

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. Tie-Breaker rules have now become accepted in many leagues and tournaments worldwide. The rule was used for the first time in Major League Baseball (MLB) during the 2020 COVID-19 season. There have been variations to the rule, but broadly it means an extra inning will begin with a runner or runners placed on base before the lead-off batter steps up to bat. MLB used one runner on 2nd base, and this is becoming the prevailing rule worldwide.

Tie-Breaker Rule (1 runner): If the game remains tied after the completion of the ordinary scheduled innings (refer competition rules for specifics), the following procedures will be implemented during the tie-breaker innings:

- Each team will begin the first extra inning (and any subsequent necessary extra innings) with a player on second base, no outs.
- The player placed on second base will be the player immediately preceding the lead-off batter in the lineup, or a valid substitute player (pinch-runner), as per normal rules of substitutions.
- For example, if the team has their #1 hitter in the lineup due to lead off, then the #9 hitter will be placed at second base. If the team has the #3 hitter in the lineup due to lead off, then the #2 hitter would be placed at second base.
- In Australia, the lead-off batter will be the same as if an ordinary inning was beginning. There is no re-setting of the batting order. Ordinary rules of substitution will apply.
- 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 completed plate appearance, then the 12th inning begins with the #7 hitter at bat, and the #6 hitter at second base.
- With the exception of beginning the inning with a runner on 2nd 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 league or 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.

NOTE: Local leagues may use two runners: one placed on first base (player immediately before lead-off batter in the lineup) and one on second base (one preceding the runner on first in the lineup). All other principles of scoring are the same. PLEASE CHECK YOUR LOCAL RULES.

Scoring the Tie-Break:

The offensive team shall begin its tie-break inning turn at bat with a runner on 2nd base and no outs. For these runners we score **TB** on second base. (See example 1).

Do not credit any Plate Appearance or At Bat to the TB players because they have not batted. These 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 counted as a batter faced against any pitcher, **but ANY RUN SCORED BY THESE RUNNERS WILL BE MARKED AGAINST THE PITCHER OF RECORD WHEN THE TB RUNNERS WERE PLACED ON BASE.** This ensures the scorers can correctly identify the game-winning run, and thus the Winning and Losing pitchers. **NOTE:** If a pitching substitution is made at the start of a Tie-Break inning, the TB runner belongs to the new pitcher.

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 (Fielder's Choice), the "unearned" quality will transfer to the batter-runner, AND if a substitution has occurred mid-inning, this may affect who to charge the Unearned Run against (refer 9.16(g) for guidance here).

If a TB runner is Caught Stealing, this is considered a "Fielding Chance" for the team in calculating earned runs (one of the chances for 3 outs in the inning). This will still apply if the Caught Stealing is scored on a runner who is safe by Decisive Error (eg, 2-E6 CS). For the purpose of charging runs and calculating Earned / Unearned runs, it may be helpful to consider the TB runners as on base by Error, but not charge any errors to the fielders. (See example 3).

An explanation for scoring the Tie-Break in the computer (Stat Crew or GameChanger) follows the examples. If using the GameChanger scoring app, the statistics may need adjusting to match the correct records from the scorebook.

Example 1.

	9	10
1	1 5-3	
2	2 6-4 BB	
3	CS 2-5 3 4 FC6	
4		TB
5	-7	
6		
7		
8		
9		

In the Tie-Break inning, draw the inning ending line vertically up one box before going across so you can enclose the Tie-Break runner.

Mark each Tie-Break runner with "TB" in the corresponding 2nd base square.

Begin the inning with the normal leadoff batter up.

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

Example 2.

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

$$38 + 4 + 1 + 0 + 0 = 44$$

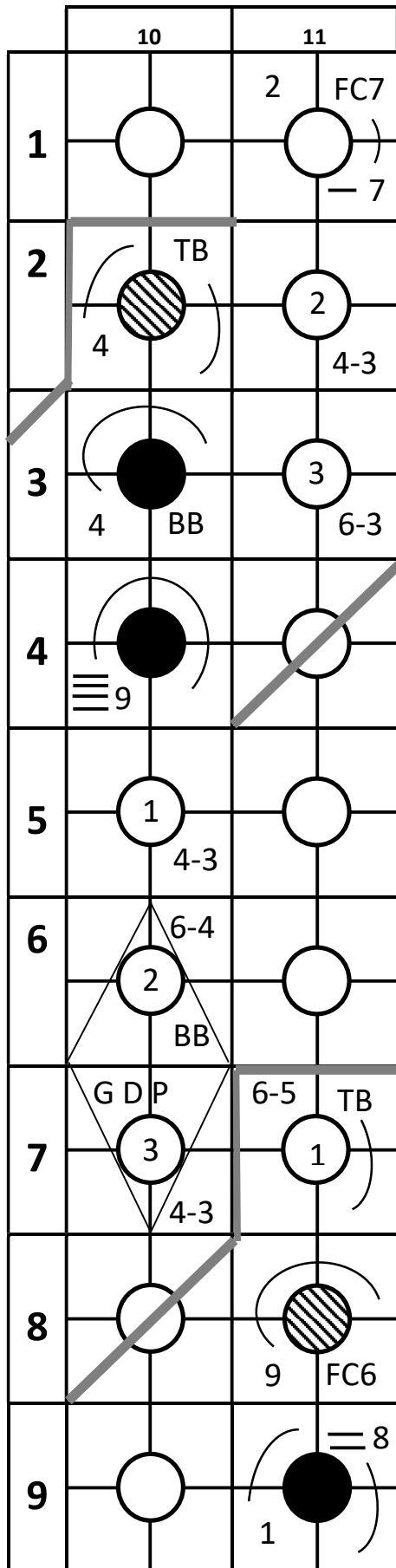
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$$R + LOB + PO = SUM$$

$$11 + 6 + 27 = 44$$

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 but are still charged as **runs against the pitcher** (pitcher of record when they were placed on base).
- If a Tie-Break runner is put out on a Fielder's Choice play, the unearned potential will be transferred to the batter-runner.
- Tie-Break runners can be credited or charged with all baserunning stats: Run, Stolen Base, Caught Stealing, Left On Base.
- 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 be considered a "Fielding Chance" for the team for the purpose of calculating earned runs (one of the 3 chances for putouts).
- Consider the TB runners in a similar way to how you consider runners who reached base on Errors for the purpose of charging runs and calculating earned / unearned runs.

Instructions for Computer Scorers:

VERY IMPORTANT: When a Tie-Break inning begins with a relief pitcher taking the mound, make certain that this and all other defensive substitutions are entered FIRST in the computer before placing the runners on base.

Instructions for TASBS (The Automated Scorebook):

As in an ordinary inning, a Tie-Break inning will have the correct batter up to bat, but you will need to place the baserunners on their bases. Determine the batting order number for the baserunner, and then enter the following code syntax to place the runner:

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.

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 5 will be placed on 2nd base. Enter the following into the batter's space:

R:5,2 [ENTER]

If a substitution for the runner or batter is being made before the first pitch of the inning, FIRST PLACE THE TB RUNNER on base, THEN make your PINCH RUNNER or PINCH HITTER offensive substitution.

Start of tie-break inning - correct order of entries:

1. Pitching and other defensive substitutions (if any)
2. Place TB runner on 2nd base
3. Pinch Runner offensive substitution (if any)
4. Pinch Hitter offensive substitution (if any)

Note that a game using tie-breaker scoring will result in a "Scoresheet Imbalance". Ignore this as long as all the details other than the missing "TB" tallies are correct.

Instructions for GameChanger app:

To score a Tie-Breaker inning, first make any pitching or other **defensive** changes required.

Next, identify who the TB runner should be, then tap on 2nd base and place the runner at second.

The game will now be formatted for scoring a tie-breaker inning.

Now make any pinch runner or pinch hitter **offensive** substitutions required, then you can begin scoring.

NOTE: The GC statistics may need adjusting to match the correct statistics from the official scorebook.