










### At Game Time:

- 1) Scorekeepers should arrive at the ball park at least 15 minutes prior to game start. Please remember to bring a watch.
- 2) Handling the scorekeepers equipment:
  - a. If you are the first score keeper of the day, please pick up the score sheets, pencil cases, first aid equipment and chair at club house, just inside the men’s washroom entrance. The first aid kit should have an ice pack. If it is not there, please pick it up from the snack bar.
  - b. If you are not the first scorekeeper, then the above should be at the diamond.
  - c. If you are the last scorekeeper of the day at a diamond, please return the score sheets, pencil cases, chair and first aid equipment back to the club house, just inside the men’s washroom entrance.
- 3) Hand out the sheets to the coaches to be filled out.
- 4) Advise the umpires when you have the sheets back from both teams. Ensure Jersey numbers are included.
- 5) Keep score of the game.

### How to Keep Score:

- 1) **Most important rule: If in doubt, ask the umpire. Most of them don’t bite much.**
- 2) **(for divisions other than 5-pitch)** At the start of the game make note of the “Open innings start” and “No new innings start after” times (see details at the bottom of the score sheets).  
**Open innings explanation:** All innings have a maximum 5 run maximum rule except the full innings starting in the last 30 minutes of the game. These innings are open and only end with three outs.
- 3) Enter the number of the pitcher that the batters are facing (in case there is a need to check how many innings the pitcher is pitching). If there is a change in pitcher squeeze in the other pitchers number in the same box for the inning.
- 4) Verify that the correct batter is up to bat. (Use Jersey numbers. Coaches should have these filled in.)
- 5) Keep track of the batters as they reach base:
 

reached 1 <sup>st</sup>	reached 2 <sup>nd</sup>	reached 3 <sup>rd</sup>	reached home	strike out	did not reach 1 <sup>st</sup>	out at 2 <sup>nd</sup>
						
- 6) Keep track of outs. 3 outs per inning. Outs should be marked at the base they are called at. Strike outs are a “K”.
- 7) **(for divisions other than 5-pitch)** For non-open innings alert the umpire once 5 runs have been scored.
- 8) Stop umpire from continuing the game till you are ready.
- 9) At the end of each inning total runs at the bottom of the page for that inning and for the game so far.
- 10) At the end of the game, mark the total runs at the top of the page and Circle the winner. Ensure the same number of innings are used for the totals for each team (in the event that the game ends before the home team has had a chance to play their half of the inning.) If the game ended in a tie, then indicate a tie.
- 11) Return the sheets to the clipboard. The Head Scorekeeper will collect the sheets once a day.

