

WINNING AND LOSING PITCHER

Rule 10.19

(a) Credit the starting pitcher with a game won only if he has pitched at least four complete innings and his team not only is in the lead when he is replaced but remains in the lead the remainder of the game. (b) The "must pitch four complete innings" rule in respect to the starting pitcher shall be in effect for all games of six or more innings. In a five inning game, credit the starting pitcher with a game won if he has pitched at least three complete innings and his team not only is in the lead when he is replaced but remains in the lead the remainder of the game. (c) When the starting pitcher cannot be credited with the victory because of the provisions of 10.19 (a) or (b) and more than one relief pitcher is used, the victory shall be awarded on the following basis: (1) When, during the tenure of the starting pitcher, the winning team assumes the lead and maintains it to the finish of the game, credit the victory to the relief pitcher judged by the scorer to have been the most effective; (2) Whenever the score is tied the game becomes a new contest insofar as the winning and losing pitcher is concerned; (3) Once the opposing team assumes the lead all pitchers who have pitched up to that point are excluded from being credited with the victory except that if the pitcher against whose pitching the opposing team gained the lead continues to pitch until his team regains the lead, which it holds to the finish of the game, that pitcher shall be the winning pitcher; (4) The winning relief pitcher shall be the one who is the pitcher of record when his team assumes the lead and maintains it to the finish of the game. EXCEPTION: Do not credit a victory to a relief pitcher who is ineffective in a brief appearance, when a succeeding relief pitcher pitches effectively in helping his team maintain the lead. In such cases, credit the succeeding relief pitcher with the victory. (d) When a pitcher is removed for a substitute batter or substitute runner, all runs scored by his team during the inning in which he is removed shall be credited to his benefit in determining the pitcher of record when his team assumes the lead. (e) Regardless of how many innings the first pitcher has pitched, he shall be charged with the loss of the game if he is replaced when his team is behind in the score, or falls behind because of runs charged to him after he is replaced, and his team thereafter fails either to tie the score or gain the lead.

Saves:

Rule 10.20 in the Official Rule Book states:

Credit a pitcher with a save when he meets all three of the following conditions:

- (1) He is the finishing pitcher in a game won by his club; and
- (2) He is not the winning pitcher; and
- (3) He qualifies under one of the following conditions:
 - (a) He enters the game with a lead of no more than three runs and pitches for at least one inning; or
 - (b) He enters the game, regardless of the count, with the potential tying run either on base, or at bat, or on deck (that is, the potential tying run is either already on base or is one of the first two batsmen he faces; or
 - (c) He pitches effectively for at least three innings. No more than one save may be credited in each game.