

# 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.

# 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 <sup>st</sup> 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

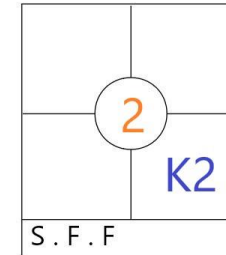
# Common terms

Hit / Safe Hit	when the batter hits a fair ball, makes it safely to 1 <sup>st</sup> base and no runner is out
Single	a hit where the batter reaches 1 <sup>st</sup> base
Double	a hit where the batter reaches 2 <sup>nd</sup> base
Triple	a hit where the batter reaches 3 <sup>rd</sup> 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 <sup>st</sup> base
Batting Out of Order	when a player bats in the wrong order – refer to the separate Batting Out Of Order document

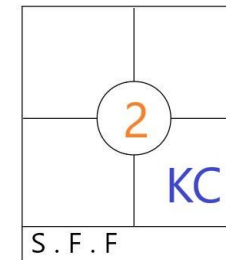
# Strike Out

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

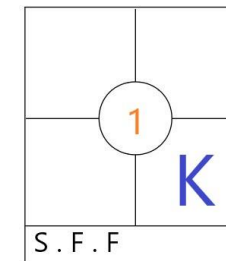
- write K2 when the 3<sup>rd</sup> strike is a swinging strike



- write KC when the 3<sup>rd</sup> strike is a called strike

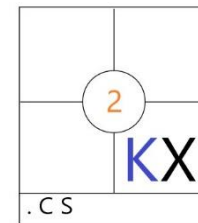
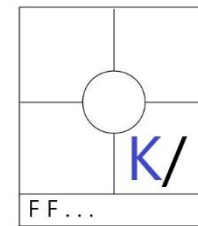


- write K when the 3<sup>rd</sup> strike is a foul tip



# Strike Out – Dropped 3<sup>rd</sup> strike

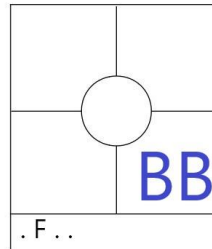
- If the catcher does not catch the ball on the 3<sup>rd</sup> ‘strike’, the batter may be allowed to run to 1<sup>st</sup> base.
- This will depend on your age group/competition rules and the game situation.
  - if the catcher picks up the ball and tags the batter, write K2 in the 1<sup>st</sup> base box
  - if the batter is not allowed to run to 1<sup>st</sup> base, write K2 or KC in the 1<sup>st</sup> base box
- When the batter is allowed to run to 1<sup>st</sup> base:
  - if the batter reaches 1<sup>st</sup> base safely, write a K and a / in the 1<sup>st</sup> base box
  - if the batter gets out at 1st base, write a K and an X in the 1st base box



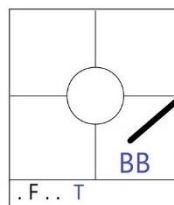
# Walk / Base on Balls

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

- Write BB in the 1<sup>st</sup> base box

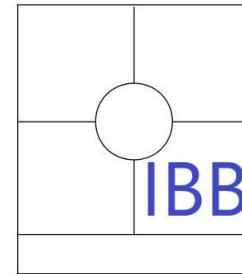


- If your competition rules state a batter is to hit off a tee instead of being awarded 1<sup>st</sup> base, write BB and the tee play (safe or out) in the 1<sup>st</sup> base box. Optional – write a T in the tram line.



# Intentional Walk

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



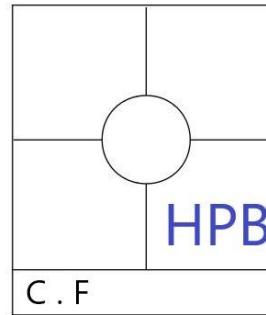
may or may not have up to 3 balls in tram line

- 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 1<sup>st</sup> base when they or their clothing is touched by a pitch.

- write HPB in the 1<sup>st</sup> base box

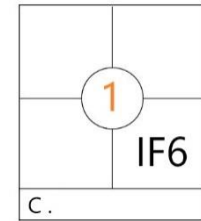
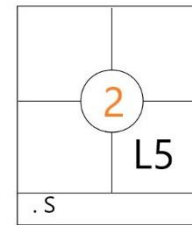
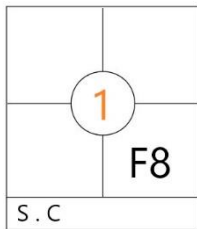


- If the batter is not awarded 1<sup>st</sup> base, record the pitch in the tram line – you can check with the umpire if you are not sure if the pitch was a strike or ball.



# Outs

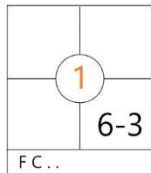
- When the batter hits the ball and a fielder catches the ball on the full, the batter is out. This can be in fair or foul territory.
  - write the required symbol followed by the fielder position number of the player that caught the ball in the 1<sup>st</sup> base box:
    - F for a fly ball
    - FF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



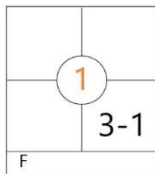
- fly ball caught by centre field
  - fly ball caught by third base in foul territory
  - line drive caught by third base
  - infield fly caught by short stop
- Always use the players fielding position number not where they are on the field when they field or catch the ball.
  - Infield fly: if the ball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

# Outs – cont.

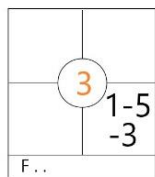
- When the batter hits a ground ball and a fielder tags 1<sup>st</sup> base or the batter before they reach 1<sup>st</sup> base, the batter is out.
  - write the fielder position numbers for all the players involved in the order they touched the ball (with a dash in between) in the 1<sup>st</sup> base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

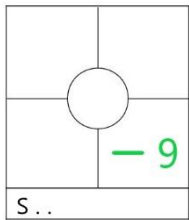
- if only one player fields the ball and makes the tag, write UA followed by their fielder position number in the 1<sup>st</sup> base box



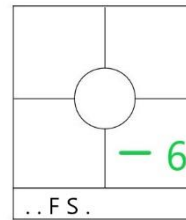
- batter hits the ball, picked up by first base, who makes the tag

# Hit / Safe Hit

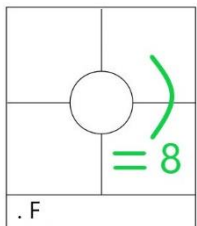
- When the batter hits a fair ball and makes it safely to 1<sup>st</sup> base and no runner is called out, the batter has a hit.
  - write a dash — for each base the batter reached safely followed by the fielder position number of the player that picked up the ball in the 1<sup>st</sup> base box
  -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



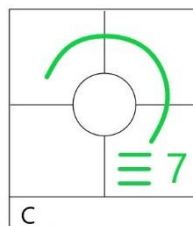
- hit (single) to right field



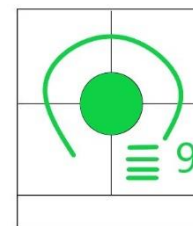
- hit (single) to the shortstop



- hit (double) to centre field



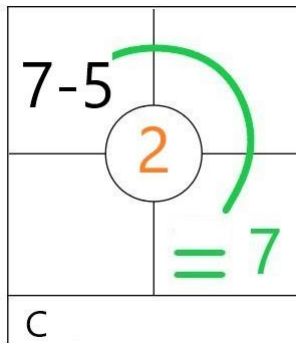
- hit (triple) to left field



- hit (home run) to right field

# Hit / Safe Hit – cont.

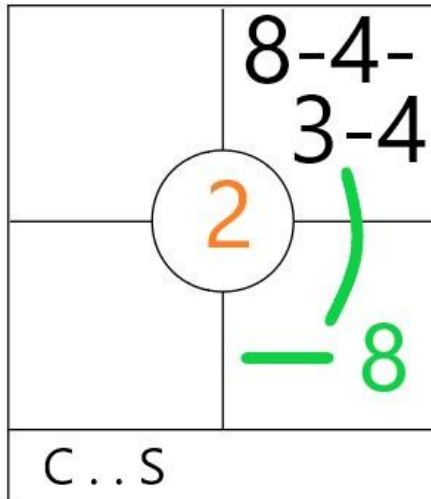
- For an out-of-the-park home run, use the fielder position number of the closest fielder.
- If a batter reaches a base safely, but is called out trying to reach the next base, score a hit for each base they reached safely and the out at the base they did not reach.



- batter hits the ball to left field and reaches 2<sup>nd</sup> base safely
- the batter keeps running to get to 3<sup>rd</sup> 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 1<sup>st</sup> base box, fielder position numbers in the 3<sup>rd</sup> base box, out number and arc to 3<sup>rd</sup> 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

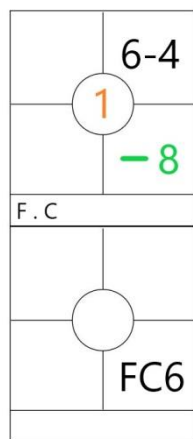


- batter hits the ball to centre field and reaches 1<sup>st</sup> base safely, keeps running to get to 2<sup>nd</sup> base, but the ball is thrown to second base, the runner stops and goes back towards 1<sup>st</sup> base
- second base throws the ball to first base, the runner stops and heads towards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

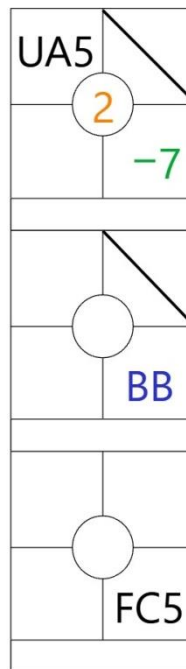
*Tip: one scorer call out the fielder position numbers while the other writes them in a blank space on the scorebook.*

# Fielders Choice

- When the batter hits a fair ball, makes it safely to 1<sup>st</sup> base and a runner is called out going to their next base, the batter has reached 1<sup>st</sup> 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 1<sup>st</sup> base box
  - record the out for the runner using the fielder position number(s) of the fielder(s) involved in the play



- 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 – runner out, batter safe on 1<sup>st</sup> base

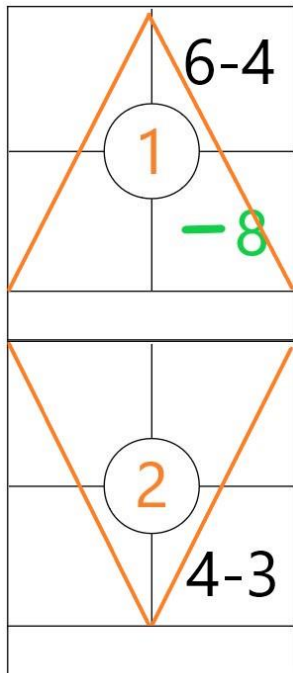


- runners on 1<sup>st</sup> and 2<sup>nd</sup> base
- batter hits the ball to third base who gets the runner going from 2<sup>nd</sup> base to 3<sup>rd</sup> base out
- runner going from 1<sup>st</sup> base to 2<sup>nd</sup> base is safe, batter safe on 1<sup>st</sup> base

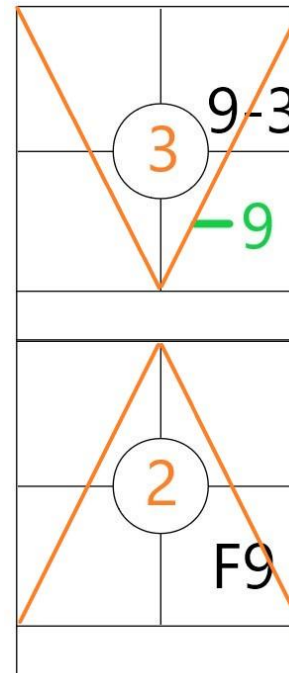
- When a runner is the 3<sup>rd</sup> out, the batter technically reaches 1<sup>st</sup> base safely, so don't forget to write FC for the batter.

# 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



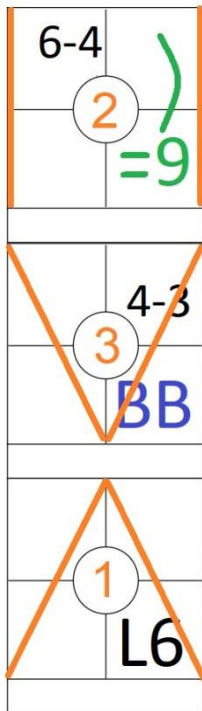
- runner on 1<sup>st</sup>
- batter hits the ball to shortstop who throws ball to second base at 2<sup>nd</sup> base – runner out
- second base throws the ball to first base at 1<sup>st</sup> base – batter out



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

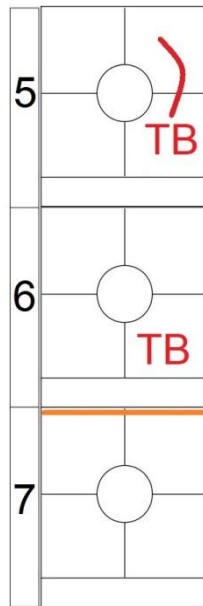


- runners on 1<sup>st</sup> and 2<sup>nd</sup>
- batter hits the ball to shortstop who catches the ball on the full – batter out
- shortstop throws ball to second base at 2<sup>nd</sup> base – runner out returning to 2<sup>nd</sup> base
- second base throws the ball to first base at 1<sup>st</sup> base – runner out returning to 1<sup>st</sup> 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 2<sup>nd</sup> base
- batter6 starts the inning on 1<sup>st</sup> base

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