



**Council of Australian Baseball Scorers (CABS)
and South Australian Baseball Scorers Association (SABSA)
BASEBALL SCORING ACCREDITATION WORKBOOK
LEVEL 0 (*Orientation*)**

LEVEL '0' SCORING ACCREDITATION CLINIC INFORMATION

NAME: _____ VENUE: _____ DATE: _____

FACILITATOR: _____ CONTACT NO: _____

This workbook has been designed to assist you become familiar with the basics of scoring to enable you to record the most important elements of a baseball game i.e. names of teams and players participating, batters called out by the umpire, advance of runners around the bases, the fielding position that a ball is hit to, which fielders played a part in getting a batter/ runner out, which runner scored home and the final total of runs for each team.

The Level 0 (Orientation) clinic is normally conducted over 1 x 2 hour session at the beginning of a season, however, please contact your facilitator, via the contact details listed below, should you wish to attend another clinic, review some of the topics previously covered or attend a Level 1 clinic.

As well as this workbook and a scoresheet (actual size) provided to you by your facilitator, you will need your scoring equipment (scoring pencils, rubber and ruler). It is strongly recommended that you become familiar with the Official Baseball Rules which will not only help you understand the rules of scoring (Rule 10) but also the rules of baseball in general.

Thank you for participating and for volunteering to score. WE WISH YOU LUCK.

Web Site: www.sabaseballscorers.com.au

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SECTION / TOPIC	RULE	Explanation
<p>RESPONSIBILITIES</p> <p>Role, protocols, conduct</p>	<p>9.00</p>	<p>The Scorer is an official of the baseball game who has the responsibility of providing an accurate record of the game, using the ABF Official Scorebook to record runs scored, outs of players, actions of batters, runners, and fielders. The Scorer may also be required from time to time to convey details of the game to team officials, umpires, members of the media etc., however, care must be taken not to become distracted if play is underway.</p> <p>Decisions involving judgment such as whether a batter's advance to first base is the result of a hit or an error are to be agreed by both team scorers who are required to sit together in a neutral location with good viewing of the whole playing field, and ideally, not within close proximity of spectators.</p> <p>Building a good rapport with the opposition team scorer is very important so that you work as a team to determine all decisions, capture all player substitutions and assist each other to keep up with the plays.</p> <p>At the conclusion of each game, once both scorers have agreed the score, an official result card/report is to be completed by the Home Scorer.</p> <p>The diagram below demonstrates the layout of a baseball field, the playing positions, bench locations and suggested location from which scorers should view the game.</p> <p>When recording the game, the Scorer is required to apply the rules of scoring baseball as per Rule 9.00 of the Official Baseball Rules using uniform symbols and colours to record the plays as endorsed by the Council of Australian Baseball Scorers.</p> <p>It is highly recommended that you study the Official Baseball Rules, in particular, Rule 9.</p> <p>This workbook lists the relevant rule references alongside most of the topics covered so that you can familiarise yourself with the full description/explanation and be able to locate a particular ruling when needed.</p>

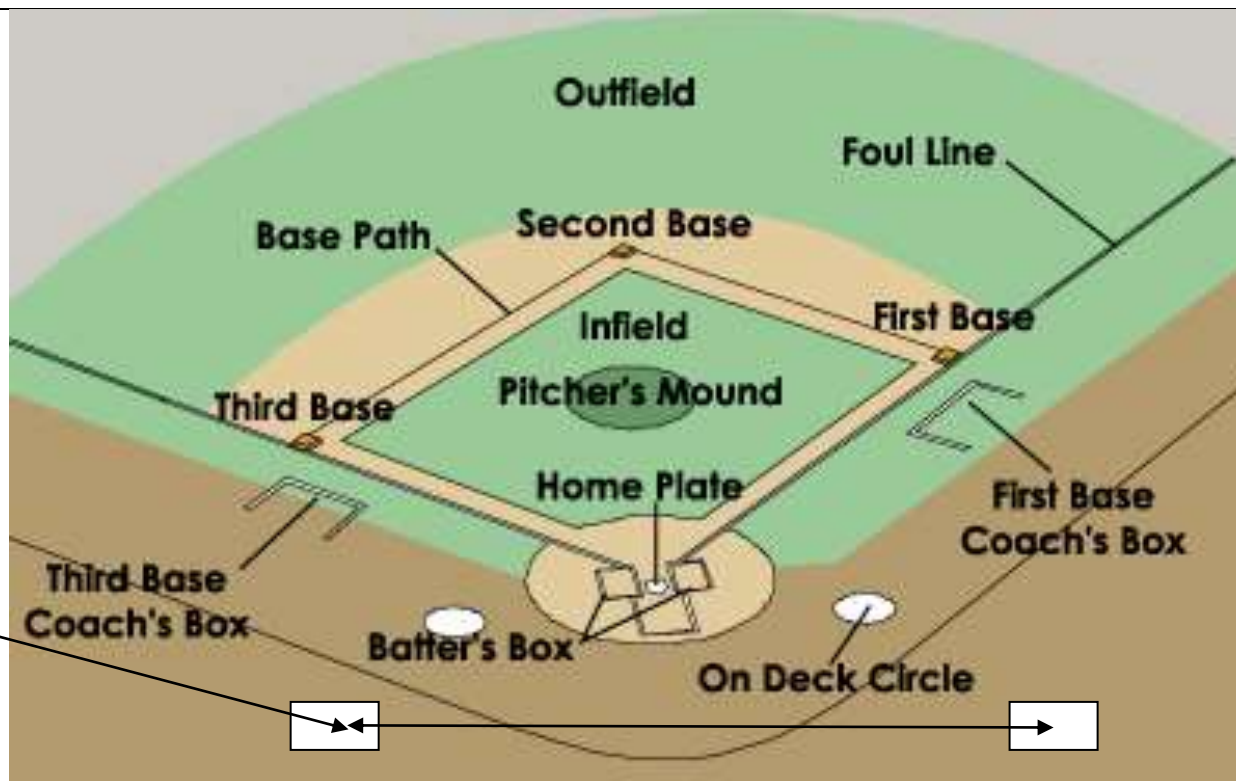
Scorers are recommended to sit off to the side of the line between home plate and the pitcher, away from the spectators with an unobstructed view.

Scorers must sit together.

Home team is usually in the dugout along the 3rd base line.

Visitors/Away team is usually in the dugout along the 1st base line.

Suggested positions for Scorer's Box



Role, protocols, conduct (con't)

9.01 (b)(1)

The Scorer shall not make any decision conflicting with the Official Playing Rules, or with an umpire's decision.

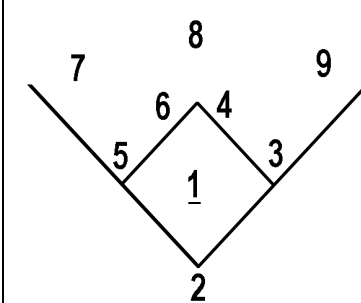
9.01 (b)(4)

The scorer shall not call the attention of the umpire or any member of either team to the fact that a player is batting out of turn.

9.01 (b)(2)

Exception: 9.01(b)(2) If the teams change sides before three players are put out, the scorer shall immediately inform the umpire of the mistake.

Exception: Local practice is to inform the umpire of an automatic out as a result of less than 9 batters in the batting order when the batter before the automatic out approaches home plate.

<p>Equipment</p>	<p>Essentially all a scorer needs to record a game of baseball, other than the Official ABF Scorebook or Scoresheet are the following items:</p> <ul style="list-style-type: none"> • 1 Fine point black pen (to record line-up and game details only) • 1 "HB" or "F" grade black/lead pencil • 1 red pencil • 1 blue pencil • 1 dark green pencil • 1 orange pencil • 1 soft white pencil rubber / whiteout tape or pen • 1 reliable pencil sharpener • a small ruler or straight edge • a board or table to work on • the book of Official Baseball Rules (your facilitator will advise you where you can obtain a copy) 																					
<p>Fielding Positions</p>	<p>Fielding positions are identified by numbers and you should always think of the position by numbers not by name and certainly not by a player who usually plays there, as you could fall for the trap of giving the wrong player a 'put-out' or error when a position change is made. Occasionally, confusion may occur when a player makes an out in another player's position, always be sure the out is credited to the correct player and not the position. An example of this would be when the first baseman (No. 3) comes in for an anticipated bunt, and the second baseman (No. 4), covers the base at 1 base and takes the throw from the first baseman to make the out at base - be sure to give the assist to No. 3 and a put-out to No. 4.</p>																					
	<p>The diagram to the right demonstrates the fielding positions and their relevant numbers. These numbers must be learnt and must come automatically to you when scoring.</p> <table border="0" data-bbox="672 1165 1344 1356"> <tr> <td>1</td> <td>Pitcher</td> <td>6</td> <td>Shortstop</td> </tr> <tr> <td>2</td> <td>Catcher</td> <td>7</td> <td>Left fielder</td> </tr> <tr> <td>3</td> <td>1st baseman</td> <td>8</td> <td>Centre fielder</td> </tr> <tr> <td>4</td> <td>2nd baseman</td> <td>9</td> <td>Right fielder</td> </tr> <tr> <td>5</td> <td>3rd baseman</td> <td></td> <td></td> </tr> </table>	1	Pitcher	6	Shortstop	2	Catcher	7	Left fielder	3	1st baseman	8	Centre fielder	4	2nd baseman	9	Right fielder	5	3rd baseman			 <p style="text-align: center;">FIELDING POSITIONS</p>
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4	2nd baseman	9	Right fielder																			
5	3rd baseman																					

Batting Order Positions	6.01	<p>The batting order is set in the order of listing as per the official teamsheet which each team coach/manager hands to the umpire just prior to game commencement. It is recommended that you encourage your coach/manager to provide you with the teamsheet no later than 15 minutes prior to game commencement time. An example of a teamsheet will be provided by your facilitator.</p> <p>The players for each team are listed in their batting order from 1 to 9 and that order stays in place for the whole game.</p>
SCORESHEET		<p>An example of a Scoresheet (reduced size) from the ABF Official scorebook is provided with this workbook and your facilitator will provide you with one (true to actual size) for your use during the clinic.</p> <p>Your facilitator will explain the purpose of all the sections as listed below and you may find it useful to make notations on the example Scoresheet or mark it with the relevant section numbers for future reference. At this stage of your scoring you are not required to complete the statistics.</p> <ol style="list-style-type: none"> 1. Game details section (including start and finish time) 2. Team batting Line-up section 3. Bench players section 4. Listing of coaches and scorers sections 5. Innings columns and batter's squares 6. End of innings statistics sections 7. Fielding extensions (A,PO,E) section 8. Pitchers and Catchers statistics sections 9. Game-end details (including umpires signature) section 10. Fielding statistics columns 11. Battings statistics columns 12. Proving Box Score section
Official Game Details	9.02	<p>Prior to the game commencing the Scoresheet is prepared by entering the game details for teams playing, venue, date, umpires names, scorers names, and batting line-ups and bench for both teams together with the players' fielding positions and uniform numbers. It is recommended that you use a black pen for this.</p>
Start of Play	2.62	<p>The official game commencement time is taken at the time the umpire calls "Play" and must be recorded on the Scoresheet as does the time that the umpire indicates that the game has finished.</p>

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<p>Substitutions – Player</p>	<p>When you are advised by the umpire or team manager of a player substitution, record the new player's name in the batting line-up column directly above the name of the outgoing player, together with the uniform number, fielding position and innings/batter number that the player entered the game.</p> <p>You then need to write the new player's name, vertically, down the left side of the batter's square in the batting innings column where the new player took over from the outgoing player (even if the player does not bat in that innings).</p>
<p>Substitutions – Fielding</p>	<p>If just a fielding position change for a player is advised, write the new fielding number just above the old one. Write the innings number and batter number with a dash below/above the innings number for "Top" or "Bottom" of the innings. i.e. <u>6</u> indicates Top (or Start) of 6th innings.</p>
<p>Substitutions – Pitcher</p>	<p>When a pitching substitution is made, enter the players name in the batting line-up the same as for other fielding or batting changes but remember to also enter the new pitcher's name in the pitcher's statistics area.</p> <p>You will also need to write the new pitcher's name horizontally across the top of the next batter's square in the innings column.</p>

TEAM										V						
FIELDING					BATTING ORDER					1	2					
DO	PO	A	E	Pos/Ch	TEAM					A	PO					
					Un:											
										1						
										2						
										3						
										4						
										5						
										6						
										7						
										8						
										9						
										RUNS						
										Balls						
										Strs						
										Pt						
										BFP						
										HTS						
										LOB						
PITCHERS					P	INN	H	K	BB	HPB	KS	ER	WP	BLK	PO	BFP

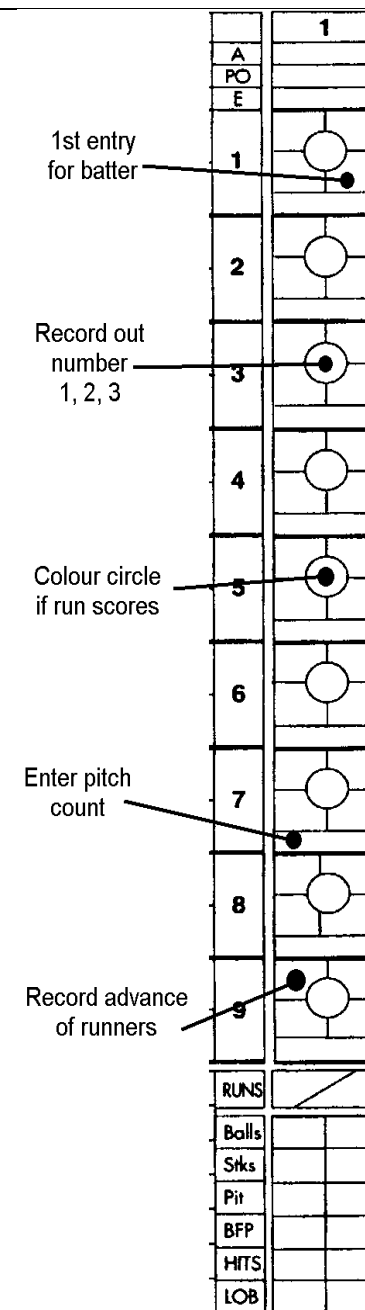
Scoring an Innings

The innings columns are used to record the batter/runner's actions starting with the first batter in a team's line-up and recording the action in the square for that batter in the first innings column, continuing down the batting line-up list, in the same column, until 'side away' is called by the umpire - due to three outs or run limit scored for the innings (dependent on the grade playing). If an innings starts with batter 7 you enter the plays for batters 7, 8 and 9 then move back up to batter 1 staying in the same column and working down the innings column.

The only time you move to the next column in one innings is when you have reached the first batter again for that same innings. In this situation (when all 9 batters have batted in the one innings) you move to the next batter's square in the next column but remember to change the innings number at the top of the column.

Your facilitator will explain how to:

- use the batter's squares in the innings columns to record the plays i.e. bottom right hand section is 1st base and the player's progress around the bases is recorded in the remaining section in an anti-clockwise direction (as if on the actual diamond);
- recording the number of outs in the circles in the innings columns;
- shading the circles in the innings columns to indicate a run scored;
- recording balls pitched for each batter; and
- recording the advance of runners around the bases by using batter's numbers or symbols.



<p>Exercise</p>	<p>Use the diagram to the right to practice marking outs and runs scored by marking batters 2, 5 and 6 out and batters 1, 3 and 4 home.</p>	
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<p>End of Innings procedure</p>	<p>At the end of an innings you are required to tally the runs and rule off the innings. You will learn about recording pitch counts, left on base (LOB) and batters faced plate (BFP) later. The runs scored for the innings are recorded in the top portion of the runs' section at the bottom of the innings column and the cumulative runs for the game are recorded in the bottom portion.</p> <p>You must agree the runs with the other team scorer at the end of the innings. To indicate the end of the innings you rule an orange diagonal line through the next batter's square in the same column you have just been scoring in and across the top of the square in the next innings. When you come back to score the next batting innings for this team you commence recording the play in the next innings column, starting with the player with the diagonal line marked in the previous innings.</p>
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Exercise
Using the diagram above, rule off the innings after 'side away' was called after batter 6 and tally the runs for the innings

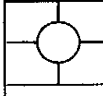
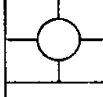
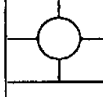
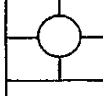
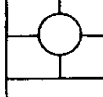
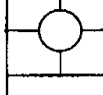
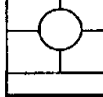

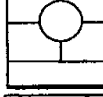

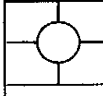
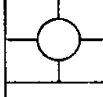
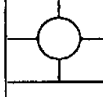
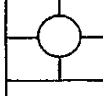
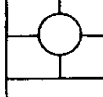
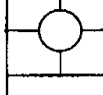
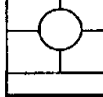

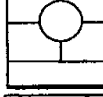

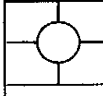
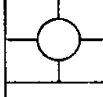
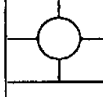
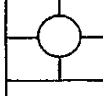
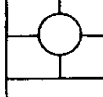
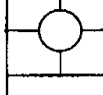
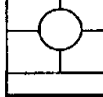

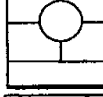

Match Result Card /Report
Your facilitator will provide you with an example of a match result card/report, however, whenever you are required to enter the Innings by Innings score. It is important to remember that the name and runs scored for the team who bats first (visiting team) are entered on the top line (top of the Innings) and the name and runs scored for the team batting second (home team) are written underneath (bottom of the Innings). After entering the runs scored in the box for each innings the overall total is written in the end column. By season 2015-16, Match Card may be online entry and the hardcopy will be superseded.



Exercise
Using the diagram below complete the box score by entering the Home Team "Sticks" scoring 2 runs for the game in the 1st innings and the Visiting Team "Stones" scoring 1 run for the game in the 5th inning.



Team	1	2	3	4	5	6	7	8	9	Runs

Scoring Symbols
The basic scoring symbols and their colours will be covered in the following sections, however, a comprehensive list of the symbols is provided in the front of the ABF Official Scorebook and on page 19 of this workbook. Whilst CABS encourages the use of standardized symbols and colours throughout Australia, it is recognized that there are slight variations in each state. It is strongly recommended that the colouring-in (shading) is kept to a minimum so that the emphasis is on recording the game accurately and not producing a pretty scoresheet.
The basic colours recommend by CABS are:


- **Green** for hits and earned runs
- **Red** for fielding errors and unearned runs
- **Blue** for pitcher actions and sacrifice situations
- **Orange** for recording the number of outs, marking double/triple plays and ruling off the end of the innings
- **Black** for everything else

<p>ERRORS</p> <p>Definition: Error</p>	<p>9.12</p>	<p>An error shall be charged for each misplay (fumble, muff or wild throw) which prolongs the time at bat of a batter or which prolongs the life of a runner, or which permits a runner to advance one or more bases.</p> <p>NOTE (1) Slow handling of the ball which does not involve mechanical misplay shall not be construed as an error.</p> <p>NOTE (2) It is not necessary that the fielder touch the ball to be charged with an error. If a ground ball goes through a fielder's legs or a pop fly balls untouched and in the scorer's judgment the fielder could have handled the ball with ordinary effort, an error shall be charged.</p> <p>NOTE (3) Mental mistakes or misjudgements are not to be scored as errors unless specifically covered in the rules.</p> <p>It is recommended that you dedicate some time to studying Rule 9.13 in its entirety.</p>	<table border="1"> <tr><td></td><td>1</td></tr> <tr><td>A</td><td></td></tr> <tr><td>PO</td><td></td></tr> <tr><td>E</td><td></td></tr> <tr><td>1</td><td></td></tr> <tr><td>2</td><td></td></tr> <tr><td>3</td><td></td></tr> <tr><td>4</td><td></td></tr> <tr><td>5</td><td></td></tr> <tr><td>6</td><td></td></tr> <tr><td>7</td><td></td></tr> <tr><td>8</td><td></td></tr> <tr><td>9</td><td></td></tr> <tr><td>RUNS</td><td></td></tr> <tr><td>Balls</td><td></td></tr> <tr><td>Strs</td><td></td></tr> <tr><td>Pit</td><td></td></tr> <tr><td>BFP</td><td></td></tr> <tr><td>HITS</td><td></td></tr> <tr><td>LOB</td><td></td></tr> </table>		1	A		PO		E		1		2		3		4		5		6		7		8		9		RUNS		Balls		Strs		Pit		BFP		HITS		LOB	
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Strs																																											
Pit																																											
BFP																																											
HITS																																											
LOB																																											
<p>Definition Ordinary Effort</p>		<p>Ordinary Effort is the effort that a fielder of average skill at a position in that league or classification of leagues should exhibit on a play, with due consideration given to the condition of the field and weather conditions.</p> <p>This standard is an objective standard in regard to any particular fielder. In other words, even if a fielder makes his best effort, if that effort falls short of what an average fielder at that position in that league would have made in a situation, the official scorer should charge that fielder with an error.</p>																																									
<p>Deliberating on Errors</p>		<p>Take care when making decisions on errors to remember that the fielder is only required to demonstrate ordinary effort. Should an error be committed, but because of a good recovery, an out is made at a different area on the diamond, the error is not recorded. Also we should not show two errors on the one play, unless the second error permits the runner's to advance additional bases.</p> <p>The scorer must take into consideration the position of the batter/runner at the time an error is committed so that you can judge whether the fumble or wild throw was the reason the batter reached the base or whether he would have made it to the base anyway.</p> <p>Do not judge a play unfairly by awarding an error just because the fielder touched the ball even though they have displayed more than ordinary effort such as running a considerable distance to catch a fly ball, stretching/leaping to stop a hit or wildly thrown ball.</p>																																									
<p>Decisive Error</p> <p>TOC</p>	<p>9.12</p>	<p>A Decisive Error is a throwing or catching error that prolongs the time at bat of a batter or prolongs the life of a runner (player should be out). It is recommended that you record these plays with a capital "E" or "WT" followed by the fielder's number who made the error. Remember an error of judgment by the fielder is not scored as an error.</p>																																									
		<p>Using the diagram to the right to record the following play: innings 1, Batter 6 single hit to rightfield,</p>																																									

Exercise		next batter hits to 3 rd baseman who lets the ball go through his legs but no additional bases are advanced.		
Extra Base Errors	9.12	Extra base errors do not prolong the life of a runner but allow him to advance one or more extra bases more than he should have advanced. It is recommended that you record these plays with a lower case "e" or "wt" followed by the fielder's number. If in committing an error, a fielder is responsible for another runner's advance care should be taken to record the advance. The main play is shown as a conventional error and the subsequent advance of another runner is shown as a ringed error. The ring tells us that this was the result of an error which has already been entered and that there were not two separate errors.		
Exercise		Return to the previous diagram and advance the runners an extra base due to the error.		
Battery Errors	2.11	The Battery is the Pitcher and Catcher for the defensive team. Wild Pitches (WP) and Passed Balls (PB) are not recorded in the statistics as errors against the battery.		
			Symbol Colour	Bat Stats
	9.13 (a)	A wild pitch shall be charged when a legally delivered ball is so high, wide or low that the catcher does not stop and control the ball by ordinary effort, thereby permitting a runner or runners to advance, Record a "WP" in the pitcher's stats.	WP Blue	
	9.13 (a)	A wild pitch shall be charged when a legally delivered ball touches the ground before reaching home plate and is not handled by the catcher, permitting a runner or runners to advance. Record a "WP" in the pitcher's stats.	WP Blue	
	9.13 (b)	A catcher shall be charged with a passed ball when failing to hold or control a legally pitched ball which should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance. Record a "PB" in catcher's stats.	PB Red	
		Should more than one runner advance because of the wild pitch or passed ball, or the batter safely gains base and a runner advances, we must be careful to indicate that only one WP or PB was responsible. This is done by indicating the first, or more important action as the main WP or PB, and drawing a ring around any other moves on the same action.	 	
Safe Hits	9.05	A base hit shall be scored when the batter reaches 1st base (or any succeeding base) safely on a fair ball which settles on the ground or touches a fence before being touched by a fielder, or which clears a fence.		
		The hit is recorded in the 1st base section of the batter's square by entering a dash for each base reached safely on the hit, followed by the position number of the fielder who fielded the ball, or would have if not for a homerun. A line is then extended from this symbol around to the section of the batter's square which represents the base where the batter runner has finished at.	Dash & Number = #	PA, AB, H, Double
TOC				

		Enter Hit in pitcher's stats Practice!		
Sacrifice Situations				
Sacrifice Bunt	9.08 (a,b,c)	Score a sacrifice bunt when before 2 are out, the batter advances 1 or more runners with a bunt and is put out at 1st base, or would have been put out except for a fielding error. A sacrifice bunt can be applied on a fielders choice, error or put out and is indicated by drawing an "S" through the batter's square and the actual action in the 1st base section of the square.	S Blue FC#, E#, #-#	PA, SAB
Sacrifice Fly	9.08 (d)	Score a sacrifice fly when before 2 are out the batter hits a fly ball or a line drive handled by an outfielder or an infielder running in the outfield which is caught, and a runner scores after the catch. A sacrifice fly is awarded even if another runner is forced out and is recorded by drawing an "S" through the batter's square and the symbol for the catch in the 1st base section of the batter's square.	S Blue F#	PA, SAF, RBI
ADVANCING BASES				
		Once a batter reaches a base safely the player's subsequent advance around the bases is recorded in each section of the batter's square by entering a symbol or the number of the batter whose action advanced the player.		
On Action of the Batter		If a runner advances a base or bases due to a subsequent batter's safe hit, sacrifice fly/bunt, fielders choice, base on balls, hit by pitch, or put out before 2 are out, the advance is recorded by entering, in the relevant section of the batter's square, the batter's number whose action advanced the runner.		
On Wild Pitch	9.13 (a)	Definition: A wild pitch is one so high, so low, or so wide, of the plate that it cannot be handled with ordinary effort by the catcher.	WP Blue	
Definition	2.81	To record the advance of the runner on a wild pitch enter the symbol "WP" in the relevant section of the batter's square, if more than 1 runner advances on the one wild pitch, circle the "wp" symbol for the runners behind the lead runner.		
On Passed Ball	9.13 (b)	A catcher shall be charged with a passed ball when failing to hold or to control a legally pitched ball which should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance.	PB Red	
Definition		To record the advance of the runner on a passed ball, enter the symbol "PB" in the relevant section of the batter's square, if more than 1 runner advances on the one passed ball, circle the "pb" symbol for the runners behind the lead runner.		
TOC				

**South Australia
Baseball
Scorers Association**



CLUB Sticks vs. GRADE Div 8
Stones


DATE 02/05/2012 GROUND Rubble Fld

REG. No.	BATTING ORDER	PLAYER	FIELDING POSITION
23	1	Adams, Al	6
19	2	Bells, Bob	8
43	3	Connely, Charles	3
12	4	Daniels, Denny	4
15	5	Ellis, Eli	5
13	6	Foley, Foriga	2
7	7	Gable, Giovanni	DH
5	8	Harris, Hector	7
28	9	Illman, Issac	9
Pitcher <u>40 Jackson, Jay</u>			<u>1</u>
BENCH			
10	36	Keller, Ky	13 33 Newson, Nev
11	16	Lang, Lyle	14
12	3	Morgan, Mic	15

Coach Oliver, Ollie
Manager Peters, Phil

UMPIRE - White
OFFICIAL - Green
OPPOSITION - Pink
OWN - Blue

**South Australia
Baseball
Scorers Association**



CLUB STONES vs. GRADE Div 8
STICKS

DATE 02/05/12 GROUND RUBBLE FIELD

REG. No.	BATTING ORDER	PLAYER	FIELDING POSITION
33	1	ABLE. AARON	6
13	2	BAKER. BILL	9
23	3	CHARLES. CHRIS	8
49	4	DANIELS. DON	2
12	5	EDWARDS. EVAN	5
6	6	FRANK. FRED	3
4	7	GEORGE. GREG	DH
26	8	HOOKES. HENRY	4
34	9	IRWIN. IAN	7
Pitcher <u>17 JONES. JON</u>			<u>1</u>
BENCH			
10	KING. KEVIN	9	13 NOBLE. NATHAN 8
11	LARSON. LARRY	3	14 OWEN. OSCAR 7
12	MARKS. MATT	21	15 PRINCE. PETER 10

Coach QUIGLEY. QUETIN
Manager ROGERS. RAY

UMPIRE - White
OFFICIAL - Green
OPPOSITION - Pink
OWN - Blue

SABSA Legend for Scoring Symbols and Colours

*Note: Replace # with the number of the fielder(s) that actually made the play with the last fielder at the end. Replace ** with the current batter number.*

Recommend: All line-ups and game details including DH, DR and Runs Scored be written in Black Pen.

LEAD PENCIL

- BOB 2 Batting Out of Box
- BOO 2 Batting Out of Order
- CS ## Caught Stealing a base (with ← from original base)
- F # Caught Fly ball
- FC # Fielders Choice
- FF # Caught Foul Fly ball
- FL # Caught Foul Line Drive
- GDP Ground Into Double Play
- HBB # Hit by Batted Ball (# nearest fielder)
- IF # Infield Fly
- INT # Interference
- L # Caught Line drive
- MB # Missed Base
- PAR # Passing A Preceding Run
- # RLE Runner Left Early (Failed to tag on caught fly ball)
- ROL # Running Off Line
- RRO# Running in Reverse Order
- SB ** Stolen base with batter number
- UA # Unassisted Put Out
- # - # Assisted Put Out

STRIKES AND BALL COUNTS

- Balls
- C Called Strikes
- F Foul Balls
- S Swung on Strikes
- **Balk** (not counted in batters pitch count for Senior Divisions)

RED PENCIL

- CI Catcher's Interference
- E # Error - Decisive: (should be out) upper case
- e # error - (extra base) lower case, subsequent runners circled
- INT # Defensive Interference
- MF # Muffed Fly
- MFF # Muffed Foul fly
- OBS # Defensive Obstruction
- PB ** Pass Ball - Lead runner upper case and subsequent runner lower case circled
- WT # Wild Throw
- Unearned Runs** Colour inside circle red

BLUE PENCIL

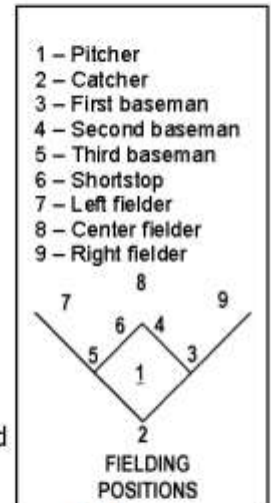
- BB Base on Balls
- BLK**Balk
- HPB Hit by Pitched Ball
- IBB Intentional Base on Balls
- K Foul Tip 3rd strike caught by catcher
- K2 Batter swings on 3rd strike
- KC Batter watches 3rd strike
- KWP Batter swings on 3rd strike, safe on first on a Wild Pitch
- S Sacrifices (large S through batters box)
- WP** Wild Pitch (lead runner uppercase and subsequent runner lower case circled)

GREEN PENCIL

- Earned runs** Colour inside circle green
- # One Base hit
- == # Two Base hit
- === # Three Base hit
- ≡ # Home Run

ORANGE PENCIL

- End of Inning** Line drawn at end of Inning
- Outs** Record 1, 2 or 3 in circle
- Double Plays** Draw ◇ or ✕ in batters involved
- Triple Plays** Draw ○, ◊, ⊕, ⊗ or ⊘
- In DP/TP: ^ = 1st Out v = Last Out. In TP | | = 2nd Out



MIXED COLOURS

- KPB 3rd strike dropped by catcher; safe on 1st base
- K2-E3 3rd strike dropped by catcher; misfielded at 1st base by first baseman
- K2-3 3rd strike dropped by catcher; recovered by catcher and thrown out at 1st base
- KWT # 3rd strike dropped by catcher; fielder throw wild
- K2BTS 3rd strike bunted foul
- K2UA Catcher drops the ball after 3rd strike then tags the advancing runner before he gets to 1st base
- KE2 Catcher mishandles the ball after 3rd strike

Updated 24/01/2012