Retrosheet

* [Home](http://www.retrosheet.org/)
* [About ↓](http://www.retrosheet.org/eventfile.htm)
* [Games/People/Parks ↓](http://www.retrosheet.org/eventfile.htm)
* [Data downloads ↓](http://www.retrosheet.org/eventfile.htm)
* [Features ↓](http://www.retrosheet.org/eventfile.htm)
* [Organization ↓](http://www.retrosheet.org/eventfile.htm)
* [Archives ↓](http://www.retrosheet.org/eventfile.htm)

**The Event File**

The event files contain game descriptions using the Retrosheet scoring system. This page will describe the scoring system in sufficient detail to allow working with these full play-by-play descriptions.

The files containing the play-by-play data follow a naming convention. Each file has one team's home games and has a name of the form YYYYTTT.EVX. In this format, YYYY is the four digit year and TTT is a three character team code. The zip archive downloaded contains a file named TEAMYYYY that contains the team codes and team names in the particular season. Each file contains the home games in chronological order for the specified team.

Files are ASCII text files consisting of a series of records. Each record is a single line starting with a type designator and ending with the DOS new line sequence (newline, carriage return characters).

For each game as many as eleven different record types may be used. Each record type has a unique designator, which is followed by several fields separated by commas. These are discussed in detail below.

The record type is not considered to be a field and starts in column 1. Following the record type are the record fields which are separated from the record type and each other by commas ' , '.

Field data such as names are normally enclosed in double quotes ' " '. Commas used in quoted fields are not field separators.

Retrosheet player id. All players are represented by a code that is unique for each player. This 8 character code is constructed from the first four letters of the player's last name, the first initial of his common name, and a three digit number. If a player's last name is less than 4 characters long a dash "-" is used as a placeholder. Numbers starting with 0 are used for players appearing in games in or after 1983. Players completing their careers before 1983 are assigned numbers starting with 100.

joner002 is the Retrosheet player id for Ruppert Jones.

*id* Each game begins with a twelve character ID record which identifies the date, home team, and number of the game. For example, ATL198304080 should be read as follows. The first three characters identify the home team (the Braves). The next four are the year (1983). The next two are the month (April) using the standard numeric notation, 04, followed by the day (08). The last digit indicates if this is a single game (0), first game (1) or second game (2) if more than one game is played during a day, usually a double header The *id* record starts the description of a game thus ending the description of the preceding game in the file.

id,ATL198304080

*version* The version record is next, but is obsolete and can be ignored.

version,1

*info* There are up to 34 info records, each of which contains a single piece of information, such as the temperature, attendance, identity of each umpire, etc. The record format is info,type,data . The complete list of [info record types](http://www.retrosheet.org/eventfile.htm#1) is given below.

info,attendance,32737

*start*and *sub* There are 18 (for the NL and pre-DH AL) or 20 (for the AL with the DH) start records, which identify the starting lineups for the game. Each start or sub record has five fields. The sub records are used when a player is replaced during a game. The roster files that accompany the event files include throwing and batting handedness information.

1. The first field is the [Retrosheet player id](http://www.retrosheet.org/eventfile.htm" \l "2), which is unique for each player.

2. The second field is the player's name.

3. The next field is either 0 (for visiting team), or 1 (for home team).

4. The next field is the position in the batting order, 1 - 9. When a game is played using the DH rule the pitcher is given the batting order position 0.

5. The last field is the fielding position. The numbers are in the standard notation, with designated hitters being identified as position 10. On sub records 11 indicates a pinch hitter and 12 is used for a pinch runner.

start,richg001,"Gene Richards",0,1,7

*play* The play records contain the events of the game. Each play record has 7 fields.

1. The first field is the inning, an integer starting at 1.

2. The second field is either 0 (for visiting team) or 1 (for home team).

3. The third field is the [Retrosheet player id](http://www.retrosheet.org/eventfile.htm" \l "2) of the player at the plate.

4. The fourth field is the count on the batter when this particular event (play) occurred. Most Retrosheet games do not have this information, and in such cases, "??" appears in this field.

5. The fifth field is of variable length and contains all pitches to this batter in this plate appearance and is [described below](http://www.retrosheet.org/eventfile.htm#3). If pitches are unknown, this field is left empty, nothing is between the commas.

6. The sixth field describes the play or event that occurred.

play,5,1,ramir001,00,,S8.3-H;1-2

A play record ending in a number sign, #, indicates that there is some uncertainty in the play. Occasionally, a com record may follow providing additional information. A play record may also contain exclamation points, "!" indicating an exceptional play and question marks "?" indicating some uncertainty in the play. These characters can be safely ignored.

play,3,1,kearb001,??,,PB.2-3#  
com,"Not sure if PB, may have been balk"

The event is the most complex of all the fields and is [described in detail below](http://www.retrosheet.org/eventfile.htm#5).

*badj*This record is used to mark a plate appearance in which the batter bats from the side that is not expected ("badj" means "batting adjustment"). The syntax is:

badj,playerid,hand

The expectation is defined by the roster file. There are two general cases in which this is used:

1. Many switch-hitters bat right-handed against right-handed knuckle ball pitchers even though the default assumption is that they would be batting left-handed.

badj,bonib001,R

indicates that switch-hitter Bobby Bonilla was batting right-handed against a right-handed pitcher.

2. Occasionally a player will be listed in a roster as batting "R" or "L" but will bat the other way. For example, Rick Dempsey did this 13 times in 1983. The syntax this is: badj,dempr101,L

*padj* This record covers the very rare case in which a pitcher pitches to a batter with the hand opposite the one listed in the roster file. To date this has only happened once, when Greg Harris of the Expos, a right-hander, pitched left-handed to two Cincinnati batters on 9-28-1995. The syntax is parallel to that for the badj record: padj,harrg001,L

*ladj* This record is used when teams bat out of order.

*data* Data records appear after all play records from the game. At present, the only data type, field 2, that is defined specifies the number of earned runs allowed by a pitcher. Each such record contains the pitcher's [Retrosheet player id](http://www.retrosheet.org/eventfile.htm" \l "2) and the number of earned runs he allowed. There is a data record for each pitcher that appeared in the game.

data,er,showe001,2

*com* The final record type is used primarily to add explanatory information for a play. However, it may occur anywhere in a file. The second field of the com record is quoted.

com,"ML debut for Behenna"

There is a standard record ordering for each game. An *id* record starts the description of a particular game. This is followed by the *version* and *info* records. The *start* records follow the *info* records. The game is described by a series of *play*, *sub* and *com* records. A *sub* record is always preceded by a *play np* record. *data* records follow the last *play* record for the game. A game description is terminated by an *id*record starting another game or the end of the file.

**Info record types**

Complete records are shown. *info* records are of two general kinds, game-related and administrative. The order of these records, which appear after the game id, may not be in the order shown below. Game-related *info* records are:

The home and visiting teams are specified by their [Retrosheet team codes](http://www.retrosheet.org/team_codes.html).

info,visteam,SDN  
info,hometeam,ATL

The date is given in conventional yyyy/mm/dd style:

info,date,1983/04/08

The number record indicates if this is a single game (0), first game (1) or second game (2) if more than one game is played during a day, usually this is a double header:

info,number,0

The hometeam, date and number records duplicate the information in the *id* record.

Game starting time is given by the two records (0:00 and unknown indicate missing information):

info,starttime,7:44PM  
info,daynight,night

Use of the designated hitter is indicated with true or false:

info,usedh,false

The presence or absence of pitch information is given. For some games, the bal-strike counts of the plays are shown, but no pitch detail is provided. (pitches, count or none):

info,pitches,pitches

Each umpire and his position on the field are indicated individually by his Retrosheet ID. For games where umpires are stationed in the outfield, umplf and umprf are used. Retrosheet has umpire assignments for all games in history, except some games in 1979 in which replacement umpires were used.

info,umphome,quicj901  
info,ump1b,palld901  
info,ump2b,engeb901  
info,ump3b,rungp901

Various field conditions are given:

info,fieldcond,unknown  
info,precip,unknown  
info,sky,night  
info,temp,69  
info,winddir,unknown  
info,windspeed,-1

Values used for fieldcond are: dry, soaked, wet, unknown;  
for precip: drizzle, none, rain, showers, snow, unknown;  
for sky: cloudy, dome, night, overcast, sunny, uknown;  
for winddir: fromcf, fromlf, fromrf, ltor, rtol, tocf, tolf, torf, unknown.

Temp(erature) is in degrees Fahrenheit with 0 being the not known value.

An unknown windspeed is indicated by -1.

The BGAME.EXE program outputs these fields using numeric codes:  
FieldCond: 0 Unknown, 1 Soaked, 2 Wet, 3 Damp, 4 Dry  
Precip: 0 Unknown, 1 None, 2 Drizzle, 3 Showers, 4 Rain, 5 Snow  
Sky: 0 Unknown, 1 Sunny, 2 Cloudy, 3 Overcast, 4 Night, 5 Dome  
WindDir: 0 Unknown, 1 ToLeft, 2 ToCenter, 3 ToRight, 4 LeftToRight, 5 FromLeft, 6 FromCenter, 7 FromRight, 8 RightToLeft  
WindSpeed: 0 Unknown, 1 Known, other value is the wind speed

The length of the game in minutes and the attendance (0 used if these are not known) are given:

info,timeofgame,134  
info,attendance,10356

The game site is provided. The site symbols are defined in the file [parkcode.txt:](http://www.retrosheet.org/parkcode.txt)

info,site,SFO02

Pitcher win, loss and save data are given as info records. The Retrosheet player id is used for identification. If no save is credited, the player id field is empty.

info,wp,beher001  
info,lp,sotom001  
info,save,forst001

When it was used as an official statistic, game winning RBI credit is given:

info,gwrbi,chamc001

If this information is unknown or a gwrbi was not credited, the data field is left empty.

info records that pertain to how the game account was obtained and processed (administrative data) are:

info,edittime,2000/03/31 11:00AM  
info,howscored,park  
info,inputprogvers,"version 7RS(19) of 07/07/92"  
info,inputter,"C. Chestnut"  
info,inputtime,1995/02/07 9:01PM  
info,scorer,"Braves"  
info,translator,"C. Chestnut"

**The pitches field of the play record**

synopsis: play,inning,home/visitor,player id,count,pitches,event

The fifth field, pitches, is a string of variable length and contains all pitches to this batter in this plate appearance. Most Retrosheet games do not have pitch data and consequently this field is blank for such games.

+ following pickoff throw by the catcher

\* indicates the following pitch was blocked by the catcher

. marker for play not involving the batter

1 pickoff throw to first

2 pickoff throw to second

3 pickoff throw to third

> Indicates a runner going on the pitch

B ball

C called strike

F foul

H hit batter

I intentional ball

K strike (unknown type)

L foul bunt

M missed bunt attempt

N no pitch (on balks and interference calls)

O foul tip on bunt

P pitchout

Q swinging on pitchout

R foul ball on pitchout

S swinging strike

T foul tip

U unknown or missed pitch

V called ball because pitcher went to his mouth

X ball put into play by batter

Y ball put into play on pitchout

**The event field of the play record**

The sixth field, event, describes the play which occurred. This field is variable in length and has three main portions which define the Retrosheet scoring system.

The first part of an event is a description of the basic play.

The second part is a modifier for the first part and is separated from it with a forward slash, "/". In fact, there may be more than one modifier. A typical use of modifiers is to specify [hit locations](http://www.retrosheet.org/location.htm). For example, "D8/78" indicates a double fielded by the center fielder on a ball hit to left center. A complete list of modifiers excepting hit locations [is given below](http://www.retrosheet.org/eventfile.htm#6). When more than one modifier is used, each is introduced by a "/".

The third part describes the advance of any runners, separated from the earlier parts by a period. A successful advance is indicated by a dash, "-". An out made while advancing is indicated by an X. 2-3 indicates a runner has advanced from second to third on the play. 1X2 indicates the runner was out at second advancing from first. If a base runner is not listed as advancing he remains on the base he was on. In some cases lack of advance is indicated explicitly by an advance starting and ending on the same base such as 3-3 . When put outs are made on base runners the advance field indicates fielding data and errors if they occur. See below for a [complete description for advances](http://www.retrosheet.org/eventfile.htm#4). Note that any advances after the first are separated by semicolons.

For example, the event "S9/L9S.2-H;1-3" should be read as: single fielded by the right fielder, line drive to short right field. The runner on 2nd scored (advanced to home), and the runner on first advanced to third.

Many event descriptions require information in the form of numbers. The meaning of a particular number depends on where it appears in the event. For the descriptions that follow the following notation will be used:

Fielders will be represented by a number in the range 1 (pitcher) to 9 (right fielder) using a dollar sign, "$". When two $ symbols are used, $$, this is understood to mean a sequence of two or more fielders.

Bases are represented by a percent sign, "%", representing one of five characters, 1, 2 and 3 for first through third; B or H for home. B is used when a batter advance must be explicitly given. Scoring is indicated by an advance that reaches home, H.

Many examples of plays scored using the Retrosheet system will be given in this document. For some interesting and extreme cases check the Retrosheet [strange and unusual plays](http://www.retrosheet.org/strange.htm) listing.

The example plays have been chosen to illustrate how events are coded. Some of these events are exceedingly rare.

There is occasionally more than one event for each plate appearance, such as stolen bases, wild pitches, and balks in which the same batter remains at the plate. On these occasions the pitch sequence is interrupted by a period, and there is another play record for the resumption of the batter's plate appearance.

For purposes of description, it is convenient to separate the event types into two categories: those involving the [batter at the plate](http://www.retrosheet.org/eventfile.htm#8) and [base running](http://www.retrosheet.org/eventfile.htm#9) plays that do not involve the batter.

**Events made by the batter at the plate**

**$** 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

**Event advances.**

In addition to base runner movements, the advance

portion of an event indicates fielding, errors and has the indicators

indicating if a run is unearned and if an RBI is or is not

credited.

Bases are represented by one of five characters, 1

for first, 2, 3 and B or H for home. B is used when a batter advance

must be explicitly given. Scoring is indicated by a successful

advance that reaches home, H.

Separate advances are given for each runner on

base and are separated by a semicolon, ";". When more than one runner

advance is given for a play they are ordered starting with the runner

on third base and ending with the batter.

Advances may include additional information in the

form of one or more parameters specified as a parenthesized strings

of characters. When more than one parameter is given on an advance

they are individually parenthesized.

A successful advance is given in the form 1-2. The

dash "-" indicates a successful advance. Multiple base advances are

indicated with the same notation: B-2, 1-3, 1-H, 2-H.

play,1,1,marte001,32,BBCBFFB,W.2-3;1-2

play,3,1,stilk001,11,CBX,S7/F7S.2-H;B-2

A runner put out at a particular base is indicated

by the "X": 2X3, 1XH. When a runner is out the advance gives the

fielding information as a parameter specifying the fielders. The last

fielder gets credit for the put out and the others get

assists.

play,4,1,stubf001,32,CBFBBFFS,K/DP.1X2(26)

play,6,0,murre001,22,BSFFBX,9/F9LS/FDP.3XH(92)

play,4,0,blauj001,01,CX,S8/L78.BX2(8434)

Fielding errors are indicated by including an E in

the parameter following an advance. The fielder following the E is

charged with the error.

play,3,0,fielc001,00,X,S7/L7LD.3-H;2-H;BX2(7E4)

Following a second baseman error the batter is safe at second. The

error indicator negates the out. The left fiellder is credited with an

assist.

play,7,0,puckk001,01,CX,S5/G5.1-3(E5/TH)

The parameter in this play attributes a throwing error to the third

baseman. A base indicator may follow TH, TH2 for example.

Parameters are used to indicate if a run is

unearned (UR) and if RBI is to be credited (RBI) or not (NR),

(NORBI). When these parameters are not present, normal rules are

followed.

play,9,0,davie001,30,BBBB,W+PB.3-H(NR);1-3

The run scored on the passed ball is not credited as an RBI to the

batter.

play,8,1,sax-s001,22,BCFBFX,S4/G34.2-H(E4/TH)(UR)(NR);1-3;B-2

Three parameters are given on the 2-H advance. The first indicates a

second baseman throwing error, the second indicates it is an unearned

run and the third indicates no RBI.

play,2,1,willk001,11,BFX,E6/G6.3-H(RBI);2-3;B-1

In this play an RBI is given to the batter.

Interference can be indicated with an advance

parameter. An alternative way of writing this is (5/INT).

play,2,0,stanp001,12,CCBX,S/L9S.3-H;2X3(5/INT);1-2

com,"$Gonzalez out for grabbing coach on way back to 3B"

Team unearned runs are indicated by TUR in cases

with more than one picther in the inning and the current pitcher is to

be

charged with an earned run.

play,5,1,ashba001,??,,S9.3-H(TUR);2-H(TUR);1-3;BX2(93)

A U appearing in a fielding sequence indicates

the fielder handling the ball is unknown.

play,7,0,perrg001,21,B.BFX,S8.2-H;BX2(8U3)

In the 8U3 sequence most likely the U is the shortstop or second

baseman.

Advance parameters provide an

alternative way of indicating wild pitches and passed

balls.

play,5,0,feldm001,22,1LPB>F1S,K.1-2(WP)

ladj. This record is used when teams bat out of order. The normal

assumption is that proper lineup sequence is followed, therefore, it

is necessary to have some special indication when this is violated.

The format is:

ladj,hv,pos

where "hv" is 0 for visiting or 1 for the home

team and "pos" is 1-9 for the batting order position. Retrosheet has

discovered quite a few cases of batting out of turn. You can see them

in the Special Lists section: [Batting Out of Turn](http://www.retrosheet.org/outturn.htm).

Here are some examples.

play,2,1,hortw101,??,,63

ladj,1,7

play,2,1,simpj101,??,,D7/BOOT

ladj,1,6

play,2,1,steib001,??,,HP/BOOT

ladj,1,8

play,2,1,cox-l101,??,,S9/BOOT.2-3;1-2

play,2,1,mendm101,??,,NP

sub,robel001,"Leon Roberts",1,9,11

play,2,1,robel001,??,,64(1)3/GDP

play,5,1,talbf101,??,,NP

sub,rollr101,"Rich Rollins",1,9,11

play,5,1,rollr101,??,,S8

play,5,1,harpt101,??,,S/B.1-2

ladj,1,4

play,5,1,simpd102,??,,K/BOOT

ladj,1,5

play,5,1,comew101,??,,8/BOOT

ladj,1,4

play,5,1,simpd102,??,,2/BOOT

com,"$Davis is called out for batting out of order;"

com,"he doubled in 2 runs which triggered the protest;"

com,"since Simpson was the one due up, he was charged with the out"

Note that every batting out of turn situation has

its own character, including whether or not it is detected by the

opposition and whether or not the incorrect batter makes an out or

reaches safely.

play,5,0,feldm001,22,1LPB>F1S,K.1-2(WP)

Replay

Instant replay of home run calls was instituted on 8/28/2008. It was expanded at the start of the 2014

season to include many other types of plays. For a more complete explanation and list all replays, see

the following two pages.

http://www.retrosheet.org/ReplayHR.htm

http://www.retrosheet.org/Replay.htm

Each time the replay system is used, a slash tag is added to the play string. This will be /UREV for an

umpire-initiated review and /MREV for a manager challenge. Immediately after that play there will be a

comment record with details of the replay/challenge. The fields in this string are:

com,"replay,inning,Batter ID,Batter Team ID,Umpire ID,Ballpark ID,Reason,Reversed,Initiator,Team,Type

Code"

Inning: inning in which the replay occurred

Batter ID: batter for the replay instance (not necessarily the player involved in the replay)

Batter Team ID: the team at bat for the replay

Umpire ID: crew chief’s ID

Ballpark ID: the ballpark in which the game was played

Reason (home run replay only):

O - Over the fence

F - Fair/foul

I - Fan interference

Reversed: Y or N

Initiator: I (home run instant replay, 2008-13), U (umpire, 2014-present), M (manager, 2014-present)

Team: team which challenged (only for M initiator)

Type code:

Code,Desc

H,Home run

G,Grounds rule

N,Fan interference

S,Boundary call

C,Force play

A,Tag play

O,Fair/foul (outfield)

T,Trap play (outfield)

I,Hit by pitch

M,Timing play

B,Touching a base

R,Passing runners

K,Record keeping

L,Multiple issues

P,Home plate collision

X,Other

play,5,0,feldm001,22,1LPB>F1S,K.1-2(WP)

Ejections

Each time someone is ejected by an umpire, there will be multiple comments about the incident. This

ejected person could be a player, coach, manager, trainer, mascot or fan. The first line will contain

details in the following record format.

com,"ej,Ejectee,Job Code,Umpire ID,Reason"

Ejectee – the ID of the person ejected

Job Code

P - Player

M - Manager

C - Coach

T - Trainer

N - Non-uniformed person

Umpire ID – the umpire who ejected the person

Reason: Short description

We have made an effort to standardize the test used in the reason field.

All following comments with be text describing the incident. It is most usual for it to be as simple as this.

com,” Babe Ruth ejected by HP umpire Tommy Connolly”

However, there are many ejections with more detailed text describing the incident.

play,5,0,feldm001,22,1LPB>F1S,K.1-2(WP)

Umpire changes during games

Occasionally, an umpire will be injured or develop an illness during a game. When there are changes to

the umpire alignment during a game, there will be multiple comments with standardized fields to

describe the change.

com,"umpchange,Inning,Position,Umpire ID"

umpchange – standard text

Inning – the inning in which the change took place

Position:

umphome

ump1b

ump2b

ump3b

umplf

umprf

Umpire ID – the umpire who changed positions

The following comment will contain a text description of the incident.

play,5,0,feldm001,22,1LPB>F1S,K.1-2(WP)

Protests

When a manager protests an umpire ruling to the league office, a comment is added to the game to

indicate the details of that protest. This comment is usually at the start of the game.

com,"Protest=Code"

Code

P - unidentified team

V - disallowed protest by visiting team

H - disallowed protest by home team

X - upheld protest by visiting team

Y - upheld protest by home team

Usually, there is a detailed comment at the spot in the game where the protest occurred.

play,5,0,feldm001,22,1LPB>F1S,K.1-2(WP)

Suspensions

When a game is suspended by weather or other conditions, a comment is added to the game to indicate

the details of the suspension. This comment is usually at the start of the game.

com,"Suspend=YYYYMMDD,ParkID,Vis,Home,Outs"

YYYYMMDD - completion date

ParkID – if the game was resumed in another park from where it started

Vis - visitor score at time of suspension

Home - Home score at time of suspension

Outs - Length of game in outs at time of suspension

Page Updated: 12/13/2014

All data contained at this site is copyright © 1996-2009 by

Retrosheet. All Rights Reserved.

RETROSHEET: STEP-BY-STEP EXAMPLE

The following step-by-step example is in response to several

requests for more detailed instructions on using Retrosheet

data and the programs on this web site. The tasks illustrated

probably will not be exactly what you want to do, but they

should show you how to generate box scores and extract data

that can be imported into spreadsheet and database software

for further processing and analysis. You may want to print

this page for future reference.

Comments, suggestions, and improvements are welcomed. You

can send an e-mail using the mail link at the bottom of our

home page.

Press the back button on your browser to return to the previous

page when done with this one.

-------------

I don't think I can take the time to write a complete

and fairly foolproof set of instructions that a 5th grader

can follow. However, here is a list of steps to show you

how to generate the Tigers box scores at Fenway in 1982.

1) If you haven't done so already, download the following

files from our site. You should put them in the just one

directory on your hard disk, which probably should be

one set up to deal with retrosheet files. I'll use

C:\retro as the example, but you can put it in any

directory that suits you.

a) the program files (under Tools on the site)

bevent.zip (which expands to bevent.exe)

box.zip

bgame.zip

[Note you click on bevent.exe, box.exe, bgame.exe

to do the downloads.]

If you don't know how to "unzip" files, also download

the program file pkunzip.exe. It won't hurt to download it

if you are not sure.

b) data files (under Game Data), choose a league & year,

and then your teams or the whole league. Since your message

makes it sound like you want to work with all teams, after

choosing the 1982 AL, click on Entire American League. This

will put the file 1982al.zip on your hard disk

2) If you did not download to the C:\retro directory, move

the downloaded files to this directory. You can do this using

Windows.

3) Now you will need to use DOS. From the Windows Start button

in the lower left, after clicking move up to Programs and then

over to MS-DOS Prompt and select it. A "DOS Window" should open

on your screen with a prompt that looks like C:\WINDOWS> (it

may look a little different). If it is small, you may be able

to enlage it by clicking on the box just to the left of the X

in the upper right corner. This assumes Windows 95 or 98;

Windows 3.1 works a bit differently, but there is a way to open

a DOS window.

4) Move to the retro directory (following my example directory name)

by typing "cd \retro" and pressing the Enter key. The prompt should

now look like "C:\retro>".

5) The next step is to unzip the files you downloaded if you have

not already done so. You can do so with the following four commands

entered from the DOS prompt. Press enter after each one:

[Note: DOS commands can be fussy; be sure to leave spaces where shown

and no spaces where shown. If you get a message indicating that

something does not work right, then retype the command and try again.]

a) pkunzip bgame.zip

b) pkunzip bevent.zip

c) pkunzip box.zip

d) pkunzip 1982al.zip

6) Use bgame to get a list of all games played at Boston:

bgame -y 1982 82bos.eva >82bos.txt (press Enter)

The ">82bos.txt" causes the output to be written to the file 82bos.txt

for further reference. You can use a different name if you prefer. Also

if you end the command with ">prn" instead, the list of games will be

printed on your printer. You may want to do it both ways. If your file

name ends in ".txt" you can view the file by finding it a Windows file list

(keep the DOS window open) by double clicking on its name or icon. At that

point, another window should open up showing the contents of the file.

7) Find the games the Tigers played. You can look at the file or printout

or use the search feature in the program (NotePad or WordPad) that opened

the file to look for DET. I have already done it, and the Tigers played

at Fenway June 21-23 (three games) and Sept 10-12 (three games). I can tell

the dates by the game IDs at the left of each line: BOS198206210. The zero

at the end indicates that it was a single game. Double header games end in

a 1 or a 2.

8) We can make the box scores with two commands in the DOS window, one for

each series:

box -y 1982 -s 0621 -e 0623 82bos.eva >box1.txt

box -y 1982 -s 0910 -e 0912 82bos.eva >box2.txt

As before, you can use >prn at the end instead to print the box scores.

To see what the -y 1982, etc. means (if you can't guess), you can enter

the command box -h and it will display a brief list of the program options

and command syntax. For example, if you wanted to make all the box scores

for Red Sox home games, you could enter the command

box -y 1982 82bos.eva >bos82box.txt

[Note: due to how DOS works, do not use more than 8 characters before the .txt]

9) If you want to try to put together the data for how the Tigers did in Fenway,

the first step would be to extact the play-by-play records for the six games.

This can be done using bevent, and the syntax is similar to that for box:

bevent -y 1982 -s 0621 -e 0623 82bos.eva >detdata1.txt

bevent -y 1982 -s 0910 -e 0912 82bos.eva >detdata2.txt

That will produce two files that probably look almost nonsensical if you view

them as above. However, they can be read into database or spreadsheet programs

for further processing. At this point, I am not going to be able to give you

directions. I will refer you to the documentation on the web site for information

about the output of the bevent program in the two files, but it may not help you

a whole lot. If I were going to get data on team performance in each park, I

would either write a program in BASIC to pull everything together or do a fair

amount of sorting and aggregating using a spreadsheet or database program.

One final note. Instead of downloading the league file, you may find it better

to download the team files. The league file contains 14 files with all the

home games for the AL teams, one per team. However, if you are interested in

how the Tigers did in each road park, the Detroit file has all of their games,

and the home and road teams are identfied in the record for each game. It will be

easier to work with the road games in the Detroit file than the 13 home game files

for the other teams.

I hope this gets you at least part of the way to your goal. I can try to answer

questions, but I am not going to be able to provide any more detailed directions

like those above. As I said before, our data are not easy to use (except for

making box scores) and require a fair amount of additional processing in most

cases.

Good luck. I hope you have some fun doing this.

Mark

* [Home](http://www.retrosheet.org/)
* [About ↓](http://www.retrosheet.org/retroID.htm)
* [Games/People/Parks ↓](http://www.retrosheet.org/retroID.htm)
* [Data downloads ↓](http://www.retrosheet.org/retroID.htm)
* [Features ↓](http://www.retrosheet.org/retroID.htm)
* [Organization ↓](http://www.retrosheet.org/retroID.htm)
* [Archives ↓](http://www.retrosheet.org/retroID.htm)

Some of the databases available incorporate Retrosheet ID codes. These are of the form "llllfnnn" where "llll" are the first four letters of the last name, "f" is the first letter of the first name, and "nnn" are numbers. The first number is 0 for players who appeared in 1984 or later, 1 for players whose career ended before 1984, 8 for managers and coaches who never played in the majors, and 9 for umpires who never played. The next two numbers are sequence numbers starting with 01.

Page Updated: 12/10/2016  
**All data contained at this site is copyright © 1996-2016 by Retrosheet. All Rights Reserved.**

PARKID,NAME,AKA,CITY,STATE,START,END,LEAGUE,NOTES

ALB01,Riverside Park,,Albany,NY,09/11/1880,05/30/1882,NL,"TRN:9/11/80;6/15&9/10/1881;5/16-5/18&5/30/1882"

ALT01,Columbia Park,,Altoona,PA,04/30/1884,05/31/1884,UA,""

ANA01,Angel Stadium of Anaheim,Edison Field; Anaheim Stadium,Anaheim,CA,04/19/1966,,AL,""

ARL01,Arlington Stadium,,Arlington,TX,04/21/1972,10/03/1993,AL,""

ARL02,Rangers Ballpark in Arlington,The Ballpark in Arlington; Ameriquest Fl,Arlington,TX,04/11/1994,,AL,""

ATL01,Atlanta-Fulton County Stadium,,Atlanta,GA,04/12/1966,09/23/1996,NL,""

ATL02,Turner Field,,Atlanta,GA,04/04/1997,,NL,""

BAL01,Madison Avenue Grounds,,Baltimore,MD,07/08/1871,07/08/1871,NA,"WS3"

BAL02,Newington Park,,Baltimore,MD,04/22/1872,09/30/1882,,"BL1:1872-74; BL4:1873; BL2: 1882"

BAL03,Oriole Park I,,Baltimore,MD,05/01/1883,10/10/1889,AA,""

BAL04,Belair Lot,,Baltimore,MD,04/17/1884,09/24/1884,UA,"BLU:not 8/25"

BAL05,Monumental Park,,Baltimore,MD,08/25/1884,08/25/1884,UA,"BLU"

BAL06,Oriole Park II,,Baltimore,MD,08/27/1890,05/09/1891,AA,""

BAL07,Oriole Park III,,Baltimore,MD,05/11/1891,10/10/1899,,"BL3:1891; BLN:1892-99"

BAL09,Oriole Park IV,American League Park,Baltimore,MD,04/26/1901,09/29/1902,AL,""

BAL10,Terrapin Park,Oriole Park V,Baltimore,MD,04/13/1914,10/02/1915,FL,""

BAL11,Memorial Stadium,,Baltimore,MD,04/15/1954,09/30/1991,AL,""

BAL12,Oriole Park at Camden Yards,,Baltimore,MD,04/06/1992,,AL,""

BOS01,South End Grounds I,Walpole Street Grounds,Boston,MA,05/16/1871,09/10/1887,,"BS1:1871-75; HR1: 8/12/1874; BSN:1876-1887"

BOS02,Dartmouth Grounds,Union Park,Boston,MA,04/30/1884,09/24/1884,UA,"BSU"

BOS03,South End Grounds II,,Boston,MA,05/25/1888,05/15/1894,NL,""

BOS04,Congress Street Grounds,,Boston,MA,04/19/1890,06/20/1894,,"BSP:1890; BS2:1891; BSN:5/16 to 6/20/1894"

BOS05,South End Grounds III,,Boston,MA,07/20/1894,08/11/1914,NL,""

BOS06,Huntington Avenue Baseball Grounds,,Boston,MA,05/08/1901,10/07/1911,AL,""

BOS07,Fenway Park,,Boston,MA,04/20/1912,,AL,"BOS:1912-date; BSN:9/7to9/29/1914;4/14to7/26/15"

BOS08,Braves Field,Bee Hive,Boston,MA,08/18/1915,09/21/1952,,""

BUF01,Riverside Grounds,,Buffalo,NY,05/01/1879,09/08/1883,NL,""

BUF02,Olympic Park I,,Buffalo,NY,05/21/1884,10/07/1885,NL,""

BUF03,Olympic Park II,,Buffalo,NY,04/19/1890,10/04/1890,PL,""

BUF04,International Fair Association Grounds,Federal League Park,Buffalo,NY,05/11/1914,09/29/1915,FL,""

CAN01,Mahaffey Park,Pastime Park,Canton,OH,09/18/1890,06/21/1903,,"PIT 9/18/1890; CLE 6/15/02,5/10&6/21/03"

CAN02,Pastime Park,"",Canton,OH,09/18/1890,09/18/1890,,NL,""

CHI01,Lake Front Park I,Union Base-ball Grounds,Chicago,IL,05/08/1871,09/29/1871,NA,""

CHI02,23rd Street Park,,Chicago,IL,05/29/1872,10/06/1877,,"CH2:1874-75; CHN:1876-77"

CHI03,Lake Front Park II,,Chicago,IL,05/14/1878,09/30/1882,NL,""

CHI05,South Side Park I,Cricket Club Grounds; Union Grounds,Chicago,IL,05/02/1884,08/01/1884,UA,""

CHI06,West Side Park,,Chicago,IL,06/06/1885,10/03/1891,NL,"CHN:1891(M/W/F)"

CHI07,South Side Park II,,Chicago,IL,04/30/1890,09/27/1893,,"CHP:1890;CHN:1891(Tu/Th/Sa);1892-93"

CHI08,West Side Grounds,,Chicago,IL,05/13/1893,10/03/1915,NL,"CHN:1893(Sun);1894-1915"

CHI09,South Side Park III,,Chicago,IL,04/24/1901,06/27/1910,AL,""

CHI10,Comiskey Park I,White Sox Park,Chicago,IL,07/01/1910,09/30/1990,AL,""

CHI11,Wrigley Field,Weeghman Park; Cubs Park,Chicago,IL,04/23/1914,,NL,"CHF:1914-15; CHN:1916-date"

CHI12,U.S. Cellular Field,White Sox Park; Comiskey Park II,Chicago,IL,04/18/1991,,AL,""

CIN01,Lincoln Park Grounds,Union Cricket Club Grounds,Cincinnati,OH,05/13/1871,07/22/1871,NA,"WS3:5/13&7/4/1871; CL1:7/22/1871"

CIN02,Avenue Grounds,,Cincinnati,OH,04/25/1876,08/27/1879,NL,"first Ladies Day (1876)"

CIN03,Bank Street Grounds,,Cincinnati,OH,05/01/1880,10/15/1884,,"CN1:1880; CN2:1882-83; CNU:1884"

CIN04,League Park I,,Cincinnati,OH,05/01/1884,09/29/1893,,"CN2:1884-89; CIN:1890-93"

CIN05,League Park II,,Cincinnati,OH,04/20/1894,10/02/1901,NL,""

CIN06,Palace of the Fans,League Park III,Cincinnati,OH,04/17/1902,10/06/1911,NL,""

CIN07,Crosley Field,Redland Field,Cincinnati,OH,04/11/1912,06/24/1970,NL,""

CIN08,Cinergy Field,Riverfront Stadium,Cincinnati,OH,06/30/1970,09/22/2002,NL,""

CIN09,Great American Ballpark,,Cincinnati,OH,03/31/2003,,NL,""

CLE01,National Association Grounds,,Cleveland,OH,05/11/1871,08/19/1872,NA,""

CLE02,League Park I,Kennard Street Park,Cleveland,OH,05/01/1879,10/11/1884,NL,""

CLE03,League Park II,American Association Park,Cleveland,OH,05/04/1887,10/04/1890,,"CL3:1887-88; CL4:1889-90"

CLE04,Brotherhood Park,Players League Park,Cleveland,OH,04/30/1890,10/04/1890,PL,""

CLE05,League Park III,National League Park III,Cleveland,OH,05/01/1891,09/06/1909,,"CL4:1891-99; CLE:1901-09"

CLE06,League Park IV,Dunn Field,Cleveland,OH,04/21/1910,09/21/1946,AL,"CLE:1910-7/30/1932;1934-46"

CLE07,Cleveland Stadium,Municipal Stadium,Cleveland,OH,07/31/1932,10/03/1993,AL,"CLE:7/31/1932-9/24/1933; 1947-1993"

CLE08,Progressive Field,Jacobs Field,Cleveland,OH,04/04/1994,,AL,""

CLE09,Cedar Avenue Driving Park,,Cleveland,OH,08/21/1887,08/21/1887,AA,"CL3: 1 game"

CLL01,Euclid Beach Park,,Collinwood,OH,06/12/1898,06/19/1898,NL,"CL4:6/12&6/19/1898"

COL01,Recreation Park I,,Columbus,OH,05/01/1883,09/22/1884,AA,""

COL02,Recreation Park II,,Columbus,OH,04/28/1889,09/22/1891,AA,""

COL03,Neil Park I,,Columbus,OH,08/03/1902,05/17/1903,AL,"CLE:2 games"

COL04,Neil Park II,,Columbus,OH,07/23/1905,07/24/1905,AL,"DET:2 games"

COV01,Star Baseball Park,,Covington,KY,09/21/1875,09/21/1875,NA,"PH2"

DAY01,Fairview Park,,Dayton,OH,06/08/1902,06/08/1902,AL,"CLE"

DEN01,Mile High Stadium,,Denver,CO,04/09/1993,08/11/1994,NL,""

DEN02,Coors Field,,Denver,CO,04/26/1995,,NL,""

DET01,Recreation Park,,Detroit,MI,05/02/1881,09/22/1888,NL,""

DET02,Bennett Park,,Detroit,MI,04/25/1901,09/10/1911,AL,""

DET03,Burns Park,West End Park,Detroit,MI,04/28/1901,09/07/1902,AL,"Sundays only"

DET04,Tiger Stadium,Navin Field; Briggs Stadium,Detroit,MI,04/20/1912,09/27/1999,AL,""

DET05,Comerica Park,,Detroit,MI,04/11/2000,,AL,""

DOV01,Fairview Park Fair Grounds,,Dover,DE,06/24/1875,06/24/1875,NA,"PH1"

ELM01,Maple Avenue Driving Park,,Elmira,NY,10/10/1885,10/10/1885,NL,"BFN"

FOR01,Grand Duchess,Hamilton Field,Fort Wayne,IN,05/04/1871,08/29/1871,NA,"First ML game"

FOR03,Jailhouse Flats,,Fort Wayne,IN,06/22/1902,08/31/1902,AL,"CLE:2 games"

FTB01,Fort Bragg Field,,Fort Bragg,NC,07/03/2016,07/03/2016,NL,"ATL:1 game"

GEA01,Geagua Lake Grounds,"Beyerle's Park",Geauga Lake,OH,07/22/1888,09/02/1888,AA,"CL3:7/22&7/29&8/26&9/2/1888"

GLO01,Gloucester Point Grounds,,Gloucester City,NJ,08/05/1888,10/12/1890,AA,"Sundays; PH4 6/10/1888"

GRA01,Ramona Park,,Grand Rapids,MI,05/24/1903,05/24/1903,AL,"DET"

HAR01,Harrison Field,,Harrison,NJ,04/16/1915,10/03/1915,FL,"NEW"

HOB01,Elysian Field,,Hoboken,NJ,07/04/1873,07/04/1873,NA,"NY2"

HON01,Aloha Stadium,,Honolulu,HI,04/19/1997,04/20/1997,NL,"SDN:4/19&4/19&4/20/1997"

HOU01,Colt Stadium,,Houston,TX,04/10/1962,09/27/1964,NL,""

HOU02,Astrodome,,Houston,TX,04/12/1965,10/03/1999,NL,""

HOU03,Minute Maid Park,Enron Field; Astros Field,Houston,TX,04/07/2000,,NL,""

HRT01,Hartford Ball Club Grounds,,Hartford,CT,05/01/1874,09/30/1876,,"HR1:1874-75; HAR:1876"

HRT02,Hartford Trotting Park,,Hartford,CT,06/21/1872,08/09/1872,NA,"MID: 6/21, 7/3, 8/9"

IND01,South Street Park,,Indianapolis,IN,05/01/1878,09/14/1878,NL,""

IND02,Seventh Street Park I,,Indianapolis,IN,05/14/1884,09/20/1884,AA,""

IND03,Bruce Grounds,,Indianapolis,IN,05/18/1884,09/21/1884,AA,"Sundays"

IND04,Seventh Street Park II,,Indianapolis,IN,04/28/1887,10/08/1887,NL,""

IND05,Seventh Street Park III,,Indianapolis,IN,04/20/1888,10/05/1889,NL,""

IND06,Indianapolis Park,,Indianapolis,IN,07/28/1890,08/02/1890,NL,"CL4"

IND07,Federal League Park,Washington Park,Indianapolis,IN,04/23/1914,10/08/1914,FL,""

IRO01,Windsor Beach,,Irondequoit,NY,05/11/1890,07/20/1890,AA,"RC2: Sundays"

JER01,Oakdale Park,,Jersey City,NJ,04/24/1889,04/25/1889,NL,"NY1: 2 games"

JER02,Roosevelt Stadium,,Jersey City,NJ,04/19/1956,09/03/1957,NL,"BRO: 7 gms (1956) & 8 gms (1957)"

KAN01,Athletic Park,,Kansas City,MO,06/07/1884,10/19/1884,UA,""

KAN02,Association Park,,Kansas City,MO,04/30/1886,10/15/1892,,"KCN:1886; KC2:1888; SLN 1892 (3 games)"

KAN03,Exposition Park,,Kansas City,MO,04/25/1889,09/30/1889,AA,""

KAN04,Gordon and Koppel Field,,Kansas City,MO,04/16/1914,09/28/1915,FL,""

KAN05,Municipal Stadium,,Kansas City,MO,04/12/1955,10/04/1972,AL,"KC1:1955-67; KCA:1969-1972"

KAN06,Kauffman Stadium,Royals Stadium,Kansas City,MO,04/10/1973,,AL,""

KEO01,Perry Park,Walte's Pasture,Keokuk,IA,05/04/1875,06/14/1875,NA,""

LAS01,Cashman Field,,Las Vegas,NV,04/01/1996,04/07/1996,AL,"OAK: 6 games"

LBV01,The Ballpark at Disney's Wide World,,Lake Buena Vista,FL,05/15/2007,04/24/2008,AL,"TBA 3 games in 2007"

LOS01,Los Angeles Memorial Coliseum,,Los Angeles,CA,04/18/1958,09/20/1961,NL,""

LOS02,Wrigley Field,,Los Angeles,CA,04/27/1961,10/01/1961,AL,""

LOS03,Dodger Stadium,Chavez Ravine,Los Angeles,CA,04/10/1962,,NL,"LAN:1962-prsnt; LAA:1962-9/2/65; CAL:9/2to9/22/65"

LOU01,Louisville Baseball Park,,Louisville,KY,04/25/1876,09/29/1877,NL,""

LOU02,Eclipse Park I,,Louisville,KY,05/05/1882,05/04/1893,,"LS2:1882-91; LS3:1892-93"

LOU03,Eclipse Park II,"",Louisville,KY,05/22/1893,08/02/1899,NL,""

LOU04,Eclipse Park III,"",Louisville,KY,08/22/1899,09/02/1899,NL,""

LUD01,Ludlow Baseball Park,,Ludlow,KY,09/22/1875,09/22/1875,NA,"PH2"

MAS01,Long Island Grounds,,Maspeth,NY,07/27/1890,08/03/1890,AA,"BR4: 2 games"

MIA01,Sun Life Stadium,JoeRobbie; ProPlayer; Dolphin; LandShark,Miami,FL,04/05/1993,9/28/2011,NL,""

MIA02,Marlins Park,,Miami,FL,04/04/2012,,NL,""

MID01,Mansfield Club Grounds,,Middletown,CT,05/02/1872,07/04/1872,NA,""

MIL01,Milwaukee Base-Ball Grounds,,Milwaukee,WI,05/14/1878,09/14/1878,NL,""

MIL02,Wright Street Grounds,,Milwaukee,WI,09/27/1884,09/25/1885,,"UA:1884; BFN:9/4/1885; PRO: 9/25/1885"

MIL03,Athletic Park,,Milwaukee,WI,09/10/1891,10/04/1891,AA,""

MIL04,Lloyd Street Grounds,,Milwaukee,WI,05/03/1901,09/12/1901,AL,""

MIL05,County Stadium,,Milwaukee,WI,04/14/1953,09/28/2000,,"MLN:1953-65; CHA:9gms(1968)&11gms(1969);MIL:70-00"

MIL06,Miller Park,,Milwaukee,WI,04/06/2001,,NL,""

MIN01,Athletic Park,,Minneapolis,MN,10/02/1891,10/02/1891,AA,"ML2"

MIN02,Metropolitan Stadium,,Bloomington,MN,04/21/1961,09/30/1981,AL,""

MIN03,Hubert H. Humphrey Metrodome,,Minneapolis,MN,04/06/1982,10/06/2009,AL,""

MIN04,Target Field,,Minneapolis,MN,04/12/2010,,AL,""

MNT01,Estadio Monterrey,,Monterrey,MX,08/16/1996,04/04/1999,NL,"SDN:8/16&8/17&8/18/1996; 4/4/1999"

MON01,Parc Jarry,Jarry Park,Montreal,QUE,04/14/1969,09/29/1976,NL,""

MON02,Stade Olympique,Olympic Stadium,Montreal,QUE,04/15/1977,09/29/2004,NL,""

NEW01,Howard Avenue Grounds,Brewster Park,New Haven,CT,04/21/1875,10/28/1875,NA,""

NEW02,Hamilton Park,,New Haven,CT,04/21/1875,04/21/1875,NA,""

NEW03,Geauga Lake Grounds,Beyerle's Park,Geauga Lake,OH,07/22/1888,09/02/1888,AA,"CL3:7/22&7/29&8/26&9/2/1888"

NWK01,Wiedenmeyer's Park,,Newark,NJ,07/17/1904,07/17/1904,AL,"NYA"

NYC01,Union Grounds,,Brooklyn,NY,05/09/1871,09/21/1877,,"NY2:1871-75;BR1:1872;BR2:1873-75;NY3:1876;HAR:1877"

NYC02,Capitoline Grounds,,Brooklyn,NY,05/06/1872,10/09/1872,NA,"BR2"

NYC03,Polo Grounds I (Southeast Diamond),,New York,NY,05/01/1883,10/13/1888,,"NY1:1883-88; NY4:7/17/1884-1885"

NYC04,Polo Grounds II (Southwest Diamond),,New York,NY,05/30/1883,10/25/1883,AA,""

NYC05,Washington Park I,,Brooklyn,NY,05/05/1884,05/04/1889,AA,"BR3"

NYC06,Metropolitan Park,,New York,NY,05/13/1884,08/23/1884,AA,""

NYC07,Grauer's Ridgewood Park,Ridgewood Park I,Queens,NY,05/02/1886,09/19/1886,AA,"BR3: Sundays (1886)"

NYC08,Washington Park II,,Brooklyn,NY,05/30/1889,10/03/1890,,"BR3:1889; BRO:1890"

NYC09,Polo Grounds III,,New York,NY,07/08/1889,09/13/1890,NL,""

NYC10,Polo Grounds IV,,New York,NY,04/19/1890,04/13/1911,,"NYP:1890; NY1:1891-1911"

NYC11,Eastern Park,,Brooklyn,NY,04/28/1890,10/02/1897,,"BRP:1890; BRO:1891-97"

NYC12,Washington Park III,,Brooklyn,NY,04/30/1898,11/01/1912,,"BRO:1898-1912"

NYC13,Hilltop Park,,New York,NY,04/30/1903,10/05/1912,,"NYA:1903-1912; NY1: 4/15 to 5/30/1911"

NYC14,Polo Grounds V,,New York,NY,06/28/1911,09/18/1963,,"NY1:1911-1957;NYA:1913-1922;NYN:1962-63"

NYC15,Ebbets Field,,Brooklyn,NY,04/09/1913,09/24/1957,NL,""

NYC16,Yankee Stadium I,,New York,NY,04/18/1923,09/21/2008,AL,"no games 1974-75"

NYC17,Shea Stadium,William A. Shea Stadium,New York,NY,04/17/1964,09/28/2008,NL,"NYN:1964-2008; NYA:1974-75"

NYC18,Wallace's Ridgewood Park,Ridgewood Park II,Queens,NY,04/24/1887,06/08/1890,AA,"BR3: Sundays (1887-89); BR4: 1890"

NYC19,Washington Park IV,,Brooklyn,NY,04/01/1914,11/01/1915,FL,""

NYC20,Citi Field,,New York,NY,04/13/2009,,NL,""

NYC21,Yankee Stadium II,,New York,NY,04/16/2009,,AL,""

OAK01,Oakland-Alameda County Coliseum,Network Associates Coliseum,Oakland,CA,04/17/1968,,AL,""

PEN01,East End Park,Pendleton Park,Cincinnati,OH,04/25/1891,08/13/1891,AA,"CN3"

PHI01,Jefferson Street Grounds,Athletics Park,Philadelphia,PA,05/15/1871,10/11/1890,,"PH1:1871-75; PH2:1873-75; PHN:1876; PH4:1883-1890"

PHI02,Centennial Park,,Philadelphia,PA,04/21/1875,05/24/1875,NA,"PH3"

PHI03,Oakdale Park,,Philadelphia,PA,05/02/1882,09/21/1882,AA,"PH4"

PHI04,Recreation Park,,Philadelphia,PA,05/01/1883,10/09/1886,NL,""

PHI05,Keystone Park,,Philadelphia,PA,04/17/1884,08/07/1884,UA,""

PHI06,Huntingdon Grounds I,,Philadelphia,PA,04/30/1887,08/06/1894,NL,"no games 8/7 to 8/17/1894; fire 8/6/1894"

PHI07,Forepaugh Park,,Philadelphia,PA,04/30/1890,10/05/1891,,"PHP:1890; PH4:1891"

PHI08,University of Penn. Athletic Field,,Philadelphia,PA,08/11/1894,08/17/1894,NL,"PHI:8/11&8/14 to 8/17/1894"

PHI09,Baker Bowl,,Philadelphia,PA,05/02/1895,06/30/1938,NL,"PHI:not 8/20 to 9/10/1903"

PHI10,Columbia Park,,Philadelphia,PA,04/26/1901,10/03/1908,,"PHA; PHI:8/20 to 9/10/1903"

PHI11,Shibe Park,Connie Mack Stadium,Philadelphia,PA,04/12/1909,10/01/1970,,"PHA:1909-1954; PHI:5/16to5/28/1927;7/4/1938to1970"

PHI12,Veterans Stadium,,Philadelphia,PA,04/10/1971,09/28/2003,NL,""

PHI13,Citizens Bank Park,,Philadelphia,PA,04/12/2004,,NL,""

PHI14,Huntingdon Grounds II,,Philadelphia,PA,08/18/1894,09/06/1894,NL,"Temporary structure after fire on August 6"

PHO01,Chase Field,Bank One Ballpark,Phoenix,AZ,03/31/1998,,NL,""

PIT01,Union Park,,Pittsburgh,PA,08/22/1878,08/24/1878,NL,"PRO: 3 games"

PIT02,Exposition Park I,Lower Field,Pittsburgh,PA,05/09/1882,08/30/1884,,"PT1:1882-1883; PTU: 8/25 to 8/30/1884"

PIT03,Exposition Park II,Upper Field,Pittsburgh,PA,05/01/1883,06/09/1883,AA,"PT1"

PIT04,Recreation Park,,Pittsburgh,PA,05/01/1884,09/30/1890,,"PT1:1884-1886; PIT:1887-1890"

PIT05,Exposition Park III,,Pittsburgh,PA,04/19/1890,10/02/1915,,"PTP:1890; PIT:1891-6/29/1909; PTF:1914-15"

PIT06,Forbes Field,,Pittsburgh,PA,06/30/1909,06/28/1970,NL,""

PIT07,Three Rivers Stadium,,Pittsburgh,PA,07/16/1970,10/01/2000,NL,""

PIT08,PNC Park,,Pittsburgh,PA,04/09/2001,,NL,""

PRO01,Adelaide Avenue Grounds,,Providence,RI,06/12/1875,06/22/1875,NA,"NH1: 6/12/1875; BS1: 6/22/1875"

PRO02,Messer Street Grounds,,Providence,RI,05/01/1878,09/09/1885,NL,""

RCK01,Agricultural Society Fair Grounds,,Rockford,IL,05/05/1871,09/26/1871,NA,""

RIC01,Richmond Fair Grounds,,Richmond,VA,04/29/1875,05/01/1875,NA,"WS6: 2 games"

RIC02,Allens Pasture,,Richmond,VA,08/05/1884,10/15/1884,AA,""

ROC01,Culver Field I,,Rochester,NY,04/28/1890,10/06/1890,AA,""

ROC02,Culver Field II,,Rochester,NY,08/27/1898,08/29/1898,NL,"CL4: 2 games"

ROC03,Ontario Beach Grounds,,Rochester,NY,08/28/1898,08/28/1898,NL,"CL4"

SAI01,St. George Cricket Grounds,,New York,NY,04/22/1886,06/14/1889,,"NY4:1886-87; NY1:4/29 to 6/14/1889"

SAN01,Qualcomm Stadium,San Diego/Jack Murphy Stadium,San Diego,CA,04/08/1969,09/28/2003,NL,""

SAN02,PETCO Park,,San Diego,CA,04/08/2004,,NL,""

SEA01,Sick's Stadium,,Seattle,WA,04/11/1969,10/02/1969,AL,""

SEA02,Kingdome,,Seattle,WA,04/06/1977,06/27/1999,AL,""

SEA03,Safeco Field,,Seattle,WA,07/15/1999,,AL,""

SFO01,Seals Stadium,,San Francisco,CA,04/15/1958,09/20/1959,NL,""

SFO02,Candlestick Park,3Com Park,San Francisco,CA,04/12/1960,09/30/1999,NL,""

SFO03,AT&T Park,Pacific Bell Park; SBC Park,San Francisco,CA,04/11/2000,,NL,""

SJU01,Estadio Hiram Bithorn,,San Juan,PR,04/01/2001,06/30/2010,NL,"TOR: 4/1/2001; MON:4/11-20,6/3-8,9/5-11/2003"

SPR01,Hampden Park Race Track,Springfield Track,Springfield,MA,07/23/1872,05/14/1875,NA,"TRO:7/23/1872; BS1:7/16/1873,5/14/1875"

STL01,Red Stockings Base Ball Park,,St. Louis,MO,05/04/1875,07/04/1875,NA,"SL1"

STL02,Grand Avenue Park,,St. Louis,MO,05/06/1875,10/06/1877,,"SL2:1875; SL3:1876-1877"

STL03,Sportsman's Park I,,St. Louis,MO,05/02/1882,10/13/1892,,"SL4:1882-1891; SLN:1892"

STL04,Union Grounds,,St. Louis,MO,04/20/1884,09/23/1886,,"SLU:1884; SL5:1885-86"

STL05,Robison Field,,St. Louis,MO,04/27/1893,06/06/1920,NL,""

STL06,Sportsman's Park II,,St. Louis,MO,04/23/1902,10/06/1908,AL,""

STL07,Sportsman's Park III,Busch Stadium I,St. Louis,MO,04/14/1909,05/08/1966,,"SLA:1909-1953; SLN:7/1/1920 to 5/8/1966"

STL08,Handlan's Park,Federal League Park,St. Louis,MO,04/16/1914,10/03/1915,FL,""

STL09,Busch Stadium II,,St. Louis,MO,05/12/1966,10/02/2005,NL,""

STL10,Busch Stadium III,,St. Louis,MO,04/10/2006,,NL,""

STP01,Tropicana Field,,St. Petersburg,FL,03/31/1998,,AL,""

SYD01,Sydney Cricket Ground,"",Sydney,Australia,03/22/2014,03/23/2014,NL,""

SYR01,Star Park I,Newell Park,Syracuse,NY,05/28/1879,09/10/1879,NL,""

SYR02,Star Park II,,Syracuse,NY,04/28/1890,10/06/1890,AA,""

SYR03,Iron Pier,,Syracuse,NY,08/03/1890,08/03/1890,AA,"Forfeit by LS2 to SR2; no game ever played here"

THR01,Three Rivers Park,,Three Rivers,NY,05/18/1890,07/20/1890,AA,"SR2: Sundays"

TOK01,Tokyo Dome,,Tokyo,JAP,03/29/2000,03/26/2008,,"NYN&CHN:2000;NYA&TBA:2004;BOS&OAK:2008"

TOL01,League Park,,Toledo,OH,05/14/1884,09/23/1884,AA,""

TOL02,Tri-State Fair Grounds,,Toledo,OH,09/13/1884,09/13/1884,AA,""

TOL03,Speranza Park,,Toledo,OH,05/01/1890,10/02/1890,AA,""

TOL04,Armory Park,,Toledo,OH,06/28/1903,08/16/1903,AL,"DET: 2 games"

TOR01,Exhibition Stadium,,Toronto,ONT,04/07/1977,05/28/1989,AL,"first game: snow covering outfield"

TOR02,Rogers Centre,Skydome,Toronto,ONT,06/05/1989,,AL,""

TRO01,Haymakers' Grounds,,Troy,NY,05/09/1871,09/30/1881,,"TRO:1871-72; TRN: 1880-81"

TRO02,Putnam Grounds,,Troy,NY,05/28/1879,05/30/1882,NL,"TRN: 05/30/1882 (Gm 2)"

WAR01,Rocky Point Park,,Warwick,RI,09/06/1903,09/06/1903,NL,"BSN; outfield surrounded by ocean"

WAS01,Olympic Grounds,,Washington,DC,05/04/1871,06/08/1875,NA,"WS3:1871-1872; WS5:1873; WS6:1875"

WAS02,National Grounds,,Washington,DC,04/20/1872,05/25/1872,NA,"WS4"

WAS03,Capitol Grounds,,Washington,DC,04/18/1884,09/25/1884,UA,""

WAS04,Athletic Park,,Washington,DC,05/01/1884,08/05/1884,AA,""

WAS05,Swampoodle Grounds,,Washington,DC,04/29/1886,09/21/1889,NL,""

WAS06,Boundary Field,,Washington,DC,04/13/1891,10/14/1899,,"WS9:1891; WSN: 1892-1899"

WAS07,American League Park I,,Washington,DC,04/29/1901,09/29/1903,AL,"first PA announcer (1902)"

WAS08,American League Park II,,Washington,DC,04/14/1904,10/06/1910,AL,""

WAS09,Griffith Stadium,,Washington,DC,04/12/1911,09/21/1961,AL,"WS1:1911-60; WS2:1961"

WAS10,Robert F. Kennedy Stadium,D.C. Stadium,Washington,DC,04/09/1962,09/23/2007,,"AL:1962-71; NL:2005-07"

WAS11,Nationals Park,,Washington,DC,03/30/2008,,NL,""

WAT01,Troy Ball Club Grounds,,Watervliet,NY,05/20/1882,08/26/1882,NL,"TRN"

WAV01,Waverly Fairgrounds,,Waverly,NJ,04/28/1873,07/23/1873,NA,"ELI"

WEE01,Monitor Grounds,,Weehawken,NJ,09/11/1887,09/11/1887,AA,"NY4"

WHE01,Island Grounds,,Wheeling,WV,09/22/1890,09/22/1890,NL,"PIT"

WIL01,Union Street Park,,Wilmington,DE,09/02/1884,09/15/1884,UA,"9/15 forfeit"

WNY01,West New York Field Club Grounds,,West New York,NJ,09/11/1898,09/17/1899,NL,"BRO:9/18&10/2/1898; NY1:9/11/98, 6/4&7/16&8/13&9/17/99"

WOR01,Agricultural County Fair Grounds I,,Worcester,MA,05/01/1880,09/29/1882,NL,""

WOR02,Agricultural County Fair Grounds II,,Worcester,MA,08/17/1887,08/17/1887,NL,"1 BSN game"

WOR03,Worcester Driving Park Grounds,,Worcester,MA,10/30/1874,10/30/1874,NA,"1 BS1 game"

Retrosheet

* [Home](http://www.retrosheet.org/)
* [About ↓](http://www.retrosheet.org/TeamIds.htm)
* [Games/People/Parks ↓](http://www.retrosheet.org/TeamIds.htm)
* [Data downloads ↓](http://www.retrosheet.org/TeamIds.htm)
* [Features ↓](http://www.retrosheet.org/TeamIds.htm)
* [Organization ↓](http://www.retrosheet.org/TeamIds.htm)
* [Archives ↓](http://www.retrosheet.org/TeamIds.htm)

**Franchise/Team IDs**

The file linked below is comma delimited. There are 149 team-league combinations listed in the file.

The fields are:

Team Abbreviation  
League  
City  
Nickname   
First year of this combination  
Last year of this combination (most recent season for current franchises)

The league codes are:

NA = National Association  
NL = National League  
AA = American Association  
UA = Union Association  
PL = Players League  
AA = American League  
FL = Federal League

The file has been modified from the version that was posted:

* The league field now contains the two letter entries shown above rather than the single letter codes.
* ID PTU (Pittsburgh in Union Association) removed because there is no data on the site for it. The CHU franchise has been changed to Chicago-Pittsburgh because the team moved in August, 1884.
* Nicknames have been added to replace "Unions" for teams in the UA.
* Current team nicknames replaced early ones for CLE and NYA.

Note: We are currently revising this file, so it is not available

[File with nicknames](http://www.retrosheet.org/Nickname.htm) for current teams including historical ones for the franchises as well as league/division memberships.

Page Updated: 12/20/2015

All data contained at this site is copyright © 1996-2015 by Retrosheet. All Rights Reserved.

## 2eHit Location Diagram

While most Retrosheet game event files do not have them, hit location codes are included in some. The system, which is the same that was used by Project Scoresheet and the Baseball Workshop, appends the hit location to the description of the play. For example "S8/L8S" means a single played by the center fielder that was a line drive (L) landing in short center (8S). The play "7/F78D" is a fly ball caught by the left fielder in deep left center. The diagram below shows the hit location codes and contains additional examples.

January, 2012 By David W. Smith Retrosheet game files (not game logs) and Retrosheet discrepancy files As noted on the Retrosheet home page: (http://www.retrosheet.org/DiscrepanciesWithOfficialData), we began posting discrepancies between our data and the official Major League totals in the fall of 2011. These discrepancy files are now available for download on this page along with the game files described below. There are three kinds of game files with Retrosheet data: 1. Full play by play with file names of the form YYYYTTT.EVL, where YYYY is the 4 digit year, TTT is the Retrosheet team abbreviation and L is the one letter league abbreviation. These are referred to as event files and for shorthand are designated as evx files. Accounts come from scorebooks and scorecards. Each file has the home games for one team for one season. A more detailed description of this file format may be found at: http://www.retrosheet.org/eventfile.htm. 2. Files with batting, pitching and fielding totals for each player used to create box scores on the Retrosheet site. The file names are: YYYY.EBL. These are referred to as box score event files and their shorthand notation is ebx files. Lineup information comes from newspaper box scores and player data from the official daily totals. Each file has data for one league for one season. Detailed description of the file format is available at: Box Score Event Files 3. Files with play by play accounts that have been deduced by reference to newspaper game stories and official totals. The file names are YYYYLL.EDL. These are referred to deduced event files and are identified as edx files. The format of the data is the same as the full event files, but the fielding credit for most plays is missing. Details of deduced files and their use The deduced files first appeared on the Retrosheet website in July of 2011. They were created to fill the gap of missing games in seasons for which we have full play by play for the majority, usually the large majority, of games. It has been frustrating to be limited in analysis by this small group of missing games. The box score event file format was created to address this issue. However, there are many basic questions, such as data for pitcher-batter matchups, that requires some form of play by play data and therefore the effort was launched to deduce the best possible account from the information that is available. How is the deduction done? The primary sources for each game are the stories printed in newspapers from the cities of the two teams involved. In many cities, such as New York, Chicago, St. Louis, Philadelphia, Pittsburgh and Detroit there were two or even more different newspapers covering each game. Therefore, we almost always have two stories for a game and sometimes four or more. There is always redundancy in these accounts for the major events of the game, but there is also surprising variation of what each writer addressed with the result that combining all of the stories gives a very solid understanding of the major action of the game. We are always more sure of some plays than others, but the bedrock offensive and pitching categories can generally be determined with a high degree of confidence. Assigning each base hit to the proper inning and the proper opposing pitcher is an important starting point. Walks and strikeouts are somewhat more difficult to match, but we do have the advantage of the “double entry” system of baseball in that a walk garnered by a batter must be charged to a pitcher so having multiple pitchers in a game makes the assignments easier. The official daily totals are essential for this analysis and we are fortunate to have that data from the microfilm we purchased from the Hall of Fame several years ago. The most prominent missing information relates to fielding credits and these accounts always have dozens of “unknown outs” where we are sure there was an out that was not a strikeout or a double play but we don’t know anything else about the play. How reliable are the resultant deduced accounts? After the deduction process is complete, each game is entered into our standard event file format and the totals are then checked against the official totals just as the full play by play accounts are checked. This is done with software I wrote for this purpose several years ago. Of course, having the daily game totals match the official data does not mean that we have assigned the events to the correct inning. Based on several hundred of these deductions that have been completed, I estimate that the assignment of hits is about 90% accurate, with walks and strikeouts probably in the 70% range. I like to refer to these accounts as “plausible.” It is important that users know unambiguously which games have been deduced and which are full play by play accounts. Therefore, the deduced games are in separate files with unique names. These are bundled with the eva and evn files for that year, but the user can then make a informed decision about including them or not in any analysis. Where will games be found? The year 1950 is a major dividing line for the organization of our files. All games played before 1950 are in ebx files, even if they are also in evx files. Games played in 1950 or more recently follow one of the following four patterns: 1. In evx file only because there is a complete play by play account. 2. In evx and ebx a. because the play by play came from a source with “generic outs”, meaning no fielding credit. However, the placement of hits, walks, etc is clear. b. In evx and ebx because the game was played before 1950 and all games are in ebx. 3. Only in ebx file because there is no play by play account of any type 4. In edx and ebx file. No game will ever be in an edx file alone. The creation of the deduced accounts is of great significance and allows users to complete analyses for full seasons that were not possible before. Of course, these accounts are always open to review, just as the regular event files are. I am confident that corrections will be made on a routine basis, which is one of the great benefits of the careful reading our site gets from so many of those who use Retrosheet data.

### Retrosheet makes no guarantees of accuracy for the information that is

### supplied. Much effort is expended to make our website as correct as possible,

### but Retrosheet shall not be held responsible for any consequences arising from

### the use the material presented here. All information is subject to corrections

### as additional data are received. We are grateful to anyone who discovers

### discrepancies and we appreciate learning of the details.