Introduction

- This module covers the next set of commonly used scoring symbols, with a focus on the runners. It also includes more detailed scoring symbols for a strike out – dropped 3rd strike.

- Continue to use /'s and X's when you do not know the detailed scoring symbol for a play.

- Complete this module at your own pace – incorporate the symbols into your scoring all at once, one at a time, or somewhere in-between.

Common terms

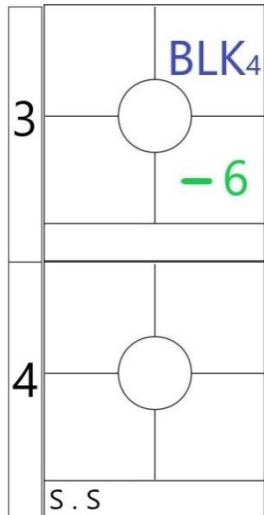|	
Forced runner	when a runner must move to their next base as there are no empty bases behind them
Unforced runner	when a runner does not have to move from their base
Lead runner	the runner that is the furthest around the bases
Loaded bases	when there is a runner on all 3 bases
Stolen Base / Steal	when a runner reaches their next base safely not relying on an action from the batter or result of the pitch
Taken a lead	when a runner stands off the base they had been safe on
Wild pitch	when a runner advances on a pitch that is so high, low or wide that it cannot be handled by the catcher
Passed Ball	when a runner advances on a pitch that the catcher fails to control but should have

Runners

- A runner can move to their next base safely (advance) with or without help from the batter.

- The most common ways a runner advances are:
  - a balk
  - by the action of the batter
  - a stolen base, wild pitch or passed ball

- A balk will be called by the umpire and all runners may advance one base

- A runner is advanced by the batter if the batter performs one of the following actions:
  - hits a fair ball
  - is awarded 1st base by a walk, hit by pitch or intentional walk and the runner is forced

- When deciding if a runner has advanced on a stolen base, wild pitch or passed ball there are a number of things to take into consideration:
  - the action of the batter
  - when they started running
  - the location of the pitch
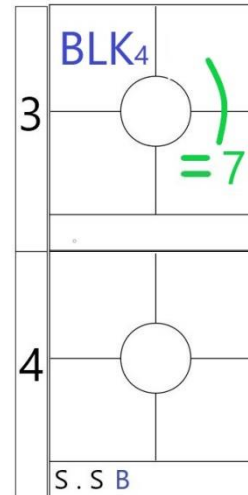
Runners – cont.

- It can be hard to see everything that has happened – talk it through with the other scorer and decide together which way to score the play.

- Continue to use the / if you are unsure how or why a runner has advanced.

- A runner can be called out moving to their next base or returning to the base they had been safe on. Most of the time, just use the fielder position numbers of the fielders involved in the play. There are two plays where we add some extra detail - caught stealing and a pick off.

- Continue to the use X if you are unsure how or why a runner has been called out.

- Check your competition rules. Some age groups do not call balks or allow runners to take a lead or steal.

Balk

- A balk will be called on the pitcher if they perform an illegal action while there are any runners on base.

- If the ball has been pitched, the umpire will allow play to continue. Depending on the result of the play, the play may override the balk – check with the umpire.

- If a runner is awarded their next base on a balk:
  - write BLK and the batter number of the batter in the base box the runner has moved to
  - if the ball has been pitched enter a B in the tram line – it will count towards the pitchers pitch count but will not be added to the batters count

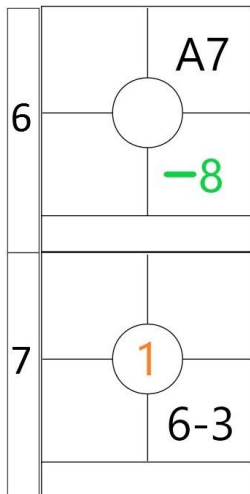|	
BLK₄ diagram with -6, 3, 4, S . S	- runner on 1st base - a balk is called - runner moves to 2nd base - no pitch recorded
BLK₄ diagram with $=7$, 3, 4, S . S B	- runner on 2nd base - pitcher pitches the ball to batter4 and a balk is called - runner moves to 3rd base - pitch recorded – count on the batter: 1 ball 2 strikes

Balk – cont.

o if there is more than one runner, write BLK for the lead runner in upper case. For all other runners, write the BLK in lower case and circle to indicate they all moved on the same play.
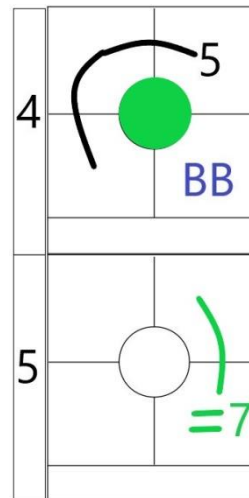

o runners on 1st and 2nd

o pitcher called for a balk but no pitch thrown

o both runners are awarded one base
➢ batter7 is the lead runner
➢ batter8 circled and lower case to show they moved on the same play

o no pitch recorded

Runner Advanced by the Batter

- A runner is advanced by the batter when the batter:
  - hits a fair ball or
  - is awarded 1st base by a walk, intentional walk or hit by pitch and the runner is forced

  - write A followed by the batter number of the batter in the next base box for each runner that has advanced. You can just write the batter number if you prefer.

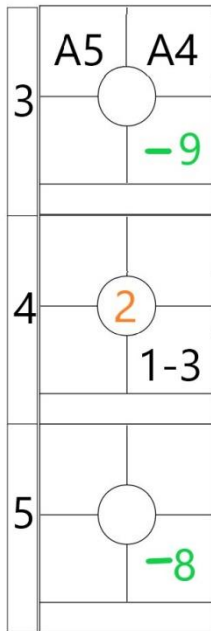- If a runner advances more than one base, draw an arc to the base box they have reached safely.

- runner on 1st base

- batter7 out at 1st base, advances runner to 2nd base

- runner on 1st base

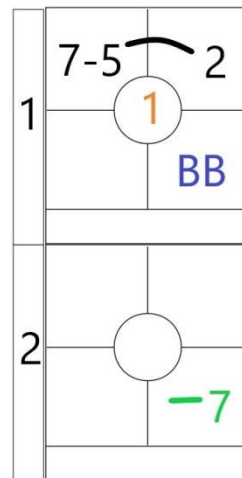- batter5 hits a double to left field, advances the runner home

Runner Advanced by the Batter – cont.

- runner on 1st base

- batter4 out at 1st base, advances runner to 2nd base

- batter5 hits a single to centre field, advances runner to 3rd base

- runner on 1st base

- batter8 hits a single to right field, advances runner to 3rd base

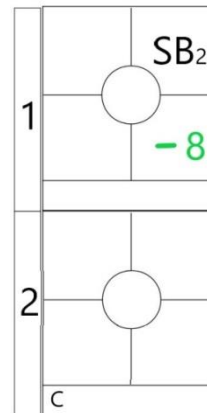- batter9 walks, runner remains on 3rd base (unforced), advances runner to 2nd base (forced)

- runner on 1st base

- batter2 hits a single to left field, advances runner to 2nd base; runner keeps going to 3rd base but is called out - left field to third base

Stolen Base

- A runner advances on a stolen base when:
  - ❑ they start running before or as the pitch is being thrown and
  - ❑ they do not wait to see the result of the pitch and
  - ❑ they are not advanced by the batter or a balk

- Do not confuse taking a lead and moving around with stealing a base. The runner must be making an attempt to advance on their own and not waiting to see the result of the pitch.

  - ○ write SB and the batter number of the batter in the base box the runner has advanced to

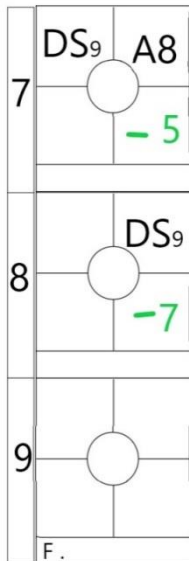 - ○ don't forget to record the pitch (if there was one)

  - ○ runner on 1st base
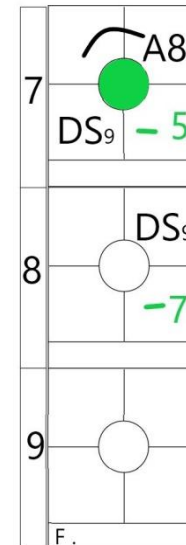
  - ○ runner advances to 2nd base on a stolen base

- Remember, if the batter hits a fair ball or is awarded 1st base and the runner would have been forced to that base anyway, there is no stolen base.

- *If your competition rules do not allow a runner to take lead: a runner advances on a stolen base when they are not advanced by the batter or a balk and the catcher has caught the pitch has cleanly.*

Double Steal

- If two runners steal at the same time, score as a double steal.

- This includes a delayed steal, where one runner steals a base but the second runner waits for the throw from the catcher or pitcher and then steals a base.

  - o write DS and the batter number of the batter in the base box each runner has advanced to

  - o don't forget to record the pitch (if there was one)

- o runners on 1st and 2nd
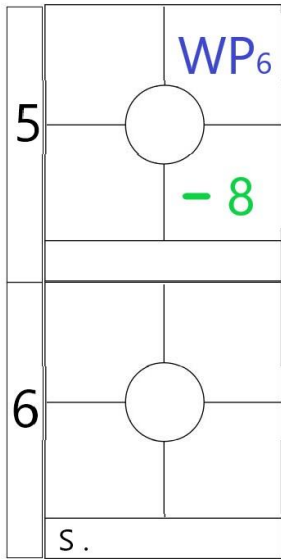
- o both runners advance on a stolen base at the same time

- o runners on 1st and 3rd

- o runner on 1st base safely steals 2nd base, catcher has thrown the ball to try and get them out, runner from 3rd steals home
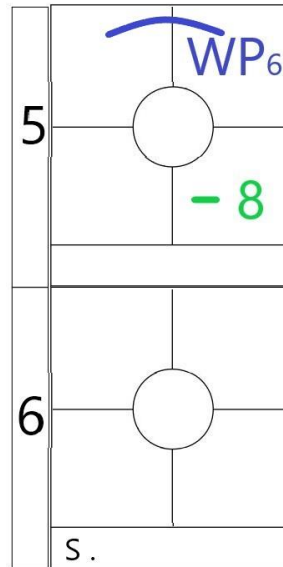
Wild Pitch or Passed Ball

- A runner advances by a wild pitch or passed ball when:
  - ❏ they wait for the result of the pitch and
  - ❏ the catcher fails to control the pitch and
  - ❏ they are not advanced by the batter or a balk

- Score the advance as a wild pitch when:

  - ▪ the pitch touches the ground or home plate in front of the catcher or
  - ▪ the pitch is outside the catchers range of motion, even if the ball touches their glove

- Score the advance as a passed ball when:

  - ▪ the pitch is inside the catchers range of motion or
  - ▪ the catcher catches the pitch and then drops it

- If you are unsure, score as a wild pitch.

  - ○ write WP (for a wild pitch) or PB (for a passed ball) and the batter number of the batter in the base box the runner has advanced to

  - ○ don't forget to record the pitch

- Range of motion - things to consider:
  - ▪ the area covered by the arc they can make with their glove in the crouched position
  - ▪ is the catcher reaching across their body
  - ▪ the speed and location of the pitch will determine their reaction time – they are expecting the pitch to be in or close to the strike zone
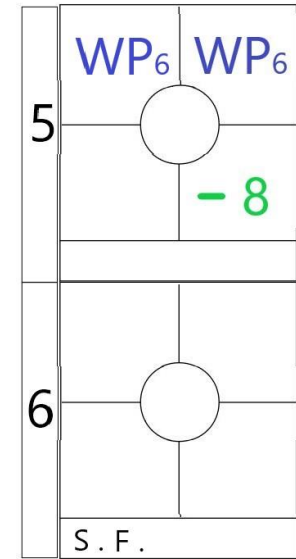
Wild Pitch

o runner on 1st base

o runner advances to 2nd base on a wild pitch

o runner on 1st base
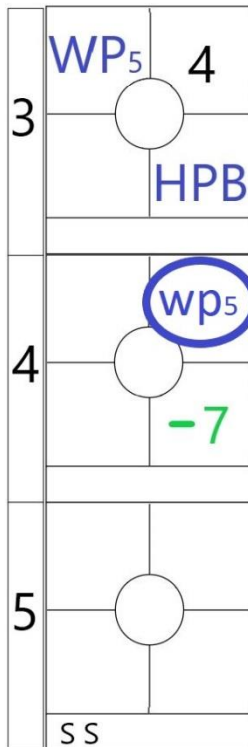
o runner advances to 3rd base on a wild pitch

o runner on 1st base

o runner advances to 2nd base on a wild pitch

o runner advances to 3rd base on another wild pitch to batter6
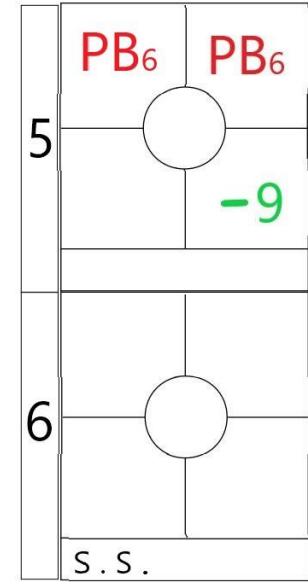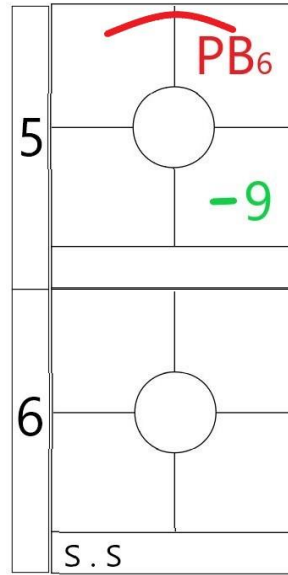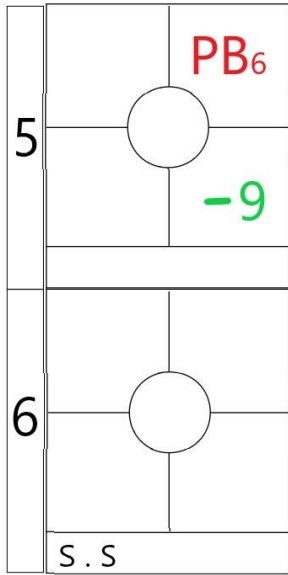
o don't forget to record the pitch

Wild Pitch – cont.

o if more than one runner advances on the same wild pitch, write WP for the lead runner in upper case. For the other runners, write the WP in lower case and circle to indicate they all moved on the same play.

o runners on 1st and 2nd

o both runners advance one base on a wild pitch
➢ batter3 is the lead runner
➢ batter4 circled and lower case to show they advanced on the same play

o don't forget to record the pitch

Passed Ball

- o runner on 1st base

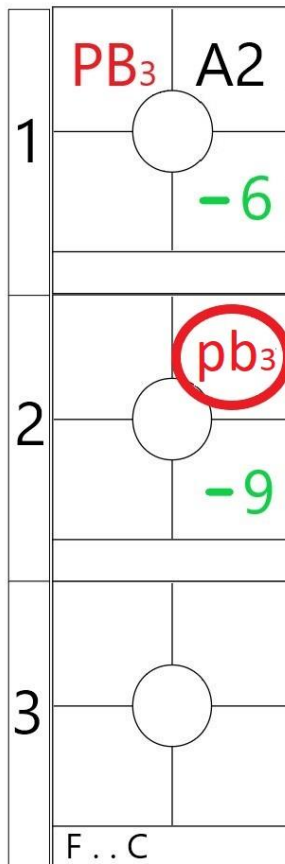- o runner advances to 2nd base on a passed ball

- o runner on 1st base

- o runner advances to 3rd base on a passed ball

- o runner on 1st base

- o runner advances to 2nd base on a passed ball

- o runner advances to 3rd base on another passed ball on batter6

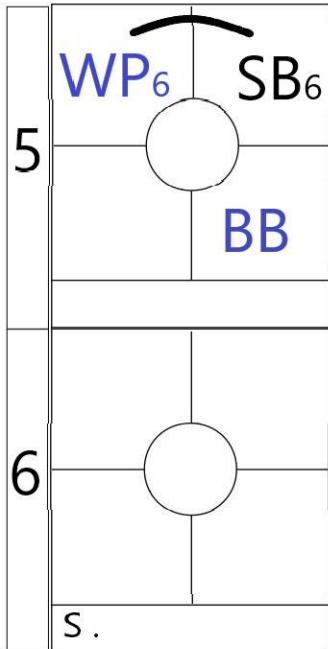- o don't forget to record the pitch

Passed Ball – cont.

o if more than one runner advances on the same passed ball, write PB for the lead runner in upper case. For the other runners, write the PB in lower case and circle to indicate they all moved on the same play.

o runners on 1st and 2nd

o both runners advance one base on a passed ball
➢ batter1 is the lead runner
➢ batter2 circled and lower case to show they advanced on the same play

o don't forget to record the pitch

Combination Play

- A runner may advance an extra base on a wild pitch or passed ball after they have advanced on a stolen base. Draw an arc to indicate they happened on the same play.
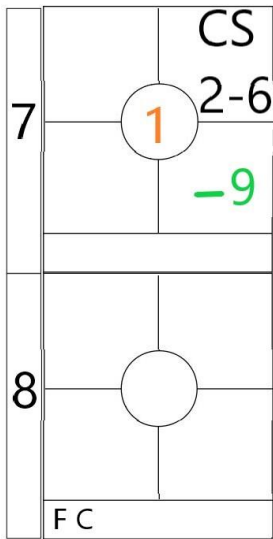
o runner on 1st base

o runner starts for 2nd base as the pitcher pitches the ball

o the pitch bounces in the dirt and goes behind the catcher

o the runner keeps going to 3rd base and reaches safely – stolen base to advance the runner to 2nd base, wild pitch to advance the runner to 3rd base
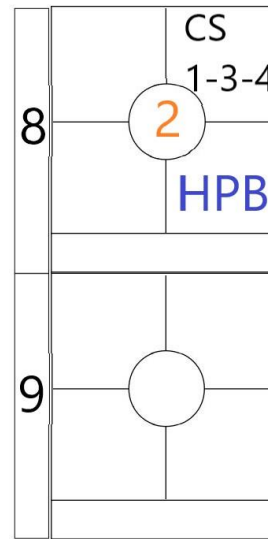
o record the pitch

Caught Stealing

- When a runner is called out trying to advance to their next base by stealing a base, score as caught stealing.

- A caught stealing play will be initiated by the pitcher or catcher. If the throw has come from the pitcher, there will be no pitch to record.

  o write CS followed by the fielder position numbers in the base box the runner did not reach safely

  o don't forget to record the pitch (if there was one)

CS 2-6 ① −9 ⎯ 7 8 F C	o runner on 1st base
	o runner tries to steal a base
	o the catcher throws the ball to shortstop who tags the runner before they reach the base – runner out caught stealing catcher to shortstop
	o record the pitch

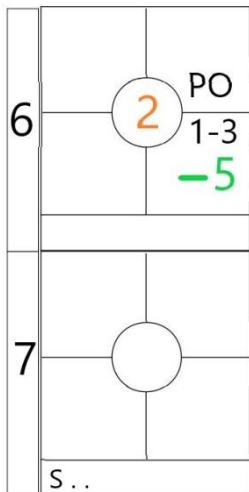|	
CS 1-3-4 ② HPB 8 9	o runner on 1st base
	o runner tries to steal a base
	o the pitcher throws the ball to first base, who throws it to second base who tags the runner before they reach the base – runner out caught stealing pitcher to first base to second base

Caught Stealing – cont.

- If two runners try to steal at the same time, but one runner is out caught stealing, the runner that reached their next base safely does not advance on a stolen base. Score the same way for a delayed steal.

  - write a / in the base box the runner has reached safely
  - don't forget to record the pitch (if there was one)

  - 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

  - record the pitch

Pick Off

- When a runner is called out trying to return to the base they had been safe on, score as a pick off. This usually occurs when a runner has taken a lead and cannot get back to the base in time.
- A pick off play will be initiated by the pitcher or catcher. If the throw has come from the pitcher, there will be no pitch to record.

  o write PO followed by the fielder position numbers in or next to the base box the runner was trying to return to
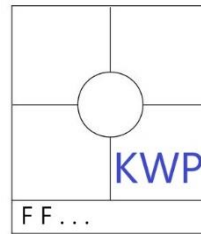 o don't forget to record the pitch (if there was one)

  o runner on 1st base

  o runner takes a lead

  o pitcher throws the ball to first base who tags the runner before they can get back to the base – runner out pitcher to first base

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

- On most dropped 3ʳᵈ strike plays, a fielder will not have time to recover the ball and make a good throw to get the batter or a runner out.

- If no out is made, decide why the catcher failed to control the pitch – wild pitch or passed ball.
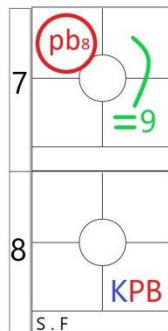
  - for the batter, replace K/ with KWP or KPB

  - the pitch was determined to be a wild pitch

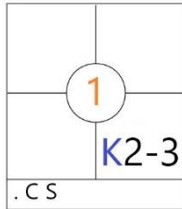- Runners may advance at the same time.

  - write the WP or PB in lower case for all runners and circle to indicate they moved on the same play

    - runner on 2ⁿᵈ base

    - dropped 3ʳᵈ strike, the batter is allowed to run to 1ˢᵗ base and reaches safely; runner advances to 3ʳᵈ base

    - the pitch was determined to be a passed ball

Strike Out – Dropped 3ʳᵈ strike: batter out

- When a fielder recovers the ball after a dropped 3rd strike and gets the batter out at 1ˢᵗ base, ignore why the catcher failed to control the pitch.

  - replace the KX with a K followed by the fielder position numbers of the fielders involved in the play
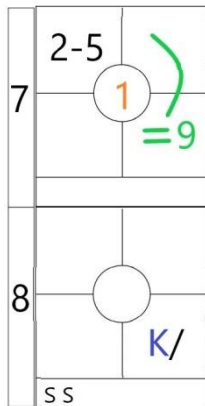

  - the catcher picks up ball and throws the ball to first base who makes the tag

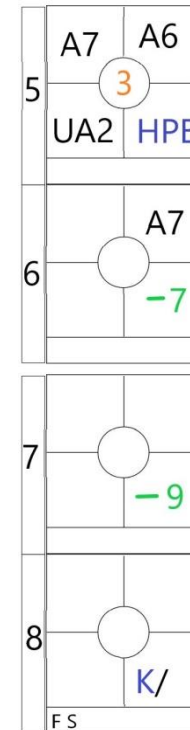 - use a / for any runners that advanced safely

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

- When a fielder recovers the ball after a dropped 3rd strike and gets a runner out instead of the batter, ignore why the catcher failed to control the pitch.

  o write K/ for the batter. Record the out for the runner as needed.

  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

  o use a / for any other runners that advanced safely

Congratulations

- By completing this module of the online training course, have you achieved a NSW Baseball Scorers Accreditation Level B.