Thank you for volunteering to support your team and league as a Scorekeeper. This is an important role that helps the league manage game results, as well as maintain player safety. With the support of this guide, other scorekeepers and the league, we hope that you find the scorekeeping to be rewarding and an enjoyable way to stay engaged with the game.

Game Changer (Home Team)

Training Links on GC Website:

http://training.gc.com/baseball/
http://training.gc.com/littleleague/

Accessing Game Changer
If you don't have one, you will need to create an account on the GameChanger website
- Access the scoring app from any IOS Device (IPad, IPhone) – IPads are available at the snack bar for game scoring (not available for Android)
- To download the app on your own device: https://gc.com/download
- Access your account from any device or computer – **create account or login** at https://gc.com/login
- To Get Assigned to Team – OCLL will add you as a scorer for your team and will post all scheduled games. Your manager can also add you – **_DO NOT ATTEMPT TO CREATE TEAMS OR GAMES_**
    - You can locate your team by:
        - Click, Find Teams link at top of page
        - Enter Orangecrest LL "**your division"** (For example, Orangecrest LL **AAA)**
        - Click Search
        - Click on **your specific team**
        - Click on **follow this team**. Located to the right after Become a Fan. You should now see in the upper left corner your team.
        - You may also want to **Follow all** the other teams listed in your division

Before the Game:

- Make sure you are logged in and access the Official GameChanger schedule for OCLL (league Orangecrest LL)
- Select the game to score
- Load your **batting order & starting positions** (this can also be done by you or your manager in your **PC version** of GAMECHANGER). Some managers will do this prior to the game.
- Request line up from opposing manager or scorekeeper and enter in GC, or confirm opposing team has input lineup correctly
- Settings (Menu: Settings) – turn on "Advance Fielding" and "Enable Game Clock"

Scoring the Game:

- Start the game clock when directed by the Umpire
  - Per our ground rules, a new inning may not start after the specified time noted here. The inning is deemed started when the 3rd out is recorded for the previous inning

| Division	No New Inning After
Farm	1:15
A & AA	1:30
AAA & Major	1:45

- Pitch Counts – must be recorded in GC, Scorebook AND Pitching Eligibility Log
  - Use GC to record each pitch
    - Each half inning, record the total pitches in the scorebook
    - Update Pitcher Eligibility Log when pitcher is removed and at end of game.
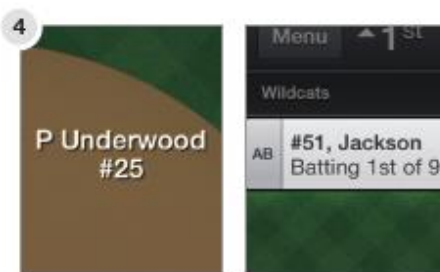- Record each pitch and scoring play as it occurs

1. Begin each at-bat by tapping the Pitch button.

2. Drag fielders to where the ball is hit.
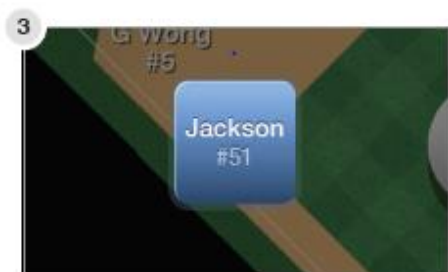
3. Manually advance runners by dragging them to the next base. Move them to Safe or Out for a play on the base path.

4. Tap fielders or the batter's name to swap positions, sit a player, or substitute players.

Do not rename players to make substitutions.

Advanced Tips

Change Settings in the Menu.
- Add a rover / 4th outfielder
- Set the number of innings
- Turn on the game clock
- Track playing time and pitch types

Made a mistake? Don't worry.
- Use the Undo button to correct a mistake on the last play
- Change scoring decisions from the Plays menu
- Correct missed substitutions by editing the play participants

Manage your lineup.
- Drag and drop players to edit your batting order
- Assign a designated hitter (DH) by tapping on the player
- Bat your entire lineup using the extra hitter (EH) position

- 5 Run limit per inning (not including Major)
  - To Force End of Inning: Menu: End Half Inning: Accept and Switch
- At end of line up – hit lineup complete to completed scoring (has to be done once per team)

End of Game

- Final Pitch Counts (view at: Pitcher: View Pitch Counts) – make sure they are recorded accurately in the paper book and Pitcher Eligibility Log
- Finalize Game: Menu: GAME OVER – Finalize Game (Red button)
- LOG OUT (Menu: Your Account: Sign Out)

PAPER BOOK (Visitor)

- Get book and pencils from metal cabinet by snack bar (make sure book corresponds with your field) – field number on written on the outside of each book.
- Enter Lineups:
  - o Visitor – Top Page, Home – Bottom Page
- Abbreviations
  - o Denote the specific play that occurred during the at-bat you are scoring. Most scorebooks will have a column of common batter results for you to simple circle, i.e. 1B, 2B, etc. Also, please note that K generally means a strikeout swinging, while a backwards K means a strikeout looking.

Basic Abbreviations	
1B	Single
2B	Double
3B	Triple
BB	Base on Balls
CS	Caught Stealing
DP	Double Play
DH	Designated Hitter
E	Error
FC	Fielder's Choice
FO	Force-Out
HBP	Hit By Pitch
HR	Home Run
I	Interference
IW	Intentional Walk
K	Strikeout
PB	Passed Ball
SB	Stolen Base
SF	Sacrifice Fly
SH	Sacrifice Hit
WP	Wild Pitch

- A **Base on Balls** is a **Walk** (4 balls before 3 strikes are recorded)
- **Error** occurs when, in the scorekeeper's judgment, a player misplays a ball he should have played cleanly.
- A **Fielder's Choice** occurs when a player hits the ball in play and reaches base safely, but another baserunner is retired on that same play. For example, Timmy hits a ground ball to shortstop, the shortstop throws to second to retire Joey, who is running from first to second. Even though Timmy reached base safely, he is not given a hit because the fielders chose to retire Joey instead.
- A **Force Out** occurs when a runner has to run (all bases behind him are occupied) and the fielder has the ball on the next base before the runner arrives.
- When a pitched ball gets by the catcher and results in a runner or runners advancing on a play, that is either a **Wild Pitch** or a **Passed Ball**. A Wild Pitch is scored when, in the scorekeeper's judgment, it was the pitcher's fault that the ball eluded the catcher, and a Passed Ball is the result of the catcher's mistake.
- **Sacrifice Fly** occurs when a runner on third tags up and scores on a fly ball.
- A **Sacrifice Hit** occurs when a player bunts a runner over to the next base, while he is retired at first.

Fielding Positions

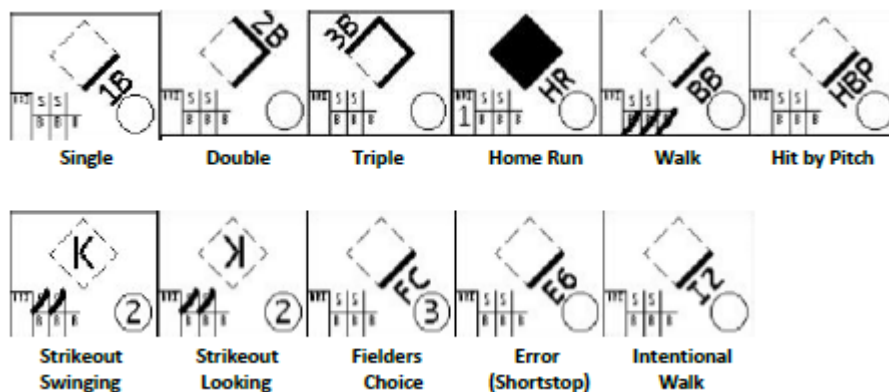|				
1	Pitcher	6	Shortstop
2	Catcher	7	Left Field
3	1st Base	8	Center Field
4	2nd Base	9	Right Field
5	3rd Base	10	Rover (4th outfielder)
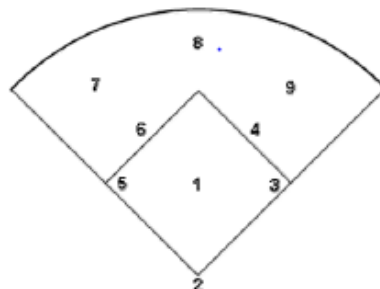
Line Up

From **Farm to AAA**, all players will bat in the batting order, regardless of whether they were in the field. It is not necessary to record positions, except for pitcher and catcher that are under limit rules:

- Pitcher that throws more than 40 pitches cannot play catcher
- Catcher for more than 3 innings, cannot pitch

At the **Major** level, only 9 players will bat at a time, so you will need to keep track of positions and substitutions throughout the game.

SCORING EXAMPLES

Single | Double | Triple | Home Run | Walk | Hit by Pitch

Strikeout Swinging | Strikeout Looking | Fielders Choice | Error (Shortstop) | Intentional Walk

SCORING OUTS ON BALLS IN PLAY

- For a ball put in play that is not caught in the air, the numbers of the positions are used to denote how the ball moved on the play. For example
  - A groundball to shortstop, with the runner thrown out at first, is scored: 6-3
  - A groundball to third base, with the runner thrown out at second, is scored: FC 5-4
  - A double play on a ground ball to short, thrown to second, then to first is: DP 6-4-3
  - Unassisted (the player who fields the ball records the out without throwing the ball to another player), a U is placed after the player's position number: 3U
- Caught fly ball - denoted with an F & position #. For example, a fly ball caught by the right fielder is scored: F9
- Caught line drive is denoted with an L & Position #. For example, a line drive caught by the third baseman is scored: L5

SCORING A PLAYER'S PROGRESS AFTER HE REACHES BASE:

Each base advance is denoted by event the progressed the runner

- A solid line on the diamond denotes a player's advance to the next base.
- If he is retired before reaching the next base, use a line or an X to denote the player was retired before he could advance to the next base.
- If a player scores a run, fill in the entire diamond to denote a run scored.

Some examples of scoring baserunning:

- Player steals second, a line is drawn first to second, with the letters SB written above that line.
- Player advances to third on a single, a line is drawn from second to third with 1B written above that line
- If a player on third scores on a passed ball, draw a line from third to home, with PB written next to that line (and color in the diamond because a run was scored).

PITCH COUNTS & PITCHER ELIGIBILITY LOG

It is IMPERATIVE that pitch counts, scorebook and Pitcher Eligibility Logs are maintained accurately. **The pitch log must be signed by both managers, the umpire and scorekeeper**. NO CHANGES may be made to the logs once they are signed. Any corrections prior to signature, but be initialed by all parties.

Each scorekeeper is responsible to complete the Pitcher Eligibility Log for their team.

- **Pitch Counts** – Strictly enforced by Little League Baseball and OCLL
    - The home scorekeeper may count pitches using the GameChanger app, but total pitches for each pitcher must be recorded:
        - End of half inning – In paper scorebook
        - Pitcher is removed – final count in Pitcher Elibility Log AND Paper Scorebook
    - **Maximum Daily Pitches** – *Scorekeeper MUST alert the Umpire when a pitcher has reached their daily limit*

League Age	Maximum Daily Pitches
7-8	50
9-10	75
11-12	85
13-16	95

    - **Days Rest** – the number of days before a pitcher may pitch again
        - **"Threshold"** – if a player reaches a minimum pitch tier in the middle of a batter, they may complete the individual at bat (batter is recorded out or reaches base safely). In the total pitch column, the scorekeeper records the total pitches thrown, with a slash and the threshold used for calculating days res**t**

        - Days rest is counted in WHOLE DAYS (regardless of game times)
            - Example: Player pitches on Monday and requires 2 days rest
                - Rest: Tuesday and Wednesday
                - Eligible to Pitch: Thursday

Total Pitches	Days Rest
1-20	0
21-35	1
36-50	85
66+	4

- **Pitcher Eligibility Log (by Scorekeeper)**
    - Player info: Enter date of Game, player name, uniform number
    - Pitches – total pitches thrown & threshold reached (if appropriate)

_____Orangecrest_____ Little League -- Baseball Pitcher Eligibility Tracking Form

Division ___Double A___   Team ___Angels___

Date of Game	Pitches Thrown	Pitcher's Name	Unif. No.	League Age	Tm. Manager's Signature *	Opp. Manager's Signature *	Scorekeeper/Ump Signature *	Eligible to pitch again on (date)
03/07	21	Smith, A	3	10				03/08/2016
03/08	38 / 35	Jones, B	7	10				03/10/2016

THANK YOU FOR VOLUNTEERING TO SUPPORT ORANGECREST LITTLE LEAGUE!!!