

Hello Scorekeepers,

Some of you are veteran scorekeepers and some are new to Game Changer. For those of you who are new, here are the steps to getting familiar! To get going, it is best to sit with the opposing scorekeeper so you can both help each other, until you get more comfortable.

Getting Started:

To Start, I suggest following the training tutorial at <http://training.gc.com/baseball/>. I'd suggest running a "Practice Scorekeeping" session, to get some practice running the controls.

Priorities for scorekeeping are:

1. **Arrive early.** If you arrive after the game starts, there is no way to "catch up". Also, launch the app well before the game starts, so it can download the latest schedule.
2. **Don't run out of power**, otherwise you can't keep score. Be sure your phone/iPad is fully charged. If you're getting low on power, turn down screen brightness and turn on Low Power Mode. If you're getting really low, turn on Airplane Mode. That will let you score offline, and after the game you can then synch the results after turning Airplane Mode back off.
3. **The score.** Be sure the score is correct above all else.
4. **The pitcher.** Be sure the pitcher is correct, and change the pitcher in GC when the pitcher changes in the game, and record every pitch. We need accurate reporting of pitch counts, so pay special attention to this.
5. **The batter.** Get and enter the lineups 15 minutes before the game starts. Watch for changes to the lineup: managers don't always tell the scorekeeper when a player leaves or a player arrives late. Adjust the lineup when you notice these changes. Double check the player number at bat with what is in GC for each batter (this will be easier once they have uniforms).
6. **The fielders.** If you are new to GC this year, don't bother specifying fielders. Turn off advanced fielding. Advanced fielding records all the players responsible for a play, such as a ground ball to 2nd that is thrown to 1st is a 4-3 play. Note: I don't think this can be turned off on Android phones, only on iPhones and iPads. If you were a GC scorekeeper last year, then you're ready to take on a little

more. Please turn on advanced fielding and specify the fielders each inning.

To adjust the lineup during a game (if a player arrives late, leaves early, or is injured):

- Tap in the batter box in the top left/right and Skip to Different Batter.
- If a new batter is added, go to the team button lineup and Add From Bench.
- If the batting order is wrong, go to the team button lineup and drag players to the right spots
- If a batter left the game, go to the team button lineup, tap the batter and Sub Out of Lineup. Leave Empty and you can Remove the empty slot.

Fixing Mistakes:

The **Undo** button is your friend. Use it when you make a mistake. Don't back out too far, or you may fall behind in keeping up with the game action. Some plays can be edited after. So keep a note of any important (priority 1/2/3) mistakes you don't fix, and I'll help you update it after the game.

Be prepared for the complex plays:

The trickiest situation is when a lot of stuff is happening on the field, you're trying to enter it all, and the next batter is already up. Sit next to someone that is watching the game with you and can help you get caught up after you're done entering a complex play. He/she can tell you the pitches/plays you missed while catching up. You do have permission to ask for a timeout from the umpire, if you need a minute to catch up or fix a mistake.

Fielding errors:

This is very important. Score fielding errors aggressively. Ask yourself "Would the play have been made with normal effort?" If the fielder should have made the play, then score the play an error. If it's a weak ground ball to 2nd, and it goes between the legs of the second baseman, it's an error. UNLESS the runner would have beaten it out even if the ball was fielded cleanly...then that's a hit! If he then overthrows 1st and the runner advances to 3rd, it's a second (compound) error on the same play. If they overthrow 3rd too, and the runner goes home, it's a third (compound) error on the same play.

Some scorekeepers have a tendency to want to "give" the hit stat to the batter or score a "Little League Homerun" as a HR that was really a series of compound errors. Please

do **NOT** do that. That takes away a good pitch stat from the pitcher. And that takes away accurate reporting of errors for the game: as a coach/manager I've always appreciated seeing the loss with 10 errors and the win with 3 errors to show kids that winning games is directly correlated with reducing errors. Compound errors **will** happen in your games, so be ready to score multiple errors on one play. LL games typically have 3-10 errors for each team in each game, with more errors early in the season. If you finish a game with 0 errors, you did not score errors correctly.

#### Pitch Count:

Turn on Pitch Count in Menu > Settings to get alerts when pitchers reach limits . You can then help managers by letting them know when someone's reaching their limit.

If a manager wants to know the current pitcher's pitch count, the pitcher box on the top right or left will show that. If a manager wants to see the pitch count for a pitcher when his team is at bat, tap on the pitcher box and View Pitch Counts. That will show pitch counts for all pitchers.

SRLL will track pitcher days rest using First Pitch Last Batter (FPLB). This stat is not directly available in GC, but can be easily deduced. Your job is just to track total pitches for the game, and the manager will enter FPLB for tracking purposes.

#### 5-Run rule:

**There is no 5 run rule in Majors regular season**, but is in effect for AAA and below. Check with the 2 managers before the game if they want it. If 5 run rule called for an inning, go to Menu and End Half Inning. If GC scored some additional runs (e.g. 4 runs in the inning, bases loaded, and batter hits a triple), you can adjust the score with Menu > Manual Overrides.

#### Dropped 3rd Strike (Majors only):

GC will give you the option of Dropped 3rd Strike, in the conditions where that may be called (2 strikes and no runner on 1st or 2 outs). Dropped 3rd Strike applies only to Majors. If the 3rd strike is dropped, then you can score the play at 1st as safe or out.

#### Game Over:

When the game is over, go to Menu and Game Over. Otherwise it stays open in the app and it thinks the game is still going. Menu > Settings can be set to 6 innings to help remind you, but it still needs to be done for a time shortened game.

If a game reaches a **hard stop**, you will manually change the score back to the score at the end of the last inning. All stats for the incomplete inning must remain, including pitch count.

Official books:

If you and the scorekeeper for the other team are both scoring the game, the one to finalize the game last will be the "official" books. If you think your books are better or worse, then coordinate with the other scorekeeper on who should finalize the game first/last.

These won't come up often, but are some rare rules and situations of which to be aware:

Pool Players:

If teams are short players, we may bring in some pool players. If we do this, we'll added to the roster some generic players named "Pool Player #1" and "Pool Player #2". Use these for these players. We don't need to track them in GC by name or number.

Balks:

Balks are rarely called in LL, and probably will only be called in Majors if at all. LL rules are different than MLB for balks in Minors and Majors (rule 8.05), because baserunners cannot take leads, balks don't put the runners in a bad position, but LL still wants to teach pitchers about them. So when a balk is called, the LL penalty is just a ball. As a scorekeeper, don't record this as a balk as that will advance the runners. Just record a pitch that is a ball. It will be treated as a pitch for pitch count purposes.