

SABSA Legend for Scoring Symbols and Colours

Note: Replace # with the number of the fielder(s) that actually made the play with the last fielder at the end. Replace ** with the current batter number.

Recommend: All line-ups and game details including DH, DR and Runs Scored be written in Black Pen.

LEAD PENCIL

BOB #	Batting Out of Box
BOO #	Batting Out of Order
CS ##	Caught Stealing a base (with ← from original base)
F #	Caught Fly ball
FC #	Fielders Choice
FF #	Caught Foul Fly ball
FL #	Caught Foul Line Drive
GDP	Ground Into Double Play
HBB #	Hit by Batted Ball (# nearest fielder)
IF #	Infield Fly
INT #	Interference
L #	Caught Line drive
MB #	Missed Base
PAR #	Passing A Preceding Run
# RLE	Runner Left Early (Failed to tag on caught fly ball)
ROL #	Running Off Line
RRO#	Running in Reverse Order
SB **	Stolen base with batter number
UA #	Unassisted Put Out
# - #	Assisted Put Out

STRIKES AND BALL COUNTS

•	Balls
C	Called Strikes
F	Foul Balls
S	Swung on Strikes
•	Balk (not counted in batters pitch count for Senior Divisions)

RED PENCIL

CI	Catcher's Interference
E #	Error – Decisive: (should be out) upper case
e #	error – (extra base) lower case, subsequent runners circled
INT #	Defensive Interference
MF #	Muffed Fly
MFF #	Muffed Foul fly
OBS #	Defensive Obstruction
PB **	Pass Ball – Lead runner upper case and subsequent runner lower case circled
WT #	Wild Throw
Unearned Runs	Colour inside circle red

BLUE PENCIL

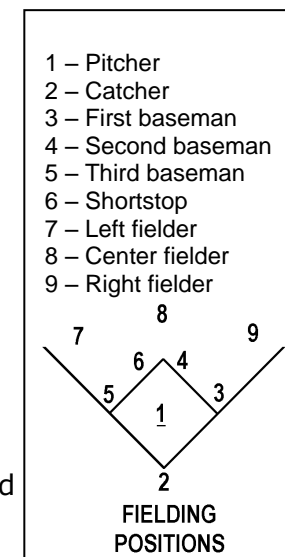
BB	Base on Balls
BLK**	Balk
HPB	Hit by Pitched Ball
IBB	Intentional Base on Balls
K	Foul Tip 3 rd strike caught by catcher
K2	Batter swings on 3 rd strike
KC	Batter watches 3 rd strike
KWP	Batter swings on 3 rd strike, safe on first on a Wild Pitch
S	Sacrifices (large S through batters box)
WP**	Wild Pitch (lead runner uppercase and subsequent runner lower case circled)

GREEN PENCIL

Earned runs	Colour inside circle green
— #	One Base hit
== #	Two Base hit
≡ #	Three Base hit
≡≡ #	Home Run

ORANGE PENCIL

End of Inning	Line drawn at end of Inning
Outs	Record 1, 2 or 3 in circle
Double Plays	Draw ◇ or ✕ in batters involved
Triple Plays	Draw ○, ◊, ✕, ✕ or ✕
In DP/TP:	∧ = 1 st Out ∨ = Last Out. In TP = 2nd Out



MIXED COLOURS

KPB	3 rd strike dropped by catcher; safe on 1 st base
K2-E3	3 rd strike dropped by catcher; misfielded at 1 st base by first baseman
K2-3	3 rd strike dropped by catcher; recovered by catcher and thrown out at 1 st base
KWT #	3 rd strike dropped by catcher; fielder throw wild
K2BTS	3 rd strike bunted foul
K2UA	Catcher drops the ball after 3 rd strike then tags the advancing runner before he gets to 1 st base
KE2	Catcher mishandles the ball after 3 rd strike