



# Level 2 Scorers Accreditation Handout

**LEVEL TWO 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.

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
<i>Role, Protocols &amp; Conduct</i>	10.01  10.01 (b) (1)  10.01 (b) (4)  10.01 (b) (2)	As a Scorer you are an official of the game who has the responsibility of providing an accurate record of the plays and for clarification referring to the Official Australian Baseball Rules published by the ABF. Rule 10 of this rulebook sets out the rules of scoring. 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. If the teams change sides before three players are put out, the scorer shall immediately inform the Umpire of the mistake.		
<b>RESPONSIBILITIES</b>	10.03 (c)	Scoring for higher grades of baseball requires that more detail of the game be recorded as well as accurate statistics. To enable statistics to be tallied at the conclusion of the game and balance with those of the opposition scorer, the scorer needs to become proficient with marking batting, fielding, pitching and catching statistics in the relevant columns as the game is progressing. This process will be covered comprehensively in a later session of this clinic. It is important at the conclusion of the game to complete and agree with the opposition scorer: the 'game end' details (results, win / loss / save for the pitcher, finish time etc.) as well as check statistics totals. One or both scorers will have the responsibility of completing the 'official scorecard'. It is important that both scorers work as a team throughout the game and at the conclusion supports each other to complete all of the requirements. You must have a strong knowledge of: How to prove a box score.  Statistics Columns: Batting, Fielding, Pitching, Catching, End of innings totals Game end details: Results, Win / Loss / Save, Finish time and Umpires Signature.		
<b>THE DEFENCE</b>			<b>SYMBOL</b>	<b>BAT STATS</b>
<i>Strike Outs</i>	10.15 2.A Strike	<b>Please review this rule in its entirety.</b>  <i>When scoring Strike outs, number the strike outs for each pitcher e.g. K1, K2 and start fresh for each pitcher.</i>		
<i>Strikeout Fielding stats</i>		Third strike dropped by the catcher who retrieves the ball and tags the batter-runner out.  <i>Stats: Put out to 2 &amp; strike out in the pitchers stats.</i>	K UA2	PA+AB+K
		Third strike dropped by the catcher; catcher recovers the ball and makes the out at first base.  <i>Stats: Assist to 2, put out to 3 &amp; strikeout in the pitchers stats.</i>	K2-3 Blue K Black 2-3	PA+AB+K
	10.15 (a)	Third strike dropped by the catcher in the act of throwing, batter is safe at 1st.  <i>Fielding Stats: Error to 2 &amp; strikeout in the pitchers stats.</i>	K E2 Blue K  Red E2	PA+AB+K
		Third strike dropped by catcher, catcher throws to 1st but 1st base misfields the throw and batter is safe on 1st.  <i>Stats: Assist to 2 &amp; error to 3 &amp; strikeout in the pitchers stats.</i>	K2-3 Blue K  Black 2	PA+AB+K
		Catcher drops 3rd strike and batter is safe at 1st.  <i>Stats: Strikeout in the pitchers stats &amp; Pass Ball in the catchers stats.</i>	KPB Blue K Red PB	PA+AB+K
		Batter swings at 3rd strike thrown wild by the pitcher allowing the batter to reach 1st.  <i>Stats: Strikeout &amp; wild pitch in the pitchers stats.</i>	Blue KWP	PA+AB+K
		3rd strike gets away from the catcher, who recovers the ball and throws it to retire a runner other than at 1st base.  <i>Stats: Strikeout in the pitchers stats.</i>	KFC2 Blue K  Black FC2	PA+AB+K
		Batter bunts foul on the 3rd strike and is called out by the umpire.  <i>Stats: Put out to 2 &amp; strikeout in the pitchers stats.</i>	K2 BFTS Blue K Black 2BFTS	PA+AB+K
<i>Automatic Outs</i>	10.10 (a) (b)	<b>Please review this rule in its entirety.</b>		
<i>Batting out of Order</i>	6.07  10.03 (d)	The following rules and the method used to record the actions needs to be understood thoroughly.  A batter shall be called out, on appeal, for failing to bat in the proper turn, and another batter completes a time at bat instead.  Read 10.03 (d) thoroughly. "When Player Bats Out of Turn".  <i>Remember it is the 'proper' batter who the out is applied to. Also, at no time should the scorer draw the umpire or team's attention to the fact that the improper batter is batting.</i>  <i>Refer to rule 6.07 and review thoroughly, however, remember you are only to record the out as the umpire calls it. It is strongly recommended that you practice the examples at the end of rule 6.07.</i>		
<b>EXERCISE</b>		After you have studied rule 6.07 provide the answers to the following scenario's and quote the relevant rule references.  1. Who is out when an improper batter completes his turn at bat and the opposition appeal before the next pitch?  .....		

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
<i>Exercise cont.</i>		2. Is anyone out when an improper batter hits a double and the next batter gets a base on balls then the opposition appeals? ..... 3. Is the runner's advance to 3rd base on a passed ball whilst an improper batter is in the batting box legal? .....		
<i>Batting out of the Box</i>	6.06 (a)	A batter is called out by the umpire for an illegal action (batting out of the box) when the batter hits a ball with one or both feet on the ground entirely outside the batters box.  <i>Fielding stats: Put out to 2.</i>	Black	PA+AB
<i>Batters Interference</i>	6.06 (c)	A batter is called out by the umpire for an illegal action when he interferes with the catchers fielding or throwing by stepping out of the batters box or making any other movement that hinders the catchers play at home base.  <i>Fielding stats: Putout to 2.</i>	INT 2 Black	PA+AB
<i>Bunting Foul on 3<sup>rd</sup> Strike</i>	10.09 (b) (3) 10.15 (a) (4)	Study rules stated.  <i>Fielding stats: Putout to 2 &amp; pitchers strikeout.</i>	K2BFT Blue K Black 2BFT	PA+AB+K
<i>Batter touched by Batted Ball</i>	6.05 (f) (g) (h)	An automatic putout is credited to the catcher when the batter is called out for being touched by batted ball.  <i>Fielding stats: Putout to 2</i>	HBB 2 Black	PA +AB
<b>OUTS OF THE RUNNER</b>				
<i>Interference Outs (Offensive Interference)</i>	2.Interference  10.09 (c) 6 & 7	Definition.  <i>Fielding stats: The out is awarded to the fielder who was interfered with.</i>	INT# Black	
<i>Passing a Preceding Runner</i>	7.08 (h)	<i>Fielding stats: Credit the putout to the fielder nearest the point of passing.</i>	PPR# Black	
<i>Running off Line</i>	7.08 (a) (1) 10.09 (c) (3)	Study Rule stated.  <i>Fielding stats: Credit the putout to the fielder who the runner avoided.</i>	ROL# Black	
<i>Running in Reverse Order</i>	10.09 (c) (5)	When a runner is called out for running the bases in reverse order.  <i>Fielding stats: Credit the putout to the fielder covering the base the runner left in starting the reverse run.</i>	RRO# Black	
<i>Runner hit by Batted Ball</i>	7.08 (f)	Study rule stated.  <i>Fielding stats: Credit the putout to the fielder nearest to the offence.</i>	HBB# Black	
<i>Hit by Infield Fly Ball</i>	7.08 (f)  7.08 (f) Exception 1	If a runner is touched by an infield fly when not in contact with the base, both runner and batter are out.  <i>Fielding stats: Credit the putout to the fielder that would have caught the ball.</i>	HBB# Black	
<i>Double / Triple Plays</i>	2.Play/Triple Play 10.11	Study both rules.		
<i>Reverse Double Plays</i>	2.Double Play (b)	Study rule stated.  <i>Fielding stats: Putouts and Assist to fielders involved.</i>	# - # # - # Black  DP & Line Orange	
<i>Ground into Double Plays</i>		Ground into double play is when the batter provokes a double / triple play (or would have if not for a receivers error on the secondary play) when he hits a <b>ground ball</b> to the infield with one or more runners on base who are forced to advance. GDP is written in the 1st section of the batters square with the assist and putout. Please note the GDP only applies to hitting a ground ball into a force situation and not 2 outs resulting from plays such as a caught ball or strikeouts.  Examples of a GDP: Runner on 1st base (BB) when batter grounds a ball to 2nd baseman who tags his base and throws the batter out at 1st.  <i>Fielding stats: Putouts to 3 &amp; 4 and assist to 4.</i>	UA4 runner Black GDP4-3 Batter	GDP
<i>Run Down Plays</i>		In run-down plays where the runner is caught between bases and the ball is thrown back and forth between members of the defensive team you must give an assist to all players who handle the ball irrespective of the final outcome of the play. However if the runner finishes back where he started (provided there has been errorless play) do not record the play sequence at all. Only one assist and no more shall be credited to each fielder who throws or deflect the ball in a run-down play which results in a putout, or would have resulted in a putout, except for a subsequent error.		
<i>Deflections</i>	10.10 (a) (1)  10.10 (a) (1) Comment	Mere ineffective contact with the ball shall not be considered an assist. "Deflect" shall mean slow down or change the direction of the ball and thereby effectively assist in putting out a batter or runner.  <i>Fielding stats: Rule 10.10 (a) (1) &amp; (2).</i>		
<b>ERRORS</b>				
<i>Definition Error</i>	10.12	It is recommended that you dedicate some time to studying Rule 10.12 in its entirety.		
<i>Decisive Error</i>	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 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.  <i>Fielding stats: 1 error to the fielder who committed the throwing or catching error.</i>		
<i>Deliberating on Errors</i>		Take care when making decisions on errors to remember that the fielder is only required to demonstrate <b>Ordinary Effort</b> . 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 runners 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. Do not judge a play unfairly by awarding an error just because the field 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.
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SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
Extra Base Errors	10.12 (a) (6)	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 lower case 'e' or 'wt' followed by the fielders number. If in committing an error, a fielder is responsible for another runners advance care should be taken to record the advance. The main play is shown as a convention 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.  <i>Fielding stats: 1 error to the fielder who is responsible for the runner/s advance.</i>		
Dropped Fly Ball	10.12 (2) (1) & (2)	Study rule stated.  <i>Fielding stats: Error to fielder who dropped the foul fly. (Batter should be out).</i>  <b>Do you apply an error if an outfielder allows an easy catch in foul territory drop safe with a runner on 3rd base with less than 2 out? State the rule reference.</b>	F# In tram line  Red	
Error Exceptions	10.12 (d)	Study rule stated.  <b>Please review this rule in its entirety.</b>		
Obstruction	2.Obstruction  10.12 (8) (c) & Comment	Definition: Obstruction is the act of a fielder who while not in possession of the ball and not in the act of fielding the ball impedes the progress of any runner.  Study rule stated.  An example of obstruction would be if the 1st baseman blocked the runners attempt to advance to 2nd base whilst the ball had been hit to shortstop.		
Battery Errors	2.Battery 10.13	Definition. Study entire rule stated. Should more than one runner advance because of the wild pitch or pass 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. 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.		
<b>THE OFFENCE</b>				
Safe Hits	10.05	Please study this rule in its entirety.	- # Green	PA+AB+H+1, 2,3 OR HR
Value of Hits	10.06	Score a 1, 2, 3 base hit or home run to the batter when no putout 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.	FC# Black	
Batted Ball Hits Runner or Umpire	10.05 (a) (5)  7.08 (f)  6.08 (d)	Study rule stated.  Study rule stated.  Reference rule.	- # Green  HBB# black  For runner black	PA+AB+H+1
Value of Game Winning Run Hit	10.06 (f) 10.06 (g) 4.11 (c) 4.11 (c) Exception 1	Study rule stated. Study rule stated. Rule Reference.		
Fielders Choice	2.Fielders Choice 10.12 (f) (2) 10.05 (b)	Definition: Study this rule in its entirety.  <b>Please review this rule in its entirety</b> (do not credit a base hit).	FC# Black	PA+AB
Base on Balls	2.Base on Balls 10.14	Definition. <b>Please read this rule in its entirety.</b>  <i>Pitching stats: Award one Base on Balls.</i>  <i>(When scoring Base on Balls, number the BB's for each pitcher eg: BB1, BB2 and start fresh for each pitcher).</i>	BB Blue	PA+AB
Intentional Base on Balls	10.14 (b)	Record an intentional base on balls on the batter by writing 'IBB' in the 1st base section of the batters square.  <i>Pitching stats: Award one Base on Balls</i>	IBB Blue	PA+BB
Hit by Pitched Ball	5.09 (a)  6.08 (b)	A batter will be awarded 1st base when he or his clothing is touched by a pitch outside the strike zone. (if the ball hits the batter in the act of swinging, it becomes a strike.  <i>Pitchers stats: Award one Hit by Pitched Ball.</i>	HPB Blue	PA+HPB
<b>SACRIFICE SITUATIONS</b>				
Sacrifice Bunts	10.08 (a) (b)	Score a sacrifice bunt when before 2 are out. A sacrifice bunt can be applied on a fielders choice, error or putout and is indicated by recording a blue 'S' through the batters square and the relevant symbol for the play e.g.: FC#, E#, WT#, # - # in the 1st base section of the square.	S Blue FC#, E# # - #	PA+SAB
Sacrifice Fly Balls	10.08 (d) (1) (2) 10.08 (d) (2) Comment	Score a sacrifice fly when before 2 are out A sacrifice fly is awarded even if another runner is forced out by reason of the batter coming home.	S Blue F#	PA+SAF+RBI
Dropped Sacrifice Fly Balls	10.08 (d) (2)	Study rules stated.  <i>Fielder's stats: Record applicable assist, putout &amp; errors for all sacrifice plays.</i>	S Blue MF# Red	PA+SAF +RBI
Fouls Sacrifice Fly		Score the same as a caught sacrifice fly ball. If the ball is carried out of play 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.	S Blue F#	PA+SAF+RBI

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
<b>ADVANCING BASES</b>		<b>Take care to record the advance of runners to each base accurately,</b> using either the batters number who was responsible for advancing the runner due to a hit, fielders choice, BB, Error (if less than 2 out) etc. which enabled the batter to reach 1st base or alternatively the symbol for the play which enabled the runner to advance (if not due to the batters action) e.g. WP, PB, Sb#, FC, error, still remembering to circle the error, wp or pb if it is the secondary advance (subsequent advance to the initial / main action / advance).		
<i>Balk</i>	2.Balk	Definition....Note also that the Umpire will advance any runners one base on a balk called on the pitcher, however, if there are no runners on base then 1 ball is added to the batters count.	BLK Blue	
<i>On Wild Pitch</i>	2.Wild Pitch 10.21 (f)	Definition. Remember that when the catcher recovers the ball after a wild pitch or pass ball on the 3 <sup>rd</sup> strike, and throws out the batter-runner at 1 <sup>st</sup> base, or tags out the batter-runner, but another runner or runners advance, score the strike out, the putout and assists, if any, and credit the advance of the other runner or runners as having been made on the play as a fielders choice.  <i>Pitchers stats: Award one Wild Pitch (number the WP's for each pitcher e.g.: WP1, WP2).</i>	WP# Blue	
<i>On Passed Ball</i>	10.13 (b)	Study rule in its entirety.  <i>Catcher's stats: Award one pass ball.</i>	PB# Red	
<i>Stolen Bases</i>	10.07	Study whole rule.  <i>Catcher's stats: award one stolen base for each stolen base.</i>	Sb# (batter in batters box) Black	1SB
<i>Double Steals</i>		If when a double or triple steal is attempted and all runners reach their base safely they are all awarded a stolen base which is recorded by entering a 'DS' or 'TS' on the base that the lead runner has reached safely and the same symbol for the other runners but circled to denote it was on the same pitch.  <i>Catcher's stats: Award one stolen base for each stolen base.</i>	Dsb# Black Tsb# Black (circle secondary advances)	1 SB for each runner
<i>Fielders Choice when Stealing</i>	10.07 (g)	A fielder's choice is applied when a runner's advance when attempting a steal is due solely to the defensive teams choice not to attempt to stop the advance (most commonly occurring when the runner on 1st base steals to 2nd base when 3rd base is occupied by another runner).	FC# Black	
<i>Over-Sliding or Over Running a Base</i>	10.07 (e)	A stolen base is not applied if a runner is tagged out after over-sliding a base while attempting a steal as they have not made legal contact with the base, however should a runner be tagged out after over-running a base (made legal contact) then a steal is awarded as well as the out.		
<i>Caught Stealing / Pick offs</i>	10.07 (h)	Study rule stated. 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 towards the next base. <b>It is important to remember to apply a caught stealing even when the runner is not put out stealing due to an error.</b> <b>A Pickoff</b> is when the runners' first move is to go back to his base when the pitcher throws the ball and gets the runner out (no caught stealing is applied).  <i>Catchers stats: Award one caught steal.</i>	# - #  CS # - #	1 PO in pitchers stats  1CS
<b>RUNS BATTED IN</b>				
<i>Runs Batted in Situations</i>	10.04	<b>Please review this rule in its entirety.</b>		RBI
<i>Pitch Count Symbols</i>		<ul style="list-style-type: none"> <li>Ball; C Called Strike; S Swung at Strike; F Foul Ball</li> </ul> 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. The pitch count for the substituted pitcher is totaled at the bottom of the innings column, taking care to leave room to enter the relieving pitchers pitch tally at the conclusion of the innings.		
<i>Substitutions (mid batter)</i>	10.16 (h) (1, 2, 3) & (i)	When a 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. Rule 10.08 (h) (1, 2, 3) & (i) explains how to allocate actions to the correct pitchers when pitchers are substituted mid batter. The pitch count for the substituted pitcher is totaled at the bottom of the innings column, taking care to leave room to enter the relieving pitchers pitch tally at the conclusion of the innings.		
<b>EARNED / UNEARNED RUNS</b>				
<i>Earned Runs and Runs Allowed</i>	10.16	Rule 10.16 needs to be studied thoroughly. An earned run shall be charged every time a runner reaches home base by the aid of safe hits, sacrifice bunts, a sacrifice fly, stolen bases, putouts, fielders choices base on balls, hit batters, balks or wild pitches (including a wild pitch on third strike which permits a batter to reach first base) before fielding chances have been offered to put out the offensive team. For the purpose of this rule, a defensive interference penalty shall be construed as a fielding chance.	Colour diamond Green	
<i>Unearned Runs</i>	10.16 (b) (c) (d)	Study rules stated.	Colour diamond Red	
<i>Change of Pitcher Situations (Substitutions Mid Batter)</i>	10.16 (g)  10.16 (i)	Study rule stated.  <b>Complete the following rule:</b> When pitchers are changed during an inning, the relief pitcher shall not have		
<i>Team Unearned Runs</i>	10.16 (i) comment	<i>Read COMMENT and work through the examples.</i>		

SECTION/TOPIC	RULE	EXPLANATION	SYMBOL	BAT STATS
<b>WIN / LOSS / SAVES</b>				
<i>Winner / Loser</i>	10.17	At the conclusion of the game the scorers determine the 'Winning' and 'Losing' pitchers based on the criteria explained in rule 10.19. <b>Review thoroughly.</b>		
<i>Save</i>	10.19	A 'Save' is also determined by the scorers, applying the criteria detailed in Rules 10.20, however, a save in bot always applicable. <b>Review rule thoroughly.</b>		
<b>STATISTICS</b>				
<i>Recording &amp; Balancing Pitching Statistics</i>		Your facilitator will work through the methods for recording, crosschecking and balancing these statistics.		
<i>Recording &amp; Balancing Batting Statistics</i>				
<i>Recording &amp; Balancing Fielding Statistics</i>				
<i>Transferring Fielding Statistics</i>		The section at the top of each innings column is used to record the fielding numbers of each assist, putout and error during the innings. These numbers are then transferred t the oppositions score sheet, placing a dot or stroke in the appropriate section of the fielding statistics column for each fielder.		
<i>End of Innings Statistics</i>		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. Following a change of pitcher the tally for the pitch count and BFP starts back at zero.		
<i>Determining Percentage Records</i>	10.21	The formula is listed in this rule for calculating percentage records for batting, slugging, fielding, pitchers earned run average, on base percentage, wins for and against. These averages can be calculated manually, however, <b>there is an Excel program to do your statistics, available from WABSSA to assist with the provision of game statistics.</b>		
<i>Suspended / Protested Games</i>	10.01 (a) (3)	Study Rule. This information should be entered at the bottom of your score sheet.		
<i>Forfeited Games</i>	2.Forfeit	Definition.		
<i>Innings Participated</i>		The recording of the number of defensive outs per player is normally only a requirement at National Youth Championships.		
<i>Youth Pitch Counts</i>		National games: As per National Youth Championship playing rules.		
<i>Junior Pitch Counts (BWA)</i>		<b>Refer to BWA Regulations.</b>		