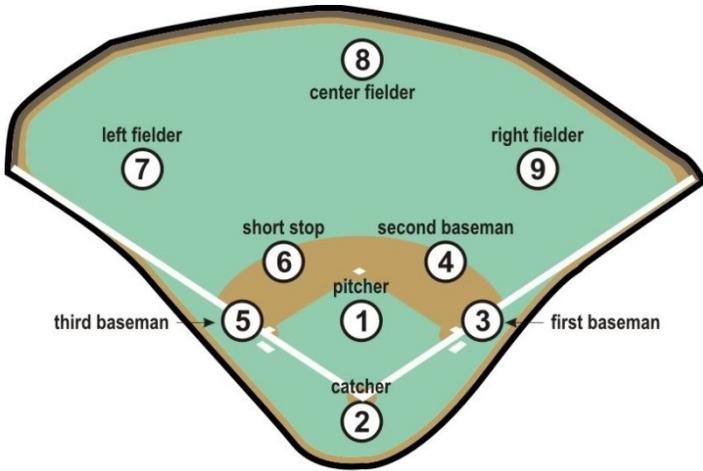


# Baseball Scoring Cheat Sheet



## REACHED BASE

1B	Single
2B	Double
3B	Triple
HR	Home Run
BB	Base on Balls(Walk)
HP	Hit by Pitch
E	Error
FC	Fielder's Choice
INT	Interference

## OUTS

K	Strikeout Swinging
⋈	Strike out Looking
F	Fly Out
L	Line Out
G	Ground Out
FO	Force Out
PO	Picked Off
CS	Caught Stealing
DP	Double Play
TP	Triple Play
U	Unassisted Put Out
SAC	Sacrifice

## OTHER

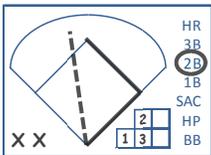
SB	Stolen Base
BA	Advanced by Batter
BK	Balk
PB	Passed Ball
WP	Wild Pitch
ER	Earned Runs
R	Runs
H	Hits
IP	Innings Pitched
AB	At-Bat
RBI	Runs Batted In
LOB	Left On Base

## PROVE A SCORECARD

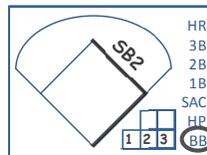
$$R+LOB+Opponent PO = AB+BB+SAC+HP+INT$$

## STATISTICS

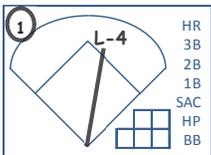
BA (batting average)	H/AB
OBP (on base %)	(H+BB+HP)/(AB+BB+HP+SAC)
SLG (slugging %)	[(H-2B-EB-HR)+2(2B)+3(3B)+4(HR)]/AB
ERA (earned run average)	9*ER/IP
WHIP	(BB+H)/IP
FA (fielding average)	(PO+A)/(PO+A+E)



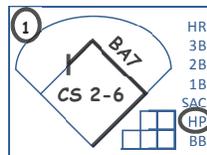
- 1<sup>st</sup> pitch is a ball, 2<sup>nd</sup> pitch is a fouled off, 3<sup>rd</sup> pitch is a ball.
- 4<sup>th</sup> pitch - Batter hits a grounder (straight dashed line) between shortstop and 2<sup>nd</sup> base for a double.
- Batter gets 2 RBIs indicated by X's in the bottom left corner



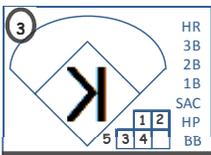
- Runner is walked to 1<sup>st</sup>
- During the 2<sup>nd</sup> batter's at-bat, the runner steals 2<sup>nd</sup> base, indicated by "SB2" along the line between 1<sup>st</sup> and 2<sup>nd</sup>



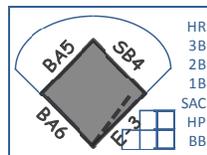
- 1<sup>st</sup> pitch - batter lines (indicated by solid, straight line)out to second baseman (L-4)
- Batter is the 1<sup>st</sup> out of the inning



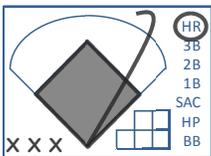
- Runner is hit by the 1<sup>st</sup> pitch.
- Runner advances to 2<sup>nd</sup> by a hit by the 7<sup>th</sup> batter, indicated by "BA7" along the line between 1<sup>st</sup> and 2<sup>nd</sup>.
- Next batter's at-bat, runner is caught stealing with a throw from catcher to short stop, indicated by CS 2-6, for the 1<sup>st</sup> out



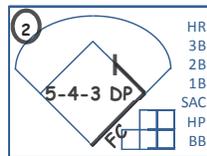
- 1<sup>st</sup> and 2<sup>nd</sup> pitches are strikes
- 3<sup>rd</sup> and 4<sup>th</sup> pitches are balls
- 5<sup>th</sup> pitch is fouled off
- 6<sup>th</sup> pitch is a strike looking
- Batter is the 3<sup>rd</sup> out in the inning (solid line arrow at the bottom indicates end of inning)



- Runner hits a grounder and advances to 1<sup>st</sup> on 1<sup>st</sup> baseman's error (E-3 is error by position #3)
- Batter steals 2<sup>nd</sup> during 4<sup>th</sup> batter's at bat
- Batter advances to 3<sup>rd</sup> on a hit by 5<sup>th</sup> batter
- Batter advances to home on a hit by 6<sup>th</sup> batter
- Box is filled in when runner makes it home



- 1<sup>st</sup> pitch - Batter hits a fly ball to right field for a 3-run home run, earning 3 RBIs
- Box is filled in when runner makes it home to indicate a run scored



- Runner obtains 1<sup>st</sup> by fielder's choice to get an easier out.
- Runner is out at 2<sup>nd</sup> in a double play. Ball is fielded by the 3<sup>rd</sup> baseman who throws to the 2<sup>nd</sup> baseman, who steps on 2<sup>nd</sup> to get the runner out then throws to the 1<sup>st</sup> baseman to get the batter out. The runner is the 2<sup>nd</sup> out of the inning.

**AT BAT:** A batter has an at-bat during any plate appearance except when:

- He hits a sacrifice bunt or sacrifice fly
- He walks
- He is hit by a pitch
- He is awarded first base because of interference or obstruction

**INNINGS PITCHED:** Count each putout as  $\frac{1}{3}$  of an inning. (ie. A starting pitcher is replaced with two outs in the 3<sup>rd</sup> inning, IP =  $2\frac{2}{3}$  innings.)

**RBI:** Credit the batter with a run batted in for every run that scores because of:

- A hit
- Sacrifice bunt or fly
- Infield out or fielder's choice
- A base on balls or being hit by a pitch with the bases loaded.

**BASE HIT:** A base hit is scored in the following cases:

- A batter reaches first or any other 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 in fair territory.
- When, in the scorer's judgment, the batter would have reached base regardless of the fielder's normal effort. Always give the batter the benefit of the doubt. Always score a hit when exceptionally good fielding of a ball fails to result in a putout.
- A base hit shall not be scored when a runner is forced out by a batted ball, or would have been forced out except for a fielding error.

**VALUE OF BASE HIT:** With one or more runners on base, if the batter advances more than one base on a safe hit and the defensive team makes an attempt to put out a preceding runner, the scorer determines if the batter made a legitimate extra base hit, or whether he advanced beyond first base on the fielder's choice. If the batter is tagged out attempting to advance an additional base, he is credited with the last base he touched.

**SACRIFICE:**

- Score a sacrifice bunt when, before two are out, the batter advances one or more runners with a bunt and is put out at first base, or would have been put out except for a fielding error.
- Score a sacrifice fly when, before two are out, the batter hits a fly ball to the outfield which is caught, and a runner scores after the catch.

**PUTOUT:** A putout is credited to each fielder who:

- Catches a fly ball or a line drive, whether fair or foul;
- Catches a thrown ball which puts out a batter or runner
- Tags a runner when the runner is off a base.
- Automatic putouts shall be credited to the catcher on strikeouts

**ERROR:** Each misplay that prolongs the time at bat of a batter, prolongs the life of a runner, or permits a runner to advance one or more bases.

- Slow handling of the ball, which does not involve mechanical misplay, is NOT an error.
- Mental mistakes of misjudgments are NOT errors
- Charge only one error on a wild throw, regardless of the number of bases advanced by one or more runners.
- If the misplay does not change the result of the play in the scorer's opinion, do not charge an error.
- No error is charged against the catcher who makes a wild throw attempting to prevent a stolen base, unless the wild throw allows the stealing runner to advance one or more extra bases.

**WILD PITCH/PASSED BALL:** Charged only when runners advance. A wild pitch is when the pitcher throws a pitch that can't be handled reasonably by the catcher. A passed ball is when the catcher fails to handle a pitched ball that should have been handled with ordinary effort.

**EARNED RUN:** Runs for which the pitcher is accountable. To determine earned runs, reconstruct the inning without errors. The benefit of the doubt should always be given to the pitcher in determining which bases would have been reached by errorless play. An earned run is charged every time a runner reaches home base without aid of an error. Pitcher errors are treated exactly the same. When a pitcher puts runners on base and is subsequently relieved, he is charged with all runs scored by those runners.

**WINNING AND LOSING PITCHER:** The starting pitcher is credited with a win only if he pitches a complete inning (\*) and his team has the lead for the remainder of the game. When the starting pitcher cannot be credited with the win, and more than one relief pitcher is used, the win is awarded as follows:

- When, while the starting pitcher is still in the game, the winning team assumes the lead and maintains it to the finish of the game, the win goes to the pitcher judged by the scorer to have been the most effective.
- Any time the score is tied, the game becomes a new contest with respect to winning and losing pitcher.
- Once the opposing team assumes the lead all pitchers who have pitched up to that point may not be credited with the win, except the current pitcher, who may get the win if his team gains the lead and holds it.
- Regardless of how many innings the first pitcher has pitched, he is charged with the loss if he is replaced when his team is behind in the score, or falls behind because of runs charged to him, and his team does not take the lead for the rest of the game.

**SAVE:** Only one save may be credited per game. Credit a pitcher with a save if he meets all three conditions:

1. He is the finishing pitcher in a game won by his club
2. He is not the winning pitcher
3. He qualifies under ONE of the following conditions:
  - He enters the game with a lead of no more than three runs and pitches at least one inning
  - He enters the game with the potential tying run on base, at bat, or on deck
  - He pitches effectively for at least two (\*) innings

(\*) This applies to Babe Ruth/Cal Ripken baseball where games are shorter. In the MLB a pitcher must pitch 5 innings to earn a win as starter, three innings to earn a save.