



STATISTICIANS' MANUAL

for Baseball/Softball, Basketball, Football and Volleyball



National Federation of State High School Associations

NFHS
STATISTICIANS' MANUAL
FOR
HIGH SCHOOL FOOTBALL, BASKETBALL,
BASEBALL/SOFTBALL AND VOLLEYBALL



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FOREWORD

Over the years, the National Federation of State High School Associations has received numerous requests for a publication which would provide statisticians with the correct procedures for gathering team and individual statistics. In response to that increasing demand, in 1997, the NFHS first published the “NFHS Statisticians’ Manual” for high school football, basketball and baseball/softball. This edition includes volleyball as well.

The NFHS would like to thank the National Collegiate Athletic Association (NCAA) for the use of its statistics manual in these sports as starting points for the creation and update of this manual. The NFHS also would like to thank all former and current members of the National Records Committee, as well as the following people for their assistance in updating this manual:

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It is our hope that this “NFHS Statisticians’ Manual” will help make the process of collecting statistics more consistent and accurate among high schools around the nation. If you have any suggestions on how this publication might be improved, please contact us and we will consider your suggestions for future editions.

Confirmed Decision (Noted as CD): Designed to assist the interpretation of the application of the provisions of the NFHS rules books. A thorough understanding of the rules is essential to understanding and applying the statistics rules in this manual.

This manual was compiled using information which was accurate as of December 2003.

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Team and individual player statistics add interest to sports. The procedures explained in the following paragraphs are designed to assist statisticians in gathering team and individual statistics.

Basic definitions of terms and abbreviations used in this manual are listed below: (Teams and players are designated as Team A, Team B, Player A or Player B)

FOOTBALL



DEFINITION OF TERMS

LOS: Line of scrimmage

Yards Rushing: The number of yards gained or lost by running with the ball.

Yards Passing: The number of yards gained or lost by throwing (for the passer) and/or catching (for the receiver) the ball.

First Down: Gaining the necessary number of yards to receive another series of downs.

Fumble: Any loss of player possession other than by legal kick, passing or handing.

Return Yards: The number of yards gained or lost by running with the ball after receiving a kickoff or punt or after intercepting a pass.

Total Offense: The amount of yardage gained by rushing and passing, BUT NOT RETURN YARDAGE.

All-purpose Yards: Combined net yards gained by rushing, receiving, interception returns, punt returns, kickoff returns and runbacks of field-goal attempts. All-purpose running does not include forward passing yardage.

Net Yards: The amount of yardage gained or lost after subtracting the losses from the gains.

CD 1: Player A runs with the ball five times. His attempts are: +2, -4, +6, -3 and +1. Total yards gained = 9. Total yards lost = 7. Net yards = 2.

CD 2: Player receiving the ball in the same situation as exemplified in **CD 1** is recorded in the same manner as **CD 1**.

CD 3: Player passing the ball in the same situation as exemplified in **CD 1** is recorded in the same manner as **CD 1**.

TD: Touchdown

Try (point after touchdown): After a touchdown, the scoring team shall attempt a try during which the ball is snapped from the spot designated by Team A anywhere between the inbounds lines on B's 3-yard line. This involves a scrimmage down which is neither numbered nor timed. No statistics are kept that would normally be recorded on regular plays; only the try attempt and successful try

are recorded. **Exception:** Penalty yardage is enforced on the succeeding spot of the ball. The try begins when the ball is ready for play, and it ends when:

- a) team B secures possession,
- b) it is apparent a drop kick or place kick will not score,
- c) the try is successful,
- d) the ball becomes dead for any other reason.

Kickoff: A free kick which puts the ball in play at the beginning of each half of the game, after a successful field goal and after any try.

Punt: A legal kick by a player who drops the ball and kicks it before it has touched the ground. A punt may be used for a free kick following a safety or for a scrimmage kick.

Scrimmage Kick: Any legal kick from in or behind the neutral zone.

Tackling: The use of hands, arms or body by a defensive player in an attempt to hold a runner or to bring the player to the ground.

Determining the Yard Line and Spotting the Ball: The basic spot is the previous spot for fouls simultaneous with the snap or free kick, or for fouls during most loose-ball plays (except scrimmage kicks). It is the spot where the kick ends for fouls by the receiving team that occur during a scrimmage kick (before the kick ends), and is the end of the last run for other fouls.

NOTE: If any part of the football is touching the vertical plane above any yard stripe, future action is to be computed from that yard line. However, if all of the football has been advanced beyond any yard stripe, further action is computed from the first yard line in advance of the football (or nearest the intended goal).

Exception 1: When there is a change of possession, it is possible that the yard line for one team may not be the same as that of the other team.

CD: A fourth-down play which does not result in a first down by Team A ending between B's 3- and 4-yard lines is at the 3-yard line for Team A at the end of the drive, but the 4-yard line for the team taking over (Team B). When the stakes are moved, the other end of the ball now becomes the forward point for future measurements.

Exception 2: In certain situations (any down but the first) where there is less than 1 yard to gain for a first down, it may be necessary to spot the ball back 1 yard to conform with the principle that there must always be, for statistical purposes, at least 1 yard remaining to be gained for a first down (or for a touchdown).

CD 1: First down and 10. A player carries the ball to within 6 inches of a first down. Credit the player with 9 yards gained, because the player has not advanced to a first down.

CD 2: Third down and goal from the 3-yard line. A player carries the ball to within 1 inch of the goal line. Credit the player with 2 yards gained to the 1-yard line. The next ball carrier scores. Credit the latter with a 1-yard gain.

CD 3: Team A has the ball with the forward point of the ball placed on Team B's 1-yard line. The ball is considered to be on Team B's 1-yard line.

CD 4: Team A has the ball with the forward point of the ball placed just short of Team B's 1-yard line. The ball is considered to be on Team B's 1-yard line.

CD 5: Team A has the ball with the forward point of the ball placed just short of Team B's goal line. The ball is considered to be on Team B's 1-yard line.

Exception 3: When, on a first down, the ball rests just outside a defensive team's 10-yard line, it will be necessary to designate the scrimmage line as the 11-yard line, as it would be possible for the offensive team to advance for a first down without scoring a touchdown.

CD 1: Team A's ball, first down just outside Team B's 20-yard line. (The designated scrimmage line is the 20.) Player A rushes for sufficient yardage for a first down, just outside Team B's 10-yard line. Credit Player A with a rush of 10 yards and Team A with a first down by rushing. Spot the ball on Team B's 11-yard line.

CD 2: The original spot of the ball is to be maintained if the official errs in re-spotting the ball after a play.

CD 3: Team A's ball between its 39- and 40-yard lines. (The ball is spotted on the 40.) After Player A's incomplete pass, the official places the ball on Team A's 39-yard line. Compute future action from Team A's 40-yard line.

Exception 4: When the ball is between the 1-yard line and the goal line with the forward point of the ball closest to the goal line. The ball is considered to be at the 1-yard line.

CD 1: Team A has the ball, first and 10, with the forward point of the ball placed on Team A's 20-yard line following a touchback. The ball is on Team A's 20-yard line.

CD 2: Team A has the ball, first and 10, with the entire ball placed just beyond Team A's 20-yard line following a punt return. The ball is considered to be on Team A's 21-yard line.

CD 3: Team A has the ball, first and 10, with the forward point of the ball almost on Team A's 21-yard line following a punt return. The ball is considered to be on Team A's 21-yard line.

End-Zone Yardage: Only the yardage from goal line to goal line is recorded statistically. This applies to kickoff and punt returns, as well as interception and fumble returns.

Exception: A field-goal attempt. The 10 yards from the goal line to the goal is added.

Penalty Yardage: The amount of penalty yards recorded should at all times be the actual distance lost by penalty enforcement (not, however, to include the yards nullified by penalty), rather than the amount of yards assessed by rule.

CD: The ball is on Team A's 8-yard line when Team A is penalized for holding. The penalty assessed by rule is to be 10 yards, but Team A cannot be penalized more than half the distance to its goal line. Thus, the number of penalty yards recorded is 4.

Fumble Returns: An offensive fumble either behind or beyond the LOS recovered by the defensive team may be returned.

Third-Down Efficiency: Third-down efficiency is the success a team has in converting third-down rushing or passing plays to first downs or touchdowns. If a first down is obtained by penalty on a third-

down play or if a field goal is attempted on third down, the offensive team is not credited with an attempt in determining efficiency. Do not credit a third-down attempt when the offensive team commits a foul (and the penalty is accepted by the defense). The spot of enforcement is in advance of the LOS, and the down is the same.

CD 1: On third down and goal at Team B's 3-yard line, Player A rushes for 3 yards and a touchdown. Credit Team A with a third-down attempt and conversion for efficiency determination.

CD 2: On third down and two at midfield, Player A rushes for 3 yards, but Team B has an illegal substitution. Team A elects to take the penalty for a first down at Team B's 45. No entry is made in the third-down efficiency category since the first down was awarded by penalty.

CD 3: On third down and 10 at midfield, Team A is ahead with 30 seconds remaining in the game. Team A's quarterback, Player A, falls to the ground at Team A's 48-yard line after taking the snap, making no effort to gain yardage. Score as one third-down attempt. Also credit Player A with a loss of 2 yards rushing.

CD 4: On third down and two at midfield, Player A gains 3 yards, Team B is charged with a face-mask foul, moving the ball to Team B's 32. Score two first downs (one rushing, one by penalty) and credit a third-down attempt and conversion, since Team A had made a first down without regard to the penalty.

CD 5: On third down and 3, Team A gains 2 yards, then Team B receives an unsportsmanlike conduct penalty. The conversion is not granted, because the third down was finished. The dead-ball penalty resulted in the first down.

Third-Down Conversions: A third-down conversion is recorded when a team makes a first down during the third down of a series. Record both successful and unsuccessful third-down conversions. It is also a third-down conversion if the third-down run or pass results in a touchdown and the goal line was not the line-to-gain.

Possession Time: Possession time is the time a team has the ball dur-

ing a game. The minutes must total 48 (four quarters of 12 minutes apiece). It is computed from the first play initiated by Team A from the LOS until a scoring play is made or loss of possession occurs. After a change of possession, i.e., fumble, interception or punt, consider Team A in possession until the ball next is declared dead. In order to account for 48 minutes, start the receiving team's time of possession at the time of kickoff. On all other returns, "transition time" — punt returns, blocked punts, blocked field-goal attempts, fumble returns and interceptions, including scoring plays, start ball possession at the start of the next scrimmage play.

Exception: If, at the end of the fourth period, the teams have identical scores, the tie may be resolved if a method has been approved by the state high school association. In that case, time of possession should be adjusted accordingly if timed plays are utilized. In overtime formats using alternating-possession procedures, no time of possession should be recorded.

Measuring a Scoring Drive: Scoring-drive yardage is measured from the initial LOS at the start of possession to the goal line (in the event of a touchdown) or from the initial LOS to the last LOS for field goals, not the spot from which the kick was attempted. The yardage on a successful field goal is not included in the scoring drive. Penalty plays (where the down remains the same but the ball changes position) are not included in the total number of plays in a scoring drive. However, penalty plays in which the down changes and the ball moves forward are included in the total number of plays in a scoring drive. No scoring drive should exceed the total number of yards from the initial LOS to the goal line or to the last LOS for field goals. Field goals are to be counted as a play in a drive.

SECTION I: Rushing

Provision 1: All offensive running plays are termed "rushing plays."

STATISTICS RULES WITH CONFIRMED DECISIONS

Provision 2: Any player who carries the ball is credited with plus or minus yardage from the LOS to the spot where the ball is declared dead in the player's possession or is recovered by the opponent. (See SECTION 5: Fumbles)

CD 1: Team A has the ball at the 50-yard line. Player A takes a handoff and advances to Team B's 45-yard line. Player A is credited with 5 yards rushing.

CD 2: Team A has the ball at the 50-yard line. Player A takes a handoff and is downed at Team A's 48-yard line. Player A is credited with minus 2 yards rushing.

CD 3: Team A has the ball at the 50-yard line. Player A1 takes a handoff and fumbles, and it is recovered by Player A1, Player A2 or Player B at Team B's 45. Player A1 is credited with 5 yards rushing.

Provision 3: In a run-option play involving a pitch behind the LOS to the trailing back, credit the trailing back with the rush attempt and total yardage gained or lost, measured from the LOS, regardless of where the player obtains the pitch. The player who pitches is not credited with a rush attempt or yardage.

CD 1: Team A's ball on Team B's 30-yard line. Player A1 advances to the 26-yard line and, in the **scorer's** opinion, makes an errant pitch to Player A2, who is downed on the 29. Credit Player A1 with a rush of 1 yard.

CD 2: Team A's ball on its 40-yard line. On a pitchout, Player A1 tosses the ball behind Player A2. Player A2 recovers the ball on Team A's 30-yard line and advances to Team A's 34-yard line. Charge Player A1 with a rush of minus 6 yards. Charge Team A with a fumble not lost.

Provision 4: Any backward pass beyond the LOS during a rushing play causes two players to be credited with rushing yardage, but only one player is to be credited with a "time carried." The player

advancing the ball beyond the LOS is credited with a “time carried” and with the yardage to the spot where his backward pass is caught. The player receiving the backward pass does not receive credit for a “time carried” but does receive credit for the yardage from the spot where the player catches the backward pass to the spot where the ball is declared dead in the player’s possession. (Note: See Fumbles)

CD 1: From the 50-yard line, Player A1 advances to Team B’s 30-yard line where Player A1 passes backward to Player A2 who catches the ball at Team B’s 32-yard line. Player A2 then advances to Team B’s 25-yard line and is downed. Player A1 is credited with a “time carried” and with 18 yards rushing. Player A2 is credited with 7 yards rushing but no “time carried.”

Provision 5: Any backward pass (underhand or otherwise) behind the LOS results in the player receiving the backward pass being credited for all yardage gained or lost. This would be rushing yardage lost, not passing. If the backward pass hits the ground, it should be recorded as a fumble. If the opposition recovers the ball, the person throwing the pass is credited with negative rushing yards to the point where the opposition recovers the ball.

CD 1: From the 50-yard line, Player A1 passes back to Player A2 behind the LOS, and Player A2 is downed at Team A’s 45-yard line. Player A2 is credited with a loss of 5 yards.

CD 2: From the 50-yard line, Player A1 passes back to Player A2 behind the LOS, and Player A2 advances to Team B’s 40-yard line. Player A2 is credited with a gain of 10 yards.

SECTION 2: Passing

Provision 1: Yardage during a pass is credited to both the passer (passing) and to the receiver (receiving). It is figured from the LOS to the spot where the ball is declared dead in the receiver’s possession (Note: See Fumbles).

CD 1: From the 50-yard line, Player A passes complete to Player A2 at Team B’s 30-yard line. Player A2 advances to Team B’s 20-yard line and is tackled. Credit Player A with a completed

pass and 30 yards passing and Player A2 with a pass caught and 30 receiving yards.

CD 2: From the 50-yard line, Player A passes complete to Player A3 at Team A's 45-yard line, where Player A3 is downed immediately. Credit Player A with a completed pass and minus 5 yards passing, and credit Player A3 with a pass caught and minus 5 receiving yards.

Provision 2: Forward passing gains or losses are measured from the LOS to the point where the ball is declared dead (or is recovered by opponents in the case of a fumble) so as to include both the length of the pass and running advance after completion. All yards gained or lost on each completed pass play are credited to both passer and receiver.

Provision 3: Any loss by a player apparently intending to pass, but downed behind the LOS, is recorded as "Loss by Rushing." The player is not a passer until the player has thrown the ball, since a player retains at all times the option of running.

Provision 4: Interception returns are measured from the point of interception to the point where the ball is declared dead (or is recovered by opponents in the case of a fumble).

Provision 5: There is no pass completed by penalty.

Provision 6: Whenever a player attempting to pass is tackled behind the LOS, that player is charged with a "time carried" and minus rushing yards. The player remains a runner until the ball is thrown. When a pass is intercepted, the passer is credited with an incomplete pass and is charged with an intercepted pass with no yardage recorded for Team A.

CD 1: Team A has the ball on the 50-yard line, and a pass from Player A is intercepted by Player B on Team B's 30-yard line. Player A is credited with an incomplete pass and is charged with an intercepted pass. Player A is credited with no yardage.

Provision 7: Any backward pass beyond the LOS during a passing play **following a completed pass** causes two players to be credited with receiving yards, but only one player may be credited with a pass caught. The player receiving the forward pass is credited with a

pass caught and the receiving yards from the LOS to the spot where the backward pass is caught. The player receiving the backward pass is not credited with a reception but is credited with receiving yards from the spot where the backward pass is caught to the spot where the ball is declared dead in the player's possession (Note: See Fumbles).

CD 1: From the 50-yard line, Player A passes complete to Player A2 who advances to Team B's 35-yard line where Player A2 passes backward to Player A3 who catches the ball on Team B's 38-yard line and advances to Team B's 20-yard line before being tackled. Credit Player A with a completed pass and 30 yards passing. Player A2 is credited with a pass caught and 12 receiving yards. Player A3 is not credited with a pass caught, but is credited with 18 receiving yards.

Provision 8: A fake field-goal attempt that results in the holder passing the ball forward to an eligible receiver is credited as a passing play.

SECTION 3: First Downs

Provision 1: Any time the ball is advanced beyond the line-to-gain (forward stake) during a scrimmage play, a first down is recorded, provided a) the forward stake is in the field of play (between the goal lines), or b) a live-ball penalty during the play does not move the ball back behind the forward stake. This includes a touchdown play.

CD 1: With second and 5 at the 50-yard line, Player A advances to Team B's 39-yard line where Player A is tackled. Credit Player A with 11 yards rushing and Team A with a first down.

CD 2: With second and 5 at the 50-yard line, Player A advances to Team B's 30-yard line, but there is clipping by Player A2 at Team B's 32-yard line. Player A is credited with 18 yards rushing (to the spot of the foul) but no first down, because enforcement of the penalty brings the ball back behind the forward stake.

CD 3: With second and 5 at the 50-yard line, Player A advances to Team B's 25-yard line, but there is clipping at Team B's 29-yard line. Player A is credited with 21 yards rushing (to the spot of the foul) and a first down, because the ball is beyond the forward stake at Team B's 44-yard line.

Provision 2: A first down may be gained by penalty measurement during or following a scrimmage play. If a first down is gained by a penalty or by yardage gained and another penalty moves the ball beyond what would be the forward stake after the original first down, then two first downs are credited.

CD 1: On third down and 2 yards to go for a first down at Team B's 25-yard line, Player A1 runs the ball to Team B's 32-yard line. Team B receives a 15-yard penalty on the play. Player A is awarded 7 yards rushing, and Team A is awarded the ball on Team B's 47-yard line and two first downs.

Provision 3: A first down is not recorded when a resultant loss of team possession occurs on a scrimmage play, even though the gain provides yardage necessary for a first down.

CD 1: Team A had the ball on Team B's 40-yard line, second and 5. Player A rushes for 10 yards then fumbles, and Team B recovers the ball on its 30-yard line. Credit Player A with a rush of 10 yards, but do not credit Team A with a first down by rushing. Charge Team A with a fumble lost.

Provision 4: A first down may be gained by penalty measurement during or following a scrimmage play.

CD 1: With second and 5 from the 50-yard line, Player A passes complete to Player A2 who is downed at Team B's 46-yard line where Player B piles on. The pass was short of the first down, but the 15-yard penalty for the foul by Player B gives Team A a first down by penalty.

CD 2: With second and 5 from the 50-yard line, Player A passes complete to Player A2, and Player A2 is downed at Team B's 30-yard line where Player B2 piles on. The completed pass was beyond the line-to-gain for a first down by passing, and the subsequent 15-yard penalty for piling on results in a first

down by penalty.

Provision 5: On the last play of the second or fourth quarter, if, in the scorer's judgment, the offensive team advanced the ball to a first down, credit is given whether or not the officials so signify.

SECTION 4: Kickoff and Kick Returns

Kickoff

Provision 1: No yardage is recorded for the kicker on the kickoff. This includes a place kick following a safety.

Kick Returns

Provision 2: Returns are measured from the point where the returning player first gained or lost possession of the ball (using the back foot as a starting point) to the point where the ball is declared dead or is lost by a fumble. Return yardage on a free kick after a safety goes into the kickoff return category.

Provision 3: If a ball is muffed following a fair-catch signal, there can be no return and no fumble charged to the receiving team.

Provision 4: On a multi-player kick return exchange when there is no attempt by the first player (or the second if more than two are involved) to advance the kick (even though there may be an advance in order to effect a handoff or a lateral), credit the last player handling the ball with the return and yardage. Compute the yardage from the point nearest the receiving team's goal line where the player gained possession.

Provision 5: When a player advances a kick, then laterals and a loss of yardage occurs on the play (determined from the point of the original possession), credit the first returnee with the return and minus yardage. When, after a lateral, the second player contributes to an additional loss of yardage on the return, credit the player with no return and minus yardage.

Provision 6: When a player on the receiving team, who is trying to gain possession, touches (muffs) a kick, credit that player with a return and yardage gained or lost from the point where the ball was first

touched. Charge the receiving team with a fumble. Measure the distance of the punt to that point, not to the point of ultimate recovery by either team.

CD 1: Team A has the ball on its 30-yard line. Player B misjudges Player A's punt at Team B's 30-yard line. The ball grazes Player B's fingertips and rolls to the 20-yard line, where Player A1 recovers. Charge Player B with a punt return of minus 10 yards. Credit Player A with a 40-yard punt. Charge Team B with a fumble lost.

CD 2: Team A's ball on Team B's 45-yard line. Player B tries to catch Player A's punt on Team B's 10-yard line, and the ball bounces off (or through) Player B's hands into the end zone for a touchback. Credit Player A with a 35-yard punt. Credit Player B with a punt return of minus 10 yards. Charge Team B with a fumble not lost.

Provision 7: When the ball touches a player on the receiving team who is not trying to gain possession, charge a "Team" return for yardage gained or lost from the point where the ball first touched the player. Charge the receiving team with a fumble. (NOTE: See information on a fumble by the punter on page 24.)

CD 1: Team A has the ball on its 40-yard line. Player A's punt bounces at Team B's 25-yard line where it strikes the leg of Player B, who is trying to avoid the ball. The ball then rolls to the 20-yard line, where it is recovered by Player A1. Credit Player A with a 35-yard punt. Charge Team B with a "Team" punt return of minus 5 yards and a fumble lost.

CD 2: Team A has the ball on its 40-yard line. Player A's punt bounces at Team B's 25-yard line where it strikes the leg of Player B, who is trying to avoid the ball. The ball then rolls to the 20-yard line. Player B1 picks up the ball at the 20-yard line and advances it to the 24-yard line. Credit Player A with a 35-yard punt. Charge Team B with a "Team" punt return of minus 5 yards and a fumble not lost. Credit Player B1 with no punt return but 4 yards under "Punt Returns."

Provision 8: When an onside kickoff that has traveled at least 10 yards strikes a player on the receiving team (who may or may not be try-

ing to gain possession), charge a “Team” return for yardage gained or lost (if any) from the point where the ball first touched the player if the kicking team recovered the kick. Charge the receiving team with a fumble lost if recovered by the kicking team. When an onside kickoff that has traveled at least 10 yards strikes a player on the kicking team before striking any member of the receiving team and is recovered by the kicking team, this is a point of possession only. Do not charge a fumble, fumble recovery, kick return or kick return yardage to either team. The ball is dead as soon as it is caught or recovered by the kicking team.

Provision 9: When a foul occurs behind the point where the kick return began, do not credit the returnee with a return or return yardage.

CD 1: Player B fields a punt on Team B’s 40-yard line and advances to the 50-yard line, but a clipping foul occurs during the return on Team B’s 35-yard line. After enforcement, the ball is on the 20-yard line. Do not credit Player B with a punt return or punt-return yardage. Charge Team B with a penalty of 20 yards.

Provision 10: Only the number of punts and kickoffs that the receiving team attempts to return are included under “Kick Returns.”

Exception: Blocked kicks that travel toward the kicker’s goal.

CD 1: Team A attempts to kick off, but encroaches. Team A is penalized 5 yards and kicks off again from its 35-yard line. Charge Team A with a penalty of 5 yards.

CD 2: Team A kicks off from its 40-yard line, and the ball travels only 10 yards and goes out of bounds before touching any member of Team B. Team B retains the option of taking the ball where it went out of bounds at midfield or Team B may elect to take the ball 25 yards downfield from the spot of the kickoff. In either case, there is no penalty assessed and no return is recorded.

CD 3: On a kickoff, a Team B player falls on the ball without attempting a return. Do not charge the player with a kick-off return. However, if the player fumbles or makes a clear attempt to return, then give the player an attempt and

yardage gained or lost.

CD 4: There is no credit on any kickoff recovered by the kicking team beyond the receiving team's restraining line. Do not charge a fumble unless the kick has been touched by a member of the receiving team.

SECTION 5: Fumbles

Provision 1: On any play terminated by a fumble, the yards involved to the point of recovery are credited to the player who fumbled, regardless of which team recovers the fumble. The player recovering a fumble by the opposing team is credited with a fumble recovery and return yardage from the spot of recovery to the spot where the ball is declared dead in the player's possession.

CD 1: From the 50-yard line, Player A advances to Team B's 45-yard line and fumbles. Player B recovers at Team B's 40-yard line. Player B is credited with a fumble recovery, but with no fumble recovery return yards. Player A is credited with 10 yards rushing.

CD 2: From the 50-yard line, Player A advances to Team B's 45-yard line and fumbles. Player B recovers at Team B's 40-yard line and advances to Team A's 45-yard line. Player B is credited with 15 fumble recovery return yards. Player A is credited with 10 yards rushing.

Provision 2: An offensive fumble advanced by a teammate from beyond the LOS is recorded in the category of the originating play, and the yardage is measured from the point of recovery of the fumble. Do not credit a rushing or passing attempt or fumble return yardage.

Provision 3: An offensive fumble recovered by a teammate on or behind the LOS is recorded as follows:

- a) if advanced beyond the LOS, charge the player who fumbled with a rush. Credit the teammate with no rush and yardage determined from the LOS,
- b) if the play results in no gain or a loss, charge the player who

- fumbled with a rush and minus yardage, if any,
- c) if the play results in a loss and the teammate contributes to an additional loss, also charge the latter with minus yardage but with no rush.

Provision 4: Any offensive fumble either behind or beyond the LOS recovered by any offensive or defensive player may be advanced.

Provision 5: An offensive fumble on any down recovered by the opponent is recorded as a fumble lost.

Provision 6: When, after an offensive fumble behind the LOS, a defensive player unintentionally kicks the ball in an attempt to obtain possession, charge the player who fumbled with a rush and yardage to the point where the ball was kicked. Charge the “Team” with no rush and yardage to the point where the ball was recovered.

Fumbles During Kickoff Return: If a player muffs a kickoff, it is recorded as a fumble. If a player fumbles (loses possession), the player is credited with kickoff return yardage from the spot at which the player gains possession to the spot where the recovery is made, regardless of which team recovers.

CD 1: Player A kicks off to Team B’s 20-yard line where Player B muffs and recovers at Team B’s 15-yard line, then returns to Team B’s 50-yard line. Player B is charged with a fumble and is credited with 30 kickoff return yards.

CD 2: Player A kicks off to Team B’s 20-yard line where Player B1 muffs and Player B2 recovers with no return at Team B’s 15-yard line. Player B1 is charged with a fumble and no kickoff return yards are recorded.

CD 3: Player A1 kicks off to Team B’s 20-yard line where Player B catches the kick and then fumbles while advancing, with either Player B or A2 recovering at Team B’s 30-yard line. Player B is charged with a fumble and is credited with 10 kickoff return yards.

Punt Return: Same as for kickoff return.

Scrimmage Play — Rushing: The runner is credited with plus or minus rushing yardage from the LOS to the spot where the ball is declared dead in the player’s possession. If the player fumbles, the

player is credited with rushing yardage from the LOS to the spot where the ball is recovered.

Scrimmage Play — Passing: Treated the same as a rushing play after the receiver has caught the ball. It is considered the same as a rushing play if the player going back to pass fumbles (the player is still a runner).

Punt: If the punter fumbles with no bad snap involved and does not get the punt away, the punter is charged with a fumble and is credited with rushing yardage from the LOS to the spot where the ball is recovered or is declared dead in the player's possession. If a bad snap is involved and no punt is made, the rushing yardage is credited to the team and not to an individual, unless the player is able to advance beyond the LOS. If there was a bad snap, the team is charged with the fumble.

Try-For-Point: If a fumble occurs during a try-for-point, it is not recorded in the statistics.

SECTION 6: Scrimmage Kicks (Punts)

Provision 1: The punter is credited with punting yardage from the LOS to the spot where:

- a) the receiver gains possession,
- b) the ball goes out of bounds,
- c) the ball is declared dead not in possession of the receiving team,
- d) to the goal line, if the ball goes into the end zone.

Provision 2: When a punt is declared dead on or behind the goal line (a touchback), the distance of the punt is measured from the LOS to the goal line.

Provision 3: When there is a penalty assessed against Team B on a punt declared dead on or behind the goal line, measure the distance of the punt from the LOS to the goal line.

Provision 4: If there is a penalty to be assessed against Team A for illegal interference with Team B's opportunity to catch a kick while in flight, measure the distance of the punt to the point of infraction or where the ball is declared dead (if Team B declines the penalty),

whichever is the shorter distance.

Provision 5: A ball loose on an unblocked punt that does not cross the LOS can be advanced by either team. The loss on the punt is minus yardage charged against punting. If a player of the kicking team recovers the ball and advances it, credit the player with a rush and rushing yardage from the point of recovery. If a player of the receiving team advances the ball, credit the player with a punt return and yardage from the point of recovery.

Provision 6: A loss on an unblocked punt due to an improperly centered ball that prevents the punter from carrying out the assignment is recorded as a “Team” entry.

SECTION 7: Field Goals

Provision 1: Field-goal yardage is not included in total offensive statistics. The length of a field goal is from the point from which it is kicked to the goal posts. (Add 10 yards to the yard line from which a successful or unsuccessful field goal is kicked.)

CD 1: Player A successfully kicks a field goal from Team B’s 30-yard line. The kick is recorded as a 40-yard kick.

CD 2: Player A kicks a field goal from between Team B’s 35- and 36-yard lines. It is a 45-yard attempt unless the ball is touching the 36-yard line.

Provision 2: The kicker is not charged with a field-goal attempt if the player does not actually kick (i.e., if it is due to a bad pass from center or if the player holding the ball muffs or juggles it long enough to prevent an opportunity to kick). Such an unsuccessful attempt is charged to “Team” rather than to the kicker. However, if the ball is momentarily fumbled and then kicked, an attempt is charged to the kicker, regardless of the success or failure of the effort.

Provision 3: The kicker is charged with a field-goal attempt that is blocked.

Exception: If, in the judgment of the scorer, an error in the center snap or placement of the ball by the holder is the direct cause

of a blocked attempt, the kicker shall not be charged with an attempt. Such an unsuccessful attempt is charged to the “Team” rather than to the kicker.

Provision 4: When a bad pass from center occurs, or the player holding the ball muffs or juggles it long enough to prevent the kicker from making an attempt, and a loss occurs on the play, charge the “Team” with a rush and minus yardage. If the ball is advanced beyond the LOS, credit the ball carrier with a rush and yardage.

SECTION 8: Try (Point-After-Touchdown Attempt)

Provision 1: After a touchdown, the scoring team shall attempt a try during which the ball is snapped from a spot designated by Team A anywhere between the inbounds lines on Team B’s 3-yard line. This involves a scrimmage down which is neither numbered nor timed. Team A may score two points by running or passing the ball across the goal line on a scrimmage play or one point for a kick attempt or safety by Team B under rules governing play at other times during the game.

Exception: If a touchdown is scored during the last down of the fourth period, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying.

Provision 2: If a two-point conversion is made by a pass or a run, yardage is not included in total offensive statistics. No passing statistics are recorded, and no rushing statistics are recorded. Similarly, a kick attempt (either successful or unsuccessful) for an extra point is not included in the total offensive statistics.

Provision 3: The kicker is not charged with an extra-point attempt if the player does not actually kick, i.e., if it is due to a bad pass from center or if the player holding the ball muffs or juggles it long enough to prevent an opportunity to kick. Such an unsuccessful attempt is charged to the “Team.”

Exception: If the ball is momentarily fumbled and then kicked, an attempt is charged to the kicker, regardless of the success or failure of the effort.

Provision 4: The kicker is charged with an extra-point attempt that is blocked.

Exception: If, in the judgment of the scorer, an error in the center snap or placement of the ball by the holder is the direct cause of a blocked attempt, the kicker shall not be charged with an attempt. Such an unsuccessful attempt is charged to the “Team” rather than to the kicker.

Provision 5: A player is not charged with an attempt when, after an error in the center snap or placement of the ball, the player attempts an unsuccessful two-point try. Rather, charge a “Team” attempt.

Provision 6: On an extra-point attempt, the ball is dead as soon as it is apparent the kick has failed to score.

SECTION 9: All-Purpose Running and Total Offense

Provision 1: All-purpose running is the combined net yards gained by rushing, receiving, interception (and fumble) returns, punt returns, kickoff returns and runbacks of field-goal attempts. All-purpose running does not include forward passing yardage.

Provision 2: Total offense is the combined result of rushing and forward passing **ONLY**, since those two are the only methods by which legal advance can be initiated while retaining possession of the ball.

Provision 3: Total offense is the total of net gain rushing and net gain forward passing. Receiving and runback yards are not included in total offense.

SECTION 10: Blocked Scrimmage Kicks and Returns

Provision 1: A blocked punt is recorded as a “Team” entry (except when a properly centered ball is fumbled) and not charged against the individual kicker. Also, charge one punt for no yards to ensure that the blocked punt is counted as a kick attempt in team totals.

Provision 2: If the ball travels toward the kicker’s goal and is recovered by the blocking team, the yardage is treated as a punt return by

the player who blocked the kick.

Provision 3: If the ball travels toward the kicker's goal and is recovered by the kicking team, the yardage is treated as a punt return by the player who blocked the kick; and the blocking team is charged with a fumble lost, except on fourth down. Remember that yardage for a blocked punt cannot be a negative figure. It is listed as zero yards, and the difference shall be listed as punt-return yardage for the team blocking the punt.

Provision 4: When a Team A punt is blocked behind the LOS, Team A retains the privileges it had before the blocked kick (i.e., it may kick the ball, pass the ball or advance it by rushing). If punted, measure the yardage from the point where the player punts. If passed, measure the yardage from the LOS. If advanced by rushing, measure the yardage from the point where Team A's player gains possession.

Exception: If advanced or punted from the end zone, yardage is measured from the goal line.

Provision 5: When a punt is blocked and recovered by the kicking team beyond the neutral zone, credit that team with a punt and yardage measured from the LOS. Do not credit the player who blocked the punt or the other team with a punt return.

Provision 6: A punt that is blocked as a result of the kick striking the punter's teammate behind the LOS is treated as a "Team" punt. The ball may be advanced by the defense from any point on the field.

Provision 7: Blocked punts that pass the neutral zone are recorded as blocked punts and charged to the "Team" if, in the scorer's opinion, the distance of the punt is materially affected.

Provision 8: Scrimmage kick returns are recorded as punt returns. Any return of a field-goal attempt is included under punt returns.

SECTION 11: Safeties

Provision 1: No individual scoring credit is recorded for any player on either team when a safety is scored. The team benefiting from the score is credited. On a scrimmage play, however, the ball carrier is charged with a rush attempt and with a yardage loss from the LOS

to the goal line.

Provision 2: Loss of yardage is credited only to the goal line.

SECTION 12: Tackles/Sacks

Provision 1: If a ball carrier is stopped solely or primarily because of the efforts of one defensive player, that player should be credited with a solo or unassisted tackle. No more than one solo tackle can be credited on any one play. Tackles for losses and pass sacks should result in a player getting credit for that action and a solo tackle.

Provision 2: If two defensive players contribute equally to the stopping of a ball carrier, credit both players with an assisted tackle, but give neither a solo tackle. (NOTE: In a situation where there is not a solo tackle, there should not be more than two assists credited except in rare instances. In other words, on any given play one of the following may be credited: 1) one solo tackle, or 2) two assisted tackles. Only in the rarest of cases would more than two assisted tackles be credited.)

Provision 3: Tackles behind the line of scrimmage resulting in lost yardage, either of a ball carrier or a quarterback attempting to pass, are tackles for loss. The same principles noted above apply.

A player who is credited with a solo tackle for a loss also should be credited with a solo tackle. If two players contribute equally to stopping a ball carrier behind the line of scrimmage (and no player is credited with a solo tackle), then credit each player with an assisted tackle for loss as well as an assisted tackle.

For yardage lost, credit the entire yardage lost to the solo tackler. In the case of assisted tacklers, split yardage lost between the two players. If the yardage lost is an odd number, then the yardage split shall be at the discretion of the official game statistician.

Provision 4: If the defensive team is credited with the sack of a player who is attempting to pass, the same principles outlined above again apply. A player credited with a solo sack on the play also is credited with a solo tackle and a solo tackle for loss.

In the case of two players getting credit for an assisted pass

sack (with no player being credited for a solo pass sack), each player also would be credited with an assisted tackle and an assisted tackle for loss.

If a potential passer fumbles the ball before contact by the defense, no pass sack is credited to any individual player. Also, lost yardage on pass sacks is given entirely to the player with a solo pass sack and lost yardage is split equally between two players with assisted pass sacks. If the yardage lost is an odd number, then the yardage split shall be at the discretion of the official game statistician.

In determining pass sacks, take into consideration a case where a quarterback or another offensive player makes an apparent attempt to pass while being chased and goes out of bounds behind the line of scrimmage. In that instance, give the solo pass sack, solo tackle and solo tackle for loss to the primary chasing player who, in the opinion of the official game statistician, caused the passer to go out of bounds.

For plays that end either on the line of scrimmage or beyond, there is no pass sack credited, but rather it is considered a rushing play. There can be no pass sack without loss of yardage.

SECTION 13: Penalties

Provision 1: When yardage gained by rushing, passing or runbacks is involved with penalty yardage to be assessed, the point at which the official declares the run ends determines the point of legal advance. It also determines where a run begins. If the foul is by Team A and occurs behind the spot where the run ends, the enforcement is from the spot of the foul, as long as it is beyond the previous spot.

CD 1: Team A's ball on Team B's 40-yard line. Player A rushes for 15 yards to Team B's 25-yard line. A clipping penalty is called against Team A on Team B's 30-yard line. The enforcement spot is the 30-yard line and Team A is penalized 15 yards to Team B's 45-yard line. Credit Player A with a rush of 10 yards and charge Team A with a penalty of 15 yards.

CD 2: Team A's ball on Team B's 30-yard line. Player A rushes for 10 yards to Team B's 20-yard line. A clipping penalty is called against Team A on Team B's 15-yard line. The enforcement spot is the 20-yard line (where the run ended) and Team A is penalized 15 yards to Team B's 35-yard line. Credit Player A with a rush of 10 yards and charge Team A with a penalty of 15 yards.

Provision 2: Penalties against the defense on running plays when the run ends beyond the LOS are enforced from the spot where the run ends, if accepted by the offense.

CD 1: Team A's ball on its 40-yard line. Player A rushes to the 45-yard line and Player B holds at Team A's 43-yard line. The enforcement spot is the 45. Credit Player A with a rush of five yards and charge Team B with a penalty of 10 yards.

CD 2: Team A's ball on its 40-yard line. Player A rushes for no gain and Player B holds at Team A's 43-yard line. The enforcement spot is the 40-yard line. Do not charge Player A with a rush. Charge Team B with a penalty of 10 yards.

Provision 3: Penalties against the defense on running plays when the run ends behind the LOS are enforced from the end of the run. The play is nullified. Do not charge the ball carrier with a rush.

CD 1: Team A's ball on its 40-yard line. Player A loses two yards rushing. Player B holds at Team A's 37-yard line. The enforcement spot is the 40-yard line. Charge Team B with a penalty of 10 yards. Do not charge Player A with a rush.

Provision 4: The basic spot for a 15-yard roughing-the-passer foul on a completed forward pass is from the end of the last run beyond the neutral zone if there has been no change of possession. Otherwise, it is from the previous spot. It also is an automatic first down.

Provision 5: A penalty on a foul by Team A, i.e., clipping, illegal use of hands and holding, is enforced from the end of the run, or from the spot of the foul if behind the end of the run, when the play ends behind the neutral zone. The play is nullified and is not recorded (unless Team B declines the penalty). If the foul behind the end of the run still means a positive gain, the play is not nullified.

CD 1: Team A's ball on Team B's 45-yard line. Player A rushes to Team B's 20-yard line, where Team A is called for clipping. Penalize Team A 15 yards for clipping. Credit Player A with a rush of 10 yards.

Provision 6: On a foul by Team A, such as illegal motion, illegal shift, etc., the play is nullified and is not recorded. If Team B declines the penalty, the play is recorded but the penalty yardage is not recorded.

Provision 7: When a kickoff goes out of bounds and is kicked again, charge Team A with a penalty of 5 yards from the previous spot. When a kickoff goes out of bounds and is taken at the awarded spot, do not charge Team A with a penalty, as this is an awarded spot by rule.

Provision 8: If a foul occurs on the last timed down of a period, the period is extended if the penalty is accepted by either team.

Provision 9: If the official overpenalizes or underpenalizes with yardage, record the actual yardage stepped off and not the yardage specified for the infraction. For clarification in the play-by-play, denote the improper yardage.

SECTION 14: Touchdowns

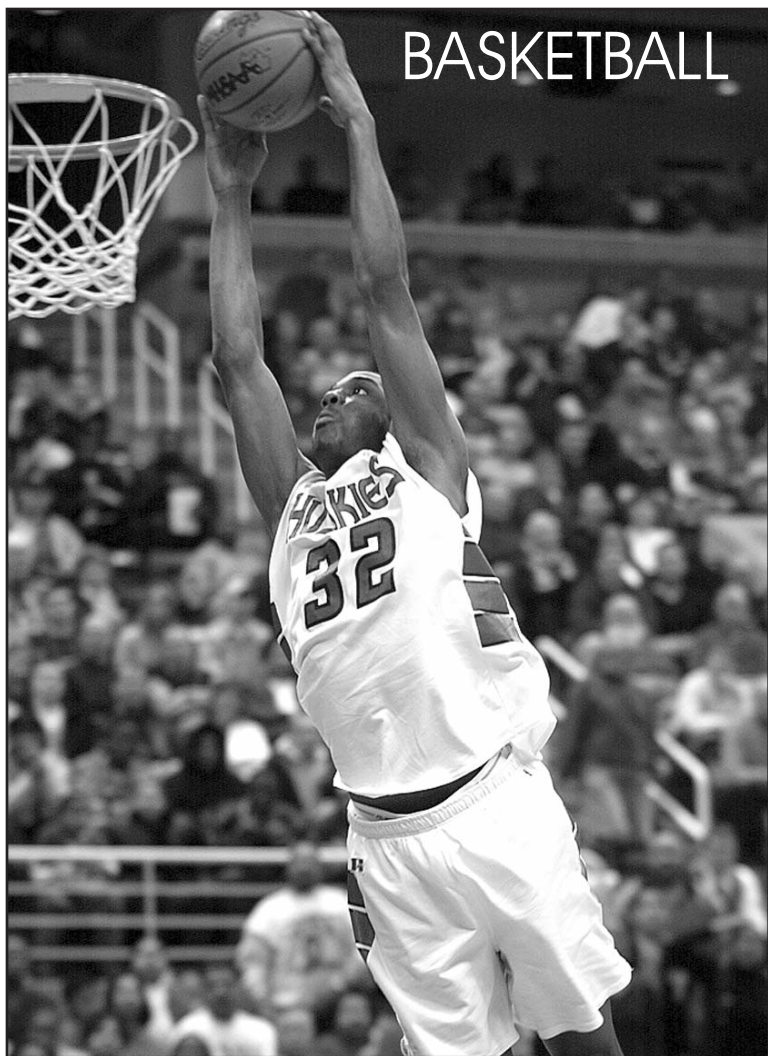
Provision 1: Yardage is credited only to the goal line. If a fumble is recovered in the opponent's end zone, no yardage is credited for the scoring team past the goal line.

FGA: A field-goal attempt is charged to a player any time the player shoots, throws or taps a live ball at the player's own basket.

3FGA: A three-point field-goal attempt is charged to a player any time the player shoots or throws a live ball at the player's own basket, behind the three-point line.

FGM: A field goal made is credited to a player any time a FGA by the

BASKETBALL



DEFINITION OF TERMS

player results in the goal being counted or results in an awarded score of two (or three) points, except when the field goal is the result of a defensive player tipping the ball in the offensive basket.

a) A two-point field goal is a goal from the field that counts two points for the team into whose basket the ball is thrown.

b) A three-point field goal is a successful try from the field by a player located behind the three-point line.

FTA: A free-throw attempt is the opportunity given a player to score one point by an unhindered try for goal from within the free-throw semicircle and behind the free-throw line.

FTM: A free throw made is credited to a player any time a FTA by the player results in the goal being counted.

Rebound: A play resulting directly from a missed FGA or a missed FTA. For each missed shot in a game (missed FGA or FTA), a rebound must be awarded.

a) individual rebound

b) team rebound

c) dead-ball rebound

OREB: A player earns credit for an **offensive rebound** when the player gains control of a loose ball after a missed FGA or FTA by the player's own team.

DREB: A player earns credit for a **defensive rebound** when the player gains control of a loose ball after a missed FGA or FTA by the opponent.

Turnover: Direct result of misplay or penalty which causes one team to lose possession and the other team to gain possession.

Assist: In the scorer's judgment, any pass or intentional deflection which is directly advantageous to the receiving player scoring a field goal.

Steal: When a player's positive aggressive action(s) causes a turnover by an opponent.

Blocked Shot: Credited to a player any time the player appreciably

alters the flight of a FGA, and the shot is not made.

PF: A personal foul is a player foul which involves illegal contact with an opponent while the ball is alive or committed by or on an airborne shooter when the ball is dead. Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by or on an airborne shooter.

SECTION 1: Field Goals

Provision 1: When a player is fouled in the act of shooting before the ball is in flight, and the shot results in a FGM, then a FGA also must be charged.

Provision 2: When a player shoots and is fouled after the ball clearly

STATISTICS RULES WITH CONFIRMED DECISIONS

is in flight, a FGA is charged. If the shot is made, whether or not it was in flight is not important. Either way, the shot will count and a FGA must be charged and a FGM credited. If the shot does not score, the number of free throws awarded, if any, may help indicate if the shot was in flight. If no free throws are awarded or if the shooter is awarded one and the bonus, this indicates the foul was after the shot and a FGA should be charged.

Provision 3: Taps count as FGAs when, in the opinion of the statistician, the player has sufficient control to be credited with a rebound or would be awarded shots if fouled.

Provision 4: Blocked shots count as FGAs when, in the opinion of the statistician, the player is clearly attempting before being blocked. If there is doubt as to whether it was a shot, the interpretation shall be that it is not a FGA when the shot and blocking action result in a held ball.

Provision 5: A shot on which there is defensive goaltending or defensive basket interference is treated as though there was no violation, and the shot has been made. That is, a FGA is charged and a FGM is credited. An assist also may be credited.

Provision 6: When a FG is scored in Team A's basket after last being touched by a player on Team B, and the touching by Team B was an attempt to block a shot by Team A and did not appreciably alter its flight, then such touching is ignored.

SECTION 2: Free Throws

Provision 1: A FTA is charged any time a player shoots a free throw and there is no violation (or technical or goaltending) during a throw, with these exceptions.

- a) A FTA as well as a FTM is credited if the shot is made and there is a violation by the defense.
- b) A FTA is charged if the only penalized violation is for the failure of the throw to touch the rim or if the shooter enters the lane too soon.

Provision 2: A FTM is credited to a player any time a FTA by that player results in the throw being counted or results in an awarded score of one point.

SECTION 3: Rebounds

Provision 1: A rebound is credited to a player or a team each time a FGA or FTA is not made. There are three kinds of rebounds:

- a) **Individual Rebound:** In order to be credited with an individual rebound, a player must control the live ball after a missed legal attempt. An uncontrolled tip or batting the ball with no obvious intent except to keep the ball in play does not constitute a rebound, and the player(s) should not be credited with one. Only one player may be credited with a rebound after a missed attempt. In order to be credited with a rebound, in the statistician's judgment, a player must either:
 - 1) have sole possession of the rebound,
 - 2) make an obvious controlled attempt to score a field goal with a tap, or
 - 3) make a successful controlled tip to a teammate to secure

possession for the team.

- b) **Team Rebound:** Any live-ball rebound that cannot be credited to an individual is considered a team rebound.

CD 1: In an attempt to rebound, Player A knocks the ball out of bounds. Team B is awarded a team rebound.

CD 2: After an unsuccessful FGA, players A1, A2, B1 and B2 go up for the rebound, batting and tipping the ball without any player gaining possession or control. In ensuing action, Player B1, trying to gain control of the ball, bats it sideways. The ball deflects off of Player A1 and bounces out of bounds. Team B is credited with a team rebound.

CD 3: After an unsuccessful FGA, Players A1 and B1 go up for the rebound. Player B1 fouls Player A1 after Player A1 has control of the rebound. The rebound is credited to Player A1.

CD 4: A FGA by Player B caroms off the backboard and rolls out of bounds. Team A is awarded a team rebound.

- c) **Dead-Ball Rebound:** A rebound of a dead ball can only be credited to a team. The team that will be awarded the ball with either a free throw or a throw-in after a dead-ball situation should be awarded the dead-ball rebound.

CD 1: Player A1 is awarded two free throws and misses the first one. Since every missed shot must have a rebound awarded it, Team A would be credited with a dead-ball rebound.

CD 2: Any shot at the end of a period with the horn sounding is a dead-ball rebound for the team taking the shot.

CD 3: After an unsuccessful FGA, Players A1 and B1 go up for the rebound. Player B1 fouls Player A1 before Player A1 gains control of the rebound. No rebound is credited to Player A1 due to being fouled prior to gaining control of the ball. Since the whistle preceded possession by Team A, credit Team A with a dead-ball rebound.

SECTION 4: Turnovers

Provision 1: If a single player is judged to be primarily responsible for the turnover, that player is charged with the turnover. Only one player may be charged with a turnover on each play. If no single player can be judged to be primarily responsible, or if the responsibility rests with anyone not a player, then the “Team” is charged with the turnover.

Provision 2: “Team” turnovers primarily include: jump-ball violations, five-second violations, and 10-second violations.

Provision 3: The use of the term “entitled to” is to indicate that the team about to attempt to make either a throw-in or a free throw need not actually have the ball before it can be charged with a turnover. A team is entitled to the ball as soon as the ball is dead:

- a) after a field goal or free throw that is to be followed by either a throw-in or a free throw by that team, or
- b) for any other reason, and the ball is to be awarded to that team for either a throw-in or a free throw.

CD 1: Player A commits a player-control foul before a field-goal attempt. Charge Player A with a turnover.

CD 2: Player A attempts a field goal and then runs into Player B and is charged with a foul. Since the shot was attempted before the foul, no turnover is assessed. Charge Player A with a FGA and Team B with a dead-ball rebound.

Provision 4: If it is not obvious that a team is entitled to the ball when it commits a violation or foul, do not charge that team with a turnover.

SECTION 5: Assists

Provision 1: Only one assist is to be credited on any FGM and only when the pass was a primary contributing factor to the play. Such a pass should be either:

- a) a pass that finds a player free after the player has maneuvered without the ball for a positional advantage, or
- b) a pass that gives the receiving player a positional advantage the player otherwise would not have had.

SECTION 6: Steals

Provision 1: A steal is credited to a player when the player's positive, aggressive action(s) causes a turnover by an opponent. In all instances, when Team A is credited with a steal, Team B is assessed a turnover. This may be accomplished by:

- a) taking the ball away from an opponent in control of the ball,
- b) getting a hand on the ball in control of an opponent and causing a held ball to be called, **and** having the player's team awarded the ball for a throw-in,
- c) batting a ball in control of an opponent to a teammate,
- d) batting a ball in control of an opponent or the opponent's team away from and off the opponent and out of bounds,
- e) intercepting an opponent's pass,
- f) deflecting an opponent's pass to a teammate,
- g) deflecting an opponent's pass away from and off an opponent and out of bounds.

Exception: Taking a charge is NOT a steal.

SECTION 7: Blocked Shots

Provision 1: A blocked shot is credited to a player any time the player appreciably alters the flight of a FGA, and the shot is not made. The shot clearly must have left the hand of the shooter and there must not be any goaltending. If there is doubt about whether the ball was in flight, the interpretation shall be that it was in flight. NOTE: A blocked shot should be credited only when the shot clearly is in flight or the player is in the obvious act of shooting. If the ball is knocked loose before the player is in the act of shooting, it is a turnover for Team A and steal for Team B. A blocked shot is not credited if the player is fouled in the act of shooting.

SECTION 8: Minutes Played

Provision 1: Minutes played may be kept and reported either to the second or to the nearest minute.

Provision 2: If minutes played are rounded to the nearest minute, times less than 30 seconds should be rounded to zero and times of 30 seconds or more should be rounded to the next higher minute.

CD 1: Player A plays only 25 seconds at the end of the game. Credit Player A with “0+” minutes played to indicate he or she played less than 30 seconds. Player A would still have a “game played” even though he or she played less than one minute.

SECTION 9: Balancing a Box Score

Provision 1: A properly completed box score should balance. To make this determination, add the total number of individual, team and dead-ball rebounds for both teams.

A better balance can be achieved if rebounds are kept according to whether they are “offensive” or “defensive” rebounds. This must include both team and dead-ball rebounds. In this case, the sum of Team A’s offensive rebounds and Team B’s defensive rebounds must equal the total number of missed shots by Team A. Also, the sum of Team B’s offensive rebounds and Team A’s defensive rebounds must equal the number of missed shots by Team B.

Neither check guarantees that there are no mistakes, but they do indicate that mistakes are unlikely.

If the box score does not balance and the mistake cannot be found, the following suggestions may help:

- a) Check the dead-ball rebounds. Look at the number of two-shot fouls where the first FTA was missed.
- b) Check the team rebounds. Think about whether either team was awarded the ball for a throw-in when the ball went out of bounds after a shot.
- c) If there was a feeling during the game that an individual should have been credited with another rebound, see if that will help.
- d) Go back and decide whether another dead-ball rebound should be added.
- e) If the feeling is that the error is in the individual or team rebounds, but there is no idea about which one or about which

player, consider adjusting the team rebounds.

These suggestions also can be used if there are too many rebounds. Strive for perfection, but when there are mistakes, adjust them in a sensible manner. Do not merely “plug” rebounds.

Regulation game: Seven innings (turns at bat) for each team unless shortened according to regulations of the state association or unless extra innings are necessary to break a tie score.

Batters: Players of the team at bat are designated as B1, B2, B3, etc. with B1 being the first batter, B2 being the second batter, etc.

Substitutes: Designated as S1, S2, S3, etc., in the same way as batters.

Runners: Designated as R1, R2, R3, etc., in the same way as batters.

Batter-runner: A player who has finished a time at bat until put out or

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until playing action ends.

Substitute: A player who is eligible to replace another player already in the lineup.

Pinch runner: A runner placed in the game to run for the batter who last became a batter-runner in the inning.

Fielders: Designated as F1, F2, F3, etc., using the following guide: Pitcher (1), Catcher (2), First Base (3), Second Base (4), Third Base (5), Shortstop (6), Left fielder (7), Center fielder (8), Right fielder (9) and Designated hitter (10).

Starting pitcher: The player who started the game in the pitcher position.

Relief pitcher: A player who replaces a pitcher during the game.

Pitcher of record: The pitcher who is in the game at the time the winning team gains the lead, provided the lead never is relinquished, or the one who is charged with the runs by which the opposing team takes the lead, provided the lead never is relinquished. The starting pitcher is not the pitcher of record unless he pitches at least four innings. (See Exception in Section 19 — Winning and Losing Pitchers.)

Bunt: A fair ball in which the batter does not swing to hit the ball but holds the bat in the path of the ball to tap it slowly to the infield.

Ball: A pitch which is not touched by the bat and is not a strike.

Walk: A base on balls is an award of first base if a batter receives four such balls. The batter must immediately go to first base before “time” can be called.

Foul ball: A batted ball that:

- a) settles on foul territory between home and first base, or between home and third base,
- b) bounds past first or third base on or over foul territory,
- c) first falls on foul territory beyond first or third base,
- d) while on or over foul territory, touches the person of an umpire or a player or any object foreign to the natural ground.

Foul tip: A batted ball that goes directly to the catcher’s hands. It shall

be called a strike, and the ball is in play.

Balk: An illegal act committed by the pitcher with a runner(s) on base which entitles each runner to advance one base.

Fielder's choice: The act of a fielder with a live ball, who elects to throw for an attempted putout or to retire unassisted any runner or batter-runner, thus permitting the advance of another runner(s). Scorers use the term in the following ways:

- a) to indicate the advance of the batter-runner who takes one or more bases when the fielder who handles the batted ball plays on a preceding runner,
- b) to indicate the advance of a runner (other than by stolen base or error) while a fielder is trying to put out another runner,
- c) to indicate the advance of a runner due to the defensive team's refusal to play on the runner (an undefended steal).

Illegal pitch: A violation of the pitching rule.

Infield fly: A fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners.

Stolen base: An advance of a runner to the next base without the aid of a base hit, a putout or a fielding (including battery) error.

Double steal: Two runners advancing on a stolen base play.

Triple steal: Three runners advancing on a stolen base play.

SECTION 1: Time at Bat

Provision 1: An official time at bat is charged to a player whenever the player completes a turn at bat, unless the player has been awarded first base or has been credited with a sacrifice.

SECTION 2: Batting out of Turn

Provision 1: If a player bats out of turn and is put out, and the proper

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batter is called out before the ball is pitched to the next batter, charge the proper batter with a time at bat and score the putout and any assists the same as if the correct batting order had been followed.

Provision 2: If an improper batter becomes a runner and the proper batter is called out for having missed a turn at bat, charge the proper batter with a time at bat. Credit the putout to the catcher and ignore everything entering into the improper batter's safe arrival on base.

Provision 3: If more than one batter bats out of turn in succession, score all plays just as they occur, skipping the turn at bat of the player or players who first missed batting in the proper order.

SECTION 3: Base Hit

Provision 1: A base hit is credited to a batter when the batter advances to first base safely:

- a) due to the batter's fair hit (rather than a fielder's error),
- b) due to a runner being declared out for being hit by a batted ball or the umpire being hit by a batted ball,
- c) when a fielder attempts to put out a preceding runner but is unsuccessful although there is no fielding error, and the official scorer believes the batter-runner would have reached first base with perfect fielding,
- d) when a batter reaches first base safely on a fair ball hit with such force, or so slowly, that any fielder attempting to make a play has no opportunity to do so. A hit shall be scored even if the fielder deflects the ball from or cuts off another fielder who could have put out a runner,
- e) when a fair ball that has not been touched by a fielder touches a runner or an umpire,
- f) when a batter reaches first base safely on a fair ball that takes an unnatural bounce so that a fielder cannot handle it with ordi-

nary effort, or that touches the pitcher's rubber or any base (including home plate) before being touched by a fielder and bounces so that a fielder cannot handle it with ordinary effort.

NOTE: In scoring between a hit and error, keep in mind the following. If, in the opinion of the scorer, an ordinary effort by the defensive player would have resulted in the batter being retired, an error should be credited instead of a hit. Likewise, if a defensive player uses extraordinary effort to retrieve a ball and in doing so, bobbles or throws errantly to allow the batter to reach safely, no error should be charged. A resulting errant throw that allows the batter or any other runner to advance an extra base should be recorded as an error.

SECTION 4: Extra-Base Hit

Provision 1: A base hit for extra bases is credited to the batter when it is the sole reason for the batter's safe arrival at a base beyond first. Any fair batted ball that clears in flight an outfield fence in fair territory, even though it may be deflected by a fielder, is a home run.

Provision 2: 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 whether the batter made a legitimate two-base hit or three-base hit, or whether the batter advanced beyond first base on the fielder's choice.

Provision 3: If a batter overruns second or third base and is tagged out trying to return, the batter shall be credited with the last base touched.

Exception: If put out while oversliding second or third base, the batter is not credited with reaching such base.

SECTION 5: Game-Ending Hit

Provision 1: When a batter ends a game with a hit that drives in as many runs as are necessary to win the game, credit the batter with

only as many bases on the hit as the runner who scores the winning run advances, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run.

Exception: If the batted ball clears an outfield fence in fair territory, the batter shall be credited with a home run.

SECTION 6: Runs-Batted-In

Provision 1: A run-batted-in is credited to the batter when a runner scores due to:

- a) a base hit (including batter scoring on a home run),
- b) a sacrifice bunt or sacrifice fly,
- c) any putout,

Exception: It is not a run-batted-in if there is a double play from a force or one in which the batter is or should have been put out at first base.

- d) a forced advance, such as a base on balls or batter being hit by a pitch, or an error, provided there are fewer than two outs and the action is such that the runner on third base would have scored even if there had been no error.

Provision 2: Scorer's judgment determines whether a run-batted-in shall be credited for a run that scores when a fielder holds the ball or throws to the wrong base. Ordinarily, if the runner keeps going, credit a run-batted-in; if the runner stops and takes off again after noticing the misplay, credit the run as scored on a fielder's choice.

SECTION 7: Substitute Batter

Provision 1: When a batter leaves the game with two strikes, and a substitute batter strikes out, charge the strikeout to the first batter. If a substitute batter completes the turn at bat in any other manner, including a walk, charge the action to the substitute batter.

SECTION 8: Sacrifice

Provision 1: A sacrifice bunt is credited to the batter when, with fewer than two outs, the bunt enables a runner to advance, provided no other runner is put out attempting to advance.

Exception: If, in the judgment of the official scorer, the batter is bunting primarily for a base hit, do not score a sacrifice. Instead, charge the batter with a time at bat.

Provision 2: A sacrifice fly is credited when, with fewer than two outs, a batter's fly, fair or foul ball enables a runner to score. In either case, the sacrifice ruling applies when the batter is put out before reaching first base or would have been put out if the ball had been fielded without error.

SECTION 9: Stolen Base

Provision 1: A stolen base shall be credited to the base runner whenever the runner advances a base unaided (such as by a base hit, fielder's choice, putout, error, balk [baseball only], illegal pitch [softball only], walk, wild pitch or passed ball). A stolen base shall be credited when a runner starts for the next base before the pitcher delivers the ball, and the pitch results in what would otherwise be scored a passed ball or a wild pitch.

Exception: Where any runner is thrown out on an attempted double or triple steal, no runner is credited with a stolen base.

Note: On a double-steal attempt with runners on first and third bases, if there is a legitimate attempt by the fielder to retire the runner at second base and the runner is safe, that runner shall be credited with a stolen base, even if the runner from third is thrown out at home on a continuous play.

Provision 2: If a base runner is tagged out while oversliding a base, the runner shall not be credited with a stolen base.

Provision 3: No stolen base shall be credited to a runner whose advance is the result of the opposing team's indifference.

Provision 4: A base runner shall be charged with "caught stealing" whenever the runner is put out in the following situations:

a) when the runner attempts to steal,

-
- b) when the runner is picked off a base and tries to advance, or
 - c) when the runner overslides while stealing.

Note 1: Do not charge a base runner as “caught stealing” unless the runner has an opportunity to be credited with a stolen base when the play starts.

Note 2: If a muffed throw on an attempted steal results in the runner being safe, charge the runner as “caught stealing.”

SECTION 10: Fielder’s Choice

Provision 1: This term is used by official scorers to account for the following situations (the batter shall be charged with an official time at bat but no hit in all such situations):

- a) when a batter-runner advances one or more bases while a fielder, who handles a fair hit, attempts to put out a preceding runner (unless the batter would have been safe if the play had been made on the runner),
- b) when a runner advances (other than by a stolen base or error) while a fielder is attempting to put out another runner,
- c) when a runner advances solely because of the defensive team’s indifference (undefended steal), or
- d) when a batter apparently hits safely and a runner, who is forced to advance by reason of the batter becoming a runner, fails to touch the first base to which the runner is advancing and is called out for the base-running infraction.

SECTION 11: Putout

Provision 1: A putout is credited to a fielder who catches a batted ball in flight, tags out a runner or puts out a runner by holding the ball while touching a base to which a runner is forced to advance or return. When a batter strikes out, a putout is credited to the catcher, unless the catcher fails to field the pitch cleanly and must put the batter-runner out at first base.

Exception 1: When a batter is called out for an illegally batted ball, for a foul third strike bunt, for being hit by the batter’s

own batted ball, for interference with the catcher or for failing to bat in proper turn, the putout shall be credited to the catcher.

Exception 2: When a batter is declared out on an infield fly that is not caught, the putout is credited to the fielder who is nearest the ball at the time.

Exception 3: When a base runner is out because of being hit by a fair batted ball, the putout shall be credited to the fielder nearest the ball at the time.

Exception 4: When a runner is called out for running out of the baseline to avoid being tagged, the putout shall be credited to the fielder whom the runner avoided.

Exception 5: When a runner is called out for passing another runner, the putout shall be credited to the fielder nearest the point of passing.

Exception 6: When a runner is called out for running the bases in reverse order, the putout shall be credited to the fielder covering the base left in starting the reverse run.

Exception 7: When a runner is called out for interfering with a fielder, the putout shall be credited to the fielder with whom the runner interfered, unless the fielder was in the act of throwing the ball when the interference occurred. In that case, the putout shall be credited to the fielder for whom the throw was intended; the fielder whose throw was interfered with shall be credited with an assist.

Exception 8: When a batter-runner is called out because of interference by a preceding runner, the putout shall be credited to the first baseman. If the interference occurred on the fielder who was in the act of throwing the ball, the fielder shall be credited with an assist. In no case can the fielder be credited with more than one assist on any one play.

Exception 9: See Note regarding appeal play in Section 13, Provision 1, Note.

SECTION 12: Assist

Provision 1: An assist is credited to a fielder when the fielder handles or effectively deflects the ball during action that is connected with a putout or the fielder handles the ball before an error that prevents what would have been a putout. If several fielders handle the ball, or one fielder handles it more than once during a play, only one assist is credited to each of such fielders.

Provision 2: Do not credit the pitcher with an assist on a strikeout or when after a pitch the catcher tags out or throws out a runner.

Note: A play that follows a misplay (whether or not it is an error) is a new play, and the fielder making any misplay shall not be credited with an assist unless the fielder takes part in the new play.

SECTION 13: Double play and triple play

Provision 1: A double play or triple play is credited to one or more fielders when two or three players are put out between the time a pitch is delivered and the time the ball next becomes dead or is next in possession of the pitcher in pitching position.

Exception: When an error or a misplay occurs between the time one player is put out and the time a second player is put out, a double play or triple play is not credited.

Note: Also credit a double play or triple play if an appeal play after the ball is in possession of the pitcher results in an additional putout.

SECTION 14: Errors

Provision 1: An error is charged against any fielder (pitchers included) or the team (ET) for each misplay that prolongs the time at bat of the batter or the time of a runner on base or permits a base runner to advance one or more bases.

Note 1: Slow handling of the ball that does not involve mechanical misplay shall not be construed as an error.

Note 2: It is not necessary that the fielder touch the ball to be charged with an error. If a ground ball goes through a fielder's

legs or a pop fly falls untouched and, in the scorer's judgment, the fielder could have handled the ball with ordinary effort, an error should be charged.

Note 3: Mental mistakes or misjudgments are not to be scored as errors unless specifically covered in the rules.

Provision 2: An error shall be charged against any fielder when the fielder catches a thrown ball or a ground ball in time to put out any runner on a force play and fails to tag the base or the runner, including a batter-runner on a play at first base.

Provision 3: An error shall be charged against any fielder whose throw takes an unnatural bounce, touches a base or the pitcher's rubber, or touches a runner, a fielder or an umpire, thereby permitting any runner to advance. Apply this rule even when it appears to be an injustice to a fielder whose throw was accurate. There must be an accounting of every base advanced by a runner.

Provision 4: Charge only one error on any wild throw, regardless of the number of bases advanced by runners.

Provision 5: An error shall be charged against any fielder whose failure to stop, or try to stop, an accurately thrown ball permits a runner to advance, providing there was occasion for the throw. If, in the scorer's judgment, there was no occasion for the throw, an error shall be charged to the fielder who threw the ball.

Exception 1: A walk, a base awarded to a batter for being hit by a pitched ball, a balk, a passed ball or a wild pitch shall not be scored as an error.

Exception 2: No error is charged to the catcher for a wild throw in an attempt to prevent a stolen base unless the runner advances an extra base because of the wild throw.

Exception 3: No player is charged with an error for a poor throw in an attempt to complete a double play unless the throw is so wild that it permits a runner to advance an additional base(s). However, if a player drops a thrown ball, when by holding it the player would have completed a double play, it is an error.

Exception 4: A fielder is not charged with an error for accurately throwing to a base whose baseman fails to stop or tries to stop

the ball, provided there was a good reason for the throw. If the runner advances on said throw, the error is charged to the fielder making the throw.

Exception 5: If a fielder drops a fly ball or fumbles a ground ball, but recovers the ball in time to force a runner, the fielder is not charged with an error.

Exception 6: No error shall be charged against any fielder who permits a foul fly to fall safely with a runner on third base and fewer than two outs if, in the judgment of the official scorer, the fielder deliberately allows the ball to fall in order to prevent the runner on third from scoring after a catch.

Note 1: An error shall be charged to a fielder who commits obstruction that entitles a batter or runner to advance one or more bases beyond the base the runner would have reached had the obstruction not occurred.

(See Note regarding scoring hit and error in Section 3 — Base hit.)

SECTION 15: Passed Ball

Provision 1: A passed ball is a pitch the catcher fails to stop or control when the catcher should have been able to do so with ordinary effort and on which a runner (other than the batter) is able to advance. When a passed ball occurs on a third strike, permitting a batter to reach first base, score a strikeout and a passed ball.

SECTION 16: Wild Pitch

Provision 1: A pitcher shall be charged with a wild pitch when a legal pitch is such that a catcher cannot catch or control it with ordinary effort, so that the batter reaches first base or any runner advances one or more bases.

Note: Generally, a pitch that hits the ground before touching the catcher's glove is scored a wild pitch.

SECTION 17: Earned Run

Provision 1: An earned run shall be charged against a pitcher when a runner scores due to a safe hit, sacrifice bunt, sacrifice fly, stolen base, putout, fielder's choice, walk, hit batter, balk or wild pitch (even when the wild pitch is a third strike), provided that in each case it is before the defensive team has had an opportunity to make a third putout.

Note: In determining earned runs, the scorer shall reconstruct the inning as if there were no errors or passed balls. Give the pitcher the benefit of the doubt in determining the advancement of runners, had the defensive team been errorless.

Provision 2: No earned run shall be charged to a relief pitcher if the runner was on base when the relief pitcher entered the game. Likewise, if a batter has more balls than strikes, unless the count is one ball, no strikes, when a relief pitcher enters the game and the batter receives a walk, charge that action to the preceding pitcher. Any other action of the batter shall be charged to the relief pitcher.

Provision 3: No run shall be earned when scored by a runner whose time as a runner is prolonged by an error, if such runner would have been put out by errorless play.

Provision 4: An error by a pitcher is treated exactly the same as an error by any other fielder in computing earned runs.

Provision 5: When pitchers are changed during an inning, the relief pitcher shall not be charged with any run (earned or unearned) scored by a runner who reaches base on a fielder's choice that puts out a runner left on base by a preceding pitcher.

Note: The intent of this rule is to charge each pitcher with the number of runners put on base, rather than with the individual runners.

Provision 6: When pitchers are changed during an inning, a relief pitcher shall not have the benefit of errors made earlier in the inning. Thus, the pitcher will be charged with earned runs for which the pitcher is responsible.

SECTION 18: Strikeout

Provision 1: A strikeout is credited to the pitcher when a third strike is delivered to a batter, even if the third strike is a wild pitch or is not caught or the batter reaches first base. It also is a strikeout if an attempted bunt on a third strike is a foul that is not caught.

SECTION 19: Winning and Losing Pitchers

Provision 1: The starting pitcher must pitch at least four innings to get credit for the win. Additionally, the winning pitcher's team must be in the lead when the pitcher is replaced and must remain in the lead for the rest of the game. If a game ends, for whatever reason, having gone fewer than seven innings, then the starting pitcher must have pitched three or more consecutive innings to be declared the winning pitcher. If the starting pitcher cannot be declared the winning pitcher, and more than one relief pitcher plays, the win is credited to a relief pitcher in the following manner:

- a) the winning relief pitcher shall be the one who is the pitcher of record when the team goes ahead and remains ahead throughout the remainder of the game. No pitcher may receive credit for a victory if the opposing team ties the score or goes ahead after the pitcher has left the game,

Note: Whenever the score is tied, the game becomes a new contest as far as the winning and losing pitchers are concerned.

Exception: If a relief pitcher conforms to the above regulations but pitches briefly and ineffectively, the scorer should not credit the relief pitcher with the win. If a succeeding relief pitcher pitches effectively and helps maintain the lead, the scorer may award the win to that succeeding pitcher.

- b) by pre-arrangement, if three or more pitchers are to be used, the pitcher of record shall be considered the winning pitcher.

Provision 2: When a batter or runner is substituted for a pitcher, all runs scored by the team during that inning are credited to that pitcher.

er in determining the pitcher of record.

Provision 3: The starting pitcher shall be charged with the loss if replaced at any time while the team is behind and remains behind for the remainder of the game. Similarly, any relief pitcher who is the pitcher of record when the opposing team assumes the lead and never relinquishes it is charged with the loss.

Provision 4: To receive credit for a shutout, the pitcher must pitch the entire game or enter the game with no outs in the first inning and pitch the rest of the game without any runs scoring.

SECTION 20: Saves

Provision 1: If a relief pitcher meets **all** of the following conditions, the official scorer shall credit that pitcher with a save:

- a) the relief pitcher is the finishing pitcher in a game won by the relief pitcher's team,
- b) the relief pitcher is not credited with the win, and
- c) the relief pitcher meets one of the following conditions by:
 - 1) entering the game with a lead of not more than three runs and pitches at least one inning,
 - 2) entering the game with the potential tying run on base, at bat or on deck, or
 - 3) pitching effectively for at least three innings.

Note 1: No more than one save may be credited in each game.

Note 2: A pitcher re-entering the game may not be credited with a win and a save.

SECTION 21: Proving Box Scores

Provision 1: To prove a box score, the total of the team's plate appearances (official times at-bat, walks, sacrifice bunts, sacrifice flies and batters awarded first base because of obstruction) must equal the total of the team's runs, players left on base and the opposing team's putouts.

SECTION 22: Called and Forfeited Games

Provision 1: If a regulation game is called, include the record of all individual and team actions up to the moment the game ends. If it is a tie game, do not enter a winning or losing pitcher.

Note: A game is official if five innings have been played or if the home team is ahead after 4½ innings.

Provision 2: If a regulation game is forfeited, include the record of all individual and team actions up to the time of the forfeit.

Provision 3: If the winning team by forfeit is ahead at the time of forfeit, enter as winning and losing pitchers the players who would have qualified if the game had been called at the time of forfeit.

Provision 4: If the winning team by forfeit is behind or the score is tied at the time of forfeit, do not enter a winning or losing pitcher.

Provision 5: If a game is forfeited before it becomes a regulation game, include no records. Report only the fact of the forfeit.

Note: If the team awarded the forfeit was tied or behind at the time of the forfeit, the score shall be recorded 7-0 for a scheduled seven-inning game.

SECTION 23: Optional Rules

Provision 1: If a game is being played under “speed-up” rules, credit all action to the player who takes the action. If a courtesy runner for a pitcher or catcher scores a run, the run should be credited to that courtesy runner, not to the original player.

Provision 2: In optional-substitution games, all action by a substitute player should be credited to that player, even if the starting player subsequently re-enters the game.

SECTION 24: Determining Percentages

Provision 1: The following procedures should be used to determine various percentages:

- a) **Won-lost percentage:** the number of games won divided by the total number of games played (each tie game is computed as a half game won and a half game lost);

- b) **Batting percentage:** the number of hits divided by the number of official times at bat;
- c) **On-base percentage:** the number of hits, walks and hit by pitch divided by plate appearances (Exception: Catcher's interference/obstruction not included in this formula.);
- d) **Fielding percentage:** divide the total putouts and assists by the total chances (putouts, assists and errors),
- e) **Pitcher's earned-run average:** multiply the earned runs allowed by seven and then divide by the number of innings pitched (**Note:** The statistician may choose to compute earned-run average by multiplying the earned runs allowed by 21 and then dividing by the number of outs recorded — innings pitched times three. Earned-run averages must be based on seven innings.);
- f) **Slugging percentage:** the number of total bases divided by the number of official times at bat. (**Note:** In all cases where the remaining decimal is one-half or more, round up to the next whole number.)

SECTION 25: Cumulative Performance Records

Provision 1: A consecutive hitting streak shall continue if the plate appearance results in a walk, hit batsman, defensive interference or a sacrifice bunt. A sacrifice fly shall terminate the streak.

Provision 2: A consecutive-game hitting streak shall continue if all the player's plate appearances (one or more) result in a walk, hit batsman, defensive interference or sacrifice bunt. The streak shall terminate if the player has a sacrifice fly and no hit.

Provision 3: A consecutive-game playing streak shall be extended if the player plays one-half inning on defense, or if the player completes a time at bat by reaching base or being put out. A pinch-running appearance only shall not extend the streak.

Note: If a player is ejected from a game by an umpire before complying with the requirements of this rule, the streak shall end.

Provision 4: For the purpose of this rule, all performances in the completion of a suspended game shall be considered as occurring on the

original date of the game.

SECTION 1: Attacking

An **attack** is a ball that is hit to go over the net with the intent of scoring a point. An attack can have three outcomes: an attempt results in play continuing, a kill results in a point being scored for the attacking team and play stops, and an error results in a point being scored for the receiving team and play stops. The outcomes of an attack are designated on the statistics worksheet by the following symbols:

○ = an attack attempt (a circle)

Ø = a kill (a circle with a slash)

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● = an error (a circle filled in)

An optional statistic that helps in the accuracy of attacking statistics is the unassisted kill. An unassisted kill is a kill that occurs without the ball being set to the hitter. This takes place when a free ball, an overpass or a “weak attack” occurs from the opponent’s side of the net and the attacker kills it. The unassisted kill would be marked on the worksheet by the following symbol:

○ = an unassisted kill (a circle with an “X”)

When analyzing the statistics for accuracy at the conclusion of the game, the total number of assists should equal the total number of kills minus the total number of unassisted kills.

A **free ball** is a ball hit across the net with the sole intent of keeping the ball in play. An overpass results when a dug ball returns across the net without being touched by another player on the digger’s team. If, however, an overpass or a free ball scores a point after crossing the net, a kill is awarded to the player who sent the ball over the net. In the case of a free ball, an assist is given to the player who passed the ball to the attacker; if the kill was a result of an overpass, an unassisted kill is awarded.

The force of the hit does not determine whether a ball is a kill or not. Many times a ball is lightly struck (a “dink”) with the intent of clearing the blockers and falling to the court before another defender can dig it. Determining the difference between an attack and a free ball lies with the judgment of the statistician and comes with experience.

SECTION 2: Setting

A **set** is a pass from one player to another who then attacks the ball. Any player can set the ball for an attacker. The set can also come

as the result of a dig. If the attacker scores a kill, the player who set the ball to the attacker is credited with an attack assist. Every kill is either accompanied by an assist or is unassisted.

A player is awarded an assist whenever that player passes, sets or digs the ball to a teammate who attacks the ball for a kill.

Assists are noted on the statistics worksheet by placing a hashmark (#) in the column labeled "Assists."

CD 1: Player A sets the ball over the net, where it is killed by Player B.

RULING: Player A does not receive an assist. Assists are awarded only when a teammate records a kill.

CD 2: Player A passes the ball to a teammate who, on the second contact, scores a kill. **RULING:** Player A is awarded an assist. It does not matter on which contact the kill takes place. The pass preceding the kill is considered an assist.

SECTION 3: Blocks

A **block** occurs when an attack is immediately returned to the attacker's side and scores a point for the defending team. If only one defender blocks the ball, a block solo is given to that player. If two or three players are involved in the block, all players participating in the block are given a block assist. In order to participate in a block, a player must be a front-row player and have jumped from the floor. It is not necessary for a player to actually touch the ball. Players in the block must be close enough together so that the attacker must take them into consideration when making the attack attempt.

A blocking error occurs when a player on the blocking team does one of the following and is called by the official, stopping play:

1. Touches the net
2. Violates the center line
3. Reaches over the net

-
4. Is a back-row player and blocks at the net

If a blocking error is called, the player on the attacking team who attacked the ball is awarded a kill and if the ball was set to the attacker, the player who set the ball gets an assist.

Block solos, block assists and blocking errors are designated on the statistics worksheet by placing a hashmark (!) in the appropriate column.

SECTION 4: Serving

A **serve** is the means by which a player from the last team to score a point puts the ball into play. There can be three results of a serve:

1. The ball is kept in play by the receiving team
2. A service ace occurs. A service ace is a serve that results directly in a point. This happens when one of the following occurs:
 - a. The ball strikes the opponent's court untouched
 - b. The ball is passed by an opponent but cannot be kept in play
 - c. An official calls a violation by one of the receivers
 - d. The receiving team is called for being out-of-rotation
3. A service error occurs. This happens when one of the following occurs:
 - a. The ball fails to clear the net and lands in the serving team's court
 - b. The ball goes out of bounds or strikes an antenna
 - c. The server foot-faults or takes too much time
 - d. The server serves out-of-rotation. In this case, the player who should have served the ball is charged with the error

For every service ace by a server, the receiving team must be given a reception error. If a player receives the ball and cannot control it, that player is given a reception error. If the ball falls to the court untouched, the player who should have made the reception is given the reception error. The only exception to charging a player with a

reception error is if the receiving team is called for an out-of-rotation violation by a player other than the server. In this case, the receiving team is given a team reception error.

If the receiving team wins the rally or receives a penalty point, the next server is credited with a point. A player receiving a point in this manner is not credited with having served the point. The number of points (served or unserved) awarded to an individual is not a category in the NFHS National High School Sports Record Book.

Service aces, errors and reception errors are noted on the statistics worksheet by placing a hashmark (#) in the appropriate column.

SECTION 5: Digs

A **dig** is the reception of an attack that keeps the ball in play by the first receiving player to pass the ball directly from an attack.

Digs are recorded on the statistics worksheet by placing a hashmark (#) in the column labeled “Digs.”

CD 1: Player A1 spikes the ball. The ball goes off the blocker Player B1, (a) and is returned to Team A and passed by Player A2, (b) goes to Player B2, who keeps the ball in play. **RULING:** In (a), B1 is not awarded a block, nor is A2 awarded a dig. In (b), B1 is not awarded a block, but B2 is awarded a dig.

CD 2: Player A1 attacks the ball. The ball goes off Player B1, (a) and is returned to Team A and passed by A1 (b) goes to B2, who keeps the ball in play. **RULING:** In case (a), Team B1 is not awarded a block, nor is A2 awarded a dig. A block is not considered an attack and, therefore, a player cannot be given a dig off a block. In case (b), B1 is not awarded a block, but B2 is awarded a dig.

SECTION 6: Ball-Handling Errors (BHE)

A **ball-handling error** occurs when a player illegally handles the ball, the official makes a call and play stops. There are three types of ball-handling errors:

1. A double hit
2. A thrown ball
3. A lift

There are three exceptions to the way a ball-handling error is recorded in game statistics. If a double hit is called as a player receives a serve, it is recorded as a reception error. If a ball-handling error is called during an attack attempt, it is recorded as an attack error. If a ball-handling error is called during a block, it is recorded as a blocking error.

Ball-handling errors are recorded by placing a hashmark (#) in the appropriate column on the statistics worksheet.

SECTION 7: The Statistics Worksheet

The statistics worksheet for high school volleyball consists of a table of rows and columns in which marks are recorded when a player on the court performs an action for which statistics are kept. Except for the heading section, rows designate the player and the columns designate the statistical category. A separate worksheet is used for each team and for each game played by that team. It is recommended that two statisticians be assigned to each team: one “caller” and one “writer,” resulting in four statisticians per match. The caller watches the action and “calls” out any action by a player that warrants recording on the statistical worksheet. The writer then makes the appropriate mark on the worksheet.

The heading section contains boxes for the name of the team for which statistics are being kept, its final score, the name of the opponent, final score, which game of the match the worksheet refers to and the date of the match.

The name of the player and his or her number are recorded on both the top and bottom sections of the worksheet. Starters for the game should be indicated by placing an asterisk (*) beside the name in the top section. The team names, date, players and their numbers should be filled in on the sheets as part of game management's duties to save time at the start of the match. One sheet can be filled in and then duplicated as many times as needed for each team. Team sheets can be on different colored paper to make it easier to tell them apart.

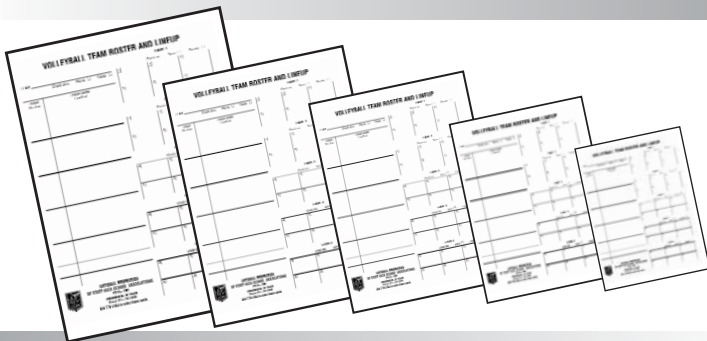
SECTION 8: The Match Box Scoresheet

The **volleyball match box scoresheet** is a compilation of all of the games played in a match for each team. All of the information from the individual game worksheets are added together and entered into the appropriate places on the box scoresheet to give an overall view of the match.

As on the game worksheet, the player's names and numbers are entered on the match sheet. With this sheet, however, the names for the home team are placed in the top section and the names for the visiting team are placed in the bottom section. Each column of the sheet is filled in with the total number of actions pertaining to that column that the player accomplished during the match, adding the figures from each game played together and entering that amount in the appropriate column. The exception to this is the PCT column which is the Attack Percentage column. This column must be recalculated using the formula $[(K - E)/TA]$ for each player to yield a match attack percentage.

Two match team statistics are to be calculated: the team attack percentage and team blocks. The team attack percentage is calculated in the same manner as the individual attack percentage, except all attacks, errors and attempts are added together for the team and a new percentage is calculated using the formula. Team blocks are calculated using the formula: $BS+(BA/2)$.

VOLLEYBALL TEAM



ROSTER LINEUP

The combined team roster and lineup sheets are sold in pads as supplements to the volleyball scorebook. They are 8½" x 11" and are sold in pads of 100. The roster has room for 15 names and there is room for lineups for five games.

Price: \$7.00, plus shipping and handling

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Lineup sheets are printed on 3-part NCR and sold in sets of 100. They are 3½" x 10" in size and have room for 10 starters and their substitutes, as well as spots for seven additional roster players. The last sheet of the 3-part NCR is made of a stiff material which allows one to easily write on the lineup.

\$8.50 plus shipping and handling



DATE		TEAM								
PLAYER										
NO.		RE.	POS.							
1										
SUB.										
2										
3										
4										
5										
6										
7										
8										
9										
10										
SUBSTITUTES										
NO.		POS.								
CONFERENCES										
NO.	1	2	3	4	5	6	7	8	9	10
OFF										
IMP										
COURTESY RUNNERS										
NO.	1	2	3	4	5	6	7	8	9	10
IP										
C										

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