

<b>THUNDER SCRIMMAGE SCORING SYSTEM</b>	
<b>PACE OF GAME</b>	
Non Hustle ( <i>walking, etc.</i> )	+2 (Other Team)
Slow pace by catcher and pitcher ( <i>between pitches or warm up pitches between innings</i> )	+2 (Other Team)
Team energy and involvement ( <i>players on bench into game</i> )	+2
Off the field in 8 sec (OF) or 4 sec (INF)	+3
<b>PITCHERS</b>	
Elevated competitive FB ( <i>0-2 FB up in zone that hitter swing at</i> )	+1
1-2-3 Inning	+2
9 Pitch Inning	+3
Inducing Double Plays	+3
Pickoff Runner	+2
Leadoff or 2 out walk to batter	+2 (Other Team)
1-2-3 Innings in a row by same pitcher	+4
1-2-3 Innings 3 times by same pitcher	+6
<b>DEFENSE</b>	
Web Gem	+2
Error	+2 (Other Team)
Incorrect Execution of Play	+2 (Other Team)
< 2.10 by catcher in between innings	+2
Throw out lead runner with <u>tag</u>	3
Mental Mistake ( <i>not knowing where to throw ball, base running mistake</i> )	+2 (Other Team)
Around INF after K in > 6 seconds	+2 (Other Team)
<b>OFFENSE</b>	
RBI	+2
Bunt Base Hit	+2
Stolen Base	+2
Double	+2
Triple	+3
Home Run	+4
2 out RBI	+4
<b>TEAM BATTLES</b>	
Winner of 3-2 War	+2
Winner of 8 Pitch At Bat	+2