



GameChanger

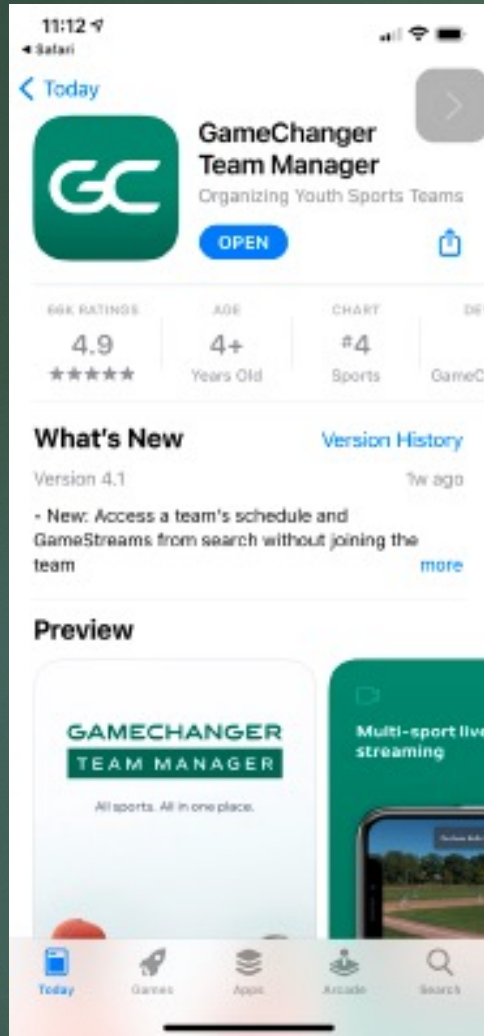
NNLL 2022 BASEBALL/SOFTBALL

ScoreKeeper Role

- ▶ Know the Playing Rules and basic guidelines of scoring
- ▶ Use common sense, impartial, mature and sound judgment without sacrificing the basic principles of scoring
- ▶ Compile an accurate play-by-play record of what happens during the game
- ▶ Keep pitch count
- ▶ Know which pitchers are eligible/ineligible according to the pitch count and days rest rules
- ▶ Record substitutions
- ▶ Account for every base advancement of each runner
- ▶ Home team is always the official scorer (paper book) –and considered a game official (AAA and above for baseball; 12U only for softball)
- ▶ Visiting team (AA baseball and 10U softball) will keep GameChanger
- ▶ Monitor any game time limitations (sunset policy, etc.)
- ▶ Pay attention during the game

Pre-Game Setup

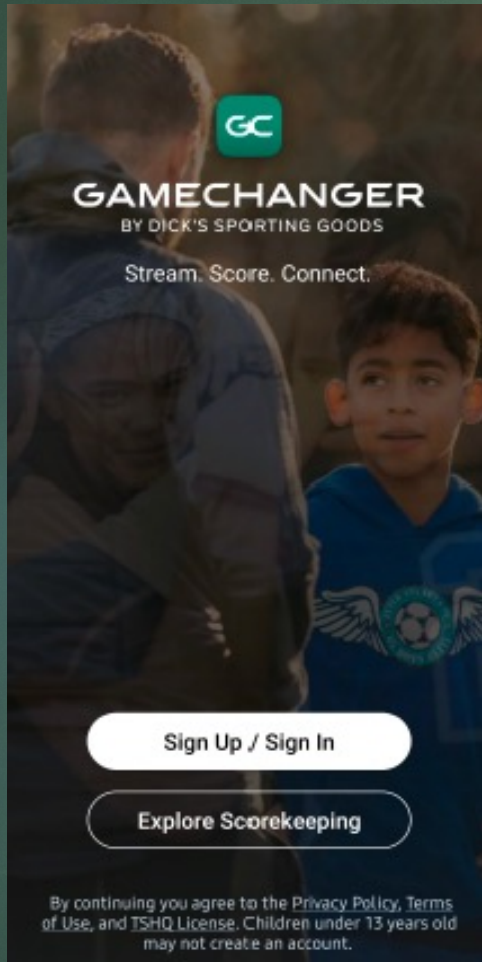
- ▶ Arrive early and take your place at the scorekeepers table behind the plate
- ▶ Bring a hard copy book and pencil as backup just in case ***
- ▶ Bring an extra power source for your GameChanger device
- ▶ Obtain the official lineup cards from the plate umpire (check against what you've already entered and make corrections if necessary). Only the lineups you receive from the umpire are official.
- ▶ Enter the lineups for the home and away teams *** the game will not start until you are ready
- ▶ Set the defensive positions
- ▶ Note official start time: The umpire will tell you the start time of the game or it is when they say "Play Ball"



How do we do this???

DOWNLOAD GAMECHANGER TEAM MANAGER APP

Signing Into GameChanger



Hi, what's your email?

Email Address

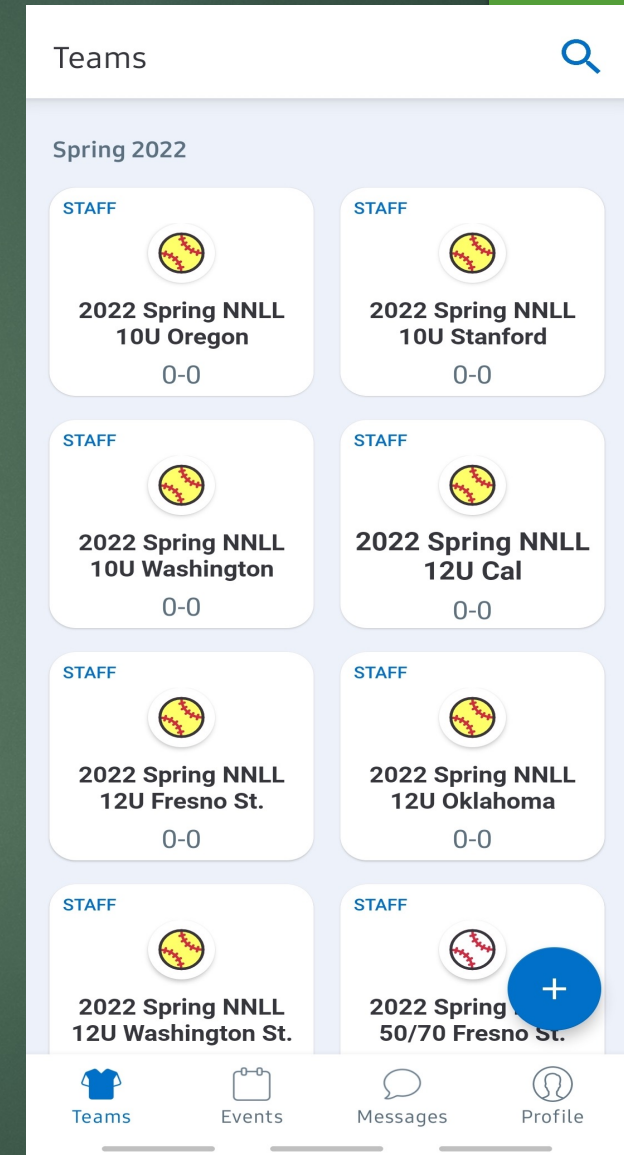
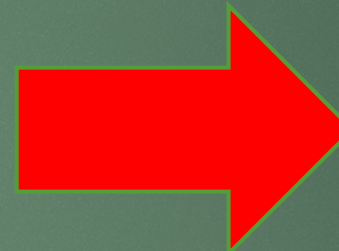
Continue

Sign In

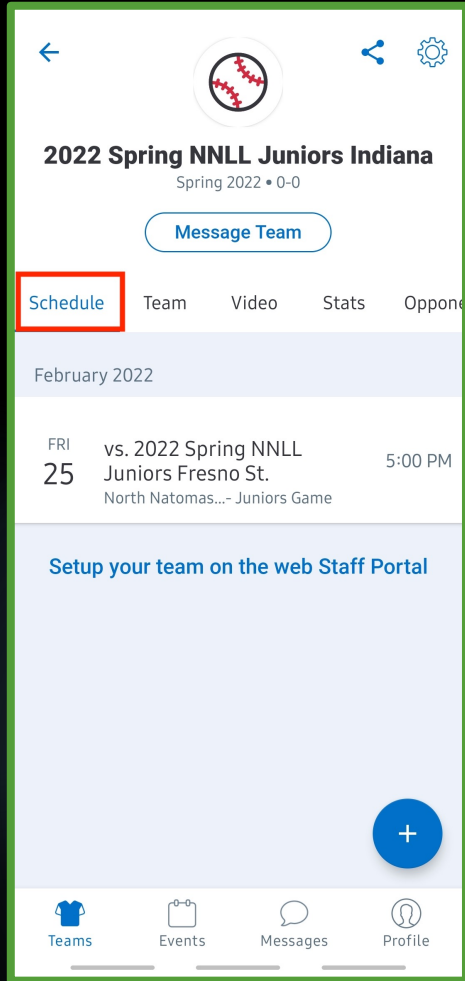
Password (6+ characters)

Forgot password?

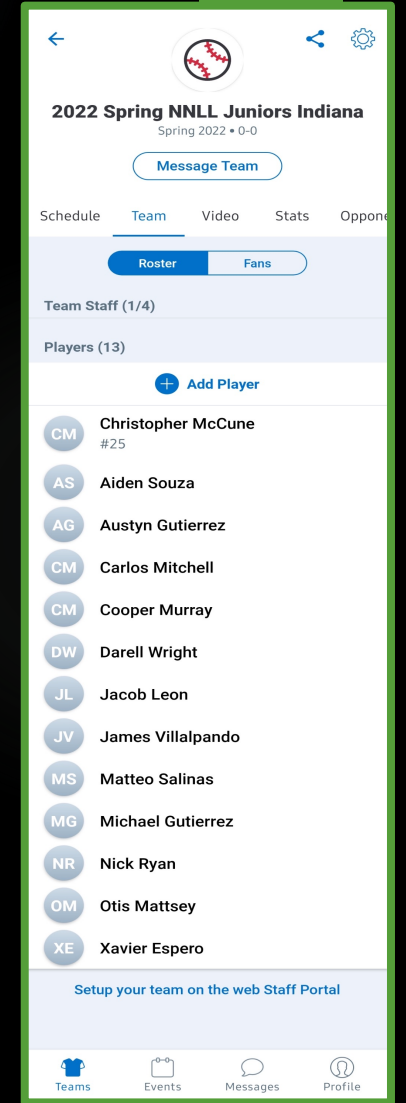
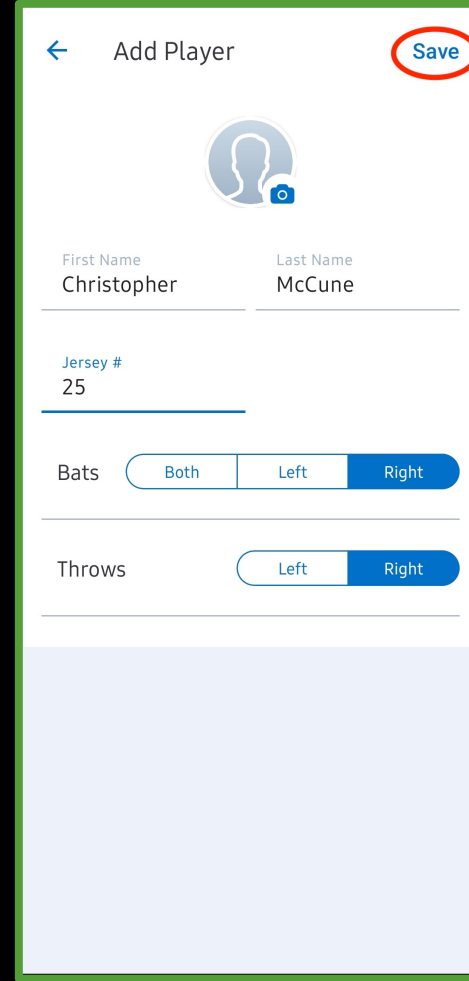
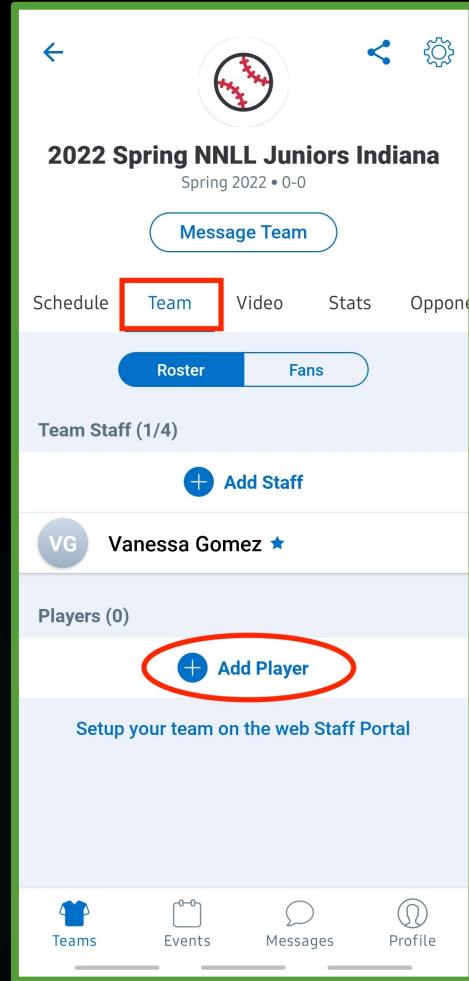
Sign In



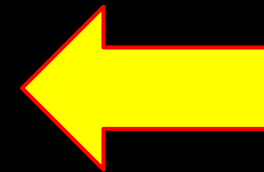
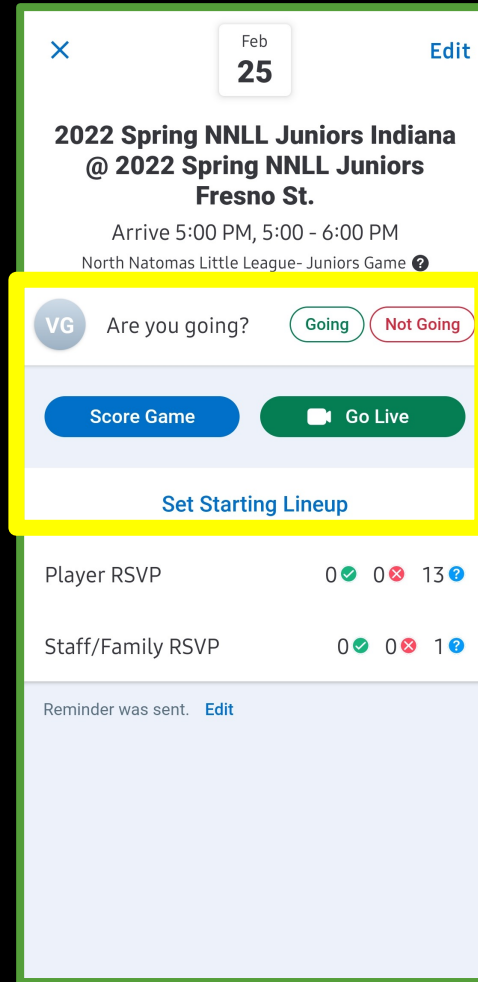
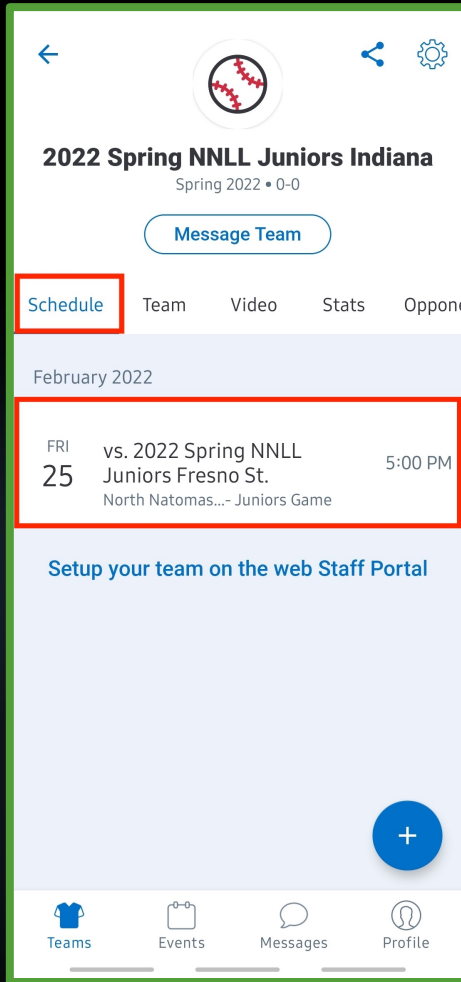
Team Page



Adding Players



Schedule Page will have all games



- ### Three Options
- Score Game
 - Go Live
 - Set Lineup

Set your lineups

Score: 1st B 0 S 0 O 0

2022 Spring NNLL Ju... 0 | 0 2022 Sprin... Fresno St.

SET BATTER | SET PITCHER

UNDO | C | REDO

Score | My Team | Opponent | Plays | Stats

My Team

2022 Spring NNLL Juniors Indiana

Lineup | Roster

Clear Lineup

Create New Player

Add From Bench

Score | My Team | Opponent | Plays | Stats

Add to Lineup

- D. Wright On Bench
- J. Leon On Bench
- J. Villalpando On Bench
- M. Gutierrez On Bench
- M. Salinas On Bench
- N. Ryan On Bench
- O. Mattsey On Bench
- X. Espero On Bench

DONE

My Team

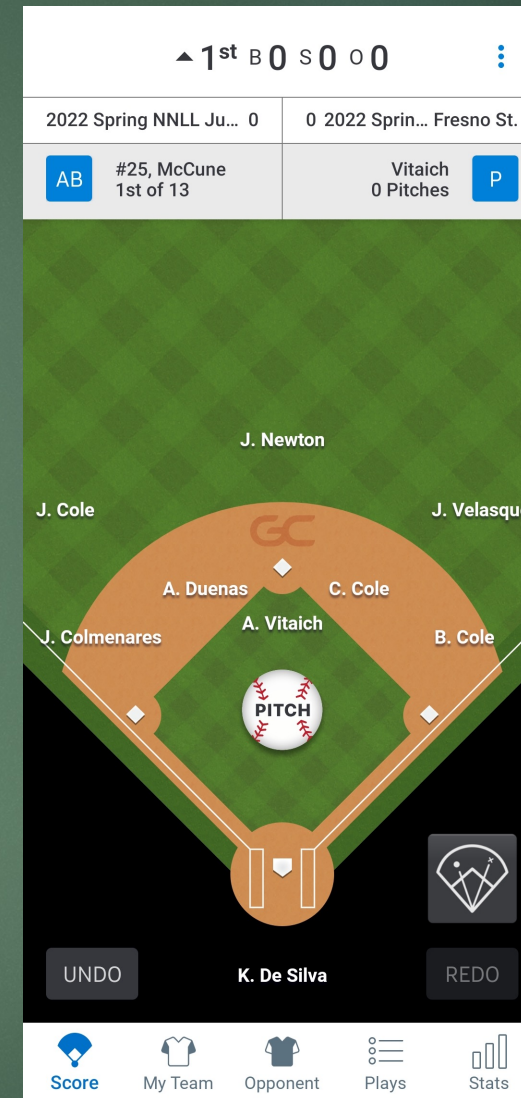
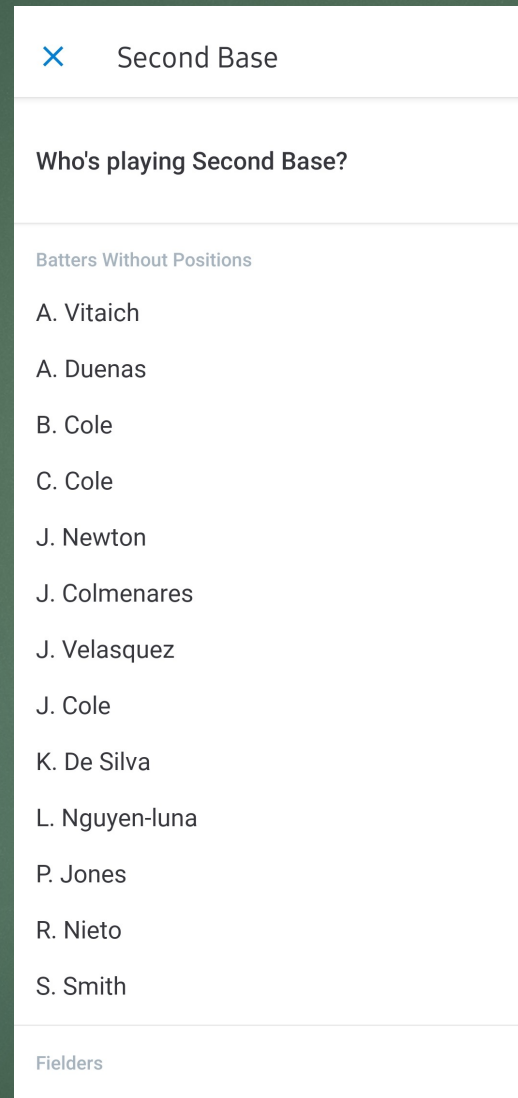
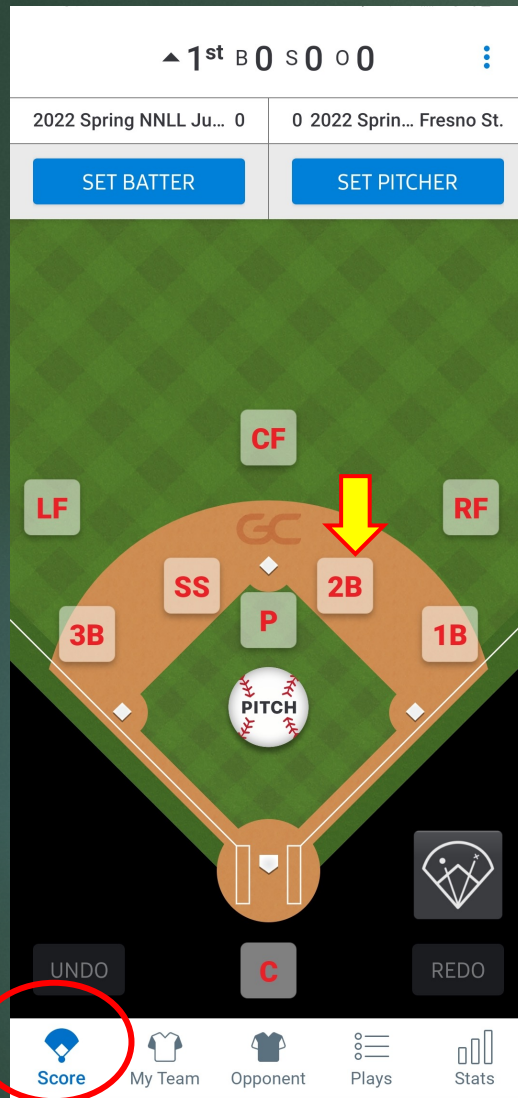
2022 Spring NNLL Juniors Indiana

Lineup | Roster

1. C. McCune, #25 EH
2. A. Gutierrez EH
3. A. Souza EH
4. C. Mitchell EH
5. C. Murray EH
6. D. Wright EH
7. J. Leon EH
8. J. Villalpando EH
9. M. Gutierrez EH

Score | My Team | Opponent | Plays | Stats

Set your Player Positions



Do this for both teams

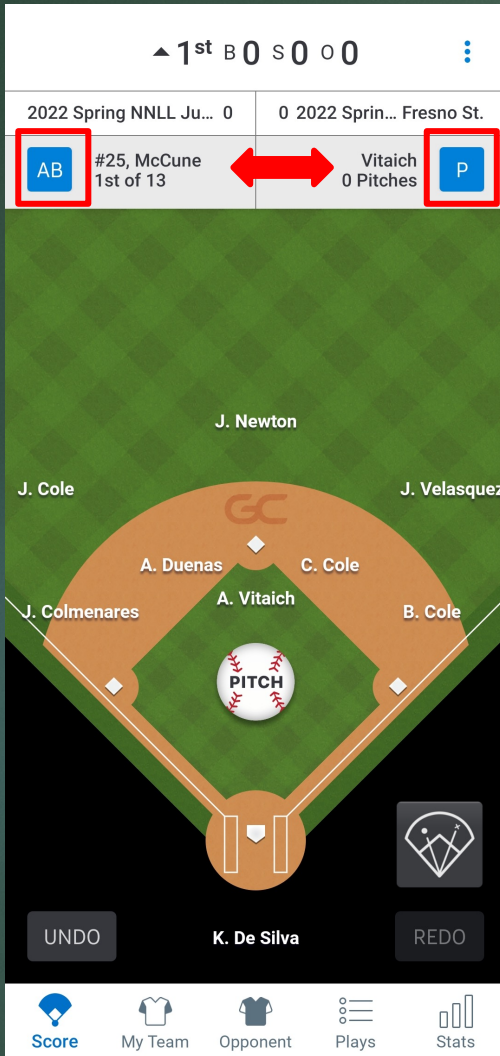
Change the players each inning they play a new position

To change a Player Position- Click the position and select a new player for the position

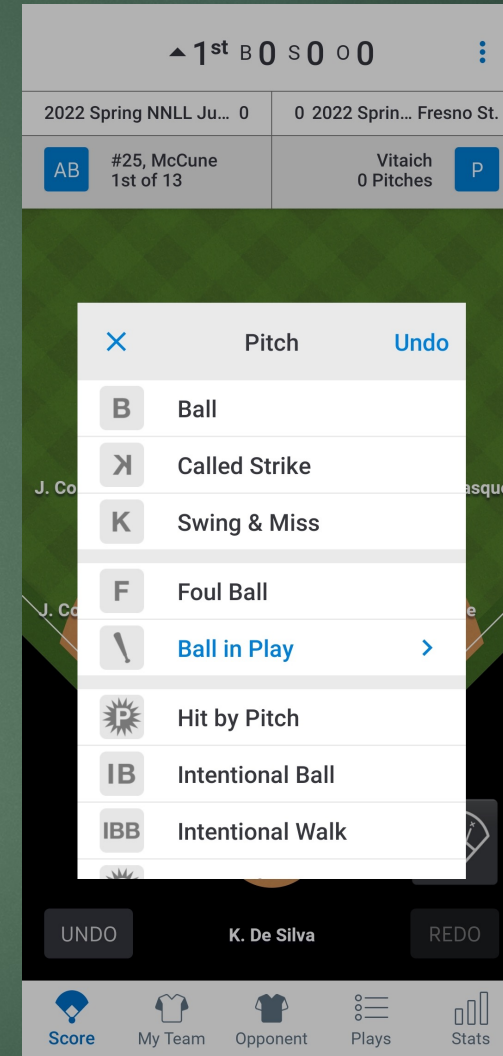
- Return to the Score Tab
- Click on a position

- Select player in each position
- Continue until all positions are filled

Play Ball



When the pitch is thrown,
Click: Pitch



- Check The Batter
- Check The Pitcher

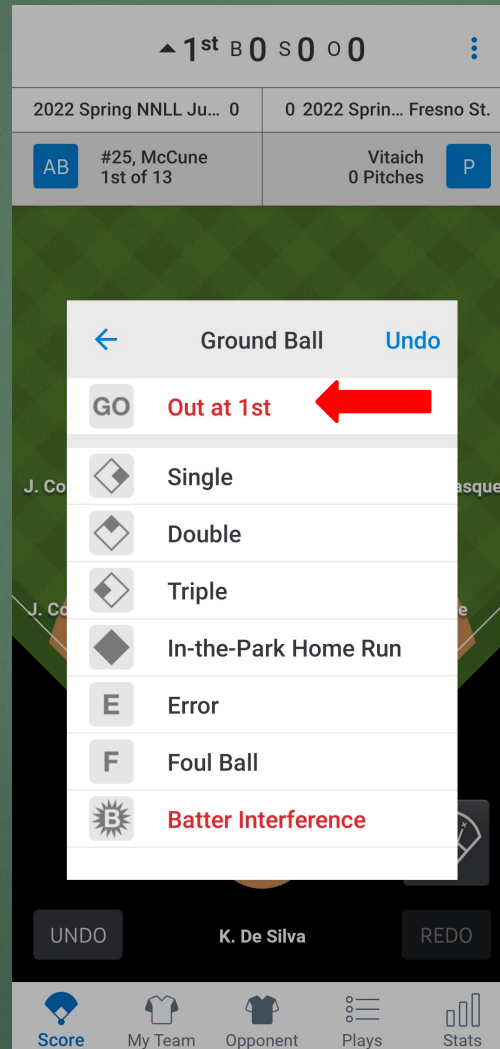
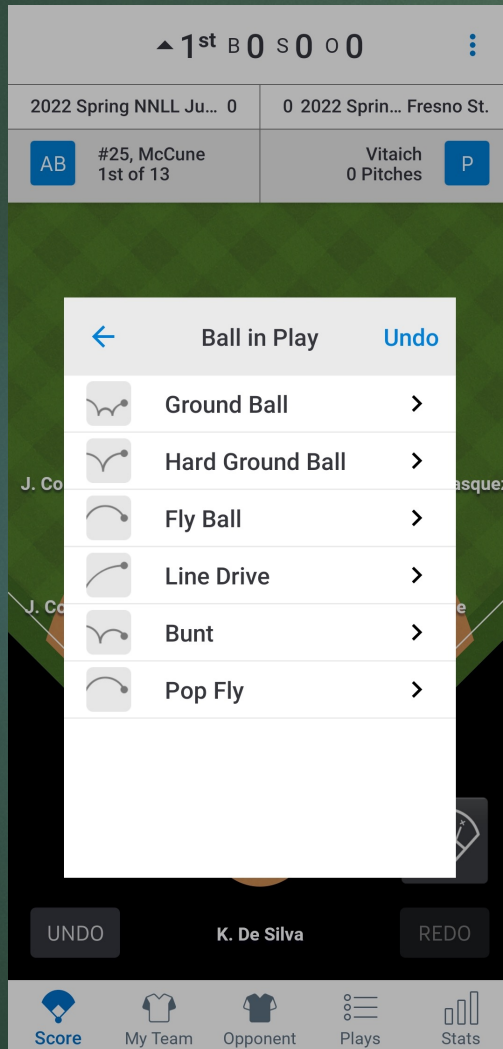
- Select the correct action

Ball in Play Options

Select the correct Action

Select what happened

If the player is out



- Select where the ball went
- Select where the ball was thrown
- If the ball went to the short stop- select SS
- Then select the bag the player was out at- 1st base in this case
- Select done

Stikes and Strike Outs

- ▶ Score a strike when the batter:
 - ▶ Swings but does not make contact (swing and miss)
 - ▶ Hits a ball outside the baselines (foul)
 - ▶ Does not swing but umpire calls a strike (looking)
- ▶ Score a strikeout when the batter on the third strike:
 - ▶ Swings and misses (strike out swinging)
 - ▶ Does not swing but umpire calls a strike (strike out looking)
 - ▶ Bunts the ball foul (except if bunts a fly, which is caught –then score pop foul out)
 - ▶ **Majors/12U only:** if the batter takes strike 3 with less than 2 outs but the catcher is unable to handle or control the ball, the runner may attempt to run to first base if open. Score “dropped third strike” and either “swinging” or “looking.” The batter/runner can still be put out by a tag or throw.

Balls and Walks

- ▶ Score a “ball” when the ball is delivered outside the strike zone (too high, too low, too wide or too inside) and the batter does not swing.
- ▶ Score a walk when the batter takes (does not swing) at the 4th “ball.”
- ▶ If a batter is hit by a pitch on the 4th ball, score “hit by pitch.”

Base Hit

- ▶ **When the batter reaches first base (or any subsequent base) safely on a fair ball that:**
 - ▶ **Is hit with such force or so slowly that any fielder attempting to make a play has no opportunity to do so**
 - ▶ **Takes an unusual bounce making it impossible for a fielder to cleanly handle**
 - ▶ **Always score a hit when good fielding does not result in a putout.**

(more on errors later)

Value of a Base Hit

- ▶ **Generally speaking, score:**
 - ▶ **One base hit (single) if batter-runner makes it to first base**
 - ▶ **Two base hit (double) if batter-runner makes it to second base**
 - ▶ **Three base hit (triple) if batter-runner makes it to third base**

However, the scorer must use their judgment to determine the number of bases to credit the batter-runner when

Lets Try It Out! –A few differences

Minor AA–there are no walks or no steals

- Bat continuous lineup
- Start with 1 ball
- Ball, Ball, Ball (do not mark the 4thball)
- If you do –click undo and continue with the next 3 pitches as strikes (unless there is a hit)
- There is a 2 pitch max for coach pitch
- Players can advance only 1 base on an overthrow
- 3 outs, 5 run max, or entire line up per half inning; no “mercy” rule
- Reached 5 runs before 3 outs? Click Menu –End Half Inning

Minor AAA/10u –Normal Baseball Rules Apply

- Bat continuous lineup
- Stealing is allowed but no leading off, no errors assigned
- Cannot steal home at the beginning of the season but that will change about halfway through the season
- 3 outs or 5 run max per half inning
- 10 run rule in effect after 4 innings (3 ½ if home team is leading). 6 run rule in effect after 5 (4 ½ if home team is leading)
- Reached 5 runs before 3 outs? Click Menu –End Half Inning

Majors/12U -Normal Baseball/Softball Rules Apply

- Bat 9-person lineup
- Stealing is allowed but no leading off, errors assigned
- 10 run rule in effect after 4 innings (3 ½ if home team is leading). 6 run rule in effect after 5 (4 ½ if home team is leading)

50/70, Jrs, & Srs-Normal Baseball Rules Apply

- Bat 9-person lineup
- Stealing and Leading off allowed, errors assigned

Stolen Base –Or Is It???

- ▶ Credit a stolen base only when an attempt is made on the runner.
- ▶ If the catcher makes a wild throw in an attempt to throw out the runner, credit a stolen base. An error can be charged if the throw permits the runner to advance an additional base beyond the one originally stolen.
- ▶ Credit a stolen base if the runner advances to the next base after evading the tag in a rundown.
- ▶ Do not credit a stolen base to a runner who advances because of a defensive team's choice to *not make an attempt* on the runner. Score “defensive indifference” which is a fielder's choice.

Stolen Base –“Yes” Scenarios

- ▶ **Scenario 1:** Runner on 1, Runner on 3rd. Catcher makes a play and throws to SS to try and get the runner at 3rd to go. Runner does not go but the runner on 1st goes to 2nd. We credit that as a stolen base.
- ▶ **Scenario 2:** Runner on 1, Runner on 3rd. Catcher makes a play and throws to 2nd. Runner at 1st(now at 2nd) is safe and credited with a stolen base. In addition, the runner at 3rd makes a play for home on that same throw. Runner at 3rd(now at home) is safe and credited with a stolen base. ***Runners could also be “caught stealing” and marked out too.

Wild Pitch vs. Passed Ball

- ▶ Wild pitch (pitcher is at fault) –pitch thrown so high, so wide or so low that the catcher cannot reasonably stop the ball with ordinary effort, thereby permitting a runner to advance.
- ▶ If no runners advance, it's just a ball.
- ▶ Passed ball (catcher is at fault) –failing to control or hold onto a legally pitched ball which should have been caught with ordinary effort, thereby permitting a runner to advance.
- ▶ If no runners advance, it's just a ball.
- ▶ Majors/12U only: if the batter takes strike 3 with less than 2 outs but the catcher is unable to handle or control the ball, the runner may attempt to run to first base if open. Score “dropped third strike” and either “swinging” or “looking.” The batter/runner can still be put out by a tag or throw.

Caught Stealing vs. Picked Off

- ▶ The runner is out “caught stealing” when a runner is put out at the base he/she is trying to steal.
- ▶ The runner is out “picked off” when caught trying to return to the base he/she is currently occupying.
- ▶ The runner is out “doubled off” when the batter/runner is out on a caught fly ball or line drive and the existing base runner is unable to return to the base they are occupying (double play)

Fielders Choice –Sorry Not a Hit

- ▶ Not every batted ball on which a player reaches base counts as a base hit
- ▶ When a fielder –in the judgment of the scorer -could have retired the batter at first base but chooses to make an attempt on another runner instead, score a Fielder's Choice, regardless of the outcome of that attempted play
- ▶ Another runner is forced out as the result of a batted ball
- ▶ A fielder fails in attempting to retire a preceding runner (safe)

Errors

- ▶ When the batter-runner or other runner is allowed to advance by virtue of a defensive mistake.
- ▶ If the fielder should have made the play, with ordinary effort, and failed to, an error should be charged.
- ▶ Muffs a batted or thrown ball
- ▶ Throws the ball wildly
- ▶ Drops the ball
- ▶ “Ordinary effort” is relative to each player’s skill and ability. The threshold may be higher for some players than others.
- ▶ Do not charge an error when outside factors affect the fielder not being able to make the play (sun in eyes or bad hop).
- ▶ Errors of omission cannot be charged (ex: failure to throw a ball)
- ▶ In borderline situations, give the batter the benefit of the doubt.

Other Types Of Outs

- ▶ Batter is touched by his/her own batted ball
- ▶ Batter interferes with catcher
- ▶ Batting out of turn (more on that later)
- ▶ Infield fly
- ▶ Runner is touched by a fair ball
- ▶ Runner interference
- ▶ Runner overtakes another runner
- ▶ Runner slides head first
- ▶ Runner leaves base early
- ▶ ***Listen to the Umpire for these calls. They are rare but do happen***

Batting Out of Order

- ▶ The manager is responsible for tracking the batting order
- ▶ The scorekeeper shall not say anything. I mean nothing. Seriously. Nothing.
- ▶ Record the score for the actual batter at the plate, not the correct batter (in GC "Skip to Different Batter")
- ▶ If either team discovers the mistake while the batter is still at the plate:
 - ▶ The correct batter can be inserted
 - ▶ The correct batter assumes the current pitch count
 - ▶ If the incorrect batter reaches base safely, they become "legalized" when the following batter receives their first pitch. Game continues without penalty.
- ▶ If the incorrect batter reaches base safely and the opposing team appeals the error before the first pitch is delivered to the subsequent batter:
 - ▶ The correct (skipped) batter is called "out"
 - ▶ Any base runner thrown out during that play is still "out"
 - ▶ All other baserunners who advanced on that play are sent back to their original base
 - ▶ The incorrect batter is removed from base and returned to the dugout
 - ▶ Move the pitches from the incorrect batter to the correct batter (in GC "undo" the entire play, "Switch to Different Batter" record as fouls, then put batter out –"Batter out, other" Remember to put out any base runner thrown out –drag runner to "out" then "out on appeal"
 - ▶ The next batter is the player who follows the skipped batter, which may in fact be the previous "illegal" batter
 - ▶ The correct next batter

Lineup Substitutions

- ▶ **Pinch Runner:** A **pinch runner** is a baseball player substituted for the specific purpose of replacing a player on base. ... As with other substitutions in baseball, when a player is **pinch** run for, that player is removed from the game. The **pinch runner** may remain in the game or be substituted for at the manager's discretion.
- ▶ **Courtesy Runner:** The **courtesy runner** is a non-standard rule of **baseball**. The **courtesy runner** rule allows a team to substitute (as in, send in a **pinch runner**) for a catcher or pitcher whenever a catcher or pitcher reaches base, without the catcher or pitcher leaving the game.