

Mono County Little League Gamechanger Scorekeeper Guidelines

Mono County Little League uses GameChanger to score games in the Minors, Majors and Juniors divisions. Our scorekeepers are parent volunteers, and we realize that mistakes will be made and stats will not always be 100% accurate. Scorekeepers are encouraged to practice scoring games and try their best to track plays.

The most important elements to record accurately are Pitch Counts, Batting Lineups and Defensive Player Positions for each inning.

Minors Division

- Do not record player errors in the Minors Division.
- Minors pitchers throw a maximum of 6 pitches per at-bat. The coach will be brought in to pitch if necessary to finish a batter. If the pitcher throws their 6th pitch to a batter and the coach is then brought in, wait to record the 6th pitch until the final pitch is thrown by the coach. (We understand that the results of the 6th pitch will affect stat accuracy for the player who is pitching, but the most important stat is the total # of pitches thrown.)

Majors & Juniors Divisions

- Be lenient when recording errors in the Majors & Juniors divisions. Obvious errors may be recorded, but keep in mind that we are a recreational youth baseball league. Many errors can be attributed to multiple players and/or field conditions, and therefore should not be recorded.
- Dropped 3rd strikes should be recorded only if the batter attempts to run to 1st base.

Getting Started

Step One - Download the Gamechanger App



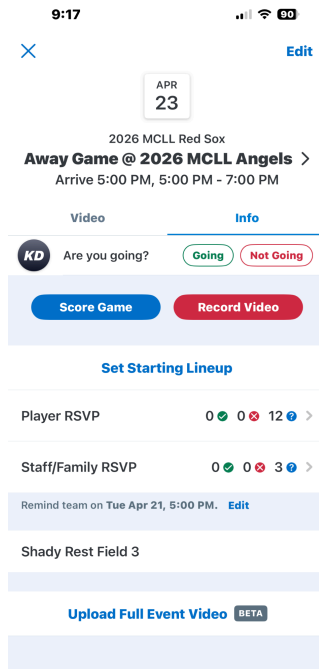
Step Two - Create Login

Step Three - Request Scorekeeper Access (email katiedeaver2@yahoo.com)

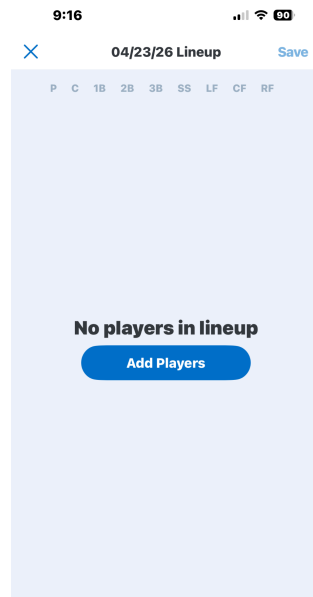
Step Four - Practice Scoring. Scorekeepers are encouraged to explore the Practice Scoring feature as much as possible to become familiar with the ins and outs of GameChanger. Tap on your team, then the gear icon at the top right corner of the screen, then select "Practice Scoring a Game". (Please do not click "Score Game" for an actual scheduled game when practicing.)

Game Day

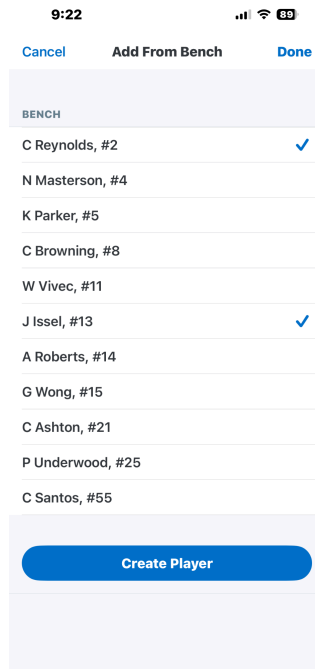
Please arrive 20 minutes early to games to set starting lineups for both teams. Tap on your team, then tap on the scheduled game for that day. You will see this screen:



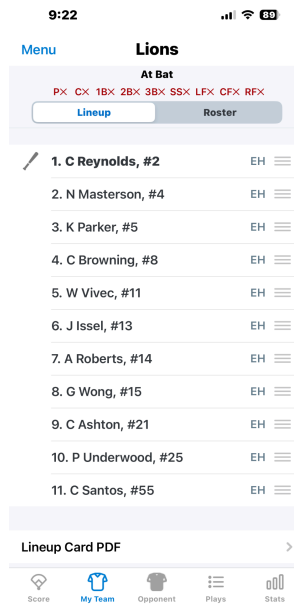
Tap "Set Starting Lineup". You will see this screen:



Tap “Add Players”. You will then see this screen:

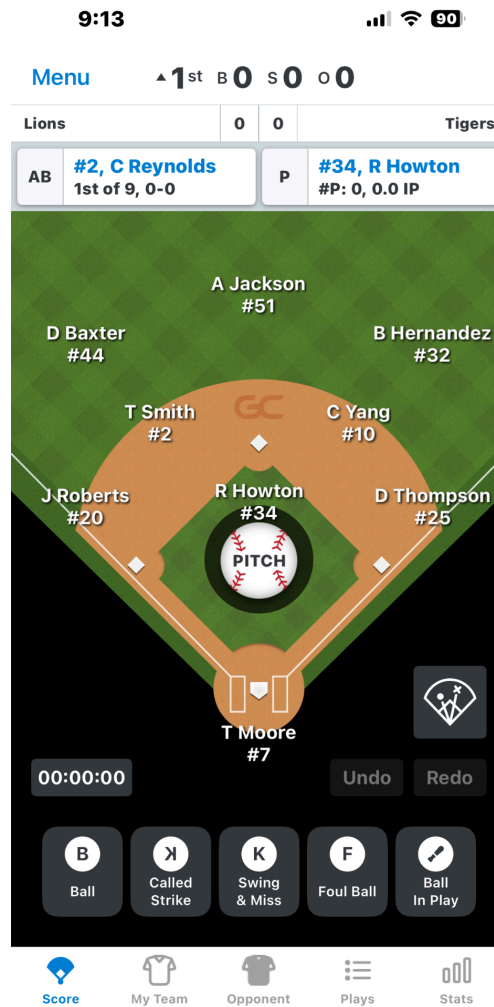


Tap on each player (who is present), in order, to set the batting lineup. A checkmark will appear next to the players’ names as they are selected. When finished, click “Done”. You will then see this screen:



To set defensive positions, tap on the “EH” next to each player’s name and then select the position that they will be playing.

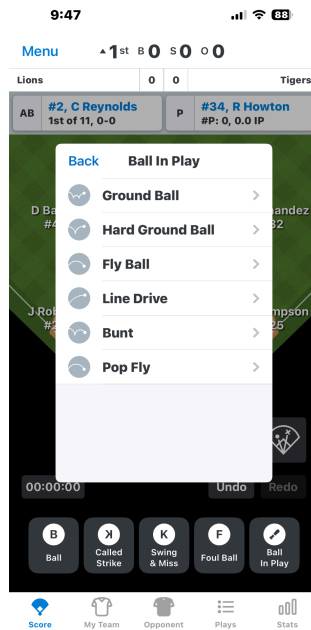
Once both teams' batting lineups and positions have been set, you are ready to score the game! Tap "Score Game". This screen will appear:



You have the option of tapping the "Pitch" icon in the middle of the screen or using the shortcuts at the bottom of the screen. Record every pitch that is thrown (Minors division exception for pitch #6). Depending on the result of the pitch, the GameChanger App may pull up a list of additional options to record for each play. *For Mono County Little League, we only utilize the "Ball", "Called Strike", "Swing & Miss", "Foul Ball" and "Ball in Play" options.

It is helpful to wait until the end of each play to record the outcome. If a scorekeeping mistake is made, the scorekeeper can tap "Undo" to back up and re-record the play.

When a batter hits, select the “Ball in Play” option. The following list of outcomes will appear:



Select the correct outcome, then follow the prompts to finish recording the result. If you arrive at the screen below, you can tap and drag the glove icon of the player that first fielded the ball, and then tap and drag the glove icon of any additional players involved in the play to accurately record who fielded the ball where and the full outcome of the play. (If the batter-runner is safe, your selection will be limited to the first defensive player to field the ball.)



Additional Notes

- GameChanger will automatically recognize runs scored, when a player strikes out or walks, when a half inning ends and more. You may discover that you've made an earlier error as the game progresses, and can click on the "Menu" icon at the top left of the screen to perform a manual override.
- There are times during a game when the scorekeeper will need to record what happens with a runner when the ball is not in play. For example, when a runner steals a base, gets picked off when attempting to steal a base, does not advance during a play or got tagged out on a previous play, you will need to tap and drag that runner around the bases in order to record the result.
- To record defensive substitutions, tap on the player that is being replaced and select the name of the player that is replacing them.