



Agoura Pony Baseball Scorekeeper Training Manual



OVERVIEW

Target Audience

This manual has been written for both the manager of a team at Agoura Pony Baseball (APB), and the scorekeeper for that team. Some of the responsibilities of the team's manager may be performed by the scorekeeper or "team parent" if the team's manager requests assistance. This manual is divided into three main sections: "overview", "Setting Up a New Team", and "Scoring Games". Please read the entire section titled "Setting up a New Team" before creating your team in GameChanger. There are important instructions for setting up the team name. We recommend that everyone read through the entire manual to understand all aspects of GameChanger.

Roles of the Scorekeeper

The scorekeeper is a very important role on the team. PONY baseball puts the health of the players first, and the scorekeeper helps the coach make sure the players do not exceed their pitch counts. Scorekeepers should try to know the rules regarding pitch counts so they can alert the manager of the team if a player is reaching a pitch count limit. There is even a configuration option within GameChanger to give the scorekeeper an alert when certain pitch counts are reached.

The scorekeeper of the home team keeps the official score of the game. Umpires will sometimes verify with the home team's scorekeeper if they lose track of the balls and strikes, outs or even the score itself. At the end of the game, your team's manager will depend on the scorekeeper to give them the official score and pitch counts so he/she can report them to the league.

With the adoption of GameChanger, the scorekeeper can also assist the team with entering the schedule and keeping track of player stats. Many players enjoy knowing their stats and the scorekeeper can help them add more fun to the game!

Roles of the Team's Manager

The manager is ultimately responsible for making sure that all the duties of the scorekeeper are carried out by someone. The manager should seek out a scorekeeper at the very beginning of the season, perhaps in the introductory email. It is also advisable to have a backup scorekeeper.

It is the intention of Agoura Pony Baseball that every team will use GameChanger to keep score and communicate with their teams. When a team is using GameChanger, it will be the responsibility of the manager to set up their team in Team Manager. APB suggests that each team enter the practice and game schedule into GameChanger. Although these tasks are the responsibility of the manager, the scorekeeper can perform these tasks upon agreement with the manager.

Downloading GameChanger

Agoura Pony Baseball has adopted GameChanger as the standard for keeping score for our games. The GameChanger website is <https://gc.com/home/>. Although the classic version of GameChanger could be scored from a computer, GameChanger requires an iPad/tablet or smartphone to score games.

The GameChanger App has gone through several iterations. We recommend downloading the latest version before starting the season. Using the old version of GameChanger will cause problems linking your team to the league and will make it impossible to find other teams in GameChanger. To download GameChanger on a portable device, search for “GameChanger” in the App Store or Google Play. For a while, the new version of GameChanger was called “Team Manager”. Now the original version of GameChanger is called “GameChanger Classic”, and “Team Manager” is now called GameChanger and may have the word “new” associated with it. **Download GameChanger (and not Classic!) with the following icon:**



For an overview of GameChanger, check out this video:

<https://www.youtube.com/watch?v=BzQU9cjmL8g>.

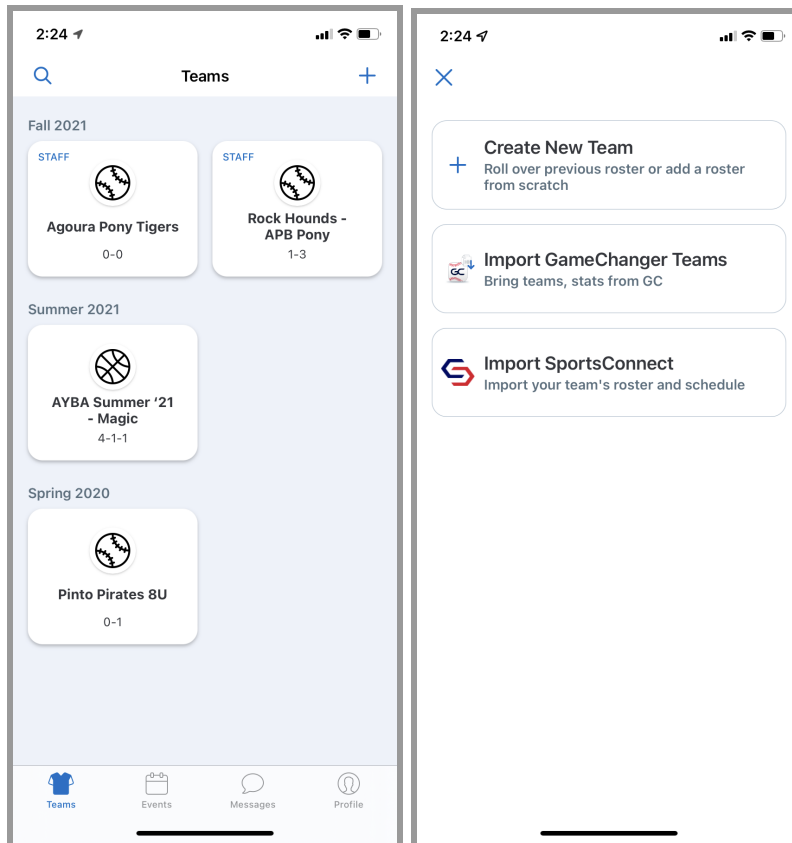
After downloading GameChanger, you will need to create an account if you don't already have one.

Setting up a New Team

Creating the Team

Before you can start scorekeeping, you must set up your team in GameChanger.

CREATE NEW TEAM - From the “teams” screen on GameChanger, tap the plus symbol in the upper-right corner to create a team. On the next page, tap “Create New Team”.

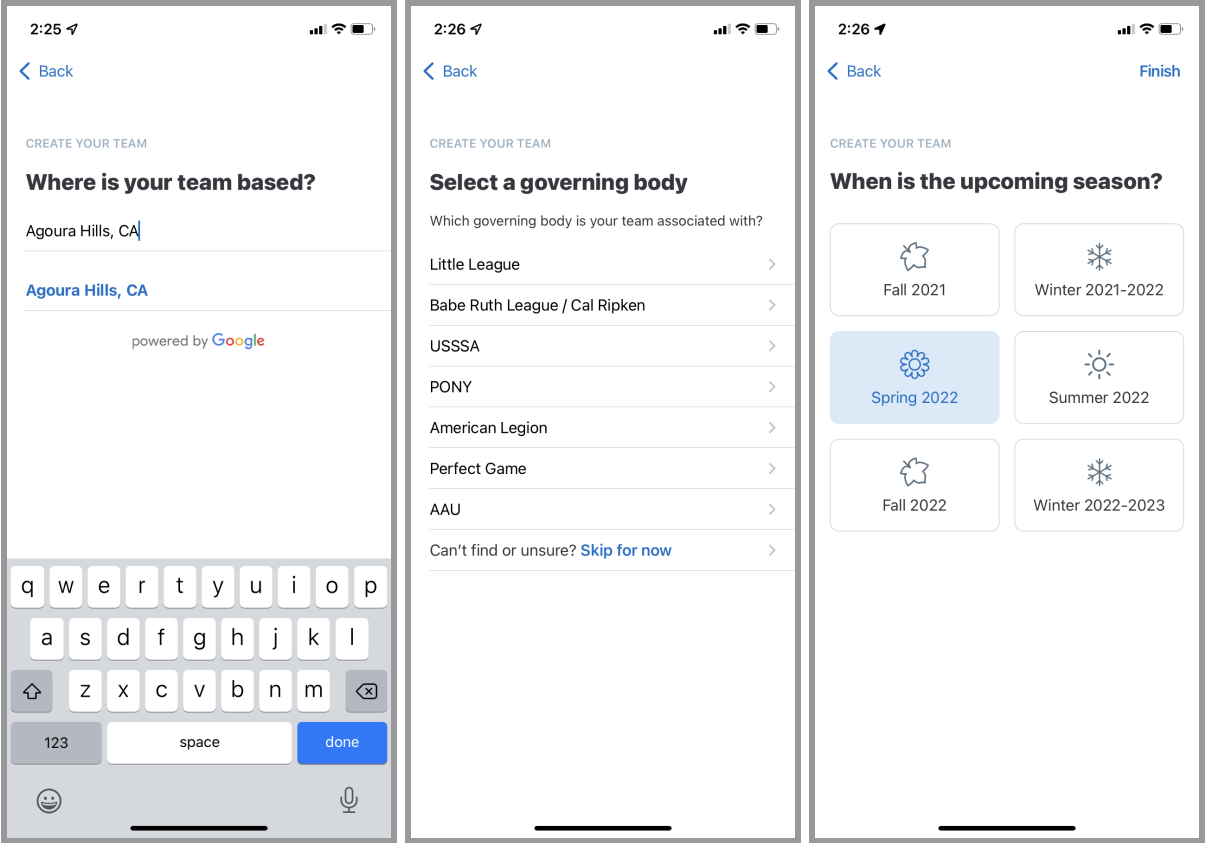


How to set up a team

Team Manager will guide you through the process of creating a team.

- TEAM TYPE - The team type for Agoura Pony Baseball is “Local League / Rec / Other”.
- AREA - Please select “Agoura Hills”
- ORGANIZATION / GOVERNING BODY - Please select “PONY”
- SEASON - There is also an option for season. It is important to enter the correct season as well.
- TEAM NAME - Finally, you will need to enter a team name. Since GameChanger currently doesn’t have a field for division, it is important to include the division in the team’s name. For example, if you are the **Pirates**, and you are in the **Pinto National** division in the spring of **2022**:
 - The team name should be “APB **Pinto National** Pirates **S22**” or “APB **Pinto Pirates**”.

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Creating a team

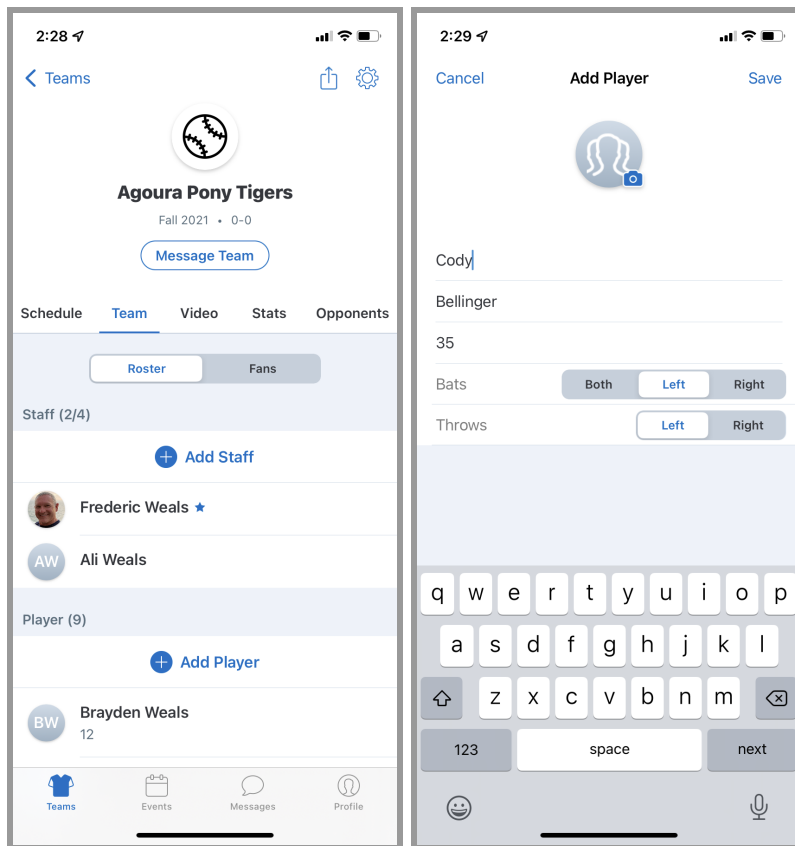
Invitation

Once you have created your team you will need to notify the League Administrators to invite you to the league. To do that please

1. Email both eric.weals@agouraponybaseball.org and craig.white@agouraponybaseball.org and include your team name (as named in GameChange) and division in the email.
2. They will send you an invitation in GameChanger to join the appropriate league.
3. Accept the Invitation.

Enter Your Team Roster

Next you will need to enter the players for the team. From the main screen, tap the team you created (if you are not already on the team's main screen. From the team's main screen, tap the Team tab and then tap the "Add Player" button near the bottom. On the next screen you will be able to add the players' name, number and left/right handedness. Click "Save" in the upper right corner. Continue adding players until you have added the whole team.



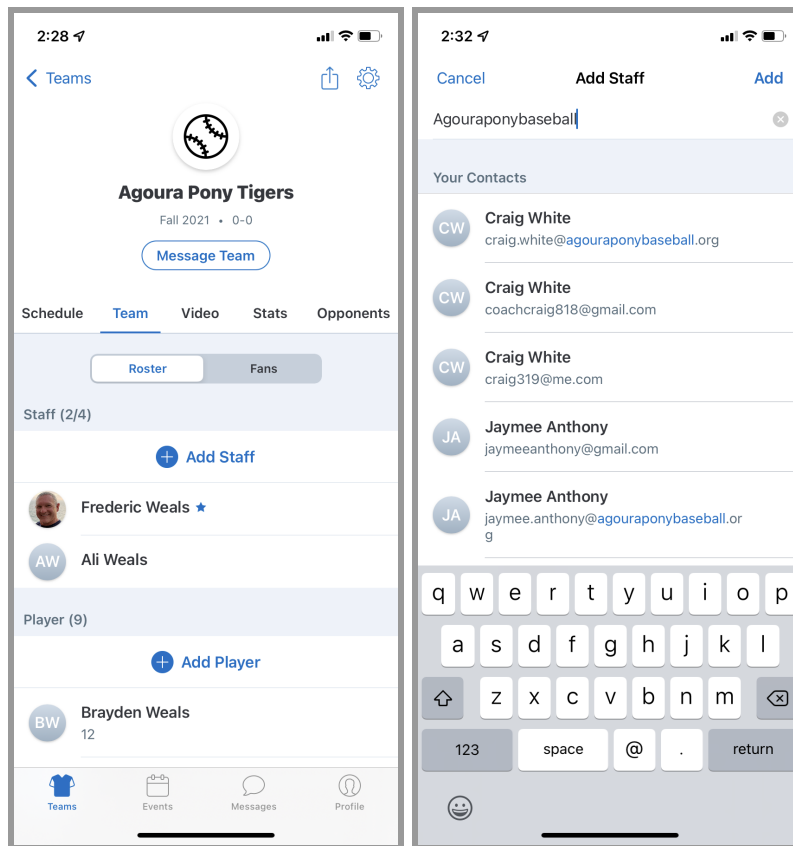
How to add players

Enter Your Team Staff

Next you will need to add Staff to your team. Staff members will be able to add and change the schedule and score games. Staff members essentially have administrative privileges. The following people should be added as staff members:

1. The manager
2. The scorekeeper
3. The backup Scorekeeper or a coach
4. The team parent or a coach

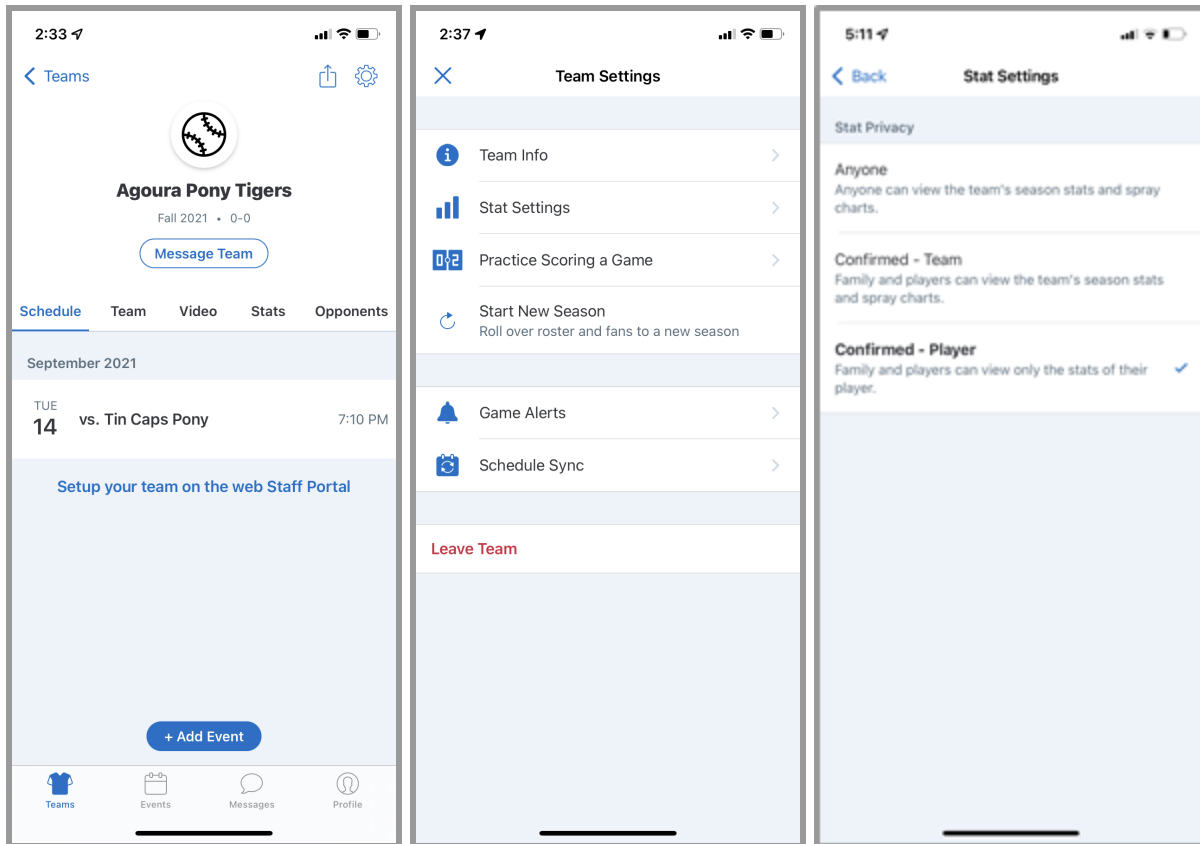
To add a staff member, from the “team” tab, tap the “Add Staff” button. GameChanger will ask you for an email address of the staff member. If you have the person in your contacts list already, they will show up as a name rather than just an email address in GameChanger. After you have entered an email address or clicked on someone from your contact list, click the “Add” button in the top right. GameChanger will email the new staff member an invitation to join the team. The person who created the team is automatically a staff member and will not need to be added as staff.



How to add staff members

Modify Stat Settings

GameChanger allows you to determine who can see the stats of the players on your team. To change this setting, go to your team (any tab) and click the gear in the upper-right corner. Next tap the Stat Settings option. The board of Agoura Pony Baseball suggests that only the confirmed player is able to view the stats. Some parents may not want you to share the stats of their children and other parents may use their children's stats as arguments that they should get to play a certain position more or get to bat earlier, etc. The best way to avoid these issues is to not let people see each other's stat.



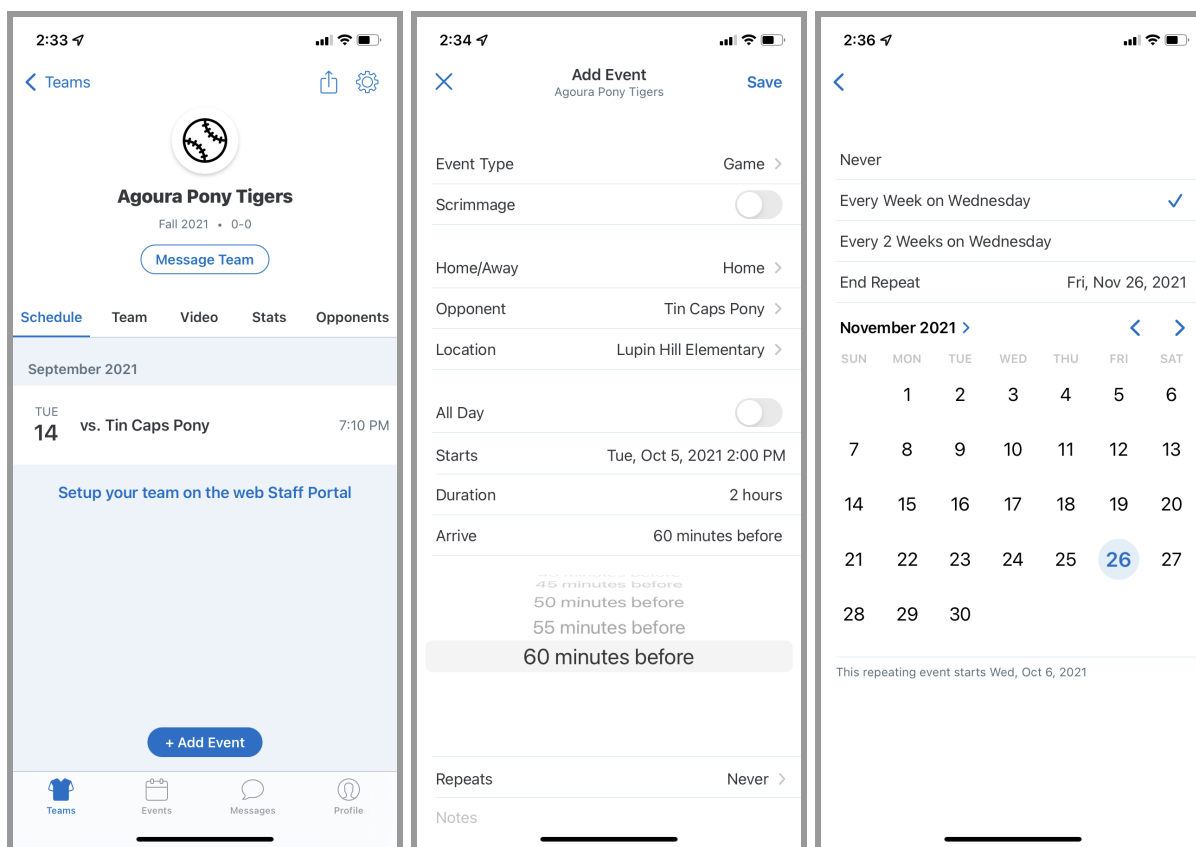
How to set Stat Settings

Enter the Team Schedule

Entering the team schedule is optional but can be useful for the team. You can enter the practice schedule, games, and even custom events (like a team party at the season's end). When an event is entered, Team Manager has an RSVP system. The coach or team parent can use this feature to keep track of who is coming to games, practices, and other events. Parents can subscribe to the calendar and have events automatically added to their calendars.

To add practices and games go to your teams' home screen on the "Schedule" tab. Tap the "Add Event" button at the bottom of the screen. Select the Event Type, which can be "Game", "Practice", or "Other". If you choose "other", you can name the event something like "picture day" or "team party". If you mark the game a scrimmage, it won't count in the Team Manager stats. There is usually one scrimmage game in the Spring, but not in the fall.

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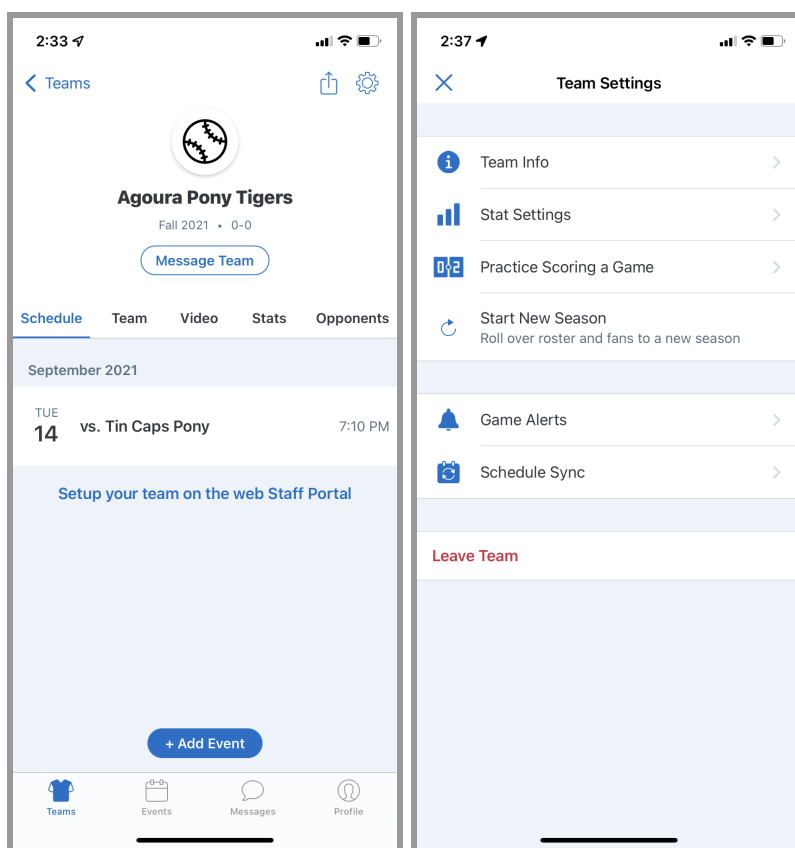
How to add items to the schedule

When you select an opponent, you can select previously entered teams or search for a team. You can search by name, season, and location, but not division. Therefore it is important for teams to have their division name in their team names. If the team doesn't exist, GameChanger will ask if you want to create the team with the name you searched for. This doesn't create a new team, but it allows you to create an opponent. If you are entering the practice schedule, the repeat option allows you to select something like "Every Tuesday until May 20". This is much more convenient than entering every practice into the calendar. When you have set up all the parameters of your event, tap "Save" in the upper-right corner. GameChanger will ask you if you want to email the team. You probably don't want to email the team for every game you enter. You might want to email the team if the time of a game changes or if you schedule a team party.

Scoring Games

This manual does not intend to explain how to keep score with a paper scorebook. Don't worry if you don't know how to score with a paper and pencil, GameChanger will make that a thing of the past.

Now that you have access to GameChanger, have created the team, and entered the schedule, it's time to score your first game. GameChanger has a feature that allows a scorekeeper to practice scoring a game. We highly recommend scoring a practice game before the first game. To score a practice game, go to your team (any tab) and click the gear in the upper-right corner. Next tap the "Practice Scoring a Game" button in the middle of the screen.



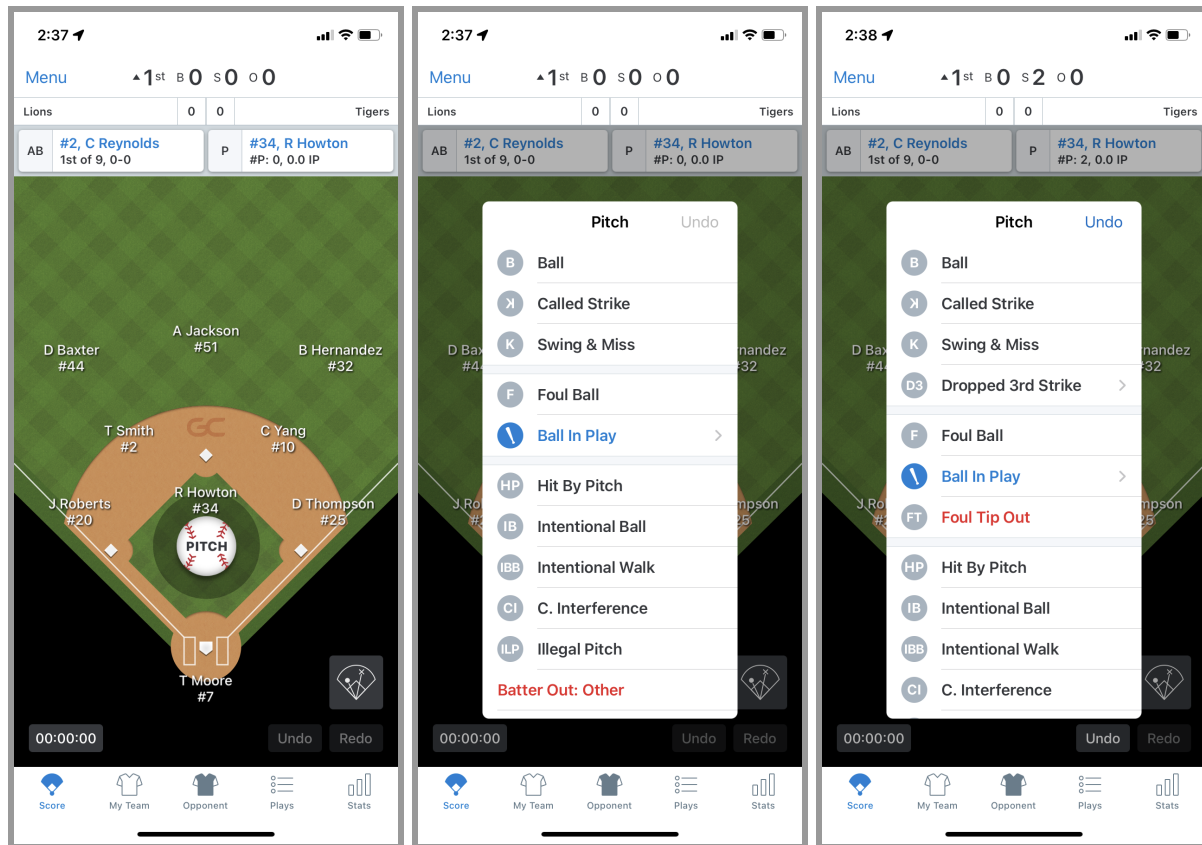
How to start scoring a practice game

Scoring a Practice Game

You can skip this section if you are not following along with scoring a practice game.

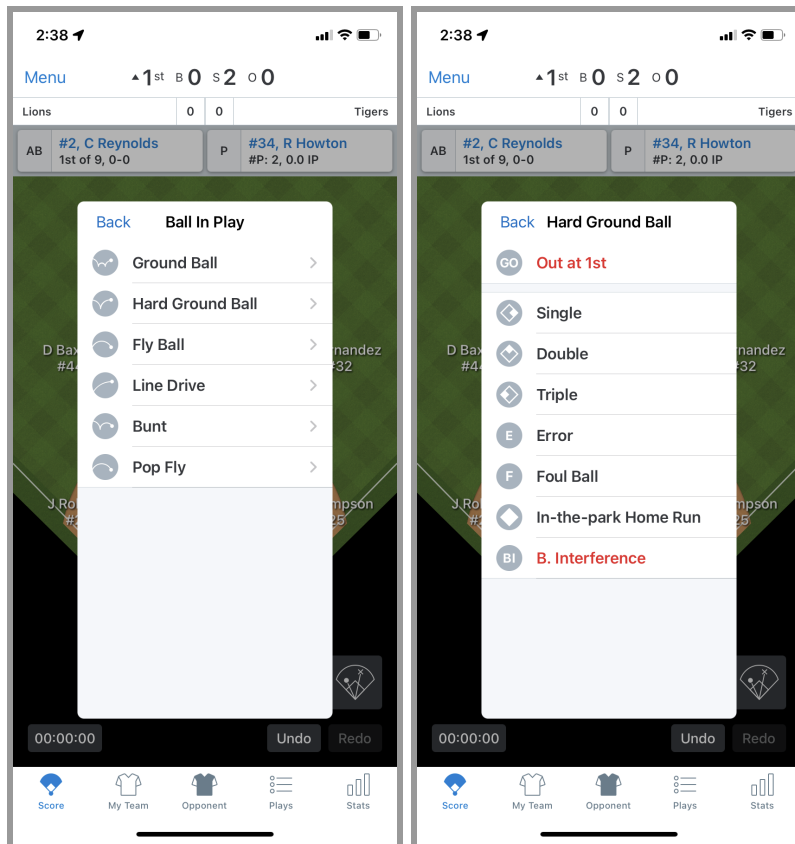
In the practice game, GameChanger has already set up the rosters of two teams and is ready for you to start scoring right away.

First click the baseball that says “Pitch”. A Menu will pop up that allows you to select what happened with that pitch. Was it a ball or a strike? Did the batter put the ball in play? It is important to click the pitch button for every pitch because this is how GameChanger counts pitches. Click a ball and two strikes. When you get to two strikes you will notice that the next pitch has the “dropped third strike” option. This is relevant only in higher leagues like Bronco or Mustang American. Notice that the number of balls and strikes is updated at the top of the screen as you enter balls and strikes. Also notice the screen changes when there are two strikes because the batter could foul tip out or the catcher could drop the third strike (see screenshot below).



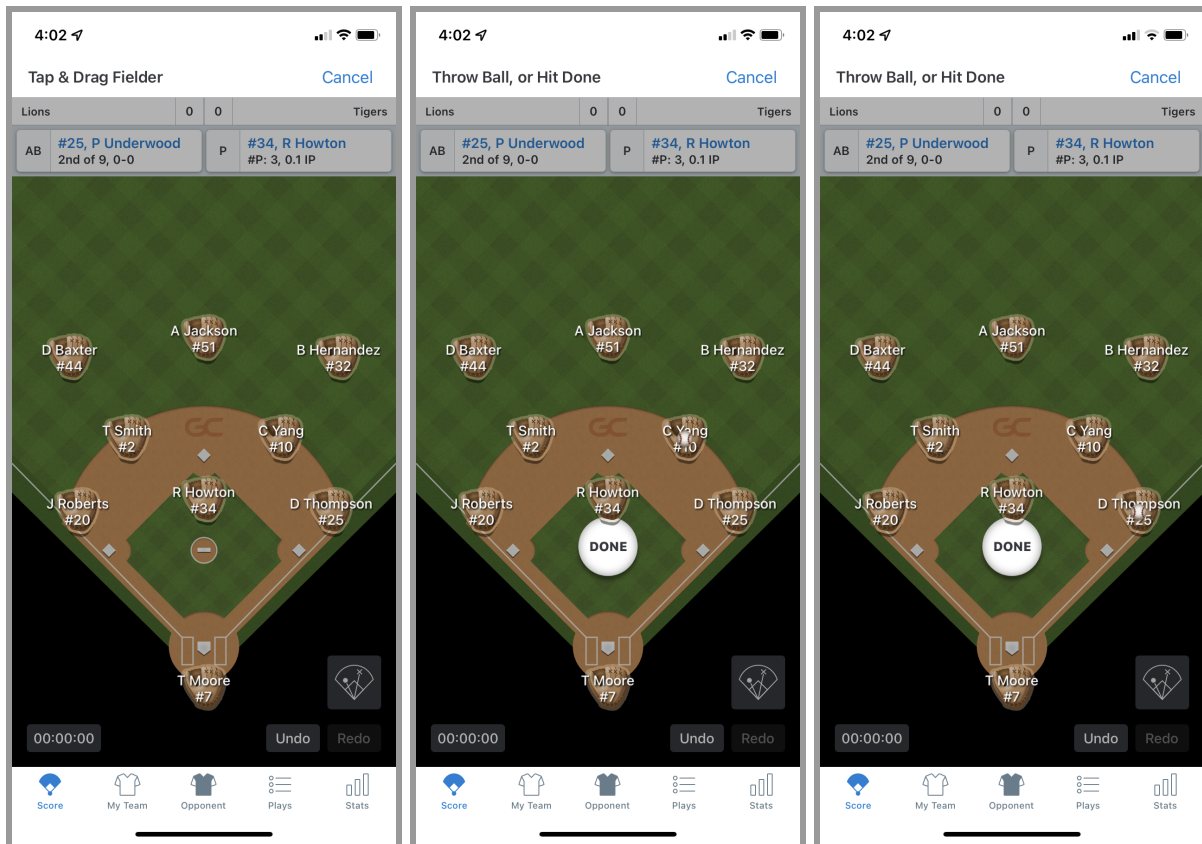
How to score each pitch

The next time you click the pitch button, click the “Ball in Play” button. What kind of contact was it? A line-drive? A hard ground ball? Don’t worry if you don’t know the right answer, just try your best. In this case, call it a “pop fly”. Let’s suppose the first baseman caught it in foul territory. Then you would next select “Batter Out”. Next choose “pop out foul”. GameChanger will then show you the field. You can now click on the first baseman and then select “done”. Notice the number of outs is updated at the top of the screen. GameChanger will keep track of how many outs your players make if you tell it who is playing in each position.



Scoring a ball in play

Let's suppose the next pitch is a ground out from the 2nd baseman to the 1st baseman. Tap "pitch", then select "ball in play" and then "Hard Ground Ball". On the next screen, you should select "Out at 1st". GameChanger will show you the field again. Tap on the 2nd baseman. GameChanger will ask if you want to throw the ball. To throw the ball to the first basemen, first tap on the player who has the ball (the 2nd baseman) and then tap the first baseman. Next tap "done". If there were any errors on the play, you can now manually move runners to different bases. Just drag the player from their current base to the base you want to move them to. GameChanger will ask you how they got to that base. At this point you can indicate that an error was made and even assign the error to a player.



Scoring fielding results

Suppose the coach asks you how many pitches the pitcher has made. At this moment you will see the name of the pitcher in the upper-right corner and below his number it reads "#P: 5". That means this pitcher has thrown 5 pitches so far.

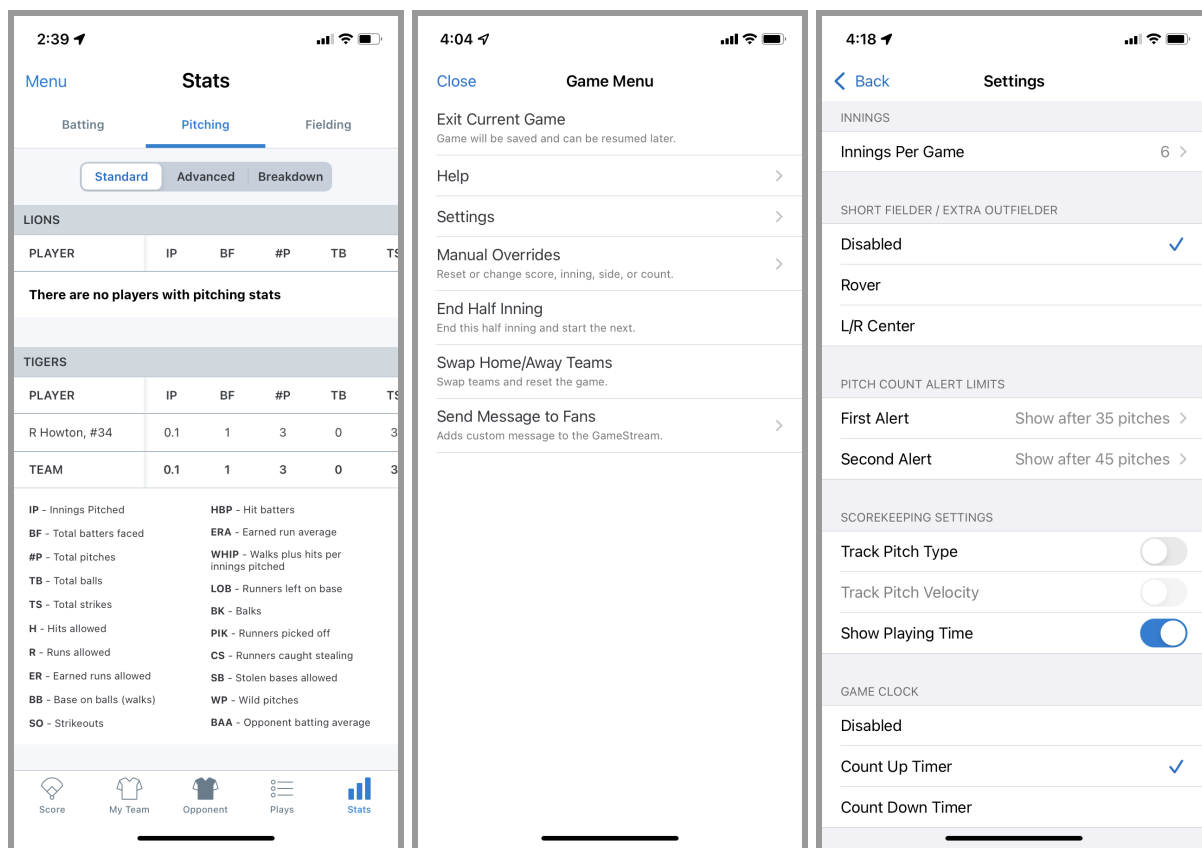
Let's get through this inning. Click the pitch button and let the pitcher throw three straight strikes. GameChanger will ask you if you want to accept the change to the next team. Tap "Accept and Switch" to move on. Notice that the pitcher for the visiting team now appears at the top left and the batter for the home team appears at the top right.

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This is the moment when the manager usually asks you for the pitch count, but it is no longer visible on the screen. To check the pitch-count tap “stats” in the lower right corner and then tap the “Pitching” tab. There is a column labeled #P that tells you how many pitches each pitcher has made for each team. Tap “Score” in the lower left corner to go back to scoring the game.

You may want to receive alerts when a pitcher reaches a certain pitch count. Tap “Menu” in the upper left corner and select “Settings”. You can set two pitch count alerts. The manager may want to know when a pitcher reaches 35 pitches, for example, because that pitcher is going to catch later in the game and cannot exceed 39 pitches.

To end the game, tap “Menu” at the top left and select “Exit Current Game”. Notice there is also an option for “End Half Inning” which is useful when a team reaches the 5-run limit for an inning. Tap “Exit Current Game”.



How to track pitch counts

For More Help

This manual barely scratches the surface of what you can do with GameChanger. There are plenty of resources available on the web. The following links are to a four-part video series showing how to use GameChanger.

<https://www.youtube.com/watch?v=09dYy1w6B9g>
<https://www.youtube.com/watch?v=yEDE6YnjQqE>
<https://www.youtube.com/watch?v=oQp3Re94-fc>
<https://www.youtube.com/watch?v=WE1ks9Miu7s>

During a game, you may find that someone in the stands also knows how to use GameChanger. Other parents can be a valuable resource.

Also, the league plans to hold a scorekeeper training session before each season to help new scorekeepers get up to speed.

Finally, you can contact the scorekeeper trainer if you have additional questions.