

Spike & Dig "11"  
Scorekeeper Dos and Don'ts  
Updated 7-23-11

**Do**

- (a) Bring a hat, a watch, a water bottle, a few energy snacks, a chair and plenty of sunscreen; pens and umbrellas should be provided but it is always a good idea to come prepared with your own in case they get moved or get damaged.
- (b) Come to the captains meeting at 8:30 on Saturday so that you hear what the captains are being advised, any last minute changes and can ask any questions of your own.
- (c) Know what the rule sheets says so that you can point them out to the team captains if there are questions but it is not your job to interpret or enforce them---call a court marshal if necessary.
- (d) Arrive at your court by 10 minutes before the hour so that the next match can begin on time.
- (e) Remind team captains to decide side & serve using the rock/paper/scissors method.
- (f) Remind the team captains before the match to get their players to sign the roster/waiver on the back of the scoresheet; team captains should not be signing for their players.
- (g) Advise the teams when 5 minutes remain in the match (i.e., 50 minutes past the hour).
- (h) Time the one 30 second time out allowed per team in both games 1 and 2; no time outs are permitted in game 3.
- (i) Call time at 55 minutes after the hour even if the match has not been decided (see the rule that deals with this situation).
- (j) Remind the winning team captain after the match to turn in the scoresheet to the Scoreboard area; it is not the scorekeepers responsibility to do this and the captains have been so advised.
- (k) Feel free to ask the court marshals for help at any time; this could include helping to recruit a substitute if you need to leave even temporarily, equipment problems, etc.
- (l) Take breaks between matches in the shade somewhere; water can be brought to you if you ask.
- (m) Let the Head Scorekeeper know if you will not be able to work all the matches for which you are scheduled.
- (n) Stop play if you see anything unsafe and immediately seek a court marshal to help resolve the problem; this could include a player wearing cleats or spikes and refusing to remove them; again you would summon a court marshal.
- (o) Stop play in case of blood or serious injury; there is a first aid station available near the Scoreboard area.
- (p) Keep score as accurately as possible by keeping track of who served (points can be won by either side but serve goes to the team who won the last point)--if you are in doubt, ask the captains
- (q) Keep side conversations with spectators to a minimum while play is underway---that is invariably when you will lose track of the score or miss something else important
- (r) Remind the server to speak up so everyone can hear the score. Note: It is the teams' responsibility to call out the score before each serve loud enough so that you can hear it; if they are not doing this, they have no cause to complain about a scoring error.

**Don't**

- (a) Make any calls---if there is a dispute, get the two captains together and suggest a replay; if that doesn't work, have someone find a Court Marshal.
- (b) Leave your court to find a Court Marshal---try to get one of the players or spectators on the sideline to help.
- (c) Take the scoresheet to the Scoreboard area---that is the job of the winning team captain.
- (d) Root for either team, even if you know people on one of the teams; while acting as a scorekeeper, you are a non-partisan "official" whose only goal is fair and safe play.
- (e) Let the match continue beyond 55 minutes after any hour---there will almost always be another match waiting to begin, especially on Saturday

Thanks very much for volunteering---you are a very important part of the success of Spike & Dig