Oshawa City and District Fastball League

Scorekeeping and Game Reporting Guidelines

General

The _**Home Team**_ is responsible for submitting game results, for both teams, by the Sunday following the completion of the game (Playing Rule 20). Delays in receiving score sheets will result in delays in updating the League WEB site for game results, statistics and standings.

All teams are required to submit game results using the ScoreIT! scorekeeping program for the PC or notebook. However, it is recommended that teams complete paper score sheets during the game and transfer the results to the ScoreIT! program as soon as they have access to their computers.

Correct use of the score keeping program is vital to the compilation of meaningful statistics. All teams should keep in mind that the statistics are used to evaluate performance and to determine the selection of All Star Game participants and annual award winners in various offensive and defensive categories.

Please Note:

The Home team must send an e-mail to the following people if there has been a default, a rain out or any other change to a previously scheduled game:

Sylvia Ryan   sylviaryan@xplornet.ca

Jim Spiers   jimmer55@rogers.com

John Mather   john.mather@durhamc.on.ca

Using ScoreIT! Software

1. Please ensure that you are using the correct version of the Score!T progam for your operating system. Score!T is only compatible with Windows operating systems. The 16 bit version is used with Windows 95, 98 and 98 ME operating systems. The 32 bit version is used with Windows 2000, XP, Vista and Windows 7 operating systems.

2. The Score!T program is provided to members of the OCDFL through a license with the The Tucson Advantage Company.

3. ScoreIT! may be used in two different ways.

    a. On a notebook during the game to do "live" scorekeeping. Remember to ensure your notebook battery is fully charged unless you have access to a power supply.

    b. On a home PC or notebook, after the game, to produce a clean copy of a score sheet for reference. This is the approach recommended by the League Executive.

4. All game files must be saved using the following format:

    a. **home_visitor_mmdd.gam** where:

      home = Home Team (from table below)

      _ = underscore

      visitor = Visiting Team (from table below)

      mm = Month

      dd = Day

      .gam = file extension used by ScoreIT!

    b. Example: oshpop_bomb_0504.gam

    c. Letters should be lower case for consistency

    d. Use the team abbreviations shown in the following table:

North		South	
Team	**Abbr**	**Team**	**Abbr**
Aurora Shoeless Joe's	aurora	Oshawa Rebels	rebels
Lake Simcoe Lightning	lake	Oshawa Ravens	ravens
Scarborough Athletics	scarb	Oshawa Bombers	bomber
Stouffville Jones Pools	stoujp	Oshawa BB Midgets	oshmgt
Stouffville Mennos	stoumn		

5. Attach games files to an e-mail and send to John Mather by **the Sunday following completion of the game.**.

    John Mather: john.mather@durhamcollege.ca

6. Print a clean copy of the game score sheets, for your own use, using the print functions within ScoreIT!.

7. Please contact Jim Spiers at 905-432-1999 or jimmer55@rogers.com if you have any questions about using ScoreIT, or if you would like a brief instruction on using the software.