

## SCOREBOARD OPERATION

### MAJOR BASEBALL DIAMOND

#### Powering up the Scoreboard

- Plug in the scoreboard console. The plug is located under the counter the console sits on.
- Flip the switch on the wall to the right of you labeled “Scoreboard”

#### Getting Set Up for a Game

- Push any button on the console. The clock will illuminate on the outside scoreboard.

#### **FROM THIS POINT YOU WILL WANT TO REFER TO THE CONSOLE DISPLAY SCREEN FOR INSTRUCTIONS (LOOKING AT THE SCOREBOARD ITSELF WON'T HELP)**

- Assuming you are starting a new game, when prompted “Load game data from memory?” push “clear” on the number pad.

#### Setting up Team Names

- Push the “Team Name” button. You will see the previous game’s team name highlighted and you can use the “clear” button on the number pad to erase this name. To enter the new team name you will “text old school” on the number pad. i.e. pushing the “2” three times to obtain a “C” etc. Once it’s complete will hit “Enter”.
- When prompted for the short name, you can simply do the same “texting” to enter an abbreviated version of the name, if you want. It isn’t something that will show on the actual scoreboard so don’t be too worried about this.
- Continue through to enter the visitor team information.

You will use the team sponsor names for our in-house games but if you are playing an interlock game against another park, we will always be home and be “Layritz” and the visiting team can be entered as Lakehill, Beacon Hill, etc. whatever the case may be.

#### Game On!

NOTE - You will operate the scoreboard (and use the paper pitch count sheet) when your team is pitching and you will do the score sheet when your team is batting. There will be a second person there from the other team to do the same so you will only ever be operating the board OR writing on the scoresheet at any one time.

When you look at the console display you will see the box score set up inning by inning. You will see in the top left corner which inning you are currently in and whether you are in the “top” or “bottom”.

## **Batter Up and Pitch Count**

- Keep a finger on the “Pitch Count +1” button before every pitch. This is a good habit that will hopefully keep your scoreboard pitch count accurate.
- Once the ball is released from the pitcher’s hand, push this button and mark a pitch on the paper pitch count sheet. It is imperative that this be done to track for the coaches.
- A “1” will appear on the outside scoreboard – mission accomplished!! You will also see the “1” noted on the console as well.
- If the ball isn’t hit into play, once you know whether the pitch is a ball or strike, simply push “ball” or “strike” on the console and then return your finger to the “Pitch Count +1” button.
- If the batter hits into an out or strikes out, you will simply need to press “Clear Count” to reset the balls and strikes. As well, you will need to add the out by simply pushing the “Out” button. If it is the third out, it will reset to “0” outs.
- The “clear count” button will also be used in the event of a batter walking.

## **Adding Runs**

Easy, easy easy!! Simply push “Guest Score +1” or “Home Score +1” as each run crosses the plate (or when able).

IF YOU MAKE AN ERROR in the adding of runs and you still in the same part of the inning, simply push “Guest/Home Score” and enter the correct number of runs on the number pad.

IF YOU MAKE AN ERROR in the adding of runs and you are no longer in the same part of the inning, simply push “Inning” and the inning you are in currently will be highlighted. At the point when it is highlighted, simply push the number of the inning that the run error occurred and then hit “Enter” and it will take you back. If you need to be in the top/bottom of an inning to fix an error you will need to push the “Inning” button while you are in the top/bottom.

i.e. if you need to correct a score in the bottom of the third inning and you are in the top of the sixth inning you will need to push “Inning” twice which will get you to the bottom of the 6<sup>th</sup> inning. At that point, push “Inning” again and enter “3” followed by the “Enter” key. You should then be taken to the top of the third inning at which time you will push the number of runs that you would like.

To return back to where you were originally, simply keep hitting the “Inning” button until you get there.

## **To Change to the Next ½ Inning**

Push the button labelled “Inning” and the console will highlight which inning you are currently in. Push the “Inning” button a second time and it will move you to the next ½ inning – i.e. bottom of first, top of second, etc.

**\*\*IT IS IMPORTANT TO MAKE SURE THE INNING GETS SWITCHED AS YOU WANT TO MAKE SURE THAT YOU ARE ADDING PITCHES TO THE CORRECT PITCHER\*\***

**Powering Off**

- Hold the “Off” Button and the console should power off.
- Turn the wall “Scoreboard” switch off and the outside scoreboard should power off.
- Unplug the console