

Softball New Zealand Scorers Association



Tournament Guide 2015

Revised By Elaine Karsten

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>>SAMPLE LETTER<<

CHIEF SCORER

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Bay of Plenty
Tel: 07 323 6357 (H)
Mobile: 027 257 8762
Email: snzsachief@gmail.com
e.natana@xtra.co.nz

This letter will be sent to all Tournament Chief Scorers each season.

Date.....

Dear.....

NORTHERN DEPUTY

Lynette Leathart
1 Myna Place
Weymouth 2103
Auckland
Tel: 09 267 4610
Mobile: 027 209 7293
Email: snzsanorthern@gmail.com
l.leathart@xtra.co.nz

The scorers for your tournament to be held in >> *Tournament Venue* << have now been finalised as close as possible without entries.

Attached please find the Tournament allocation of Officials and the Tournament Travel and Accommodation Plan. Those scorers who require accommodation have been booked into >> *Name and phone number of accommodation venue* <<

The scorers who require flights are listed below

>>*Scorers Name*<< >>*Enter Flight details*<<

Prior to your tournament, you will receive from your Tournament Host Organiser the badges and bars required, These have been sent by SNZ. The host Association has received a list of the scorers and I have asked them to include you in all correspondence regarding this tournament

Please read your Tournament Chief Scorer’s instructions, which have been supplied, particularly the tasks you are required to have completed prior to the start of the tournament.

Good luck for a successful tournament. Should any problems arise, please contact your nearest panel member.

Yours faithfully

Tournament Co-ordinator

CENTRAL DEPUTY

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NZ STATISTICIAN

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Tournament Chief Scorers Before the Tournament

1. Please contact all your scorers before the tournament.
 - > Check that they have the tournament dates right and are available full time
 - > Discuss accommodation arrangements with travelling scorers
 - > If possible, get contact details with phone numbers for the tournament duration
 - > Make sure they are aware of the uniform requirements
 - > Notify all Scorers of the location and time for the pre-tournament meeting (usually one hour prior to first game)
2. Enclosed are Job Descriptions for Tournament Appointments. Please photocopy and distribute to all. Also included is a Checklist to utilize for examinees and also Badge Scorers going for their Bars. Please give a copy to all scorers and return originals with your report to the SNZ Chief Scorer.
3. If you have examinees please contact them before the tournament to put them at ease. Give them a copy of the Tournament Scorer's Job Description and the Guidelines for Examinees.
4. Please also make contact with the Tournament Organizer from the host association.
 - > Try to get a copy of the draw so you can be comfortable that the draw works, and that the number of scorers appointed to the tournament looks reasonable
 - > Find out what you will be using as a scorers room (if necessary make contact with the local Chief Scorer)
5. Please return your report and completed programme (make sure you include a copy of the expenses sheet and the Chief Scorer's checklist form) to the SNZ Chief Scorer, Lil Natana, within 5 days of the tournament completion.

Thank you for your time and effort. I hope you have an enjoyable and trouble free tournament.

Lil Natana

SNZ Chief Scorer



Host Responsibilities for Scorers

To assist in the success of the National Tournament that your Association is hosting please find a list of requirements that the scorers will need to effectively carry out their appointments. This sheet is also included in the SNZ Scorers Tournament Guide

Identified scorers room

There needs to be a separate room allocated to the scorers, where the Statistician can work in peace, the scorer can write up scoresheets and analyse games, and the Chief Scorer can mark and discuss exams if there are any.

This room needs:

- > Good lighting
- > To be large enough to accommodate the number of Official Scorers
- > Desks and chairs to accommodate all the scorers and examinees
- > A separate reasonable sized desk for the Statistician
- > Reliable power supply (Statistician's computer and printer)
- > Well ventilated (Statistician will be spending 80% of the day in this room)
- > **Ability to secure room when not occupied – this is critical – the statistician has several thousand dollars' worth of computer equipment, which needs to be looked after.**
- > Tea and coffee making facilities
- > Internet access is not a requirement as yet, but in the future it is likely that results and stats will be posted on the website

Photocopier

There needs to be a photocopier available at the tournament – at least A4 paper is required, and if you have A3 paper as well it is useful for photocopying scoresheets.

Scoresheets

Please make sure you have sufficient scoresheets for the tournament. You will need to budget for at least 50% more than the number of games. This is to allow for games that go extra innings, and for any exams there may be at the tournament.

Communication

Please keep the Tournament Chief Scorer informed on the following issues:

- > Date, time and location of the Manager's meeting
- > The draw
- > Any other tournament issues

It is recommended that you communicate with the Tournament Chief Scorer prior to the tournament to ensure that all requirements are met.



Tournament Managers' Meeting

Attendance

Either the Tournament Chief Scorer or the Tournament Statistician **must** attend the Managers meeting. It is really the Tournament Chief Scorer's responsibility, but it is preferable for both to be there.

Tournament Chief Scorer

The Tournament Chief Scorer is expected to speak briefly at the meeting, to inform the team management of any issues with respect to scoring.

Things that you need to cover include:

- > Welcome visiting team scorers
- > The location of the scorers' room
- > The location of a notice board for daily stats
- > The policy with respect to photocopies of scoresheets
- > If you have exam games and bar games, let them know there could be more than 1 scorer on a game. Tell them to deal only with the official scorer (especially for substitutions) and that you will look after the others.
- > Make sure everyone understands how to fill in a lineup sheet (especially DP and DR). Offer to help if necessary.
- > Also offer to help if anyone doesn't understand what the DP can and can't do. The Chief Umpire may cover this
- > Make sure players names are **spelt correctly**. This could affect life time statistics.

Things that you may need to find out (depending on whether you are local or not) include:

- > When and where the toss is going to be done
 - Usually this is done at the Tournament Office - 30 minutes before the schedule game time
 - What will happen if teams have back to back games
- > What is the policy with respect to spare balls, and the return of balls after the game
- > Anything you need to know about the facilities (Toilets, wet and dry canteen etc)
- > What photocopying facilities are there, who is allowed copies, is there a charge?
- > Are passes required for scorers
- > Where are the scoresheets – make sure you have spares for exams and long games.
- > Programs for scorers, plus an extra 2 for your report and the statisticians report
- > Take note of any ground rules explained by the Chief Umpire.
- > Are there time limit games? If so confirm what happens when time limit is reached eg: complete innings, straight to tie-breaker or count back.
- > Is the DR to be used?
- > What is the mercy rule at this tournament? (15, 10, 7 (or 10))
- > For under 15 tournaments – confirm the process of notifying the number of batters faced for pitchers and catchers.

Tournament Statistician

The Statistician generally doesn't need to speak other than to answer questions if asked.

Things that you need to find out include:

- > What awards there are and how / by whom they will be decided
 - Top Batter, Pitcher, Home Run, RBI
 - MVP, Player of the Day
 - Sportsmanship Trophy (Formerly dress cup)
- > If the selectors want anything different in the way of stats (but don't look for work!)
- > Try to get copies of the return schedules so that you can start entering teams.
- > Understand ruling on eligibility – pick-ups versus regional selections.



Tournament Chief Scorers' Meeting

Attendance

A Scorers' Meeting must be held prior to each tournament and all scorers appointed to the tournament must attend. If you have team scorers going for a bar at the tournament it is useful to have them attend as well, although this is often not possible because of their team commitments.

Usually the best time for a meeting is 1 hour before the first game – but remember that those scoring on the first timeslot need to start filling in their scoresheets half an hour before game time. Especially be aware of how rushing could affect examinees, who may be nervous.

Tournament Chief Scorer

The Tournament Chief Scorer is to run the meeting.

Things that you need to cover include:

- > Introductions, and welcome visiting scorers
- > Reconfirm everyone's full time availability
- > Give out emergency contact forms – ensuring they are filled in and returned – in a sealed envelope if scorers are hesitant to have this information made known.
- > Location of facilities (loos etc)
- > When and where to collect scoresheets, teamsheets and balls
- > Return of teamsheets (and balls?) to the office **immediately** after the game finishes
- > You may wish to copy out the Job Descriptions for Tournament Official Scorers (Page 41) as well as Guidelines for Examinees (in fact you may like to have a separate meeting with examinees afterwards to go through aspects pertinent to just examinees)
- > Game allocations
 - inform everyone early what their first appointments are
 - back-to-backs – analysis, make sure the second game scoresheet is written up for them
- > How you intend to run exam games and bars
- > Make sure everyone understands DP, DR, and blood bin – offer to help if necessary. (No DR at age groups) have copies of the DP, DR & blood bins documents available for scorers to refer to. U15's – explain pitching / catching requirements
- > Teamwork – with other scorers, and with the umpires
- > Food arrangements
- > Dress cup points if there is one
- > Player of the Day Awards (If Local Association is Having Them)
- > Passes and programs
- > Explain any ground rules – blocked balls, protests etc
- > Smoking policy.

Things that you may want to find out include:

- > Does anyone have any issues
- > Game / team / timeslot preferences
- > Other commitments
- > Examinees understand their requirements
- NB: emphasize that any requests are at your convenience!**
- > Any social ideas – lotto, dinner if there is time...



Tournament Chief Scorers During the Tournament

Roles

As the Tournament Chief Scorer, you are in charge of the scorer's team, including the Statistician. However the Statistician does have specific responsibilities too. One of your roles is to ensure that the whole scorer's group work as a team, and help each other out where necessary.

Allowances

In conjunction with STR (Softball Tournament Representative) complete allowances for all appointed scorers, including statistician(s). See Page 11 for Allowances Sheet & Details.

Exams

If you have examinees please read the Guidelines for Examiners, in this manual before the tournament. Make sure that you contact the examinees before the tournament, and explain the process so they know what to expect.

A Bar Game is to be held during the tournament at a time convenient to you. If you have a badge-holder causing some concern discuss this with them and see if they improve over the tournament. Bars are only to be awarded when a scorer maintains the badge level. Assess present grade of scorer also.

Bar exam (also see Bar exam policy - Page 49):

Team Scorers **not** attending any other National Tournament in season may be appointed to sit for their bar at the tournament. (This is a favor, not a right.) They must:

- > Produce one of their games daily – you need to negotiate which games you want
- > Complete the bar game – let them know early which game, and try to be flexible
- > Contact you on the first day of tournament to discuss this – but please be pro-active
- > Be up to badge-holder standard

Game Allocations

- > Try to give everyone an average of 3 games per day
- > Try to give an even mix of teams, hard/easy games, early/late starts and finishes.
- > Keep record of Pitching/Catching analysis (see page 55)

General Issues

- > An Assistant Chief Scorer maybe appointed to learn both the Chief Scorer and Statistician roles, and so is to help with both Statistics and Examining.
- > Make sure that scorers analyse their games straight away – support your statistician. Half an hour should usually be plenty of time to analyse a game – 2 hours is definitely not acceptable.
- > If you have had to use back to back appointments please try and get the scorer to analyse their first game and obtain cover for their next game.
- > Smoking is not permitted while scoring or in official uniform.
- > If scorers are having a problem with analysing scoresheets, ie not cross checking – you may wish to copy out Page 21 – Checking Scoresheets and go through that with the scorer.
- > Your Softball Tournament Representative (STR) is there to help if you have any problems. Please feel free to ask for advice or help if you need it.



EMERGENCY CONTACT FORM

Personal Details

Title: Mr Mrs Miss Ms Dr Other:

Family Name:

Given Names:

Preferred Name: (If not given Name)

Date of Birth:

Postal Address:

Home Address:
(If different to Postal Address)

Telephone No: Mobile No:

Doctor: Telephone No:

Medication:

Health Condition:

Emergency Contacts:

Name: Relationship:

Contact numbers: 1. 2.

Name: Relationship:

Contact Numbers: 1. 2.

Signed:

Date:

(Type your full Name)



Tournament Allowances Sheet

Tournament				Venue			
	Date						
Name	Title/Pos	Association	SNZ Allowance	Food Allowance	Travel	TOTAL	

ABBREVIATIONS:

LO	Liaison Officer
CU	Chief Umpire
UM	Umpires
CS	Chief Scorer
SC	Scorers
STAT	Statistician
SL	Selectors



Tournament Allowances

TRAVEL

Air 75% of Economy airfare - Ticket must be produced
 100% of Thrifty airfare - Ticket must be produced

Car Equivalent to return fare rail/coach from Home Association to Tournament City paid as follows:

- ❖ 1 Person in Car 1 Allowance
- ❖ 2 Persons in Car 1.5 Allowance
- ❖ 3 or 4 Persons in Car 2 Allowances

❖ NB: Travel Allowance to be paid to Car Owner, not Passengers

For All Tournament Scorers \$10.00 per day – Food Allowance

SNZ Allowance \$10.00 for Chief Scorer & Statistician/s

Accommodation **Booked and paid for by SNZ**
NB: If staying privately, and you do not require SNZ to book accommodation for you, please make sure you mark this clearly on your application form.



Tournament Chief Scorers After the Tournament

Please complete this Report and Checklist for SNZ Chief Scorer.

**This Must be Returned within 5 Days of the Tournament end to the NZ Chief Scorer
Lil Natana e.natana@xtra.co.nz**

Item	Tick	Comment
Provide a complete copy of the Tournament programme with all Results and awards	<input type="checkbox"/>	
Checklist for examinees and bars for all scorers they were filled out for.	<input type="checkbox"/>	
A list of the daily scorers Appointments	<input type="checkbox"/>	
Complete and return allowance payment sheet (Signed). Note: STR may do this but I also need a copy	<input type="checkbox"/>	
Return completed examinees application forms indicating PASS OR FAIL	<input type="checkbox"/>	
Return all exam games with notes etc	<input type="checkbox"/>	
Return any badges or bars you didn't need	<input type="checkbox"/>	
Note any specific problems or issues	<input type="checkbox"/>	
Include any information about protests	<input type="checkbox"/>	
Include Tied Team workings if there were any	<input type="checkbox"/>	
Complete Tournament Checklist Note anything that was inadequate, great or needs verification	<input type="checkbox"/>	



Championship Plays Offs & Tied Team Formula

See Chapter 1, Section 6, 1050 in the SOPS Manual

At all national tournaments where there is a tie for a championship, then such championship shall be decided by play-offs as necessary, except where time does not permit.

Championship Playoffs

The tied team formula is used only to find out who the New Zealand Tournament Champion Team is:

- > If two teams tie, the playoffs are a simple one game.
- > If three teams tie, use the Tied Team Formula (below) to find the top team of the three, who will play against the winner of the game between the other two teams to find the NZ champion team.
- > If four teams tie, a straight knockout round semifinal type draw is used, e.g. 1 v 4 and 2 v 3. These seedings are found using the tied team formula.
- > Should time permit the playing of one game only, this game will be between the top two seeded teams as a straight final (placed by use of the tied team formula).
- > Where time or weather do not permit a play off for the championship, the round robin results may be used to determine the champion team:
 1. If round robin not completed and tied teams have played each other the formula as per paragraph below (a) to separate two tied teams or paragraph below (b) to separate three or more teams is to be used.
 2. If round robin not completed and tied teams have not played each other the use of results from an equal number of completed games is used to apply the tied team formula below (b ii and iii).
- > Play-offs for all places, except NZ championship for promotion, relegation and grading purposes shall be decided by the tied team formula.

Tied Team Formula

The SNZ tied team formula is as follows:

- > If two teams tie the result of the LAST game played between the two teams will have the game winner placed above the game loser (who beat who).
- > If three or more teams tie for any position and cannot be graded by the who beat who method then the following formula is to be used in determining placing: i.e., if one has not beaten all others.
 1. Calculate the run ratio of games played between the tied teams, grading them from highest to lowest.
 2. Where teams are able to be separated and ranked using the above formula that ranking holds. For teams still tied after using the above run ratio formula the second run ratio formula using the runs scored in all games during the round robin by the tied teams is to be applied.
 3. If three or more teams still have the same ratio, they are to be ranked on order of the total runs each team scored during the round robin.

Run Ratio

The run ratio (runs for, divided by the runs against), is calculated on the runs scored at the last completed even innings, except that if a team batting second wins the game in a partly completed innings (one run) that innings may be counted.



Stats – Before the Tournament

The roles of Statistician and Tournament Chief Scorer have become more involved over the years. Co-operation between everyone at the tournaments is essential. We are all on the same side and we are all aiming for the same consistent results. A statistician should be able to enjoy the tournament the same as everyone else and still get the job done.

Responsibility for Checking Scoresheets

It is important that you are as accurate as possible as your statistics become the official records for Softball New Zealand and your own local Association or Club. The checking of the scoresheets is very important. It does not matter what grade you are – everyone makes mistakes. We are all human.

It is still the responsibility of the Chief Scorer to talk to the official scorers about any glaring mistakes that they make. If on the other hand it is just a missed RBI, SB or Earned Run type of mistake you can just get the scorer to change it.

We appreciate not having to wait too long before we receive the completed scoresheets after a game because once they are checked it does not take very long to input them into the computer. We do not like having to ask the scorer where their scoresheet is. The Chief Scorer will ask the scorer's to make sure that they complete their stats in a reasonable time. Preferably within 30 minutes of the game finishing.

Included in this guide are examples of the required reports and a list of Association codes. These codes will apply to all tournaments except the two Inter-Clubs (Open) and Secondary Schools Tournaments where you will be required to work out your own codes.

It's that time of the year again - go for it and have a happy tournament. Any queries regarding the stats information in this handbook, or stats in general, feel free to contact me.

Elaine Karsten
SNZ Statistician



Stats – Pre Tournament Setup Preparation

General

Please attend the Tournament Managers Meeting.

The STR should know what trophies are being awarded, e.g sportsmanship, and either they, or the Tournament Organisor will be able to provide this information.

Pitching, Batting, Fielding and Reached Base statistics are required at all National Tournaments.

Once the Tournament Selector is known, find out what they need to assist them in their selection. While being helpful at all times, only do what they have asked for.

To enable us to have the complete records of the Tournament would you please maintain a Tournament Programme with all game results, Tied Teams Score, time changes noted, top batter, pitcher, MVP etc.

StatTrak is not designed for a 2-computer operation. The Secondary Schools and U15 South Island Tournaments are essentially 2 distinct Tournaments and recording on 2 separate computers can be an advantage. While there are 2 computers at the Men's Clubs, the difference is that all statistics need to be exported and imported at the end of the day so that daily stats can go on the noticeboard.

Numbering of Games

In your Tournament Programme (*or draw*) number each game. Then, when the scoresheet comes back from the Official Scorer, put the game number on it.

Keep the scoresheets in numerical order. When someone asks for a copy of a game, you just have to look up the game number in the programme and extract the scoresheet. It also shows very quickly if scoresheets are missing.

Return Schedules

It will make your job easier if you get copies of the Return Schedules emailed to you from the SNZ Tournaments organizer (Eugene Gilbert) prior to the tournament starting date. This means that you only have to input some changes that may be made at the Tournament Meeting. If you have not yet received the computer you will be using, put on a Memory Stick to input later.

Once the final schedules are entered into the computer, print out a copy of each roster to display in the Scorer's room and give another copy to the STR to be posted on the Tournament noticeboard.

If the STR is busy, it is the responsibility of the statistician to see that the rosters are displayed for all to see. This should be done half an hour prior to the first scheduled game.

2015 – 2016

Code	Area	Code	Area
AK	Auckland	NZDF	New Zealand Defence Force
AKD	Auckland Development	OT	Otago
CB	Canterbury	RO	Rotorua
CO	Central Otago	SC	South Canterbury
CM	Counties Manukau	SL	Southland
ES	Eastern Southland	SO	South Otago
HB	Hawkes Bay	TW	Tairāwhiti
HO	Horowhenua	WK	Waikato
HV	Hutt Valley	WR	Wairapa
MW	Manawatu	WG	Wanganui
MB	Marlborough	WN	Wellington
MC	Mid Canterbury	WND	Wellington Development
NH	North Harbour	WC	West Coast
NN	Nelson	WBOP	Western Bay of Plenty
NO	North Otago	WB	Western Bays (Wellington)

Club Abbreviations for Club Nationals

LONG NAME	SHORT NAME	LONG NAME	SHORT NAME
Albion	Albion	New Zealand Defence Force	NZDF
Auckland Marist	AK Mar	Northcote	N/Cote
Auckland United	AKU	Otahuhu	Othu
Demons	Demons	Papanui Tigers	Pap Tig
Dunedin Dodgers	Dn Dod	Parklands Christchurch United Devils	PCUDevils
Eden Roskill	ER	Poneke Kilbirnie	PK
Giants	Giants	Porirua City United	PCU
Howick	Hwk	Maraenui Pumas	Mar Pumas
Hutt Valley Cardinals	HV Card	Richmond	RMD
Hutt Valley Dodgers	HV Dod	Richmond Keas	R Keas
Hutt Valley Marist	HV Mar	Roosters	Roost
Hutt City United	HCU	Hutt Valley Saints	HV Saints
Johnsonville	J/Ville	Stoke Eagles	Stk Eagles
Miramar	Mir	Te Aroha	Te Aro
MT Albert Ramblers	MTA Rams	Waitakere Bears	Wai Bears
Newlands	Nwlds	Western Magpies	Wstn Mag

Secondary Schools Abbreviations

SS Boy	Abrev	SS Girls	Abrev
Avondale College	AC	Avondale College	AC
Hamilton Boys	HmBHS	Epsom Girls Grammar	EGGS
Hastings Boys High School	HBHS	Hamilton Girls High	HmGHS
Massey Boys High	MBHS	Hastings Girls High	HGHS
Napier Boys High School	NBHS	Hukarere College	HC
Nelson College	NNC	Naenae College	NC
Newlands College (NWLD)	NWDLBS	Newlands College	NWLDGS
Orewa College	OCB	One Tree Hill College	OTH
Papakura High (PapHS)	PKHS	Orewa College	OCG
St. Johns College	ST.JC	Sacred Heart (LH)	SCH (LH)
Takapuna Grammar School	TGS	Tawa College	TC
		Wellington East Girls College	WEGC



Stats – During the Tournament

Players

Before entering any names please check the All Players database on the left-hand side on the Input Screen in StatTrak.

As happens from time to time, Associations and Managers still get name spellings wrong, so apart from Secondary Schools and U15 tournaments, most players are on the national database. Please do not use nick names. Before adding a new player, please be absolutely certain they are not already there.

Enter the First Name followed by Last Name. For neatness use lower case with initials in capitals. Also don't forget to add the shirt numbers.

Symbols

Some of the symbols used by StatTrak might not be familiar to you, so here are the main ones.

PA	-	Plate Appearances
G	-	Game (the number of games the players have played)
SO	-	Strike Out
BK	-	Balk (Same as our Illegal Pitch)
IP	-	Innings Pitched
HB	-	Hit Batter (Same as our Hit Pitch) Appears like this in Pitching Reports and Box Score Pitching
HP	-	Hit Pitch appears like this in the Batting stats and Box score Batting
R	-	Runs (Every time a runner crosses home plate safely)
RBI	-	Runs Battered In
CO	-	Catchers Obstruction
OBP	-	On Base Percentage (Same as our Reach Base Ave)

All of these are straight forward, but there are a few symbols that we are using in a special manner because StatTrak does not analyse Reach Base and Sacrifices as we require. The following is to be used :

OE:	On base on an error - Every time someone reaches 1st base on an error. <i>Note - Make sure before you start entering each team that the check box on the Tools/Options/Statistics Screen (Include On-Error (OE) in On-Base Percentage (OBP)) contains an X (this ensures that OE's are included in the OBP Calculation).</i>
SH:	Use for Sacrifice Hits and Sacrifice Flies.
SF:	Use only as below. <i>Note. StatTrak analyses SH and SF differently for calculating Reached Base stats and the use of SF will generate incorrect stats!</i>
SHE:	For each SHE enter one SF and one OE
SHFC:	For each SHFC enter one SF and one OE
FC:	Fielders Choices

Use this symbol in the following cases:

- on base on FC where there is no out taken - record as FC - included on OBP
- if the lead runner is safe ahead of the throw - no error - record as FC
- if the lead runner is out, don't include it in FC
- if the lead runner is safe on an error - record as OE, not FC - still included in OBP

Note. FC cannot be used for SHFC as StatTrak counts one PA for each SH and each FC.



Stats – Data Entry

Entering the Game

*Note 1. The Input Screens have now been standardised on all of the Laptops. **DO NOT CHANGE THEM!** It is only necessary to use Prs and PAB from the Batting Screen and B and S from the Pitching Screen.*

*Note 2. Please enter the year and name of the tournament under Game Type (e.g. **01/02 U15B SI**). You can add the Game Type under “Name Categories and Game Types” under “Tools”.*

*Note 3. The Team Name should include the season, tournament, gender and Association/Club/School (e.g. **01/02 U15B SI West Coast, 01/02 SS B St. Peters College**).*

Enter the Game Number (from your programme), the Game Time (in minutes), and the Tied Team (TT) Score in the “Game Notes” area of the Game Screen (see example). The Games Notes must record the names of Official Scorers (This includes if we have had someone different stat the game) and Umpires, and or any other relevant comments (e.g. Protest, Forfeit, etc.). ***The TT Score is the runs scored at the last completed even innings, except that if the team batting second wins in a partly completed innings (one run) that innings is counted.***

Note. Photocopy a blank Points Chart from your Tournament Programme and use this for the TT Scores. Add this sheet to your check lists when you send everything to the NZ Statistician.

Before transferring any figures from the scoresheet it is important to check that all the analysis has been completed correctly. RBI's, Earned Runs, correct number of Put Outs, Reach Base and part innings are the ones most often incorrect or omitted. ***See enclosed check list.***

Blood Bin

When there is a blood bin, It is important to ensure that the player who is on the field gets the credit for the stats.

Runs

Credit to the person who crosses home plate. This could be the Batter, DR or PR

This entry is a very good double check.



Tournament Guide Checking Scoresheets

The following checks should be done to ensure that the analysis of a scoresheet is correct.

- > Prove the box score - this will pick up most errors (but not all errors).
- > Remember that the POs figure is found by adding up the PO column in the fielding analysis from the opposite side of the scoresheet.
- > The Box Score total should equal the total BF by all pitchers on the opposing team, and also the total of the IB column. (If the box score doesn't balance this check will show you which side of the box score total is wrong).
- > The PO's should equal the number of times the team batted, times the number of out per innings (be careful with partly completed innings).
- > If there have been any batting changes, make sure that all the batting analysis has been split (and don't forget PRs and DRs).
- > If there have been any fielding changes, make sure that the fielding analysis (especially pitching and catching), has been split.
- > Check RBIs by counting the runs in the body of the scoresheet that qualify as RBIs, and then make sure that this equals the total of the RBI column.
- > Count the dots in the Earned Runs in the body of the scoresheet, and make sure that the correct number have been charged against the pitchers.
- > The total BB, HP, H, 2B, 3B, HR and Ks in the pitchers stats should equal the total of the BB, HP, H, 2B, 3B, HR and K columns on the other side of the scoresheet.
- > The total BB, H and Ks in the pitchers stats should also equal the total of the BB, H, and Ks at the bottom of the innings columns on the other side.
- > Check that all Assists and Errors have been transferred to the bottom of the innings and then to the fielding stats (It is a good idea to count the E's in the body of the scoresheet).
- > RAB (Reach At Bats) should equal the box score totals minus any SH's (not counting SHE or SHFC).
- > Make sure you have recorded the Umpires names, and your name.
- > Make sure you have recorded the start and finish times.
- > Make sure you have the team names, venue and date information on both sides. (The reason for this is that games are often photocopied on A4 paper).

Errors found on score sheets should be noted on the new Scorer Checklists (see page 23) and handled in this manner:-

- > Minor errors such as a missed RBI or Earned Run calculation can be brought to the scorer's attention. Just get the scorer to twink out what they had put and get them to change it.
- > Glaring mistakes should be noted on the back of the score sheet (or use post it notes) and the Chief Scorer notified.
- > If there are several errors these should be noted and the Chief Scorer notified.
- > If an Official Scorer makes the same type of error repeatedly the Chief Scorer Should be notified.
- > NOTE: it is still the responsibility of the Chief Scorer to talk to the Official Scorer's about any mistakes that they may make.



Stats – Checks and Balances

Correcting the Scoresheet

Any necessary changes in the Statistical Columns and Innings Summaries should be done in the same colour as the Official Scorer.

No changes or highlighting is to be done on the game section. Changes are to be written on the back of the scoresheet. If there are significant errors or several errors photocopy the scoresheet, mark errors on the photocopy and attach to the original scoresheet.

Reason. Coaches, media, administrators, etc. use the Official Scoresheet. It looks unprofessional if there are highlighters/corrections on the official record.

If you find omissions or errors in scoresheets, it is preferable that you discuss these with your Chief Scorer rather than the scorer concerned. Sometimes these things are general and could be talked about with all scorers at the tournament.

Reconstructing Earned Runs can be done in pencil by the Official Scorer/Statistician. Once checked, the Statistician should erase them.

Completing the Game

After you have entered the individual statistics you will be able to check to make sure everything balances by clicking on the Team Totals. It will give you the team total for all the fields you have entered. These should be checked against the scoresheet. It is easy to total the Statistical Column on the scoresheet (either on the scoresheet or in your head) to check against the team totals.

StatTrak performs some error checking and will give you some error messages (e.g. ABs exceed PAs, Runs don't balance).

Plus, as there are so many double checks available, it makes life a lot easier to make sure it balances. There are several balancing options now available on your laptop. Make sure you balance at least every day, but preferably after each round.

Pitching

Do not forget to check before you start that you have changed the Innings to 7 for the ERA (at the start of the Tournament). You will be able to do this by going to the Tools/Options/Statistics Screen.

At the end of each day, when balancing, check that the Innings pitched x 3 equals the number of PO's and that the number of PA's equals the number of BF's. This of course is what should be correct when checking all of the batting statistics against the pitching statistics. When these checks have been done and all balances, then you know that anything you put out to the noticeboard or selectors is correct. Always backup at the end of each day, just in case something goes wrong with the computer overnight.



Tournament Statisticians Report – Scorer

Tournament:

Date:

Scorer:

Game:

Earned Runs

RBI

Box Score

	1	2	3	4	5	6	7	8	9	10	11	12
Cross Checking												
Batting												
PA												
BB												
SH												
HP/CO												
Hits												
Hits - Bases												
K												
Running												
SB/CS Advances												
Pitching												
BF												
INN												
BB												
K												
HP												
Hits												
Hits - Bases												
Fielding												
PO												
A												
Errors												
WP/PB												
Substitutes												
Bat												
Pitch												
Field												
Spoken to												



Stats – Daily Reports

It is your responsibility to provide, on a daily basis, the stats required for tournament notice boards - Top Batter, Top Pitcher, RBI's are displayed at all tournaments. Home Runs are only need to be displayed at U19, NFC and Open Clubs.

Note: It is the statisticians' responsibility to make sure that the full statistics from the previous day are posted on the tournament notice board HALF AN HOUR BEFORE THE FIRST SCHEDULED GAME. i.e 8-30am if the first game is at 9-00am.

Note. Early in the Tournament it might not be possible to display some of the Reports due to not enough pitchers qualifying or embarrassingly high ERAs. Use your discretion.

A copy of daily stats are also to be sent to SNZ for the Website. Please send in PDF format.

NB: Day 4 Stats or the last day if Tournament is a longer one, must also be sent to SNZ for the Website within 48 hours of the Tournament Ending.

There is an Icon on the Desktop of each Laptop where you will find the forms to be used to display the above information on. Always print an extra copy or save these to the memory stick to send to the NZ statistician with your report. *You will find a worksheet for each day in your folder on your Laptop or if you are using you own a folder with the in it will be emailed to you. Along with instructions on converting it to PDF to send to SNZ*

Cut Offs must be calculated correctly. See page 42 of the Scorers Manual. Also tournament worksheet will aid you.

Top Batters

For **Each Team**:

Find the batter with the highest **PA**

Find 60% of this. (eg 25 PA x 60% = 15 PA is the cut off)

Only Batters in that team with 60% or higher (eg - 15 PA or more) will be eligible for inclusion in the top batters list.

Top Pitchers

For **Each Team**

Add **ALL** Batters Faced (e.g. 110)

Find 40% of this figure (e.g. 110 x 40% = 44)

Only Pitchers in that team who have faced 40% (e.g. 44) may be included in the list.

Most Home Runs and RBI's

These can be obtained by selecting multiple teams and producing separate reports for HR and RBI's. Note: Home Runs only display at U19 Upwards

Examples

I have enclosed copies of Batting, Pitching and Fielding headings. This is the format we will be using. You will find a Worksheet on the Laptop headed **Tournament Daily stats one for each day** with these set up ready to go. Just select the format Top Batter/ Pitcher and copy to clipboard then paste.

IMPORTANT NOTE: DO NOT CHANGE THESE SEQUENCES OR ADD ANY NEW ONES.





Tournament Name

BATTING STATS

After Day 1

Rank	Name	Team or Association	At Bats	Hits	Bat Ave.
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					

 <p style="text-align: center;">Tournament Name</p>						
PITCHING STATS						
<i>After Day 1</i>						
Rank	Name	Team or Association	Batters Faced	Innings Pitched	Earned Runs	Earned Run Average
1						
2						
3						
4						
5						

 <p style="text-align: center;">Tournament Name</p>			
MOST RBI'S			
<i>After Day 1</i>			
Rank	Name	Team or Association	RBI's
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			



Tournament Name

MOST HOME RUNS

After Day 1

Rank	Name	Team or Association	Home Runs
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			



Stats – After the Tournament

Tournament Trophies

All games must be included in final statistics when establishing these winners. Care must be taken to ensure they are awarded to the rightful recipients.

Export Tournament Information

Export your Tournament information onto your memory stick each night **USING THE EXPORT TEAM OPTION** on stat trak to save the info in case of any problems that may arise. *(Don't forget to change the disk drive to the **Removable disk**: when you are exporting on to a Memory Stick)*

End of Tournament

Total all teams (Batting, Pitching, Fielding & Game Summary). Don't forget to set your cut-off minimums. Once done **DO NOT PRINT OUT. These can be added to the memory stick.**

Double check all your totals are correct

Total Innings pitched x 3 should equal the total number of put outs.

Total Wins and Losses for the teams' pitchers must equal the number of games played. Runs For must equal the total number of runs scored by in the batting stats.

Runs Against must equal the total number of runs included in the pitching stats.

When you are confident all the information in StatTrak is complete and balanced use the enclosed Memory Stick to store the data. **Only use the Export Teams Function under the File Function on the toolbar.** Exporting is described in the StatTrak Manual (do not forget to use drive **Removable Drive/Disk**)

DO NOT DELETE TOURNAMENT FROM THE LAPTOP. The Equipment Coordinator will deal with this at the end of the season.

If you have to pass the laptop on to another tournament, make sure you copy off all your Stat Trak data, and checks and cutoffs, and daily stats files first.


Please send a photocopy of the Return Schedule & if possible Birth Certificate back with your report.

Return: 1. All Scorecards. 2. Daily Top Batters, Pitchers etc. 3. A completed copy of the programme (including award winners e.g. Tournament Top Batter, Pitcher, Catcher and MVP) 4. Statistician's Report, 5. Balanced Individual Team's Batting, Pitching and Fielding and Game Scores. Do not print out any of the above, but put items 2 and 5 on the Memory Stick, within **5 Days** of the tournament end. If there is some reason why this cannot be accomplished within the requested time frame, please contact the NZ Statistician as soon as possible.



Statistician Report Sheet

Please complete the following for our records

		Statistician Report Sheet Tournament <input type="text"/> Year <input type="text"/>	
Please complete the following for our records			
1	Tournament Venue	<input type="text"/>	
2	Tournament Dates	<input type="text"/>	
3	Tournament Organiser	<input type="text"/>	
4	Softball Tournament Representative (STR)	<input type="text"/>	
5	Chief Scorer	<input type="text"/>	
6	Statistician	<input type="text"/>	
7	Top Batter (PA, H, B Ave)	NAME <input type="text"/> PA <input type="text"/> H <input type="text"/> AVE <input type="text"/>	
8	Top Pitcher (Inn, ER, ERA)	NAME <input type="text"/> INN <input type="text"/> ER <input type="text"/> ERA <input type="text"/>	
9	Statistician Facilities	Excellent <input type="checkbox"/> Satisfactory <input type="checkbox"/> Needs improvement <input type="checkbox"/>	
10	Problems (is there anything you feel could be improved on)	<input style="width: 100%; height: 80px;" type="text"/>	
11	Comments/Suggestions (Any comments on individual scorers should be completed on a separate sheet and attached to this report)	<input style="width: 100%; height: 80px;" type="text"/>	



Example – Final Batting

Player	G	R	PA	AB	BB	SH	SF	HP	CO	H	2B	3B	HR	RBI	SO	SB	CS	OBP	BA
Adam Mathieson-15	7	6	24	17	5	1	0	1	0	6	0	1	0	2	4	0	0	..652	..353
Cody Clark-14	7	7	23	16	5	2	0	0	0	5	2	0	0	1	5	2	0	..476	..313
Travis McIntosh-6	7	6	24	18	6	0	0	0	0	5	0	0	2	7	8	5	1	..500	..278
Cain Kahukura	9	6	33	29	2	1	0	1	0	7	0	0	0	4	3	3	1	..438	..241
Thomas Gibson	9	7	29	24	5	0	0	0	0	5	0	0	3	7	7	2	0	..414	..208
Kyle O'Neill-1	8	3	23	20	3	0	0	0	0	4	1	1	0	3	7	3	0	..348	..200
Phillip Thomson-13	7	6	21	12	9	0	0	0	0	2	0	0	0	1	7	8	0	..619	..167
Samuel Jones-8	9	2	30	19	10	1	0	0	0	3	0	0	0	0	7	0	0	..483	..158
* Min 20 PA *	----	----	----	---	----	----	----	-----	----	----	-----	----	----	----	----	----	----	----	
Nicholas Coward-12	6	2	19	17	2	0	0	0	0	6	0	2	0	5	4	0	0	..474	..353
Gregory Wilson-7	5	4	15	12	1	1	0	1	0	3	0	0	1	1	4	1	0	..357	..250
Ben Waipouri	5	2	9	8	0	1	0	0	0	2	0	0	0	1	5	0	0	..250	..250
Sean Crowley-5	6	4	19	17	2	0	0	0	0	4	2	0	0	1	7	2	0	..368	..235
Joshua Tulia-11	4	1	7	5	2	0	0	0	0	0	0	0	0	0	5	0	0	..286	..000
TOTALS	9	56	276	214	52	7	0	3	0	52	5	4	6	33	73	26	2	0.457	0.243

Example – Final Pitching

Player	G	BF	W	L	IP	SO	BB	R	ER	H	2B	3B	HR	WP	HB	Bk	ERA
Nicholas Coward-	7	167	3	3	33	42	23	41	24	33	9	3	0	13	6	1	4.99
Ben Waipouri	5	112	0	2	17	14	16	45	20	27	1	8	4	5	1	0	8.08
Samuel Jones-8	1	30	0	1	5	1	5	12	7	10	0	0	0	1	0	0	9.80
TOTALS	9	309	3	6	56	57	44	98	51	70	10	11	4	19	7	1	6.38

Example – Final Fielding Report

Player	G	A	PO	E	SB	CS	PB	FA
Nicholas Coward-12	7	14	1	0	0	0	0	1.000
Samuel Jones-8	9	2	7	0	0	0	0	1.000
Ben Waipouri	5	4	5	0	0	0	0	1.000
Adam Mathieson-15	7	3	40	3	0	0	0	0.935
Travis McIntosh-6	7	9	41	4	8	3	9	0.926
Cody Clark-14	6	8	19	4	0	0	0	0.871
Cain Kahukura	9	12	8	3	0	0	0	0.870
Joshua Tulia-11	5	1	5	1	0	0	0	0.857
Thomas Gibson	9	16	9	6	0	0	0	0.806
Kyle O'Neill-1	7	8	8	4	0	0	0	0.800
Sean Crowley-5	6	0	7	2	0	0	0	0.778
Phillip Thomson-13	5	1	8	5	12	0	8	0.643
Gregory Wilson-7	5	1	1	3	0	0	0	0.400
TOTALS	9	79	159	35	19	3	17	0.872

NB: You do not have to print Individual Team Statistics or Results, as these are now saved onto the Memory Stick, and sent electronically to Associations, Teams and SNZ.



Final Cross-Check Balance Sheet


Team Balancing	Report Completed			Pitching			Fielding		Team		Pitching			Team	Batting		Team	Verified
	Batting	Pitching	Fielding	A	E	B	D	D	A	A	A	D	C	D	D			
Team Name				IP	IP*3	PO	W	L	W	L	Concede	Runs Against	Runs Scored	Runs For				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	=						=			=		<input type="checkbox"/>	
Total Balancing				All Teams Pitching			All Teams Batting											
				BF		=	PA											
				BB		=	BB											
				HB		=	HP											
				H		=	H											
				2B		=	2B											
				3B		=	3B											
				HR		=	HR											
				K		=	K											

Source

A: From Pitching Report
 B: From Fielding Report
 C: From Batting Report
 D: From Team Standing Report
 E: Calculated

IP (Column E)
 Enter Part innings as
 .33 or .67 not .1 or .2
 EG 5.1 shd be 5.33

Statisticians Checklist

	Statisticians Check List Tournament <input style="width: 150px;" type="text"/> Year <input style="width: 100px;" type="text"/>		
Please return the following to the NZ Statistician, along with this checklist Complete and save to Memory stick			
These must be returned by 5 Days after tournament completion		ITEM TICK	
1	Memory Stick containing FULL stats of tournament EXPORTED from your lap-top.	<input type="checkbox"/>	
2	Fully completed tournament programme with games numbered.	<input type="checkbox"/>	
3	All scoresheets (numbers corresponding with those in your tournament programme).	<input type="checkbox"/>	
4	List of Top 10 Batters List of Top 5 Pitchers – These to be completed after the final game. (Save to Memory stick)	<input type="checkbox"/>	
5	Statisticians Report.	<input type="checkbox"/>	
6	Individual Team Batting/Pitching/Fielding and Game Scores Reports (Save to memory stick)	<input type="checkbox"/>	
7	Copy of Return Schedules	<input type="checkbox"/>	
8	Copy of Birth certificates if possible	<input type="checkbox"/>	
9	Completed Final Check Balance Sheet	<input type="checkbox"/>	



Grading (As at August 2015)

Grade 7	Association	Surname	Christian Name	Area
Grade 7	Auckland	Leathart	Lynette	Northern
Grade 7	Auckland	Nukunuku	Christine	Northern
Grade 7	Canterbury	Byrne	Marie	Southern
Grade 7	Canterbury	Griffiths	Vicky	Southern
Grade 7	Canterbury	Hannah	Pat	Southern
Grade 7	Canterbury	Moffat	Russell	Southern
Grade 7	Hawkes Bay	Hancock	Cat	Northern
Grade 7	Hutt Valley	Hyde	Joanne	Central
Grade 7	Manawatu	Davies	Coralie	Central
Grade 7	Marlborough	Ditfort	Ian	Central
Grade 7	North	Gurney	Ronnie	Northern
Grade 7	North	McQueen	Carolyn	Northern
Grade 7	Otago	Wallace	Sandy	Southern
Grade 7	Rotorua	Natana	Lil	Northern
Grade 7	Southland	Karsten	Elaine	Southern
Grade 6				
Grade 6	Auckland	Topia	Tracee	Northern
Grade 6	Hutt Valley	Eden	Christine	Central
Grade 6	Hutt Valley	Grinlinton	Leigh	Central
Grade 6	Manawatu	Kensington	Alison	Central
Grade 6	Manawatu	Welford	Karen	Central
Grade 6	Marlborough	Tulloch	Di	Central
Grade 6	Otago	Williams	Sharon	Southern
Grade 6	Southland	Karsten	Don	Southern
Grade 6	Waikato	Rogers	Helen	Northern
Grade 6	Wellington	Fergusson	Raewyn	Central
Grade 6	Western	Kareko	Marion	Northern
Grade 5				
Grade 5	Auckland	Leathart	Heidi	Northern
Grade 5	Auckland	Townley	Debbie	Northern
Grade 5	Auckland	Wanoa	Flo	Northern
Grade 5	Auckland	Wooding	Harry	Northern
Grade 5	Auckland	Martin	Annie	Northern
Grade 5	Auckland	Rueb	Karina	Northern
Grade 5	Auckland	Stowers	Cushla	Northern
Grade 5	Auckland	Douglas	Deborah	Northern
Grade 5	Auckland	Callaghan	Deanna	Northern
Grade 5	Auckland	Abraham	Priscilla	Northern
Grade 5	Canterbury	Hoogenboezem	Anne Marie	Southern
Grade 5	Canterbury	Rogers	Laurelle	Southern
Grade 5	Canterbury	Johnston	Lee-Ann	Southern
Grade 5	Canterbury	Dove	Lynley	Southern
Grade 5	Canterbury	Tulloch	Sam	Southern
Grade 5	Hawkes Bay	Johnson	Jana	Northern
Grade 5	Hutt Valley	Brown	Donna	Central
Grade 5	Hutt Valley	Gillard	Donna	Central
Grade 5	Hutt Valley	Byrne	Lyndi	Central
Grade 5	Hutt Valley	Noble	Rose	Central
Grade 5	Hutt Valley	Allen	Jenny	Central
Grade 5	Manawatu	Morris	Wendy	Central
Grade 5	North Harbour	Edwin	Charla	Northern
Grade 5	Otago	McGilbert	Kath	Southern
Grade 5	Southland	Dahms	Cheryl	Southern
Grade 5	Southland	Munro	Wendy	Southern
Grade 5	Southland	Harrison	Sandra	Southern
Grade 5	Eastern Southland	Roy	Susan	Southern
Grade 5	Wairarapa	Clarke	Ngaire	Central
Grade 5	Wairarapa	Duffy	Karen	Central
Grade 5	Wellington	Graham	Heather	Central



Grading (As at August 2015)

Grade 4	Association	Surname	Christian Name	Area
Grade 4	Auckland	Fletcher	Gwen	Northern
Grade 4	Auckland	Huntley	Vanya	Northern
Grade 4	Canterbury	Rogers	Amya	Southern
Grade 4	Canterbury	Williams	Liz	Southern
Grade 4	Canterbury	Youngman	Belinda	Southern
Grade 4	Canterbury	Quinn	Sally	Southern
Grade 4	Hawkes Bay	Mudd	Tracey	Northern
Grade 4	Hawkes Bay	Drower	Fay	Northern
Grade 4	Hutt Valley	Bishop	Giselle	Central
Grade 4	Hutt Valley	Beaven	Judi	Central
Grade 4	Hutt Valley	Marsh	Margaret	Central
Grade 4	Marlborough	Wearing	Tracey	Central
Grade 4	Otago	Washington	Viv	Southern
Grade 4	Otago	Keen	Keriana	Southern
Grade 4	Southland	McSoriley	Tom	Southern
Grade 4	Waikato	Wilson	Emily	Northern
Grade 4	Waikato	Te Tomo	Rangi	Northern
Grade 4	Wellington	Hannah	Marguerite	Central
Grade 4	Wellington	Conroy	Maryann	Central
Grade 3				
Grade 3	Hutt Valley	Harris	Leanne	Central
Grade 3	North Harbour	Flanagan	Viti	Northern
Grade 3	North Harbour	Edwin	Tegan	Northern
Grade 3	Manawatu	Menary	Kelly	Central
Grade 3	Tairāwhiti	Kingi	Leesa	Northern
Grade 3	Wellington	Handcock	Donna	Central
Grade 2				
Grade 2	Auckland	Ganble	Stuart	Northern
Grade 2	Auckland	Davies	Linda	Northern
Grade 2	Canterbury	Hilhorst	Tara	Southern
Grade 2	Hawkes Bay	Cormack	Heather	Northern
Grade 2	Hawkes Bay	Cooper	Rose	Northern
Grade 2	Hawkes Bay	Fergusson	Lisa	Northern
Grade 2	Hawkes Bay	Tangaroa	Jacqui	Northern
Grade 2	Counties	Petera	Diane	Northern
Grade 2	North Harbour	McDowell	Andie	Northern
Grade 2	North Harbour	Charnley	Toby	Northern
Grade 2	Tairāwhiti	Collier	Leesa	Northern
Grade 2	Wellington	Hiroki	Elaine	Central
Grade 2	Wellington	Robson	Belinda Joy	Central

The Tournament Chief Scorer is:

Responsible to:

- > The New Zealand Chief Scorer
- > Softball Tournament Representative (STR)

Primary Objectives:

- > To provide advice and support to all scorers to maintain a high standard of statistical information
- > To ensure ongoing education and advancement of scorers
- > To conduct scorers exams
- > To provide accurate team and player statistics to the media, selectors and tournament officials

Key Tasks:

1. Contact all Official Scorers / Examinees at least 4 weeks prior to the tournament

- > Check full time availability of all scorers
- > Note their accommodation arrangements with contact phone numbers for the tournament duration
- > Reconfirm the mandatory uniform requirements for all National Tournaments. This allows time for Scorers to rectify if needed
- > Notify all Scorers of the location and time for the pre-tournament meeting: usually one hour prior to first game

2. Liaison with Tournament Organiser and Tournament Representative.

- > Attend the Manager's meeting
- > Assist with correct procedure re teamsheets, time limit
- > Ensure teams sheets with the game result are handed to the Tournament Office promptly after each game
- > Tied Team Formula. Have available a schedule of the points for and against (TT Scores) for any teams involved in a possible tie

3 Organisation and orientation of scorers.

- > Conduct a pre-tournament scorer's meeting
- > Introduce everyone
- > Confirm availability of all scorers
- > Outline collection and return of scoresheets, team sheets and balls where applicable
- > Ensure scorers identify themselves to the umpires at the diamond
- > Ensure all scorers average 3 games / day
- > Pay out all allowances and obtain signatures on expenses sheet. Any increases must be verified by the Tournament Representative



Tournament Chief Scorer Job Description

- Award Bars to badge holders upon completion of a Badge Game ensuring first that they are up to NZ standard.
- *Team Scorers who are Badge holders and not attending any other National Tournament in same season may only be considered if approved by the Scorers' Panel.*
- If scorers have to do back-to-back games, try to allocate them on the same diamond
- Post the next day's allocations before the end of the day ensuring a good mix of games and times are given to all.

4. Assistance with Statistics.

- Ensure trophies are given to appropriate recipients
- Ensure a steady supply of accurately completed scoresheets.
- All scoresheets need to be checked. This is ultimately the Statistician's responsibility, but you are a team, and the Chief Scorer should help and if necessary arrange for other suitable scorers to help.
- Discuss any concerns of the Statistician with the scorers
- Ensure top statistics are displayed each day by your statistician
- Ensure security of computer equipment in conjunction with tournament statistician
- Ensure computer equipment is available for your use, but the statistician must take priority

5. Practical examination of theory holders and qualifiers (and team scorers).

- Daily examination of all examinees - preferably the first round
- Discuss each exam individually and identify any changes needed
- Keep a record of each examinee showing strengths / weakness and consistencies > Qualifiers need 70% to pass, badge holders need 90% to pass
- Explain to those who failed, why they failed and what they can do to improve

6. Participation in Award Ceremony.

- Inform all examinees whether they have passed or failed during the last day (and before the awards ceremony)
- Prepare Badges and Bars for the successful examinees
- Announce qualifiers first and then announce badge holders. Badges are usually presented by a SNZ Official

7. Prepare a report for the NZSA Chief Scorer.

- Provide a completed copy of the tournament programme with all results
- Complete tournament checklist and note anything that was inadequate, great or needs verification
- Complete and return expenses sheet
- Return completed examinees application forms indicating pass or fail, including all exam games, notes etc.

These must be returned within **5 days** of the tournament end



Tournament Scorer Job Description

Responsible to:

- > The Tournament Chief Scorer

Primary Objectives:

- To provide an accurate record of all games played during the tournament

Key Tasks:

1. To score all allocated games

- Score games to NZ Scorers Manual standard
- Record any protest including time involved
- Be available 1/2 hour before each allocated time slot.
- Check when you need to be available
- Always sit in clear view of the umpire and be easily accessible
- Inform the umpire where you are

2. To provide statistical information.

- Immediately after the game notify the tournament office of the game result
- If required, also return the spare balls
- Complete the game analysis within a reasonable time and give the sheet to the Statistician. This is your first priority after the game and should be done before chatting with friends and family or having lunch
- What is reasonable will vary with the complexity of the game, but all games should be able to be analysed in less than half an hour, and no game should ever take more than an hour.
- Include finish time and all officials names
- Provide assistance to the statistician when required
- At U15 tournament provide information to Tournament Chief with regards to Pitcher and Catcher Statistics

3. Development and maintenance of scoring standards.

- Take part in formal and informal meetings
- Explore different interpretations of the rules
- Assist other scorers when appropriate

4. Be a part of the scorer's team.

- Wear the official scorers uniform while scoring games
- Comply with any SNZ policies (such as not smoking in uniform or in smokefree areas)



Tournament Statistician Job Description

Primary Objectives:

- To collect, check, record, collate and present statistical information about softball players and games
- To provide advice and support to the Chief Scorer
- To provide advice and support to all scorers to maintain a high standard of statistical information
- To provide accurate team and player statistics to the media and tournament officials

Key Tasks:

1. To Maintain Player and Game Statistics

- Enter all games into StatTrak as soon as possible after the game finishes
- Make sure that every game scoresheet is thoroughly checked
- Provide required statistics for the Notice Board as soon as possible after each game
- Make sure the Statistics are available to be published by the Media (in Microsoft Word or Excel Format)
- Provide Championship to-date pre-game statistics for both teams one hour prior to game time for Media/Commentary
- Ensure trophies are given to the correct recipients

2. Liaison.

- Provide liaison with
- The Tournament Organiser
- The Chief Scorer
- The Teams
- Official Scorers
- The Media

4. Equipment.

- The statistician is responsible for the security of all computer equipment during the tournament.

5. Scorer's Team and Tournament Management.

- Control of Statistical Information
- Ensure that Official Scorers provide timely and accurate scoresheets for each game
- Ensure the tie-breaker and the mercy rules are applied correctly
- Provide the Chief Scorer with feedback re Scorer performances

Be prepared to undertake duties as required by the Chief Scorer



Tournament Statistician Job Description

Continued

- Provide technical support
- Understand international and New Zealand rules
- Understand double page system format
- Understand the tie-breaker rules
- Know what to do in the event of disruptions
- Confirm all rosters (all players?)
- Understand blood bin rules

5 Support to Chief Scorer

- Be prepared to undertake Chief Scorer duties if called upon
- Discuss any concerns of the Official Scorers with the Chief Scorer

6 Participation in official ceremonies.

- Check what is required with the Chief Scorer
- Opening ceremony, closing ceremony, any other requirements

7. After the Tournament.

- ❖ Prepare a report for NZ Statistician which includes:
 - All Scoresheets
 - Complete results – doubles charts, page system charts
 - Player/Team Statistics
 - Copy of all Return Schedules
 - Copy of Birth Certificates (if you can)
 - Completed copy of the program
 - Tournament Team & All Awards
 - Recommendations
 - These must be returned within **5 Days** of Tournament End



Guidelines for Examiners Practical Scoring Exams

Pre Tournament Scorers Meeting

At the meeting explain the ground rules and the way in which you intend to operate. Ensure they have all received their *Guidelines for Examinees*, and answer any queries they may have.

Exam Games

It is best to only run one exam game per day. Running two can cause you and your assistant to become overworked and not leave enough time to talk with the examinees.

Try for a fair mixture of *hard* and *easy* games. Selection should only be done one day at a time depending on whether the previous games did in fact turn out hard or easy. If too many are easy, you are not able to get a fair assessment. If too many are hard the stress on examinees (and examiners) will be excessive. Where possible, avoid examinees doing exam games involving their home teams, but of course this sometimes can't be avoided.

Examinees must not be scheduled to score the round after their exam game. Exams are usually best scheduled for the first round of each day.

You and your assistant must both score the game, however if there are not enough other scorers to cover all games around exam time, the assistant can double as the official if necessary. Your assistant can often be an official for the round after, as the assistant's main function is during the exam game and then later when marking.

Have the official scorer obtain a photocopy of the team sheets for each examinee and examiner, so they are not rushed before the game.

Bar Exams

If possible, use a different official scorer for each exam game and use this to mark them for their bar. Take a photocopy of the official scoresheet to mark.

Security

Please endeavour to treat all examinees *equally* at all times. At each exam they may sit where they wish, but should be in your sight at all times, including the walk back to the Scorer's room and while completing their analysis. Talking amongst themselves or with others should be discouraged apart from obviously brief exchanges. Remember – justice must also be *seen* to be done.

Manuals or Rule Books etc. may be used at any time during exams.

At no time should anyone see any exam game sheet, apart from the scorer concerned and the examiner. **After the Exam**

As each analysed sheet is handed in, note the time on it to show how long the analysis took.



Guidelines For Examiners Practical Scoring Exams

Marking Exams

Take particular note of accuracy in marking plays, analysis etc., legibility and knowledge of rules. Keep a summary sheet for each examinee with each game's mistakes, this will show at a glance improvement or continued mistakes, and from this sheet the final comparisons and decisions may be made.

If you need a marking system, use the following as a guide.

Rule knowledge	25
Box score	40
Analysis	30
Legibility	5

Check with your statistician frequently, as he/she has all the score sheets and can advise you on any scorer's performance.

Discussion with Examinees

After marking exams (in conjunction with your assistant), ensure that you see each examinee separately (again with your assistant) and confidentially. Try to be non-committal on how that person is faring in relation to others. Simply explain their errors.

You may find it helpful to have a meeting with everyone at the start of each day to correct general faults and discuss various plays etc.

Last Exam Game

Firm decisions should be reached for most candidates on the night before tournament end. You may not need to mark these games, but just need to reach a final decision.

It can be very helpful to have a session with the qualifiers as a group at the end of the tournament and go over their last game and answer any queries they may have.

End of Tournament

On the last day when all decisions have been reached, the list of successful badge and qualifier examinees must be confirmed with the Tournament Liaison Officer. Please advise all candidates privately before the presentation ceremony.

Prepare a short speech for the presentation ceremony. You will be asked to announce names of successful qualifiers, announce the names of the successful badge examinees who will normally receive their badge and bar from a senior SNZ Representative.



Guidelines For Examinees Practical Scoring Exams

Return all exam game scoresheets, plus your working papers (however rough) and completed Exam Entry form to the Chief Scorer along with your report.

Start Of Tournament

Be at the park on the first day for the scorers meeting prior to tournament (usually one hour before first game). Listen to all that is said, this is where your Chief Scorer will discuss the working rules for the tournament. All tournament scorers will attend this meeting. Your Chief Scorer should contact you prior to the tournament to inform you of where and when the meeting will be held if it is different from the above.

During The Tournament

For exam games be in the scorers room at least 30 minutes prior to game time. You will need to get your own sheet written out beforehand, and ought to be composed and unhurried when you arrive at the diamond.

Be available and handy whenever possible during the tournament. When not sitting an exam, or scoring officially, you may be required for going over your previous exam.

You will be scoring other games as well as your exam games, but never in the round immediately after an exam. At times you may be required to score two official games back-to-back.

Check the appointments chart each day for your own games. This is your responsibility. You will probably not be advised personally.

During Exam Games

At the diamond you may sit where you wish but not too close to another examinee, preferably sit alone. Being amongst teams may be very distracting (especially among players with "a little knowledge"). Your examiner will check where you sit and may advise you to move. During the games there should be no reason for you to move, as your examiner will notify you of any changes.

Try not to be nervous! Just score as you normally would. You WILL make mistakes, some of them "silly" ones, but so will everyone else.

Remember that examiners don't see everything as black or white either. For a number of plays you will find they accept a "safe hit" for example, but equally would accept an "error".

After The Game

After the game you go straight back to the scorers' room to do your analysis. Try to stay in the group, and please do not discuss the game, keep talking to a minimum.

The time is recorded for you completing your analysis, but don't feel pressured here. Slow and correct is far better than quick but lots of mistakes (although it should never take 2 hours to analyse a scoresheet). After handing in your sheet to the examiner leave quietly so others not yet finished are not distracted.



Guidelines For Examinees Practical Scoring Exams

Later the examiner and assistant will go over your sheet with you in private, and point out and explain points where you lost marks. Seeing the number of errors produces an almost universal reaction that surely there can be no way you could pass. But firstly, everyone feels the same way, but still many do pass. Secondly, you are given credit for improvement over the tournament (especially for first qualifying examinees). So try to remember where you are going wrong and what you are told and endeavour to improve those facets of your scoring in your subsequent exams.

Last Exam Game

Sometimes the exam on the last day will only be required to reach a decision on perhaps one "swinger". Although you will not know, you may well be that "swinger", so it should be worth an extra effort just in case. This last exam will often not be discussed with each person individually afterwards, as their paper may not have been marked.

End of Tournament

Expenses, where appropriate, will be paid to you on the final day.

At the prize giving those passing their first qualifying will be announced, and Badges will be presented to those concerned.

GOOD LUCK!

(Bring this with you to the Tournament)



Check List for Examinees/Bars

Name: **Date:**

Present Grade: **Tournament:**

	Poor	Adequate	Good	Excellent
Punctuality	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clarity of Scoresheet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Attitude – Flexibility	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Recording of General Information e.g time, umpires, scorer, teams	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge of SNZ Rules	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Accuracy of information (Is what you saw what you have recorded)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ability to learn and change	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Analysis – batting & fielding	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pitching analysis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Particular areas ERA & RBI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fielder’s Choice	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sacrifice Hits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stolen Bases and Caught Stealing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Proving the Box	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NB: Qualifiers should be a minimum of adequate to good. All others should be good to excellent.

Comments: *(Include appropriateness of given grade if Badge Holder)*



Policy Bar Exams at Tournaments

A bar for their scorer's badge will be awarded to any Softball New Zealand scorer's badge holder who attends a National Tournament in any official scoring capacity and scores to the required level to maintain a badge pass. The Tournament Chief Scorer will assess the Scorer's standard.

The method of assessment will be:

- A different official scorer will be used for each practical exam, and the official scorer's sheet will be marked along with the examinees.
- A free for all game will be held somewhere during the tournament to give the Tournament Chief Scorer the opportunity to see several badge holder's scoresheets on the same game.
It may be necessary for more than one of these games.

Tournament Chief Scorers and Statisticians will automatically qualify for a bar.

A scorer who cannot attend a National Tournament in any particular year may apply to sit the bar exams as a team scorer.

The criteria for a team scorer will be:

- This is a privilege not a right, and will only be permitted for 2 years, after which the scorer will need to attend a National Tournament in an official scoring capacity to be awarded a bar.
- The scorer will need to apply to sit the bar exam as a team scorer in the same way that applications are made for other positions at tournaments.
- The Scorer's Panel will make appointments. Tournament Chief Scorers cannot examine scorers who haven't been appointed.
- There will be no more than 3 teams scorer's sitting bar exams at any tournament.
- The team scorer will supply one fully analysed game per day.
- The team scorer will also be available to score one other game not involving his or team.
- The decision on which games are to be examined will be made as early in the tournament as possible (preferably before the tournament starts) and will be by negotiation between the team scorer and the Tournament Chief Scorers. Both are expected to be reasonable, and take into account team travelling arrangements.



Designated Player (DP)

What can the DP do?

- > He can bat
- > He can field
- > He can bat and also play defence
- > The DP can re-enter the game
- > (i.e. Anyone in the starting line-up numbered 1-10 on the team list has the right of re-entry)

When is the DP deemed to have left the game?

- > The DP is deemed to have left the game when he is replaced in the batting order by the Flex or his substitute

Can the DP field for more than one player in the same game?

- > Yes – the DP can field in any position in any innings as long as he remains in the same position in the batting order

Can the DP be replaced by a pinch hitter / runner?

- > As he is in the starting line-up he is entitled to be replaced and re-enter the game once in the same position in the batting order

Who is the DEFO?

- > He is the person playing in defence for the DP and appears at No 10 on the team sheet.

Can the DEFO bat?

- > The DEFO can only bat in the place of the DP so as to remain in the same place in the batting order.

Are the DP and DEFO allowed to field at the same time?

- > The DP and DEFO are allowed to field at the same time as long as the DP and the person (or his substitute) he has replaced remain in the same place in the batting order.

DP BATS FOR Any player. Once designated to bat for a specific player, the DP will bat for that player and all substitutes for that player the entire game or until the defensive player bats

DEFENCE The DP can play defence for any player. In doing so, the player who was playing defence and batting now becomes the DP temporarily as he only bats. If the DP plays defence for the person listed tenth in the batting order, this temporarily removes that player from the game. However, he can return to play defence if the DP returns to bat only or plays defence for another player.



Designated Player (DP)

- OFFENCE** The player being DP'd for and all his substitutes may play offence, either as a batter or runner for the DP. When this change is made, the defensive position (#10) in the batting order is temporarily eliminated. If the DP re-enters the defensive position (#10) will again be used on the line-up card. The #10 player in the batting order cannot play offence at any other position.
- SUBSTITUTE** A DP may be substituted for by a pinch-hitter or pinch-runner. That substitute for the DP must be a substitute player who has not been in the game before. A starting player may not substitute for the DP.
- RE-ENTRY** The DP who leaves the game may re-enter under the re-entry rule.
- FORFIET** When the use of a DP is declared, the game shall be forfeited if a team does not have 10 players to continue a game. **EXCEPTION:** When a defensive player bats in the DP position, a team will play with nine players.

CASE STUDIES – DP RULE

- DP Jones hits a triple and sprains his ankle sliding into 3B. The coach has S1 enter the game to be a pinch runner for DP Jones. How does this affect the playing status for DP Jones and the defensive player (DEFO) for whom he is batting?

Ruling: When a pinch runner or pinch hitter replaces the DP, that player becomes the new DP. Jones can reenter later or the DEFO he was batting for could bat in S1 position later and it would be legal.

- In the 5th innings Jones enters the game as a DP and placed at the end of the batting order.

Ruling: Illegal. The DP must be announced prior to the start of the game and his name entered on the starting line up. (SNZ Rule 4-3a)

- Jones begins the game at 2B listed as the DEFO. In the 4th innings, he bats in place of Smith, the starting DP.

Ruling: Legal. However, when Jones the DEFO bats, this removes the DP from the game and requires re-entry to return Smith to the game. (SNZ Rule 4-3d)

- A team is using 10 players in their line-up with the DP batting 3rd. The DEFO is playing right field and is a speedster. In the 1st, 3rd, and 6th innings, the DP gets on base, and in each case, the DEFO is put in to run. Is this legal?

Ruling: It is legal for the DEFO for he has never left the game. However, after the starting DP reenters in the 3rd innings and is then replaced by the DEFO to run again in the 6th innings, a substitute must be entered for the DP or the DEFO should continue to remain in the DP's batting position for the remainder of the game. The starting DP cannot bat in the 6th innings or it would be an illegal re-entry. (SNZ Rule 4-3d)



Designated Runner (DR)

What can the DR do?

1. A 'designated runner' referred to as a DR, may be used in the game for any base runner provided it is made known prior to the start of the game and his name is indicated in the line-up.
2. The DR may enter the game only once in each innings to run for any base runner.
3. Any base runner replaced by the DR returns to the game upon completion of the innings, or at his next turn at bat, whichever is the sooner. No re-entry is required.
4. The DR may neither enter the game on defence, nor bat.
5. **The DR may be substituted for at any time by a pinch-runner who then becomes the DR. The substitute must be a player who has not yet been in the game.**
6. The DR substituted by a pinch-runner as in (5) above may NOT return to the game.
7. If a DR is used, his name shall appear in position No 11 on the batting order of the official team sheet.
8. The DR can run for the DP.
9. The DR CANNOT become the DP.
10. The name of the DR is written in green on the last line of the 9th batter on the scoresheet. When the DR is entered, use green to enter the Substitution line.
11. The DR rule is a Softball New Zealand rule only. It is not used in international softball.
12. DR Cannot be used at Secondary Schools or U15's.



Blood Bin

Blood Bin Rule: (Replacement Player required for Blood in Sport Rule - SNZ Rule 4-11)

In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time, or if his uniform becomes covered with blood. The withdrawn player shall not return to the game until all bleeding ceases, the area cleaned and covered, and, if necessary, his uniform replaced.

1. The withdrawn player shall be replaced by a replacement player (who may have previously been in the game but subsequently substituted), who may act for the withdrawn player for the remainder of the inning in progress (i.e. until the end of the inning of the team batting second), and for the following complete inning.
2. The replacement (BB) player must be reported to the umpire.
3. The replacement (BB) player shall be permitted to bat and field for the withdrawn player.
4. The withdrawn player may return to the game at any time any time within the time permitted to treat the injury per (a) above.
5. The umpire must be advised that the withdrawn player is returning to the game.
6. The use of the replacement (BB) player is not subject to the substitution rule ((Rule 4-8) provided the withdrawn player returns to the game within the time permitted.

EFFECT: If the injured player is unable to return within the time permitted, the replacement player must then be treated as a substitute, or if he has already been in the game, then a legal substitute must be entered who has not yet been in the game. The withdrawn player may re-enter at a later time under the substitution rules. If no legal substitute available, then the game becomes forfeit.

Scoring The Blood Bin Player (Scorer's Manual 5.E)

Show the number, name, position and innings for all blood bin changes, including change indicator in red, but score the plays in the game in your normal colour.

What happens	How to score it
A blood bin change is made	Write the shirt number, name, position of the replacement player, and the innings, on the bottom line of the original players batting row in red.
The original player returns	Write the innings in the Inn column and nothing in the Pos column (unless he comes back in a different position – write the new position in the Pos column).
The original player does not return	If the replacement stays in the game and becomes a substitute, copy his shirt number, name and position in your normal scoring colour (black or blue) onto the line below the player he replaces. If another player comes in, treat it as a normal substitution.
Other players change position	When players change position because of the blood bin rule, show their position changes in your normal scoring colour.
Subsequent changes	Only the blood bin changes are scored in red. If a player is later a Substitution, re-entry, or changes position, score in your normal scoring colour.

Analysis

Make sure that the analysis goes to the correct player – combine all analysis for one player together. (Refer Scorer's Manual 5.E.3).



U15 Pitching/Catching Rule

Softball New Zealand Under 15 North & South Island National Tournament Rule Raw Sox 'Share the Load' - Limited Playing Time for Pitchers and Catchers 2008/2009 season

Rationale:

In order to encourage the development of a greater number of pitchers and catchers at Under 15 level, a new rule was introduced in the 2007/08 season. The same rule will apply in this 2008/09 season and there are no changes to the rule. Pitchers & Catchers will be restricted to facing a limited number of batters during round robin and section play at Softball NZ Under 15 North & South National Tournaments. This rule will offer more players the opportunity to experience playing in these key positions.

If you are allocated 1-2 games a day on the official draw the following will apply.

1. Pitcher to pitch to no more than 36 batters per day which is the equivalent of 4 times through the batting order.
2. Catcher to catch for no more than 36 batters per day which is the equivalent of 4 times through the batting order.
3. Coaches should ensure they are familiar with the substitution rule in order to use the limited playing time rule effectively.
4. NB: The pitch count is not a consideration, only number of batters faced.
5. No player can pitch and catch in the same game; they can however pitch and catch in the same day as per the batters faced limits. Eg a player can pitch to 36 batters and catch to 36 batters in the same day.

If you are allocated 3 games a day on the official draw the following will apply:

1. Pitcher to pitch to no more than 45 batters per day which is the equivalent of 5 times through the batting order.
2. Catcher to catch for no more than 45 batters per day which is the equivalent of 5 times through the batting order.
3. Coaches should ensure they are familiar with the substitution rule in order to use the limited playing time rule effectively.
4. No player can pitch and catch in the same game; they can however pitch and catch in the same day as per the batters faced limits. Eg a player can pitch to 45 batters and catch to 45 batters in the same day.



U15 Pitching/Catching Rule

Exceptions to the Limited Playing Time Rule

1. Tie Breaker: Once a tie breaker is in effect, the limited playing time rule for pitchers & catchers no longer applies. Anyone who pitches or catches from tie breaker innings on does not have the Batters Faced count allocated to their limited totals.

Day 4: The intention of the rule is to limit the amount an individual can pitch and catch over 3 days of the 4 day tournament. Once the tournament progresses into the final day/.

2. Blood Bin Replacement Player: This exception is to do with the blood bin rule, Rule 4, Section 11, page 40 in the SNZ Rule Book.

Clarification

- Limited pitching and catching time per day is exactly that – limited time in these positions only. There is no limit on general playing time.
- When a starting pitcher & catcher come out of their position, he/she may continue in the game in another position other than pitching and catching. Therefore, any player who pitches in a game, cannot ever catch in that particular game; likewise a player who catches in the game, cannot pitch in that particular game.
- If the player moves to another position in the field, then they have not been removed from the game and therefore the substitution rule does not apply to this person.
- A starting pitcher once removed to another position in the field, may return to the pitching position as long as they have not faced more batters than the daily limits.
- A starting catcher once removed to another position in the field, may return to the catching position as long as they have not faced more batters than the daily limits.
- Completed at bats: Batters faced as pertains to this rule is completed at bats. Eg if a runner is caught stealing during an at bat and this is the third out of the innings, the at bat was not completed and therefore is not counted against the limited pitcher/catchers totals.