

# Introduction

- This module introduces errors. It will describe how to decide if a play should be scored an error or not, as well as how to score the different types of errors.
- An error is charged to a fielder who misplay the ball and allows the batter or runner to reach a base safely - without the error, the player would have been out. These are called decisive errors. You may also hear them being referred to as “big E’s”.
- Scoring a play as an error is a judgement call made by the scorers. There are rules and guidelines to help make that decision. The main thing is to be consistent for both teams and for similar plays.
- A player is only expected to display “ordinary effort” on a play for no error to be scored. Ordinary effort is the average skill level expected for that fielding position for the league, grade or age group they are playing in.
- Younger and lower grade players should not be errored unless it is an easy play – set under a fly ball, easy pick up and throw. The “ordinary effort” expected by 12 year old is different to that of an adult national player.

# Determining Errors

- Slow handling of the ball on its own is not an error. If a player fields the ball cleanly and either holds the ball or makes a good throw but not in time to get the batter or runner out, there is no error.
- Mental mistakes and misjudgements are not errors unless they result in a physical misplay, such as throwing the ball into the stands or throwing the ball away because they think there are 3 out when there isn't.
- A fielder touching the ball with their glove does not automatically make the play an error. However, totally missing a ball does not stop the play from being called an error.
- Things to consider when determining if a play is an error or not:
  - how far did the fielder run? did they have to dive or jump to catch or stop the ball? are they close to the fence/boundary?
  - how fast was the ball travelling? how much reaction time did they have? give extra leeway to the pitcher coming out of their pitching motion
  - did they call for it?
  - did they have time to field and throw the ball accurately?
  - where was the batter or runner when the fielder fumbled the ball or made the bad throw – would they have made the base safely anyway?
- An error can be scored against a fielder who causes another fielder to misplay the ball – such as knocking the ball out of their glove or causing a collision.

# Determining Errors – cont.

- Take the weather and the field condition into account. If the ball takes a bad bounce or the player loses the ball due to the sun, lights or wind, do not score an error.
- The “WOW” factor – if they had made the play and you would have thought “great catch”, “fantastic play” this would be considered beyond ordinary effort and no error should be scored.
- Other times no error should be scored:
  - on a stolen base attempt
  - if the fielder recovers and gets a runner out or the batter out at 1<sup>st</sup> base
  - if the throw is made to the wrong base (eg. empty base or runner not forced)
  - when the ball bounces in front of an outfielder then goes over their head
  - when the pitcher does not move to 1<sup>st</sup> base to take a throw
- Talk it through with the other scorer and agree if there was an error or not. If you cannot agree or are unsure if there was an error, the batter or runner gets the benefit of the doubt and no error should be scored.
- Once you have determined there was an error, use the corresponding symbol for that type of error.

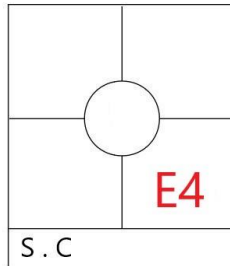
# Types of Decisive Errors

Fielding Error	when the batter hits a ground ball and the fielder makes an error fielding the ball. This could be a fumble, letting the ball go between their legs or missing the ball. The error is always scored for the batter even if a runner is closer – assume the play would have been at 1 <sup>st</sup> base
Muffed / Dropped Fly	when the batter hits a fly ball and the fielder does not catch the ball
Wild Throw	<p>when the fielder fields the ball cleanly and has time to make a good throw for an out but throws the ball low, high or wide and the receiving fielder cannot take the ball and make the out.</p> <p>This includes the receiving fielder needing to take their foot off the base to catch the ball or a thrown ball that takes an unnatural bounce.</p>
Receiver error	when a fielder misses or drops a thrown ball that should have been caught (good throw) or catches the ball and misses tagging the runner or the base
Catchers Interference	when the catcher hinders or prevents the batter from hitting a pitch

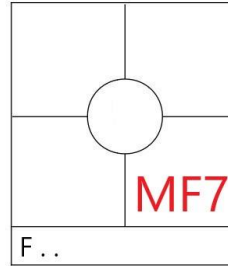
Note: a passed ball is not classed as an error, even though it is scored in red.

# Error Symbols

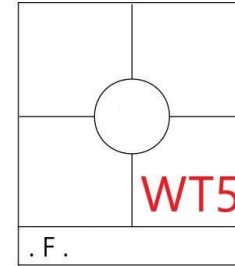
- write the required symbol followed by the fielder position number of the player that made the error:
  - E for a fielding error or receiver error
  - MF for a muffed / dropped fly
  - WT for a wild throw



- fielding error made by second base

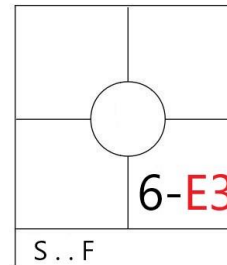


- fly ball dropped by left field



- wild throw by third base

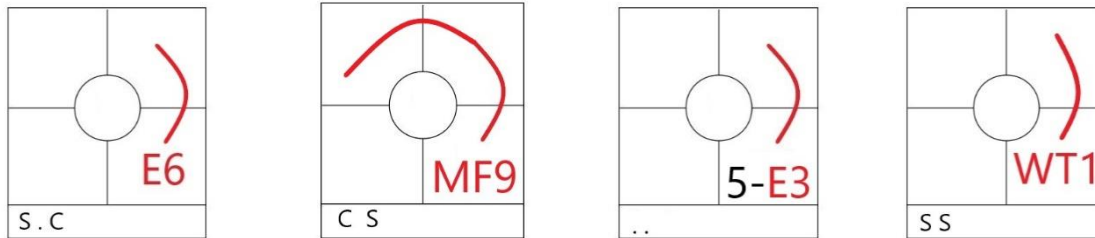
- for a receiver error, write the fielder position number of the player that made the throw, followed by E and the fielder position number of the player that made the error



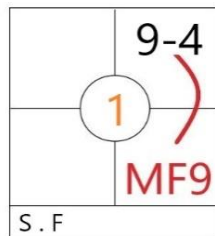
- shortstop fields the ball and makes a good throw in time, but first base drops the ball

# Error Symbols - cont.

- If the batter continued running and reached another base safely, draw an arc from the 1<sup>st</sup> base box into the corresponding base box.



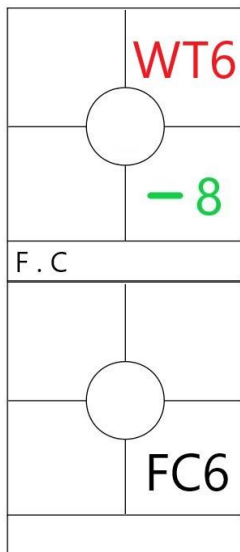
- If the batter reached 1<sup>st</sup> base safely on an error, continued running and is tagged out trying to reach another base, score the out at the base they did not reach.



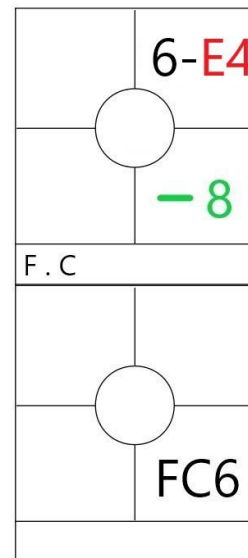
- batter safe at 1<sup>st</sup> on muffed fly by right field
- right field recovers the ball and throws to second base who makes the tag

# Error for a Runner

- A wild throw or receiver error can be scored for a runner if the batter hits a fair ball and that runner should have been out. The batter will reach 1<sup>st</sup> base safely on a fielders choice.
  - write FC followed by the fielder position number for the player that threw the ball in the 1<sup>st</sup> base box. Record the error for the runner as needed.



- runner on 1<sup>st</sup> base
- batter hits the ball to shortstop who throws the ball to the side of second base at 2<sup>nd</sup> base – runner safe on wild throw



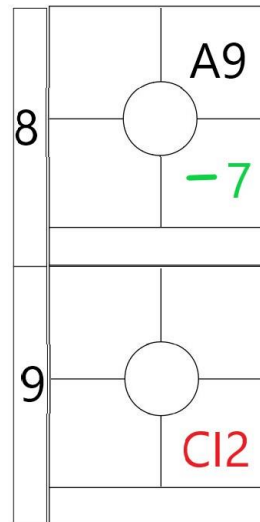
- runner on 1<sup>st</sup> base
- batter hits the ball to shortstop who throws the ball to second base at 2<sup>nd</sup> base who drops the ball – runner safe on a receiver error

- When the first out has been made on a potential double play:
  - do not score a wild throw on a fielder attempting to get the second out
  - a receiver error may be scored for the second half if the batter or runner should have been out

# Catchers Interference

- If the catcher impedes the batter while hitting a pitch, the umpire will allow play to continue. Depending on the result of the play, the umpire may call catchers interference.
- The manager will then decide if they want to accept or decline the interference.
- If they decline, then score the play as it happened with no catchers interference.
- If the manager accepts the catchers interference the batter is awarded 1<sup>st</sup> base.

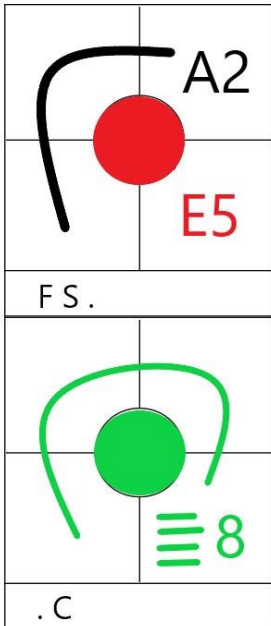
- write CI2 in the 1<sup>st</sup> base box. Any forced runners are advanced by the batter.



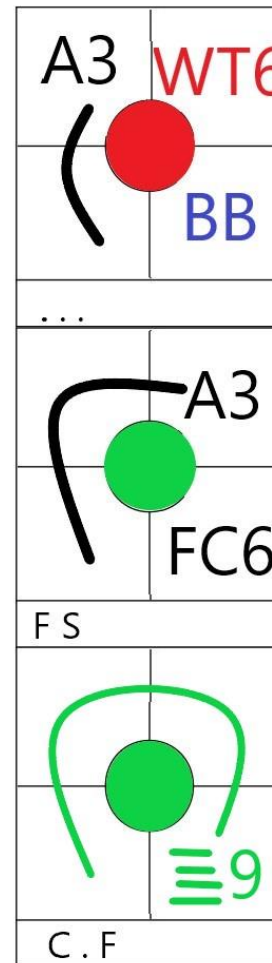


# Runs scored

- If a player has a decisive error either as a batter or a runner and that player scores, the run is coloured in red.



- batter safe at 1<sup>st</sup> on fielding error by third base
- batter2 hits a home run



- runner on 1<sup>st</sup> base
- batter2 hits the ball to shortstop who throws the ball to the side of second base at 2<sup>nd</sup> base – runner safe on wild throw
- batter3 hits a home run