

CAIN'S PROCESS GAME			GREEN										BLACK									
PACE OF GAME			1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
Team energy and dugout intent and participation	+1																					
Off the field in (9.0 sec OF) and or (5.0 sec INF)	+2																					
Defense ready to play the situational game in :60 less	+2																					
(2.0) by catcher between innings on throw to 2B/tag	+2																					
Around infield after strikeout (6.0) or out at first (5.0)	+2																					
Out of Dugout After Foul Ball With Hair On Fire	+1																					
PITCHERS			1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
Win the 1-1 count (Only awarded to P)	+1																					
First pitch thrown for a strike (Only awarded to P)	+1																					
No freebies in inning = HBP, BB, PB, WP, SB, Error	+4																					
1-2-3 inning	+2																					
12 pitches or less in an inning	+2																					
Winner of 3-2 battle (Awarded to P or Batter)	+2																					
Consecutive (QP) quality pitches (Pitcher Hits Spot)	+1																					
DEFENSE			1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
Web Gem	+2																					
Double Play	+4																					
Throw out lead runner with tag	+4																					
OFFENSE			1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
Any Freebie = HBP, BB, PB, WP, SB, Error	+2																					
Bunt base hit	+2																					
Aggressive base running	+2																					
Quality at-bat (QAB) – HBP/BB – 8 Pitch – 4 After 0-2	+2																					
Leadoff or a 2 out BB/HBP	+4																					
8 pitch at bat / See 4 pitches after going 0-2	+2																					
2 out RBI	+4																					

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GREEN	RUNS IN INNING (R)		1	2	3	4	5	6	7	8	9	10	TOTAL	BLACK	1.	2.	3.	4.	5.	6.	7.	8.	9.
1. _____	GREEN													1.	2.	3.	4.	5.	6.	7.	8.	9.	
2. _____	BLACK													1.	2.	3.	4.	5.	6.	7.	8.	9.	
3. _____														1.	2.	3.	4.	5.	6.	7.	8.	9.	
4. _____														1.	2.	3.	4.	5.	6.	7.	8.	9.	
5. _____														1.	2.	3.	4.	5.	6.	7.	8.	9.	
6. _____	PROCESS PTS (H)		1	2	3	4	5	6	7	8	9	10	TOTAL	1.	2.	3.	4.	5.	6.	7.	8.	9.	
7. _____	GREEN													1.	2.	3.	4.	5.	6.	7.	8.	9.	
8. _____	BLACK													1.	2.	3.	4.	5.	6.	7.	8.	9.	
9. _____														1.	2.	3.	4.	5.	6.	7.	8.	9.	
_____														1.	2.	3.	4.	5.	6.	7.	8.	9.	
_____	SITUATIONAL EX (E)		1	2	3	4	5	6	7	8	9	10	TOTAL	1.	2.	3.	4.	5.	6.	7.	8.	9.	
_____	GREEN													1.	2.	3.	4.	5.	6.	7.	8.	9.	
_____	BLACK													1.	2.	3.	4.	5.	6.	7.	8.	9.	

SITUATIONAL/BUNT GAME:

(OFF) 1 Point: Advance Runner & Hitter Out, 2 Points: Both Runners Safe (Hit, E, BB, HBP)
(DEF) 1 Point: Get Hitter Out, 2 Points Get Lead Runner Out,
 MUST USE Scoreboard, Umpires, Two Color Shirts For Instant Feedback & Pace Of Game

1st & 2nd = Runner at 1st – Sac Bunt, 3rd & 4th = Runner at 1st & 2nd – Sac Bunt, 5th & 6th = Runner at 3B, Squeeze, 7th – 9th Coaches Option

**In situational scrimmage, pitcher is throwing a fastball for a strike down the middle.*