



# Understanding Earned Runs

&

Reconstruction



#### **Definition**



- Earned Runs are runs that would have scored without errorless play and the Pitcher is accountable for.
- ➤ To determine earned runs, the innings should be reconstructed without advance errors, including catchers obstruction and passed balls.
- In some plays, when reconstructing, scorers will need to assume where the out would have been taken.
- The benefit of the doubt, should always be given to the pitcher in determining which bases would have been reached by errorless play.

### When to Charge an Earned Run



#### An Earned Run can be charged when a runner scores a run aided by:

- 1. Safe hits.
- 2. Sacrifice Bunts.
- 3. Sacrifice Fly.
- 4. Put Outs.
- 5. Fielders Choice.
- 6. Base on Balls (not Including IBB).
- 7. Hit Pitch(with loaded bases).
- 8. Wild Pitch (Including KWP which the batter is safe at 1st Base).

### When Not to Charge an Earned Run



#### Do not charge and Earned Run when:

- 1. A batter/runner returns to the batters box and then reaches 1<sup>st</sup> Base safely after a Foul Fly ball is dropped and they should have been out.
- 2. A runner's life is prolonged by an error that would have put them out.

#### A pitcher is not accountable for:

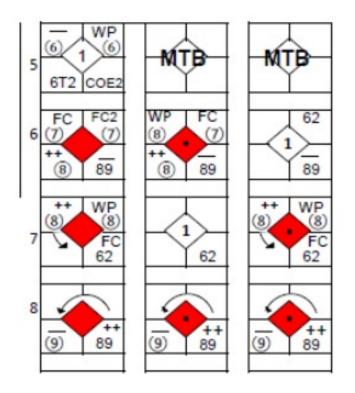
- > IBB
- ➤ BBE2
- > COE2 In reconstruction, these are entered as MTB
- Tie Breaker Run In reconstruction, this does not happen. Leave it blank.

### **Actual Innings vs Reconstruction - COE**



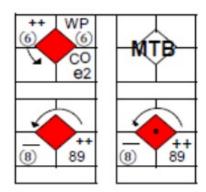
#### Let's look at some differences between actual innings and reconstruction

Catchers obstruction is not the fault of the Pitcher, and you can't be certain it would be an out. Therefore, this becomes a Missed Turn at Bat (MTB). Any subsequent advance plays for this runner are ignored.



This example show two different alternatives. In reconstruction the out at home doesn't happen. You can choose whether the out can be at 2nd or 1st.

When reconstructing an inning, sometimes a scorer must make some assumptions.

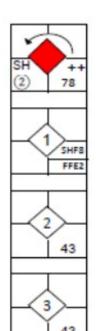


This reconstruction is straight forward. The run simply doesn't happen.

### Actual Innings vs Reconstruction – FE, FFE

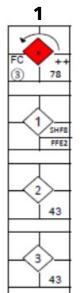


A dropped foul fly ball prolongs the life of the batter giving the batter another chance. Therefore, it is not the responsibility of the pitcher.



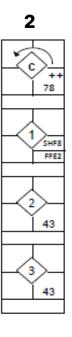
Batter should have been out on the FFE2. Therefore, in reconstruction they would have been out and the SHF8 would not happen.

The run would not have scored on this PLAY, but still could be an earned run depending on subsequent plays. There are a couple of scenarios that could result when reconstructing this.



In scenario 1 in the scorers judgement the runner would have scored on the next play therefore the run can be earned.

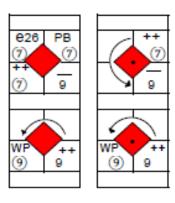
In scenario 2 in the scorers judgement the runner would not have scored therefore in reconstruction the run would not have scored.



### Actual Innings vs Reconstruction – PB, WP, MB

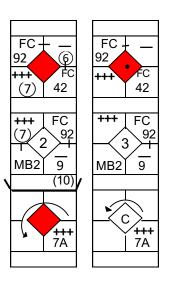


Let's look at some differences between actual innings and reconstruction.



In reconstruction the **PB** and the **e26** are ignored, as these are advance errors. In this scenario, the **e26** is the consequence of an attempted pickoff at 2<sup>nd</sup> base. The runner would definitely have scored as a result of the 3-base hit.

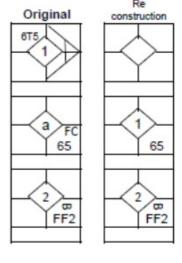
A **WP** is the responsibility of the pitcher therefore this can be an earned run.



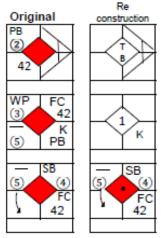
In this example there is **1** out in the original innings. In reconstruction there are **2** outs. As the MB2 is the 3rd out in reconstruction, even an Automatic Home Run is not guaranteed to be an Earned Run.

### Actual Innings vs Reconstruction – Tie Breaker

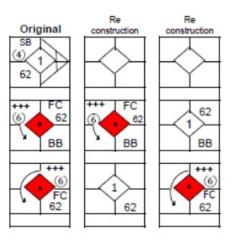




The tiebreaker runner is ignored in reconstruction. If they are taken out on a play as a result of what the batter does, and the batter is safe on a FC, when reconstructing you can assume the OUT would go against the batter.



Tiebreaker runs are ignored. KPB is not the fault of the pitcher this is similar to an error it should have been a strike out.



In this scenario you could apply the Tiebreaker runners Out to either the batter or runner.

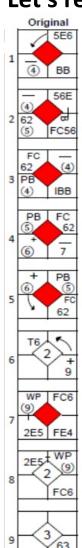
The result would be the same.

Any accountable plays made on the Tiebreaker runner should be included in reconstruction. As there was no out on the play on the Tiebreaker runner, we can not assume the out would have been taken on another player, but the batter must advance.

## Actual Innings vs Reconstruction – by Batter



#### Let's reconstruct an inning batter by batter.



**B1**: BB.

**B2:** Bunts to 5 chooses to take B1 at 2<sup>nd</sup>. With errorless play, B1 would have been out. 1 out and B2 safe at 1<sup>st</sup> base.

**B3:** IBB Reconstruction MTB.

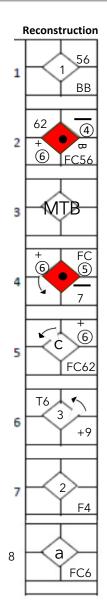
**B4:** Single to left field. B2 would advance to 2<sup>nd</sup>.

**B5:** FC62. In reconstruction the play would be at third as B2 is only at 2<sup>nd</sup>.

**B6:** Double to right field. B2 and B4 would score. B5 to 3<sup>rd</sup>.

**B7:** Reconstruction F4 is the 2<sup>nd</sup> out.

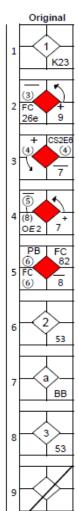
**B8:** Grounds to 6. B6 is tagged out. 3 outs.



### Actual Innings vs Reconstruction – by Batter



#### Let's reconstruct another inning batter by batter.



**B1:** K23. 1 out.

B2: Double to 9.

**B3:** Single to 7. B2 to 3<sup>rd</sup> base.

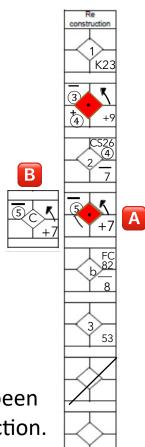
**B4:** B3 CS2E6 this is an out error. Therefore, CS26 2<sup>nd</sup> out B4 doubles to 7 B2 Scores.

**B5:** Singles to 8. B4 advances to 3<sup>rd</sup> then tries to stretch it to home. Safe due to obstruction.

OE2 is different to COE2. It can be an Out Error or an Advance Error.

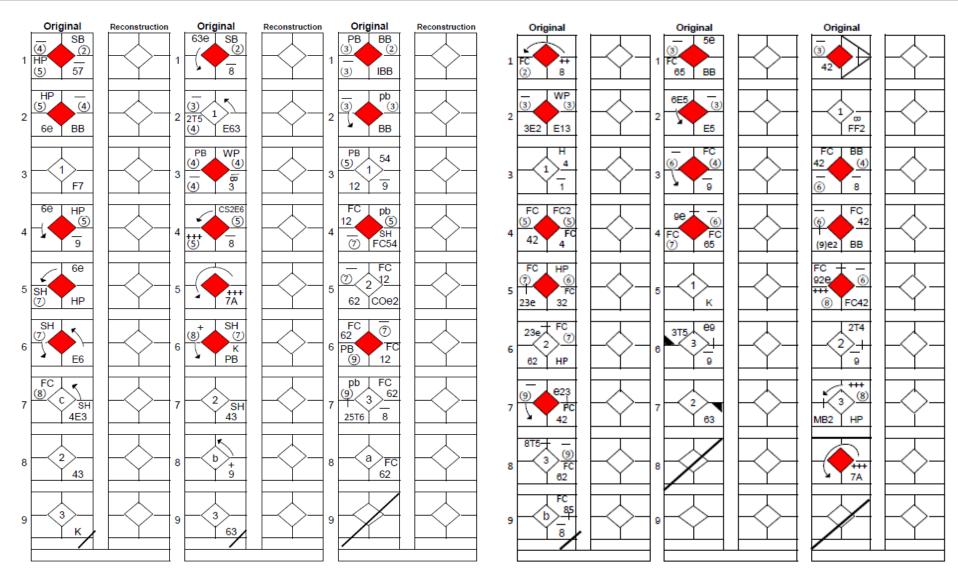
- A. By scoring this (8)OE2, we are saying there would not have been an out and the run would have scored regardless of the obstruction.
- **B.** In this case this is an Advance Error so we leave the runner at 3<sup>rd</sup>.

**B6:** (B5 advance on PB ignored) 53. Third out.



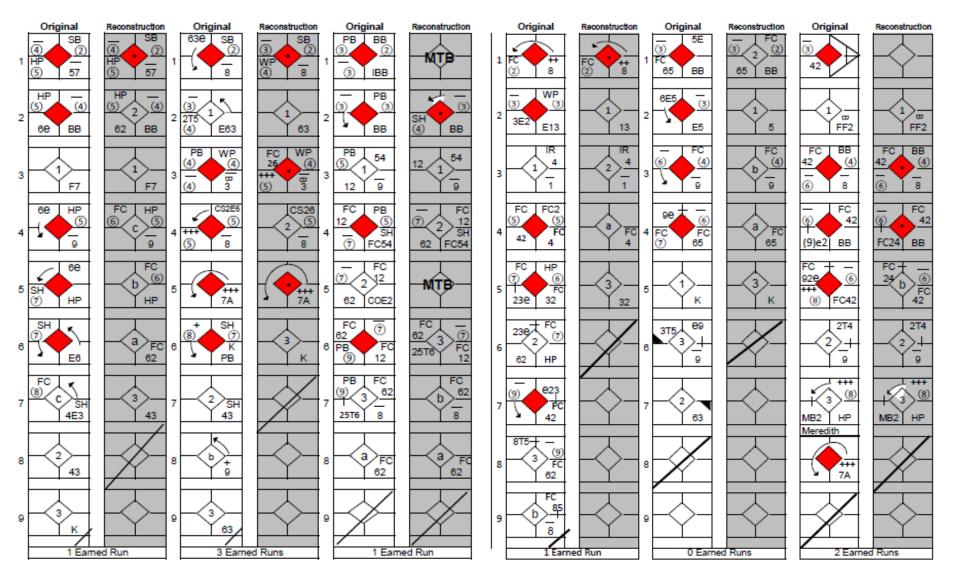
### Actual Innings vs Reconstruction – practice





#### Actual Innings vs Reconstruction – outcome









You have now completed the Earned Runs

Reconstruction

module

