



# Game Changer Scorekeeping Summary for Beginners

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## Pre-Game Day

### Score Keeping Overview

- MCLL uses the [Game Changer App](#) to score games for the Farm Divisions and higher.
- Both teams should score the game, however, the **home** scorebook is the “official” book.
  - On the game within the schedule, games listed as “vs” means your team is the home team.
  - If the game shows “@”, that means you are the away team.
- The coach or other “staff member” must add the scorekeeper as "staff member" in Game Changer.
  - Note, that there can only be 4 users with this access.
- Some coaches like to use a paper scorebook, in addition to tracking score in Game Changer.

### Basic Responsibilities

- Scorekeepers are responsible for keeping an accurate record of the game.
- You are doing great if you are recording – pitches, runs, outs, balls and strikes!

### Training Videos

- New scorekeepers are encouraged to watch the following videos:
  - [How to Practice Scorekeeping](#)
  - [How to Set a Starting Lineup](#)
  - [How to Score Basic Plays](#)
  - [How to Manage Lineups and Substitutions](#)
  - [How to Score an Error](#)
  - [How to Track Pitch Counts](#)
  - [How to Edit Plays](#)

### Practice Scoring

- If you are set up as a “team staff member”, you can practices/test in the app.
- To do so, on the team’s home page, click the cog and “practice scoring game.”

### Tips for Before the Game

- Confirm you are listed as a "team staff member" in the app before the game.
- Make sure your phone battery is full or bring a charger.
- Sit with a friend who can help you keep track or sit near the other team’s scorekeeper.
- Arrive 20 minutes early to get lineups (with last name/jersey #s) from both teams’ and to get settled.
- There is a feature to scan a QR code from the other team’s app, to import their lineup to your app. However, both users need to be using Apple IOS for this function to work. This does not work for Android.

### Tips for During the Game

- Have fun! Remember, you are a volunteer, doing the best you can at something new.
- Wait until the ball is “dead” to record the play.
- Some scoring is a judgement call, do your best and move on.
- If you need clarification on a play, ask the umpire or other team’s scorekeeper between batters or innings.
- If the App freezes, close it, and re-open – you will resume where you left off.

# Game Day

## Update Your Own Team's Rosters & Lineup

- Click on the game/event date.
- Before clicking "Score Game", click "Set Starting Lineup".
- Click "use previous lineup" or "add player" to make a new lineup.
- Rosters include all players.
  - To move a player from the "bench" to the "lineup", click their name and then "add to lineup".
  - To move a player from the "lineup" to the bench", click their name, then "sub out" and then you can either leave empty or swap them with another player on the bench.
- Lineups include everyone on the batting order.
  - To change order, click the 3 lines and drag to correct order.

## Update Opponents Roster & Lineup

- Click "opponent" and do the same steps you used to set up your own team's roster and lineup.

## 4 Outfielders

- Some teams play with 4 outfielders (the default on GameChanger is 3).
- To change this, click the 3 dots on the top right, then settings, and then "short fielder/ extra outfielder."
- Select "L/R Center" to change setting to show 4 outfielders.

## Positions

- When the game starts (or before), reflect who is pitcher and catcher (all other positions are optional).
- To change who is in what position, on the "score" screen, click the position and select the player's name.

## Pitch Count

- Utilizing Game Changer provides accurate pitch counting in addition to scorekeeping.
- Some coaches are asked to send their director a copy of the GameChanger Box Score (shows pitch count).

## Scoring Basics

- Log-in to the app and click on the game on the "schedule."
- Click "score game" and start the play by clicking "pitch."
- Select ball, strike, foul, etc.
- If the ball is hit, click "ball in play" and make selections (single, double) and then select who fielded the ball.
- If the play moves someone already on the base, you don't need to manually move them.
- To move a runner already on base (stealing), drag their name to their new location.
- When the team reaches 3 outs, the app will automatically switch teams to begin the next half inning.

## Corrections

- To make a correction to the most recently scored play, click "Undo" button, and then make correction.
- To make a manual override, click the 3 dots in the top right of scoring screen and go to "manual overrides."

## Ending an Inning Early

- If the inning ends before 3 outs (such as 5 run rule), click on "menu", and select "end half inning."
- You can click on "plays" at the bottom of the app and see how many runs there are per inning.

## Ending the Game

- At the end of the game, it's good to validate score with the other team.
- Then, click menu in top right and "Game Over."

# Score Screen

The image shows a mobile application interface for a baseball score screen. The interface is divided into several sections with callouts explaining their functions:

- Ball & strike count:** Located at the top left, showing the current count (e.g., 1st, 0, 0, 0).
- # of outs:** Located at the top right, showing the number of outs (e.g., 0).
- Top or bottom of which inning #:** Located below the count, showing the current inning (e.g., 1st).
- AB = at bat:** Located below the inning, showing the current batter (e.g., #28, Han).
- P = pitcher:** Located below the batter, showing the current pitcher (e.g., #34, Howton).
- Tap to edit who's in the position:** Located on the right side, pointing to the player names on the field.
- Click pitch to start play:** Located on the right side, pointing to the "PITCH" button in the center of the field.
- Undo last entry:** Located on the right side, pointing to the "Undo" button at the bottom right.
- Set up opponent line up:** Located at the bottom left, pointing to the "Opponent" button in the bottom navigation bar.

The interface also features a central field diagram with player names and numbers, a "PITCH" button, and a bottom navigation bar with icons for "Score", "My Team", "Opponent", "Plays", and "Stats". A timer showing "01:00:00" is also visible at the bottom left.

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## Scorekeeping Cheat Sheet

**1** Set your **Starting Lineup** from the game screen

Set Starting Lineup

**2** Tap "Score Game"

Score Game

Go Live

**3** Go to the **Opponent** screen to add their lineup or lineup placeholders

Undo

Redo



Score

My Team

Opponent

Plays

Stats

**4** Tap **Pitch** button to begin each at bat



**5** Drag fielders to where the ball is hit



**6** Manually advance runners or call them out on the base paths by dragging them **SAFE** or **OUT**

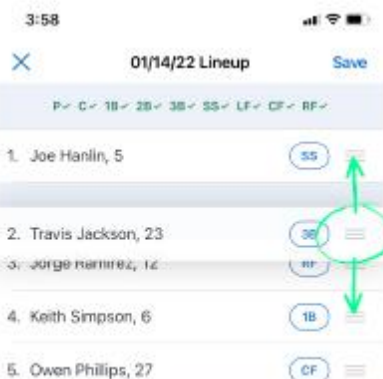


**7** Tap on a player in the field or from the lineup to **make a substitution**

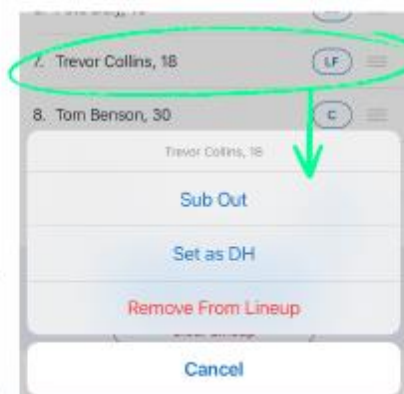


## Advanced Tips

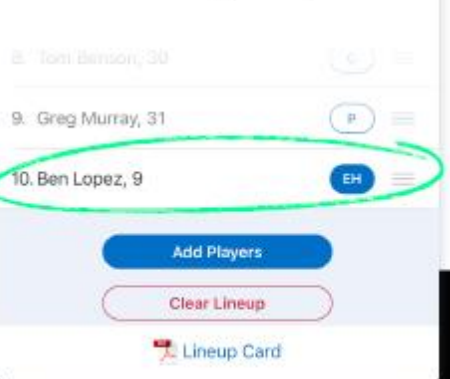
**1** Drag and drop players to edit your batting order



**2** Tap on the player to set **DH or DP/Flex**



**3** Players will be listed as extra hitter (EH) if they aren't assigned a position

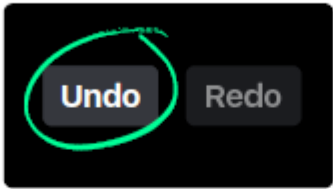


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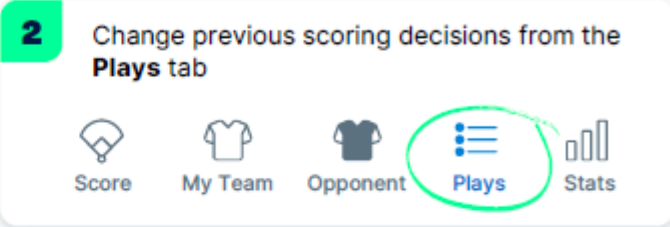
## Scorekeeping Cheat Sheet

### Made a Mistake? Don't Sweat It

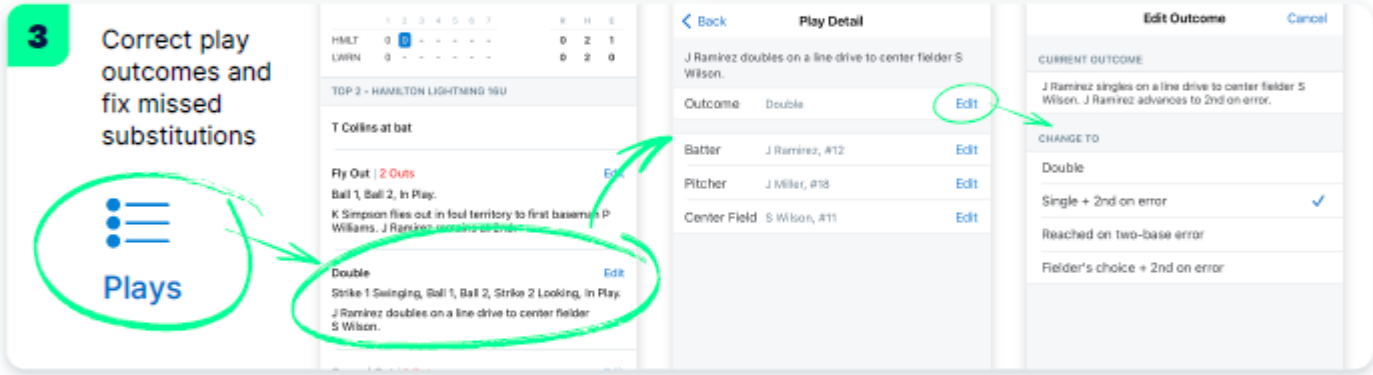
**1** Use the **Undo** button to correct a mistake on the last play



**2** Change previous scoring decisions from the **Plays** tab



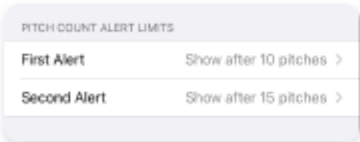
**3** Correct play outcomes and fix missed substitutions




### Experience More from the Game Menu

Menu ▾ 1st 0 = 0 0 1  
Hamilton Lightning 16U 0 0 Lawrenceville Pirates 16U

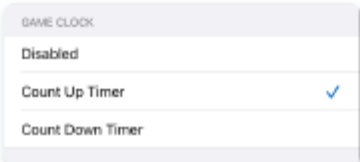
**1** Set pitch count alerts



**2** Track pitch type and velocity



**3** Turn on the game clock



**4** Add a 10th fielder

