

## Procedures for Scoreboards

It is the Manager/Coaches responsibility to obtain, set up and securely put away after EACH game the scoreboards. They cost a lot of money. If it is missing when you get there, immediately text 781-206-4891. The LAST manager/coach will be responsible for paying for a new scoreboard controller. Once set up, the Pitch Counter is responsible for scoring the game. They are responsible for Inning and Score. Bonus points for ball/strike and outs.

### HALEY FIELD

Scoreboard is located in the green shed at the entrance to Haley from Main Street. On the side of the shed is a lockbox. Code is 2043 which gets you the key you the shed.

Open shed, grab Yellow Case.

Walk over to scoreboard area and look for the Fusebox. When facing the Rec Center Wagon, turn around and find the fusebox on the telephone pole. Open fusebox with screwdriver provided in the case. Flip the fuse for the scoreboard. (Marked Scorebord)

Turn the wireless controller on. Press Yellow button in top left hand corner til you see blinking light. Hit HOME + to verify it works.

Turn off controller and place controller in Yellow Box, Turn Fuse off and lock up the fusebox. Return screwdriver to the Yellow Box.

Return Yellow Case to the Shed, lock the shed and return the key to the lockbox. Scramble the code.

Any problems, please call or txt Scott Cyr at 781-206-4891.

### CARLSON FIELD

Scoreboard is in the gray shed by the batting cages. Lockbox is in the soffit of the gray building (look up). Code is 2043 to access the key to open the shed garage door.

A white/gray wireless controller should be plugged in. Disconnect and turn on by pressing the right hand top corner button (Connect)

SHUT Scoreboard Controller off at the end of the game, plug it in so that it is charged for the next group. The scoreboard itself will shut off automatically. Shut and lock the garage door.

Place the key to the lockbox and scramble the code.

NOTE: The code for the wireless controller is 01. If you receive a “No Server Found” Error, please check the fusebox located on the School Warehouse Building along the third base line to make sure fuse 10 (scoreboard) is on.

Any questions, please call or text Scott Cyr at 781-206-4891 for instructions.

## HERSEY FIELD

Scoreboard is manual and the pitch counter is responsible for operating the scoreboard for the regular season. For travel baseball, the Hingham Team should find a player sibling or friend to operate the scoreboard.

Tiles are in a Yellow Pelican Case in the Shed. Shed Code is 2043.

Manager of the Home Team is responsible for getting the tiles out of the shed and brining them to the Home Team Side of the field for the pitch counter to use. Pitch Counter will return all tiles used to the Pelican Case and the Home Manager will secure the case in the shed.

Any questions, please contact Scott Cyr at 781-206-4891 via text or call.

## LYNCH 1 FIELD

Scoreboard is in the utility portion of the Field House. The door closest to the parking lot by the Coke Machines. Lockbox is located just beyond the sprinler piping that exits the building. Open lockbox with 2043 code. Key will open door referenced above.

Grab the YELLOW case marked LYNCH FIELD 1 that is inside the right hand side of the door.

Behind Home Plate at Lynch 1 is a terminal to plug the scoreboard in. This is a GFI Unit so you may need to reset the plug. A red light indicator will show on the controller when power is received. The Lynch 2 Scoreboard MAIN SWITCH (big lever on right side of bottom box below scoreboard) needs to be flipped to ON (or upward) position. Then open the smaller box above and make sure the breakers are all in ON position (especially the one marked “PLUGS”)

Go to the Scoreboard in Right Field and flip the big lever on the right side of the lower box. Verify the breakers are all in ON position.

Plug the controller in behind Home Plate and “POWER ON” the scoreboard.

At the end of the game, turn the scoreboard off via the big lever. Return the controller to the Utility Closet. Return the key to the lockbox.

#### TO TURN THE LIGHTS ON:

Follow procedure above to obtain the key. This key opens the door by the concession stand area. Enter the area and turn on the lights. The second door has a lock code on it. The code is 2043 and you will hear the lock slide out. Enter this door. You are now in an area where there are steps to your right and then a door at the bottom of the steps. Open this door (it should not be locked). There is a Master Light Switch marked which will turn the lights on.

Be sure to turn the lights off when leaving and lock the middle door (by hitting the "lock" icon or by entering 2043 again). And make sure to turn off all the lights and lock the field house.

Any questions, please text Scott Cyr at 781-206-4891.

## LYNCH 2 FIELD

Scoreboard is in the utility portion of the Field House. The door closest to the parking lot. Lockbox is located by the sprinkler pipes near the second door. Open lockbox with 2043 code. Key will open door referenced above.

Grab the YELLOW case marked LYNCH FIELD 2 that is inside the right hand side of the door.

Behind Home Plate at Lynch 2 is a terminal to plug the scoreboard in. It is a GFI plug which has a reset button on it that may need to be tripped to gain power. A RED indicator light will show on the scoreboard controller showing you have power.

The Lynch 2 Scoreboard MAIN SWITCH (big lever on right side of bottom box below scoreboard) needs to be flipped to ON (or upward) position. Then open the smaller box above and make sure the breakers are all in ON position (especially the one marked "PLUGS") This scoreboard is in right field of Lynch 2.

Plug the controller in behind Home Plate and "POWER ON" the scoreboard.

At the end of the game, turn the scoreboard off via the big lever. Return the controller to the Utility Closet. Return the key to the lockbox.

#### TO TURN THE LIGHTS ON:

Follow procedure above to obtain the key. This key opens the door by the concession stand area. Enter the area and turn on the lights. The second door has a lock code on it. The code is 2043 and you will hear the lock slide out. Enter this door. You are now in an area where there are steps to your right and then a door at the bottom of the steps. Open this door (it should not be locked). There is a Master Light Switch marked which will turn the lights on.

Be sure to turn the lights off when leaving and lock the middle door (by hitting the “lock” icon or by entering 2043 again). And make sure to turn off all the lights and lock the field house.

Any questions, please contact Scott Cyr at 781-206-4891