

Softball New Zealand Official Scorers' Manual



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Softball New Zealand

Scorer's Manual

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1 General

Welcome to the Softball New Zealand Scorer's Manual. This manual outlines the standard scoring practices used in New Zealand.

For the sake of clarity and conciseness throughout the manual **he** is often used to refer to a player or an umpire. We well realise there are male and female players and umpires – no offence is intended.

1.A Types of Scorer

There are different types of scorer, each with quite different functions:

- The Official Scorer – appointed by the Association organising the game or tournament (on a similar basis to Umpires). Responsible directly to that Association for providing an unbiased record of the game.
- The Team Scorer – appointed by, and part of, the team. Generally responsible to the team coach for providing a similar record.
- The Statistician – responsible for producing statistics. At official level a separate scorer is often appointed as full-time statistician. While all scorers produce statistics on each game or for a team, the statisticians role is to combine these statistics for all teams in a league or tournament.
- The Chief Scorer – responsible for administration of scoring at a tournament, appointing scorers to games, running exams, resolving issues in conjunction with the Tournament Organiser. At a local association level, a Chief Scorer can also be responsible for scoring in an association.

All of these are then responsible for producing true and meaningful results and statistics for the game, season, tournament, etc. See also Chapter 7, Scorers and Umpires, and Chapter 8, Statistics.

1.A.1 Qualities of a Scorer

To be a good scorer you need:

- **Sound knowledge** of scoring rules and their application, also a good knowledge of the playing rules, and of umpires signals.
- **Understanding of statistics**, both in their production and their interpretation.
- **Good judgement and impartiality** for hit/error decisions etc. It is important to be consistent, both within your own decisions, and with the accepted New Zealand (and International) standards. Ultimately this consistency of judgement can be learned only by mixing with good qualified scorers – not from any book.
- **Concentration** during fast or complicated plays, and over the whole game in sometimes difficult conditions.
- **Accuracy, neatness** and **speed**.
- **Common sense** and **logic**.

1.A.2 Duties of a Scorer

The duties of a scorer include:

- Writing up the team lineup sheet if there is one (see 2.B.3, page 7).
- Exchanging lineups with the opposition scorer (team scorer).
- Scoring the game in accordance with the rules and the practices outlined in this manual.
- Providing information to the umpire (official scorer) or coach (team scorer) during the game.
- Ensuring that the players in the game at any time are the correct players as listed on the official lineup sheet, or scoresheet at the beginning of the game (see 3.F, page 14).
- Providing the game results to the tournament organiser (official scorer).
- Analysing the game.

1.A.3 Scorers Equipment

You also need the following equipment:

- **Scoresheet** – plus a spare in case a game lasts more than ten innings.
- **Rule Book** – all scorers should keep an up-to-date rule book.
- **Backing Board** and/or table – this should be at least as big as the complete scoresheet.
- **Pens/pencils** – while beginners may prefer pencil, blue or black pen make a scoresheet far easier to read. Runs **must** be filled in with red. Green is used for a Designated Runner. **Please do not use Highlighters at all.**
- **Corrections** – a rubber or correcting fluid, cross-outs are not recommended.
- **Weather-proofing** – firstly for the scoresheet: a clear plastic bag or sheet in case of rain, and clips or rubber bands in case of wind. Also – sun hat, sunscreen, glasses and warm weather-proof clothing and umbrella. A game may last for hours – as scorer you must remain there regardless.
- **Timepiece** – to record the time of the game.
- **Seating** – the more comfortable the better (but don't go to sleep).

2 The Scoresheet

There are two halves to the scoresheet – each half shows what happens while one team is batting (and the other team fielding). The following diagram shows an example of one half of the scoresheet.

2.A Sample Scoresheet

Lineup	vs.	VENUE	Analysis	Date	Time	Day	Date	Innings	Runs	HITS	ERRORS	LOB	OFFICIALS	Summary
The Game	1	2	3	4	5	6	7	8	9	10	PAINT	HP	IMP	NET
PITCHER	1ST	3RD	SCORER											
				PITCHER	1ST	3RD	SCORER							
PITCHER	1ST	3RD	SCORER											
				PITCHER	1ST	3RD	SCORER							
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				PITCHER	1ST	3RD	SCORER							
PITCHER	1ST	3RD	SCORER											
				PITCHER	1ST	3RD	SCORER							
PITCHER	1ST	3RD	SCORER											

2.B Parts of the Scoresheet

2.B.1 Top / Bottom

TOP BOTTOM

Before the game, colour in ‘Top’ for the team that bats first, and ‘Bottom’ for the other team. During the game this helps when recording substitutions and answering enquiries about the innings.

Be sure to write the team names and the date on both sides of the scoresheet. This is important because scoresheets are often photocopied onto separate A4 sheets.

2.B.2 Team Lineups

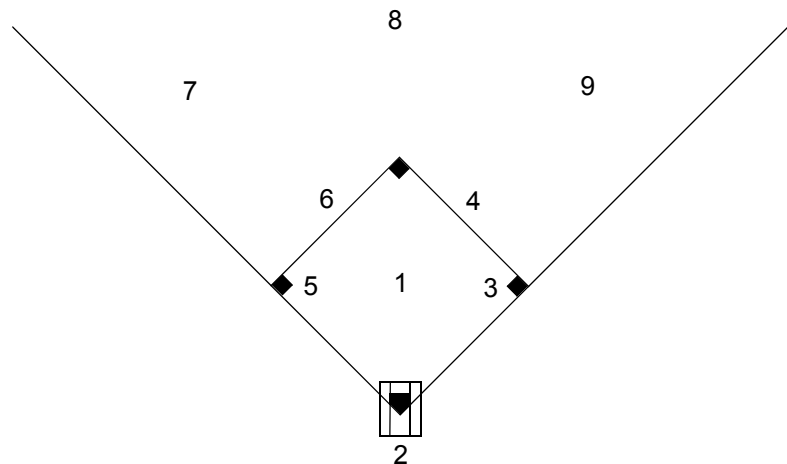
Batter Numbers – These are preprinted 1 - 9. Each number refers to the position within the batting order, so applies to a different player after a substitution has been made. These numbers are used regularly throughout the game.

Uniform Numbers – Show the player’s uniform number in the No. column. You should check these numbers as each player bats. Where a team has no uniform numbers, you can note other identifying features in the margin (e.g. red hair).

Players Names – Write the name of each starting player on the top line beside his batting order number. If used, put the Designated Player (DP) on the top line, and the player he bats for on the third of the five lines, to allow for substitutes for either. Correct spelling is important on the official scoresheet, which is often used later by the press. Use Christian and SURNAMES e.g. **Kevin HERLIHY**, not **HERLIHY Kevin**.

Positions – Show the starting position numbers for each player as follows:

- 1. Pitcher
- 2. Catcher
- 3. 1st Base
- 4. 2nd Base
- 5. 3rd Base
- 6. Shortstop
- 7. Left Field
- 8. Centre Field
- 9. Right Field
- DP Designated Player
- DR Designated Runner



All scorers must be 100% familiar with these numbers when referring to fielders, as they are used on almost every play.

If a **Designated Runner** is used write his name on the 5th line of the number 9 batter in green.

Substitutes

Write the substitutes names on the lines numbered 10–17, below the ninth batter’s row. When a substitute enters the game his position will be one of the positions shown above, or:

- PH Pinch Hitter
- PR Pinch Runner

TOP BOTTOM

No	PLAYERS	Pos	Inn Pos	Inn Pos	S	R
1	10 Jimmy COTTER	8				
2	1 Dennis CHEYNE	7				
3	15 Dave SORENSON	3				

9	10 Jimmy HALL	6				
	22 Lester BALDWIN	DR				
10	13 Ed DOLEJS	RUNS			TOTAL	
11	17 Ray WEAVER	HITS			LOB	
12	12 Harry ATKIN	K			BB	
13	3 Bill MASSEY					
14	24 Gerry MARSHALL					
15						
16						
17						

2.B.3 Team Sheets

At tournaments where Team Sheets are used, the first 9 players named on the Team Sheet are the starting 9 batters in order, including the DP if there is one. The name of the player for whom the DP is batting goes on line 10. If used, a DR is next, followed by the names of all substitutes.

NEW ZEALAND SOFTBALL ASSOCIATION

TEAM: GREY SOX v WHITE SOX

TIME: 2.00pm DATE: 11 April, 1999

Batting Order.	Shirt No.	(First)	NAME (Surname)	Pos.
1	10	Jimmy	COTTER	8
2	1	Dennis	CHEYNE	7
3	15	Dave	SORENSEN	3
4	14	Paul	ROGERS	6
5	11	Terry	NUNNS	2
6	21	Peter	PRIDY	9
7	4	Owen	WALFORD	DP
8	18	Wayne	BALDWIN	4
9	19	Colin	WARD	5
10	23	Kevin	HERLIHY	1
11	22	Lester	BALDWIN	DR
SUBSTITUTES				
A	13	Ed	DOLEJS	
B	17	Ray	WEAVER	
C	12	Harry	ATKIN	
D	3	Bill	MASSEY	
E	24	Gerry	MARSHALL	
F				
G				
H				

2.B.4 The Game

The 10 columns in the central body of the scoresheet are used to record what happens in each innings during the game. Use a separate column for each innings. For details of filling in the game section of the scoresheet, read on.

2.B.5 Analysis

The narrow columns on the right of the scoresheet are used to record batting and fielding statistics. Pitching and catching statistics are recorded at the bottom of the scoresheet (see Chapter 6, page 31).

2.B.6 Game Summary

The bottom right corner of the scoresheet is used to record summary information and the officials names (see 6.E, page 37).

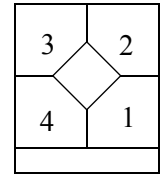
2.B.7 Time

Note the time as the Umpire calls or signals **Play** for the first pitch. Don't forget the finish time at the end of the game.

2.C The Box

Each box shows the progress of the batter / baserunner around the diamond in that innings, as follows:

1. Batters box to 1st Base (or 'Out' before reaching 1st safely).
2. 1st Base to 2nd Base (or 'Out' before reaching 2nd safely).
3. 2nd Base to 3rd Base (or 'Out' before reaching 3rd safely).
4. 3rd Base to home (or 'Out' before reaching home safely).

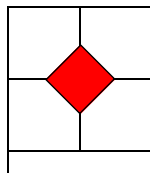


Use the diamond in the centre of the box to record what finally becomes of the player.

This must *always* be one of the following:

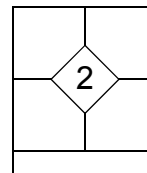
- Run scored
- **Out**
- Left on Base

Run Scored

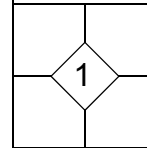


2nd out of the innings

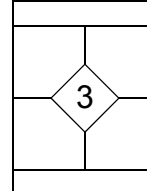
Out



1st out of the innings

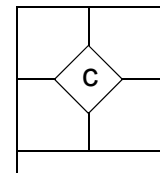


3rd out of the innings

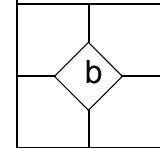


Left on Base

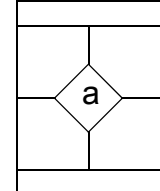
Left on 3rd base



Left on 2nd base



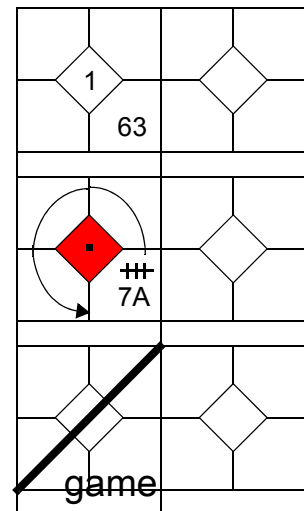
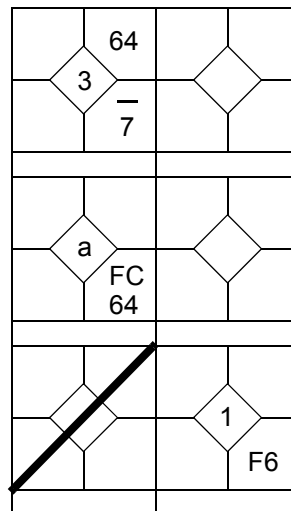
Left on 1st base



2.D Closing off the Innings

At the end of each innings mark a single thick diagonal line after the last player to complete a turn at bat (this is not always the last **Out** in the innings - *Rule 7, Sec. 2 c*).

If the game finishes with less than three **Out** in the last innings (for example, when the team batting second scores the winning run in the last innings), write 'game' below the end of innings line.



2.E Innings Totals

Record the innings totals at the bottom of each innings column. These provide an instant check on game trends (especially the current score) and give a very useful cross-check later.

RUNS	Number of runs scored in the innings.
TOTAL	Total number of runs scored in the game so far.
HITS	Number of safe hits in the innings.
LOB	Number of runners left on base (a, b, c).
K	Number of strikeouts in the innings.
IBB/BB	Number of walks (Record IBBs separately).

Number of runs scored in the innings.
 Total number of runs scored in the game so far.
 Number of safe hits in the innings.
 Number of runners left on base (a, b, c).
 Number of strikeouts in the innings.
 Number of walks (Record IBBs separately).

1			4			5		
.			.			3		
2			.			1		
A	PO	E	A	PO	E	A	PO	E

The total number of strikeouts means anything which includes a K. (There may be more than 3 of these in one innings). Where a total is nil use a solid dot or dash. This helps to highlight the figures.

3 Use of Symbols

3.A Official Symbols

This section lists all the standard scoring symbols. With each is indicated whether it is used for an ‘Out’, or for a ‘Safe’ advance. With the exception of any ‘K’s all those used to show an ‘Out’ include fielder numbers to provide fielding statistics. Most of the symbols used for runners’ advances have the batter number shown in a circle beneath them to assist in reconstruction of the game.

BATTING - Symbols used on a batter (although most can involve a runner advancing at the same time).					
-	One base hit	S	IF	Infield Fly	O
+	Two base hit	S	D	Drive caught	O
++	Three base hit	S	L	Batting out of order	O
+++	Home Run	S	MTB	Missed turn at bat	-
A	Automatic (with hit symbol)	S	IG	Illegal Batting	O
⌊	Safe Bunt	S	K	Strikeout	O
⌋	Unsuccessful Bunt	O	Kc	Strikeout (3rd strike called)	O
S	Slap Hit	S or O	KA	Dropped 3rd strike rule	O
SH	Sacrifice Bunt	O	KFB	Bunt foul on 3rd strike	O
SHF	Sacrifice Fly	O	KPB	Passed Ball 3rd strike	S
F	Fly ball caught	O	KWP	Wild Pitch 3rd strike	S
FF	Foul Fly Ball caught	O	BB	Walk (Base on Balls)	S
FE	Dropped Fly Ball	S	IBB	Intentional Walk (Base on Balls)	S
FFE	Dropped Foul Fly Ball	S	HP	Hit by Pitched Ball	S
RUNNING - Symbols used on a runner only.					
WP	Wild Pitch	S	RI	Runner’s Interference	O
PB	Passed Ball	S	IR	Illegal Running	O
IP	Illegal Pitch	S	MB	Missed Base	O
SB	Stolen Base	S	H	Hit by Batted Ball	O
SBx	Stolen Base (bad throw)	S	T	Tagged	O
CS	Caught Stealing	O	AT	Avoiding Tag	O
EITHER - Symbols used on either batter or runner.					
E	Error	S	DP	Double Play	OO
OE	Fielder’s Obstruction	S	TP	Triple Play	OOO
COE	Catcher’s Obstruction	S	IS	Illegal Substitute	O
TI	Teams Interference	O	FC	Fielder’s Choice	S

3.A.1 Extra Base Advances

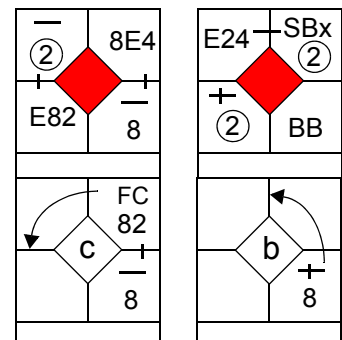
Connector

Where a player advances 2 or more bases in continuous play as a result of more than one event in the field, (such as a hit followed by an error), record each play separately. Use a connector to link the plays together.

Continuation Arrow

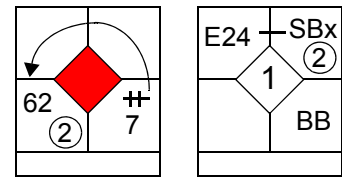
Where a player advances two or more bases on a *single play*, use a continuation arrow to show the advance around the subsequent bases.

On some plays may be necessary to use both a connector and a continuation arrow.



3.A.2 Batter Numbers

Use a batter number in a circle to show at what point in the innings plays on runners occur. These are important for reconstruction of stats such as earned runs and RBI's (Runs Batted In). Most plays on runners should have a batter number.



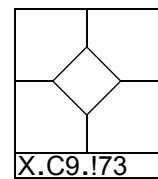
The few exceptions are:

- Where consecutive plays are joined by a connector only the first play needs a batter number.
- Double and Triple plays where the other **Out(s)** are linked to the batter anyway.
- Fielder's Choices where the play is made on the lead runner (see 3.T, page 23).

3.A.3 Ball and Strike Count

The Balls and Strikes are recorded along the line below the bottom of the 'box' for each batter.

- Ball
- ! Illegal Pitch
- C Called Strike
- X Swung at Strike
- 2 Fouled back (behind the plate)
- 3 Fouled off in the area of 1st base
- 5 Fouled off in the area of 3rd base
- 7 Fouled off in the area of left field
- 9 Fouled off in the area of right field



If there is a change of pitcher after one or more pitches have been thrown to the batter, use a vertical red line to separate the pitches thrown by each pitcher.

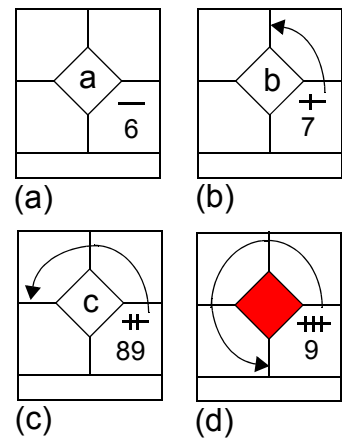
3.B Safe Hits (-, +, ++, +++)

Use the following symbols to record safe hits. This includes one-base, two-base, three-base hits, and home runs (*Rule 12, Sec. 6, 7, and 8*).

3.B.1 Batter

Show the hit symbol with fielder number beneath it. Show where the ball is hit, rather than which fielder retrieves it. If appropriate more than one fielding position may be shown. Use a continuation arrow to show the extra base advances.

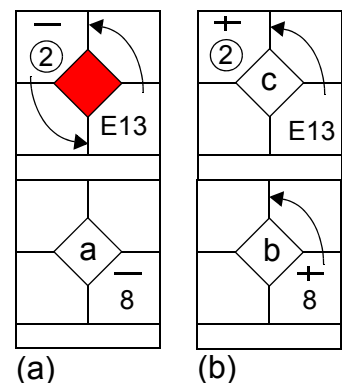
- e.g. a) Infield single to shortstop.
 b) Two base hit to left-field (regardless of who fields the ball).
 c) Three base hit between centre-field and right-field.
 d) In the park home run to right-field.



3.B.2 Runners Advance

When runners advance on a hit, record the play with a batter number shown in a circle beneath the hit symbol. Note that a two-base hit does not mean runners will advance (only) two bases.

- e.g. a) A runner may score from second base on a single.
 b) A runner may hold up for fear of a catch, and then only advance one base on a double.



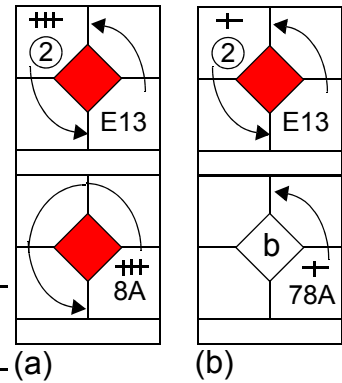
3.B.3 Automatic (A)

Where a ball is hit over the outfield fence, (or where the ball is blocked in the outfield and the umpire restricts the batter to 2 or 3 bases), show 'A' after the fielder number(s).

- e.g. a) Over the centrefield fence on the full = Home Run
- b) Over the fence at left/centre on the bounce = 2 base hit



Note – Only show the A on the batter. The runners advance is shown the same whether the advance is automatic or not.

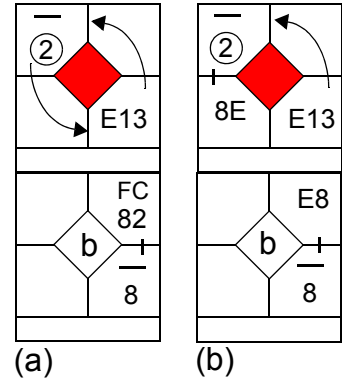


3.B.4 Length of Hit

Credit the batter with the number of bases he could have made if the ball was played directly on him.

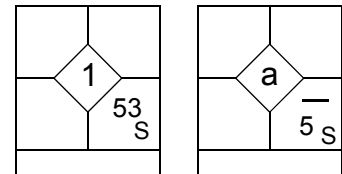
This is an important and common decision for a scorer. If a fielding error on a ground ball hit to the outfield allows a runner to advance further than he would have on the hit, score a hit and then an error.

- e.g. a) Single to centrefield – the runner would have scored anyway, but the batter only went to 2nd on the throw to home.
- b) Short single to centre – neither runner nor batter would have made more than one base if the error hadn't occurred.



3.B.5 Slap Hit (S)

When a batter shapes to bunt, but then slaps at the ball show an S with the play. This applies regardless of whether the batter is **Out** or safe at first.



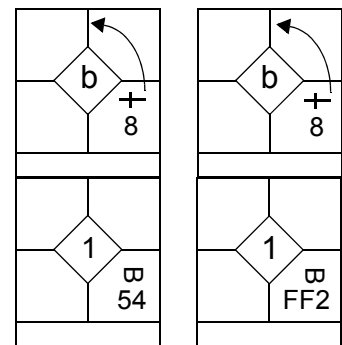
3.C Bunt

A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield (*Rule 1, Sec. 10*).

3.C.1 Unsuccessful Bunt (⊖)

When a batter bunts, and is taken out without advancing a baserunner, show the unsuccessful bunt symbol as well as the play.

Note in these examples the runner did not advance, so the batter is not credited with a Sacrifice (see 3.D.1, page 13).

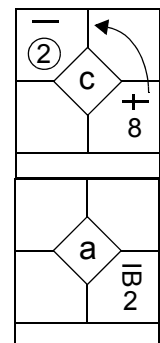


3.C.2 Safe Bunt (⊖̄)

Do not confuse a **safe bunt** with a **sacrifice bunt**.

A **safe bunt** is simply a safe hit, which is bunted. Score the batter exactly as for any other safe hit – include the hit symbol, the bunt symbol, and the direction of hit beneath the hit symbol.

If any other baserunners advance on the play score this exactly the same as an advance on any other safe hit. It is not necessary to include the bunt symbol for a runner's advance.



3.D Sacrifice

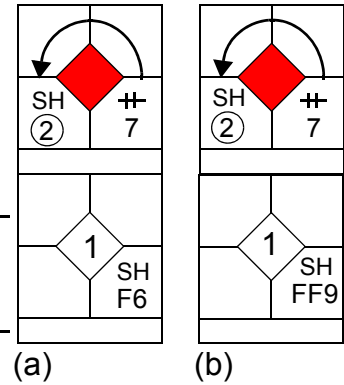
A sacrifice is scored when, with less than 2 Outs:

- a run scores after an outfield fly ball.
- a batter bunts to advance a baserunner (*Rule 12, Sec. 9*).



Note – If an error allows the batter to be safe as well, the sacrifice should still be scored provided the baserunner would have scored or advanced regardless of the error.

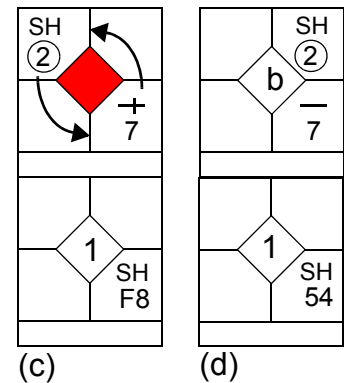
See also Multi-Symbol Plays (page 25).



3.D.1 Sacrifice Fly (SHF)

This *must* score a runner to be classed as a sacrifice.

- e.g. a) Fair ball caught by shortstop running in the outfield - a runner scores after the catch.
- b) Foul ball caught - a runner scores after the catch.
- c) Fair ball caught - a runner scores from *second* after the catch. (For this to be a sacrifice, the runner must go all the way home after the catch, not go from third to home on an error, or because the fielder chooses to play another runner.)



3.D.2 Sacrifice Bunt (SH)

At least one baserunner *must* advance for the batter to be credited with a sacrifice bunt.

- d) Batter bunts and is played **Out** at first - runner advances.

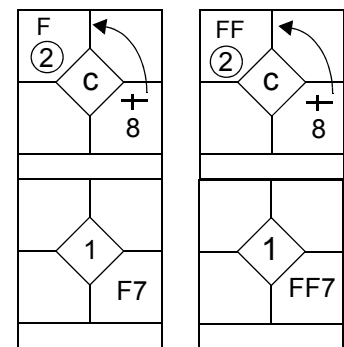
3.E Batted Ball Caught

3.E.1 Fly Ball (F, FF)

If a fair ball is caught, score F and the fielder who makes the catch. If the ball is foul, score FF and the fielder who makes the catch.

For any runners advancing after the catch show F or FF and the batters number.

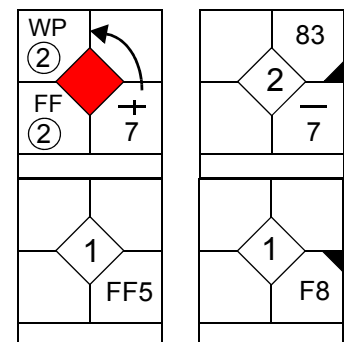
In either of these cases if the runner scores after the catch, it must be scored as a Sacrifice Fly (see 3.D.1).



3.E.2 Foul Fly Carried Dead.

When a fielder unintentionally carries a ball dead after making a catch, score any runners advance as FF (*Rule 8, Sec. 7 j*).

In reconstruction for earned runs advance the runner only the number of bases he would have moved if the ball had not gone dead. If the runner *only* scores because the ball goes dead, it cannot be an SH or an RBI. If the runner would have scored anyway record a Sacrifice and credit the batter with an RBI.

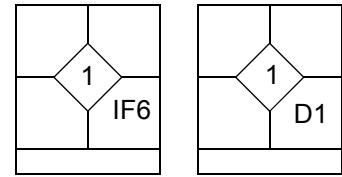


3.E.3 Runner Out After Catch

There is no symbol for a runner who does not return to his base after a catch and is played **Out** (*Rule 8, Sec. 9 f*). Simply show the fielder numbers concerned and mark as a double play.

3.E.4 Infield Fly (IF)

An Infield Fly is scored only when **Infield Fly** is declared by the umpire. Show fielder who makes the catch, or is nearest the ball when it drops. If an error is made and a runner advances, show the advance as occurring on the error (*Rule 8, Sec. 2 e*).



3.E.5 Drive (D)

When a ball is hit sharply and travels at a near horizontal angle rather than upwards, record the catch as **D** instead of **F**.

3.F Batting Out of Order

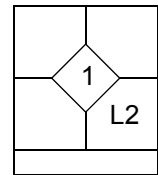
When a player bats out of order, the player who *should have batted* is out (*Rule 7, Sec. 2 c 2*). The Scorer should be prepared to supply the umpire with full details of who actually batted and when (hence the importance of checking uniform numbers as *every* batter comes to the plate). Also advise of which runners were on which bases at a given time.



Tip – Batting out of Order is an Appeal Play. When you are an **Official Scorer** you must remain silent and not volunteer any information unless asked. When you are a **Team Scorer** you should advise your coach quickly and quietly.

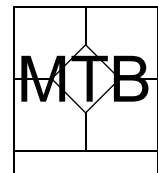
3.F.1 Batter called Out (L)

Where the batter is called **Out** for failing to bat in the correct order score as L2. Take care to ensure that the correct batter is **Out**. (*Also see Rule 4, Sec. 6 and 7*).



3.F.2 Missed Turn at Bat (MTB)

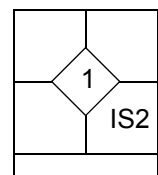
If due to batting out of order, whether detected or not, a player misses his rightful turn at bat, mark MTB right across his box (so as not to inadvertently take this to be an 'at-bat' when analysing).



3.F.3 Illegal Substitute (IS)

Where a batter is called **Out** for any infringement of the substitution rule, score as IS2 (*Rule 4, Sec. 6*).

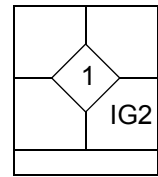
The penalty for infringements of this rule is not always that a player is called **Out**, this symbol allows for those that are. The umpire will make a ruling.



3.G Illegal Batting (IG)

This symbol covers all of the following infringements:

- Batting out of the box (Rule 7, Sec. 6 d)
- Changing batter's box (Rule 7, Sec. 6 i)
- Using an illegal or altered bat (Rule 7, Sec. 6 b-c)
- Hitting ball twice (Rule 7, Sec. 6 h)
- Batter's Interference (Rule 7, Sec. 6 k)

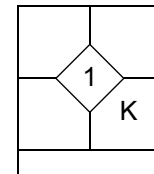


3.H Strike Out (K)

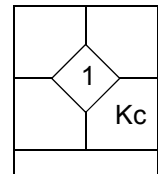
Due to their frequency strikeouts are the only symbols which do not have a fielder number shown. The putout goes to the catcher on a normal strikeout (Rule 12, Sec. 10 b 1-2), and the pitcher does not get credited with an assist:

- e.g. a) Third strike swung at (K)
 b) Third strike not swung at but called by the umpire (Kc)
 c) Third strike bunted foul (KFB)
 d) Dropped third strike, played **Out** at first.

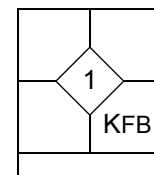
In this case the fielder at first base gets the **Out**, and the catcher gets an assist. The batter is charged with the strikeout, and the pitcher also gets the credit for the strikeout in his pitching stats.



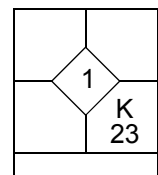
(a)



(b)



(c)



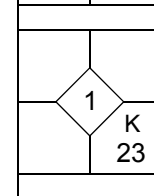
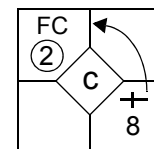
(d)

3.H.1 Third Strike Not Held

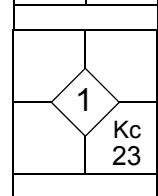
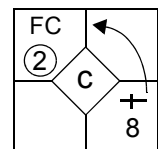
When there is no runner on first base, or whenever there are two **Outs**, if the third strike is not held by the catcher, the batter must be played **Out**.

Score any advance by a baserunner as a Fielders Choice, not an Error or Passed Ball, as an **Out** was taken (Rule 12, Sec. 14 a 2 ii).

If the catcher's throw is too late for the **Out** at 1st base, you must decide between a PB and a WP. For the baserunner's advance use two batter numbers (for example 2/3) to show that one batter (2) has completed his turn at bat, and the next batter (3) is due up to bat.



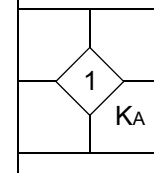
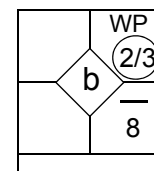
(a)



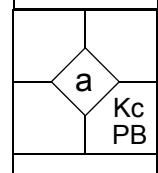
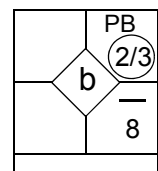
3.H.2 Dropped Third Strike Rule

With less than 2 **Out** and first base occupied, the **Dropped Third Strike Rule** applies - the batter is **Out**, the runner can advance at his own risk (Rule 7, Sec. 6 m).

- e.g. a) With a runner on second and first base open, the catcher takes the **Out** at 1st base, and the runner advances on the play.
 b) With less than 2 **Out** and a runner on first base, the batter is **Out**, the runner can advance at his own risk.
 c) With 2 **Out** the batter and runner can both advance.



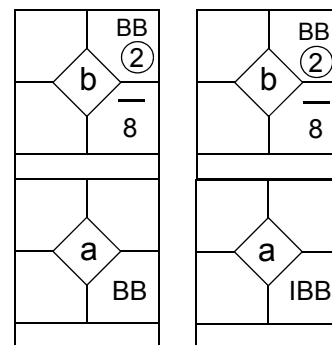
(b)



(c)

3.I Walk (BB)

When the batter gets on base with a walk (base on balls), score as BB for the batter, and advance any runners on a BB with a batter number.



3.I.1 Intentional Walk (IBB)

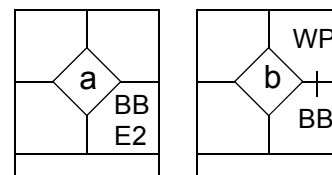
For a clearly intentional walk, IBB must be used instead of BB. An intentional walk cannot be an Earned Run (see 6.D, page 34).

3.I.2 Ball 4 – WP or PB

If a WP or PB on ball 4 allows the batter to reach 2nd base, show the BB and the WP or PB.

3.I.3 Catcher's Error (BBE2)

When there are no runners on base, the catcher must return the ball directly to the pitcher after each pitch, or the umpire will call an extra ball on the batter. If this is the 4th ball and the batter gets a Walk, score the walk and charge the catcher with an error – BBE2.

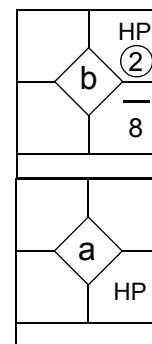


3.J Hit by Pitch (HP)

When the batter is hit by a pitched ball, score as HP for the batter, and advance any runners on a HP with a batter number.



Note – If there were 3 balls on the batter when he was hit, the umpire may have awarded him first base on the BB not the HP.



3.K Battery Errors

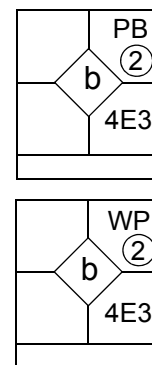
3.K.1 Wild Pitch / Passed Ball

A Wild Pitch is a pitch that is so low, so high, or so wide that the catcher is unable to hold it with ordinary effort, and a runner advances.

A Passed Ball is a pitch that the catcher should have been able to hold with ordinary effort, and a runner advances (*Rule 1. Definitions*).

A pitch that hits the ground before reaching home plate is always a WP not a PB.

There may be more than one runner advance on a single WP or PB. To ensure that these instances don't get counted more than once in the pitching or catching stats, use the WP/PB column. Whenever a WP or PB occurs put a dot in this column on the line relating to the batter in the box at the time. Count these up at the end of the game and transfer them to the WP/PB stats on the other side of the scoresheet (see 6.A, page 31).

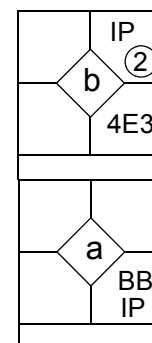


3.K.2 Illegal Pitch (IP)

When there are one or more runners on base, and an illegal pitch is called, advance the runners on an IP (*Rule 6, Sec. 1 - 8 Effect*). If there are no runners on base to advance, the pitcher is not charged with an illegal pitch.

Exception - If batter hits the ball and reaches 1st base safely and all baserunners advance at least one base the play stands and the illegal pitch is ignored. Score as if it has not been illegal.

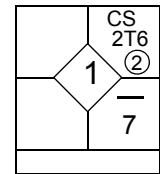
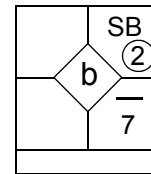
However, if the illegal pitch is the fourth ball score both the Walk **and** the Illegal Pitch (BB IP). The intent of this is to charge the pitcher for an illegal pitch which allows any runner to advance – in this case the walk was only given up because of the Illegal Pitch. Score any runner who advances on this play on the IP whether forced to advance by the BB or not.



3.L Baserunning

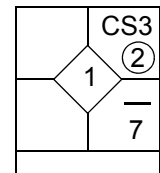
3.L.1 Stolen Base (SB)

A Stolen Base results from a runner leaving base as the pitch is released. Any other situation should be considered carefully as the advance will almost certainly be ‘aided’ by some other play – possibly a fielder’s choice (*Rule 12, Sec. 15*).



3.L.2 Caught Stealing (CS)

When a runner is **Out** attempting to steal a base, remember to include the **CS, the play, and the Batter number**. This is very important for pressure batting (*Rule 12, Sec. 16*) and can also affect the reconstruction of Earned Runs.



3.L.3 Left Base Early (CS)

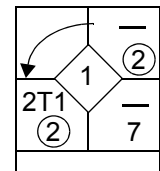
When a baserunner attempting to steal is called **Out** by the umpire for leaving before the pitch is released, score Caught Stealing and award the putout to the nearest fielder.



Note – If you judge that the runner was **not** intending to steal, score as IR instead.

3.L.4 Wild Pitch / Passed Ball

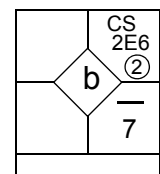
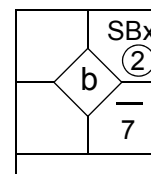
If the catcher recovers from a WP or PB in time to take **Out** a runner trying to advance, only score a Caught Stealing if the runner was genuinely stealing on the pitch. Otherwise just record the play.



3.L.5 Error on Stolen Base (SBx)

If the catcher makes a bad throw on a Stolen Base attempt he is not charged with an error unless the baserunner advances an extra base.

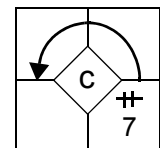
e.g. a) Credit the runner with a stolen base and show the bad throw with a small x – SBx (*Rule 12, Sec. 14 b*).



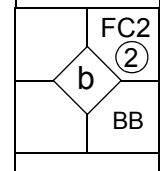
b) If the throw is good but the fielder receiving the ball makes an error, score the error and charge the runner with a Caught Stealing (also see 4.C, page 25).

3.L.6 Runners on 1st and 3rd

This is a common situation, where the runner on 1st goes to 2nd. Do not score as a stolen base when the defence is indifferent to a base stealer’s advance. Unless a play is made on the runner, score as a Fielder’s Choice (FC2).



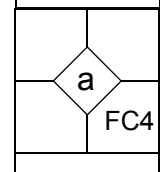
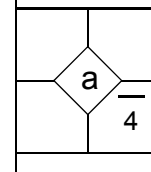
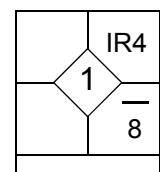
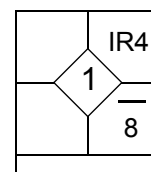
Note – If runner leaves with the release of the pitch on a genuine steal attempt, and a WP or PB results, he should be credited with a stolen base and the WP or PB ignored (*Rule 12, Sec. 15 b*).



3.L.7 Illegal Running (IR)

This symbol covers the following:

- Running outside the 1 metre line, thus interfering with the throw. (Note: This has **no connection** with ‘AT’) (*Rule 8, Sec. 2 g*)
- Running bases in reverse (*Rule 8, Sec. 9 r*)
- Passing Preceding Runner (*Rule 8, Sec. 9 e*)
- Failure to return after suspension of play (*Rule 8, Sec. 9 d*)
- Removing batting helmet (*Rule 3, Sec. 6 e*)
- Off base when the pitcher has the ball (*Rule 8, Sec. 9 v*) (unless stealing – see 3.L.3)



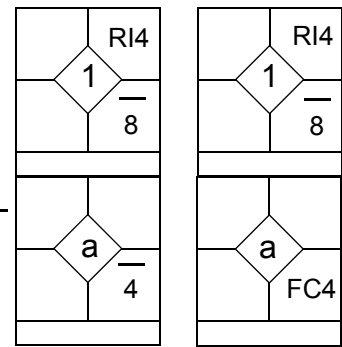
3.L.8 Runners Interference (RI)

This symbol covers the following:

- Kicking a batted ball (Rule 8, Sec. 9 k)
- Interfering with a fielder fielding a ball (Rule 8, Sec. 9 n)
- Deliberately crashing into a fielder (Rule 8, Sec. 9 p)



Note – When a runner is out, for Illegal Running or Runner’s Interference, award a safe hit to the batter if in your judgement he would have been safe had the offence not occurred. Otherwise fielder’s choice (Rule 12, Sec. 6 c)



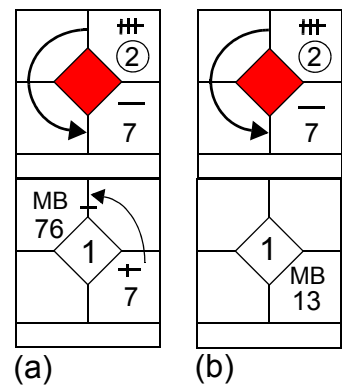
3.M Missed Base (MB)

If a runner is called **Out** for not touching a base, (including touching the incorrect base when double bases are used), score as a Missed Base (Rule 8, Sec. 9 g). A runner **Out** for missed base is considered only to have safely reached the *previous* base (Rule 12, Sec. 8 c).

Give the **Out** to the player who makes the appeal, and credit an assist to any player who throws the ball unless he is quite unaware of the missed base and simply returns the ball to the pitcher.

For example, a batter hits an apparent home run, but is then called **Out** for missing a base:

- e.g. a) He missed 3rd base.
 b) He missed 1st base (this counts as turn at bat and the batter does not get a hit.)

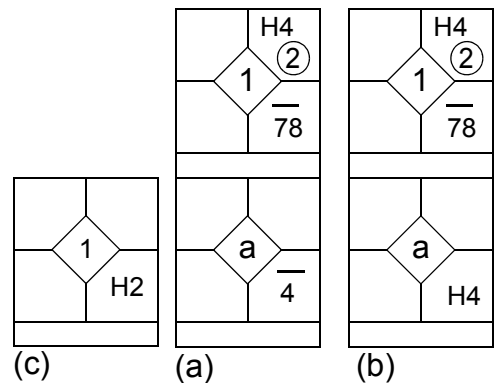


Note – Show any other runners’ advance on the complete hit, even though the *hit* may not be scored as such for the batter.

3.N Hit by Batted Ball (H)

When a runner is called **Out** for being hit by a batted ball, show as H and give the **Out** to the nearest fielder.

- e.g. a) If the batter would have otherwise deserved a hit, give him a hit.
 b) If he should have been **Out**, show as H with the nearest fielder’s number (Rule 8, Sec. 9 j).
 c) When a batter-baserunner runs into his own batted ball, show as **Out** – H2 (Rule 12, Sec. 10 b 5).



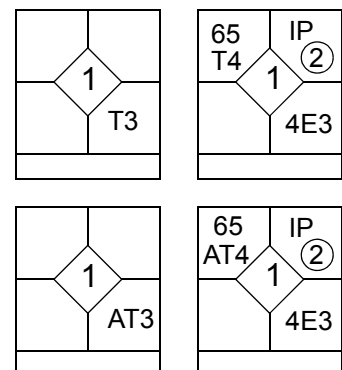
3.O Tag - Avoiding Tag

3.O.1 Tag (T)

When an **Out** is made by a tag, (even on a force play) show a T directly in front of the fielder who makes the tag (Rule 8, Sec. 9 b).

3.O.2 Avoiding Tag (AT)

When runner is called **Out** for running outside the 90cm line to avoid a tag show as AT, and give the **Out** to the fielder who attempts the tag (Rule 8, Sec. 9 a). Still credit an assist to any player who made a throw which contributed to the **Out**.

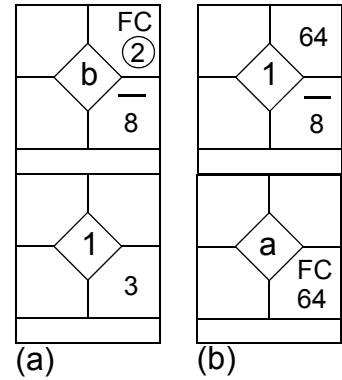


3.P Force Out

There is no symbol specifically for a force **Out** on a runner. Simply show the fielders involved, as you would if the play was on the batter. Batter numbers are not required on the player who is **Out**.

- e.g. a) 1st base takes the force **Out** at first unassisted.
 b) Shortstop plays the lead runner at second. The batter is safe on 1st on the Fielder's Choice.

The force is obvious, as without a force there would have to be a 'T' (Tag) involved.



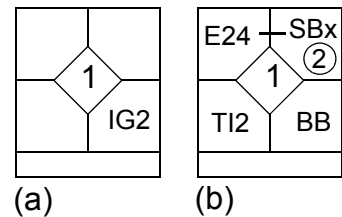
3.Q Interference

Interference is an act by any member of the batting team (including a coach) which impedes a fielder trying to make a play. (*Rule 7, Sec. 6 k*).

3.Q.1 Batter's Interference (IG)

When a batter interferes with a fielder making a play;

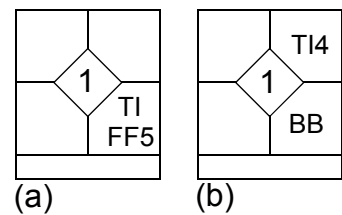
- e.g. a) If the batter is **Out**, score as Illegal Batting (IG2)
 b) If the runner is **Out**, score as Teams Interference (TI2)



3.Q.2 Team's Interference (TI)

Team's interference refers to an interference caused by any member of the batting team including a coach.

- e.g. a) On batter (*Rule 8, Sec. 2 j*)
 b) On Runner (*Rule 8, Sec. 9 l, m, o, q, s*)



3.R Obstruction

Obstruction is an act by any member of the **fielding** team (including a coach) which impedes a batter from hitting a pitch, or impedes a baserunner attempting to advance.

3.R.1 Catcher's Obstruction (COE2)

If the catcher interferes with the batter attempting to hit a pitch, score an error on the catcher (*Rule 12, Sec. 13 f*). Score any other runners advancing on the play, as a reverse error (see 3.S.4, page 21).

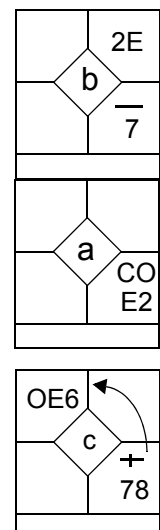
This rule can also be applied to other fielders, e.g. a close-fielding 3rd baseman.

3.R.2 Fielder's Obstruction (OE)

If a fielder interferes with a baserunner, score an error on the fielder (*Rule 8, Sec. 7 b*).



Note – That scoring this error does **not** mean that the batter can not be given a hit (if deserved).



3.S Errors (E)

3.S.1 Definition

An error is a mistake by the fielding team, which prolongs the life of a batter or baserunner who should have been **Out**, or which allows a baserunner to **advance** one or more extra bases that he should not have reached (*Rule 12, Sec. 13–14*).

3.S.2 Scorer's Judgement

A fielder is expected to make a *reasonable effort*, to field a ball. Depending on the play, this sometimes includes moving a step or two towards the ball to make the play. What is considered a *reasonable effort* varies with the standard of softball being played. Premier players should be expected to make **Outs** that social or age group players are not expected to make, so your judgement needs to be tougher at higher levels of softball. To decide whether to score a hit or an error, ask yourself:

Should a fielder playing at this level of softball generally be expected to make this Out?

Be careful not to judge the *player* rather than the *play*? An error must not be charged to the best fielder in the league on the basis of 'he should have had it'. The standard applied must be consistent for all players, depending only on the grade or level of softball being played.

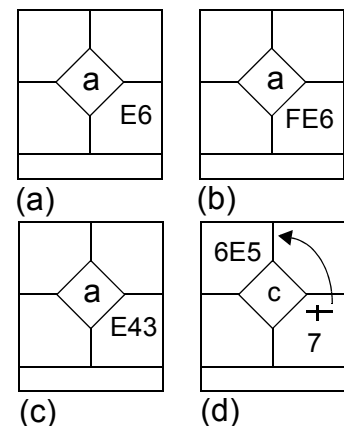
Other questions you should consider are:

- Firstly, the prime guide is not 'does the batter deserve a hit?', but 'does the fielder deserve an error?' In considering this remember the key phrase '*reasonable effort*'. A fielder is only expected to make ordinary - or reasonable - effort, not to be a superman.
- What if the error hadn't occurred? If the error didn't affect the outcome of the play, don't score it.
- If the **Out** had been taken would it have been worthy of applause? (This would surely have indicated extra-ordinary effort required.)
- Did it look like a hit when it left the bat? If so, it should probably be scored as a hit, despite what the fielder did with it.
- Slow handling is not classed as an error unless mechanical misplay is involved.
- On a bad hop it may seem that the batter does not deserve a hit. But even less does the fielder deserve an error. Generally the batter gets the benefit of any quirks of the ball he hits.
- When a thrown ball hits a runner, a bat, or an umpire when it would otherwise have retired a runner, score an error to the thrower.
- When an infield throw bounces before reaching the baseman, thereby allowing a runner to be safe, score an error to the thrower – don't blame the baseman for not picking up the bad throw.
- When fielders collide attempting to catch a ball, consider the level of softball being played to decide whether the play deserves an error, and who to charge with the error.

3.S.3 Scoring An Error

Show an error by marking an 'E' before the number of the fielder who made the error:

- e.g. a) Use a single fielder number to show a ground ball not fielded cleanly.
- b) Use an FE to show a dropped catch (or FFE for a foul ball).
- c) Use a second fielder number to show the direction of a bad throw.
- d) When a thrown ball is errored by the receiver, even though there is no **Out**, the thrower still deserves an assist (see 3.S.8, page 22). (This includes having a foot off the base, or missing a tag.)



3.S.4 Reverse Error

If other baserunners also advance due to an error, show the same fielder numbers, but put the E last. This helps you to avoid counting the same error twice during analysis.

3.S.5 Extent Of An Error

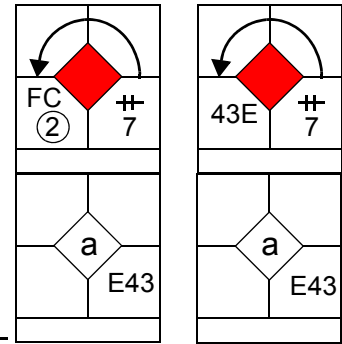
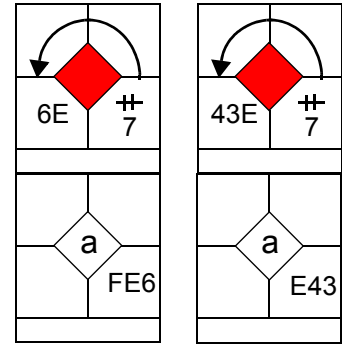
One error can be responsible for up to 3 runners and the batter all advancing. However, if any baserunners advance was *not* specifically due to the error, the ‘E’ should not be shown there. This is particularly important for a runner scoring from 3rd base, as it makes RBIs clear:

e.g. a) If errorless play would *not* have prevented the runner from advancing, show the advance on a Fielder’s Choice.

The batter should have been **Out**, but the runner would have scored anyway – the batter gets an RBI.

b) If errorless play would have prevented the runner from advancing, show the advance on the reverse error.

The batter should have been **Out**, and the runner would not have scored without the error – the batter does not get an RBI.



(a) (b)



Note – Whenever there are already 2 **Out**, all baserunners advances are due to the error.

3.S.6 More Than One Error

Sometimes a fielding team will make more than one error on a single play. However, a single base advance (by one runner) can *not* be the result of more than one error. **Only one** of the errors can be the reason for the advance – the other can be ignored (unless the runner advances an additional bases).

Example: The batter hits to shortstop, who fumbles the ball then throws to 1st. First baseman drops the ball and the batter is called safe.

Although both fielders made errors, you can never score this as ‘E6E3’. In such cases you must consider each misplay separately, usually the last one first, and apply the all important test:

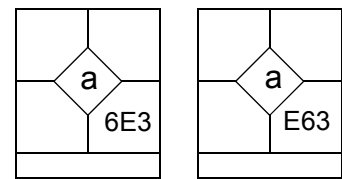
What would have happened if the error had not occurred?

Applying this, first look at what would have happened if 1st base had not dropped the ball?

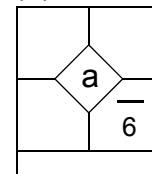
e.g. a) The runner would have been **Out**. In this case, it is 1st base’s error. Because shortstop recovered in time for the out, his error is not counted.

b) The runner would have been safe anyway – then you cannot give 1st base an error. In this case look at the shortstops fumble. What if that had not occurred? If the runner would have been **Out**, it is shortstops error.

c) If the runner would *still* have been safe anyway, then neither error affected the outcome of the play – this must be scored as a safe hit for the batter.



(a) (b)



(c)

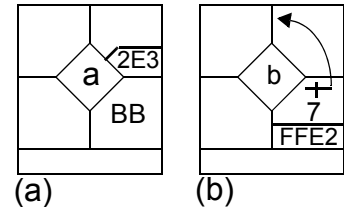
3.S.7 Out-Errors and Advance-Errors

It is important for the scorer to be familiar with the two different categories of error (*Rule 12, Sec. 14*).

Out-Errors

The most common type of errors are **Out-Errors** which prolong the life of a batter or runner. (All examples on page 20 are **Out-Errors**). An **Out-Error** can occur even when nobody advances.

- e.g. a) Runner leads off first. Catcher throws, first baseman has the runner cold, but drops the ball. Runner is safe back at first. Be aware on subsequent plays, that this runner is still on 1st base, **not** 2nd.
- b) The catcher drops a foul fly. The batter subsequently gets a 2 base hit.



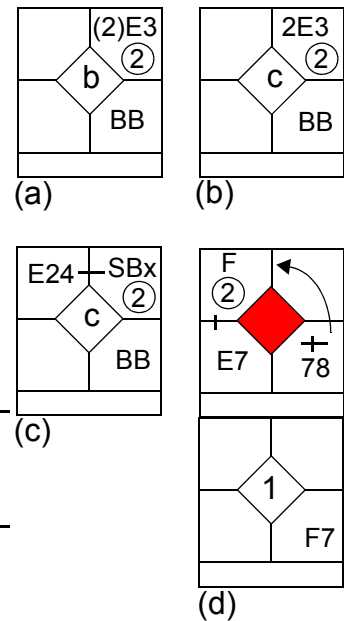
In these cases – with no advance – space must still be left free for any subsequent advance.

Although in each case there has been no **advance**, the runner’s life has clearly been **prolonged**. Therefore these must be recorded as errors on the scoresheet.

Advance-Errors

Advance-Errors permit runner(s) to advance one or more bases. In no case is there any question of an **Out**. Therefore they are advance errors only and fielders involved in the play are not credited with assists. In these situations show in brackets the numbers of any fielders making throws.

- e.g. a) Runner leads off first. Catcher throws – throw is too late, but 1st baseman muffs the ball so the runner goes to 2nd. Because there would not have been an **Out** without the error, this is an **Advance-Error** – the catcher doesn’t get an assist.
- b) Compare this with an **Out** error on the same play. If the runner should have been **Out**, the catcher gets an assist.
- c) Catcher’s throw on a steal is wild, thus allowing the runner to advance an extra base (*Rule 12, Sec. 14 b*).
- d) After taking a catch, fielder intentionally takes the ball out of bounds (*Rule 8, Sec. 7 k*).

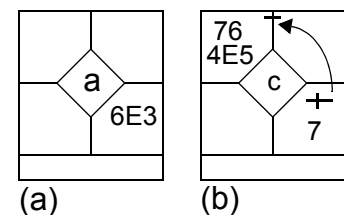


Note – An error is only charged against the fielder if the umpire rules that the play was intentional. If the ball was only taken dead unintentionally, see 3.E.2, page 13.

3.S.8 Assists with Errors

When an error occurs, other fielders who have done their job properly should not be penalised. If another fielder would have had an assist had the error not been made, then the assist should still be recorded. (*Rule 12, Sec. 11*).

Where an **Out-Error** occurs after receiving a thrown ball, include the number(s) of the thrower(s). Even though no **Out** was taken, each player who participated in the play must still get credit for an assist.



3.T Fielder's Choice (FC)

Score a Fielder's Choice when a base advance is due to a fielder retiring another runner, or for any reason choosing *not* to play directly on the runner making the advance:

- If the play is made on the batter, use batter numbers to show runners advances on the play.
- If the play is made on the lead runner, batter numbers are not required.
- However if a run scores on the play, always put a batter number on the runner coming home. This is to ensure that the RBI is not missed.

3.T.1 FC on a Batter

Score a Fielder's Choice on a batter who reaches base safely:

- e.g. a) When a fielder takes an **Out** (force or otherwise) on a preceding runner. This is usually an 'FC' on the batter, even if he could have beaten the throw to first (*Rule 12, Sec. 7 a*).



Note – When the batter hits into a forceout with 2 down he must be shown as reaching first base, even though he may actually stop before getting to first.

- b) When a fielder either misses an **Out** on a preceding runner, or
- c) Attempts to hold a preceding runner. (Attempting to hold includes looking at or dummied toward the runner before playing the batter, or merely holding the ball).
- d) When a fielder should have an **Out**, but chooses to hold the ball because there is no fielder covering the base to throw to.

When no **Out** is made, you should always ask yourself:

Would the batter have beaten a direct throw to first?

- If the answer is no – score it as a Fielder's Choice
- If the answer is yes – score it as a Hit

3.T.2 FC on a Runner

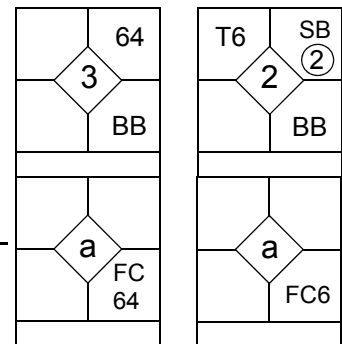
Score a Fielders Choice on a runner who advances due to a fielder attempting to retire or hold another runner (whether successful or not).

- e.g. a) Outfielder tries for the **Out** at home, choosing to ignore the batter-baserunner, who goes to 2nd on the throw. FC82 shows where the throw was made.
- b) Second base takes the batter **Out** at first, but the run scores from 3rd base on the play. Because the throw is recorded on the batter, it is not necessary to show it on the runner as well.

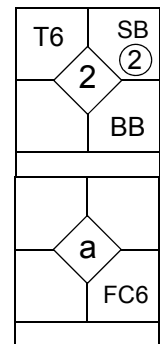
- c) Where the fielder merely holds the ball, show FC with that one fielder number. Shortstop holds the runner at 2nd, then plays 1st too late. The runner from 2nd then goes to 3rd on the throw.

In this case it is necessary to show 2 separate FCs:

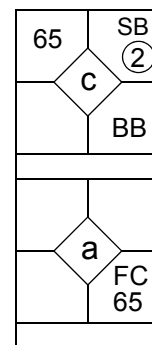
- The batter made base on shortstop's delayed throw (FC6).
 - The runner advanced only after the throw was made (FC63).
- d) With a runner on 3rd base, the catcher chooses not to play the runner stealing 2nd in case of the run scoring.



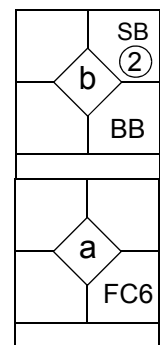
(a)



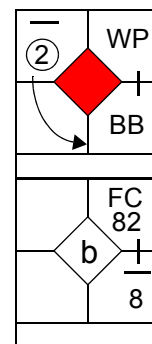
(a)



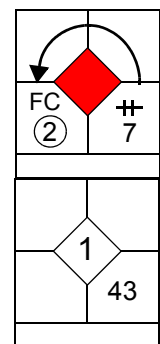
(b)



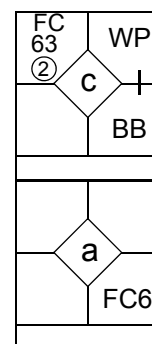
(c or d)



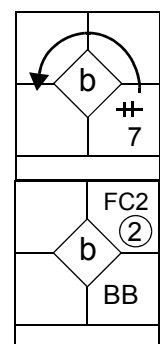
(a)



(b)



(c)

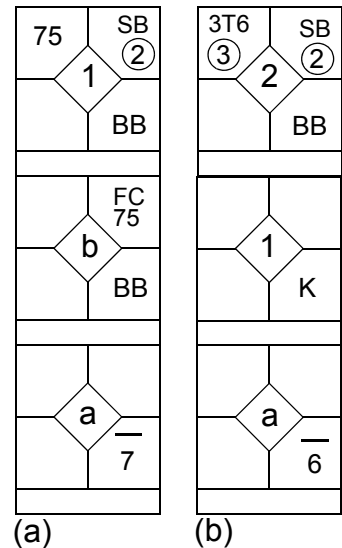


(d)

3.T.3 Second Phase Play

In most cases where an **Out** is made on a runner, the batter does not get a hit. However, if the **Out** is made in second phase play, the batter may still deserve a hit. This includes:

- e.g. a) a baserunner holds up for fear of a catch, but the ball falls well short of the outfielder, and the runner is subsequently **Out** on a force play or a tag.
- b) a batter beats out an infield single, and then the runner who has lead off is tagged **Out** off base.



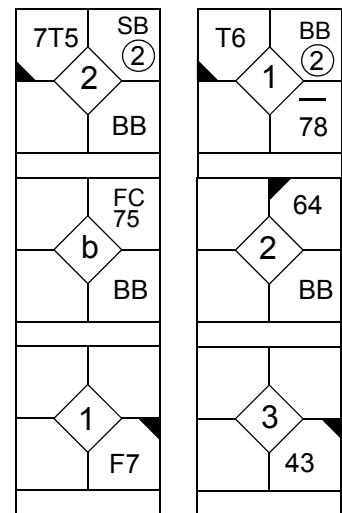
3.U Double & Triple Plays

A double play is a play... in which two players are legally put **Out** as a result of continuous action.

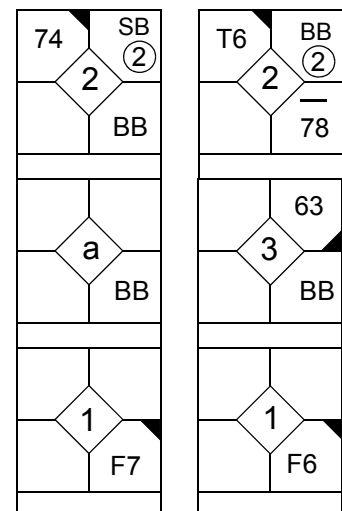
A triple play is a play... in which three players are legally put **Out** as a result of continuous action.

Show a double or triple play by linking the *plays* together using mitres (or triangles) in the corner of the boxes where the **Outs** were made.

These two examples show the **Outs** being made on runners advancing towards the next base.



These two examples show the **Outs** being made on runners returning after a catch to the base they were on before the pitch.

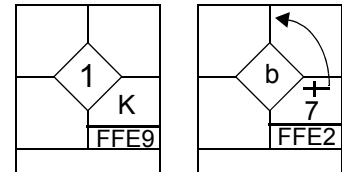


4 Multi-Symbol Plays

Section 3 lists all symbols with their individual uses. However, plays frequently occur which require a combination of symbols. This happens especially with errors, where the important question for the scorer must always be: *What if the error had not occurred?*

4.A Error on a Foul Fly

A dropped foul fly which could have been handled with ordinary effort must be recorded as an error. (It clearly prolongs the life of the batter). Show in the bottom corner with a solid line above to separate from the batters subsequent action.

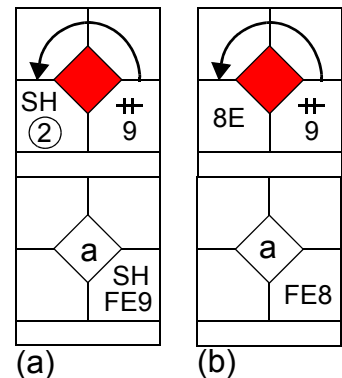


(The FFE is ignored for batters analysis, but may vitally affect earned runs, and will also affect the fielders figures.)

4.B Error on Sacrifice Fly

When a fly ball is dropped with a runner on 3rd and less than 2 **Out**, consider “*What if the error had not occurred?*”

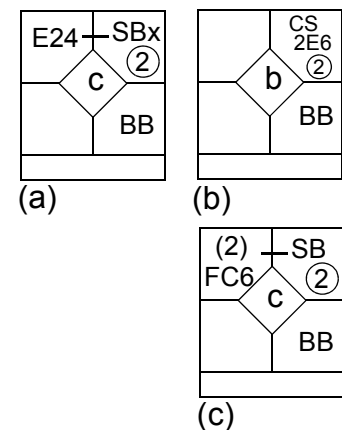
- e.g. a) If the catch had been made, would the run have scored anyway? If so, it must be scored as a sacrifice.
- b) If you do not believe that the runner could have scored after the catch, or if there were two **Out**, score both the batter and the runner as advancing on the error.



4.C Stolen Base Attempts

There are a number of scenarios which affect Stolen Bases:

- e.g. a) If the catcher makes a bad throw, no error is charged unless the baserunner makes an extra base (see 3.S.7, page 22).
- b) When a runner steals and should have been **Out** but for the fielders error, credit the catcher with an assist, and charge the fielder with an error. It is important to also include the CS and the batter's number.
- c) If the catchers throw is good but there is no fielder at the base, credit a Stolen Base. If the runner advances an extra base score as a Fielders Choice on the player who was not there.



4.D Sacrifice Bunt, Error, Fielder's Choice.

It is important to understand the principles behind scoring these common plays. Besides providing a very good insight into the logical approach needed by scorers, they also directly affect players statistics.

Some basic rules of thumb are:

- Try to give the batter what he deserves when he hits the ball, regardless of what the fielders do.
- If an error had no bearing on runners advance it is not shown there (example b).
- *A Sacrifice Hit can never be scored when there are already two Out.*

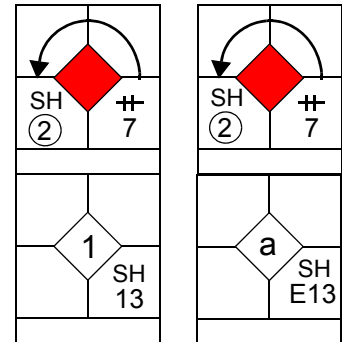
In the following examples there are no **Outs**, a runner on 3rd, and the batter bunts toward pitcher.

- a. Pitcher throws to 1st, **Out**. Runner scores. The batter has advanced the runner, so is credited with a sacrifice.
- b. Pitcher throws wild to 1st. Safe home and first. The E13 is obvious, but the batter should not then be deprived of what would have been a sacrifice if fielded properly.
- c. Pitcher tries for tag at home - too late. (He had plenty of time for the **Out** at first.) Again the batter has advanced the runner, so is credited with a Sacrifice and a Fielders Choice.
- d. Pitcher tries for the **Out** at home but throws wild. (In the scorer's opinion he would otherwise have had the **Out**).



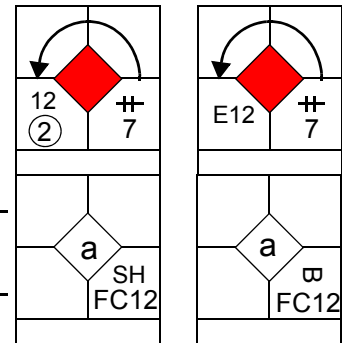
Note – In this case the run scoring was solely due to the error. Therefore - no sacrifice.

- e. Pitcher plays the runner **Out** at home.
 - f. Pitcher dummies runner back, then plays 1st - too late. Runner holds.
- In the last two cases, the batter can **not** be credited with a sacrifice, as no runner actually advanced.



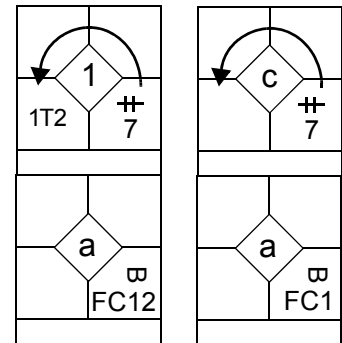
(a)

(b)



(c)

(d)



(e)

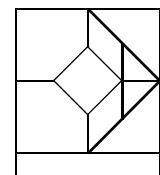
(f)

4.E Tie Breaker

If the score is level after the 7th innings, the batter that last completed his turn at bat starts the 8th innings on 2nd base, and the batter who would normally come up to bat, is the batter. The symbol for the runner on 2nd is:



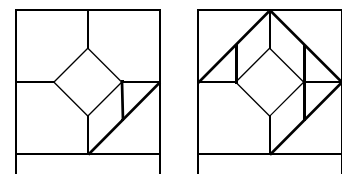
Note – Under present International rules the tie-breaker starts from the 8th innings.



4.E.1 Fast Pitch

In fast-pitch the game is sometimes played with runners on base every innings. The symbols for the tie-breaker runners are as follows:

- a. Tie-breaker runner on 1st
- b. Tie-breaker runner on 3rd



(a)

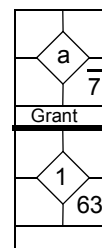
(b)

If the rules allow for a player to re-enter twice, the first re-entry has to be recorded in the substitute column to allow a second re-entry to go in the re-entry column.

This significantly affects proving the box score (see 6.F, page 37).

Fielding

For every defensive change, including a new player brought into the game, the exact point of entry into the inning must be shown (on the opposite half of the sheet). Mark a horizontal line above the box of the next batter due up. If fielding changes occur at different times within one innings, these must be distinguished apart. (Fielding analysis will also be helped by putting the lines in the fielding summary at the bottom of each column – see the examples in the second diagram under 5.F, page 30).



Pitching

Whenever a new pitcher takes over, write his name in the balls and strikes area above the indicator line. (If there are already a lot of balls and strikes you may need to write it below the line.)

5.B Position Change

When any player changes fielding position, (including a re-entry in a different position), show innings number and new position number in the Inn/Pos column. Top/Bottom of the innings does not need to be indicated.

3	7	Darren REA	7	3	9	7	1		



Note – While teams are morally obliged to advise the Official Scorer of any position changes, this does not always happen. Therefore you should always be alert for switching of players in the field.

A team scorer should ensure that all changes by her team *are* advised to the Umpire, the Official Scorer and the opposition team scorer.

5.C Designated Player

When a Designated Player is used, write his name on the top line of that batting row. Write the name of the player playing Defence Only (Flex) on the third line of that batting row. This allows for a substitute for each player.

3	7	Darren REA	DP	7	1				7
	22	Donny HALE	DF	7	-			4	
	20	Marty GRANT	1						
	10	Paul ALGAR	1	7	-				6

If the DP takes the field or the Flex player bats, the game can continue with 9 players. In this case show this in the Inn / Pos fields for the player who left the game. Use a dash (-) to show “no position”. In the example, Rea re-entered in the top of 7 and batted and also pitched. Both Hale and Algar left the game.

5.D Designated Runner

When a Designated Runner is used, write his name on the bottom line of the ninth batting row in green.

If you have a substitute DR you need to use the line above.

When the DR comes into the game, mark the baserunning change indicator line at the base he runs from, as you would for a Pinch Runner, only mark it in green.

For information on what the DR can and cannot do, refer to the Rule Book (*Rule 4, Sec.2*).

9	6	Kere JOHANSON	6						
	7	Clayton WILLOCKS	DR						



Tip – Remember when you do your analysis to record any SBs or CSs against the DR, not against the player he ran for.

6 Analysis

After the game, show game totals in each category for each player. In most cases, where a total is nil, leave it blank. Exceptions are; AB, Rch, and Pitching and Catching analysis.

6.A Batting and Running Summary

Where a player never came to bat or run, put a line right through his batting and running columns.

Symbol	Meaning	Details
PA	Plate Appearances	The number of times a player appeared at the plate as a batter
AB	At Bat	PA - minus BB, SH, HP, CO (If there are none put in a dash).
IBB	Intentional Walk	Record intentional walks separately
BB	Base on balls	Number of Walks (including intentional walks)
SH	Sacrifice Hits	The number of Sacrifice Hits, including SHEs and SHFCs (see 3.D.1, page 13)
HP	Hit by Pitch	The number of times he was awarded a base for being hit by a pitch
CO	Obstruction	This is usually Catcher's Obstruction (see 3.R, page 19)
H	Total Hits	The total of all hits (including 2B, 3B, HR)
2B	Two base hits	Two base hits
3B	Three base hits	Three base hits
HR	Home Runs	Home Runs
RBI	Runs Batted In	The number of runs he batted in
K	Strike Outs	Include every strikeout (K, Kc, KA, KFB, KWP, KPB)
SB	Stolen Bases	Include every Stolen Base
CS	Caught Stealings	Include CSE and left base early (see 4.L 6)
WP	Wild Pitch	The number of Wild Pitches while this batter was in the box
PB	Passed Ball	The number of Passed Balls while this batter was in the box
Rch	Reach Base	Every time a batter reaches 1st base without an Out being taken (including errors). If there is no Reach put a dash in here.
RAB	Reach At Bats	The number of chances to Reach Base – this is all PAs except a routine SH where the batter is Out .

TOP		BOTTOM		Inn		Pos		S	R	9	10	PA	AB	IBB	SH	HP	CO	H	2B	3B	HR	RBI	K	SB	CS	A	PO	E	Pos	WP	PB	Rch	RAB
1	14	Marilyn MARSHALL	4	3	3							4	3			1		2	1				1			1	1	1	4			3	4
2	1	Naomi SHAW	5	3	4				4			3	1		1											3	1	4			1	2	3
	8	Jane EARNSHAW	PR						4															1			PR						
	4	Rhonda HIRA	4						7			1	1														4						
3	7	Martha RUSH	DP									2	1					1			1	3						DP			2	3	
	10	Rita FATIALOFA	DP						4			1	-		1													DP					
	3	Cheryl KEMP	1																							1		1					
	6	Debbie MYGIND	1						6																			1					

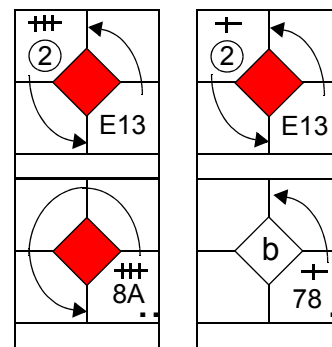
6.A.1 Runs Batted In

Credit the batter with a run batted in when a run scores as a direct result of his turn at bat. Don't confuse calculation of an RBI with that of an Earned Run. For an RBI look at each run individually and only the final advance matters, i.e. 3rd to home (*Rule 12, Sec. 5*).

This includes scoring on any Hit, a Sacrifice Hit, and a Walk or Hit Pitch with loaded bases. It also includes a run scoring on a Fielder's Choice or an Error where the run would have scored anyway.

Remember that the run scored by a batter who hits a Home Run is an RBI, as well as any other runners that score on the play.

Show the run coming home with a batter number to remind you to count the RBI. If you want to dot the RBI as well, use the same colour that you score with and put the dot in the bottom right corner of the batters box.



6.A.2 Reach Base

In the Rch column record the number of times the batter makes it safely to first base without an **Out** being taken. In the RAB column record the number of opportunities the batter had to make it safely to first base. This is every PA except an SH where the batter is **Out** (see page 42).

6.A.3 Splitting Batters

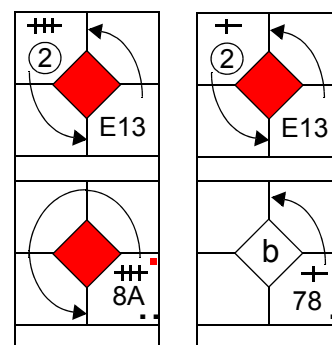
It is most important, when a substitute or positional change is made, to ensure that the analysis is given to the correct player.

6.A.4 Pressure Batting

Some scorers like to use a dot to show that the batter is in a Pressure Batting situation, when he comes to the plate with a runner on base.

If you do this, use a red pen and put the dot in the top right corner of the batters box. This helps to distinguish between dots used to show Pressure Batting, and Runs Batted In.

For information on Pressure Batting Averages, see page 42.



6.B Fielding Summary

Where a player never took the field, put a line right through A, PO and E (Pos will then be DP, PH or PR). Take these figures from the *opposition's* side of the scoresheet.

Symbol	Meaning	Details
A	Assists	Count the number of assists in the innings fielding analysis.
PO	Put Outs	Count the number of put-outs in the innings fielding analysis.
E	Errors	Count the number of errors in the innings fielding analysis.
Pos	Position	When a player plays in more than one position, each position must be analysed separately. Use the nearest free line in the fielding analysis, and clearly mark which player that line belongs to.



Warning – When position changes have been made care must be taken to allocate figures to the correct person.

6.C Pitching and Catching Summary

On each half of the sheet list names of all players who pitched or caught *for that team*. (Their figures will come from the *opposition's* side of the scoresheet).

PITCHER	BF	W	L	INN	K	IBB/BB	TBR/R	ER	H	2B	3B	HR	WP	HP	IP	CATCHER	SB	SBx	CS	PB	
NEWTON	24	1	-	5	9	-	1	4	2	5	1	1	-	-	1	-	SORENSON	-	-	-	1
MARTIN	7	-	-	2	3	-	-	1	1	1	-	-	1	1	-						

Symbol	Meaning	Details
BF	Batters Faced	Number of batters he pitched to
W	Win	For the winning pitcher, show 1 under W For other pitchers on the team show a dash (see 6.C.1)
L	Loss	For the losing pitcher, show 1 under L For other pitchers on the team show a dash (see 6.C.1)
INN	Innings Pitched	The number of innings, including part innings, he pitched (see 6.C.2)
K	Strikeout	Include every strikeout (K, Kc, KA, KFB, KWP, KPB)
IBB/BB	Walks	Split BB's and IBB's. To ensure that pitchers stats are correct in StatTrak, BB's means all walks including IBBs.
TBR/R	Total runs allowed	Rule 12 has changed. Tie-Breaker runs are not recorded separately now. TBR will be removed at the next print of the scoresheet. Record all runs against the pitcher who put the runner on base.
ER	Earned Runs	Earned Runs allowed (See 6.D, page 34)
H	Total Hits	Total Hits allowed. This includes H, 2B, 3B, HR, Bunt
WP	Wild Pitch	Total Wild Pitches thrown (see 6.C.3)
IP	Illegal Pitch	Total Illegal Pitches that allow one or more runners to advance (see 6.C.3)
HP	Hit Pitch	Total batters hit by a pitch
SB	Stolen Base	Record all successful Stolen Bases against each catcher
SBx	Stolen Base	Record all bad throws on a Stolen Base made by each catcher
CS	Caught Stealing	Record all Caught Stealings made by each catcher Note: This does <u>NOT</u> include CS for Left Base Early (Section 3.L.3)
PB	Passed Balls	Record all Passed Balls given up by each catcher (see 6.C.3)

6.C.1 Winning and Losing Pitcher

In every game there must be *one* pitcher from the winning side credited with the win, and *one* from the losing side charged with the loss. The rules for deciding which player gets the win or the loss need only be applied to a team that used more than one pitcher, otherwise it is automatic (*Rule 12, Sec. 17-18*).

6.C.2 Innings Pitched

Where pitchers are changed during an innings, calculate the breakdown by the number of **Outs**. e.g. if the pitcher is replaced with 1 **Out** in the 2nd, he has pitched 1-1 innings (one Innings and one Out). Remember, if a game ends with, say, only one **Out** in the 7th (due to a result being reached) the opposition pitcher(s) will only have pitched 6-1 innings in total.

6.C.3 WP, PB, and IP

One Wild Pitch, Passed Ball, or Illegal Pitch may have allowed 2 or 3 runners to advance, and therefore may appear 2 or 3 times on the scoresheet. It must still only be counted as one WP, PB, or IP in the pitching and catching stats. The WP/PB column is used to ensure that these are not counted more than once (see 3.K, page 16).

6.D Earned Runs

Earned Runs are runs that would have scored even if the team's fielding had been perfect. Earned Runs are probably the hardest single thing for most scorers to master. This is because you sometimes have to make guesses about what might have happened if an error had not occurred.

6.D.1 Definition

An Earned Run is a run for which the pitcher is held accountable. In determining Earned Runs, the innings should be reconstructed without the Errors (which includes Catcher's Obstruction) and Passed Balls. The benefit of the doubt should always be given to the pitcher in determining which bases would have been reached by errorless play (*Rule 12, Sec. 19*).

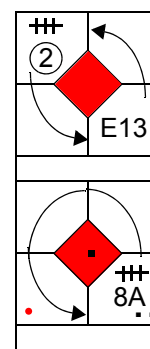
6.D.2 Reconstruction

To determine earned runs, each *innings* must be reconstructed as if no errors or passed balls had occurred. Of prime importance is the distinction between **Out-Errors** and **Advance-Errors** (see 3.S.7, page 22). Where an **Out-Error** occurred, reconstruction must show the player as **Out**, but for an advance error it will show him still alive on base, but not advanced.

6.D.3 Showing Earned Runs

Mark runs that are earned with a dot in the centre of the run. Optionally, a red dot can be placed in the bottom corner of the "3rd to home" box to show a run that is earned. This can help identify Earned Runs when a scoresheet is photocopied or faxed.

In this example, if the E13 error had not occurred, the first batter would have been out. Therefore this run is not earned. The dots show that the home run is earned.



6.D.4 General Hints

Use these hints to make your reconstruction easier.

- If an innings contains **no errors** and **no passed balls** (and is not tie-breaker), *all* runs scored will be earned runs.
- Difficult innings are easier reconstructed on paper. Use a spare column on the same scoresheet, and erase afterwards.

Tie-Breaker

The tie-breaker runner cannot be an Earned Run. When you reconstruct a tie-breaker innings, include all the plays involving the automatic runner in your reconstruction, but if the tie-breaker runner scores do not mark the run as earned (see example).

Lead Runner

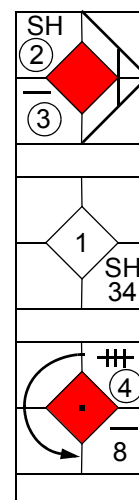
If the lead runner is taken **Out** in the actual play, if there is still a lead runner on base when you reconstruct the innings assume that the lead runner would also be taken **Out**.

Catcher's Obstruction (COE2).

This is an advance error, not an **Out** error. In reconstruction you must ask – what would have happened if the error had not occurred? The answer is you can't be sure. Therefore you can't blame the pitcher for putting him on base, nor can you credit him with an **Out**. The only option is to reconstruct the play as a Missed turn at Bat.

Catcher's Error (BBE2).

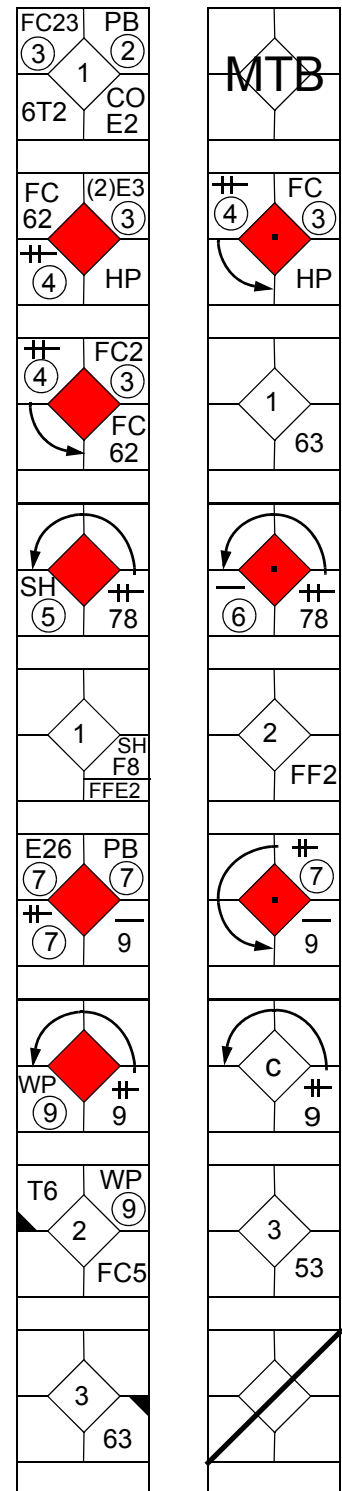
This is also an advance error, not an **Out** error. Treat this in same way as Catchers Interference. Reconstruct the play as a Missed turn at Bat.



6.D.5 Reconstruction Example

The following example shows a number of common principles involved in the reconstruction process:

1. COE2 Catcher's Obstruction is not the pitchers fault, but neither can you say it would have been **Out**, so it can only become a missed turn at bat.
Any subsequent plays involving this runner are ignored.
2. (2)E3 This is an advance-error. The runner would have been safe back at first base, and free to advance on the next play. Just because there is an error does not necessarily mean that a run cannot be earned.
3. FC62 In reconstruction there would not have been a play at the plate. It is *possible* that the lead **Out** could have been taken at 2nd, but unless you are really sure you cannot assume it. An **Out** was taken, so it's reasonable to assume that the batter would have been **Out**, and Runner 2 would most likely have advanced on the play.
4. +++78 Runner 2 would certainly have scored on the triple.
5. FFE2 Batter 5 should have been **Out** on the foul fly. Therefore any baserunners advance because of the subsequent SHF8 by the batter must be ignored.
6. -9 Runner 4 would have scored the hit by on Batter 6.
7. PB Although PB advances are ignored for Earned Runs, the runner would have scored the subsequent 3-base hit anyway, so this run can be earned.
8. E26 There are two issues on the pick-off attempt. If the runner was at 1st base, would the pick-off still have been made, and was it an **Out-Error**? You can only guess, but you know that without the error, the runner wouldn't have advanced, so don't advance him.
9. WP A Wild Pitch can normally be an Earned Run, but this one occurred after the last **Out** should have been taken.
10. FC5 With one **Out** in actual innings, 3rd base chose to hold the runner on third. Reconstruction has two **Out**, so it is reasonable to assume he would have taken the **Out** at 1st to end the innings.

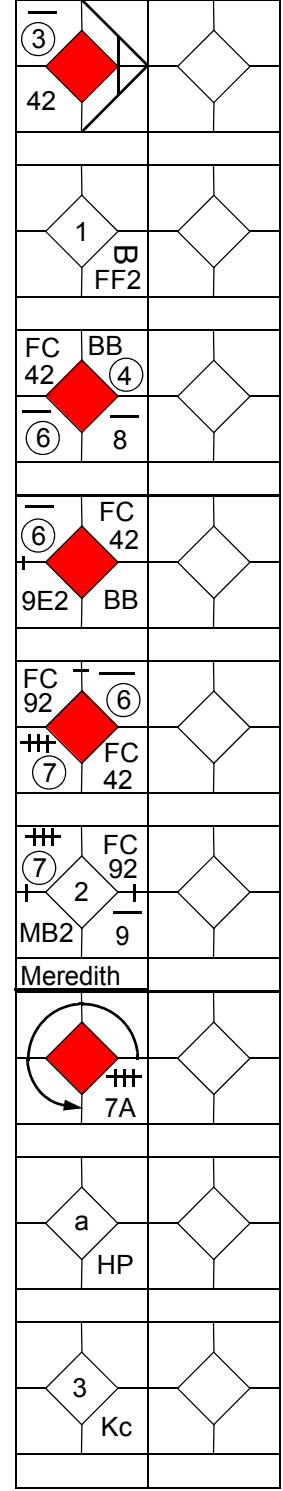
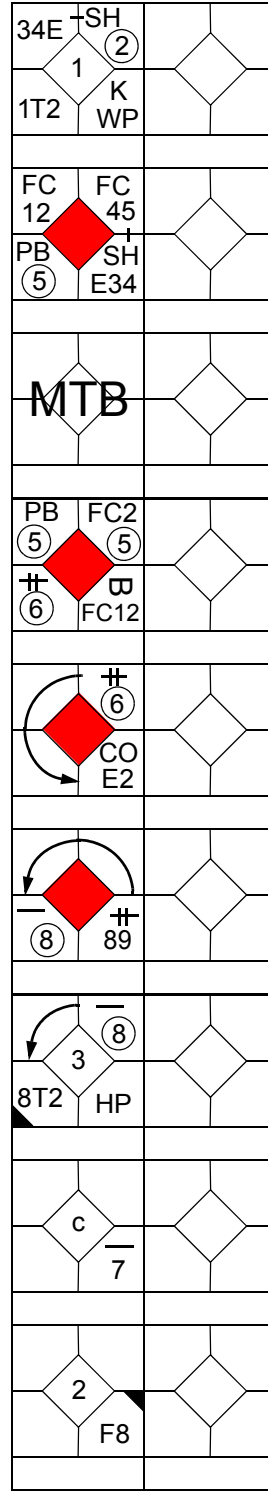
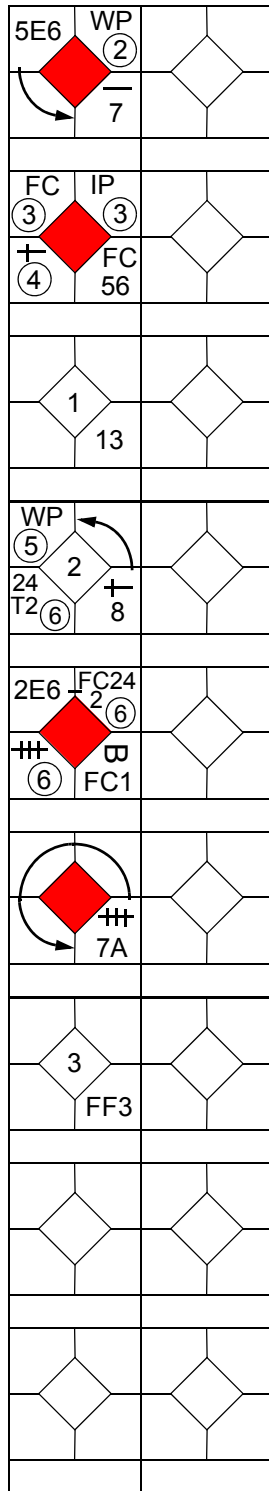
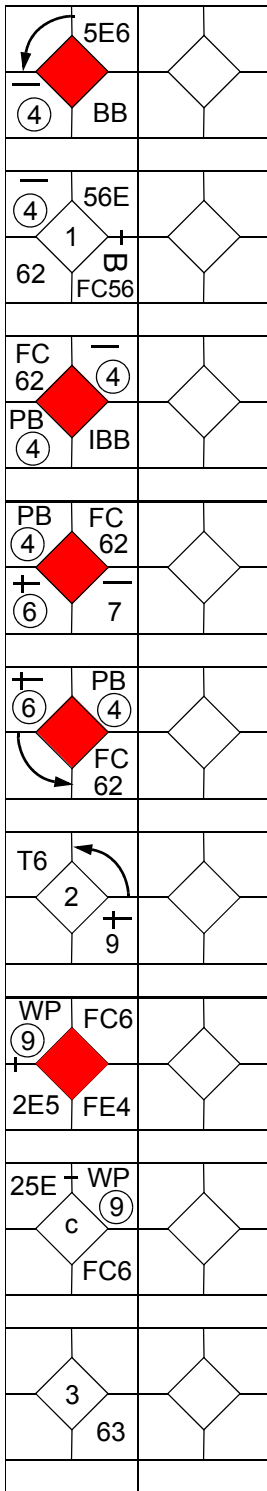


Reminders:

- Once three **Outs** are reached in reconstruction no further runs in the innings can be earned.
- Even a clean home run is not automatically an earned run.
- A tie-breaker runner cannot be an Earned Run (but another runner who makes base on a Fielders Choice which retires the tie-breaker runner can be an Earned Run).
- An Intentional Walk is not an Earned Run.

6.D.6 Practice Examples

Use the following examples used to practice the reconstruction process.



6.E Game Summary

When the game is complete, check that you have filled in the game summary.

Summary	Details
RUNS	The final score for the team. While this can be taken from the innings analysis Total for the final innings, it should be re-checked against the box score. This figure should be written very prominently.
HITS	Total of innings analysis Hits for every innings.
ERRORS	(As committed when this team was fielding). Add up the E column in the innings analysis.
LOB	Total of innings analysis LOB for every innings.
TIME	For End show the exact time of the final Out . Record the time and reason for any delays throughout the game. Total time will include any such delays.
UMPIRES	Show each umpires name, with a dash where none used, e.g. dash 3 if only 2 umpires on the game.
SCORER	This is similar to fielding changes, in that if not shown it effectively invalidates the sheet. The scorer's name must be legible. If a different scorer analyses the game, record both names in here.

6.F Proving the Box Score

Proving the box score is compulsory. This helps you to check for and identify mistakes in the analysis of the game (see also 4.E, page 26). The 2005 version of the SNZ scoresheet had an extra row added at the bottom of the batting and fielding analysis columns for totals. This also helps to ensure the pitchers totals for many of these figures are correct.

100% is the only standard of accuracy to be achieved, so the completed sheet must be cross-checked thoroughly. This is a most effective way of picking up many mistakes (but not all).

Example

If the game was won with 2 **Outs** in the bottom of the 7th innings, your proving of the box score would look something like this.

If the Box Score totals do not balance, there must be an error somewhere in your analysis.

PROVING THE BOX SCORE			
Runs	5	AB	24
LOB	5	BB	2
POs	20	SH	3
-TB	-	HP/CO	1
TOTAL	30		30

Symbol	Meaning	Where to find this information ...
Runs	Runs	Total Runs scored by the team.
LOB	Left on Base	Total Runners left on base.
POs	Putouts	Total Putouts made by the opposing team. Add up the PO column in the fielding analysis from the opposite side of the sheet.
-TB	- Tie-Breaker	Subtract 1 for each innings that started with a runner on base.
AB	At Bats	Add up the AB column.
BB	Base on Balls	Add up the BB column (include IBBs).
SH	Sacrifice Hits	Add up the SH column.
HP/CO	Hit Pitch / Catchers Obstruction	Add up the HP and CO columns.

6.F.1 Tie Breaker

If a game goes into a tie-breaker, use the -TB to allow for the tie-breaker runners.

Proving the Box Score

If the game was won in the 8th innings, your proving of the box score would look like this.

Note: The tie-breaker run can be a Run Batted In.
The tie-breaker run cannot be an Earned Run.

Runs	<u>2</u>	AB	<u>26</u>
LOB	<u>4</u>	BB	<u>2</u>
POs	<u>24</u>	SH	<u>1</u>
-TB	<u>1</u>	HP/CO	<u>-</u>
TOTAL	29		29

6.F.2 Fast Pitch.

In a fast pitch game there will be a -TB in every innings.

Proving the Box Score

When proving the box score subtract 1 TB for each innings that started with a runner on base. If the game was won in the 7th innings, your proving of the box score would look like this.

Runs	<u>15</u>	AB	<u>26</u>
LOB	<u>4</u>	BB	<u>6</u>
POs	<u>21</u>	SH	<u>1</u>
-TB	<u>7</u>	HP/CO	<u>-</u>
TOTAL	33		33

6.F.3 Cross-checks

If the Box Score does not balance the best place to start is to count the number of batters – this should be equal to the Box Score total, and = the total PA, and = the total BF on the *opposite* half of sheet.

Even when the Box Score does balance, there are a number of other simple cross-checks you should do to help confirm that the rest of your analysis is correct.

1. PO's should equal the number of innings the team *batted* times the number of **O**uts per innings.
e.g. for a *full* 7 innings game: $7 \times 3 = 21$; for an *incomplete* 7 innings game: $6 \times 3 = 18 + 2 \text{ O} \text{uts} = 20$.
2. Total PA = Total AB + BB + IBB + SH + HP + CO
3. Total H, BB, K in batting summary = Total H, BB, K in innings analysis
4. Total H, 2B, 3B, HR, K, BB in batting summary = Total H, 2B, 3B, HR, K, BB in pitching summary on *opposite* half of sheet.
5. Total E in fielding summary = Total E in innings analysis on *opposite* half of sheet
6. Count the runs coming home that qualify as RBIs = the total of the RBI column.
7. Check that all Errors and Assists with Errors in the body of the scoresheet are carried down.
8. Check that you have split the analysis for all batting, running, pitching, fielding, and catching substitutions.
9. Check that you have split the analysis for all fielding positional changes.

6.F.4 Tied Team Score

At a tournament where teams complete round robin play with an equal Win – Loss record it may be necessary to use the Tied Team Formula to determine the final placings (see Rule Book - Control of Tournaments & Fixtures Section H).

The Tied Team score is the number of runs scored by each team at the end of the last completed *even* innings, except that if a team batting second wins in a partly completed innings, that innings may be counted.

7 Scorers and Umpires

7.A Official Scorer - Duties

- Before the game, you should make yourself known to the umpire, and advise him where you will be located during the game.
- During the game you should be ready to advise him of the state of the game when asked, especially the number of **Outs**, or the ball and strike count.

This applies especially when a game ends. It is your duty as the official scorer to advise the umpire if the end is before the 7th innings, due to the application of the mercy rule (*Rule 5, Sec. 3*).

However, you must be 100% sure of your facts. You should also be prepared to promptly advise the umpire if there are only two **Out** when teams change over.

7.A.1 Tied Team Formula

The tied team formula is used to determine placings or seedings where two or more teams finish with the same Win – Loss record.

- If two teams tie, rank them on the basis of **who beat who** – use the result of the game *last* played between them, winner placed above loser.
- If three or more teams tie for any position and can not be graded by this method (i.e. if one team has not beaten all others) then use the tied team formula:
 - Calculate the run ratio of games played between the tied teams grading them from the highest to the lowest ratio.
 - If this does not completely separate them, calculate the run ratio of runs scored in all games played in the round robin.
 - If two or more teams still have the same ratio, rank them in order of the total runs each team scores in the round robin.



Note – The run ratio (i.e. runs for divided by the runs against), is calculated on the runs scored at the last completed even innings, except that if a team batting second wins in a partly completed innings (one run) that innings may be counted (see 6.F.4, page 38).

Example – Doubles Chart:

	HV	WR	TA	WN	Points	Placing
Hutt Valley		9-0	1-7	5-1	4	3
Wairarapa	0-9		0-13	2-15	0	4
Taranaki	7-1	13-0		0-7	4	2
Wellington	1-5	15-2	7-0		4	1

Use the run ratio to separate the three teams tied on 4 points.

HV	For	Against	TA	For	Against	WN	For	Against
vs TA	1	7	vs HV	7	1	vs HV	1	5
vs WN	5	1	vs WN	0	7	vs TA	7	0
Total	6	8	Total	7	8	Total	8	5
Run Ratio	6 / 8 = 0.75		Run Ratio	7 / 8 = 0.87		Run Ratio	8 / 5 = 1.60	

Therefore the top 3 final placings in **run ratio** order are: Wellington 1st, Taranaki 2nd, Hutt Valley 3rd.

7.B Protests

A scorer should be aware of the various conditions surrounding protests (*Rule 11*), and be prepared to record all details of the game at a point where notified by the umpire.

Details may include the time of the protest and handy hints.

See also the Illegal Substitution Rule.

7.C Umpire's Decisions

A scorer shall not make a decision which conflicts with ... an umpire's decision (*Rule 12, Sec. 1*).

As the scorer you must score as per the umpire's decision, even if you saw the play differently.

For example:

1. A batter cannot be given a safe hit if the umpire calls him **Out** at 1st base.
2. The umpire calls safe at 1st on a 63 play, but you are sure that 1st baseman had the ball in time for the **Out**. This *must* be scored as a hit or an error. If you cannot decide, check with the umpire afterwards.
 - If he says that the 1st baseman had his foot off the base, give the 1st baseman an error (6E3).
 - If he says that the batter beat the throw, give the batter a hit ($\bar{6}$).

7.D Runs Scored

Runs are what win games.

A scorer should be familiar with *Rule 5, Sec. 6*. However, the umpire has the final say, and should be consulted at once if there is *any* doubt. Especially important are non-force time element plays.

e.g. a) There is 1 **Out**—runners on 2nd and 3rd—the batter flies to right field:

- After the catch the right fielder throws to shortstop who tags **Out** the runner from 2nd sliding into 3rd. Did the *other* runner cross the plate before the 3rd **Out** was made? This is solely the Umpire's decision. Unless you are *very sure*, ask the Umpire for a ruling.
 - Don't confuse this with an appeal for the runner from 2nd leaving before the catch. This is a *force play*, and in this case the run does not count.
- b) You could easily miss a run if a runner on 3rd scores quickly on a WP or PB, then the innings ends on the very next pitch. Therefore you should check you have the right runners on each base at every spare moment, especially when an innings ends.
- c) If a game ends with an automatic home run all runs count, even if one run is enough for the win.

8 Statistics

8.A Types of Statistician

There are two types of Statisticians, each with quite different functions:

1. A Tournament Statistician - appointed by the Association or Club organising a tournament. Responsible directly to the Tournament Organisers for providing an accurate record of the games.
2. A Team Scorer–Statistician - appointed by, and part of a team, and responsible for scoring the games and providing statistics to the team coach.

8.A.1 What Statistics are Required

A good scorer will be aware of the possibilities, so always be open minded to investigate new ones.

1. Before a tournament starts, determine what trophies or awards are to be presented. Get this information from the N.Z. Softball Tournament Representative, or the Tournament Organiser. Introduce yourself to the Tournament Selector(s) and determine what statistics he or she wants.
2. Before a season starts determine with the team coach what he or she requires for team statistics, and how often.

8.B Preparation of Statistics

The main steps in preparation of statistics are:

1. Ensure that all games for the tournament or team for the period are accounted for.
2. Before transferring the figures from the scoresheet, check that all stats have been completed correctly, and that nothing has been left out. eg. Earned Runs, Reach Base, RBIs, SBs, CSs, POs etc.
3. Transfer of figures. Player stats sheets (see back of scorebooks) should be available for use. One per player, to show his/her totals for each game. When these are updated, and the averages added, they can be sorted, and re-sorted for whatever aspect is required.
4. Take care when transferring figures from the scoresheet to the stats sheets.
5. Statistics must be raised for every player, who appears in any game, but not for a reserve that never plays. This applies to all batters, fielders, runners and pitchers.
6. **Name** Use Christian and Surnames and include shirt numbers.
7. **Position** A player who did not field should be shown as DP, PH or PR (or DR).
8. **A, PO, E** Where more than one position is played by any one fielder in the same game, divide the fielding columns into the number of lines required.
9. Give the coach an up to date list of team stats at regular intervals determined at the start of the season, or as requested by the coach.

8.B.1 Expressing Averages

Averages (or percentages) are generally expressed correct to 3 decimal places. The only exception is E.R.A which is correct to 2 decimal places, and should include the number before the decimal point as well.

e.g. a)	6 Hits in 12 At Bats	$6/12 = 0.50$	Express as .500
b)	4 Wins and 7 Losses	$4/11 = 0.363636$	Express as .364
c)	3 A's, 6 PO's, 1 E	$9/10 = 0.90$	Express as .900
d)	21 innings, 4 Earned Runs	$28/21 = 1.333333$	Express as 1.33

8.B.2 Common Averages

The most commonly published averages are:

Average	Formula	
Batting Average (BA)	$\frac{\text{Hits}}{\text{At Bats}}$	
Reach Base Average	$\frac{\text{Reach}}{\text{AB} + \text{BB} + \text{HP} + \text{CO} + \text{SHE} + \text{SHFC}}$	This is also sometimes called On Base Percentage (OBP)
Pressure Batting Average	$\frac{\text{Hits} + \text{SH} + \text{FC(RBI)} + \text{BB(RBI)}}{\text{AB} + \text{SH} + \text{BB(RBI)}}$	With runners on when he completes his turn at bat (not enters the box).
Fielding Average	$\frac{\text{A} + \text{PO}}{\text{A} + \text{PO} + \text{E}} -$	Show separately each position, although outfielders can be combined.
Earned Run Average (ERA)	$\frac{\text{ER} \times 7}{\text{Innings Pitched}}$	
Stolen Base Average	$\frac{\text{SB}}{\text{SB} + \text{CS}}$	
Win – Loss Average	$\frac{\text{Games Won}}{\text{Games Won} + \text{Games Lost}}$	

Reach Base

Sacrifices are normally excluded from calculations of the Reach Base average. However, if an error on a Sacrifice play allows the batter to reach base, then this is counted as a reach. Therefore it must also be counted as an opportunity to reach base.

For example, a batter has 3 appearances in the batters box (PA).

- He makes base on a Hit and a BB and is Out once on a 43 - his Reach Average is 2/3 (.667)
- He makes base on a Hit and a BB and is Out once on an SH - his Reach Average is 2/2 (1.000)
- He makes base 3 times, on a Hit and a BB and an SH E - his Reach Average is 3/3 (1.000)

8.C Tournament Cutoffs

8.C.1 Top Batter

- For each team, find the batter with the highest PAs.
- Calculate 60% of this figure (round up to nearest whole number). Any batter in that team who has had at least this many PAs (i.e. 60% of the maximum on the team) can be included on the top batters list.

8.C.2 Top Pitcher

Sometimes the 3rd string pitcher in a top team pitches all the easy games, and so can end up with the best ERA. Therefore the top pitcher award is not determined by ERA alone.

- For each team, add up the total Batters Faced by all pitchers.
- Calculate 40% of this figure (round up to nearest whole number). Any pitcher in the team who has faced at least this many batters (i.e. 40% of the team total) can be included on the top pitchers list.
- The selectors at a tournament will usually select the top pitcher award from a list of the lowest approximately five Earned Run Averages that qualify by facing enough batters.



Note – To find a Tournament Top Batter or Pitcher, include all games (including a final) played at the tournament.

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