

Introduction

- This module looks at the value of a hit and introduces extra base errors.
- So far, when the batter has a hit and reaches beyond 1st base safely, we have scored a double, triple or home run and advanced all runners by the batter.
- Most of the time, the batter and any runners will advance all their bases because of the hit. However, there are times when a fielders action or decision allows the batter or a runner to advance more bases than the hit allowed.
- By the end of this module you should have a detailed scoring symbol for every play. Having said that, if you just can't remember how a play should be scored or you just don't know what happened, use the / or X with the fielder position number(s).

Extra Base Errors

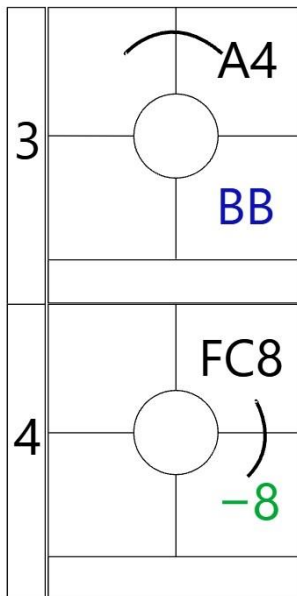
- An extra base error is charged to a fielder who misplay the ball and allows the batter or runner to advance further than they should have.
- The batter or runner were not going to be out, but they only advanced because of the error - without the error they would have stayed on a previous base. These errors are referred to as “little e’s”.
- Extra base errors are caused by a wild throw or fielding error only.
- An extra base error is also scored when an umpire awards a base to a runner because the ball has left the field of play or is stuck somewhere. Score the advance by what caused the ball to be unplayable – usually a wild throw.

Value of a Hit

- In determining how many bases are scored for the batter by the hit, we need to watch for the following:
 - the batter stops or hesitates to see what the fielder does, then runs again and
 - the fielder throws the ball to a base in an attempt to get a runner out or makes an extra base error
- If the batter does not stop or hesitate, score the double, triple or home run.
- The batter and any runners may advance a different number of bases on the hit, throw or extra base error – look at how each player advanced individually.
- If you miss what happened or you're just not sure, score the double, triple or home run and advance any runners by the batter. There can be so many things going on, it's hard to know where to look. Players, base coaches or umpires may also block your view.

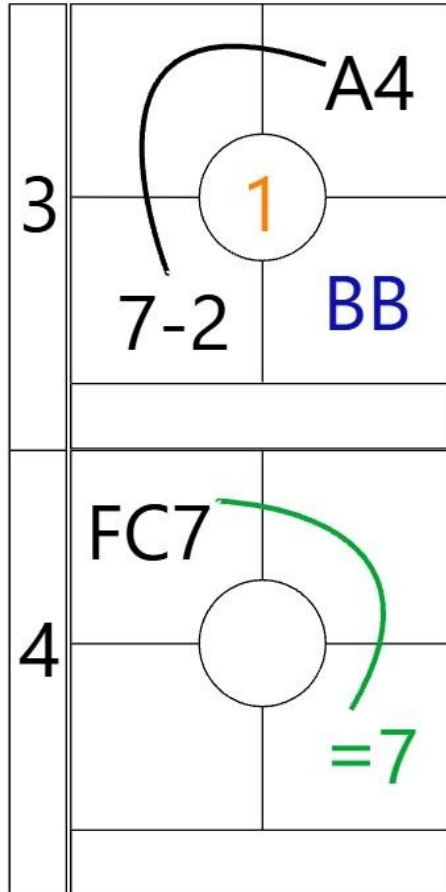
Hit + Throw: batter

- When the fielder throws the ball to try and get a runner out and the batter stops or hesitates before advancing, the batter is advanced by a fielders choice whether the runner is safe or out.
 - write the safe hit for the number of bases the batter did not stop or hesitate. Advance the batter by FC followed by the fielder position number of the player that picked up the ball in the corresponding base box. Draw an arc to show they happened on the same play.
 - advance the runner by the batter or record the out if needed.



- runner on 1st
- batter4 hits the ball to centre field
- runner from 1st base reaches 2nd base and continues running
- batter4 reaches 1st base safely and stops to watch where centre field throws the ball
- centre field throws the ball to third base
- batter3 reaches 3rd base safely – advanced by the batter
- batter4 takes off again and reaches 2nd base safely on a fielders choice

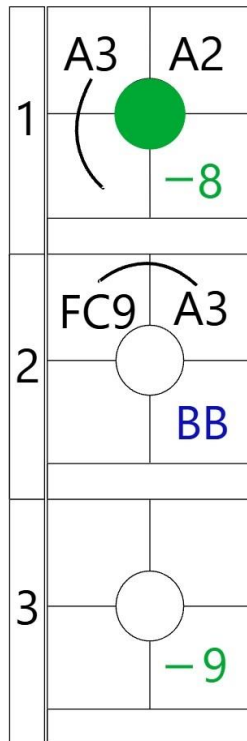
Hit + Throw: batter – cont.



- runner on 1st
- batter4 hits the ball to left field
- runner from 1st base reaches 3rd base and continues running
- batter4 reaches 2nd base safely and slows to watch where left field throws the ball
- left field throws the ball to the catcher at home plate
- batter3 reaches 3rd base safely – advanced by the batter and out at home left field to catcher
- batter4 takes off again and reaches 3rd base safely on a fielders choice

Hit + Throw: runners

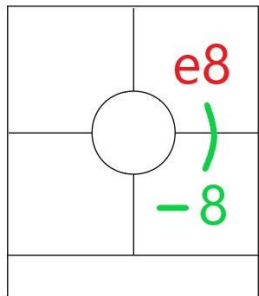
- We can also use a fielder choice when a runner advances only because a fielder has thrown the ball to try and get another runner out.
 - If the runner does not stop or hesitate, advance them by the batter.
- write FC followed by the fielder position number of the player that made the throw in the corresponding base box for the runner.



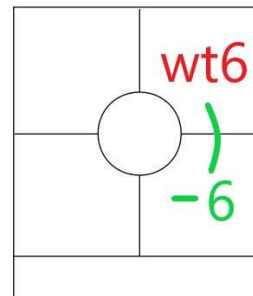
- runners on 1st and 2nd
- batter3 hits the ball to right field and stays at 1st base
- runner from 2nd reaches 3rd base safely and continues running home without hesitating
- runner from 1st reaches 2nd base safely and slows to watch what right field does
- right field throws the ball home, runner on 2nd base takes off again and reaches 3rd base safely
- batter1 reaches home safely – advanced by the batter
- batter 2 advances to 2nd base by the batter and 3rd base on a fielders choice

Hit + Extra base error

- When the batter stops or hesitates to watch the fielder, sees the fielder misplay the ball and then advances, the batter is advanced by an extra base error.
- An extra base error is written using the same symbols as a decisive error, but in lower case.
 - write the safe hit for the number of bases the batter did not stop or hesitate. Advance the batter by the required extra base error followed by the fielder position number of the player that made the error in the corresponding base box. Draw an arc to show they happened on the same play.



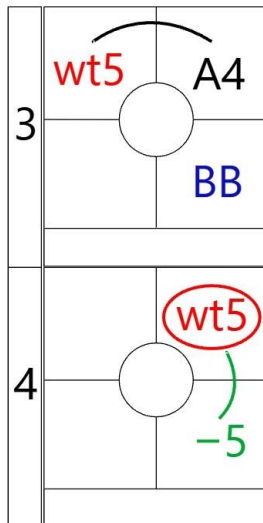
- batter hits the ball along the ground to centre field
- batter reaches 1st base safely and slows to watch centre field
- centre field allows the ball to go between their legs
- batter takes off again and reaches 2nd base safely on an extra base error – fielding error



- batter hits the ball along the ground to the short stop
- batter reaches 1st base safely
- short stop threw the ball to first base but it goes wild
- batter takes off again and reaches 2nd base safely on an extra base error – wild throw

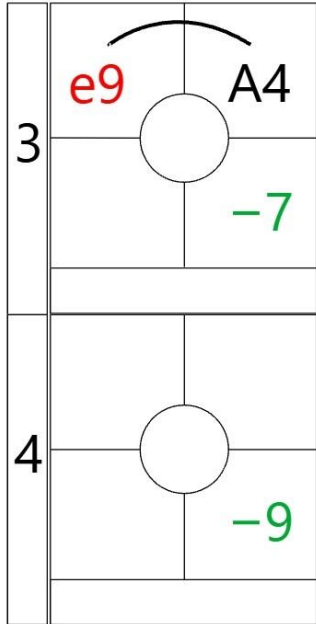
Hit + Extra base error – cont.

- We can also use an extra base error when a runner advances only because a fielder has misplayed the ball.
- If the runner does not stop or hesitate, advance them by the batter.
 - advance the player by the required extra base error followed by the fielder position number of the player that made the error in the corresponding base box. Draw an arc to show they happened on the same play.
 - if more than one player advances on the extra base error, circle all but the lead runner to indicate they moved on the same play.

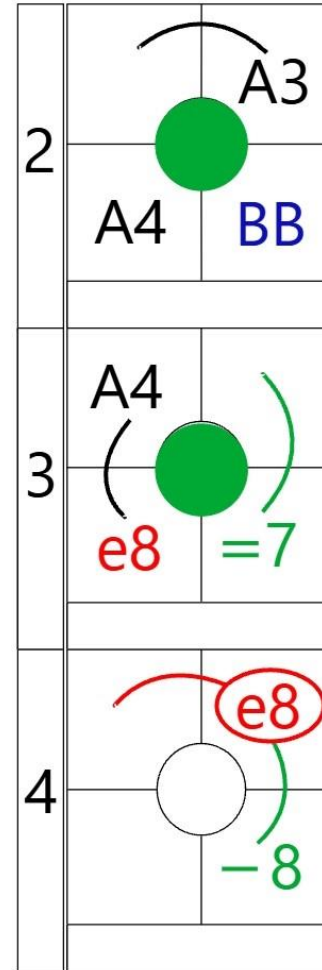


- runner on 1st
- batter4 hits the ball towards third base
- runner from 1st base reaches 2nd base
- batter4 reaches 1st base safely
- third base threw the ball to first base but it goes wild
- batter3 reaches 2nd base safely – advanced by the batter, reaches 3rd base safely on the extra base error – wild throw
- batter4 takes off again and reaches 2nd base safely on the same extra base error

Hit + Extra base error – cont.



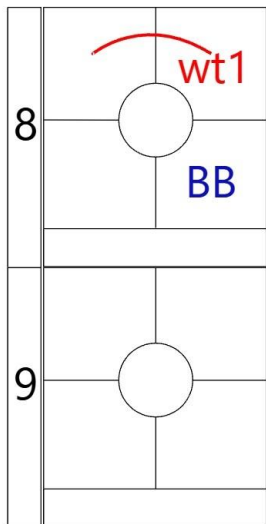
- runner on 1st
- batter4 hits the ball to right field
- runner from 1st base reaches 2nd base
- batter4 reaches 1st base safely
- right field fumbles the ball
- batter3 reaches 2nd base safely – advanced by the batter, reaches 3rd base safely on the extra base error – fielding error
- batter4 stays on 1st base



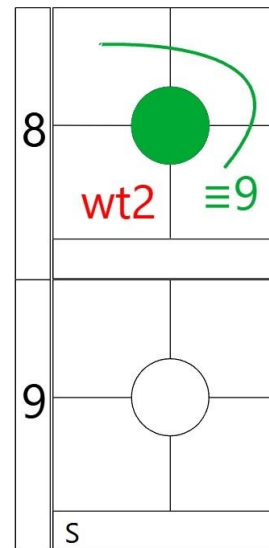
- runners on 2nd and 3rd
- batter4 hits the ball to centre field
- runner from 3rd base scores
- runner from 2nd base reaches 3rd base
- batter4 reaches 1st base safely
- centre field allows the ball to get past them
- batter2 reaches home safely – advanced by the batter
- batter3 reaches 3rd base safely – advanced by the batter, reaches home safely on the extra base error – fielding error
- batter4 reaches 3rd base safely on the same extra base error

Extra base error: runner only

- A runner can advance on an extra base error while the batter is still batting.
- This will usually happen when there is a pick off attempt by the pitcher or the catcher and the throw goes wild.
 - write wt followed by the fielder position number of the player that made the error in the corresponding base box. Record the pitch if there was one.
 - if more than one runner advances on the extra base error, circle all but the lead runner to indicate they moved on the same play.



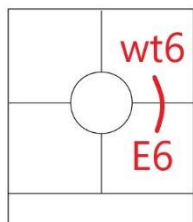
- runner on 1st
- pitcher attempts a pick off at 1st base but throws wild
- runner advances to 3rd base safely on the extra base error – wild throw



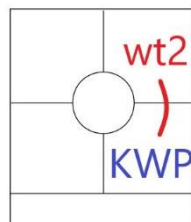
- runner on 3rd
- pitcher pitches the ball and the catcher attempts a pick off at 3rd base but throws wild
- runner scores on the extra base error – wild throw
- record the pitch

Extra base error: combination plays

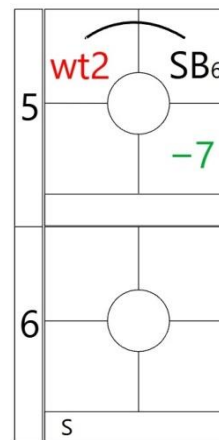
- A batter or runner can also advance on an extra base error after reaching a base safely on plays other than a hit. This will usually be a wild throw.
 - write wt followed by the fielder position number of the player that made the error in the corresponding base box and draw an arc to show they happened on the same play.
 - if more than one runner advances on the extra base error, circle all but the lead runner to indicate they moved on the same play.



- batter reaches 1st base safely on fumble by the short stop (decisive error)
- short stop throws the ball to 1st base and it goes wild
- batter reaches 2nd base safely on the extra base error
- note: these are counted as separate errors



- batter reaches 1st base safely on a dropped 3rd strike – wild pitch
- the catcher recovers the ball, throws it to first base and it goes wild
- batter reaches 2nd base safely on the extra base error



- runner on 1st, steals 2nd base
- catcher throws the ball towards second base, but throws wild
- runner reaches 3rd base safely on the extra base error
- record the pitch

Congratulations

- By completing this module of the online training course, have you achieved a NSW Baseball Scorers Accreditation Level D.
- You have now completed the training modules for NSW levels of accreditation.
- The next step is to score a game from a video and complete the NSW Level O accreditation and/or move into the National Accreditation system for baseball scorers. Refer to the Accreditation tab on our website for more information.