



United Kingdom Youth Baseball Association

Baseball Coaching Excellence Course

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You have previously received Modules 1 and 2 of the UKYBA Baseball Coaching Excellence Course.

You are now receiving **Modules 3-4** and are expected to complete these Modules once you have completed Modules 1-2.

Good luck!



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Module 3 – Baseball Structure

Section 1

Field and Players

Baseball is played between two teams of **nine players** each *on a baseball field*, under the authority of 1 or more officials, called **umpires**.

There is a minimum of one umpire per game, but can be as many as six, depending on the league and importance of the game.



There are **four bases**, numbered counter-clockwise; **first**, **second**, and **third** bases, which are cushions (informally referred to as **bags**).

Together with **home plate**, (commonly known as; the Plate), they form a square with sides of 90 ft. (27.4m) for adults, and 60 ft. (18.2m) for children up to 12 years old, called; the **"diamond."**

*Home plate is flanked by a chalk box on either side, known as the **"batter's box."***

Each batter must stand within this boundary while hitting. If he or she steps outside this boundary, *while hitting*, he may be called "out." If the batter hits a ball that rebounds and hits him while he is in the batter's box, he will not be ruled, out.



The **pitcher's mound** is located in the centre of the infield. Near the centre of the mound is the **pitching rubber**, a rubber slab positioned 60 ft. 6 inches (18.4 m) for adults, and 46 ft. (14.02 m) for children up to 12 years old, from home plate. The pitcher must have one foot on the rubber at the start of every pitch to a batter, but may leave the mound area once the ball is released. The pitch may take his foot off the rubber at any time *prior to starting his wind up* to pitch a ball.





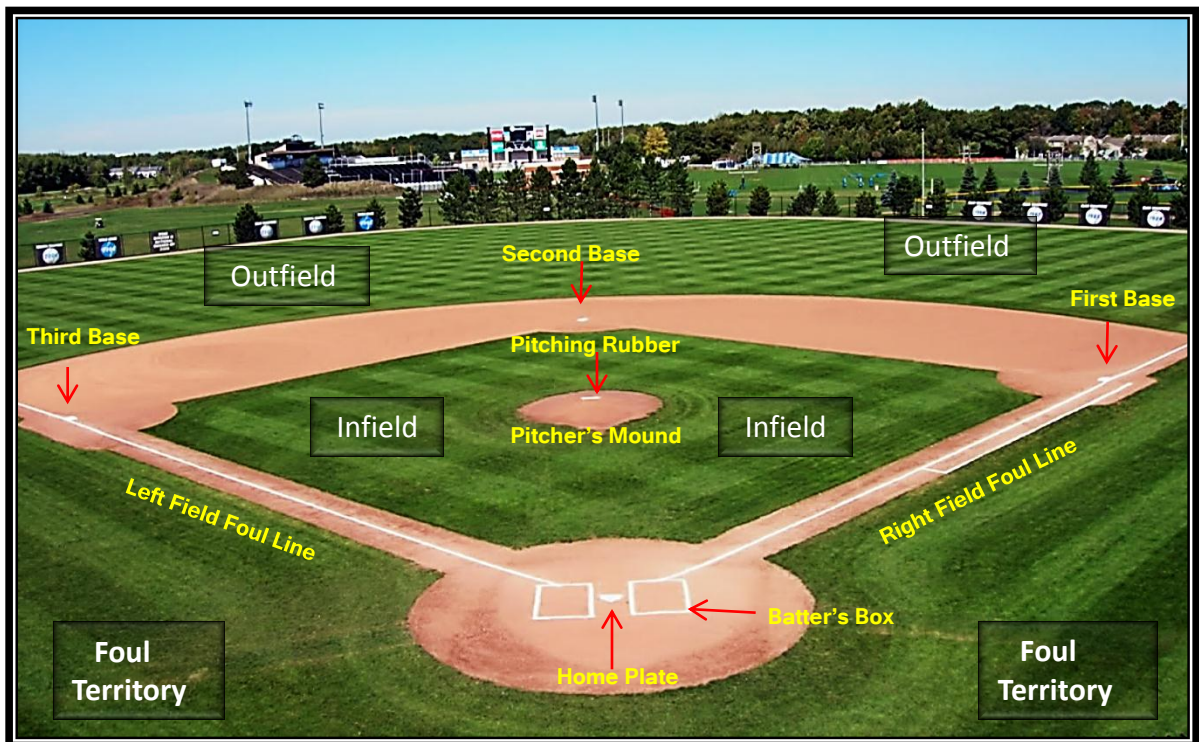
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Module 3 – Baseball Structure

Section 1

Field and Players

➤ The Field



The playing field is divided into three main sections;

- **Infield** – containing the four bases, and is for general defensive purposes – bounded by the *foul lines*, and within the grass line (if a grass and dirt field is available).
- **Outfield** – the grassed area beyond the infield grass line, between the foul lines, and bounded by a wall or fence.
- **Foul Territory** – is the entire area outside the *foul lines*.

You can see the “**diamond**” which consists of: *grass*, *dirt* (some fields have all dirt or all grass), a *pitcher's mound*, and *four bases*. The area between each base is commonly known as; the “*base path*.”

The **foul lines** extend from **home plate**, past both **first** and **third** bases, and are marked all the way to the *outfield barrier* (fence or wall).

A ball that is hit to the “infield” side of the foul line, is considered a **fair ball**, unless it rolls foul before it crosses either **first** or **third base**. Once a batter hits a ball into *fair territory*, he or she must attempt to advance to at least first base. If a batter hits a ball into *foul territory*, the ball is considered; a **foul ball**, and neither the batter nor runners may advance to a base.

A ball is considered **foul**, if it bounces or rolls into foul territory before crossing either first or third base in *fair territory*. If a fly ball is hit that crosses first or third base while in the air in fair territory, but *first* bounces in foul territory, it will be considered a **foul ball**.



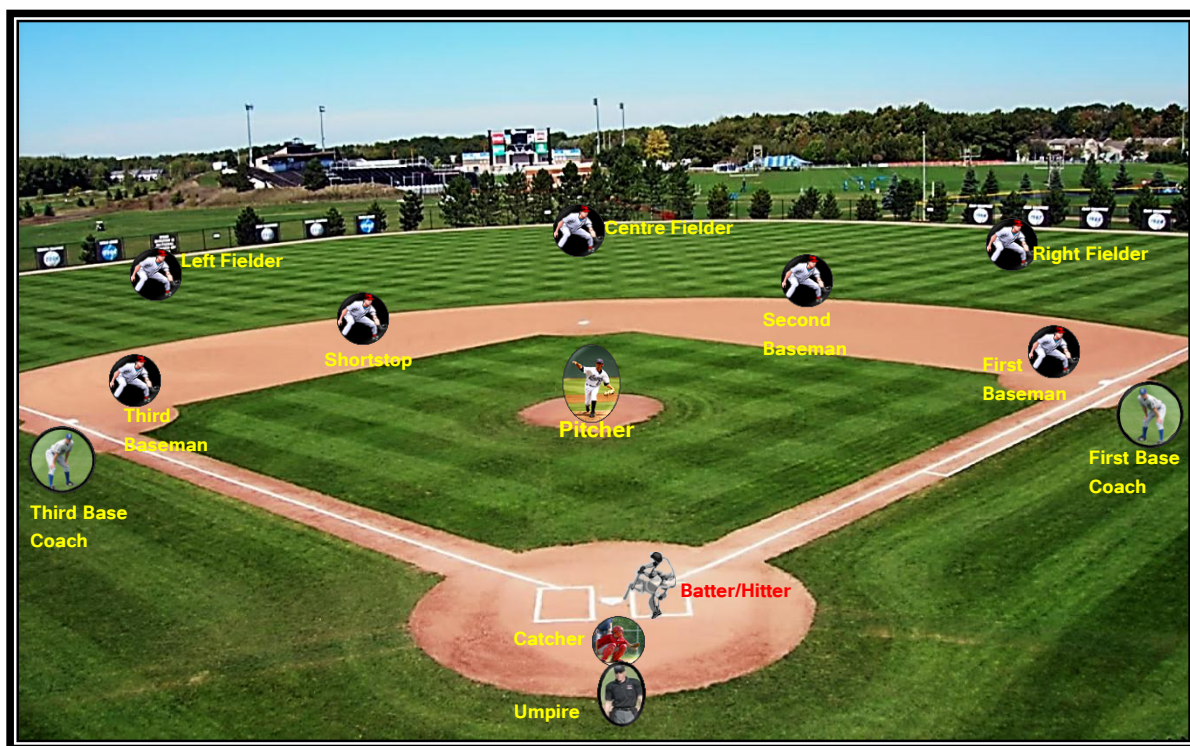
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Module 3 – Baseball Structure

Section 1

Field and Players

➤ The Players on the Field



In Baseball, each team is allowed nine players on the field at one time (slow-pitch softball allows 10). The players who occupy the “**infield**” portion of the field are known as; **infielders** (*first baseman, second baseman, shortstop, third baseman*). The players occupying the “**outfield**” portion of the field are known as; **outfielders** (*left fielder, centre fielder, right fielder*). In addition to the *fielding*, players there are two players known as; the **battery** (*pitcher, catcher*).

All defensive players can occupy any *geographical* position on the field as they desire, *except the pitcher and catcher*. Quite often players will change their position on the field to accommodate the type of batter, present. **For example**; if there is a *left-handed batter* who tends to hit the ball to the right side of the field, the defensive players might move close to that side of the field in order to put themselves in a position to make a play on ball hit in that direction.

To effectively call “balls” and “strikes,” the **home plate umpire** stands directly behind the catcher, so he can clearly see the pitch as it crosses home plate. If an additional umpire is used, he or she will be located somewhere in the infield area.

The offensive team is allowed two coaches who stand in a designated area on the field, which is located in foul territory, next to first base and third base. These coaches communicate with the offensive team, both verbally and through hand signals.



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Module 3 – Baseball Structure

Section 1

Field and Players

QUIZ

1. How many players are allowed to play defence at any given time?
2. The ultimate authority on any baseball field, during and baseball game is:
3. The distance between bases for 11 year old players is:
4. The batter must stand in the:
5. The pitcher **MUST** have one foot on the _____ during each pitch.
6. A ball that is hit must go beyond _____ to be considered a fair ball.
7. What are the pitcher and catcher known as?
8. Which players are allowed to occupy any geographical, position on the field?
9. The centre fielder is known as an:
10. Which three players play on the first base side of the field?
11. A batter hits a fly ball into “fair” territory which falls into the *outfield*. Before the outfielder can field the ball, it rolls into “foul” territory. Is it a fair ball or foul ball?
12. The base paths for 12 year olds is ____ ft.
13. While hitting, the batter/hitter must not step outside the:
14. The Shortstop plays between which bases?
15. What is the distance between home plate and the pitchers mound for 11 year olds?



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Module 3 – Baseball Structure

Section 2

Scoring Runs and Recording Outs

➤ Innings

		AT BAT										BALLS	STRIKES	OUTS
		1	2	3	4	5	6	7	8	9	10	R	H	E
Visitor/Away team	REDBIRDS	2	0	1	0	0	0	1	0	0	0	4	7	1
Home team	BEAVERS	0	1	2	2	0	0	0	6			1	1	0

At the Adult, University and Professional levels, baseball is played in **nine innings** in which each team gets one turn to bat per inning and attempts to score *runs* while the other pitches and defends in the field. *Younger players play six or seven inning games.*

An **inning** is broken up into two halves in which the *visiting (away) team* bats in the top (first) half, and the *home team* bats in the bottom (second) half.

In baseball, the defence always has the ball — a fact that differentiates it from most other team sports. The teams switch every time the defending team gets three players of the batting team *out*. The **winner** is the team with the most runs after nine innings. If the home team is ahead after the top of the ninth, play does not continue into the bottom half. In the case of a tie, additional innings are played until one team comes out ahead at the end of an inning. If the home team takes the lead anytime during the bottom of the *ninth* or of any inning thereafter, play stops and the home team is declared the winner.

➤ The “Contest”

The **Away Team** begins the game playing offense. Its players take turns being the **batter** (or “hitter”), the only offensive player allowed to touch the baseball. And he can touch it only with his **bat**, a wooden stick.

The **Home Team** begins the game with its 9 players on defence. The *basic contest* is between the **pitcher** for the fielding team, and a **batter**. The pitcher throws (*pitches*) the ball towards home plate, where the **catcher** for the fielding team waits (in a crouched stance) to receive it.

Behind the catcher stands the **home plate umpire**. The batter stands in one of the batter’s boxes and tries to hit the ball with a bat.





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Scoring Runs and Recording Outs

➤ The “Contest” (*cont*)



The catcher's job is to receive any pitches that the batter does not hit, and to “call” the game by a series of *hand movements* that signal to the pitcher what pitch to throw and also the desired location of the pitch.

He does this by setting up behind home plate and holding his glove in the desired location as a target, which is usually within the **strike zone** (*an area between the batter's armpits and knees, and over any portion of home plate*).

Each pitch begins a new play, which might consist of nothing more than the pitch itself.

➤ Scoring a “Run”

A team can score runs only when it is on **offense**.

One **run** is scored each time a batter moves completely around a circuit of four **bases**. Sometimes he does so all at once (*homerun*).

Most of the time he proceeds deliberately from one base to the next, where he stops until his team mates, taking their respective turns as the batter, create chances for him to advance around the circuit.



Starting at home plate as a batter, the player must begin his journey around the bases by advancing to **first base**, then **second base**, then **third base**, and finally back to **home plate**. He must do this *before 3 outs* are recorded. A team may score as many runs as possible before recording 3 outs.

Rules are in place in some leagues that prevent one team from scoring too many runs, and thus, tallying up a “slaughter” against their opponent.



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Section 2

Scoring Runs and Recording Outs

➤ Recording an “Out”

Sooner or later the **Offensive Team** will accumulate three **outs**. At that point the two teams change postures. The **Defensive Team** will now begin to play offense, and **Offensive Team** will have to play defence. When **Offensive Team** makes three **outs** during this turn *at bat*, the **Defensive Team** gets a fresh chance: it can add **runs** to its total until it makes three **outs** again. Then the teams switch roles again.

There are four basic, ways for the defensive team to record outs against the offensive team.

1. Strikeout

To comprehend a strikeout, one must understand the *strike zone*.

As previously mentioned, the **strike zone is usually the area between the batter's armpits and knees, and crosses any part of home plate.**

IMPORTANT: The **strike zone** may differ from umpire to umpire, and is dependent on the perception of the particular umpire who is calling the game.

If the pitcher throws a ball that **is** in this designated area and the batter does NOT swing the bat, the umpire may call a; **“strike.”** Subsequently, if the batter swings at any pitch (no matter where it is thrown), and misses the ball, the umpire will call a; **“strike.”** In addition, if the batter swings at a pitch and hits it into foul territory (foul ball), it will be considered a **“strike.”**



- The difference is, a batter CANNOT be “struck out,” if he has 2 strikes on him, and he hits a foul ball. Once a batter has 2 strikes on him, he is allowed as many hits into foul territory as possible, without being called out – providing his hits are not caught on the fly. **His count will stay at 2 strikes.**
- A batter will “strikeout” on a hit foul ball, if he has 2 strikes on him and he **attempts to bunt**, but bunts the ball, **foul.**
- A batter will “strikeout” if he has 2 strikes on him and he swings at a pitch, but barely “tips” the ball – and the catcher catches it before it touches the ground.



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Scoring Runs and Recording Outs

➤ Recording an “Out”

1. Strikeout (*cont*)

If the pitcher throws a ball that is not in the strike zone, and the batter does NOT swing the bat, the umpire may call a; “**ball.**”

Each batter is allowed; **4 balls**, and **3 strikes**. The process of balls and strikes on a batter is known as; the **count**. (*ex: 2 balls and 1 strike*)

If a batter gets **3 strikes** on him, before he manages to hit the ball into fair territory, or receive **4 balls**, (*a walk*) he will be recorded as a **strikeout**.



2. Force Out

Given that two offensive players can't occupy the same *base* at the same time, when the *batter-runner* is forced to advance to first base or beyond, he forces one or more *runners* in front of him to abandon their respective *bases*.

The only runners forced to move are those who are occupying a base that someone behind them has to occupy. There may be one or two *runners* who are not forced to do anything when a *batter-runner* is forced to go to a *base*, simply because no other *runner* is being forced to occupy the base of those *runners*.

For example, consider that **Runner A** is on *first base*, and **Runner B** is on *third base*. If **Batter C** hits a *fair-ball* on the ground, **C** has to try to gain *first base*. Thus, **A** has to abandon it. But **B** does not have to leave *third base*, because no other *runner* “needs” it.



Most anytime he wishes, runner **B** is free to leave his *base*. He may think it's a good time to try to score a run in this situation, but he is at *risk* of making an out.

When a batter-runner is at *risk* of making an *out*, any runners he forces to move are also at *risk* of making an *out*. So, they should run to the next base as quickly as possible.

Any time a batter-runner attempts to advance to a base (***because he is forced to***), the defensive team needs only to have possession of the ball, while touching the base, before the batter-runner gets there, to record a – **force out**.



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Section 2

Scoring Runs and Recording Outs

➤ Recording an “Out” (*cont*)

3. Tag Out



The defence can **always** get a *runner* or *batter-runner* out by *tagging* him with the ball. That is, a defensive player can touch him with the hand (or glove) that is holding the baseball. The players in question don't have to be anywhere in particular on the playing field. A tag out is used when a runner is not forced to advance, or, if a runner *overruns* a base. (the only base a runner can run **straight** past and not be in jeopardy of getting tagged out, is **first base**).

Remember: When a runner is on a base and is forced to advance to the next base because the batter-runner behind him needs to advance to the base he is currently occupying, the defensive team needs only to;

- (1) have possession of the ball,
- (2) step on the base (or touch it) where the *forced* runner is advancing to. In this scenario, there is no need to “tag” the runner because he is *forced*.



If a player attempts to steal a base, remember – he is NOT forced. In this scenario, the defensive players must have possession of the ball, while tagging the runner. Simply touching the base is not an option.

EXAMPLE: There is a runner on **second base**, and **no** runner on **first base**. The batter hits a ground ball to the shortstop. The runner on **second base** does NOT have to run because he is **not forced** to run due to the fact that the batter has to attempt to advance to **first base**, before he can attempt to advance to second base. Thus, no one is forcing the runner on **second base** to advance. If the runner on second base decides to attempt to advance to **third base**, the fielding team must **tag him with the ball** in order to record an out.



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Scoring Runs and Recording Outs

➤ Recording an “Out”

4. Fly Out



If a runner attempts to advance on a caught fly ball (without tagging up), the fielder who caught the ball must throw to the base where the runner has left. That baseman needs only to touch the base while in possession of the ball (before the runner returns) to record an out.

Whenever a batter hits a ball *in the air*, the defensive team will attempt to catch the ball *before it hits the ground*.

It doesn't matter whether or not the ball is in fair territory or foul territory. If the ball is caught in the air by a defensive player, the batter will be recorded as an out. The ball must be caught *before* hitting a barrier or fence and cannot be caught on the rebound.

Runners can only advance on a fly out, if they keep at least one foot on the base they are occupying until the fly ball is caught. Once caught, the runners may leave their base and attempt to advance to the next base. This is known as: **tagging up**, and may be done at the risk of making an out. The *fielder who caught the ball* must then quickly throw **to the base which a runner is attempting to advance to**, and **that baseman** must **tag** the runner with the ball to record an out.

A batter will get credited with a *sacrifice fly* **ONLY** if there is a runner on **3rd base**, who tags up and scores. In addition, the batter will be credited with a Run Batted In (RBI).

Each half inning, the goal of the defending team is to get three members of the opposing team out, without the other team scoring runs. Once a player is “out,” he must leave the field and wait for his next turn at bat – whether in the same inning or during an inning to come.

Remember: once three outs are recorded via; **strikeout**, **force out**, **tag out**, **fly out**, or *any other way*, the team in the field and the team at bat change places. There is no limit to the number of players that may bat in rotation before three outs are recorded (*unless there is a limit to the amount of runs scored to prevent a slaughter*).

In general, the pitcher attempts to prevent this by pitching the ball in such a way that the batter cannot hit it cleanly, or at all.

The goal of the team at bat is to score more runs than the opposition. A player may do so only by; (1) batting, (2) becoming a base runner, (3) touching all the bases in order via one or more plays, and finally touching home plate.

The goal of each batter is to enable base runners to score or to become a base runner himself, and eventually score a run.



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Section 2

Scoring Runs and Recording Outs

➤ Recording an “Out”

5. Other Ways of Recording an Out

1. **Infield Fly Rule** – is when there are runners on **first base** and **second base** or **bases loaded** and there are **fewer than two outs**. The batter hits a fly ball that stays in the infield portion of the field (perhaps hit to the shortstop or second baseman), and the fielder is about to make the catch. The umpire may call; “**Infield Fly.**” The purpose is to prevent the fielder from purposely dropping the ball, allowing him to recover it quickly and make a double play. If Infield fly rule is called by the umpire, the batter is automatically **out**, and the runners can advance *at their own risk*.
2. **The runner is tagged while standing off the base** – as long as a runner is standing on the base he is suppose to be on, he cannot be tagged out. However, if he steps off the base, or his momentum takes him beyond a base (you are allowed to run beyond first base, only), or if he is leading off a base (in an attempt to steal the next base), he can be tagged out.
3. **The runner runs outside the baseline** – runners must run within an imaginary base path (first baseline and third baseline are marked with a line). If a runner tries to avoid a tag by running more than *3 feet* out of a line/path between bases, the umpire may call him out.
4. **The runner interferes with the fielder** – the fielder has the “right-of-way” to field a ball. If a runner interferes with this right, the runner will be called out. Also, if the runner deliberately tries to knock the ball out of the glove of a fielder, he may be called out. This is the umpire’s judgement.
5. **The runner is hit by a batted ball** – if a batted ball hits a base runner who is off a base, or if it hits the batter who is “out of” the batter’s box, the runner will be called out. (The batter’s box and bases are safe havens against batted balls)
6. **The runner fails to touch a base as he advances to the next base** – as runners advance from base to base, they must touch each base. “If the defensive team notices a missed base,” they can tell the umpire that they would like to “appeal.” If the umpire agrees that a base was missed, the runner will be called out.
7. **The runner fails to “tag up” when a fly ball is caught** – whenever a fly ball is caught, runners on any base are allowed to attempt to advance to the next base. The way to do this is to; keep your foot on the base until the fly ball is caught. Once the ball is caught by the defensive team, a runner can advance AT HIS OWN RISK. **If a runner tries to advance before the fly ball is caught**, the defensive team can appeal it to the umpire, and simply tag the base where the runner began. * NOTE: once a runner decides to tag up, he is at risk of being thrown out by the fielder who caught the fly ball. The fielder must; (1) catch the fly ball, (2) throw the ball to the base where a runner is attempting to advance to. The baseman who receives the throw must “tag” the runner with the ball, or the glove with the ball in it.
8. **There are two runners on the same base** – only one player per base, please. The defensive team can tag either runner for the out.



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Module 3 – Baseball Structure

Section 2

Scoring Runs and Recording Outs

QUIZ

1. How does the team playing *defence*, become the *offensive* team?
2. Name the 4 *basic* ways of recording an out:
3. The pitcher throws a ball that is between the batter's armpits and knees.
Why would this pitch be called a "ball?"
4. A batter is allowed ____ balls and ____ strikes per time at bat.
5. If a batter has a *count* of; 3 balls and 1 strike, and he or she hits the next pitch into foul territory – what is the *count*?
6. If a batter has a count of 2 balls and 2 strikes, and he or she hits the next pitch into foul territory – what is the count?
7. A batter has 2 strikes and *bunts* the next pitch foul – what is the count?
8. If a batter has a count of 2 balls and 1 strike, and the pitcher throws the next pitch over the head of both the batter and catcher, but the batter swings – what is the count?
9. When does a base runner have to advance to the next base?
10. The batter hits a ground ball to the shortstop. The shortstop fields the ball and throws to the first baseman. The first baseman has to "tag" the batter-runner to record an out. T F
11. There is a runner on **second base** and the batter hits a ground ball to the third baseman. The runner on second base has to run **to third base**.
Why? or Why not? T F
12. A batter is attempting to advance to **first base**. Once he has possession of the ball, the first baseman has to simply touch first base with his foot, to record a *force out*. T F
13. There is a runner on **second base** and the batter hits a ball to the third baseman. As he fields the ball, the third baseman sees the runner from second, trying to advance to **third base**. The third baseman has to "tag" the runner for the out. T F



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Module 3 – Baseball Structure

Section 2

Scoring Runs and Recording Outs QUIZ

14. An inning consists of a “top” and “bottom” half. Which team bats in the top half?
15. Which team always gets to bat *last*, before the game is conceded?
16. The player on the defensive team who throws the ball to home plate is known as; the Bowler. Th Ó
17. The offensive team is allowed how many outs?
18. The area that is between the batter’s armpits and knees is known as:
19. Describe the process of scoring a run:
20. Can a runner go from first base to third base, without touching second base?
21. What is the main objective of a baseball team?
22. What is it called when a batter hits a ball that allows him or her to run around each base – all in 1 go?
23. A runner must keep within _____ of the base line/path.
24. A runner is on second base and the batter hits a fly ball to the centre fielder, which is caught. When can the runner on second base run to third base?
25. What can be done if the defensive team notices that a runner missed touching a base as he was advancing?
26. What is the purpose of the “Infield Fly Rule?”
27. If the runner overruns second base, all the fielder has to do is touch second base and the runner will be out. Th Ó
28. An Infield Fly Rule is called with less than 2 outs and no runners on base. Th Ó
29. A batted ball hits a runner while he is standing on a base. Is he out? Th Ó
30. To avoid being tagged out, a runner can “swat” the ball out of the fielder’s glove. Th Ó



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Module 3 – Baseball Structure

Section 3

Becoming a Base Runner

➤ Ways to become a Base Runner

1. Getting a Hit (**H**)



A **hit** or *base hit* is awarded when a batter hits or *bunts* (a sort of slight tapping of the ball with the bat), the ball in such a way that it allows him to advance safely to a base, without reliance on an *error*, *fielder's choice*, or an *out*.

If a batter hits the ball over the outfielder barrier or fence, it will be a **homerun** (also a hit).

A player's **batting average** (avg.) increases when he gets hits. Batting average is determined by *dividing* the **hits** (x1000), by the times **at bat**.

EXAMPLE: A player has been to bat **20** times, has NOT reached base on an *error*, nor has he received a *walk*, been *hit by a pitch*, or hit into a Fielder's Choice. He has hit safely **9** times (9 for 20).

At-bats (AB) = 20 Hits (H) = 9

9000 divided by 20 = .450 (batting average)

2. Receiving a Base on Balls (**BB**) (*a walk*)

A Base on Balls (more commonly known as a *walk*) is when a batter receives four pitches that the umpire calls *balls*. During every at-bat, each batter is allowed **4 balls** and **3 strikes**. The batter is allowed to advance to first base when he receives **4 balls** before he either; hits the ball, is hit by the ball or is struck out (3 strikes). A walk is known as a FREE PASS.

Receiving a base on balls **does not** count as a *hit* or an *at-bat* for a batter but **does** count as a time on base and a plate appearance.





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Module 3 – Baseball Structure

Section 3

Becoming a Base Runner

➤ Ways to become a Baserunner (cont)

3. Reaching base on an Error (E)

An **error** is judged by the official scorer when a batter/runner advances a base because of a fielding mistake, and a perfect play would have prevented the advancement. An error will be charged to the defensive player guilty of making the *physical*, mistake.

* An error judgement is made when the defensive player **should have** and **could have** made a clean play.

Reaching base on an error, counts as an *at-bat* for the batter, but is NOT credited as a *hit*. Reaching base on an error helps a players *on-base-percentage*, but not his *batting average*.



4. Being Hit by a Pitch (HBP)



If a batter is HBP with the bases loaded, he is awarded first base, thus forcing each runner to advance.

In this scenario, the batter is NOT credited with an at-bat, or a hit, but is credited with a *run batted in* (RBI).

Getting hit by a pitch is something that each batter faces when he steps into the batter's box.

A batter becomes a base runner and is awarded first base when he, his uniform, or equipment (except for his bat): is touched by a pitched ball **outside of the strike zone**, *and* he attempts to avoid it, *and* he did not swing at the pitch.

If all these conditions are met, the ball is dead, and other base runners advance if they are *forced* to vacate their base by the batter taking first base. If a batter swings and the pitch hits him anyway, the ball is dead and a strike is called.

Though rarely called, an umpire may rule that the **batter did not attempt to avoid the pitch**, and is thus, not awarded first base. If this is the case, the ball would be ruled *dead*, and the pitch would be called according to its' position in the strike zone.



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Section 3

Becoming a Base Runner

➤ Ways to become a Baserunner (cont)

5. A Fielder's Choice (FC)

There are several definitions of fielder's choice. The most common (and the only one commonly referred to as FC) involves a fielder fielding a fair ball and, though he has a clear opportunity to throw out the batter-runner at first base in the official scorer's judgment, chooses to try to put out another base runner, thereby allowing the batter-runner to safely reach first base. A **FC** counts as an at-bat against the batter, but does NOT count as a hit.

6. An *uncaught* 3rd strike.



A batter who does not realise that the third strike was not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

When the catcher fails to cleanly catch a pitch for the **third strike**, the batter is allowed to *try* to advance to first base. A pitch is considered uncaught if the ball touches the ground before being caught, or if the ball is dropped after being caught.

On an uncaught third strike whether it was a *swinging* third strike or a *called* third strike, with *no runner on first base* (or with two outs, regardless of whether there is a runner on first), the batter immediately becomes a runner and is allowed to attempt to advance to first base.

The strike is called, but the umpire does not call the batter out. The batter may then attempt to reach first base, and must be **tagged** or **thrown out**.

In this situation, if the batter manages to advance safely to first base, the pitcher will be credited with a **strike out**, and the catcher with a **passed ball (PB)**. If the uncaught third strike is a result of the pitcher throwing an uncatchable ball, the pitcher will be credited with a **wild pitch (WP)**. The batter receives an at-bat with NO hit.



United Kingdom Youth Baseball Association

Module 3 – Baseball Structure

Section 3

Becoming a Base Runner

➤ Ways to become a Baserunner (cont)

7. Catcher's Interference (CI)

Catcher's interference is called when the catcher physically hinders the batter's opportunity to legally swing at a pitched ball. This occurs most often when a catcher squats too close to home plate, so that the batter's bat touches the catcher's glove as the batter swings. This is most likely to happen on attempted steals where the catcher is anxious to catch the ball as soon as possible and may move his entire body or glove slightly, forward.

In the case of catcher's interference, play continues, and after continuous playing action ceases, the umpire will call time. The penalty here is that the batter is **awarded first base**, and all other runners advance **only if forced**. Additionally, the catcher is charged with an error (although the batter is not charged with an at-bat).

The offense may elect to *ignore* the infraction (e.g., if the batter-runner reaches first safely and all other runners advance at least one base, catcher's interference is ignored by rule). If the rule is taken, the batter is not credited with an at-bat.

8. Fielder's Obstruction (OB)

Fielder's Obstruction will be called by the umpire if he or she deems a defensive player has interfered with the batter-runner in his attempt to advance to first base.

Example:

A batter hits a ball that slowly rolls down the first base line. Both the pitcher and first baseman attempt to field the ball. Hearing the first baseman call for the play, the pitcher continues to run past the ball towards the first base line. In doing so, he inadvertently runs into the batter-runner as he is running to first base.

In this scenario, the umpire will judge that the batter-runner was being played upon, and thus call; "**Obstruction.**" The **ball will be ruled dead**, and the batter-runner will be awarded first base.



United Kingdom Youth Baseball Association

Module 3 – Baseball Structure

Section 3

Becoming a Base Runner

QUIZ

1. Define a “hit.”
2. A batter receives a “walk” when he gets hit by a pitch. T F
3. A player has been to bat 5 times in a game, and has gotten 2 hits (*2 for 5*).
What is his *batting average* (AVG.) for that game?
4. A batter hits a ball that rolls under the legs of the second baseman. The
“batter” will be credited with a “hit” (H). T F
5. A player has been to bat 50 times, has 15 hits, 5 walks and has reached base on
an error three times. What is his *batting average*? (**HINT**: $H \times 1000$ divided by AB)
6. Define an *error*.
7. When might a batter NOT be awarded first base, after getting hit by a pitch (HBP)?
8. A batter has been to bat 3 times in a game. He has been hit by a pitch, walked
and reached first base on a fielder’s choice. What is his AVG. for this game?
9. There is a runner on first base. The batter hits a ground ball to the third baseman,
who elects to throw to the second baseman to get the *force out* at second base.
Consequently, the batter-runner is safe at first base. What is this called?
10. A batter strikes out, but the catcher misplays the pitch to allow the batter
to advance to first base. What is the ruling for the batter’s AVG?
11. A batter has 10 at bats, with 3 hits and 4 walks. His AVG. is .500. T F
12. If a pitched ball barely touches the batter’s jersey, he is ruled HBP? T F
13. A fielder cannot obstruct a batter-runner. T F
14. The runner always has the “right of way.” T F
15. What is it called when a defensive player decides to get out a runner instead of the
batter who hit the ball?



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 1

Keeping Score

➤ Keeping Score

The point of the Scorebook or sometimes known as; the *Scorecard*, is to create an accurate record of the game. A person reading a scorebook should be able recreate the game from beginning to end, just by looking at symbols, letters and numbers.

There are as many score sheets and formats as there are scorekeepers, and no way is truly the correct way. It's all determined by what the use is and your personal preference. The important point is that the scoring is accurate because you should use the *statistics* to measure each player's performance. Consequently, during practice, you will be able to address certain aspects of each player's game performance and be able to help them improve.

Always use a pencil. It's inevitable - you will need to use an eraser from time to time.

To begin, you will need to know the *abbreviations* for each *position* on the field. To avoid confusion, UKYBA suggests that you use the **number abbreviation** for each position, rather than the *letter* abbreviation.

For example: the *letter* abbreviation for the first baseman is, **1B**. However, if a player hits a single, the abbreviation for that is the same *letter* abbreviation – **1B**. If you were to use the **number** for each position, you would use the number, **3** – for the first baseman.

Number Abbreviations

1	Pitcher
2	Catcher
3	First Baseman
4	Second Baseman
5	Third Baseman
6	Shortstop
7	Left Fielder
8	Centre Fielder
9	Right Fielder
DH	Designated Hitter

Letter Abbreviations

P	Pitcher
C	Catcher
1B	First Baseman
2B	Second Baseman
3B	Third Baseman
SS	Shortstop
LF	Left Fielder
CF	Centre Fielder
RF	Right Fielder
DH	Designated Hitter



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 1

Keeping Score

➤ Keeping Score (cont)

To begin, you must get the lineups for each team. At the amateur level, it is customary to exchange lineups with the opposing team and then fill out your score card/book with uniform number, name and position for *your players* and *your opponent's* players.

In the example below, the score sheet lists; the player's number (#), the player/batter name, additional lines under the player name to accommodate substitute players, the player's position (Pos), the inning a substitute has or will come into the game (Inn), the inning (1,2,3,4,5, etc).

#	Batter	Pos	Inn	1	2	3	4	5
12 ¹	Thomas	4						
7	Felix (sub player)	4	2					
24 ²	Sims	9						

Most scorecards and score sheets have the *diamond* already drawn in, and you draw a **line to the base** that the player advances to. If a player scores a run, you simply colour in the diamond. In the upper left or *lower right corner* of each box, mark the **balls** (bottom line) and **strikes** (top line). You can do this with a dot, or a line. Also, you will note how the player reached base **E-6**, (*an error by the shortstop*), and/or how he was recorded as an out **CS**, (thrown out or caught stealing).

You must also know the abbreviations for *what happens in the game*. Below you will find a list of common occurrences in a baseball game.

1B - Single
 2B - Double
 3B - Triple
 HR - Homerun
 K - Strikeout (swinging)
 X - Strikeout (looking/not swinging)
 DP - Double play
 FC - Fielder's choice
 E - Error
 PO - Pick Off

SB - Stolen base
 BB - Walk (base on balls)
 CS - Caught stealing
 SAC - Sacrifice
 F - Fly out
 WP - Wild pitch
 PB - Passed ball
 RBI - Runs batted in
 FO - Fly out in foul territory
 BK - Balk



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 1

Keeping Score

➤ Keeping Score *(cont)*

Most score sheets have a section for *game*, statistics **per player** and for the **team**;

- **R** - Total runs per inning (*usually on the bottom of the sheet*)
- **H** - Total hits per inning (*usually on the bottom of the sheet*)
- **AB** - Times at bat per player/batter
- **R** - Runs scored per player/batter
- **H** - Hits per player/batter
- **RBI** - Runs batted in per player/batter
- **BB** - Walks (base on balls) per player/batter
- **SO** - Strikeouts per player/batter

#	Batter	Pos	Inn	1	2	AB	R	H	RBI	BB	SO
1											
2											



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game

➤ Keeping Score: Scoring a Simulated Baseball Game

On pages 5–9, you will find an official scorekeeper's recording for each of the 4 innings of "at-bats" for **one team** during a *simulated* game. Alongside the score card, there is an explanation of what took place and how each play was recorded.

There are a variety of ways to "keep score." For example; a fly out to the left fielder may be recorded as; **F-7**, **F7** or simply **7**. To remove confusion and maintain uniformity, UKYBA suggests all scorekeepers record a fly out to the left fielder as; **F-7**.

Each page will begin with a new inning, but will maintain the record of previous at-bats for each player.

Each player must bat according to the batting order as listed on the score sheet.

For example:

Since three (3) outs were recorded in the 1st inning
(White made the third out and the last to bat),
the 2nd inning must begin with the player who follows
White in the batting order – Williams.

Batting out of order is not allowed, unless a substitute player enters the game and the official scorekeeper is notified.



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game

1st Inning

#	Batter	Pos	Inn	1
12	¹ Thomas	4		SB E-6
24	² Sims	9		1 F-9
17	³ Coleman	5	1	2 1B
29	⁴ White	3		3 6-4-3
5	⁵ Williams	2		
33	⁶ Peters	8		
22	⁷ Smith	7		
2	⁸ Jones	6		
45	⁹ Jeffries	1		
			R	1
			H	1

Thomas – with a *count* of 2 balls and 1 strike on him, reached first base on an error committed by the shortstop (E-6). He then stole second base (SB), and later scored a run on a single (1B) by Coleman.

Sims – with a *count* of 2 strikes on him, Coleman hit a fly ball to the Right Fielder (RF), which was caught for the 1st out (1) of the inning (located in the upper right hand corner of the box).

Coleman – with a *count* of 1 strike on him, Coleman hit a single (1B), which scored Thomas from second base. Coleman received a RUN BATTED IN (RBI) for his effort. The 1 RBI is recorded in the top left corner of the box (1). Coleman was forced out at second base and was the second out of the inning (2) when White hit into a double play.

White – with a *count* of 1 ball on him, White hit a ground ball to the shortstop (6), who threw to the second baseman (4) for the 1st out, and then the second baseman threw the ball to the first baseman (3) for the 2nd out. This is known as a “double play” – shortstop (6), to the second baseman (4), to the first baseman (3). This is recorded in the scorebook as: 6-4-3. White was the 3rd out (3) of the inning.

- NOTE:** When the shortstop threw to the second baseman, they got the 1st out on Coleman, who was forced to advance to second base. Thus, Coleman was the 1st out of the double play and the 2nd out of the inning (2) (located in the top right corner of Coleman's box). When the second baseman threw to the first baseman, they recorded the 3rd out of the inning, which was White, (3) (located in the top right corner of White's box).

This is the end of ½ of the 1st inning. At the bottom of the score sheet, you will see that 1 run (R) was scored (Thomas), on 1 hit (H) (Coleman). You will notice that Thomas reached base on an “error” by the shortstop (E-6) which is not counted as a “hit,” but is counted as a “time-at-bat.”



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game

2nd Inning

#	Batter	Pos	Inn	1	2
12	¹ Thomas	4			
24	² Sims	9			
17	³ Coleman	5	1		
29	⁴ White	3			
5	⁵ Williams	2			
33	⁶ Peters	8			
22	⁷ Smith	7			
2	⁸ Jones	6			
45	⁹ Jeffries	1			
			R	1	0
			H	1	1

Williams - Williams had a *count* of 3 balls and 1 strike on him, and drew a walk (base on balls), signified by the abbreviation (**BB**) in his box on the score sheet. Before 3 outs were recorded in the inning, Williams had made it to 3rd base, as the result of a double (**2B**), hit by **Smith**. However, Williams was stranded on 3rd base because **Jones** and **Jeffries** failed to hit him home.

Peters - with a *count* of 1 ball and 2 strikes on him, Peters struck out (swinging), signified by the abbreviation (**K**). Peters was the 1st out of the inning (**1**) (located in the top right corner of the box)

Smith - Smith had a *count* of 3 balls and 2 strikes on him (known as a **full count**), and hit a double (**2B**). Smith was stranded on 2nd base.

Jones - Jones had a *count* of 2 strikes on him, when he struck out *without swinging* at the 3rd strike. **Whenever a player strikes out without swinging at the 3rd strike, it is commonly known as a strike out - "looking."** This is signified by a "backwards" K (). Jones was the 2nd out of the inning (**2**) (located in the top right corner of the box).

Jeffries - with a count of 1 ball and 1 strike on him, Jeffries hit a ground ball to the second baseman (abbreviation - **4**), who fielded the ball and threw to the first baseman (abbreviation - **3**), for the 3rd out of the inning (**3**) (located in the top right corner of the box). The scoring is 4-3.

This is the end of ½ of the 2nd inning.

There were:

0 runs (R) and
1 hit (H) (Smith).



Section 2

Scoring a Simulated Game

Thomas - Thomas *led-off* inning 3 and had a *count* of 1 strike on him, when he hit a triple (**3B**). He later scored a run  when **Sims** hit a homerun (**HR**).

Coleman - Coleman hit the first pitch he saw in this at-bat, for a single (1B), but was out trying to advance to 2nd base when **White** hit into a Fielder's Choice (FC). Coleman was the 1st out of the inning. (1)

White - White had 1 strike on him when he hit a ground ball to the third baseman, who fielded the ball and threw to the second baseman for the **"force out"** at second base (Coleman). White was safe at first base on what is called; a **Fielder's Choice (FC)**.

*** A Fielder's Choice is when a defensive player chooses to get another player out, instead of the player (batter) who hit the ball. The batter is credited with an at-bat, but NOT a "hit."**

White advanced to second base on a "Sacrifice Bunt" (**SAC**) by **Williams**, advanced to third base on a **Wild Pitch (WP)** by the pitcher, and scored  a run when **Peters** advanced to first base on an error by the left fielder (**E-7**).

Williams - with a *count* of 2 balls and 1 strike on him, Williams hit a "sacrifice bunt" which was fielded by the pitcher (abbreviation - **1**), who threw to the first baseman (abbreviation - **3**) for the out. This play was recorded as; (**SAC 1-3**). Williams was the **2nd out** of the inning.

* **Williams** bunted the ball in such a way that he *gave himself up as an out*, so that **White** could advance to second base and be in a better position to score a run. Whenever a batter hits into a sacrifice play, that batter is NOT credited with an at-bat, because leniency is granted due to the fact that he has sacrificed *"himself"* for the better of the team.

Peters - hit the first pitch he saw to the left fielder, who made an *error* by dropping a fly ball. Thus, Peters advanced to first base as a result of an error. He was credited with an at-bat, but NOT a hit (E-7).

NO RBI on an error.

Smith - had 1 strike on him when he hit a fly ball into "foul" territory, which was caught in the air by the catcher. It was ruled a "fly out in FOUL territory" (**FO-2**). Smith was the 3rd out (3) of the inning.

- * If the fly ball was in "fair" territory, it would have been ruled: **F-2**.

This is the end of $\frac{1}{2}$ of the 3rd inning. There were:

3 runs (R) (Thomas, Sims, White) and

3 hits (H) (Thomas, Sims, Coleman).



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game

Batter	Pos	Inn	1	2	3	4
Thomas	4					
Sims	9					
Coleman	5					
White	3					
Williams	2					
Peters	8					
Smith	7					
Jones	6					
Jeffries	1					
		R	1	0	3	1
		H	1	1	3	2

Thomas - with a *count* of 1 ball and 1 strike, Thomas was hit by a pitch (**HBP**). He later tried to steal second base, but was thrown out by the catcher $\times$. Thus, he is recorded as being **caught stealing** (**CS**). He is the **2nd out** (2) of the inning.

Sims - with a *count* of 2 balls and 0 strikes, Sims hit a single (**1B**), but made it to **second base** on an **error** by the right fielder (**E-9**).

Coleman - with a *count* of 1 strike, Coleman hit a ground ball to the shortstop, who fielded it, and threw to the first baseman (**6-3**) for the **3rd out** (3) of the inning.

Jones - Jones *led-off* inning 4 with a triple (**3B**) and scored a run $\blacklozenge$ by **tagging up** from 3rd base when Jeffries hit a sacrifice fly to the Centre Fielder.

* Whenever a fly ball is hit and caught, runners who are on base cannot advance a base unless they keep at least one foot on the base and wait until the fielder makes the catch. Once the fielder catches the fly ball, runners can attempt to advance at a risk of being thrown out by the fielder who caught the ball. The fielder must catch the ball and quickly throw to the base where a runner is advancing. The baseman must catch the ball and **tag** the advancing runner before he reaches the base, to record an out.

Jeffries - Jeffries hit a fly ball to the centre fielder, who made the catch, for the **1st out** (1) of the inning. However, Jones **tagged up** from 3rd base to score a run. This gave Jeffries 1 Run Batted In (**RBI**), which is noted by the number 1 in the *upper left hand corner* of his box.

This is the end of ½ of the 4th inning.

There were:

1 run (**R**) (Jones) and

2 hits (**H**) (Jones and Sims).



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game

														Added columns	
Batter	Pos	Inn	1	2	3	4	AB	R	H	RBI	BB	SO	HBP	SAC	
Thomas	4						3	2	1				1		
Sims	9						3	1	2	2					
Coleman	5						3		2	1					
White	3						2	1	0						
Williams	2						2		0		1		1		
Peters	8						2		0			1			
Smith	7						2		1						
Jones	6						2	1	1			1			
Jeffries	1						2		0	1				1	
			R	H	1	1	0	1	3	3	1	2			

* If the game were to end after the 4th inning, the statistics would look like this.



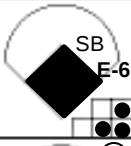
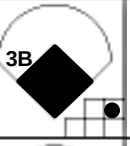
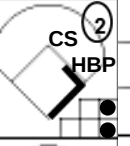
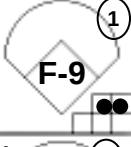
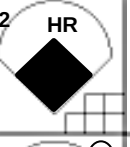
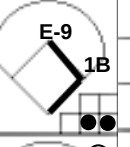
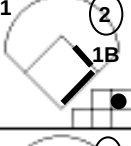
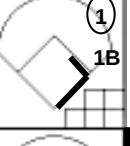
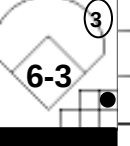
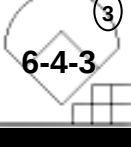
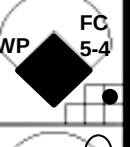
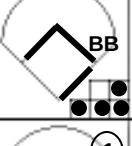
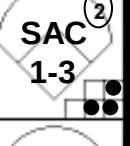
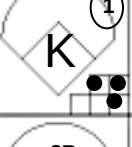
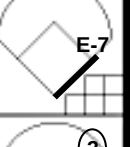
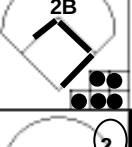
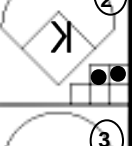
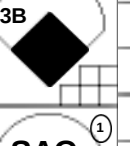
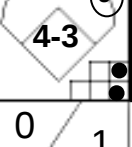
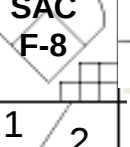
United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game “Batting Average” (AVG.)

Added columns

Batter	Pos	Inn	1	2	3	4	AB	R	H	RBI	BB	SO	HBP	SAC
Thomas	4						3	2	1				1	
Batting AVG. = .500														
Sims	9						3	1	2	2				
Batting AVG. = .666														
Coleman	5						3		2	1				
Batting AVG. = .666														
White	3						2	1	0					
Batting AVG. = .000														
Williams	2						2		0		1		1	
Batting AVG. = .000														
Peters	8						2		0			1		
Batting AVG. = .000														
Smith	7						2		1					
Batting AVG. = .500														
Jones	6						2	1	1			1		
Batting AVG. = .500														
Jeffries	1						2		0	1				1
Batting AVG. = .000														
		R	1	0	3	1								
		H	1	1	3	2								

* Each player's batting average for this 4-inning game.



United Kingdom Youth Baseball Association

Module 4 – The Scorebook

Section 2

Scoring a Simulated Game “Batting Average” (AVG.)

➤ Batting Average (AVG.)

Batting Averages (AVG.) are calculated for each player who has at least 1 at-bat. Although much has been said about a player's batting average, the most important aspect of batting is – **creating runs**. A player may have a *high batting average*, but does not get many hits when runners are on base. There are many statistics that are more revealing about a player's worth to the team than a player's batting average, such as; on-base percentage, hitting with runners in scoring position, runs batted in (RBI).

In this section, we will briefly look at each player's batting average for the previous 4 innings played during our simulated game, and explain how we have determined the AVG. per player for that game.

1. **Thomas:** came to the plate (batted) **three** times and got **one hit** (3rd inning triple). In the **1st inning**, he reached first base on an error by the Shortstop (E-6). Although an *error* allows a batter to reach base, it **does NOT count as a hit**, but **does count as an at-bat**. In the **4th inning**, he was hit by a pitch (HBP). Whenever a person is hit by a pitch, it does NOT count as an at-bat, nor does it count as a hit. Both an error and a HBP are positive when we consider Thomas's on-base-percentage (OBP), but do not do much for his Batting AVG. Thomas was to bat 3 times, and had 1 hit. The HBP does not count as an at-bat, but the error does. Thomas was for the record; 1 (hit) for 2 (at-bats).

$$1 \text{ (hit) } (x 1000) \text{ divided by } 2 \text{ (at-bats) } = .500$$

2. **Sims:** came to the plate **three** times and got **two hits** (3rd inning homerun, 4th inning single). In the 1st inning he hit a fly ball to the right fielder, which was caught for an out (F-9). Sims was for the record; 2 (hits) for 3 (at-bats).

$$2 \text{ (hits) } (x 1000) \text{ divided by } 3 \text{ (at-bats) } = .666$$

3. **Coleman:** came to the plate three times and got two hits (a single in the 1st inning and a single 3rd inning). In the 4th inning he it a ground out to the shortstop, who threw to the first baseman for the out (6-3). Coleman was for the record; 2 (hits) for 3 (at-bats).

$$2 \text{ (hits) } (x 1000) \text{ divided by } 3 \text{ (at-bats) } = .666$$



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Section 2

Scoring a Simulated Game “Batting Average” (AVG.)

➤ Batting Average (BAVG.) (cont)

4. **White:** came to the plate (batted) **two** times and got **no hits**. In the **3rd inning**, he reached first base on a *Fielder's Choice* (FC), when the third baseman threw to the second baseman to get the *force out* at second base (Coleman, who was on first base). Consequently, White was safe at first base. A fielder's choice is where the defence chooses to get another runner out, instead of the player who hit the ball, and is NOT recorded as a *hit*, but is recorded as a time *at-bat*. White was for the record; 0 (hits) for 2 (at-bats).

$$0 \text{ (hits) } (x 1000) \text{ divided by } 2 \text{ (at-bats)} = .000$$

5. **Williams:** came to the plate **two** times and got **no hits**. However, in the **2nd inning** he received a *Base on Balls* (BB), and in the **3rd inning**, he hit a *Sacrifice Bunt* which the pitcher fielded and threw to the first baseman for the out (SAC, 1-3). The sacrifice bunt allowed White to advance to second base. Williams sacrificed himself for the better of the team, by helping to put White in a better scoring position (1 base closer to home plate). Thus, a SAC does NOT count as an at-bat, nor does it count as a hit. A base on balls (walk) does NOT count as an at-bat, nor does it count as a hit. However, a walk does improve a player's on-base-percentage (OBP). Neither hurts or helps the player's AVG. Williams was for the record; 0 (hits) for 2 (at-bats), which in this scenario is *officially scored* as:

$$0 \text{ (hits) divided by } 0 \text{ (at-bats)} = .000$$

6. **Peters:** came to the plate **two** times and got **no hits**. In the **3rd inning** he reached first base on an error committed by the left fielder (E-7), but reaching base on an error, is scored as an at-bat, but not a hit. Peters was for the record; 0 (hits) for 2 (at-bats).

$$0 \text{ (hits) divided by } 2 \text{ (at-bats)} = .000$$

7. **Smith:** came to the plate **two** times and got **one hit** (2B in **2nd inning**). Smith is 1 for 2.

$$1 \text{ (hit) divided by } 2 \text{ (at-bats)} = .500$$

8. **Jones:** came to the plate **two** times and got **one hit** (3B in **4th inning**). Jones is 1 for 2.

$$1 \text{ (hit) divided by } 2 \text{ (at-bats)} = .500$$

9. **Jeffries:** came to the plate **two** times and got **no hits**. In the **4th inning** he hit a sacrifice fly to the centre fielder, who made the catch, but Jones tagged up from third base to score. Jeffries gets credited with 1 RBI, and a SAC F-8 which does *not* count as an at-bat. Jeffries was for the record 0 (hits) for 2 (at-bats), which in this scenario is *officially scored* as:

$$0 \text{ (hit) divided by } 1 \text{ (at-bat)} = .000$$



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Section 2

Scoring a Simulated Game QUIZ

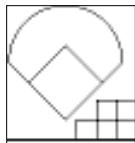
1. What is the purpose of keeping score?
2. What is the *number* abbreviation for the shortstop?
3. On the score sheet, how do you show that a batter has reached first base?
4. On the score sheet, how do you show that a player has scored 1 run?
5. What is the abbreviation for a Fielder's Choice?
6. What is the abbreviation for a triple?
7. Each batter must bat according to the:

In the scoring boxes below, score the following plays

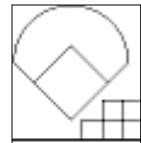
8. A single



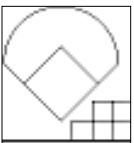
9. An error on the third baseman



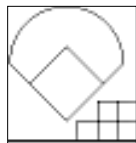
10. Swinging Strikeout



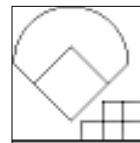
11. A ground out
from SS to 1B



12. A Double Play SS-2B-1B



13. Fly out to the CF





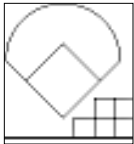
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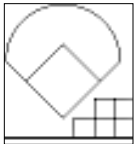
Section 2

Scoring a Simulated Game QUIZ

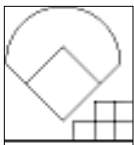
14. There is a runner on first base who got there via a base on balls. He attempts to steal second base, but is thrown out.



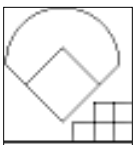
15. A batter has a count of 2 balls and 2 strikes, and hits a sacrifice fly out to the left fielder. As a result, he gets a run batted in, but is the 1st out of the inning.



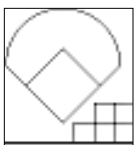
16. A batter has a count of 1 ball and 2 strikes, and reaches first base on an error by the right fielder. He steals second base, but gets thrown out trying to steal third base, for the 2nd out of the inning.



17. A batter gets hit by a pitch and reaches first base. He advances to second base as the result of a wild pitch. He later scores a run.



18. A batter has a count of 1 ball and 2 strikes, when he sacrifice bunts. The pitcher fields the ball and throws to the first baseman for the 1st out of the inning.





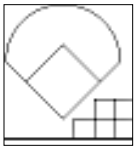
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Scoring a Simulated Game QUIZ

19. There is a runner on first base. The batter has a count of 3 balls and 2 strikes, when he hits a ground ball to the second baseman, who throws to the shortstop for one out. The shortstop throws to first base in attempt to get a double play, but the batter-runner is safe at first base.

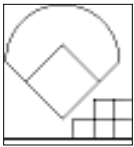


20. With runners on second and third base, a batter hits a homerun.



21. A batter has been to bat 4 times. He has a triple, a walk, reached on an error, and hit a sacrifice fly. What is his batting average for the game?

22. There is a runner on third base who scores as the batter reaches first base on an error by the second baseman.



23. There is a runner on third base. The batter hits a fly ball to the left fielder, who makes the catch. The runner on third base tags up and scores.



- 24-25. A batter has a count of 1 ball and 2 strikes. He strikes out (swinging), but the catcher misplays the ball which allows the batter to reach first base safely. He steals second base, advances to third base on a passed ball, and scores on a wild pitch.

