

AT-BATS: Charge a batter with a time at-bat during any plate appearance except when:

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

INNINGS PITCHED: Count each putout as one third of an inning. For example, if a starting pitcher is replaced with one out in the sixth inning, credit that pitcher with 5 1/3 innings.

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

- a hit
- sacrifice bunt or fly
- infield out or fielder's choice
- a base on balls or being hit by a pitch with the bases loaded

BASE HITS: A base hit shall be scored in the following cases:

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

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

SACRIFICES:

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

PUTOUTS: A putout shall be credited to each fielder who:

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

ERRORS: An error shall be charged for each misplay (fumble, muff or wild throw) that prolongs the time at bat of a batter, prolongs the life of a runner, or permits a runner to advance one or more bases.

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

WILD PITCHES/PASSED BALLS: A wild pitch is charged when the pitcher throws a pitch that can't be handled reasonably by the catcher and runners are able to advance. A catcher charged with a passed ball when he fails to handle a pitched ball that should have been handled with ordinary effort and runners advance.

EARNED RUNS: An earned run is a run for which the pitcher is held accountable. In determining earned runs, the inning should be reconstructed without errors, and the benefit of the doubt should always be given to the pitcher in determining which bases would have been reached by errorless play. An earned run shall be charged every time a runner reaches home base without the aid of an error. An error by a pitcher is treated exactly the same as an error by any other fielder in computing earned runs. When a pitcher puts runners on base, and is relieved, he shall be charged with all runs subsequently scored by those runners.

WINNING AND LOSING PITCHER: Credit the starting pitcher with a game won only if he has pitched at least five complete innings and his team has the lead for the remainder of the game. When the starting pitcher cannot be credited with the victory and more than one relief pitcher is used, the victory shall be awarded as follows:

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

SAVES: Credit a pitcher with a save when he meets all three of the following conditions:

- He is the finishing pitcher in a game won by his club
- He is not the winning pitcher
- He qualifies under one of the following conditions:
 - He enters the game with a lead of no more than three runs and pitches for at least one inning
 - He enters the game, with the potential tying run either on base, or at bat, or on deck.
 - He pitches effectively for at least three innings.
- No more than one save may be credited in each game.