**http://m.mlb.com/gameday/red-sox-vs-indians/2016/04/05/446867#game\_tab=play-by-play,game=446867,game\_state=final**

Code Meaning

0 Unknown event

1 No event

2 Generic out

3 Strikeout

4 Stolen base

5 Defensive indifference

6 Caught stealing

7 Pickoff error

8 Pickoff

9 Wild pitch

10 Passed ball

11 Balk

12 Other advance

13 Foul error

14 Walk

15 Intentional walk

16 Hit by pitch

17 Interference

18 Error

19 Fielder's choice

20 Single

21 Double

22 Triple

23 Home run

24 Missing play

**$** A single fielder represents a fly ball out made by the specified fielder. Modifiers can be added to indicate the fly ball trajectory: **G for ground ball, L for line drive, P for pop up, F for a fly ball BG for bunt grounder, BP for bunt pop up.** The ball trajectory code may be followed by a hit location code.

play,7,0,saboc001,01,CX,8/F78  
indicates a fly ball caught by the center fielder in left center field.

**A sacrifice fly is indicated by the modifier SF** following a fly out play. The runner scoring because of the sacrifice is coded in the advance part of the play.

play,5,0,grifk001,10,.BX,9/SF.3-H

In the case that a fielder makes an unassisted out on a ground ball a modifier G follows the event.

play,5,0,duncm001,00,X,3/G.2-3  
indicates an unassisted out made by the first baseman with the runner on second advancing to third.

**$$** Strings of two or more fielders as an event specify a ground out where the put out is credited by the last fielder in the string. Other fielders are credited with assists.

play,6,0,davie001,01,FX,63/G6M  
indicates a ground ball out at first on a ball fielded by the shortstop.

play,9,1,pendt001,00,X,143/G1  
More than one player can touch the ball before an out is made. In this case, the pitcher has deflected the ball before the second baseman threw to first base.

play,7,1,tempg001,00,X,54(B)/BG25/SH.1-2  
If the putout is made at a base not normally covered by the fielder the base runner, batter in this example, is given explicitly.

Force outs are indicated by adding the FO modifier and indicating the base runner forced.

play,5,0,gileb001,10,BX,54(1)/FO/G5.3-H;B-1  
The runner on first is forced at second by a throw from the third baseman. The runner on third scores and the batter is safe at first. The explicit advance indicated for the batter is optional. A second modifier is used to indicate the batted ball trajectory and location.

With the addition of a SH modifier this form is used to indicate sacrifice hits or bunts that advance a runner.

play,6,1,camik001,00,X,23/SH.1-2

**$(%)$ $$(%)$** Events of this form are used to code grounded into double plays.

play,7,0,backw001,11,FBX,64(1)3/GDP/G6  
indicates a grounded into double play. The parenthesized 1 indicates the base runner on first was the initial out on the play. The GDP modifier is followed by a another / and a hit type and location.

play,8,1,smito001,22,BFCBX,4(1)3/G4/GDP  
An unassisted ground ball out by the second baseman starts this double play.

**$(B)$(%)** followed by the modifier LDP is used to indicate a lined into double play.

play,7,0,leonj001,01,CX,8(B)84(2)/LDP/L8  
indicates a fly ball out to the center fielder with the runner on second doubled up.

play,7,0,fernt001,10,BX,3(B)3(1)/LDP  
indicates an unassisted double play by the first baseman who fielded the line drive and caught the runner off first base.

The double play notation can be extended in obvious ways to describe triple plays.

play,7,1,randw001,00,.>X,1(B)16(2)63(1)/LTP/L1

**Note:** the double digit combination 99, which cannot arise in play, is used to code unknown plays including forms that otherwise describe force outs and the double plays. Additional fielders in the double play are assigned 9. No assist or putout credits are given.  
  
**C/E2**codes catcher interference. Implicitly, the batter is awarded first unless overridden by an advance indicating otherwise. A redundant B-1 is allowed.

play,9,1,cruzj002,??,,C/E2.1-2

**C/E1** or **C/E3** are used when the pitcher or first baseman are called for interfering with the batter putting him on first without being charged with an at bat. In these cases C is interpreted as interference by the fielder specified following the E, not the catcher.

**S$** single  
**D$** double  
**T$** triple  
A hit (excepting a home run) is indicated by one of S, D and T optionally followed by the fielder, $, initially handling the ball. If more than one fielder handles the ball the appropriate sequence of fielders is given. The fielder designation is omitted if that information is not known. The batter advance to the designated base is implicit.

play,8,0,pacit001,??,,S7  
is a minimal coding of a single showing that the left fielder first handled the ball. The ?? in the count field indicates the count at the time of the hit is unknown.

play,2,1,santn001,12,CFBX,D7/G5.3-H;2-H;1-H  
codes a bases loaded double fielded by the left fielder, a modifier showing the hit location code and advances for each of the base runners.

play,3,0,raint001,11,CBX,T9/F9LD.2-H  
describes a triple to right field, a hit location and a runner on second scoring.

**DGR** is the code for a ground rule double. No fielding player is specified.

play,3,0,surhb001,10,.BX,DGR/L9LS.2-H

**E$** is the code for an error allowing a batter to get on base. The fielder making the error is given by $. The batter advance to first is implicit but may be given explicitly.

play,2,0,ruffb001,10,BX,E1/TH/BG15.1-3  
indicates a throwing error (modifier "/TH") error on the pitcher with the runner on first advancing to third. The batter advance to first is implicit.

play,5,1,young001,00,X,E3.1-2;B-1  
indicates a fielding error by the first baseman. In this case the batter advance to first has been explicitly given.

**FC$** Fielder's choice. $ is the fielder first fielding the ball. The batter advance to first is understood if it is not given explicitly.

play,4,0,harpb001,22,BBFSFX,FC5/G5.3XH(52)  
The first baseman fielded the ball and threw home in time to retire the runner attempting to score. The batter was safe at first.

play,5,1,jordr001,00,X,FC3/G3S.3-H;1-2  
The first baseman fielded the ball and attempted to throw an unspecified runner out. No outs were made and the batter is safe at first.

Note that even though force outs are considered fielder's choices, the notation distinguishes between force outs and non-forced fielder's choices.

**FLE$** Error on foul fly ball.

play,5,0,murre001,00,F,FLE5/P5F

**H** or **HR** is the code for a home run leaving the park. The location modifier can be used to indicate where the ball left the playing field.

play,8,0,bellg001,21,CBBX,H/L7D  
indicates a solo home run into left field.

play,12,1,bichd001,02,FFFX,HR/F78XD.2-H;1-H  
shows a home run into center field with the runners on first and second scoring.

**H$** or **HR$** indicates an inside-the-park home run by giving a fielder as part of the code.

play,4,0,younr001,32,FBFFFBBX,HR9/F9LS.3-H;1-H

**HP** Batter hit by a pitch. The batter advance to first is implicit. Other advances are given if needed.

play,1,1,lansc001,00,H,HP.1-2

**K** Strike out

play,1,1,steit001,12,C2FBS,K

play,6,1,wynnm001,22,..BBFCFS,K23  
A dropped third strike with a putout at first base is given by the event K23.

**K+event** On third strikes various base running play may also occur. The event can be SB%, CS%, OA, PO%, PB, WP and E$.

play,2,0,roomr001,12,1BF1S11S,K+PB.1-2  
A passed ball on strike three allowed the runner on first to go to second.

play,5,1,whitd001,02,FLFFS,K+WP.B-1  
An explicit batter advance is given when he reaches first on a third strike miscue. An [alternative notation](http://www.retrosheet.org/eventfile.htm#7) for WP and PB is given below.

play,8,1,davic001,12,CFB.S,K23+WP.2-3  
Of course, a base running event can occur when the third strike is dropped.

**NP** no play. This event is used as a marker when substitutions are made.

play,8,0,puckk001,00,,NP  
sub,kutcr001,"Randy Kutcher",1,5,8

**I** or **IW** intentional walk  
**W** walk. In both cases base runner advances are given if needed. The batter advance to first base is implicit.

play,6,1,ripkc001,32,CFBBFB>B,W.1-2

play,8,0,sciom001,30,B+22.III,IW

**W+event**, **IW+event**. On ball four various base running plays may also occur. The event can be SB%, CS%, PO%, PB, WP and E$.

play,1,1,sandr001,32,C1FBB.BFB,W+WP.2-3  
The fourth ball was a wild pitch allowing the runner on second to advance.

**Base-running events not involving the batter**

The player specified in these plays is the batter at the plate, not the base runner or runners affected by the play.

The play pitches and count fields (if given) are for the batter at the time of the event. Unless the event is a inning or game ending out it will be followed by another event listing the batter.

**BK** indicates a balk.

play,6,0,niekp001,??,,BK.3-H;1-2

**CS%($$)** is the event code for caught stealing. The bases, %, for this play are 2,3 and H. The fielding data, $$, is considered part of the play. Other advances may be given.

play,5,1,ceror001,??,,CSH(12)

play,1,0,bayld001,??,,CS2(24).2-3

play,6,0,beneb001,??,,CS2(2E4).1-3  
The error negates the out with the advance field indicating a two base advance on the play.

**DI** is the defensive indifference code and is given when there is no attempt to prevent a stolen base. The advance field specifies which base the runner went to.

play,9,0,bencj101,??,,DI.1-2

**OA** is coded for a base runner advance that is not covered by one of the other codes. A comment may be given explaining the advance.

play,3,1,parkr001,??,,OA.2X3(25)  
com,"Thompson out trying to advance after ball eluded catcher"

**PB** passed ball  
**WP** wild pitch. In both cases the catcher is unable to handle a pitch and a base runner advances.

play,1,1,jackb001,12,FBSFFB,WP.2-3;1-2

play,1,1,evand002,01,CB,PB.2-3

**PO%($$)** picked off of base % (1, 2 or 3) with the ($$) indicating the throw(s) and fielder making the putout.

play,4,0,guerp001,00,22,PO2(14)  
indicates the runner on second was out by a pick off throw from the pitcher to second baseman.

play,1,1,wallt001,10,B11,PO1(E3).1-2  
shows an attempt at a pick off at first with the first baseman committing an error that allows the runner to advance to second. The presence of the error (E3) negates the out normally associated with the pickoff play.

**POCS%($$)** picked off off base % (1, 2 or 3) with the runner charged with a caught stealing. The ($$) is the sequence of throws resulting in the out.

play,6,1,javis001,10,B1,POCS2(1361)

**SB%** is the event code for a stolen base. The bases, %, for this play are 2,3 and H.

play,6,0,benzt001,11,BSB,SB2

play,4,1,waltj001,10,BB,SB3;SB2  
play,4,1,shefg001,12,SP1CB,SBH;SB2  
show double steals, second and third in one case, second and home in the other.

**Play modifiers and explanations**

Each modifier is preceded by / in a play record. As always, % indicates one the four bases and $ indicates a fielder.

AP appeal play

BP pop up bunt

BG ground ball bunt

BGDP bunt grounded into double play

BINT batter interference

BL line drive bunt

BOOT batting out of turn

BP bunt pop up

BPDP bunt popped into double play

BR runner hit by batted ball

C called third strike

COUB courtesy batter

COUF courtesy fielder

COUR courtesy runner

DP unspecified double play

E$ error on $

F fly

FDP fly ball double play

FINT fan interference

FL foul

FO force out

G ground ball

GDP ground ball double play

GTP ground ball triple play

IF infield fly rule

INT interference

IPHR inside the park home run

L line drive

LDP lined into double play

LTP lined into triple play

MREV manager challenge of call on the field

NDP no double play credited for this play

OBS obstruction (fielder obstructing a runner)

P pop fly

PASS a runner passed another runner and was called out

R$ relay throw from the initial fielder to $ with no out made

RINT runner interference

SF sacrifice fly

SH sacrifice hit (bunt)

TH throw

TH% throw to base %

TP unspecified triple play

UINT umpire interference

UREV umpire review of call on the field