

Introduction

- Now that you have the fundamentals to score a game, the next stage is to start replacing the /'s and X's with detailed scoring symbols so you know the actual play that occurred.
- This module covers the most commonly used scoring symbols, with a focus on the batter. Continue to use /'s and X's when you do not know the detailed scoring symbol for a play.
- The symbols are shown in their scoring colour, however, you can continue to write them in lead pencil.
- Unlike the first course, complete this module at your own pace – incorporate the symbols into your scoring all at once, one at a time, or somewhere in-between.
- If you are scoring teeball, some of these symbols are not relevant to you now but you will need them for scoring zooka, modball or baseball.
- Note: once you have completed all the training modules, you will have a full list of scoring symbols. These modules cover the plays you are most likely to see - they do not cover every scenario as described in the Official Rules.

Common terms

Foul Tip	when the pitch nicks the bat, goes straight back to the catcher and is caught. The umpire may indicate the foul tip. A foul tip is classed as swinging strike, not a foul
Fly Ball	a pitch hit by the batter that goes high up into the air
Line Drive	a pitch hit by the batter that does not touch the ground or go above head height
Ground Ball	a pitch hit by the batter that touches or travels along the ground
Ground Out	when a batter hits a ground ball and does not reach 1 st base safely
Infield Fly	a fly ball over the infield. This will be called by the umpire in certain game situations. The batter is automatically out and the ball does not need to be caught.
Tag	when the fielder holding the ball touches a base, a batter or a runner to get the batter or runner out
Rundown	when a runner is stuck between bases and the fielders are throwing the ball to each other, trying to get the runner out

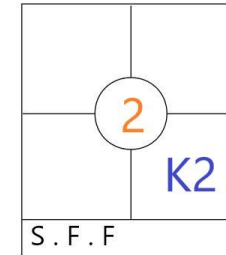
Common terms

Hit / Safe Hit	when the batter hits a fair ball, makes it safely to 1 st base and no runner is out
Single	a hit where the batter reaches 1 st base
Double	a hit where the batter reaches 2 nd base
Triple	a hit where the batter reaches 3 rd base
Home run	a hit where the batter reaches home
In-the-park home run	a home run when the ball stays inside the fields boundary
Out-of-the-park home run	a home run when the ball goes over the boundary. Will be indicated by the umpire.
Automatic double	when a hit leaves the fields boundary after touching the ground. The umpire will indicate which base the batter and any runners are to advance to.
Fielders choice	when a fielder gets a runner out instead of the batter at 1 st base
Batting Out of Order	when a player bats in the wrong order – refer to the separate Batting Out Of Order document

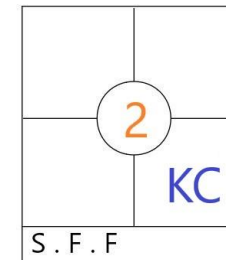
Strike Out

- A batter will be called out by a strike out when they get a 3rd 'strike' against them – it can be a swinging strike, called strike or foul tip.

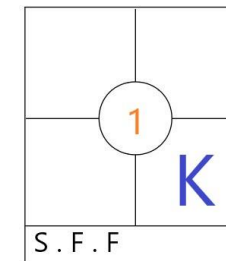
- write K2 when the 3rd strike is a swinging strike



- write KC when the 3rd strike is a called strike

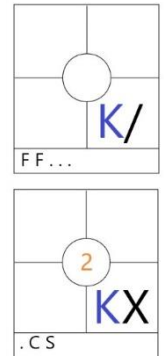


- write K when the 3rd strike is a foul tip



Strike Out – Dropped 3rd strike

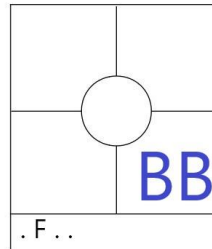
- If the catcher does not catch the ball on the 3rd 'strike', the batter may be allowed to run to 1st base.
- This will depend on your age group/competition rules and the game situation.
- When the batter is allowed to run to 1st base:
 - if the batter reaches 1st base safely, write a K and a / in the 1st base box
 - if the batter gets out at 1st base, write a K and an X in the 1st base box
- When the batter is not allowed to run to 1st base, the umpire will indicate the batter is out. (this usually occurs when there are less than 2 out and 1st base is occupied)
 - write K2 or KC in the 1st base box
- If the catcher picks up the ball and tags the batter, write K2 in the 1st base box



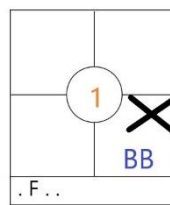
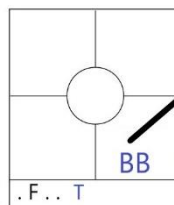
Walk / Base on Balls

- A batter will be awarded 1st base when the pitcher has thrown 4 balls to them.

- Write BB in the 1st base box

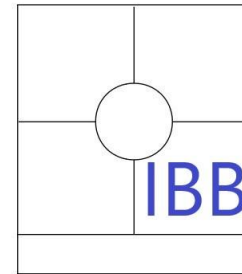


- If your competition rules state a batter is to hit off a tee instead of being awarded 1st base, write BB and the tee play (safe or out) in the 1st base box. Optional – write a T in the tram line.



Intentional Walk

- A batter can be intentionally walked and awarded 1st base with or without any pitches being thrown.
 - write IBB in the 1st base box
 - add any pitches that were thrown to the pitch count



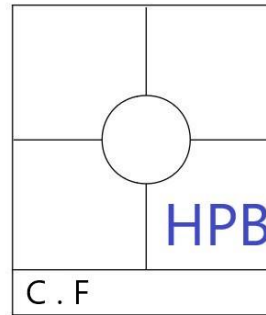
may or may not have up to 3 balls in tram line

- Check your competition rules to see if you need to include the non-thrown balls in the pitch count. If so, add the number required to have 4 balls in total.

Hit by Pitch

- A batter may be awarded 1st base when they or their clothing is touched by a pitch.

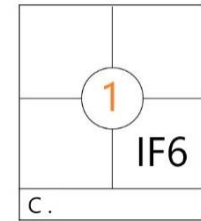
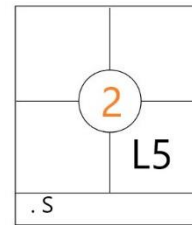
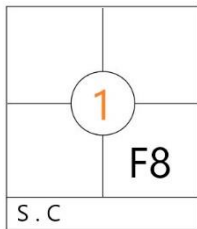
- write HPB in the 1st base box



- If the batter is not awarded 1st base, record the pitch in the tram line – you can check with the umpire if you are not sure if the pitch was a strike or ball.

Outs

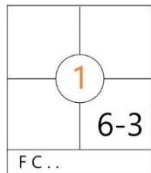
- When the batter hits the ball and a fielder catches the ball on the full, the batter is out. This can be in fair or foul territory.
 - write the required symbol followed by the fielder position number of the player that caught the ball in the 1st base box:
 - F for a fly ball
 - FF for a fly ball caught in foul territory
 - L for a line drive
 - IF for an infield fly



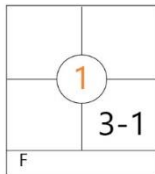
- fly ball caught by centre field
 - fly ball caught by third base in foul territory
 - line drive caught by third base
 - infield fly caught by short stop
- Always use the players fielding position number not where they are on the field when they field or catch the ball.
 - Infield fly: if the ball is not caught, use the fielder position number of the closest fielder.

Outs – cont.

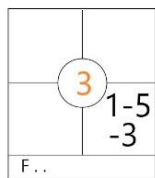
- When the batter hits a ground ball and a fielder tags 1st base or the batter before they reach 1st base, the batter is out.
 - write the fielder position numbers for all the players involved in the order they touched the ball (with a dash in between) in the 1st base box



- batter hits the ball, picked up by the shortstop, throws to first base, who makes the tag



- batter hits the ball, picked up by first base, throws to the pitcher, who makes the tag



- batter hits the ball, deflected by the pitcher, picked up by third base, throws to first base, who makes the tag

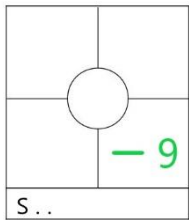
- if only one player fields the ball and makes the tag, write UA followed by their fielder position number in the 1st base box



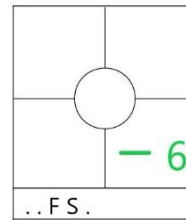
- batter hits the ball, picked up by first base, who makes the tag

Hit / Safe Hit

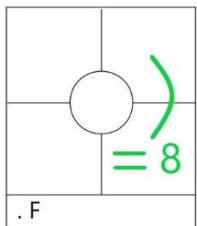
- When the batter hits a fair ball and makes it safely to 1st base and no runner is called out, the batter has a hit.
 - write a dash — for each base the batter reached safely followed by the fielder position number of the player that picked up the ball in the 1st base box
 - if the batter reached 2nd base, 3rd base or home safely, draw an arc from the 1st base box into the corresponding base box



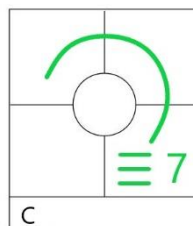
- hit (single) to right field



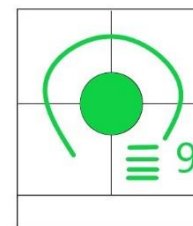
- hit (single) to the shortstop



- hit (double) to centre field



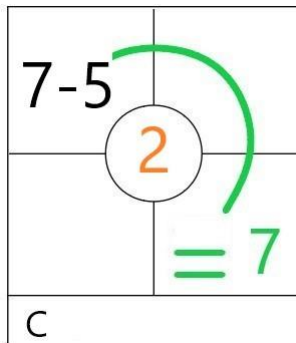
- hit (triple) to left field



- hit (home run) to right field

Hit / Safe Hit – cont.

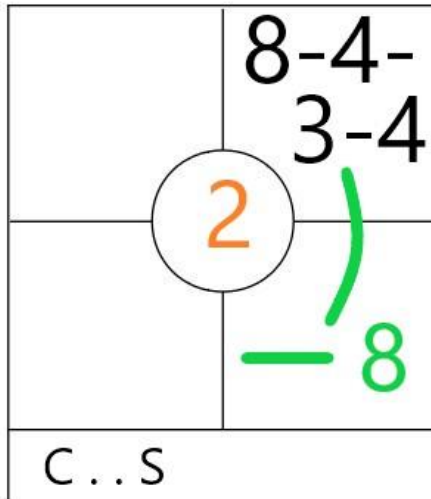
- For an out-of-the-park home run, use the fielder position number of the closest fielder.
- If a batter reaches a base safely, but is called out trying to reach the next base, score a hit for each base they reached safely and the out at the base they did not reach.



- batter hits the ball to left field and reaches 2nd base safely
- the batter keeps running to get to 3rd base, but is called out - the ball was thrown from left field to third base, who made the tag
- write a hit (double) to left field in the 1st base box, fielder position numbers in the 3rd base box, out number and arc to 3rd base to show it was the same play.

Rundown

- In a rundown, try and get all the positions involved. If you miss some that's ok – the main ones are the first player to throw the ball and the player that makes the tag.
 - write the fielder position number for the player that threw the ball and for each player that catches the ball, even if that player has already been involved in the rundown

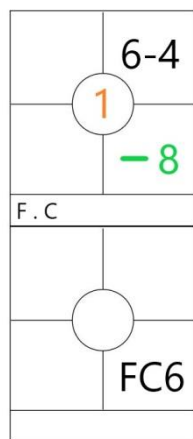


- batter hits the ball to centre field and reaches 1st base safely, keeps running to get to 2nd base, but the ball is thrown to second base, the runner stops and goes back towards 1st base
- second base throws the ball to first base, the runner stops and heads towards 2nd base
- first base throws the ball to second base who tags the runner
- write a hit (single) in the 1st base box, all fielder position numbers in the 2nd base box, out number and the arc to 2nd base to show it was the same play as the hit

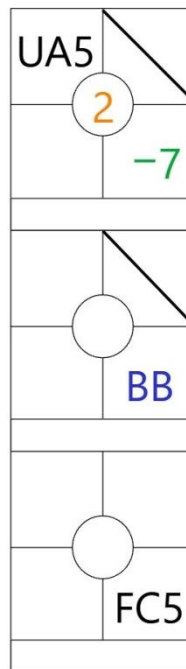
Tip: one scorer call out the fielder position numbers while the other writes them in a blank space on the scorebook.

Fielders Choice

- When the batter hits a fair ball, makes it safely to 1st base and a runner is called out going to their next base, the batter has reached 1st base on a fielders choice, not a hit.
 - write FC followed by the fielder position number for the player that picked up the ball in the 1st base box
 - record the out for the runner using the fielder position number(s) of the fielder(s) involved in the play



- runner on 1st base
- batter hits the ball to shortstop who throws the ball to second base at 2nd base – runner out, batter safe on 1st base

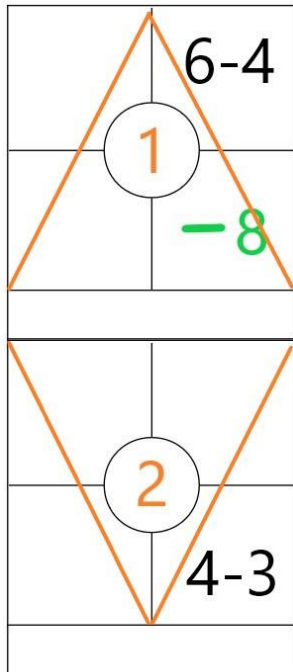


- runners on 1st and 2nd base
- batter hits the ball to third base who gets the runner going from 2nd base to 3rd base out
- runner going from 1st base to 2nd base is safe, batter safe on 1st base

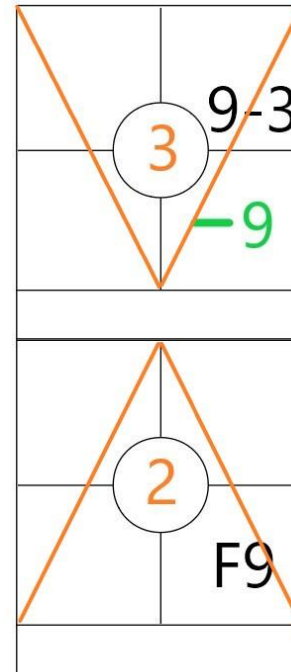
- When a runner is the 3rd out, the batter technically reaches 1st base safely, so don't forget to write FC for the batter.

Double play

- When two players are called out during the same play, it is called a double play.
 - write the out for each player as needed using the fielder position number(s) of the fielder(s) involved in the play, with the out number in the order they occurred
 - indicate the first out with the top of a diamond and the second out with the bottom of a diamond



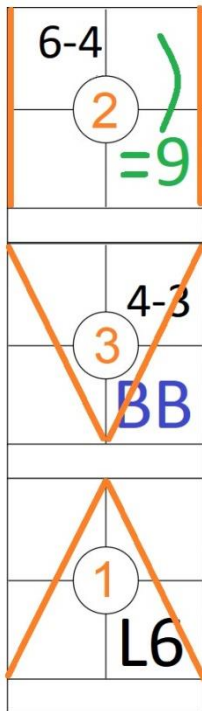
- runner on 1st
- batter hits the ball to shortstop who throws ball to second base at 2nd base – runner out
- second base throws the ball to first base at 1st base – batter out



- runner on 1st
- batter hits a fly ball caught by right field - batter out
- right field throws the ball to first base at 1st base – runner out returning to 1st base

Triple play

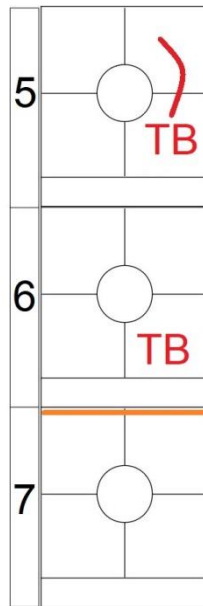
- When three players are called out during the same play, it is called a triple play.
 - write the out for each player as needed using the fielder position number(s) of the fielder(s) involved in the play, with the out number in the order they occurred
 - indicate the first out with the top of a diamond, the second out with vertical lines each side of the scoring square and the third out with the bottom of a diamond



- runners on 1st and 2nd
- batter hits the ball to shortstop who catches the ball on the full – batter out
- shortstop throws ball to second base at 2nd base – runner out returning to 2nd base
- second base throws the ball to first base at 1st base – runner out returning to 1st base

Tie-breaker Runners

- In some competitions (usually when a result is required and the game cannot end in a draw), one or two runners will be put on base to assist the team in scoring runs.
- Check your competition rules for when the tie-breaker rule is to be used, how many runners are to be placed and which bases they start on.
- The tie-breaker runner(s) should be the player(s) in the batting line up before the batter that is due to start the inning.
 - write TB for each runner placed on a base and draw an arc if needed



- batter7 is the first batter of the inning
- batter5 starts the inning on 2nd base
- batter6 starts the inning on 1st base

Note: if any tie-breaker runners score, their runs are coloured in red.