

Hello and welcome to the video presentation of the Scorekeepers Clinic. So, we are going to start with the assumption that you are all new scorekeepers and that you have no idea how to do this. For some of you this may be true, for others, you may just be unsure of your abilities for scoring during a major competition and for the last group, the ones that don't think they need to take this clinic, sit back, relax, pay attention and maybe you might learn something. There is no written test for this clinic and the pass and fail grade is entirely subjective and based upon my feelings as to your capability

and suitability and enthusiasm. You will be issued a card at the end of the clinic and you should bring this card with you so that you have proof that you passed the clinic, just in case I am not around to say that you did pass.

Okay, first to the important stuff.

Scorekeepers get paid; its \$2.00 per game, so at the end of a shift you will get \$10.00. Times five shifts, you have the potential to make \$50.00 a day just for sitting paying attention. And since you get paid, there are certain rules and regulations that need to be followed. Every tournament has their own pay schedule for scorekeepers, but at the

major tournaments like the Canadian championships the rate is \$2.00. Players are given first priority for keeping score and if the tournament director decides that someone is unsuitable for keeping score (even after they have completed and passed this clinic) they will be removed from the playing area.

Rules, regulations and etiquette governing scorekeepers are really simple and easy to follow and need to be adhered to, no matter how you feel.

There are different requirements for different divisions of the tournament, so be aware of those requirements. The "A" division play point games so be

prepared to be there for an extended period, and they play fast. If you keep score for the Cadets, be prepared to do a degree of babysitting.

First, dress appropriately, the building has a tendency to be either too hot or too cold, so keep that in mind. A sweater or sweatshirt, socks and long pants wouldn't be out of the question. Remember, you are expected to be in your chair ready to keep score 10 minutes before the start of the first game in your shift and then you have to stay there until the end of the shift, 2 ½ to 3 hours later. Of course, you will have the opportunity to get up and move

around between games, but the timing would not allow you to run out to your car and change clothes, things will be running that tight. There won't even be time for cigarettes.

Second, pay attention to the game being played on your court. It may be the most boring game you have ever seen, but the players rely on the scorekeeper to keep an accurate accounting of the score. With that being said, there will be no alcohol or cellphones in the pitching area. If you can't be out of touch for the time required to score a shift, don't sign up. No laptops, tablets or video game systems in the scoring area; and no

reading a book. Again, the players rely on the scorekeepers.

Thirdly, you are not there to carry on a conversation with the players. That's not to say you ignore them if they talk to you, but, answer any questions, respond to any comments and then be quiet.

Don't be afraid to react to a good thing that happens on the court, applauding four dead or something else like that is not a bad thing but, don't get carried away.

Fourthly, I not sure that's a word, you are not a judge, you are there to keep score. If a judge is required, they are around the courts and available. Now, again,

that's not to say that you can't respond to a question. "Did that hit the front of the court?" If you know it did, then say so. If you're not sure, then say so. It is not up to the scorekeeper to determine if a shoe is foul or not. Don't remove a shoe from play, unless you are asked to. It's usually a shorter walk for the scorekeeper, but again, only if you are asked to remove the shoe.

Oh yeah, and fifthly, don't stare at the pitcher during play. It is disconcerting to have someone stare at you when you're on the bus, just imagine how difficult it is when you're trying to concentrate. Look at the opposite end of the court or down

at the score sheet, but not at the players. Looking at the opposite pit would allow you the opportunity to see if there are any problems if you are asked.

Not everyone will call the score the same way and just because they don't call it the way you think is right doesn't make them wrong. There are regional differences in calls and some people are more comfortable with one way rather than the other. The bottom line is; as long as it make sense and is logical, does it really matter how they call the score, as long as you understand what they mean.



## **GUIDELINE 2 – CALLING THE SCORE**

When calling the score, ringers (if made) shall be reported first, and then points (see Playing RULE 6, Section B, 1-b).

### **Section A – Recommended Calls**

Here are the **recommended** calls for points allowed, in the following situations:

- No ringers with the closest shoe in count – call “one point”.
- No ringers with the two (2) closest shoes in count – call “two points”.
- One (1) ringer with either no shoe in count or the other contestant having

the closest shoe in count – call “one ringer, three points”.

- One (1) ringer with the closest shoe in count – call “one ringer, four points”.
- Two (2) cancelled ringers with the closest shoe in count – call “two dead, one point”.
- Two (2) cancelled ringers with one (1) un-cancelled ringer – call “two dead, three points”.
- Two (2) un-cancelled ringers – call “two ringers, six points”.

**Note:** No points shall be awarded in the following situations.

- All four (4) shoes out of count – call “no score”.
- Two (2) cancelled ringers with no other shoes in count – call “two dead, no score”.
- Four (4) cancelled ringers – call “four dead”.

**Section B – Alternative Calls –** As different phrases may be used in different regions of the country, here is a list of some of the more common **alternative** calls to become familiar with. **Note:** The recommended call (**in bold type**) is listed first, followed by most of the alternative calls that are used.

- **one point** – (usually the same)

- **two points** – (usually the same)
- **one ringer, three points** – “one ringer three”, “ringer three”, “three points”
- **one ringer, four points** – “one ringer four”, “ringer four”, “four points”
- **two dead, one point** – “one ringer each, one point”, “ringer each, one”, “ringers alike, one”
- **two dead, three points** – “three ringers, three points”, “three on three”, “three on a double”, “three, three”, “ringers alike, three”
- **two ringers, six points** – “two ringers, six”, “six points”. “six”
- **no score** – (usually the same), “nobody”, “nobody home”

- **two dead, no score** – “one ringer each, no score”, “ringer each, no score”, “ringer each, nobody”
- **four dead** – (usually the same), “two ringers each, no score”, “four ringers, no score”

After the player calls his score (and only the player scoring points should be calling the score), put the number of points on the scoreboard, this allows the player to see that you have marked the correct score for the correct player, then make the appropriate mark in the appropriate column. If it is ‘two dead, three points’, the person calling the score will have an X in the dead ringer column and an O in the live ringer column and a 3 in the ringer points

column and then a dash in the single points column and if this is the first end a 3 in the score column. The other player will have an X in the dead ringer column and dashes in all the other columns. As the game progresses follow this example and make sure that every space in every column has something in it, either an X or an O, a number or a dash. Your score sheet should always match what is on the scoreboard, however, if there is a dispute the score sheet is the official record, which is why it is important for the players to know that you have done this correctly. There is also a marker for the number of shoes pitched and this should be kept current.

After the game is over you should tally up the number of dead ringers (X's) and they should be the same on both sides. Then count the live ringers (O's), multiply by 3 and mark that in the appropriate space. Now, count up the number of single points, put that in the appropriate space, add the two spaces together and that should be the same as the running score above. Do this for the other side. If everything is correct, sign the score sheet at the bottom, do not put a W or L under the scores (that's the tournament director's job), call the players over (who have been waiting quietly at the end of the court, if they are not ask them to step away so that you can do your job) and have them sign the score sheet on their side. Since they are being given a

duplicate copy of the score sheet (yellow to the winner, pink to the loser) there is no reason to fill out the round robin cards.

In the recent past, there was a dispute regarding scoring in the Elder's A division and a player was eliminated from participating in a playoff to determine the champion. A tragic turn of events that could have been prevented, if the scorekeeper hadn't made a mistake. Mistakes happen and they are called mistakes, not 'on purposes'. The scorekeeper making a mistake was exaggerated by the fact that they were related to the winner of that particular



game. Do I think they were cheating for their family member? Not in the least, however, does everyone see how that may be interpreted? There is no written rule excluding someone from keeping score for a family member, however, in the interest of fairness and the perceived notion of fairness, we are not going to allow family members, spouses, boyfriends, girlfriends, cousins, aunts, uncles, step-whatevers and anyone that is perceived as such to keep score for any of the above.

1. PAY ATTENTION TO YOUR GAME

2. Fill out score sheet with:

Tournament

Class and Division (if applicable)

Player #'s and names

(Player #1 on left side)

Round #

On day two, this will be round 6 or higher

3. When game is finished, add up the results

And check they are correct. Sign at bottom.

4. Separate score sheets and wait for Judge to collect.