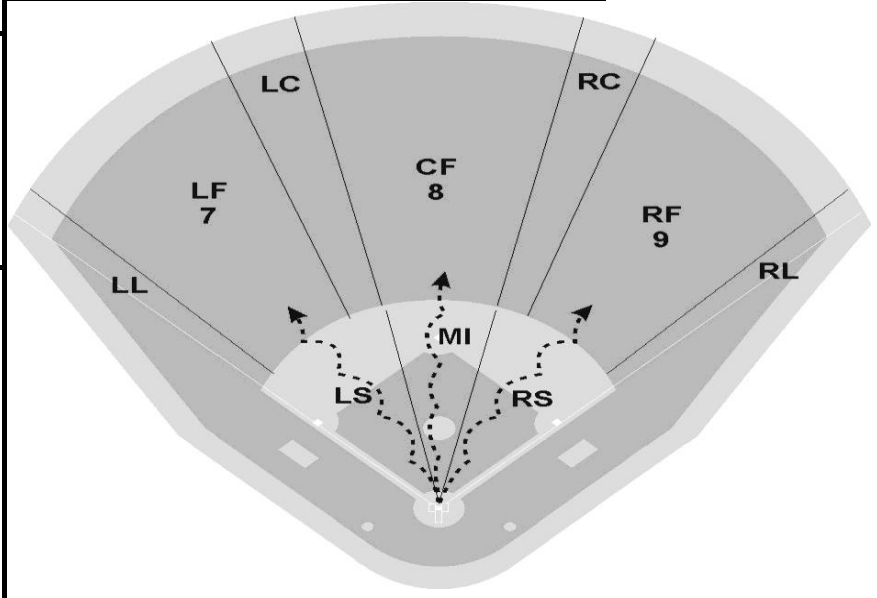


Base hits (see drawing)	<i>e.g.</i>	Error (fielding)	E#F	<i>E6F</i>	Sacrifice hit/bunt	## SAC	<i>13 SAC</i>	Tiebreak	
Single	1B #	<i>1B 8</i>	Error (throw)	E#T	<i>E6T</i>	with error	E#F SAC	<i>E3F SAC</i>	runner on base R:#,b
Single + error	1B # +E#?	<i>1B 8 +E#F</i>	Catching error (dropped)	E#D	<i>E6D</i>	with error + assist	E#M A# SAC	<i>E3M A1 SAC</i>	<i>(runner 5 of lineup on 2nd base)</i>
		<i>? Kind of error (fielding, throw, dropped)</i>	Error after bunt	E#F BU	<i>E3F BU</i>	Sacrifice fly	F# SF	<i>F9 SF</i>	batter
Single +			Error + extra base	E#F +E	<i>E8F +E (or D)</i>	with error	E#F SF	<i>E9F SF</i>	B:5
FC by throw	1B # +T	<i>1B 8 +T</i>	Error + second error	E#F +E#(T)	<i>E6F +E6T</i>	with error on runners	batter	<i>F9 SF</i>	<i>(batter 5 of lineup at bat)</i>
Double	2B	<i>2B RC</i>	Error + assist	E#M A#	<i>E3M A6</i>		runner 1	<i>+E9T</i>	fielding change
Triple	3B	<i>3B 9</i>	Error no advance	E# DF	<i>E3 DF</i>		runner 2	<i>+E</i>	F5
Homerun	HR	<i>HR 8</i>	for batter						pitcher change
Inside the park	HR # IP	<i>HR 8 IP</i>	Error no advance	E#M NA A#	<i>E3M NA A1</i>	double play with GDP	463 GDP	<i>batter</i>	F7
Ground Rule	2B # GR	<i>2B 9 GR</i>	for runner	(M=muffed throw)		(play 46 - 63)	X	<i>runner</i>	pinch hitter
Bunt	1B # BU	<i>1B 5 BU</i>	Advance 1 base	+		double play GDP with O#	FC 654 GDP	<i>batter</i>	pinch runner
Base on balls	BB		Advance 2 bases	++		(play 65 - 54)	X	<i>runners</i>	change at bat
Intentional BB	IBB		Advance 3 bases	+++		double play fly ball	F83 DP	<i>batter</i>	box score controle
Hit by pitch	HP		Advance + error	+ +E		(play 65 - 54)	X	<i>runners</i>	alt + B
Ground Rule	##	<i>63 / 163</i>	Basehit + Error	1B# +E#T	<i>1B8 +E8T</i>	double play fly ball	F83 DP SF	<i>batter</i>	fielding positions
Out with bunt	## BU	<i>13 BU</i>	Basehit + 2 bases by error	1B# ++E#F	<i>1B8 ++E8F</i>	sacrifice (SF8 - 83)	X	<i>runner</i>	alt + D
Out unassisted	#U	<i>3U</i>	Stolen base	SB		Triple play (grounded)	543 (G)TP	<i>batter</i>	alt + E
Fly out	F#	<i>F8</i>	Stolen base followed by error	SB +E#		(play 5 - 54 - 43)	X (2x)	<i>runners</i>	alt + F
Pop fly out	P#	<i>P5</i>	Failed pick off	FPO	max. 1x !!	double play with error	E3M A4 GDP	<i>batter</i>	alt + G
Linedrive out	L#	<i>L6</i>	Stolen base after failed pick off	SB FPO		(play 64 - 4E3 GDP)	64	<i>runner</i>	alt + H
Foul fly out	FF#	<i>FF2</i>	(does not count for catcher)			DP with more assists	643 GDP A45	<i>batter</i>	alt + I
Inflied fly out	IF#	<i>IF6</i>				(play 6453 - 34 GDP)	X	<i>runner</i>	alt + J
Out rundown	all players	<i>135456</i>	Caught stealing	## CS	<i>24 CS</i>				alt + K
Strike out looking	KL		caught stealing with error	E#M A# CS	<i>E4M A2 CS</i>				alt + L
Strike out swing	KS		Caught stealing after pickoff	## CS PO	<i>136 CS PO</i>				alt + M
Strike out - on base	KS 23 or KS WP or KS PB or KS E2T or KS E3M A2		in rundown start with	A##	<i>A1346</i>				alt + N
Strike out - 1st base	KS FC	<i>batter</i>	caught stealing after pickoff / safe	E#M CS FPO	<i>E6M CS FPO</i>				alt + O
with CS on two	## CS	<i>runner</i>	back to runner, and then	A##	<i>A13</i>				alt + P
Strike out double play	KS ## DP	<i>batter</i>	Out after pickoff	## PO	<i>13 PO</i>				alt + Q
with CS on two	X CS	<i>runner</i>	fielders choice	FC #					alt + R
Wild pitch	WP		fielders choice + runner out	FC #	<i>batter FC 5</i>				alt + S
Passed ball	PB		runner	##	<i>54</i>				alt + T
more than 1 base	++WP/++PB		fielders choice after bunt	FC # BU	<i>batter</i>				alt + U
Balk	BK		runner out	##	<i>e.g. 16</i>				alt + V
			fielders choice after bunt	FC # SAC	<i>batter</i>				alt + W
			runner safe	+					alt + X
			fielders choice on other base	FC #	<i>batter</i>				alt + Y
			runner	+					alt + Z
			fielders choice on throw	+ T					alt + AA



Catcher interference	CI	(INT)	Comment to add	ESCAPE, go to Comment, Enter - type Comment - Enter - F4
Obstruction	E5	OB	Comments	::: Coaching visit to mound :::
Appeal	##	AP		::: Suspended game - rain delay :::
OBR #	type:	1) comment		::: Suspended game - injury delay :::
		2) out		::: Suspended game - light failure :::
OBR 4		BI		::: Game should be restarted at hh:mm :::

OBR (as described here under)

	<i>comment</i>	<i>out</i>	
OBR 1	::: LAST NAME - Illegally batted ball :::	batter 2U	
OBR 2	::: LAST NAME - Bunted foul on third strike :::	batter KS	
OBR 3	::: LAST NAME - Touched by own batted ball :::	batter 2U	
OBR 4		BI	No comment
OBR 5	::: LAST NAME - Batting out of turn :::	batter 2U or play	
OBR 6	::: LAST NAME - Refused to touch first base :::	batter 2U	(or KS/KL in case it occurs)
OBR 7	::: LAST NAME - Refused to advance from third base :::	batter 2U	
OBR 8	::: LAST NAME - Infield fly not caught :::	type the play	
OBR 9	::: LAST NAME - Touched by fair ball :::	type the play	
OBR 10	::: LAST NAME - Running out of line :::	type the play	
OBR 11	::: LAST NAME - Passed another runner :::	type the play	
OBR 12	::: LAST NAME - Running bases in reverse order :::	type the play	
OBR 13	::: LAST NAME - Runner interfered with fielder :::	type the play	
OBR 14	::: LAST NAME - Interference by preceding runner :::	type the play	

Examples of difficult plays			
one out, 2nd and 3rd base occupied, ball hit to shortstop runner 3 out by 62, runner 2 to 3, after that out by 272 (DP), batter O6	batter:	FC 6 622 DP A7	
	runner from 2nd:	+ X	
	runner from 3rd:	X	
2 bases occupied, batter triple, batter home by 8e45, 3x RBI, own run is unearned run	batter:	3B 9 RBI2	
	runners	X	
	batter:	+E4T UE	
runner on first - tries to steal second base - returns to first base - safe on first by error	runner:	A26	
	runner:	E3M NA CS	
runner on second base - out in rundown 1565 - batter safe at first base, than out at 2nd by play 54 in DP	batter:	FC 1 X A56	
	runner	154 DP	
infield fly situation - IF1 in combination with play 16: double play		I16 DP	<i>IF does not work, use I</i>
		X	
runner on second base - batter base hit + throw 75 to second base, runner to third base and advances home by 7E5 normally:	batter	1B 7 +T	
	runner	+ +E5M A7 UE	
this play is too long, you get a message "play too long to fit unearned runs, use separate plays"			
We have to split the play in a logical way, which means 1B 7 for the batter and + for the runner, after that +T for the runner on first base and +E5M A7 UE for the runner on third base.			
If you don't find this solution at once, use Edit Plays and insert a play by using I. In case you don't how, ask your Central Operator/Scoring Director.			