonged when in the scorers opinion the batter or runner would have been retired with errorless play.

- All runners who gain 1st base by means of a fielding **error**, **KPB**, **MFF**
- any play by the fielding side that prolongs the batters stay at the plate
- a fielding error enabling a batter to become a runner, or
- a fielding error prolonging a runners stay on the diamond.

e.g. runner on 1st base, batter hits to short-stop fields the ball, throws to the 2nd baseman, who errors the throw, (the scorers deem that the runner would have been out if the error had not occurred). If this runner eventually scores the run will be unearned. To help remember that this run will be unearned, place a red dot in the run circle.

Not all errors result in unearned runs. There are runners that eventually score where their advancement around the bases is aided by errors which simply allow runners to gain extra bases but would not have been put out. The way to calculate whether the run is earned or unearned is to imagine the runner's advancement around the bases as if the errors had not occurred and to consider whether he would have scored anyway without the aid of errors. Of course this can only be considered if there are less than 2 out and no decisive error has occurred prior to the run scoring. All earned runs have to be the product of the Pitchers actions, that is why a base gained by a 'PB' "is taken back" also treating it as if it is an advancing error as it is not the fault of the Pitcher, where as a '**WP**' is the pitchers fault - even a '**K-WP**' can become an earned run as it is the result of the Pitchers action. A '**K-PB**' is an automatic unearned run as a '**PB**' in these circumstances is treated like an error, (but always remember a "PB" is not an error in the fielding statistics)

**"KWP" – Situations****Rule  
9-16 (a)**

When the batter is put on 1<sup>st</sup> base by a **K WP** the result can become an earned run - the **K WP** should be treated the same as if the batter had received a safe hit (**#**), base on balls (**BB**), hit by pitched ball (**HPB**). They are all the result of the pitchers action including the **K WP**. They are all possible earned runs, it is how the runner proceeds round the diamond that will decide if the run is earned or unearned. If the batter put on base by the **K WP** proceeds round the bases by means of SB - **WP** or is advanced by other batters by means of a **Hit BB etc** and the run eventually scores, it can be an earned run providing that 3 outs should not have been made for side away before the runner scored.

**Rule  
9-15 (a) (2)  
and  
Rule  
5-09 (a)(3)**

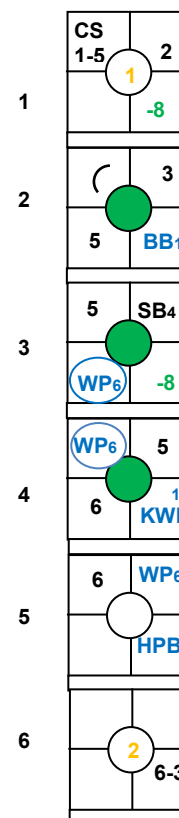
With less than 2 out and a runner on first base, the batter is automatically out. The batter is shown as being put-out on a strike out. The **WP** or **PB** is only recorded on any runners on base that advance on the same pitch.

**Rule  
9-13 (a) &  
9-13 Comment**

Any runner on base when the "**K WP**" occurs can attempt to advance on the **WP**. Provided there is no out and the play is errorless runners advance on the same WP. If a runner is on 1<sup>st</sup> base and there are less than 2 down, the Batter will be automatically out but other runners can still attempt to advance on the **WP**. However as per Rule 9-13 Comment, if any runner attempting to advance is put out then the remaining advancing runners (including the Batter/Runner) will advance by Fielders Choice (FC)

**RULE 9-16 (a)  
K WP**

A "**K WP**" is not classed as a "should be out" when working out earned and unearned runs. Although the "**K**" goes to the pitcher's stats, the "**WP**" is the reason the batter reaches first base safely and as such the "**WP**" is considered against the pitcher in determining Earned/Unearned runs. Rule 9-16 (a) states that a **K WP** is treated the same as a **Hit**, **BB**, and **HPB**, OR **Balk** when working out earned and unearned runs of the pitcher.



## **BATTING OUT OF ORDER**

### **RULE 6.03(b)**

#### **BOO 2**

Because many scorers find it hard to understand the wording and meaning of the rule book in regards to this rule, we will try and simplify the rule for you. When a batter fails to bat in his proper turn and another batter completes a time at bat in his place:- If the opposition coach realises the position he/she can make an appeal to the umpire before the first pitch is thrown to the next batter, or any other play takes place.

The umpires ruling on this will be that the batter who did not take his turn at bat according to the batting line-up of his team will be given out. (BOO 2). If during the incorrect batters time at bat, any runners on base advance by reason of a "SB" "WP" "BALK" or "PB" they will retain these base/s as they were not the result of the incorrect batters action. However any runner who advances as a result of the incorrect batters action will have to return to the base they originally occupied.

Two fundamentals to remember, when a player bats out of turn, it is the proper batter that is given out. If the improper batter reaches first on a hit or is put-out and no appeal is made before a pitch to the next batter (or any other play is attempted) the improper batter is considered to have batted in proper turn, this then establishes the batting order to be followed, the next batter in the line-up to the improper batter will become the next legal batter.

If as a scorer you notice the batter is batting out of order, you must not draw anyone's attention to this fact (refer rule 9.01 (b)(4)). Simply score in pencil against the batter at the plate until you see if there is an appeal. If no appeal you can confirm the play in the correct colour(s).

## **BATTING OUT OF TURN** **APPROVED RULING**

To further clarify this rule we will illustrate one of the six plays under the approved ruling in the rule book.

These following illustrations will show the difference between play 4(a) when an appeal is made before the first pitch to the next batter and play 4(b) when an appeal is made after a pitch has been thrown to the next batter.

Continued Page 32

Continued from Page 31

**PLAY 4: BASES LOADED AND TWO OUT, HOOKER BATS IN FRANKS PLACE**

	1	WP 3 LOB BB 1
ABEL		
	2	LOB WP 3 BB 2
BAKER		
	3	1 K2 1
CHARLES		
	4	2 F5
DANIEL		
	5	LOB - 7
EDWARD		
	6	3 BOO 2
FRANK		
	7	
GEORGE		
	8	
HOKKER		
	9	
IRWIN		

**Play 4 (a)**

Bases loaded, 2 out Hooker bats in Franks place and triples, scores three runs. An appeal is made to the Umpire **before** the first pitch to the next batter.

**THE RULING**

No runs score and Frank is out (**BOO 2**) **Batting out of Order 2** and the legal batter to start the next innings will be George

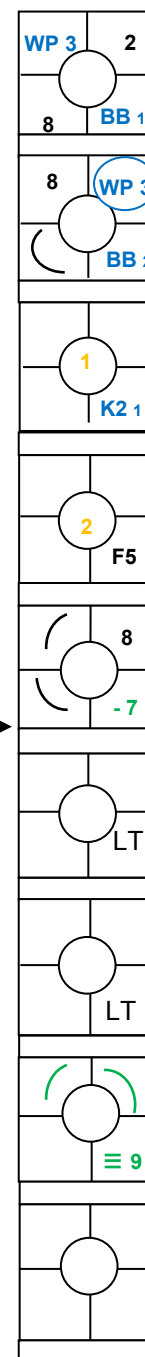
**PLAY 4 (b)**

Bases loaded 2 out, Hooker Bats in Franks place, scoring three runs. An appeal is made to the umpire **after** a pitch to the next batter or any other play.

**THE RULING**

Three runs score and Hooker is on third and Irwin is the next **legal** batter

*Note:- LT = Lost Turn*



## EARNED RUNS

In determining 'earned runs' after an error has been committed during an innings, it can sometimes create differences of opinion amongst scorers. One point in particular is whether runs are earned or unearned after a fielding error allows a batter to gain 1<sup>st</sup> base. Later in the innings a Fielders Choice (F.C) takes out this batter (put on by the fielding error). The question is, can one player represent two outs? First that he should have been out (except for the error) and that he is later out in a Fielders Choice (F.C.) play.

Diagram 1 at the right shows an innings as follows:-

Batter No. 2 on base by an error, this batter should be the 1<sup>st</sup> out.

Batter No. 3 strikes out making the 1<sup>st</sup> out. - but for the error he should be the 2nd out.

Batter No. 4 gets on base solely because the fielder chose to throw out the advancing runner - who would not have been a runner except for the fielding error, therefore batter 4 should have been the 3rd out and any runs scoring are unearned.

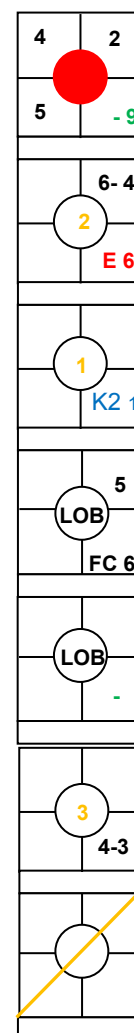
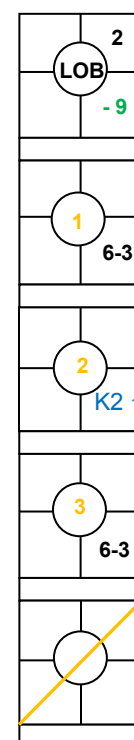


Diagram 2:

It is felt by some that you cannot have 2 outs on the one player. Infact you don't, you have a "should be out" (except for the error) and then an out, that it happens to be the one player is immaterial.

Here is diagram 2 we will reconstruct the same innings without the error and it will show that without the error the side would have been retired before the run scores.

The rule that covers this interpretation Rule – 9.16 (c) & (f)



### **WINNING AND LOSING PITCHERS (Rule 9.17)**

There have been many queries regarding winning and losing pitchers: The easiest way is to apply either of the rules of 9-17(a). **If** the starting pitcher cannot be credited with the game won because he has not pitched the required 4 or 5 innings, **and** his team is in the lead when he is replaced, **and** remains in the lead for remainder of the game, credit the relief pitcher, or if more than one relief pitcher is used, credit the most effective relief pitcher with the win. **If** a starting pitcher is replaced, even if he has pitched the required innings and his team is **not** in the lead when he is replaced, but while a relief pitcher is in the game, his team gains the lead and stays in the lead for the remainder of the game, credit that relief pitcher with the game won regardless of how many innings he has pitched. The required innings **only apply** to the **starting pitcher**.

**If** the scores become LEVEL, it becomes a new contest for picking winning or losing pitchers. **If** the starting pitcher continues pitching and his team regains the lead and remains in the lead for the remainder of the game and he has pitched the required innings, he is credited with the game win. **If** the lead is regained during a relief pitcher's participation, and the team remains in the lead for the remainder of the game, credit the relief pitcher (the pitcher of record) with the game win.

The losing pitcher is the pitcher who is on the mound when the opposition gains the lead and remains in the lead for the remainder of the game. There are no innings qualification required for determining the losing pitcher.

### **THE SAVING PITCHER (Rule 9.19)**

In the "Learners Guide" we have dealt with winning and losing pitchers, but there can also be a saving pitcher in some games.

To be a saving pitcher, the pitcher should meet the conditions of 1, 2 & 3 together with any one of 4a, 4b or 4c listed below.

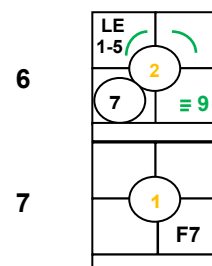
- 1.** That he is the finishing relief pitcher in a game won by his Team, **and**
- 2.** He is not the winning pitcher, **and**
- 3.** He is credited with at least one third of an innings, **and**
- 4.a** He enters the game when the lead by his team is no more than 3 runs ahead, and he pitches for at least 1 innings. **or**
- 4.b** He enters the game regardless of the count, with the tying run on base, or at bat, or the tying run is one of the first two batsmen to face the finishing relief pitcher **and** he retires the side before the tying run is scored **and** his side remains in the lead until the end of the game **or**
- 4.c** The relief pitcher pitches for at least 3 innings. – This requirement is often overlooked.

**Note:-** There can only be 1 saving pitcher in any game.

## **RULE 9.06(b), 9.06(d) and 9.05(b)(2) - APPEAL PLAYS**

### **Rule 5.09(c)**

There are different kinds of appeal plays - e.g. a runner on 3rd base - batter hits a high fly ball to an outfielder, who catches the fly - the runner on 3rd base scores. The ball is returned to the pitcher - but before the next pitch, the 3rd baseman calls for the ball - he receives the ball and stands on his base and appeals to the Umpire, claiming the runner left the base before the ball was 1st touched. If, in the Umpire's opinion the runner did leave the base too early, he will uphold the Appeal - The runner will be given out as LE 1-5 (or AP 1-5) at 3rd base.

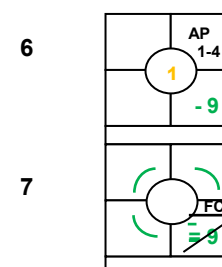
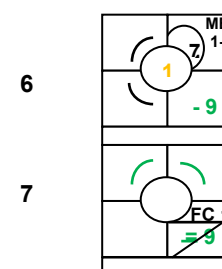


This play can occur on any base, when after the fly is caught, a runner sets off to gain a base - but leaves too early – and is noticed by a fielder/coach and Umpire.

### **Rule 5.09(d)**

Another type of appeal play is - e.g. a runner on 1st base - batter hits the ball safely to the outfield - the runner rounds the bases and eventually scores - the batter runs on to 3rd base - the ball is thrown back to the pitcher - but before the next pitch, the 2nd baseman calls for the ball - he then appeals to the Umpire on an appeal play, claiming the runner missed 2nd base on his run round to home plate - if the Umpire also saw this he will uphold the appeal. The result of this appeal play is, instead of the batter receiving a 3 base hit he will be recorded as having obtained 1st base on a Fielders Choice. (as illustrated) - because the advanced runner did not legally reach second base.

Also on this play, had there been 2 outs already and the batter had hit a home run, and the appeal play was made, the runner would be out at a forward base before the batter could complete the home run - the out would make side away - the batter would only be given the bases he obtained before the runner was given out on the appeal play. If the runner had have been on 1st base and missed 2nd base – the batter would only be given a Fielders Choice for the 1st base.



## **Intentional Walks – Automatic by Manager's Signal**

### **Rule 9.14(d) & 5.05(b)(1) Comment**

The Team Manager informs/indicates to the Umpire of his teams intent to walk the Batter. Depending on the Competition rules this could happen any time during the Batters time at bat or may need to be advised before the batter faces his 1<sup>st</sup> pitch. For Senior baseball no pitches are counted against pitchers arm other than those thrown prior to the intentional walk, however in Junior baseball it will depend on the Competition rules. An Intentional Base on Balls is identical to a Base on Balls when doing the pitchers stats.

Scoring Symbol – IBB

Colour – Blue

## **MISSING PLAYERS (BLANKS IN BATTING LINEUP)**

While the rules state that a team consists of nine players, local rules allow a game to commence if a team has at least seven players available at the recognised starting time. Under these circumstances, the coach must nominate where the missing players would appear in the batting order had they been present. You may, for example, find a blank has been placed at the No. 4 and No. 7 spaces in the line-up. The scorer should wait until all play or any action because of batter 3 or 6 in their time at bat has been completed, and then notify the umpire that the next batter is missing (blank is up) and the umpire will call an automatic out. The reason for waiting is to give the batting side a chance to complete any advance before it has to accept the out. Quite often the coach will tell a runner on base to keep running as far as possible and perhaps take the field by surprise with the hope of scoring before the automatic out is called due to the missing player. This situation not only concerns juniors but senior teams also.

**Scoring Symbol – AO**

**Colour - Black**

### **Junior Baseball**

## **DEFENSIVE OUTS (D.O's)**

This statistic is used at Junior Tournaments (Nationals) as a participation measure. You will notice a column on the left hand side of the Fielding Stats in the scorebook headed up DO this is where you record the Defensive Outs. The rules for calculating D.O's can change from Tournament to Tournament so you should always refer to the Tournament Rules to ensure you are calculating them correctly.

## **PITCH COUNTS**

There are many rules set out for Australian Junior Baseball which you will not find in the Baseball Rule book. These rules are made for the protection of junior players, so that their pitching arms are not burnt out by the time they reach senior status. In the different age groups of junior competition there are limits as to the amount of pitches players are allowed to pitch in a game - listed below are a few points to remember, concerning junior pitching.

- The balk rule remains the same as for a Senior pitcher with one exception; if a Junior pitcher cannot stop his pitch when the umpire calls the balk – and there are runners on base, the pitch is recorded on his pitches allowed limit, whether there are runner(s) on base or not, however no pitch count is recorded on the batter. The scorer will have to show the "balk pitch" so that it can be counted in his allowed pitches. To record this, place a dot as you would for a ball and circle it – this ensures "the pitch" does not get mixed up with the pitch count on the batter. – Any runner(s) on base will advance one base (each) as per the Balk Rule.

- If there are **no** runner(s) on base the balk will be recorded as a ball and need not be circled as it is classed as a normal pitch in the pitch count of that batter.

## **Intentional Walks – Automatic by Manager's Signal** **Rule 9.14(d) & 5.05(b)(1) Comment**

Refer Page 35 for explanation

With regards to counting pitches in the "Pitchers pitch count", in Junior baseball it will depend on the Competition rules. An Intentional Base on Balls is identical to a Base on Balls when doing the pitchers stats.

**Scoring Symbol – IBB**

**Colour – Blue**

1	5	2	PB 3	BB 1
2	5	7	PB 3	
3	6	1	K PB	
4	1		AO	
5	6	8	= 8	
6	9	8	- 9	
7	2		AO	
8	9		LOB - 7	
9	3		CS 2-4 - 8	
	5	5		

## Tie Breaker Rule and How to Score

If the game remains tied after the completion of nine (9) innings, the following procedures will be implemented during extra innings:

Each team will begin the 10th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.

The runners placed on first base and second base will be the last two batters from the preceding innings – the runner placed on first base will be the last batter from the previous inning and the runner placed on second base will be the second last batter from the preceding inning. For example, if the #5 hitter in the line-up is due up to bat, then the #3 hitter will be placed at 2<sup>nd</sup> base and the #4 hitter will be placed at 1<sup>st</sup> base. However, teams can put pinch runners on base at the beginning of the inning but they will replace the existing batters and be permanent substitutes for the remainder of the game.

No player re-entry is permitted during extra innings.

The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Any runner that starts on 2<sup>nd</sup> base or on 1<sup>st</sup> base in a Tie-Breaker inning will not be credited with a Plate Appearance (PA) or Time at Bat (AB) and any run scored by the players starting as runners at first and second base shall always be an unearned run.

When placing runners on 1st and 2nd base, the symbol to use on the scoresheet is TB in either the 1<sup>st</sup> base and 2<sup>nd</sup> base square. Advancing the runners around the bases is scored as normal and all usual Scoring and Stat rules apply **except** as mentioned in above paragraph.

When scoring, if a pitcher is changed at the beginning of the extra inning, it is very important to mark this change above the two players starting as runners on base. The extra inning is supposed to lead to a game-winning run which determines the statistics to be awarded to the runners in any extra inning, should be charged to the relief pitcher.

	9	10
1	1 5-3	
2	2 6-4 BB1	
3	CS 2-5 3 4 FC6	TB
4		TB
5	-7	
6		
7		
8		
9		

### Proving your Book

Total of TB Runners

$$AB + BB + HP + SAC + CI = SUM$$

$$40 + 4 + 1 + 1 + 0 = 48$$

$$R + LOB + PO = SUM$$

$$12 + 6 + 30 = 48$$

## Index

Page 38

Page

### A

- 30 Advancing on Wild Pitch
- 25, 35 Appeal Plays
- 11, 13 Assists
- 11 Automatic Outs
- 27, 28 Averages:- Batting, Fielding, Games Won/Lost, On Base, Pitchers ERA, Slugging, and Strike

---

### B

- 10, 36 Balk - Pitcher
- 10 Base on Balls
- 11 Batter - Hit by Batted Ball
- 2, 12 Battery
- 10 Batting Out of Box
- 31, 32 Batting Out of Order
- 19 Bunt
- 9 Bunting Foul on Third Strike

---

### C

- 11 Catchers Automatic Outs
- 11 Catchers Interference
- 28 Caught Stealing
- 5, 7 Changes Batters/Pitching/Fielding
- 6, 7 Colours

---

### D

- 11, 13 Deflected by Fielder
- 23 Designated Hitter
- 15 Double Play

---

### E

- 21, 29, 33 Earned Runs
- 28 Ejected Players
- 14 Errors

---

### F

- 16 Fenced Ground
  - 13, 14 Fielders Choice
  - 29 Fielders Choice Verses Stolen Base
  - 7 Fielding Changes
  - 3 Fielding Positions/Numbers
  - 13 Fly
  - 11 Fly - Deflected
  - 13, 16 Fly - Foul
  - 17 Force Plays
  - 9 Foul Bunt on Third Strike
  - 13, 16 Foul Fly
  - 16 Foul Fly - Sacrifice
- 

Version 2022

**G**

` Ground - Fenced/Unfenced  
 15 Ground into Double Play  
 26 Guide Notes for Scorers

---

**H**

11 Hit by Batted Ball - Batter  
 15, 19 Hit by Batted Ball - Runner  
 17 Hit Definition  
 10 Hit by Pitched Ball  
 18 Hits - How Many Bases  
 18 Hits - How to Score

---

**I**

13 Infield Fly  
 35 Intentional Base on Balls - requested  
 19 Interference - by Fielder  
 14 Interference - by Runner  
 19 Interference - by Umpire  
 37 International Tie Breaker

---

**J**

36 Junior Pitch Counts

---

**L**

4 Line Up  
 34 Losing Pitcher  
 32 Lost Turn

---

**M**

13, 14 Muffed Fly

---

**O**

2 Ordinary Effort  
 26 Over-Running Verses Over-Sliding Bases

---

**P**

10, 12, 16 Passed Ball  
 36 Pitch Counts - Junior  
 10 Pitch - Hit by  
 34 Pitchers - Winning/Losing/Saving  
 7, 24 Pitching Changes - Batters Faced  
 24 Pitching Statistics  
 28 Player Ejected  
 28 Protested Game  
 11 Put Outs

---

**R**

23 Recording Statistics  
 26 Rules for Scorers  
 15 Run Down Play  
 19 Runner - Hit by Batted Ball  
 13 Running off Line  
 25 Runs Batted In  
 21, 29, 33 Runs - Earned/Unearned

---

---

## **S**

- 19 Sacrifice Bunt
- 20 Sacrifice Fly
- 16 Sacrifice Fly - Foul
- 17 Safe Hit - Definition
- 34 Saving Pitcher
- 5, 6, 7, 8 Score Book - Set-Up
  - 9 Scoring Symbols
- 26 Second Plays
- 23 Statistics - Recording them
- 28 Stealing - Caught Stealing
- 21 Stealing - Fielders indifference
- 20 Stolen Bases
- 29 Stolen Bases verses /Fielders Choice
  - 9 Strike Symbols
- 10 Strike Out with Error
- 10, 12 Strike Out with Passed Ball
- 10, 30 Strike Out with Wild Pitch
  - 10 Strike Out with Wild Throw
- 26 Subsequent Plays
- 28 Suspended Game
- 6, 9 Symbols

---

## **T**

- 37 Tie Breaker (International Rule)
- 15 Triple Play

---

## **U**

- 19 Umpire - Hit by Ball
- 11 Unassisted Put Outs
- 21, 29, 33 Unearned Runs
- 16 Unfenced Ground

---

## **V**

- 18 Value of Hits

---

## **W**

- 10, 16 Wild Pitch
- 30 Wild Pitch on Strike 3
- 14 Wild Throw
- 34 Winning Pitcher

