

# Chino Hills Little League - GC SCORING CHEAT SHEET

**QUESTIONS?** Ask the Scorekeeper GroupMe or email Nate at :  
[scoremaster.chll@gmail.com](mailto:scoremaster.chll@gmail.com)

**NOTE:** If you lose internet while scoring a game, don't worry, you can keep scoring off line and everything will sync when you go back on-line.

## GAMECHANGER LEAGUES

### Scorekeep the Right Game

If you are playing in a league game, make sure that you start the game that has the league

SAT	NEXT	
2	Practice	8:00 AM

SAT	@ TRASH PANDAS - CHLL MAJORS	3:30 PM
9	CYN/CHLL MAJORS SPRING 2024	

specified

### Official Scorekeeper

The home team scorekeeper is the official scorekeeper, and the visiting team scorekeeper maintains both team's pitcher affidavits. In GameChanger, the **first person to start scorekeeping a game** is treated as the official scorekeeper, and their log will be sent to the league. If anybody else starts scorekeeping - the opposing team or another staff member on the same team - this new scorekeeper log takes over and becomes the new gamelog for their team - but is not the official log that gets submitted to the league. This causes a lot of confusion, since the league will get one log, and the new log is only seen by their team. Also, once you copy the stream with your own version, you cannot go back to the official log.

To keep things simple, we recommend :

- 1) Make sure that the home team scorekeeper is the first person that starts scoring the league games.
- 2) We recommend to use the official scorekeeper log and not spin up your own, since you won't be able to see the official log once you make your own.
- 3) Make sure you have enough batteries, or bring a backup battery pack! Once you start scoring a game, you can't transfer it to another phone.

### Pitcher Affidavits

The visiting team scorekeeper maintains the pitcher affidavits for both teams for the game. Notes :

- 1) Please make sure to return the opposing team's pitcher affidavit back to them!
- 2) To keep track of pitch count, you could use any method you prefer - paper/pencil, a pitch counter tool, a pitch counter app, or even GameChanger (some scorekeepers create a second private non-official team to keep count)
- 3) We recommend keeping a copy of your division rules so you can easily look up the days of rest
- 4) If you run out of pitcher affidavit pages, you can print out more from the league website.

## ADD YOUR PLAYERS TO YOUR ROSTER (Before you go to the game)

Adding players to your Roster (using a computer)

- 1) Go to [www.gc.com](http://www.gc.com) and sign in with your Apps email and password.
- 2) Click on the **Roster & Lineup** tab
- 3) Click on **Add or Edit Players**
- 4) Enter player information
- 5) Click **Save Roster**

**Roster upload (web)** During the team creation process, you can upload your roster directly from and .xls, .xlsx or .csv file.

## Adding players to your Roster (USING THE APP)

- 1) From the **Team** page, navigate to the **Roster** screen
- 2) Select **Add Player**
- 3) Enter player information
- 4) Choose **save & close** or **Save & add Another Player**

## TO OPEN THE APP TO SCORE:

Log into your GameChanger app. Tap the team name and it will open the page for game coming up to score etc. Tap on the game in the schedule, then to score the game tap on **Score game** and follow the prompts.

## SETTING YOUR LINE-UP BEFORE A GAME

- 1) Click on the game in the **Schedule** that you want to set your lineup
- 2) Tap "View Starting Lineup".
- 3) You can choose to reuse a previous lineup, or create one from scratch by tapping "Add Players"
- 4) Tap each player in batting order, then tap "Done" above. If a player is not on the list you can tap **Done**, and go to the **Add Player** (at bottom of screen) and add the player details and save.
- 5) Tap each player and assign defensive (fielding) position, then tap <Back and continue till all players are completed.
- 6) If your batting order is incorrect, just press on the three lines on the right of the name and drag to where they should be batting.
- 7) Coaches can print their lineup card by tapping the "Lineup Card" button at the bottom of the screen.

## CHANGING YOUR LINE-UP DURING A GAME

- 1) Open the GameChanger app and go to the **Team** tab at the bottom of the left hand side labelled either **My Team** or **Opponent** and tap on the required team.
- 2) Tap "Add from bench".
- 3) Tap each player in batting order, then tap "Done" above. If a player is not on the list you can tap **Done**, and go to the **Add Player** (at bottom of screen) and add the player details and save.
- 4) Tap each player and assign defensive (fielding) position, then tap <Back and continue till all players are completed.
- 5) If your batting order is incorrect, just press on the three lines on the right of the name and drag to where they should be batting.

**NOTE:** If you require **MORE THAN 9 BATTERS**, add the batters as per your line-up and leave the fielding position as EH (Extra Hitter)

## SUBSTITUTIONS (iOS)

### Making fielding Changes

- 1) Tap the player who is going into another position
- 2) Choose the position he is going to and tap **<Back**
- 3) Tap fielders or the batter's name to swap positions, sit a player, or substitute players. Do not rename players to make substitutions. You can create a new player.

### BATTING OUT OF ORDER – Manually changing batters

Tap on AB the batter box above the scoring screen – tap **Skip to Different Batter** and choose the batter you require.

### COURTESY/PINCH RUNNERS

Tap the runner on base and choose an option, then choose the player that will become a Pinch Runner. Choose "Courtesy Runner" and then select the name of the new runner.

## PITCHING

- 1) To check on the pitching stats during the game, Tap on the Pitcher's name at the top of the scoring screen and tap **View Pitch Counts**
- 2) **OR** click on **Stats** at the bottom of the lineup list on the scoring page. You can choose Pitching at the top of the screen.

## ENDING YOUR INNING

If a run limit has been reached and the sides are switching before 3 outs have been recorded

- 1) Hit the Menu button
- 2) Tap on **End Half Inning**
- 3) Tap on **Accept and Switch**

## FINALIZING YOUR GAME

- 1) Once you have reached the end of your game you will be notified (triggered by your innings/game setting which can be changed in the Settings option under the Game Menu).
- 2) **OR** Go into the **Game Menu** and tap the **"Game Over"** option (if the game ended due to time)
- 3) Tap on Skip and Finalize Game
- 4) Tap Exit game.

## EXPORTING STATS

The button to export the stats is located at the bottom of the "Stats" page on the team website.

- 1) Go to [www.gc.com](http://www.gc.com) and sign in with your Apps passwords.
- 2) Click on **Season stats** tab
- 3) Scroll to the bottom of the page and you will see the link for **Export Season Stats (CSV)** and click on it. From here there is also a link to edit stats. Just click on **Schedule**
- 4) Choose the game you need to edit
- 5) And click on **Edit box Score**.
- 6) **Remember to save each page before going to the next.**

More information can also be found on: <https://gamechanger.zendesk.com/hc/en-us>

## Practice Mode

To Practice Scorekeeping on an iOS Device:

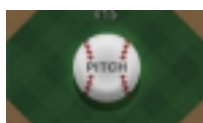
- 1) Launch your app
- 2) From the settings screen select "Practice Scoring a Game"

To Practice Scorekeeping on an Android Device:

- 1) Launch your app
- 2) Tap the three dots on the top right of the scorekeeping app
- 3) Select "Try Scorekeeping"

The teams will already have complete rosters, and game data will not sync to the website, so you are free to explore the scoring experience as you'd like.

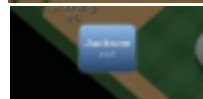
**Base Hits:** Once the ball is in Play, tap on **Ball in Play**, Choose your options, **then tap and drag the fielder's glove** where he/she played the ball, tap every fielder that was involved in the play (assists) in correct order, then tap **Done** when finished.



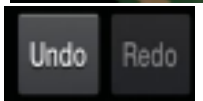
Begin each at-bat by tapping the Pitch button.



Drag fielders to where the ball is hit.



Manually advance runners by dragging them to the next base. Move them to Safe or Out for a play on the base path.



Made a Mistake? Don't worry. Use the undo Button to correct a mistake on the last Play.

## GC SCORING CHEAT SHEETS

Note: Always drag the runner back to the previous base if he does not advance and tap **Didn't Advance**.

Symbol	TAP
# - E#	Ball in play, choose type of hit, tap on <b>Error</b> , tap on fielders glove to make the play, tap <b>Done</b> , rectify any runners who come home (if any), tap on the player who committed the error
Automatic Out	Tap on <b>Menu</b> , <u>If it is the first or second out</u> , Tap on <b>manual overrides</b> , then tap on <b>1 out</b> or <b>2 outs</b> in the outs section then save. Tap on the Batter AB which is the Auto out, tap on <b>Skip Batter</b> and choose the batter who is supposed to be AT Bat. <u>If it is the third out</u> Tap on Menu, and "Tap on End Half Inning". When the team comes back to bat, Tap on the Batter AB which is the Auto out, tap on <b>Skip Batter</b> and choose the batter who is supposed to be AT Bat.
BB (walk)	Tapping four <b>Balls</b> will generate a walk
Balk	Tap on <b>Balk</b> in the pitch screen
Bunt Single	Ball in play, tap bunt, and tap single.
CI2	Tap on <b>C.Interference</b> in the pitch screen

Error (foul Ball)	batter not out – tap <b>Ball in Play, Pop Fly, Foul Ball Error</b> , tap fielder who errored
Error (Bunt)	Ball in play, Bunt, Sac Bunt Safe, Safe on Error, tap who did assist and error or just error (WT)
Error	Tap <b>Ball in Play</b> , tap on type of hit, tap <b>Error</b> , tap on the fielder who erred & tap done
Extra base Err	<b>extra base error</b> : enter the base hit (single, double etc), then drag the runner to the next base into the green box, tap on type of error, tap the fielder who made the error
Fielder's Choice	Tap <b>Ball in Play</b> , choose type of hit, tap on fielder for assist and putout and tap <b>Done</b> . Tap on out <b>X</b> for the runner who got out
HBP	Tap on <b>Hit by Pitch</b> in the pitch screen
Obstruction	Score an Obstruction like your score an error. Tap <b>Ball in Play</b> , tap on type of hit, tap <b>Error</b> , tap on the fielder who erred & tap done.
Pass Ball	Tap side of screen to get out of the pitch screen, drag the runner/s to the base there reached, drop into the <b>green box</b> and tap on <b>Passed Ball</b> . For Subsequent runners – tap on <b>On Same Pitch</b>
Stolen Base	Tap side of screen to get out of the pitch screen, drag the runner/s to the base there reached, drop into the <b>green box</b> and tap on <b>Stolen Base</b> . For Subsequent runners do the same
Wild Pitch	Tap side of screen to get out of the pitch screen, drag the runner/s to the base there reached, drop into the <b>green box</b> and tap on <b>Wild Pitch</b> . For Subsequent runners – tap on <b>On Same Pitch</b>
Dropped 3rd Strike	When a batter reaches 2 strikes, and if first base is unoccupied or there are 2 outs, a <b>Drop 3<sup>rd</sup> Strike</b> will appear on the bottom of the pitch menu.

OUT ON BASE SCENARIOS	
Note: Always drag the runner back to previous base if he does not advance and tap <b>Didn't Advance</b>	
Assist & PO	Tap <b>Ball in Play</b> , tap on type of hit, tap on <b>Out at 1<sup>st</sup></b> , tap the fields who did the Assist and putout and tap <b>Done</b>
Batter Interference	Tap <b>Ball in Play</b> , Tap <b>Ground Ball</b> , Tap <b>B.Interference</b> at the bottom of the list, Tap fielder for Putout (catcher) or Assist & Put out if another runner on base is out because of the Batters Interference.
Caught Stealing	Drag the runner to the next base, drop him in the read box and tap on <b>Caught Stealing</b> , Tap on the fielders who got the Assist and putout, and tap <b>Done</b>
Double Play	With a runner on base, select <b>Ball in Play, Type of hit, Batter out, Double Play</b> , tap the fielders in order of the double play and tap <b>Done</b> . Tap out for the runner who is out

Fly Ball out	Tap <b>Ball in Play</b> , tap on type of hit, tap on <b>Batter out</b> , chose a description, Tap on the field who made the catch and tap <b>Done</b>
Foul Fly out	Tap <b>Ball in Play</b> , tap on type of hit, tap on <b>Batter out</b> , chose a description, Tap on the field who made the catch and tap <b>Done</b>
Foul Line drive	Tap <b>Ball in Play</b> , tap on <b>Line Drive</b> , Tap on <b>Batter Out</b> , tap on <b>Line Out Foul</b> , tap on the field who caught the ball and tap <b>Done</b>
Infield Fly	Tap <b>Ball in Play</b> , choose <b>Pop Fly</b> , tap <b>Batter out</b> , select <b>Infield Fly</b> , tap on the fielder who caught the ball or the nearest field the ball dropped to and tap <b>Done</b> .
K Foul tip	The <b>Foul Tip Out</b> will appear after two strikes. Tap on it
Strike Out Swinging	Tap the <b>Swing and Miss</b> for the third strike
Strike Out Looking	Tap the <b>Called Strike</b> for the third strike
Two Strike Bunt Out (bunt on third strike)	After 2 strikes, tap <b>Ball in Play</b> , tap <b>Bunt</b> , tap <b>Batter out</b> , and tap <b>Foul Ball</b>
Line Drive	Tap <b>Ball in Play</b> , tap on <b>Line Drive</b> , Tap on <b>Batter Out</b> , tap on <b>Line Out</b> , tap on the field who caught the ball and tap <b>Done</b>
Picked off	Tap and Drag the runner down to the Red box and place him in it. Tap <b>Picked Off</b> and tap the fielders who made the pick off
PPR (passing a preceding runner)	Give the batter his hit, then by tapping and dragging down on the screen drag the runner into the red box (OUT), <b>tap on Other</b> , tap the fielder closes to the play that occurred, and tap <b>Done</b>
Rundowns	Same as an assist and putout and you can tap each glove for the assists, and putout
Unassisted Putout	Tap <b>Ball in Play</b> , tap on type of hit, tap on <b>Out at 1<sup>st</sup></b> , tap the field who did the putout and
Sacrifice Bunt	Tap <b>Ball in Play</b> , <b>Bunt</b> then <b>Batter Out &gt; Sac Bunt</b> and tap the fielders who made the out
Sacrifice Fly	Tap <b>Ball in Play</b> , <b>Fly Ball</b> , <b>Batter Out</b> , <b>Sac Fly</b> , tap the fielder who made the out, tap <b>Done</b> and tap <b>Safe</b> for the runner coming home. <b>Note: The option to credit a batter with a Sac Fly will only appear when the situation allows the play to be scored as such</b>