**LSA Captains’ Checklist 2013**

Before the game

* Collect a kit from the bunker at Priesthorpe. Club Dynamite will bring kit for games at Roundhay Park.
* Games are scheduled for 6:45pm and must start by 7pm. A team must have 7 players at 7pm to fulfil the fixture, and late comers can slot in as required.
* Ringers must play at Right field, Catcher (maintaining male/female platoon across the plate) then 2nd Base (a maximum of three ringers in total). Div 1 ringers playing in Div 2 attract a 2 run penalty for the team they ring for, and must return to 2nd base on their own hits once time has been called.
* Discuss your umpire’s rules knowledge with them before the game. You may be asked to assist umpires with situations arising from application of the more obscure rules of the game, so please be reasonable and do not try to gain advantage because of someone else’s lack of experience or knowledge.

During the game

* Track your own score and share scores with umpire and the opposing team after each half inning.
* You have a responsibility to keep the game friendly and enjoyable for all, including the umpire(s). Most games are not so close that an umpire’s decisions make a difference, and if you lose by a run or two, accept it with good grace and aim to score more or allow fewer runs in future.
* DO NOT dispute the umpire’s judgement on balls, strikes, fair and foul balls, outs and safe plays. If you or any of your players disagree with an umpire’s judgement calls, make sure that you discuss it with them after the game NOT during play. If you need to discuss anything with the umpire, have a conference one to one between plays.
* If you wish to dispute the application of a rule, call time and have a conference with the umpire(s) and the opposing captain. Explain the situation and agree a ruling together. In the event that a ruling cannot be resolved, stop the game and record the game situation (scores, base runners, outs) with details and advise a member of the LSA committee of the situation as soon possible.
* Games should last 7 innings or 90 minutes. No new innings is called by the umpire after 80 minutes play; if the home team is batting and is ahead, the game ends immediately. If the away team is batting and is ahead, they play out their half of the inning and the home team is allowed to try to win in their half of the inning. After 90 minutes, if the away team is winning, ball game is called and the score recorded at that point.
* If a team is ahead by 15 runs or more after the third inning is complete, the game ends by the Run Ahead rule (also known as the Mercy or Slaughter rule) and the score is recorded.

After the game

* Agree the score with the opposing captain.
* Nominate male and female MVPs for the opposing team.
* Return all kit to the bunker at Priesthorpe for 8:40pm. Club Dynamite will take kit following games at Roundhay Park.
* Submit the score and MVPs by 7pm the day after the fixture by email or via the LSA Facebook site.
* Contact a member of the committee with any comments you want to pass on.