



CMLL GameChanger Scorekeeping - Quick Start Guide

Before the Game

- Download and log into the GameChanger app (green icon).
- Confirm you have scorekeeping permissions for your team.
- Open the scheduled game and tap **Score Game**.
- Enter your team lineup (add opponent players or placeholders if needed).

During the Game - Scoring Basics

- Track pitches using Ball, Strike, Foul, or Ball in Play.
- For balls in play, select the result and where the ball was fielded.
- Follow on-screen prompts for outs, runner advances, and runs.

Minor C Only - Coach Pitch Scoring

GameChanger does not fully support coach pitching. To avoid adding pitches to a player's pitch count:

- **Recommended:** Do not record coach-thrown pitches. Only score the final pitch.
- **Alternate:** Use Manual Override to manage balls without issuing a walk.
- **Advanced:** Use a placeholder 'Coach' pitcher and reset balls via Override.

Note: Stats cannot be separated between coach and player pitching. If needed, pen-and-paper tracking is acceptable.

Helpful Tips

- One scorekeeper per team is recommended.
- Mistakes can be edited or undone.
- Use Practice Scoring a Game to rehearse before your first live game.

Thank you for supporting Costa Mesa Little League players, coaches, and families!