

SCORING SOFTBALL LEVEL THREE

COMPLETE SCORING FOR SENIOR CLUB
AND AFFILIATE SCORERS

National Scoring Committee
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Scoring Softball Level Three

Complete Scoring for Senior Club and Affiliate Scorers

This manual accompanies the Level Three Scorers Course, which is designed to be conducted over two full day sessions (or one weekend session).

Upon successful completion of the course, Level 3 Softball Scorers will be able to:

- Demonstrate knowledge of all of the extension columns of the scoresheet.
- Use appropriate colours to record plays and assist in the reading of the scorebook and the preparation of statistical summaries.
- Provide additional information through the recording of earned and unearned runs.
- Demonstrate broader knowledge of fielder's choice and sacrifice plays.
- Demonstrate broader knowledge of rules in relation to the Designated Player and illegal substitutions.
- Correctly record the offensive, defensive and pitching extensions.
- Correctly calculate averages using the batting, fielding and pitching extensions.
- Correctly transfer, the offensive, defensive and pitching extensions to the statistical calculation scoresheets.

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Conventions

The following conventions are used throughout this manual:

- Various softball terms are shown in bold; for example, **strikeout**, **wild pitch**, **fielder's choice**.
- Scoring symbols also appear in bold, and possibly an appropriate colour; for example, **6–3**, **PO3**, **K2**, **MF8**.
- When used with a scoring symbol, an asterisk indicates the inclusion of a fielder's position number (**F***, **E***).
- A subscripted B indicates the inclusion of a batting position number (**WP_B**).
- Any references to the male or female gender are taken to apply to either gender.

1 Duties of a Senior Club, District or Affiliate Scorer

- 1) Is appointed by the governing body (club, district or affiliate) of that team.
- 2) The team scorer is concerned only with the requirements of their own particular team, but must score the play of both teams.
- 3) Should be familiar with official rules of softball and umpiring signals (**strikes, balls and outs**).
- 4) Should be aware of local ground rules; for example, who picks up match cards and who returns them.
- 5) Before the scheduled starting time (approximately 30 minutes), write up the team as provided by the coach on the bench list and in the scorebook.
- 6) Exchange bench lists with the opposition team scorer and provide a copy to the Chief Umpire (and Official Scorer, if appointed).
- 7) When requested during the game, provide information to the team coach and/or umpire; "What is the count?", "How many out?", "Where did this batter hit last time?".
- 8) Advise the team coach of any irregularities which may benefit your team and will assist in achieving an out, saving or gaining a base or scoring a run, (e.g. batting out of order). Do so in a manner that enables your team to receive an advantage before the opposition detects such action.
- 9) You are a part of the team and governed by the official rules of softball; e.g. no smoking and fully enclosed shoes must be worn. You are also governed by the appropriate Child Protection Legislation relevant to each state.
- 10) At the conclusion of the game, ensure you have the correct result and it is recorded on the match card. This should be signed by the umpire(s) if required.
- 11) The team scorebook is not normally made available to any person but the team coach. You should check the wishes of the coach in this regard and abide by his/her decision.
- 12) The team scorer is on the bench with the team and cannot leave during the game unless permission is obtained from the plate umpire.
- 13) If a game is **suspended** by rain etc., record the time and the game situation (that is, the count on the batter, who is on bases, number of outs, etc.). **Time** means in this case, the amount of time the game has been in progress, not the actual time on your watch.
- 14) Should be able to prepare batting, fielding and pitching extensions.
- 15) Should be able to prepare batting, fielding and pitching averages.

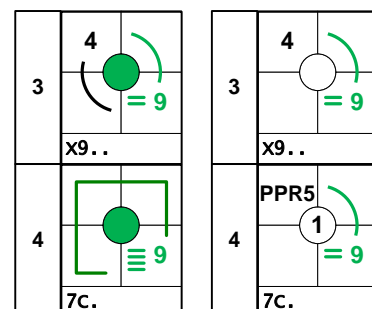
2 Additional Symbols

This section contains additional out situations and other symbols following on from those already covered in the Level One and Two Scoring Courses.

2.1 Passing a preceding runner

This occurs when a trailing runner passes a preceding runner. The trailing runner is called out, shown using the symbol **PPR**, with the out credited to the fielder closest to the point where the runner was passed. In the example, there is a runner at second base. The next batter hits what appears to be a home run. The runner from second falls while rounding third base

Figure 2—1
Passing a
preceding
runner.

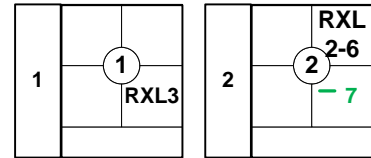


and stays there, possibly injured, while the batter-runner proceeds to go home. Without the out, and the requirement of the fallen runner to go home, the play would appear as in the left hand diagram. But in actual fact it should be scored as at the right, with the batter-runner credited with a double and shown given out at third base.

2.2 Running outside the line

A base runner may not run around a fielder who is attempting to lay a tag. If the runner moves more than three feet (0.91 metres) either side of their natural base path, then they should be given out. This is recorded with the symbol **RXL**, with the out credited to the fielder who was attempting to tag the runner. Two typical examples are shown.

Figure 2—2
Running outside the line
to avoid a tag.



- 1) The ball is hit softly to the first baseman and the batter-runner runs wide to avoid the tag — scored as **RXL3**.
- 2) A runner on first attempts to steal second base and the catcher throws to the shortstop. The runner runs too wide and is given out. The shortstop is credited with the out and the catcher an assist, **RXL2-6**.

2.3 Left field of play

According to the official playing rules ([RULE 8 SEC 2D](#)) a batter-runner failing to advance directly to first base, and instead entering the team area, can be called out. This should be the case

- 1) after a fair ball is hit,
- 2) after a base on balls is issued, or
- 3) any time that the batter may legally advance to first base (such as on a dropped third strike).

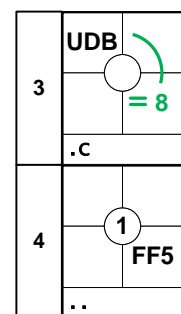
Indicate this using the symbol **LFP***, with the out credited to the closest fielder (for example, **LFP2**).

2.4 Carrying the ball dead

An **unintentional dead ball** occurs when a fielder, having caught a fly ball, unintentionally carries it across the dead ball line. The ball will be declared dead and any base runners will awarded one base. Show this advance using **UDB**, as in Figure 2—3.

If, in the opinion of the umpire, the fielder **intentionally** carries the ball across the dead ball line following a catch, any base runners will be awarded two bases. Show this advance as **IDB** with an arc drawn in **red**.

Figure 2—3
Recording an
unintentional
dead ball.



3 Runs

One run is scored each time a runner legally touches the bases and home plate before the third out of an inning.

3.1 Runs not scoring on the third out

A run will not score if the third out of an inning is

- a batter-runner or other runner being forced out (including on an appeal play);
- the batter-runner is put out before legally touching first base;

- the runner leaves a base before a pitch is released;
- a preceding runner being declared out if the last out of an inning is a putout at first base on the batter-runner.

A run can score if the third out of an innings is not a force out, and the run scores before the unforced third out occurs.

3.2 Runs batted in

Runs batted in (RBIs) are recorded when the runner scores as a result of

- 1) A safe hit (**-***, **=***, etc.). In Figure 3—1, Batter 3 is awarded an RBI for batting in Batter 1.
- 2) A sacrifice fly or sacrifice bunt (**S**), including a fly ball caught in foul territory, **FF***. In the example, Batter 4 receives an RBI for the sacrifice fly which scores Batter 2.
- 3) An infield put out (***-***) or a fielder's choice (**FC***).
- 4) A runner forced home as a result of the batter being awarded first base on a base on balls (**BB**, **IBB**) or hit by the pitched ball (**HPB**).
- 5) A runner forced home because of obstruction (**OBS***).
- 6) A home run and all runs scored as a result, including the batter's own run.
- 7) An error (**WT***, **E***, **MF***) committed with less than two out, if in your opinion the run would have scored regardless of the error.

Figure 3—1
Examples of RBIs.

1	MF9	3	= 7
		.2	
2	3	4	MF9
		9	
3	5	6	= 7
4	§	1	F9
		9	
5			- 8

Advances not deemed to be runs batted in include

- 1) A runner scoring from first or second base on an error (**WT***, **E***, **MF***).
- 2) Extra bases gained, and runs scoring, because of an error.
- 3) An error, if in your judgement the run would not have scored.
- 4) A run scoring on a wild pitch or passed ball (other than the **KWP** case mentioned above).
- 5) A run scoring when the runner steals home, or reaches home plate on an allowed steal.

Not an RBI

2	E8	= 7
	E8	- 8

Figure 3—2
No RBI for run scored on extra base gained on an error.

3.3 Earned runs

An **earned run** is a run for which the pitcher is held accountable.

Safe hits, putouts, stolen bases, sacrifices, wild pitches or walks given up by the pitcher which allow, or would have allowed, the runs to cross in errorless play before the third out could have been made, result in an earned run.

In determining earned runs, the inning is reconstructed without errors, to establish the point at which three outs should have been made. The benefit of any doubt is always given to the pitcher in determining which bases would have been made with errorless play.

No run shall be earned when the runner's advance is aided by an error if the scorer judges the run would not have scored without that error. The error that allows extra bases does not necessarily become an unearned run.

Earned runs are shown by colouring the run circle in **green**, as shown in the two examples in Figure 3—3.

- 1) In the first inning, Batter 1 reaches base with a walk, is advanced by a wild pitch, and then scores on Batter 2's safe hit. No errors have been committed so this is an earned run.
- 2) In the third inning, Batter 1 hits safely, but advances to second base on the right fielder's error. Batter 2's putout then advances Batter 1 to third base, though without the error, they would likely only be at second. Batter 1 is scored by Batter 3's double. Without the error, it would be expected that the double would still have scored Batter 1 (from second base), so this is an earned run.

Figure 3—3
Earned run
examples.

B A T	1	3
1		
	.C..	
2		
	.X2	xC
3		
	6-3	..

When pitchers are changed during an innings, all runs subsequently scored by runners on base at the time of the change are charged to the pitcher who has been replaced.

When a pitching change is made part way through an at-bat, and the first pitcher has pitched half or more of the pitches, and the batter subsequently scores, the first pitcher is charged with the run.

3.4 Unearned runs

Unearned runs are any runs scored

- after the fielding side has had an opportunity to make three outs;
- by a runner who reached base on an error, when they should have been put out;
- by a runner who has advanced a base on an error or passed ball when in the scorer's judgment, they would not otherwise have scored before the third out;
- by a tie-break runner even if no errors were committed.

Unearned runs are shown by colouring the run circle in **red**.

The element of timing may determine if a run is earned or unearned. For example, with two out, Batter A reaches first base on a safe hit. Batter B hits a double, and A rounds third base heading for home. B then attempts to reach third, and in doing so the base player drops the ball while attempting to make a tag for what should have been an easy out. If the lead runner (A) crossed home before the error, the run is earned. If that runner crossed after the error — that is, after the third out should have been made with errorless play — the run would be unearned.

Note that had there been none or one out, and B subsequently scored on a safe hit from batter C, the run scored by B would not be an earned run, because B's advance to third base would not have occurred without the error.

It is often necessary to wait until subsequent batters have completed their turn to determine if a run is earned or unearned. In Figure 3—4, with one out, a runner at second base advances to score when on the next batter, the second baseman throws the ball wild over the head of the first baseman. Without the error, the runner would have only been able to advance to third base.

- 1) If the next batter hits safely, the run is earned, as there would have been only two out and the runner at third base would have scored without the assistance of the error. (Note that Batter 3's run is unearned, having reached first base on an error.)
- 2) If the next batter is out, however, the run is unearned, as this should have been the third out.

Figure 3—4
Unearned run
examples.

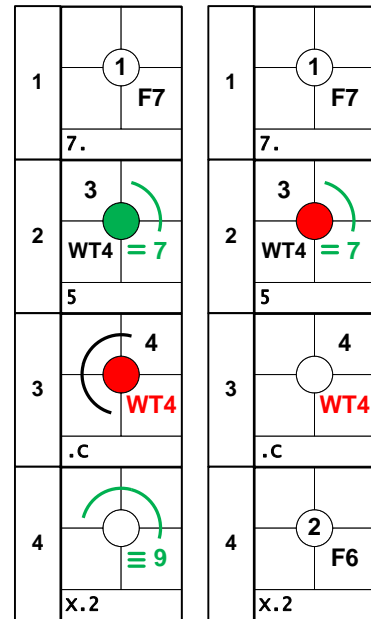
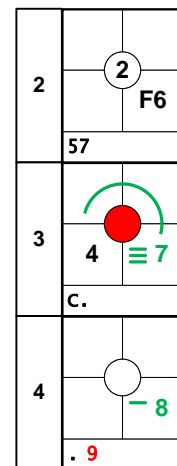


Figure 3—5 shows an example of a muffed foul fly leading to an unearned run. With two out and a runner at third, a foul fly is muffed by the right fielder. The foul is recorded as a red 9 in the balls and strikes. On the next pitch, the batter hits safely to score the run. Although no error is shown for the advance of the runners, the run is unearned, as it was scored after the third out should have been made on the foul fly.

Errors committed while making an out — for example **MF4** — need to be distinguished from those which allow runners to advance, even though they would not have been put out — for example, **E7** allowing the batter-runner to advance to second base after a single to left field. This latter type of error is discussed in the next section.

Figure 3—5
Unearned run
following a
muffed foul fly.



3.5 Errors allowing runners to advance

In determining earned runs, errors which allow runners to advance, as distinct from errors which fail to achieve a putout, must be taken into account carefully. Some errors which would not have resulted in an out, but may be the difference between earned and unearned runs, are:

- 1) a safe hit to the outfield which is then fumbled and allows the runner to advance beyond the base they would have made on the hit alone;
- 2) a careless return to the pitcher with runners on base, which allows runner/s to advance;
- 3) a throw to a base not covered by a fielder in position to receive the throw. This may be a wild throw, or the error may go against the fielder who should have covered. For example, shortstop relays the throw to third to prevent a runner from advancing from second base. The third baseman is expected to be prepared for this situation and if they fail to cover the base this would typically be their error;
- 4) catcher's obstruction (**OBS2**) —if the catcher causes an obstruction and the batter is awarded first base, then it is an error against the catcher, which is recorded as **OBS2**. However, if obstruction is called, and the batter still hits safely and no runners are put out before advancing

- one base safely, then a safe hit is recorded and the obstruction call is cancelled. **OBS2** is not counted as a time at bat;
- 5) fielder's obstruction (**OBS***), which occurs when a fielder affects a base runner's advance around the diamond;
 - 6) a passed ball (**PB**) which allows a runner to advance. This is not charged as an error to the catcher, but must be taken into account when determining earned or unearned runs;
 - 7) a passed ball on ball four which allows the batter to advance beyond the first base awarded on the walk;
 - 8) a wild throw by the catcher, or an error by the fielder, on a runner stealing which allows the runner to advance an extra base other than that which they were attempting;
 - 9) a wild throw by the catcher, or an error by the fielder, on an attempted pick-off which allows a runner to advance.

Errors are not recorded for

- 1) a bad throw or ball dropped by a fielder, which does not result in a base advance, perhaps because another player backed up the play successfully;
- 2) a wild throw to second base or third base by the catcher on a runner attempting to steal which does not result in any additional bases being gained.

4 Fielder's Choice

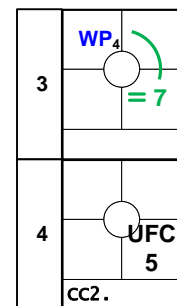
This section covers additional fielder's choice situations following on from the discussion in the Level Two Scoring Course.

4.1 Unattached fielder's choice

There are occasions where the correct play by a fielder is in fact to do nothing. That is, the fielder elects to hold onto the ball without attempting a play on the batter-runner, or on any other base runner. This is an **unattached fielder's choice**.

For example (Figure 4—1), suppose there is a runner at third base in the bottom of the last inning with the score tied, and less than two out. The ball is hit to the third baseman, who chooses not to make a play on the batter, but instead holds the potential winning run at third. In this situation, the fielder has made the correct choice. **UFC5** would be recorded on the batter. No error, sacrifice or hit is recorded on the play.

Figure 4—1
Unattached
fielder's choice.



4.2 Outfield fielder's choice

If an outfielder, in the opinion of the scorer, makes a conscious decision to not take a catch so as to enable a play to be made on another runner, this is an **outfield fielder's choice**, and will be scored as an **OFC7, 8** or **9**.

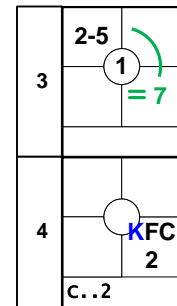
The resultant play must produce an out. If no out is made an error will be recorded. As for other types of fielder's choice, an **OFC** will extend as both a plate appearance (**PA**) and as an at-bat (**AB**). It will be included as a time on base (**OB**) provided that it does not result in the third out of the inning (refer section 4.4).

4.3 Strikeout fielder's choice

On a dropped third strike, the catcher may choose to make a play on a base runner, so allowing the batter-runner to reach first base safely. In the example (Figure 4—2), the unforced runner at second base attempts to advance on the dropped third strike and is tagged out at third. This is scored as **KFC2**. Although the batter-runner reaches first base, they should nevertheless be charged with a strikeout, and the pitcher should be credited with a strikeout.

Another example which occurs from time to time, is with two out and bases loaded, the third strike is dropped. Rather than attempting to throw to first, the catcher merely needs to step on home plate for the force out (**PO2** on the runner coming from third, and **KFC2** on the batter).

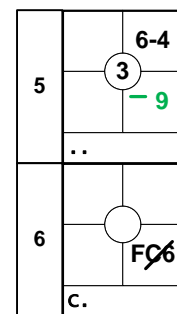
Figure 4—2
Fielder's choice
after a dropped
third strike.



4.4 Fielder's choice resulting in the third out

In section 6.1 (Batting extensions), a time **on base** is defined to include reaching base on a fielder's choice, except where the fielder's choice results in the third out of the inning. To assist in completing the batting extensions after the game, you may wish to cross out the **FC** symbol when the fielder's choice leads to the third out, as shown in Figure 4—3.

Figure 4—3
Fielder's choice
resulting in the
third out.



5 Lineup Irregularities

This section discusses **batting out of order** and **illegal substitutions**. These do not occur too often, but they happen frequently enough that scorers need to be aware of the rules relating to them. Although they are different types of infraction, batting out of order and illegal substitutions share some common features.

- Both are appeal plays. Nothing will happen unless and until the team not at fault brings the situation to the plate umpire's attention.
- What happens next depends on when the appeal is made. Specifically, is the appeal made
 - before the completion of the at-bat;
 - after the at-bat is completed and before the next pitch; or
 - after a pitch has been thrown to next batter?
- The scorer should be able to assist his coaching staff in making any appeal at the "right" time. Generally speaking, this will be after the at-bat is completed and before a pitch is thrown to the next batter.
- Because these are appeal plays, events already recorded in the scorebook may be overridden on appeal and the scorebook will need to be adjusted.

5.1 Batting out of order

Batting out of order occurs when a team fails to bat in the order shown on the official lineup. This is an appeal play that can only be made by a member of the defensive team and the umpire is not able to make a decision until an appeal is made. On a successful appeal, the player who should have batted will be given out. Record this using the symbol **BOO**, and credit the catcher with the putout.

There are a number of cases to consider, depending on exactly when the appeal is made.

- 1) *The incorrect batter is at bat* — The correct batter may take their place in the box, assuming any balls and strikes which have already been recorded. Any runs scored or bases advanced while the incorrect batter was at bat shall be legal. No-one is called out.
- 2) *The incorrect batter completes their turn at bat and before a pitch (legal or illegal) is thrown to the next batter.*

- i) The player who should have batted is called out.
- ii) Any advances or runs scored because of the incorrect batter's advance to first base are nullified. Any outs that have been made stand.
- iii) The next batter is the batter whose name follows that of the batter called out for failing to bat. If the next batter was the incorrect batter, and they were given out, go to the person after them in the lineup.

In the example, Batter 3 hits safely to left field, then Batter 5 comes to bat and hits the first pitch safely to centre, advancing Runner 3 to second base. A successful appeal is now made, so Batter 4 is given out. Runner 3 must return to first base and Batter 5 comes to bat again. Runner 3 steals second on the next pitch, and Batter 5 eventually gets a base on balls. Note that the nullified plays remain in the scorebook, but a line is drawn through them and the revised result written above.

Figure 5—1
Batting out of order.

3	
	.X
4	
5	
	..CX.

- iv) If the batter declared out under these circumstances is the third out, the correct batter in the next innings is the batter who would have come to bat had the players been put out by ordinary play.
- v) If the third out is made on a runner prior to the discovery of the infraction, an appeal may still be made in order to re-instate the correct batting order. This appeal does not result in an additional out.

- 3) *After the first pitch (legal or illegal) to the next batter.*

- i) The turn at bat of the incorrect batter is now legal.
- ii) All runs scored and bases advanced are legal.
- iii) The next batter shall be the batter who is listed in the order following the incorrect batter.
- iv) No player is called out for batting out of order or failing to bat.
- v) Batters who have not batted have lost their turn at bat until reached again in the newly-established batting.

Figure 5—2
Batting out of order not appealed in time.

3	
	.X
4	
5	
	..CX.
6	
	X.

As an example, consider the above play, but with no appeal made until after the first pitch to Batter 6. All plays stand, no-one is out, Batter 4 misses their turn at bat and Batter 6 continues to bat.

5.2 Illegal substitutions — batting

Illegal substitutions occur when lineup changes which would otherwise be legal are not announced to the plate umpire. This includes both substitutions and the re-entry of starting players who have been substituted (and may be re-entered once). The following important considerations apply to all illegal substitutions.

- An illegal substitute is considered to be in the game as soon as a pitch (legal or illegal) has been made. Likewise, the player being substituted for is considered to have left the game. For this reason, the scorer should record the substitution in the normal fashion as soon as they become aware of it. They do not need to wait for any appeal (or lack of appeal).
- On a successful appeal, the illegal substitute is declared **ineligible** and **removed** from the game. They then need to be replaced by an eligible substitute, or possibly by the re-entry of the starting player (if the starting player has not already been re-entered).
- If the team committing the infraction notifies the umpire of the substitution, no penalties will apply, no matter how long the substitute has been in the game. Penalties for the illegal substitution are only invoked if the team not at fault makes their appeal *before* such notification.

Illegal substitutions occasionally arise when a pinch hitter is not announced to the plate umpire, or when a starting player who has been substituted returns to bat without being announced. The penalties for the infraction depend on when any appeal is made.

1) *The illegal substitute is at bat.*

- i) The illegal substitute is removed from the game.
- ii) A legal replacement resumes the at-bat with the existing ball and strike count.
- iii) Any outs or advances of base runners which have occurred stand.

2) *The illegal substitute completes their turn at bat and before a pitch (legal or illegal) is thrown to the next batter.*

- i) The illegal substitute is removed from the game.
- ii) The illegal substitute is called out.
- iii) Any advance of base runners is nullified.
- iv) Any additional outs stand.

3) *After the first pitch (legal or illegal) to the next batter.*

- i) The illegal substitute is removed from the game. Note that if they happen to be on base, then they are not called out, they are simply replaced on base.
- ii) All plays stand.

P O S	LAST NAME	First Name	U N I	B A T	4	5	6
2	TITCUME	Natalie	15	4			
						.2	
3	McCREEDY	Sally	RE B5/4	16	5		
PH	WILKINS	Brooke	T5	29			
						.X..	

Figure 5—3 Recording an illegal substitution.

The above example shows an illegal substitution which is appealed after the completion of the at-bat and before the next pitch is thrown (case 2 above). WILKINS pinch hits for McCREEDY but is not announced to the plate umpire. She is recorded as a substitute in the normal manner. During the at-bat, TITCUME advances to second on a wild pitch. WILKINS records a safe hit, advancing TITCUME to third, and the appeal is then made. The following needs to be recorded:

- the safe hit is nullified and WILKINS is called out. Record the out using **IS**, and credit the putout to the catcher;
- the advance of TITCUME to third base is nullified;
- WILKINS is removed from the game and replaced. In the example, McCREEDY is re-entered since she is a starting player who has not previously been re-entered;
- the advance of TITCUME on the wild pitch stands.

5.3 Illegal substitutes — base running

If an illegal substitute is appealed when on base, they are declared ineligible, removed from the game, and replaced with a legal player. This includes the case where the illegal substitute has completed a turn at-bat, but has not been discovered before a pitch has been thrown to the next batter.

So, in Figure 5—3, with WILKINS having reached first base safely, and an appeal made *after* a pitch has been thrown to the next batter

- no out would be recorded;
- the advance of TITCUME to third base would stand;
- WILKINS would be replaced by another player on base (for example, by McCREEDY re-entering the game).

5.4 Illegal substitutes — fielding

If an illegal substitute is appealed while fielding, they are declared ineligible and removed from the game as in other cases. That is all that happens, unless they have just been involved in a play. If so,

- and the appeal is made before the next pitch (legal or illegal), the batting team has the option of accepting the result of play, or returning the batter to the box with the previous ball and strike count and any runner advances nullified;
- but after a pitch has been made to the next batter, all play stands.

6 Summaries

Following the completion of the game, the batting, fielding and pitching performance of each player are summarised by tallying and entering the corresponding **extensions**. For a team scorer, this will only be done for their own team's players. For an official scorer, this must happen for both teams.

6.1 Batting extensions

P O S	LAST NAME	First Name	RE	U N I	B A T	1	10	BATTING																	
								PA	AB	H	2	3	4	R	RBI	SAC	SF	BB	HPB	SB	SO	OB			
8	MORROW	Simone	RE B4/5	26				4	2	1	1					1		1						2	
PR	STEWART	Danielle	T3	2	1	1								1								1			
						.x.																			

Figure 6—1 Batting extensions.

The columns at the right hand side of the scoresheet are used to summarise the batting performance of each player. The example shows fifteen different columns in common use. Note that some scorebooks may have more or fewer columns, and some columns may use different abbreviations (for example, **SH** instead of **SAC**, or **IB** instead of **PA**).

Following the game, the batting extensions are completed by summing each type of information across all of the innings and recording the sum in the corresponding column. Each player has their own set of extensions, including where they occupy the same place in the batting lineup. In the example, a pinch runner is credited with a run scored and a stolen base, shown as separate extensions to those of the starting player.

In the example, columns for which there is no data (the relevant total is zero) are shown as blank. One useful practice, however, is to indicate the absence of data with a dash (—). This provides some assurance that the corresponding extension has actually been checked.

Column	Purpose
PA	completed plate appearances
AB	completed times at bat; that is, excluding BB , HPB , IBB , sacrifices and OBS2
H	total safe hits including safe bunts (in green)
2	two base hits (doubles)
3	three base hits (triples)
4	home runs
R	runs scored (the number of times the player reaches home safely)
RBI	runs batted in, including for a player's own home run(s)
SAC	sacrifice bunts
SAC FLY	sacrifice flys
BB	bases on balls, including OBS2 and IBB if there are no separate columns for these
HPB	hit by pitched balls
SB	stolen bases, not including any allowed steals
SO	number of times struck out
OB	total number of times on base, including on by error (OE) and on by fielder's choice (FC), except where the fielder's choice results in the third out of the inning

Once batting extensions have been completed for all players, each extension column can be totalled to give the batting summary for the team as a whole.

6.2 Fielding extensions

Own Team Scoresheet

FIELDING			P O S	LAST NAME	First Name	U N I
PO	A	E				
3	3	1	6	WARD	Natalie	2

Opposition Scoresheet

		A	5	6	6	6				5			
PO		3	5	3	3	2	3	6	9	8	6	3	6
E											6		
U N I	B A T	1	2	3	4								
		26	1	1		3							
		5-3		-7									
		.x.		x									

Figure 6—2 Fielding extensions

The scorebook also contains columns used to summarise each player's fielding performance during the game. These are usually situated to the left of the player names, with the batting extensions on the right.

Column	Purpose
PO	putouts, including assisted putouts (for example, both PO6 and 6-3)
A	assists, including assists where the receiver made an error (for example, 4-E3). Note that the pitcher does not receive an assist for a strikeout
E	errors, such as E6, MF6, WT5 and 4-E3

At the same time as you record outs and errors during the game, repeat the information at the top of the inning column, as shown on the **Opposition Scoresheet** in Figure 6—2 above. This is helpful in tallying the putouts, assists and errors when completing the fielding extensions after the game.

The example also shows change lines which have been added in response to defensive position changes. There is a fielding change after two out in the second inning, and a pitching change after two out in the fourth inning. These change lines assist in crediting putouts, assists and errors to the correct fielders when compiling the extensions.

Be sure to take the fielding data from the opposition's scoresheet, not from that of your own team.

Once the fielding extensions for each player have been completed, they can be totalled to give the fielding summary for the team as a whole. Where seven innings have been completed, check that the total number of putouts is 21.

6.3 Pitching extensions

PITCHER	INN	H	SO	BB	HPB	WP	RS	ER	BFP	IP	S	B	F	TTL	W/L/S
GENTLE Kelly	5	2	6	1	-	1	1	1	22	-	22	21	16	59	W
HARDING Tanya	2	-	-	1	-	-	-	-	7	-	7	11	4	22	S
Totals	7	2	6	2	-	1	1	1	29	-	29	32	20	81	

Figure 6—3 Pitching extensions.

The bottom of the scoresheet contains a set of columns which are used to summarise the performance of all the pitchers used in the game.

Column	Purpose
PITCHER	the name of the pitcher
INN	the number of innings pitched; if less than three outs in an innings use 0 for 0 outs, 0.333 for 1 out and 0.667 for 2 outs
H	safe hits recorded against the pitcher
SO	strikeouts achieved by the pitcher, including those where the batter reached first base (KFC, KWP, KE2, etc.)
BB	bases on balls given up by the pitcher
HPB	batters hit by pitched balls
IBB	intentional bases on balls; if there is no IBB column, include with BB
WP	wild pitches thrown
RS	runs scored and credited to the pitcher
ER	earned runs scored
BFP	number of batters who faced the pitcher; that is, completed plate appearances
IP	illegal pitches thrown
S	number of strikes thrown, including balls hit into play and caught foul flies
B	number of balls thrown
F	number of foul balls
TTL	total number of pitches thrown (sum of S, B and F)
W/L/S	whether a win, loss or save is credited to the pitcher

As for the fielding extensions, the data (strikeouts, hits, pitch counts, etc.) pertaining to each pitcher comes from the opposition's scoresheet. These need to be transferred to the pitching summary on the pitcher's own team scoresheet.

Do not use the opposition scoresheet to complete the pitching summaries. Use the scoresheet for the pitcher's own team.

As the game proceeds, the number of pitches thrown in each inning should be recorded beneath the inning score, as shown in Figure 6—4. After completion of the first inning, count and enter the number of strikes, balls and fouls thrown in that inning. In subsequent innings, record the pitches in each inning, as well as the cumulative total of strikes, balls and fouls. If there is a pitching change, use the additional boxes to record the pitch counts for each pitcher used.

Figure 6—4
Recording pitch counts.

0			2		
0			2		
8	4	1	10	4	3
			18	8	4
S	B	F	S	B	F

Once the game is finished, the cumulative counts of strikes, balls and fouls can be transferred to the corresponding columns in the pitching summary. In addition, recording the pitch counts inning by inning allows the scorer to provide feedback on pitch counts to the coaching staff, in the event that they are requested.

6.4 Cross checks

Once the batting, fielding and pitching extensions have been completed, use the totals to perform cross checks to ensure the integrity of the information.

- Check that PO equals the number of opposition innings times 3, or 21 for a full 7 innings game. This will be reduced (by 1, 2 or 3) if three outs were not required in the final inning.

- Check that $PA = AB + SAC + SF + BB + HPB + IBB + OBS2$.
- Check that $OB = H + BB + IBB + OBS2 + OE + FC + KWP$.
- Check that the totals of H, SO, BB, HPB, IBB, RS and BFP for the pitchers matches the corresponding batting totals from the other scoresheet (where $RS = R$, and $BFP = PA$).

7 Averages

7.1 Batting average

Each player's **batting average** is calculated by dividing the number of safe hits by the number of times at bat. Sacrifices (bunts and flies), bases on balls, hit by pitched ball and catcher obstruction are not counted as times at bat.

$$BATTING\ AVERAGE = \frac{\text{Safe Hits}}{\text{At Bats}}$$

Using Simone Morrow as an example (Figure 6—1), her batting average would be one hit divided by two turns at bat, or **.500**.

7.2 Fielding average

A player's **fielding average** is based on the number of putouts, assists and errors.

$$FIELDING\ AVERAGE = \frac{\text{Putouts} + \text{Assists}}{\text{Putouts} + \text{Assists} + \text{Errors}}$$

Using Natalie Ward as an example (Figure 6—2), her fielding average would be three assists and three putouts (total six) divided by three putouts, three assists and one error (total seven), or **.857**.

7.3 Earned run average (ERA)

An important measure of a pitcher's performance is the **earned run average (ERA)**. It is calculated as the average (or expected) number of earned runs given up per 7 innings.

$$EARNED\ RUN\ AVERAGE = \frac{\text{Earned Runs} \times 7}{\text{Innings Pitched}}$$

Using Kelly Gentle as an example (Figure 6—3), her ERA would be 1 earned run times 7, divided by 5 innings pitched, or **1.40**.

If a pitcher does not complete a full inning, allow one-third (0.333) of an inning pitched if they achieve one out, and two-thirds (0.667) for two outs. So if Gentle had been changed after two outs in the fifth inning, her ERA would be 1 earned run times 7, divided by 4.667, or **1.50**.

7.4 Pitching win/loss/save

Pitchers are rated on their winning and losing performance, irrespective of the number of runs scored from them. A starting pitcher can be credited with a **win** or a **loss**, while a relief pitcher may be credited with a **win**, **loss**, or **save**. In any game, exactly one win and one loss will be recorded, and either one save or no saves.

- **WIN** — Credit the starting pitcher with a win if the team is in the lead when that pitcher is replaced, and holds that lead for the remainder of the game. For international and Olympic

competitions, a pitcher is only credited with a win if they have pitched at least four innings in that game.

Whenever the lead changes, or the score is tied, the game becomes a new contest. The winning pitcher is the pitcher of record, when the team regains the lead and maintains the lead.

- **LOSS** — A loss shall be charged to the starting pitcher if the team is behind when that pitcher is replaced. If the team falls behind due to runs scored after the starting pitcher is replaced, but are charged to the starting pitcher, and thereafter fails to tie or regain the lead, the starting pitcher is charged with the loss.

A loss shall be charged to a relief pitcher if the opposing team takes the lead while they are pitching (except as above), and maintains that lead.

- **SAVE** — Credit a relief pitcher with a save when that pitcher is the closing pitcher in a game won by their team, and they are not the winning pitcher. No more than one save can be credited in any game, and if the winning pitcher closes out the game, then no save will be recorded.

These statistics are used to calculate the pitcher's win/loss average as the ratio of games won to total games won and lost:

$$WIN/LOSS AVERAGE = \frac{Wins}{Wins + Losses}$$

So if the pitcher wins three games and loses one, their win/loss average will be **0.750**.

Other useful pitching-related averages are the opponent's batting average, and the strikeout average. These are defined as

$$OPPONENTS BATTING AVERAGE = \frac{Safe Hits Given Up}{Batters Faced}$$

$$STRIKEOUT AVERAGE = \frac{Strikeouts}{Batters Faced}$$

So if a pitcher faces 35 batters and concedes 7 hits, and records 10 strikeouts, their opponent's batting average will be **0.200** (7 divided by 35), and their strikeout average will be **0.286** (10 divided by 35).

8 Example Game

The following scoresheets are filled in with the lineups for the Australia versus New Zealand final of the 2009 Open Men's World Series. Using the DVD, score the game and complete all the extensions.

NEW ZEALAND vs AUSTRALIA at SASKATOON Date: 24 / 7 / 2009 Start: 3:00 pm
 Finish: _____ Game Time: _____

FIELD	BATTING LINE UP		INNING									TOTAL
	PO	1B	1	2	3	4	5	6	7	8	9	
8 MAKEA	1	21										
6 NUKUNUKU	2	12										
3 MARTIN	3	11										
5 RONA	4	15										
DP HALE	5	22										
4 WILSON	6	14										
2 SHANNON	7	1										
9 CASLEY	8	10										
7 MILNE	9	17										
1 SHANNON	10	5										

BENCH		PITCHER	
MANLEY	Jeremy 33	COOK	Gareth 6
GRANT	Marty 20	ENOKA	Ben 24
ENOKA	Thomas 56	KATY	Steven 13
GABRIEL	Roman 18		

INNING	1	2	3	4	5	6	7	8	9	TOTAL
AB										
R										
E										
FC										
OB										
SB										
PO										
1B										
2B										
3B										
SS										
LF										
CF										
RF										
P										
DP										
U										
W										
B										
OUT										

NAME	W	L	S	P	IP	ER	ERA	SO	BB	HR	SH	ST
K. KEARNEY												
B. HENNING												
F. OMOE												
S. THOMAS												
R. LANZATECCHI												
V. NDANG												

AUSTRALIA vs **NEW ZEALAND** at **SASKATOON** Date: **24, 7, 2009**

Start: _____ Pitch: _____
 Game Time: _____

FIELD	BATTING LINE UP		INNING									TOTAL		
	PO	DEF	1	2	3	4	5	6	7	8	9			
3	TANNER	Michael (25)												
2	HARROW	Mike (17)												
8	WINTERS	Zenon (53)												
4	SHAILES	Nick (7)												
9	DAVISON	Josh (2)												
5	GOOLAGONG	Jeff (27)												
10	BARTORILLO	Tyren (18)												
7	KIRKPATRICK	Andrew (23)												
6	JONES	Nathan (14)												
1	FOLKARD	Adam (13)												

BENCH		PITCHER	
COCKMAN	Aaron (4)	HUMBLE	Adam (6)
WELLS	Heath (42)	METEXINGI	David (22)
DOWNES	Terry (16)		
GIBSON	Michael (3)		

OFFENSIVE EXTENSIONS														
AB	R	2B	3B	HR	R	SB	CS	IBB	HP	OE	FC	TDS	SB	SD

9 Contacts

Additional scoring resources, including information on scoring courses and accreditation, can be found on the Softball Australia web site (www.softball.org.au).

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