SCF Softball Club Scoreboard Controller Operation

A PowerPoint presentation for operating the Scoreboard Controller during Sun City Festival Senior Softball Games

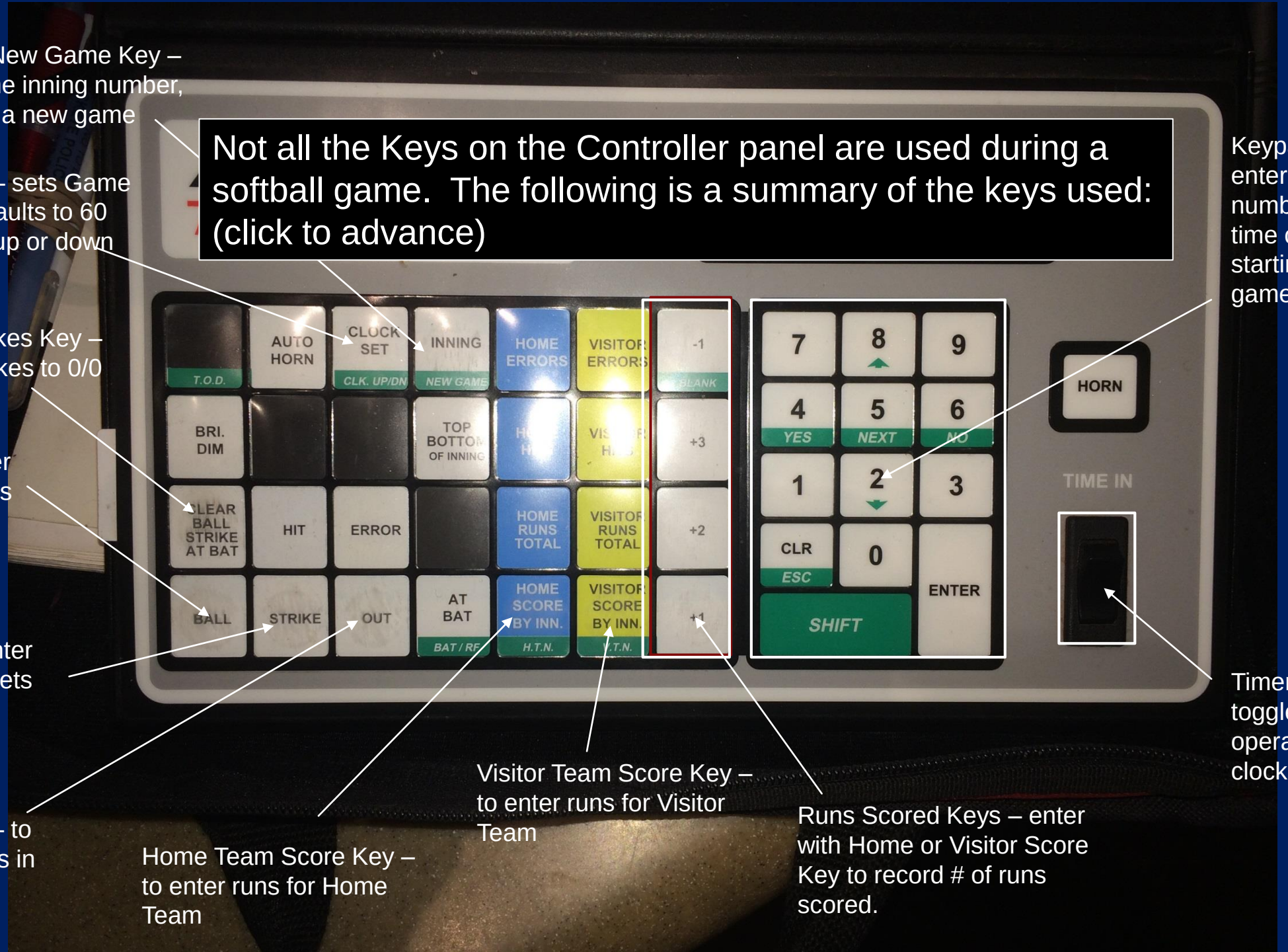
September 2014

(Press mouse key to advance to next slide, or for next animation)

The Softball Club has two scoreboard controllers available to use:

The main unit is the Fair-Play Model MP-70, an A/C powered unit. When not being used, it is kept at the Sage Center.

The second unit is also a Fair-Play Model MP-70, but battery powered only during operation, and is available as a back-up unit. It has a separate battery charger. Its operation is the same as the main unit, but it must be charged properly prior to use. It is stored at the Scorekeeper Chairman's home.



Inning & New Game Key – to enter the inning number, or to start a new game

Not all the Keys on the Controller panel are used during a softball game. The following is a summary of the keys used: (click to advance)

Clock Set Key – sets Game Clock time (defaults to 60 min), and time up or down

Keypad – for entering inning number, changing time clock, or starting a new game

Clear Balls & Strikes Key – resets balls & strikes to 0/0

Ball Key – to enter ball count. Resets to 0 after 4 balls

Strike Key – to enter strike count. Resets to 0 after 2 and records an Out.

Timer Switch – toggle On/Off for operating game clock

Out Key – to enter Outs in an inning

Home Team Score Key – to enter runs for Home Team

Visitor Team Score Key – to enter runs for Visitor Team

Runs Scored Keys – enter with Home or Visitor Score Key to record # of runs scored.

Initial Setup of the Controller Prior to Game Time

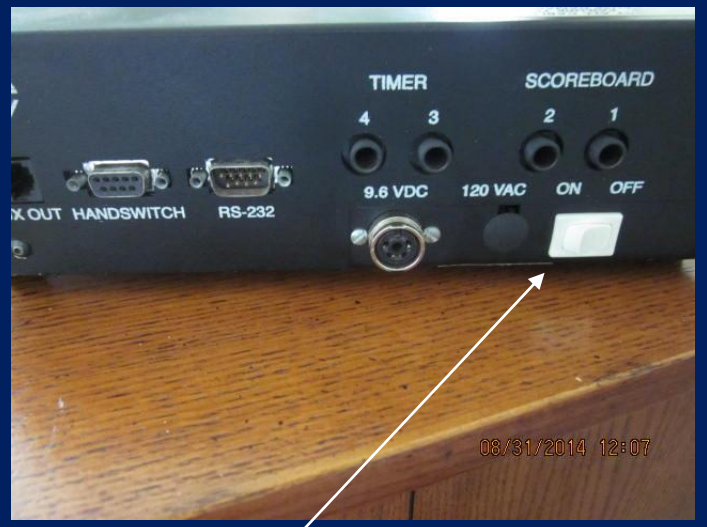
Before switching the controller on, power must be turned onto the scoreboard panel in right field.
The panel is controlled by a 15 amp circuit breaker, located in the electrical power box near the right field foul fence and is marked “Scoreboard”. Set breaker to “ON”.

Scoreboard panel Circuit Breaker

The display will be similar to this:

Initial Setup

Plug the unit into A/C power, turn on power with the switch in the back, and raise the antenna.



Antenna

On/Off Power Switch

Initial Setup (con't):

Check the scoreboard, in right field, for proper display:

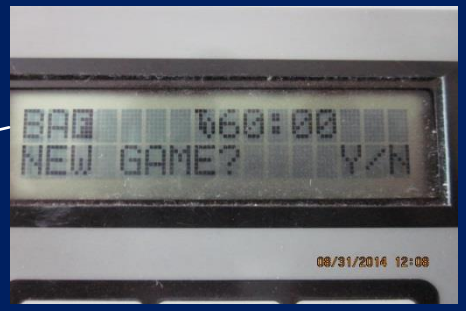
Game Clock at 60

Balls, Strikes, and Outs at 0

Total Runs at 0

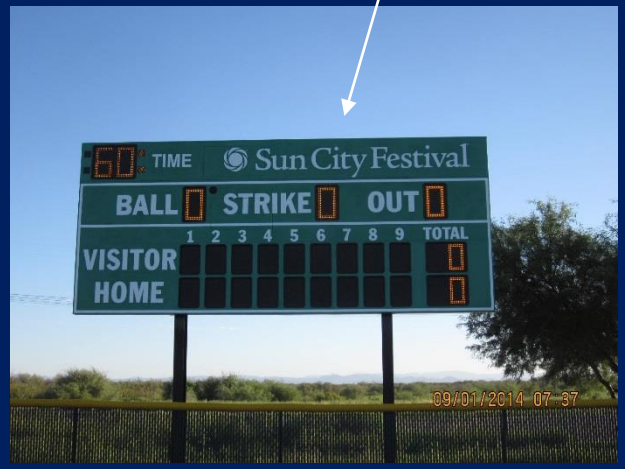
If the previous ballgame was not cleared, or reset as shown here, you will need to reset the controller for a "New Game"

To Reset the Controller for a new game:



The LCD display will show the message, “NEW GAME? Y/N”

3. Press the [4] [YES] key and verify the scoreboard panel is zeroed out. (The LCD will display the following):



2. Press and hold down the [SHIFT] key, then press the [INNING]/[NEW GAME] key

1. Turn Clock switch OFF

Game Clock

Most softball games will use a 60 minute time clock; and the controller will default to a 60 minute time when reset or turned on. However, there maybe some games where the game clock will need to be set to another number. Use the following procedure to change the Game Clock:

1. Press the [CLOCK SET] Key. The LCD will display the following:

2. To set clock to 50 minutes, for example, enter “05” on the keypad, then press the [ENTER] key. The LCD will display the following:

Note: The first digit entered must be a “0” as it represents “hours”. Then enter the “5”. You can also enter “0500” for the same result.

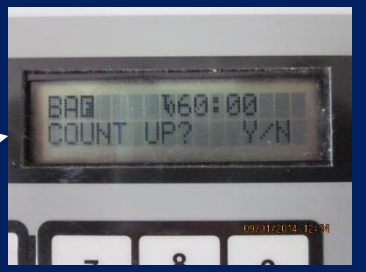
Verify the scoreboard clock reads “50” minutes

Game Clock (con't):

By default, the Game Clock operates in a "Count Down" mode, meaning the time clock starts at 60 minutes, for example, and continues to count down to 0 during a game. If, for any reason, it needs to be reset, or if he clock needs to "count up", use the following procedure:

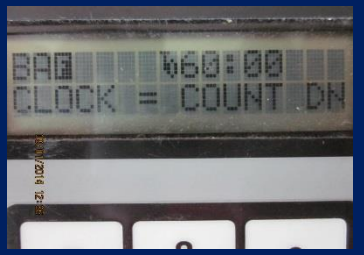
1. Hold down the [SHIFT] key and press the [CLOCK SET]/[CLK UP/DN] key.

The LCD displays the following:



2. Enter [4]/[YES] or [6]/[NO], as appropriate, on the keypad (the [4] or [6] keypad). A [YES] in this example would set the clock to count "UP", while a [NO] would set the clock to count "DOWN".

The LCD will then display the following, for example, a "Count Down" mode

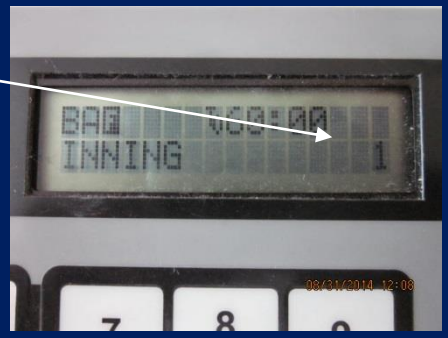


Scoreboard Controller Operation During the Game

1. At the first pitch of the game, push on the black toggle switch to start the game clock. If needed, due to an injury or delay during a game, the toggle switch can be set off. It will continue the count down once the switch is turned on again and play resumes.

2. Start each inning by pressing the [INNING] key followed by the inning number on the keyboard (e.g., 1, 2, 3, etc.), then press the [ENTER] key. For example, for Inning #1, press [INNING], 1, [ENTER].

The LCD will display the Inning number



Scoreboard Controller Operation During the Game (Balls, Strikes, and Outs)

Example scoreboard with the count at 1 ball, 2 strikes, and 1 Out. Pressing the [STRIKE] key (or the [OUT] key) one more time would zero out the Balls & Strikes, and set the Outs to 2.

Clear Balls & Strikes: push the [CLEAR BALL STRIKE AT BAT] key to clear out the balls and strikes after each batter, as necessary.

Balls: push the [BALL] key to record the ball count. Resets to zero after 4 balls

Strikes: push the [STRIKE] key to record the strike count. Resets to zero after 3 strikes.

Outs: push the [OUT] key to record the number of Outs in the inning. Resets to zero after the 3rd out.

Note: In short innings (5 runs scored before the 3 Outs, remember to press the [CLEAR BALL STRIKE AT BAT] key, if necessary to clear out Balls and Strikes, or press the [OUT} key to the 3rd Out to zero out the board.

Scoreboard Controller Operation During the Game (Posting Runs by Innings)

Runs scored for each inning are entered by pressing either the [HOME SCORE BY INN] key or the [VISITOR SCORE BY INN] key, followed by the [+1], [2], or [3] key

Note: the first time the [+1] key is pressed a “0” will be shown on the scoreboard. Press [+1] again to post the “1’” run.

Note: an alternate method to post a run is to press either the]HOME SCORE BY INN] key or the [VISITOR SCORE BY INN] key, then press a number on the keypad, followed by the [ENTER] key

If necessary, runs can be subtracted from the scoreboard by pressing the [-1] key

Always verify the runs have been posted properly on the scoreboard.

Example: The Visitor team did not score in the top of the 5th inning. To record the “0” runs, press the [VISITOR SCORE BY INN] key, followed by the [+1] key.
The Home team scored a total of 3 runs in the bottom of the 5th inning. To record the first run, press the [HOME SCORE BY INN] key, followed by the [+1] key pressed twice. The subsequent 2nd and 3d runs are posted by again pressing the [HOME SCORE BY INN] key, followed by the [+1] key.

Scoreboard Controller Operation During the Game (5 Run Rule)

In this example, the Visitor team has just scored 5 runs in the top of the 4th Inning. The current count on the last batter was 2 Balls, 2 Strikes, and 1 Out. Because of the 5 run rule, the inning is over for the Visitors, so the scoreboard needs to be cleared before going into the bottom of the 4th Inning.

To clear the count, press the [OUT] key twice to record 3 Outs, and the Balls, Strikes, and Outs will be reset to 0.

End of Game

1. Complete the score sheet by total up the runs for each team.
2. For the next game, reset the controller for a “New Game” (see slide #7 as a reference).
3. If this is the last game for the day, also:
    - Turn off power to the scoreboard controller
    - Turn off power to the scoreboard at the circuit panel

Thank you!