

Scoring the Tie-Breaker

Background: For the 2008 Olympic Games, the International Baseball Federation (IBAF) decided to experiment with using a Tie-Breaker procedure in order to reduce the length of games. Softball had already been using a Tie-Breaker rule for many years, and Baseball merely modified the Softball rule. The Tie-Breaker rule has now become an accepted procedure that may be applied in IBAF and World Baseball Classic (WBC) games. The specific tournament rules will stipulate which games it will apply to.

Baseball Australia (BA) and the Australian Baseball League (ABL) now also use a Tie-Breaker rule at some games. Though very similar to the IBAF procedure, there is a significant difference in the Australian rule.

In the IBAF and WBC, the rule allows for a one-time only resetting of the lead-off batter. The batting order does not change, but the two managers may elect to have a different lead-off batter in only the first tie-break inning played. Also, the first tie-break inning will be after one extra inning has already been played with scores still tied (ie, Tie-Breaker rule commences with the 11th inning in a 9 inning game).

In Australia, there is no resetting of the lead-off batter in any tie-break innings. Also, the rule will come into play in the first extra inning of a tied game at BA National Championships. For the ABL, the occasions when a Tie-Breaker rule will come into play are very specific. It is generally used only in venues with curfews, but scorers should refer to the current ABL rules for more detailed information.

Tie-Breaker Rule: If the game remains tied after the completion of regulation innings, the following procedures will be implemented during extra innings:

- Each team will begin the first extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The players placed on base will be the players preceding the lead-off batter in the lineup, with the player immediately preceding the lead-off batter placed on first base and the player two places before the lead-off batter placed on second base.
- For example, if the team has their #1 hitter in the lineup batting first, then the #8 hitter will be placed at second base and the #9 hitter will be placed at first base. Furthermore, if the team has the #3 hitter in the lineup hit first, then the #1 hitter would be at second base and the #2 hitter would be at first base.
- The order of any subsequent innings will be determined by how the previous inning ended. That is, if the 11th inning ends with the #6 hitter having the last official at bat, then the 12th inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.
- With the exception of beginning the inning with runners on 1B and 2B with no one out, all other Official Baseball Rules (OBR) and Tournament Rules will remain in effect during extra innings required to determine a winner. Substitution of players is possible in accordance with the tournament substitution rules.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Scoring the Tie-Break:

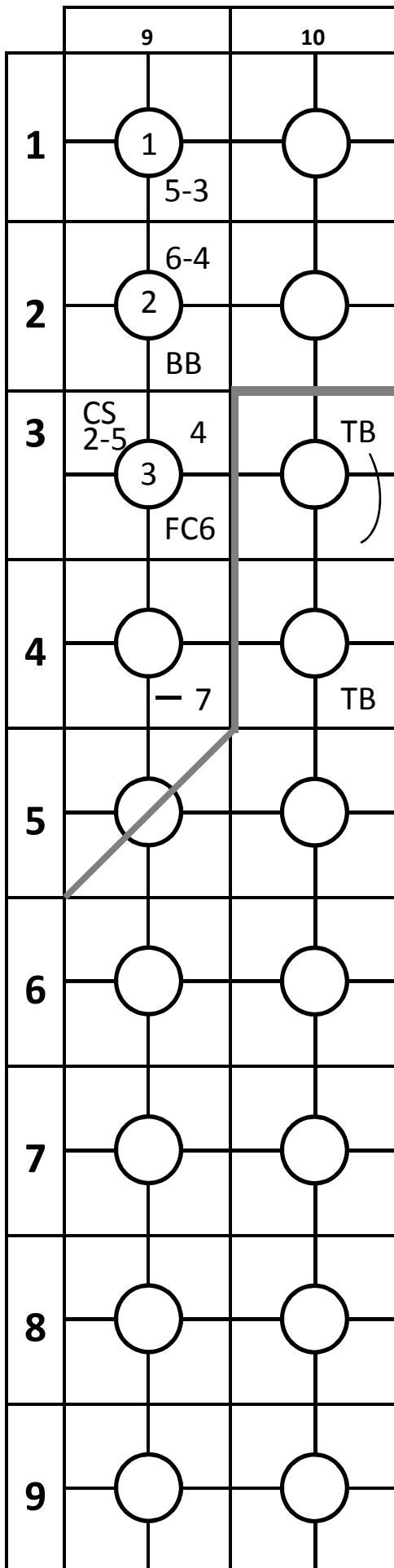
The offensive team shall begin its tie-break inning turn at bat with two runners on base and no outs. For these runners we score **TB** on first and second base. (See example 1).

Do not credit any Plate Appearance or At Bat to the two players because they have not batted. They are not a batter faced against the pitcher. These two baserunners may be credited with a Run, Stolen Base, Caught Stealing, or Left On Base. For this reason you will not be able to prove your Box Score without adding in an extra number to the equation. Every TB runner should be counted up for each team and added to the top sum to balance the box score. (See example 2).

The TB runners are not considered "Fielding Chances", but if a TB runner scores, this run is not an Earned Run against the pitcher. If the fielding team puts out the TB runner instead of the batter (Fielders Choice), the "unearned" quality will transfer to the batter-runner. If a TB runner is Caught Stealing this is considered a Fielding Chance for the team in calculating earned runs, however, if a Caught Stealing or Pick Off of a TB runner is decisively errored, this is not a Fielding Chance for the team for the purpose of calculating earned runs as those runners were not "legitimately" on base to begin with. It may be helpful to consider the two TB runners as on base under the same conditions as runners on base by Catchers Interference. (See example 3).

An explanation for scoring the Tie-Break in the computer (The Automated Scorebook) follows the examples.

Example 1.



In the Tie-Break inning, draw the inning ending line vertically up two boxes before going across so you can enclose the two Tie Break runners.

Mark each Tie Break runner with "TB" in the corresponding base squares.

Begin the inning with the normal leadoff batter up.

Only credit 'TB' runners with Runs, Stolen Bases, Caught Stealing, Left on Base.

Example 2.

$$AB + BB + HP + SAC + CI = SUM$$

$$38 + 4 + 1 + 0 + 0 = 45$$

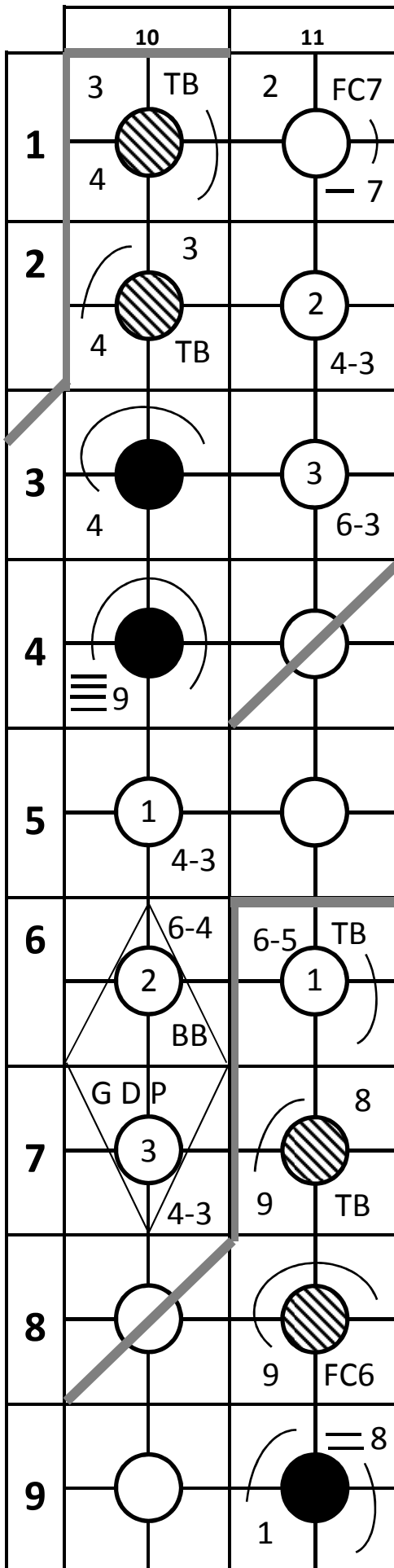
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$$R + LOB + PO = SUM$$

$$12 + 6 + 27 = 45$$

Add the team's total TB runners to the first sum to balance.

Example 3.



- Tie Break runners will not be counted as earned runs if they score.
- If a Tie Break runner is put out on a Fielders Choice play, the batter-runner will now be an unearned run if he scores.
- If a Tie Break runner has their time on base extended due to a Pick Off or Caught Stealing DECISIVE ERROR made on them, this will not be considered a "Fielding Chance" for the team for the purpose of calculating earned runs.
- Consider the TB runners in a similar way to how you consider runners who reached base on Catchers Interference for the purpose of calculating earned runs.

Instructions for Computer Scorers:

When a Tie Break inning begins, the correct batter up will be at bat, but you will need to place the baserunners on their bases. Determine the batting order number for the two baserunners, and then enter the following code syntax to place the runners:

R:#,b [ENTER]

The # represents the batting order number of the baserunner being put on base, and the “b” represents the base the runner will be placed on. Do this twice, with the first entry on the lead runner to place him on 2nd base, and the second entry for the following runner to place him on 1st base.

For example, the 9th inning ends with scores tied. The first batter due up in the top of the 10th inning is batter 6 from the visiting team. To start the inning, Batter 4 will be placed on 2nd base and Batter 5 will be placed on 1st base. Enter the following into the batter’s space:

R:4,2 [ENTER]

R:5,1 [ENTER]

When the game is wrapped up your Box Score will show an imbalance (Alt + B). This should match the initial scoresheet Box Score proof before the TB number is added to the equation.