RETROSHEET: HOW TO USE OUR EVENT FILES

The ".zip" file archives you can download contain several files

that can be expanded and written to your hard disk using the

program PKUNZIP.EXE, which is available for downloading under

the Tools selection. Several other programs can expand and

manage .zip files. The game data archives contain event files,

roster files for the league, and a team names and abbreviations

file. All files are standard ASCII text files.

For each game there are eight different record types. Each

record type has a unique designator, which is followed by several

fields separated by commas. The eight record types and their

possible fields are described below. There are two other record

types not described here which are used to indicate a batter or pitcher

batting or throwing other than his normal handedness.

ID Each game begins with a twelve character ID record which identifies

the date, location, and number of the game. For example,

BAL198304040 should be read as follows. The first three characters

identify the home team (the Orioles). The next two are the last two

digits of the year (1983). The next two are the month (April), the

next two are the day (04). The last digit is the number of the

game: here it is a 0 for a single game; it would be 1 for the

first game of a double header, 2 for the second game.

version The version statement is next and tracks when the file

was created. The current version is '1'.

info There are up to 30 info records, each of which contains a

single piece of information, such as the temperature,

the attendance, the identity of each umpire, etc.

start There are 18 (for the NL or pre-DH AL) or 20 (for the

AL with the DH) start records, which identify the

starting lineups for the game. Each start record has

five fields.

1. The first field is the Retrosheet ID code,

which is unique for each player. This 8 digit 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.

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.

5. The last field is the starting fielding position. The

numbers are the standard notation, with designated

hitters being identified as position 10.

play The play records contain the events of the game. Each

play record has 7 fields.

1. The first field is the inning.

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

(for home team).

3. The third field is the Retrosheet ID code.

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. The

standard pitches are: C for called strike, S for

swinging strike, B for ball, F for foul ball. In

addition, pickoff throws are indicated by the number of

the base the throw went to. For example, "1" means the

pitcher made a throw to first, "2" a throw to second,

etc. If the base number is preceded by a "+" sign, the

pickoff throw was made by the catcher. Some of the less

common pitch codes are L:foul bunt, M:missed bunt,

Q:swinging strike on a pitchout, R:foul ball on a pitchout,

I:intentional ball, P:pitchout, H:hit by pitch, K:strike of

unknown type, U:unkown or missing pitch. Most Retrosheet

games do not have pitch data and consequnetly this field

is blank for such games.

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.

6. The sixth field describes the play which occurred.

This field is variable in length and has three main

portions which follow the Retrosheet scoring

system. The scoring procedure description also

contains a diagram that explains clearly how each area

of the playing field is designated. (The diagram is

available under Docs, but most Retrosheet game

accounts do not contain detailed location codes.)

a. The first portion is a description of the basic

play, following standard baseball scoring

notation. For example, a fly ball to center field

is "8", a ground ball to second is "43", etc.

Base hits are abbreviated with a letter (S for

singles, D for doubles, T for triples, H for home

runs) and (usually) a number identifying the

fielder who played the ball. Therefore "S7" is a

single fielded by the left fielder.

b. The second portion is a modifier of the first part

and is separated from it with a forward slash,

"/". In fact, there may be more than one second

portion. Typical examples are hit locations. For

example, "D8/78" indicates a double fielded by the

center fielder on a ball hit to left center.

Other possible second portion modifiers are "SH"

for sacrifice hits, GDP for grounding into double

plays, etc.

c. The third portion describes the advancement of any

runners, separated from the earlier parts by a

period. For example, "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. Note that any advances after

the first are separated by semicolons.

com This record is used for those plays which require a special

comment to describe the event.

sub Whenever any change in the lineup occurs, there is a

substitute record. There are five fields in this type of

record.

a. The first field is the Retrosheet ID code.

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

c. The third field is either 0 (visiting team) or 1 (home

team).

d. The fourth field is batting order position of the

substitute.

e. The fifth field is the position the substitute is going

to play. Code "11" is for pinch hitters and "12" is

for pinch runners.

Note that whenever a substitution occurs, it is preceded by

a play record with the play event described as "NP", meaning

No Play. The purpose of this record is to "mark the place"

of the substitution for other programs.

data The several data records appear after all plays from

the game and contain the number of earned runs allowed by

each pitcher. Each record contains the pitcher's Project

Scoresheet code and the number of earned runs he allowed.

There are three programs available for downloading under Tools

that facilitate your analysis of the raw play by play information.

These programs are called BOX, BEVENT and BGAME. Their

functions are described below. It is important to note that in order

to use these programs, you must have the TEAM file and the ROSTER

files in the directory with the program and the event files. The

name of the TEAM file includes the year, TEAM1967 for example.

These files are included in the .zip archive files.

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BOX

The purpose of BOX is to generate newspaper (or Sporting

News) style box scores from the event file. It is designed so

that you can print box scores of specific games or all games in

an event file. There are three specific ways in which BOX may be

run, each of which involves invoking a different "switch". All of

these programs must have the year specified after the -y switch on

the command line.

1. The simplest use of BOX is to print all the games in the

file. For example, the file 1967NYA.EVA contains all the Yanks

home games. To print a box score of all games in this file,

be sure your printer is on and ready and type:

BOX -y 1967 1967NYA.EVA>PRN

If you leave out the ">PRN" at the end of the command, then

all the box scores will be displayed on your monitor in a

continuous unreadable stream. As an alternative you may

direct the output to a new file on your disk for later

examination. In this example such a file might have the

name "Yanksbox". In that case the command would be:

BOX -y 1967 67NYA.EVA>YANKSBOX

2. The second choice is to print a box score for a specific

game for which you know the GameID, for example, NYA6704140,

the game we considered above. In this case, prepare your

printer and type:

BOX -y 1967 -i NYA6704140 67NYA.EVA>PRN

Note that you must specify both the GameID as well as the

name of the file which contains the game.

When this -i switch is used, the BOX program searches the

entire event file from the start for the GameID you specify.

Depending on your equipment, this search may take many

seconds or even a few minutes. After your requested game

has been printed, the BOX program will continue to search to

the end of the file, another potentially time-consuming

process.

3. The third choice for using BOX is important if you don't

remember a desired GameId. In this option, the BOX program

searches through the file you specify, displays each GameID

on the screen for you, and asks if you want that game

printed. You must respond yes or no for each game. The

format of this command is:

BOX -y 1967 -q 67NYA.EVA>PRN

It is important to note that in order to use BOX, you must have

the TEAM file and the ROSTER files in the directory with the BOX

program and the event files. These files are included in the .zip

archive.

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There are two utility programs which will greatly facilitate your

analysis of the play-by-play data. These programs are called

BEVENT and BGAME. Instructions for using both of these programs are

contained in this file.

BEVENT, and BGAME have small help screens which can be displayed

by typing the program name followed by a space and the characters

"-h" at the DOS prompt. These help screens are useful when you

cannot remember the correct syntax for each program or when you

want to quickly display the switch options available for each program.

Both of these utility programs must have the year specified after

the -y switch on the command line. Sample syntax for use:

BEVENT -y 1967 67BOS.EVA > 67BOS.BEV

In addition, these programs work with the standard DOS wildcards

"\*" and "?" in the names of the input files.

BEVENT

The purpose of BEVENT is to prepare a report of a game in a format

that is suitable for importing into a data base or spreadsheet. It

would be reasonable to think of BEVENT functioning as a parser to

extract information from the event file and report the game state

after each play. BEVENT functions by converting each play of a game

into a record that contains several items of situational information

such as number of outs, score of game, identity of pitcher, handedness

of batter and pitcher, identity of any runners, etc., along with the play

results. In order to run the BEVENT program, you must have the

"team" and the appropriate roster files in the same directory with

the BEVENT program and the event files.

There are more than 95 different fields which may be created for

each BEVENT record. You have the ability to control which of these

fields is created. The list of all possible fields may be obtained

by typing the command "BEVENT -d". If you do not specify which

fields you want BEVENT to create, it will default to the fields

noted by the help screen (type "BEVENT -h"). These default fields

are also noted with an asterisk in the list generated by "BEVENT

-d".

There are several other switches which may be used with BEVENT,

To obtain a list of these options, enter the command "BEVENT -h".

The output of any BEVENT command may be directed to a printer or

to a new file.

Some BEVENT fields are numbers and some are strings (that is,

non-numeric characters). In all cases, the strings are enclosed by

double quotes so that the records can be correctly interpreted as

numbers or strings when imported into spreadsheet and data base

programs. Following are descriptions of each field.

game id. Game ID following the format described in the

"data.doc" file.

event num. All events are numbered consecutively throughout

each game for easy reference.

inning. Inning in which this play took place.

batting team. A one-character identification of the team at

bat ("0" for the visiting team and "1" for the

home team).

outs. Number of outs before this play.

balls, strikes, pitch sequence. These three consecutive

fields present the pitch information for this play.

vis score. Number of runs for the visiting team before this

play.

home score. Number of runs for the home team before this

play.

batter. Player ID code for the batter.

batter hand. One character which describes how the batter

batted for this event (L or R).

res batter and res batter hand. These fields are almost

always the same as batter and batter hand. They

only differ if the batter is replaced during the

time at bat and the final event is charged to the

previous batter. For example, if a pinch-hitter is

inserted with two strikes and then takes strike three,

the strikeout is charged to the first batter (the

responsible batter)

pitcher. Player ID code for the pitcher.

pitcher hand. The hand with which the pitcher throws (L or

R).

res pitcher and res pitcher hand. Counterparts to res batter

and res batter hand for those occasions when a pitcher

is changed during an at-bat and the first pitcher is

charged with the result. For example, if a relief

pitcher enters with a three-ball, no-strike count and

throws ball four, then the walk is charged to the first

pitcher.

positions. The next eight fields contain the Player ID codes

for the players at each of the eight fielding positions,

in numerical sequence by position number.

first runner, second runner, third runner. These three

consecutive fields contain the Player ID codes for the

runner at each base. If a base is not occupied, then the

field has no width and there will be a pair of double

quotes with no space between them. For example, Bill

Ripken on first as the only runner would look like this:

"ripkb001","","",

With Joe Orsulak on first and Cal Ripken on third, these

fields would look like::

"orsuj001","","ripkc001"

event text. The complete description of the play using the

format described for the event files.

leadoff flag. A one character descriptor which is T for the

first batter of each inning and F for all others.

pinchhit flag. Another one character flag which is T for

pinch-hitters and F for all others.

defensive position. The defensive position currently being

played by this batter. It is pinch-hitter (position 11)

for pinch-hitters.

lineup position. Position in the batting order for this

batter.

event type. There are 25 different numeric codes to describe

the type of event. They are:

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

batter event flag. A one character indication of whether or

not the event terminated the batter's appearance.

T = yes, which is most common; F = no, meaning the

same batter stayed at the plate, such as after a stolen base.

ab flag. A one character indication of whether batter was

charged with at-bat (T = yes, F = no).

hit value. One number indicating value of hit (0 = no hit;

1 = single; 2 = double; 3 = triple; 4 = home run).

SH flag. One character indicating sacrifice hit (T = yes;

F = no).

SF flag. One character indicating sacrifice fly (T = yes;

F = no).

outs on play. Number of outs recorded on this play.

double play flag. One character field of DP or not.

triple play flag. Once character field of TP or not.

RBI on play. Number of RBI credited to batter on this play.

wild pitch flag, passed ball flag. Two records with

indication of whether there was a WP or PB on this play.

fielded by. Identity of the fielder who played the ball.

This is especially important for base hits when no

formal fielding credit is given.

batted ball type. Descriptor which is either F (fly ball), L

(line drive), P (pop-up), or G (ground ball).

bunt flag. Descriptor for whether or not play was a bunt.

foul flag. Descriptor for whether or not ball was played in

foul ground.

hit location. The zone on the field where the ball was hit.

Refer to the Scoring System attachments for a

diagram of all locations.

num errors. Number of errors on this play (a maximum of three

is allowed).

error players and types. These are 6 consecutive fields which

identify the player committing the 1st, 2nd or 3rd errors

on the play and the type of error each was (throw or drop).

batter dest. The base which the batter reached at the

conclusion of the play. If he was out, the base is 0.

runner dest. The next three fields contain the base reached

by each of the three runners at the conclusion of the

play. If there was no advance, then the base shown

will be the one where the runner started. Note that

these runner fields are not updated on plays which end

an inning, even if the inning-ending play would have

resulted in an advance of one or more runners had it

occurred earlier in the inning.

plays. The next four fields indicate the play (if any) made

on the batter and each of the runners (if any).

SB, CS, PO flags. The next nine fields contain single

character descriptors for each of the runners indicating

whether he had a stolen base, was caught stealing or was

picked off.

responsible pitcher for runner. The next three fields

indicate which pitcher was responsible for the runners on each

base, if any. This assignment reflects responsbility should

the runner score.

new game and end game flags. The next two fields set a flag

if this is the first record of a new game or the last

record of the game.

pinchrunners. The next three fields indicate if a pinchrunner

has entered the game and at which base.

removed runners. The next three fields contain the player ID

of the runner who was just run for, one field for each

base. If there is no pinchrunner at that base, the

field contains the NULL string "".

removed batter. If there is a pinchhitter, this field

contains the player ID of the batter removed.

If there is no pinchhitter, this field contains the NULL

string "".

removed batter position. If there is a pinchhitter, this

field contains the fielding position of the removed batter.

If there is no pinchhitter, this value is 0.

fielder putouts. The next three fields indicate the first,

second, and third fielders credited with putouts on the play.

fielder assists. The next five fields indicate which fielders

got credited with assists on the play (maximum of five

fielders).

If you run BEVENT and generate all the possible fields, the output

will be more than three times the size of the event file you

specified to the program. It is strongly suggested that you

generate only a subset of all possible fields at any single time,

since most studies will not need all of the information at one

time. BEVENT may then be run again, specifying different fields

for the output for a subsequent study.

The following list presents all of the above options with the numbers to use

with the -f option to specify them. Those marked with an asterisk are produced

by the default option when the user specifies no fields.

number field

------ -----

0 game id\*

1 visiting team\*

2 inning\*

3 batting team\*

4 outs\*

5 balls\*

6 strikes\*

7 pitch sequence

8 vis score\*

9 home score\*

10 batter

11 batter hand

12 res batter\*

13 res batter hand\*

14 pitcher

15 pitcher hand

16 res pitcher\*

17 res pitcher hand\*

18 catcher

19 first base

20 second base

21 third base

22 shortstop

23 left field

24 center field

25 right field

26 first runner\*

27 second runner\*

28 third runner\*

29 event text\*

30 leadoff flag\*

31 pinchhit flag\*

32 defensive position\*

33 lineup position\*

34 event type\*

35 batter event flag\*

36 ab flag\*

37 hit value\*

38 SH flag\*

39 SF flag\*

40 outs on play\*

41 double play flag

42 triple play flag

43 RBI on play\*

44 wild pitch flag\*

45 passed ball flag\*

46 fielded by

47 batted ball type

48 bunt flag

49 foul flag

50 hit location

51 num errors\*

52 1st error player

53 1st error type

54 2nd error player

55 2nd error type

56 3rd error player

57 3rd error type

58 batter dest\* (5 if scores and unearned, 6 if team unearned)

59 runner on 1st dest\* (5 if scores and unearned, 6 if team unearned)

60 runner on 2nd dest\* (5 if scores and unearned, 6 if team unearned)

61 runner on 3rd dest\* (5 if socres and uneanred, 6 if team unearned)

62 play on batter

63 play on runner on 1st

64 play on runner on 2nd

65 play on runner on 3rd

66 SB for runner on 1st flag

67 SB for runner on 2nd flag

68 SB for runner on 3rd flag

69 CS for runner on 1st flag

70 CS for runner on 2nd flag

71 CS for runner on 3rd flag

72 PO for runner on 1st flag

73 PO for runner on 2nd flag

74 PO for runner on 3rd flag

75 Responsible pitcher for runner on 1st

76 Responsible pitcher for runner on 2nd

77 Responsible pitcher for runner on 3rd

78 New Game Flag

79 End Game Flag

80 Pinch-runner on 1st

81 Pinch-runner on 2nd

82 Pinch-runner on 3rd

83 Runner removed for pinch-runner on 1st

84 Runner removed for pinch-runner on 2nd

85 Runner removed for pinch-runner on 3rd

86 Batter removed for pinch-hitter

87 Position of batter removed for pinch-hitter

88 Fielder with First Putout (0 if none)

89 Fielder with Second Putout (0 if none)

90 Fielder with Third Putout (0 if none)

91 Fielder with First Assist (0 if none)

92 Fielder with Second Assist (0 if none)

93 Fielder with Third Assist (0 if none)

94 Fielder with Fourth Assist (0 if none)

95 Fielder with Fifth Assist (0 if none)

96 event num

\*\*\*IMPORTANT: If you run BEVENT and generate all the possible

fields, the output will be more than three times the size of the

event file you specified to the program. It is suggested that

you generate only a subset of all possible fields at any single

time, since most studies will not need all of the information at

one time. BEVENT may then be run again, specifying different

fields for the output, for a subsequent study.

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BGAME

The purpose of this program is to generate a summary of those items

which are constant for each game, such as date, indication of day

or night, identity of umpires, etc. There is also summary data of

the game, such as the final score.

The output of BGAME may be coordinated with that from BEVENT since

they use the same Game ID code. The use of this program is similar

to BEVENT in that there are several switches to create the precise

output desired. To see the options enter the command "BGAME -h";

for more general instructions on how to use BGAME to analyze

play-by-play data, see the instructions for BEVENT.

The following list presents all of the options for BGAME with their numerical

identification. Note that the default for BGAME is that all fields are

produced. The -f option similar to that in BEVENT can be used to output

selected fields.

number field

------ -----

0 game id

1 date

2 game number (0 = no double header)

3 day of week

4 start time

5 DH used flag

6 day/night flag

7 visiting team

8 home team

9 game site

10 vis. starting pitcher

11 home starting pitcher

12 home plate umpire

13 first base umpire

14 second base umpire

15 third base umpire

16 left field umpire

17 right field umpire

18 attendance

19 PS scorer

20 translator

21 inputter

22 input time

23 edit time

24 how scored

25 pitches entered?

26 temperature

27 wind direction (See below)

28 wind speed

29 field condition (See below)

30 precipitation (See below)

31 sky (See below)

32 time of game

33 number of innings

34 visitor final score

35 home final score

36 visitor hits

37 home hits

38 visitor errors

39 home errors

40 visitor left on base

41 home left on base

42 winning pitcher

43 losing pitcher

44 save for

45 GW RBI

46 visitor batter 1

47 visitor position 1

48 visitor batter 2

49 visitor position 2

50 visitor batter 3

51 visitor position 3

52 visitor batter 4

53 visitor position 4

54 visitor batter 5

55 visitor position 5

56 visitor batter 6

57 visitor position 6

58 visitor batter 7

59 visitor position 7

60 visitor batter 8

61 visitor position 8

62 visitor batter 9

63 visitor position 9

64 home batter 1

65 home position 1

66 home batter 2

67 home position 2

68 home batter 3

69 home position 3

70 home batter 4

71 home position 4

72 home batter 5

73 home position 5

74 home batter 6

75 home position 6

76 home batter 7

77 home position 7

78 home batter 8

79 home position 8

80 home batter 9

81 home position 9

82 visitor finishing pitcher (blank if complete game)

83 home finishing pitcher (blank if complete game)

84 name of official scorer, if known

For field 27 (wind direction) there are 9 possible values:

0 unknown

1 to left

2 to center

3 to right

4 left to right

5 from left

6 from center

7 from right

8 right to left

For field 29 (field condition) there are 5 possible values

0 unknown

1 soaked

2 wet

3 damp

4 dry

For field 30 (precipitation) there are 6 possible values

0 unknown

1 none

2 drizzle

3 showers

4 rain

5 snow

For field 31 (sky) there are 6 possible values

0 unknown

1 sunny

2 cloudy

3 overcast

4 night

5 dome

Retrosheet

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**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](https://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](https://www.retrosheet.org/eventfile.htm#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](https://www.retrosheet.org/eventfile.htm#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](https://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](https://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](https://www.retrosheet.org/eventfile.htm#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](https://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:](https://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](https://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](https://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](https://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](https://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](https://www.retrosheet.org/eventfile.htm#8) and [base running](https://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 third 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](https://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%($$)** picked off off base % (2, 3 or H) with the runner charged with a caught stealing. The ($$) 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](https://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.

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

https://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

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