

Game Day Operations



Goleta Valley South Little League

Game Day Operations Instructions

Introduction

Game day is a crucial part of the Goleta Valley South Little League experience. This manual provides essential guidelines to ensure that all aspects of game day operations run smoothly. From pre-game setup to post-game cleanup, volunteers play a key role in creating a safe, organized, and enjoyable environment for players, coaches, and spectators.

Board Contact

- **Volunteer-Facing Board Contact:** facilities@gvsl.com (facilities) and volunteers@gvsl.com (volunteers)
 - **Sign-Ups:** Each family will be asked to sign up directly via their team parent.
-

Home vs. Away Team Responsibilities

These volunteer duties are independent of the league volunteer shifts and/or buyouts.

	Field Set Up	Field Tear Down	GameChanger (Scoring)	Scoreboard / Announcer	Pitch Count (Scoreboard & Paper)
Home Team	Yes			Yes	Yes
Away Team		Yes	Yes		



GameChanger Instructions

General Notes

- You will be scoring for both teams on the league-provided iPad in the booth using the GameChanger app.
- Record the outcome of each pitch and play, assigning credit/blame for hits, errors, sacrifices, etc. For Mini-minors, you can keep errors to a minimum, and record most outcomes as hits when the batter reaches base on a batted ball.
- Some umpires may ask for help with counts and other items; some may not. You can assist when asked. Correcting issues that are noticed in the booth like batting order or pitch limits is not your job. Only record what happens until asked by the umpire.
- If an umpire asks for assistance, be objective and avoid team bias.
- For games without an umpire (mini-minors), you may be asked for additional help for the current game state.

Login & Setup Procedure

1. **Click / Swipe** to wake the iPad up. It should open directly to GameChanger.
 - Issues? Contact Avi at avi.goldyne@gvsll.com or (650) 222-9400
2. **Set-Up:**
 - Obtain lineups from managers.
 - Do not try to enter the lineup prior to clicking score game, it will give you an error after selecting all of the players.
 - Click Score game. Click the score for both teams.
 - Enter lineups for both your team and the opponent.
 - If there is ever an unsolvable issue and you need to score from your GameChanger account on a personal device, DO NOT try to score on the league iPad after clicking score for both teams on your device (or visa-versa). It will likely split scoring and is hard to revert.

Scoring Plays

- **Tap the "Pitch" button** (baseball icon) to begin each plate appearance.
- Common pitch results appear at the top of the menu; less common are at the bottom.

Strikes & Balls

- Recording **three strikes** will automatically log a strikeout.
- Recording **four balls will automatically** send the batter to first base.



Ball in Play

- Choose **Ball in Play** when the batter makes contact and the ball is put in play.
- Select the correct outcome (e.g., ground ball, line drive, fly ball).
- Tap the fielder's mitt for the player who first fielded the ball and drag it to the location where the ball was fielded.
- If other fielders were involved, tap & drag to assign credit for putouts, assists, or errors.

Editing & Adjustments

- **Undoing Entries:**
 - Undo balls and strikes using the pop-up menu.
 - Undo play outcomes from the bottom-left of the main screen.
- **Manual Adjustments:**
 - If you fall behind or make an error and can't undo, you can manually adjust the game state by clicking menu and then Manual Overrides (score, inning, etc.).
- **Switching Innings:**
 - After the last out of a half-inning, a pop-up will prompt you to "Accept and Switch". If you tap elsewhere, it will undo the last play.
 - For mini-minors and minors only: If an inning ends due to the 5-run rule, click the menu and then end the half inning.
- **Game End:**
 - At the end of the game (or if called due to light/time), make sure the final score in GameChanger is correct. Then select "Game Over" and skip assigning winning/losing pitchers.
 - If the game ends in the middle of an inning and the score needs to be reverted to the prior inning per league rules, click menu, manual overrides and then set the correct score. Then you can end the game like above.

Need Help?

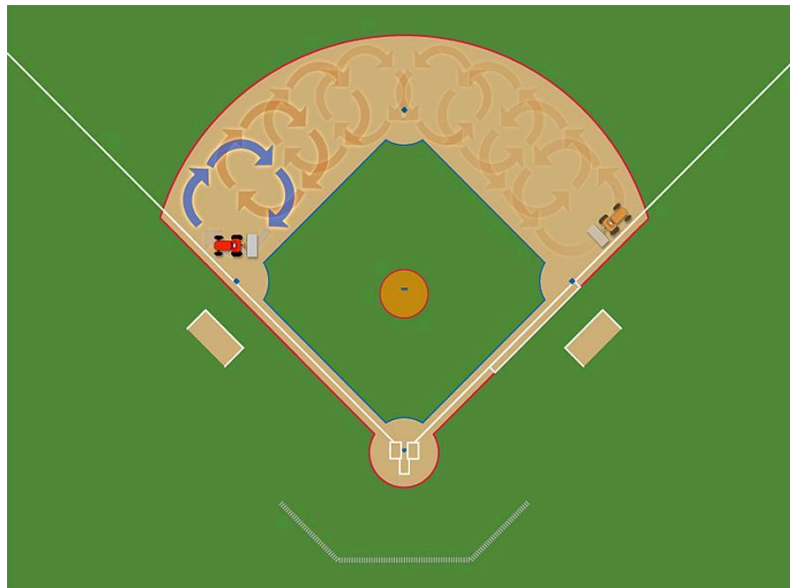
- **GameChanger Help:**
<https://help.gc.com/hc/en-us/sections/31631807399565-Baseball-Softball-General-Scorekeeping>



Field Maintenance Procedures - Majors & Minors Fields

Before and Between Practices & Games

1. **Broom artificial turf** into the infield dirt to prevent dirt buildup.
2. **Plastic rake** the outfield grass edge into the infield dirt to avoid creating a lip.
3. **Metal rake** the batter's box and around the bases, filling holes and ensuring an even surface.
4. **Drag the infield** in a circular pattern, staying ~1 ft. from grass/turf. Use a smaller drag for base paths and the home plate circle.
5. **Water all dirt areas lightly** to soften the playing surface.
6. **Paint the batter's box & foul lines** using the template and provided strings.
7. **Install bases** by digging out base plug holes with a trowel.



End of Day/Last Game Guidelines

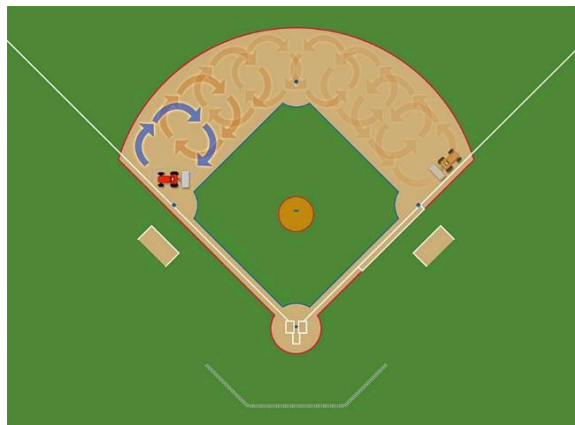
- Follow steps **1-5** above.
- Replace the **mound and batter's box mats**.
- Remove bases and install base plugs.
- Store wheelbarrows in the Majors Supply Room.
- Line up drags, rakes, and brooms inside the 3B bullpen fence.
- Ensure all gates, booths, and storage areas are locked.



Field Maintenance Procedures - Juniors Field

Before and Between Practices & Games

1. **Plastic rake** the outfield, infield, and foul territory grass edges into the infield dirt to prevent a lip from forming.
2. **Metal rake** to prepare the **mound**:
 - Even out divots/holes with a rake (lightly water first).
 - Tamp down loose dirt with a tamping tool.
 - Rake away from the grass edge.
3. **Prepare the plate area**:
 - Lightly water the area.
 - Fill and tamp down divots/holes.
 - Rake to create a stable, even surface.
4. **Prepare the base areas**:
 - Rough up the sliding areas around bases.
5. **Drag the infield** in a circular path, staying ~1 ft. from grass/turf.
6. **Water all dirt areas lightly** for better preparation.
7. **Paint the batter's box & foul lines** as needed (lightly water if paint won't stick).
8. **Install bases** using a trowel to dig out base plug holes.



End of Day/Last Game Guidelines

- Follow steps 1-5 above.
- Replace the **mound and batter's box mats**.
- Remove bases and install base plugs.
- Store carts and equipment in the Juniors Supply Room.
- Ensure all gates, booths, and storage areas are locked.



Scoreboard Operations & Announcer's Booth

Minors Booth

Set-Up

- Unlock wood covers for windows and slide open. Set out both speakers.

Scoreboard (Operations & Pitch Count)

Operations

- Turn on power to the scoreboard using the outdoor switch on the 1st base side of the minors booth (foot level)
- Turn on the power to the controller using the switch on the top left of the controller
- Hit "enter" to connect to the scoreboard. When successful, the board should light up and begin a new game.
- Use the controller to show balls, strikes, etc.
- To reset the board for a new game, press and hold the reset button for 3 seconds
- When games are completed for the day, power off the controller using the switch on the top left, and turn off the power on the outdoor switch.

Pitch Count

- On the controller, use the PC+/- button for the home or away team to control the pitch count on the scoreboard.

Paper Pitch Count

- Retrieve the **pitch count binder** from the booth.
- Record:
 - **Pitcher's name, team, and number. Catcher's information.**
- Use the following notation:
 - **"I"** for a pitch thrown. **"X"** for the last pitch to a batter. **"O"** for the last pitch of an inning.

Announcer

Announcing Duties

- Pull the speakers out to each side of the booth
- Make sure everything is plugged into the sound board
- Turn on the microphone
- Sync to Bluetooth or attach your phone to the multi-plug cord for music



Scoreboard Operations & Announcer's Booth

Majors Booth

Set-Up

- Unlock wood covers for windows and slide open. Pop-out both speakers.
- Press **Option**. Press **Clear**, **Home/Guest** (depending on the team changing pitchers), **+**.
 - This resets the count to **0**.
- Turn it off at the end.

Scoreboard (Operations & Pitch Count)

Operations

- Turn on the scoreboard (switch on the side) and hit **Ball** (this will stop the beeping).
- To operate: click **function** (ball, strike, inning, score), **the number**, and then **set**. To clear, press **Set - Ball/Strike - 0**.
Warning: Button **6** is sticky—lift up if necessary. Turn off the scoreboard at the end of the game.

Pitch Count (1 person)

- Turn on the **Pitch Count** controller (stored in the green box or on the counter)
- Allow a few minutes for it to sync (arrows will display while connecting).
- Once connected, arrows will disappear, but the display will remain blank.
- Set pitch count to **0** by pressing **Home +** and **Guests +**. At the start of each half-inning, press **Home/Guest** and then **+** for each pitch. If an extra pitch is added by mistake, press **-** to remove it.
- To reset for a new pitcher:

Paper Pitch Count

- Retrieve the **pitch count binder** from the booth.
- Record:
 - **Pitcher's name, team, and number. Catcher's information.**
- Use the following notation:
 - **"I"** for a pitch thrown. **"X"** for the last pitch to a batter. **"O"** for the last pitch of an inning.

Announcer

Announcing Duties

- Turn on the **Fender soundboard**.
- Turn on the **microphone** (people can hear you when it's on!).
- Adjust the microphone volume using the **level** control on the soundboard.
- To play music:
 - Connect your phone to the **Fender soundboard**.
 - *Ensure all music is family-friendly!*



Scoreboard Operations & Announcer's Booth

Juniors Booth

Set-Up

- Unlock wood covers for windows and slide open.
- Pop-out both speakers.
- Press **Clear, Home/Guest** (depending on the team changing pitchers), **+**.
- This resets the count to **0**.
- Turn it off at the end.

Scoreboard (Operations & Pitch Count)

Operations

- Turn on the scoreboard (switch on the side) and hit **Ball** (this will stop the beeping).
- To operate: click **function** (ball, strike, inning, score), **the number**, and then **set**
- To clear, press **Set - Ball/Strike - 0**.
- Turn off the scoreboard at the end of the game.

Pitch Count (*1 person*)

- Turn on the **Pitch Count** controller (stored on the counter)
- Allow a few minutes for it to sync (arrows will display while connecting).
- Once connected, arrows will disappear, but the display will remain blank.
- Set pitch count to **0** by pressing **Home +** and **Guests +**.
- At the start of each half-inning, press **Home/Guest** and then **+** for each pitch.
- If an extra pitch is added by mistake, press **-** to remove it.
- To reset for a new pitcher:
 - Press **Option**.

Paper Pitch Count

- Retrieve the **pitch count binder** from the booth.
- Record:
 - **Pitcher's name, team, and number.**
 - **Catcher's information.**
- Use the following notation:
 - **"I"** for a pitch thrown.
 - **"X"** for the last pitch to a batter.
 - **"O"** for the last pitch of an inning.

Announcer

Announcing Duties

- Turn on the **soundboard and controller (two small boxes)**.
- Adjust the microphone volume using the **level** control on the soundboard.
- To play music:
 - Connect your phone to the **soundboard**.
 - *Ensure all music is family-friendly*