



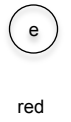

Level 1 Scoring Accreditation Handout




LEVEL ONE SCORING ACCREDITATION HANDOUT

This workbook is used in conjunction with the Australian Rules book. Read the Rule included in the 'RULE' column. The explanation sections are just notes for your benefit. Get to know your rulebook and understand how to score the plays. Exams are open book and you may need to quote the rule for questions asked.

Level 0 need only study the Rules printed in **BOLD**. Level 1 need to study all Rules in this handout.

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
RESPONSIBILITIES <i>Role, protocols, conduct</i>	10.1 10.01 (b) (4) Exception: 10.01 (b) (2)	The Scorer is an official of the baseball game who has the responsibility of providing an accurate record of the game. When recording the game, the Scorer is required to apply the rules of scoring baseball as per Rule 10.00 the Official Baseball Rules using uniform symbols and colour's to record the plays. It is highly recommended that you study the Official Baseball Rules book. The Scorer shall not make any decision conflicting with the Official Playing Rules, or with an Umpires decision. 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. <i>If the teams change sides before three players are put out, the scorer shall immediately inform the Umpire of the mistake.</i>		
<i>Batting order Positions (Level 1 Only)</i>	6.01	The batting order is set in the order of listing as per the official line-up sheet 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 line-up sheet no later than 15 minutes prior to game commencement time.		
SCORESHEET				
<i>Start of Play</i>	2.Play	The official game commencement time is taken at the time the Umpire calls "Play" and must be recorded on the score sheet, as does the time that the Umpire indicates that the game has finished.		
<i>SUBSTITUTES in the game</i>	3.08			
Substitutions		Knowledge of how to make substitutions. How to enter: Player – Fielder – Pitcher How to enter: Pinch hitter – Pinch runner		
<i>Designated batter</i> <i>End of Innings procedure</i> <i>Batting statistics column</i> <i>Fielding statistics column</i> <i>Pitchers statistics column</i> <i>Catchers statistics column</i>	6.10	Senior teams use designator hitters. Junior teams do not. At the end of the inning you are required to tally the runs and rule off the innings. You must agree on the runs with the other team Scorer. Learn the use of the columns Learn the use of the columns Learn the use of the columns Learn the use of the columns		
<i>Proving a box score</i>	10.03 (c)	Always prove the box score after doing your stats.		
<i>Score Report/Scorecard</i>		Knowledge of how to fill in a score report. As per BWA Regulations.		
<i>Scoring Symbols</i>		Know your symbols as per Symbol sheet provided.		
THE DEFENSE				
<i>Defensive team actions</i>	2.Defense	The defense is the team, or any player of the team, in the field.		
<i>Strikeouts</i>	2.Strikout 10.15	Definition. Fielding Stats for strikeouts – 'Put Out' to the Catcher & Strikeout in the Pitcher's stats. Third strike dropped by the catcher who retrieves the ball and tags the batter-runner out. Third strike dropped by catcher, catcher recovers the ball and makes the out at first base. <i>Assist to 2, put out to 3 & strikeout in the pitchers stats.</i> Third strike dropped by the catcher in the act of throwing, batter is safe at 1st. <i>Error to 2 & strikeout in the pitchers stats</i> Third strike dropped by catcher, catcher throws to 1st but 1st base misfields the throw and batter is safe on 1st. <i>Assist to 2 & error to 3 & strikeout in the pitchers stats</i> Catcher drops 3rd strike and batter is safe at 1st. <i>Strikeout in the pitchers stats & Pass Ball in the catchers stats</i> Batter swings at 3rd strike thrown wild by the pitcher allowing the batter to reach 1st. <i>Strikeout & Wild Pitch in the pitchers stats</i> 3rd strike gets away from the catcher, who recovers the ball and throws it to retire a runner other than at 1st base. <i>Strikeout in the pitchers stats</i> Batter bunts foul on the 3rd strike and is called out by the Umpire. <i>Putout to 2 & strikeout in the pitchers stats</i>	K2, KC, K Blue K PO2 K2-2, blue K Black 2-2 K E2 Blue K Red E3 K2-E3 Blue K Black 2 Red E3 KPB Blue K Red DP Blue KWP KFC2 Blue K Black FC K2 BFTS Blue K Black 2BFTS	PA+AB+K PA+AB+K PA+AB+K PA+AB+K PA+AB+K PA+AB+K PA+AB+K PA+AB+K PA+AB+K PA+AB+K
<i>Throw outs</i>	2.Throw	Definition. Example: Shortstop throws to 1st Baseman. Fielding stats – Assist to 6 and Put Out to 3	6-3 Black	PA+AB
<i>Force outs (A Forced Play)</i>	2.Force Play	A force play is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner. Example: 2nd baseman fields the ball and touches 2nd base which the runner on 1st is being forced to run to, due to the batter hitting the ball to 2nd base. <i>Fielding stats – putout to 4</i>	UA4 Black	

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
Caught fly ball outs	2.Catch, 2.Foul	Definition. Example: Fly ball caught by Centre Fielder	F8 Black	PA+AB
Caught Foul Fly outs	2.Foul	Definition. Example: Fly ball caught by Third Baseman	FF5 Black	PA AB
Line Drive outs	2.Line Drive	Definition. Example: Batter hits ball straight to pitcher	L1 Black	PA+AB
Infield fly outs	2.Infield Fly	Definition. Example: Umpire calls infield fly on a hit and the ball drops closest to the shortstop.	IF6 Black	PA+AB
Automatic Outs	10.10 (a) (b)	Read Rule		
Batting out of order	6.07, 10.03 (d)	This rule is complicated and you are not expected to fully understand this rule but we encourage you study it.	BOO2 Black	PA+AB
Batting out of box	6.06 (a)		BOB2 Black	PA+AB
Batters Interference	6.06 (c)		INT2 Black	PA+AB
Bunting Foul on 3rd strike	10.9 (b) (3)		K2BFTS Blue K Black rest	PA+AB
Batter touched by batted ball	6.05 (f) (g) (h)		HBB2 Black	PA+AB
OUTS OF THE RUNNER				
Forced out	2.Force Play	If with a runner on 1st base the batter hits a ground ball to the shortstop who makes the throw to the 2nd baseman who tags 2nd before the runner from 1st reaches the base. The batter reaching 1st will be recorded as a fielders choice.	6-4 runner Black FC6 batter Black	PA+AB
Tagged out	2.Tag	Definition.		
Interference outs	2.Interference (a) (b) (c) (d) 10.09 (c) & 6&7	Score as INT# in pencil. The out is awarded to the fielder who was interfered with.	INT# Black	
Pass a preceding runner	7.08 (h)	Read 10.09 (c) (4) Credit the put out to the fielder nearest the point of passing.	PPR#	
Running off the line	7.08 (a) (1) 10.09 (c) (3)	Credit the put out to the fielder whom the runner avoided.	ROL#	
Running in reverse order	10.09 (c) (5)	When the runner gets called for running in reverse order, credit the put out to the fielder covering the base the runner left in starting the reverse run.	RRO#	
Runner hit by batted ball	7.08 (f)	10.09 (c) (2)	HBB# Black	
Hit by infield fly ball	7.08 (f)	10.09 (c) (2)	HBB# Black	
Double/Triple Plays	2.Double Play 2.Triple Play 10.11	Definition. Use DP for Double & TP for Triple & orange connection lines	DP/TP Orange lines	
Reverse double plays	2.Double Play	Definition	## & ##	PA+AB
Ground into double plays		Ground into double play is when the batter provokes a double/triple play when he hits a <i>ground ball</i> to the infield with one or more runners on base who are forced to advance. E.G: Runner on 1st base (BB) when batter grounds a ball to 2nd baseman who tags his base and throws the batter out at 1st base.	UA4 runner Black GDP 4-3	PA+AB GDP
ASSISTS	10.10	Read Rule. E.G.: 3rd fields ball and throws it to 1st for the out.	5-3 Black	PA+AB
An infielder (Infield plays)	2.Run Down	Is a fielder who occupies a position in the infield.		
Run Down Plays***	10.10			
Deflections	10.10 (a) (1) Comment	Mere ineffective contact with the ball shall not be considered an assist.		
ERRORS Deliberating on errors	10.12	Take care when making decisions on errors to remember that the fielder is only required to demonstrate Ordinary Effort. Do not score as an error when the error is recovered and an out is made. We should not show two errors on the one play, unless the second error permits the runner's to advance additional bases. 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.		
Definition of an error	10.12	Read rule 10.12 (a) (1) & Comment. It is recommended that you dedicate some time to studying Rule 10.12 in its entirety.		
Decisive errors	10.12	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 use capital letters for decisive errors.	e.g.: WT, E	
Extra base errors	10.12 (a) (6)	Extra base errors don not prolong the life of a runner but allow him to advance one or more extra bases more than he should have advanced. You score this with a lower case 'e' (red) followed by the fielder's number who made the error. Care should be taken to record the advance. The main play is shown in 'Red' and subsequent runners are shown as a ringed error. E.G.: In lower case. The circled 'e' tells us that this was the result of an error that has already been entered and that there were not two separate errors.		
Dropped fly ball	10.12	Any fly ball that the scorers consider should have been caught with ordinary effort but was not held is a decisive error. Remember to consider how much ground did the fielder cover.	Red MF#	PA+AB
Dropped foul fly balls	10.12 (a) (2)	A Muffed foul fly if caught with ordinary effort, would have been out and not prolong the batters life. (Error recorded)	F# in tram line	
Fielding errors	10.12	Read the first paragraph of rule 10.12	Red E#	
Wild throws	(a) (5) (6) (7)		Red WT#	
Receiver errors	10.13 (a) (8)		Black # - E# red	
Exceptions (no error charged)	10.12 (d) (e) (f)			
Fielders Obstruction	2.Obstruction 10.12 (c)	Definition. Charged the fielder who committed the interference or obstruction with one error.	Red OBS#	
The Battery	2.Battery	Definition.		
Wild Pitches/Pass balls	10.13 (a) & (b)	Scored with batters numbers.	Blue WP# or Red PB#	
Battery errors		Should more than on runner advance because of the wild pitch or passed ball, or the batter safely gains 1st base and a runner advances, we must be careful to indicate that only one WP or PB was responsible. All preceding runners should be un lower case and circled so it shows that there was only one WO or PB.		
THE OFFENCE				
The offence	2.Offence	The offence is the team, or any player of the ream at bat.		

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
Safe Hits (Base Hits)	10.05	Read the whole section (Pitcher stats – 1 hit)	-9 Green	PA+AB+H+1
Value of hit	10.06 10.06 (c)	Score a 1, 2, 3 base hit or home run to the batter when no put out or error results, providing all bases are touched. If a batter/runner advances an extra base on their hit due to the defensive team choosing to attempt to throw out a preceding runner score the extra advance as a fielders choice. If a batter is given out for failing to touch a base credit the batter only with the number of bases legally touched prior to the base not touched. Example: If the batter is called out for missing home plate the batter is credited with a 3 base hit. Likewise if a batter-runner over slides the base and is tagged out, the value of the hit is only the number of bases reached safely. Example: batter-runner over slides at 3rd base and is tagged out – only a 2 base hit is applied. However, if the batter overruns 2nd or 3rd base and is tagged out, the batter-runner is credited with the last base touched. Example: batter runner overruns 2nd base and is tagged out, the batter-runner is credited with a 2 base hit. It is recommended that Rule 10.06 be studied in its entirety.	FC# Black	
			=9 Green	PA+AB+H+2
Batted ball this runner or umpire	10.05 (a) (5) 7.08 (f)	A base hit is scored to the batter when a fair ball, which has not been touched by a fielder, touches a runner or an umpire. Record play: safe hit to batter, the runner is out with a put out to the nearest fielder.	-6 Green	PA+AB+H+1
Value of game winning run hit	10.06 (f) & (g)	Definition: A fielders choice is the act of a fielder who handles a fair ground ball and, instead of throwing to 1st base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner 1) To account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put out the preceding runner; 2) To account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; 3) To account for the advance of a runner made solely because of the defensive team's indifference (e.g.: undefended steals).	FC# Black	PA+AB
Base hit not scored (fielders choice)	10.05 (b)	All of 10.05 (b)	FC# Black	PA+AB
Base on Balls	2.Base on Balls 10.14	Definition. Rule.	BB Blue	PA+BB
International base on balls	10.14 (b)	Recorded play as 'IBB' (pitcher's stats – 1 BB)	IBB Blue	PA+BB
Hit by pitched ball	5.09 (a) 6.08 (b)	If the ball hits the batter in the act of swinging, it becomes a strike. Read rule.	HBP Blue	PA+HBP
SACRIFICE SITUATIONS				
Sacrifice Bunts 10.08 (a)	10.08	A sacrifice bunt can only be scored when there are less than two out and the batter advances 1 or more runners.	Cap 'S' Blue FC#, E#, ##	PA+SAB+RBI
Sacrifice fly balls	10.08 (d) (1) (2)	A fly ball is caught in the outfield and a runner scores after the catch.	Cap 'S' Blue F#	PA+SAF+RBI
Dropped sacrifice fly balls	10.08 (d) (2) 10.08 (d) comment	A fly ball is caught in the outfield and a runner scores after the catch if in the scorers judgement the runner could have scored if the ball was not dropped.	Cap 'S' Blue MF# Red	PA+SAF+RBI
Foul sacrifice fly		Score the same as a caught sacrifice fly ball. If the ball is carried out of plat into dead ball territory and the fielder falls over (over the pass ball line), the umpire will call the ball dead and advance runners 1 base. If the fielder remains on his feet, the ball is alive and runners advance at their own risk. Remember a runner has to cross home plate to score a sacrifice fly.	Cap 'S' Blue FF#	PA+SAF+RBI
ADVANCING BASES				
Advancing Bases		Once a batter reaches a base safely the player's subsequent advance around the bases are recorded in each section of the batter's square by entering symbol or the number of the batter whose action advanced the player.		
On action of 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 batters number whose action advanced the runner.		
On errors		If a runner advances a base or bases after an error is made fielding the batters hit, the runner's initial advance is on the batter's number and any subsequent advance on the same play shown by a circled error.	 Red	
		If the runner advances only because of a wild throw, then the advance is shown by entering WT# in the relevant section of the batter/s square (extending a line to the next base/s if more than 1 batter is advanced due to the wild throw).	WT# Red	
On fielders choice***		If a batter-runner or runner advance a base whilst a play is being made on another runner, the advance is recorded by entering 'FC#' in the relevant section of the batters square.	FC# Black	PA+AB
On Balk	2.Balk	Definition. The Umpire will advance any runner's one base on a balk called on the pitcher, however, if there are no runners on base then 1 ball is added to the batter's count.	BLK# Blue	
On wild pitch	2.Wild Pitch 10.13 (a)	A wild pitch is one so high, so low, or so wide of the plate, that is cannot be handled with ordinary effort by the catcher. Score a 'WP#' (# with batters number) for the lead runner then 'wp#' circled for the runners behind the lead runner.	WP# Blue 	
On pass ball	10.13 (b)	Score a 'PB#' (Batter# in batters box) for the lead runner, then 'pb#' circled for the runners behind the lead runner (all in red).	PB# Red 	

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
Stolen bases	10.07 (also read 10.07 (c)***)	A stolen base shall be credited to a runner whenever the runner advances 1 base unaided by a hit, a put out, an error, a force out, a fielders choice, a passed ball, a wild pitch or a balk. Please read the whole of rule 10.07.	Sb#	1 SB
Double/Triple Steals	10.07 (d)	'DSb' for Double steal and 'TSb' for Triple steal for the lead runner and circle other runners using the same symbol to denote it was on the same pitch.	DSb# Black TSb# Black Circle other advances	1 SB for each runner
Fielders choice when stealing	10.07 (g)	Most commonly occurs when the runner on 1st base steals to 2nd base when 3rd is occupied by another runner and the defensive team chooses not to attempt to stop the runner going to 2 nd base.	FC# Black	
Over-sliding or over running a base	10.07 (e)	10.07 (e) apply; However, should a runner be tagger out after over-running a base (made legal contact) then the steal is awarded as well as the out.		
Caught stealing & pick offs	10.08 (h) (1) (2) (3) & Note	Hint: A caught stealing is not applied if the runner is 'picked off' the base (by the pitcher or catcher) as long as the player has made no movement toward the next base. (Remember, where the runner stands off base, is his normal position, and cannot be constructed as an attempt to move to the next base.)	CS#-#	1 CS
RUNS BATTED IN				
Runs batted in situations***	10.04 ***10.04 (a) (2)	To indicate the RBI record the number of the batter (in the home base section of the batter's square) who advances the run/s home.		1 RBI
Game winning run batted in	10.06 (f)			
THE PITCHER				
Pitch count symbols		<ul style="list-style-type: none"> • Ball; C Called Strike; S Swung at Strike; F Foul Ball It is recommended that you record separate tallies of the balls and strikes after each batter and then at the end of each innings add them to the cumulative totals of the previous innings. Once a pitcher has been replaced on the mound the scorer starts the tally of pitches and batter's faced from zero for the new pitcher. The tally of 'left on base' continues for the whole game and is totaled off for each pitcher.		
Substitutions (mid batter)	10.16 (h) (1, 2, 3) & (i)	When the pitcher is changed mid batter, it is important to place a line/mark after the last pitch of the previous pitcher to assist you to identify what pitches belong to which pitcher.		
EARNED / UNEARNED RUNS				
Earned	10.16	An earned run is a run for which the pitcher is held responsible.	Colour diamond	
Unearned run	10.16 (b) (c) (d) (e) (f)	No run shall be earned when a runners life is prolonged by a decisive error. No run shall be earned when aided by other errors, pass balls or defensive interference or obstruction, if the scorer judges that the run would not have scored without the aid of the misplay.	Colour diamond Red	
Change of pitcher situations	10.16 (g) & (i)	Please read these rules.		
Team unearned runs	10.16 (i) comment	These are half green, half red runs 		
WIN / LOSS / SAVES				
Winner / Loser	10.17	At the conclusion of the game the scorers determine the 'winning ' and 'losing' pitchers based on the criteria explained in rule 10.17		
Save	10.19	A save is also determined by the scorers, applying the criteria detailed in rule 10.19, however a save is not always applicable.		
STATISTICS				
Recording & Balancing pitching statistics				
Recording & Balancing batting statistics		It is important as you become more advanced with your scoring that you tally your statistics and check them with the opposition scorer.		
Recording & Balancing fielding statistics				
Transferring fielding statistics		The section at the top of each innings column is used to record the fielding numbers of each assist, put out and error occurring during the innings. These numbers are then transferred to the opposition's score sheet, placing a dot or stroke in the appropriate section of the fielding statistics columns for each fielder.		
End of innings statistics		At the conclusion of the innings use the section at the bottom of the innings column to record the pitch tally as well as the number of batters faced and batters left on base. Record the innings tally and the game tally. Following a change of pitcher the tally for the pitch count and BFP starts back at zero.		
Averages	10.21	The formula are listed in this rule for calculating percentage records for batting, slugging, fielding, pitchers earned run averaged, on base percentage, wins for and against.		
Suspended/protested games	10.01 (b) (3)	Scorer to record details according to this rule.		
Forfeited games	2.Forfeit	Definition.		
Mercy rule		As per competition playing rules.		
Innings Participated		Record the number of Team outs for each player while he is on the diamond fielding. The player on the diamond fielding is recorded on the left hand side of the fielding stats column labeled 'DO'. Recording of the number of defensive outs per player is normally only a requirement at National Youth Championships.		
Youth pitch count		As per National Youth Championship playing rules.		
Junior pitch counts W.A.		As per BWA regulations.		

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