# Introduction

- This module covers more on fielders choice – another use for the batter and for advancing runners on plays you already know.

- It also includes more detailed scoring symbols for a strike out – dropped 3rd strike and a new decisive error.

Fielders Choice

- We can also use a fielders choice for the batter reaching 1st base safely when:
  - ❑ the fielder attempts to get a runner out and
  - ❑ no runner is called out and
  - ❑ there is no decisive error and
  - ❑ the fielder could have gotten the batter out

- If the fielder could not have made the throw in time to get the batter out at 1st base or they hold the ball, score the play as a hit.

  - o write FC followed by the fielder position number that picked up the ball in the 1st base box. Any runners are advanced by the batter.

A9
8
−7
9
FC5
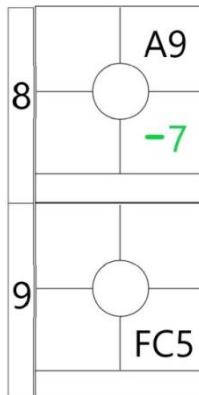
- o runner on 1st

- o batter9 hits the ball towards third base who fields the ball and throws to second base to get the lead runner instead of the batter, but the runner reaches 2nd base safely
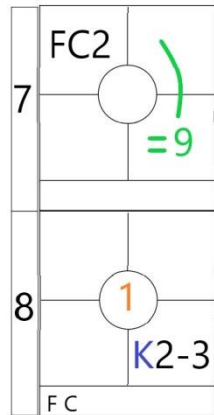
Caught Stealing

- When a runner is out caught stealing, any other runners that advanced safely do so on a fielders choice.

  - write FC followed by the fielder position number of the player that made the throw in the corresponding base box.
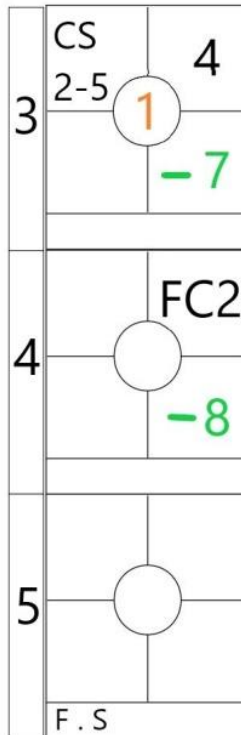
- runners on 1st and 2nd

- both runners try to steal a base at the same time

- the catcher throws the ball to third base who tags the runner before they reach the base
  ➤ batter3 out caught stealing catcher to third base
  ➤ batter4 advances to 2nd base on fielders choice

- record the pitch
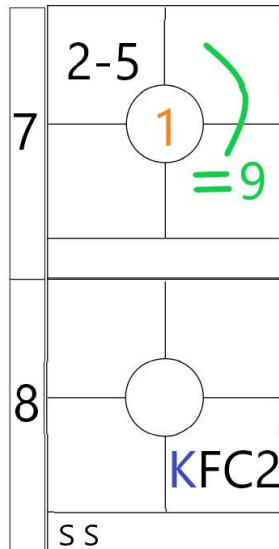
Strike Out – Dropped 3rd strike: batter out

- When the batter gets out at 1st base after a dropped 3rd strike, any runners that advanced safely do so on a fielders choice.

    o write FC followed by the fielder position number of the player that made the throw in the corresponding base box.


    o runner on 2nd

    o dropped 3rd strike, the catcher picks up the ball and throws the ball to first base who makes the tag

    o runner advances from 2nd to 3rd base

Strike Out – Dropped 3rd strike: batter safe and runner out

- When the batter reaches 1st base safely after a dropped 3rd strike and a runner is called out, the batter reaches 1st base on the strikeout plus a fielders choice.

  o replace K/ with KFC followed by the fielder position number of the player that made the throw. Record the out for the runner as needed. Any runners that advanced safely do so on a fielders choice.
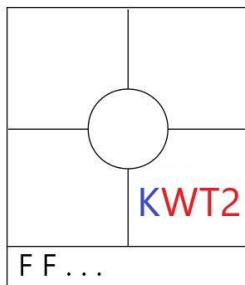

o runner on 2nd

o dropped 3rd strike, catcher recovers the ball and throws to 3rd base
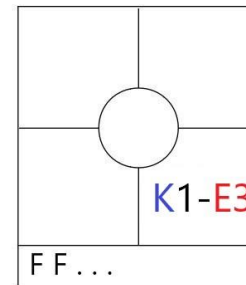
o runner going from 2nd base to 3rd base called out
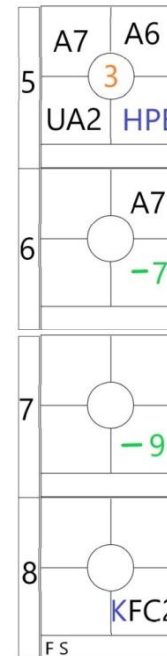
o 2 out, loaded bases

o dropped 3rd strike, catcher recovers the ball and touches home plate (runners are forced)

o runner going from 3rd to home called out

Strike Out – Dropped 3rd strike: batter safe

- If the fielder recovers the ball quickly and attempts to get the batter out, but the batter reaches 1st base safely, determine if there was a decisive error – a wild throw or a receiver error.

- There must be no doubt that the batter would have been out at 1st base. Allow for the time to recover the ball and the position of the batter and other fielders. If there is no error, score a KWP or KPB.

  o if there is an error, write K followed by the decisive error that occurred in the 1st base box. Any runners that advanced safely do so on a fielders choice.

KWT2 F F . . .	o dropped 3rd strike, batter reaches safely on a wild throw by the catcher
K1-E3 F F . . .	o dropped 3rd strike, batter reaches safely on a receiver error, pitcher to first base

Strike Out – Dropped 3rd strike: batter safe and runner safe

- If the fielder recovers the ball and attempts to get a runner out but is unsuccessful, the batter reaches 1st base safely on a strikeout plus a fielders choice.

  - write KFC followed by the fielder position number of the player that made the throw. Score any runners that advance on a WP or PB.
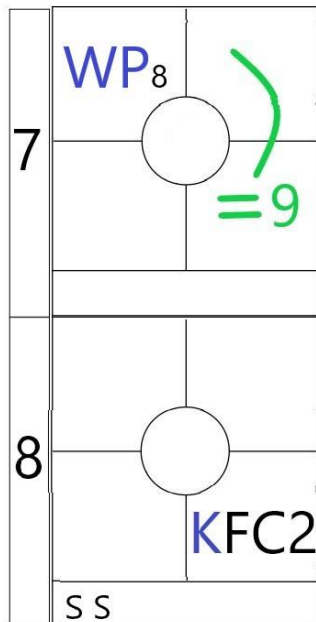

  - runner on 2nd
  - dropped 3rd strike, catcher recovers the ball and throws to 3rd base
  - runner going from 2nd base to 3rd base safe, advanced on a wild pitch

Muffed/Dropped Foul Fly

- When the batter hits a high fly ball that lands in foul territory, a fielder can be given an error if it is determined that it should have been caught.

- This usually applies to infielders only – outfielders have too far to run to reach foul territory.

- Extra things to consider (above the usual error conditions):
    - how close is the fielder to the fence/netting/dugout
    - it may take the fielder (especially the catcher) a long time to locate the ball in the air
    - the way the ball comes off the bat - it can be hard to judge the movement of the ball

- Only record the error if there is no doubt that the catch should have been made.

- The batter continues to bat and don't forget to record the pitch.

  o write MFF followed by the fielder position number of the player that made the error in the bottom half of the 1st base box

  o when the batter is called out or reaches 1st base safely write the play above the MFF
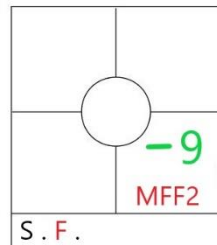
  o high fly ball dropped by the catcher, lands in foul territory

  o batter continues batting and reaches 1st base safely on a hit to right field

- A muffed/dropped foul fly is a decisive error so if this player scores the run is coloured red.