

# CVGSL Spring 2025 Scoring with GameChanger Guidelines and Tips

## What is the GameChanger app?

GameChanger is a mobile app for scorekeeping, stat tracking, and team management in youth sports. It's popular in baseball and softball but used for other sports too. The app lets coaches, parents, and fans follow games in real-time, access statistics, and watch live video streams of games. *We will mostly be focused on the score-keeping capabilities in these guidelines.*

A key feature of GameChanger is its ability to share data across devices. While one person scores the game, others can view the action live from anywhere. This has been a big help for grandparents who can't make it to every game or parents stuck at work. As you score the game, they see an animated "gamestream" of the game on their apps no matter where they are. So that's why it's important we try to be as accurate as possible. Furthermore, some coaches rely on the data from GameChanger to inform their development of players.

To get started, there are 3 key steps:

1. Create an account on GameChanger - just visit the GameChanger website and click "Join Us" in the top right hand corner: GameChanger ([gc.com](https://gc.com))
2. Download the app to your mobile device for either Apple or Google, both can be found here: <https://gc.com/download> If you have a way of getting internet to your iPad or tablet, that is also recommended - more space and more pleasant user experience. But your phone works fine.
3. Make sure your coach gives you scorekeeping permission for your team on GameChanger.

## Basic Responsibilities

- Scorekeepers for the CVGSL Home Team are responsible for keeping an accurate record of the game via GameChanger.
- You are doing great if you are recording the basics – pitches, runs, outs, balls and strikes!
- We strive to be as accurate as possible so that the stats generated by the app are also accurate and coaches can use this data to enhance their coaching. And also so that families that are watching "live" via gamestream can follow along. But mistakes WILL happen and there's almost always a way to correct for any mistake!

- **If you need any in-the-moment help, ask the other scorekeeper or your coach. And if you still need help, just text Lisa Adams (510-388-4547), I will reply as soon as I can.**

## Pre-Game Training Videos and Practice

New scorekeepers are encouraged to watch the following videos:

- [Practice Scorekeeping | GameChanger](#)
- [Set Starting Lineup | GameChanger University](#)
- [Scoring Basic Plays | GameChanger University](#)
- [Manage Lineups & Substitutions | GameChanger University](#)
- [Play Editing | GameChanger University](#)

**Simulated Practice:** It's also encouraged that you play around with the app in advance of the first game. If you click on the settings icon in the top right corner from your team's page, there is a feature called "Practice Scoring a Game" - it basically provides you a fake game to play with all the buttons. It's a great way to get familiar before the first game!

## Loading Rosters

- On the GameChanger app, click on your team.
- Click "Team" just below the team name (next to Schedule and Video)
- Then choose "Players" which is an option just below the menu where you clicked on Team.
- Click "Add Players"
- Enter in player FIRST NAME and LAST NAME.
  - AGSA suggestion: Enter in player FIRST NAMES and last name INITIALS only (i.e. Jorge M.). If you enter the full name, GC will abbreviate for stats and the game and it makes knowing who it is harder.
- Please be sure to also enter Jersey numbers (when you have them). Jersey numbers also make scoring games MUCH easier all around.
- Up to you if you want to indicate Right or Left for Bats and Throws - it's not really necessary for this level of play.
- Hit Save! And continue for all players.

## Some Tips for being ready for the first game

- Make sure your phone battery is full or bring a charger/battery (definitely a must for double headers).
- The Visiting team should be keeping score on paper but if not
  - Sit with a friend or another parent who can help you keep track - it's really helpful to have someone else to ask questions "Is the count 3 and 1?"

- Arrive 20 minutes early to get lineups (with last name/jersey #s) from both teams' and to get settled.

### Tips for During the Game

- Have fun! Remember, you are a volunteer, doing the best you can at something new.
- Wait until the ball is “dead” or the play is over to record the play.
- Some scoring is a judgment call, do your best and move on.
- If you need clarification on a play, ask the umpire or other team's scorekeeper between batters or innings.
- If the App freezes, force close it, and re-open – you will resume where you left off.
- Bring some back-up paper and pencil. If you get very behind with the app, just start recording on paper what is happening and in-between innings you can catch up as needed. You can also ask the visiting team scorekeeper.

### Setting up before the Game

All games will be automatically loaded into GameChanger. Therefore the main responsibility before the game is to input the lineups for your team and the opposing team. **Note: Make sure you have been given scorekeeper permissions on GameChanger for your team. If you're not, check with your coach.**

- Before the start of the game, ask your coach for the lineup (if they have not loaded it) for the game and also get the lineup from the opposing team's coach.
- To Start with the app, find the game you will be scoring on your team page in the app and tap the game itself.
- Select “Set Starting Lineup” from the center of the screen.
- If the lineup will be the same as the previous game you can select “Use Previous Lineup” and it will load the last used lineup.
- If not, select, blue button “Add Players”.
- Select each player in the order of the line up. Once done select the blue check mark at the top right.
- The line up will show up in the order selected, if a player needs to be moved grab the triple line to the right and move the player to the appropriate position.
- To the left of triple lines a blue oval will show EH (Extra Hitter). Select this to change the starting position of the player. If there are more than 9 batting in the lineup leave as EH.

Another method to add lineups:

- On the next screen hit the blue Score Game button.
- It will ask you who is batting first. Since you will usually be scoring as the home team, click your opponent's name - since they will be batting first.
- You will then see a diamond that is blank and the first responsibility is to start loading in the lineups. Start with your own team. You should get the lineup from your coach and click “My team” at the bottom of the screen.
- On the next screen, you will click the blue “add from bench” button.

- Using the lineup that you were given by the coach, tap the players in the order that they appear. The order that you tap is how they will appear on the next screen. If a player is not on the lineup but is listed in the app, they may be absent. Just leave it blank and they will stay on the bench. When you are done, click “Done” at the bottom of the list.
- You will now see your team’s lineup in the correct order. If something looks off, all you have to do to move players is tap and hold the far right of the row (the 3 lines) and drag and drop players into the right order.
- You then repeat the same process for the opponents lineup. Just click Opponent at the bottom of the screen.
- Please do your best to track the fielding positions of players (FYI: it changes usually each inning). Not only is it a nice to have for anyone watching on GameStream but this is also a double check to make sure all players are getting sufficient playtime in the game. This will be much easier if you get the lineups and positions from coaches in advance. That said, it is always helpful to double check what is on paper and what is actually happening - all plans are subject to change. This is where jersey numbers are helpful.
  - To place a player in a position, just click on the position in the diamond and choose the player from the menu.
  - All that said, if you are feeling overwhelmed, at least make sure to capture who the Pitcher and Catcher are and adjust any changes. Update others as you can.

And you’re done with the setup! You should then click on the “Score” icon at the bottom of the screen and be ready to go!

If there is not enough time the line up can be added while scoring:

- The Batter can be added by selecting “Set Batter” on top.
- It will ask you who is batting first. Select a Player from the bench.
- Fielders can be placed by: clicking on the position in the diamond and choosing the player from the menu.
- All that said, if you are feeling overwhelmed, at least make sure to capture who the Pitcher and Catcher are and adjust any changes. Update others as you can.

## Scoring Basics

- When the action begins, you should tap the Pitch button.
- It is pretty straightforward. If the umpire calls a ball, click Ball. You will see the count at the top of the screen change. Same thing for if it’s a called strike (i.e. the batter does not swing but the umpire calls a strike) or if the batter swings. Choose the one that is appropriate. If the player fouls the ball off, tap that button. The other option that you may encounter is “Hit by Pitch”
  - **General Note:** I have never had the need to hit Intentional Ball or Intentional Walk. You will likely not need to either. I have also never used Illegal Pitch or C. Interference (i.e. catcher interference). If it is ever called, an illegal pitch simply adds a ball and catcher’s interference results in the runner automatically going to first. But take your lead from the umpire. Again, I have never had a reason to use it.
  - **8U Note:** Batters have the option of taking a base or keep hitting if they are hit by a pitch. If they keep hitting, do not mark it as Hit by Pitch but instead count it as a

- ball.
  - **8U Note:** There are no Walks in 8U. So when a batter gets to 4 balls, there is a coach pitch (they usually get pitches equivalent to the number of strikes they have remaining, except for fouls). There is no way to record this accurately on GameChanger. So when you get to a 4th ball, do not tap Ball (because the runner would move to first). There are 2 options:
    - Option 1: Instead, continue counting strikes only and if the ball is hit, see below for further guidance.
    - Option 2: During team set up, add a player with the name “Coach Pitch”, once the 4th ball is thrown, instead of recording the 4th ball, substitute the pitcher with the “Coach Pitch”, and complete the inning. If the coach pitch hits the batter and they do not swing, do not record that pitch.
- **10U & 12/14U Only:** Because both 10U and 12/14U have a limit to 4 runs per inning for the first 4 innings and no subsequent runs count. The accounting can be tricky. You want to properly credit the batters with the appropriate type of hit, HR, 3B, etc. But we need to make sure no more than 4 runs are awarded.
  - Record the at bat awarding all the bases.
  - After the end of the inning select the 3 dots at the top of the screen and select Manual Overrides. Change the score for the team that was batting, reducing so no more than 4 runs are scored for that inning. Then press “Save”.
  - Click the 3 dots again and press End Half Inning.
- **12/14U Only:** When a batter reaches 2 strikes, the “Dropped 3 Strike” option appears. This is to be used if the batter strikes out but the ball hits the ground and/or is not caught by the catcher. The batter can then run to first base and needs to be either tagged out or forced out if the catcher throws to 1B in time.
  - In the case of Dropped Strike, tap the button that says Dropped 3rd Strike (it only appears as an option when there are 2 strikes). It will then ask you if the batter struck out swinging or looking - tap the appropriate one.
  - It will then ask you the outcome - did the runner reach first base or was the batter out. If the batter reaches 1st base, it’ll ask if it was a Wild Pitch or Passed Ball.
    - Use this guidance:
      - if the pitch hit the ground before getting to the catcher or was thrown way too high or to the side so that the catcher really didn’t have a chance, it’s a Wild Pitch.
      - If the catcher should have been able to catch the ball but didn’t, it’s a Passed Ball.
    - No matter which you choose, a screen will pop up. It simply asks you to drag the player who fielded the ball and where they fielded it. Or you can tap where the ball was thrown. This really is for animation purposes only. If unsure, just tap the catcher. And then hit done.
  - The other option is that the batter was out running to first. In that case, tap “Batter out at 1st” and then once again, tap where the ball went and then hit done.
- If the ball is hit, click the blue “Ball in Play” option on the Pitch menu:
  - You will first choose how the ball was hit - Ground Ball, Hard Ground Ball, Fly Ball, Line Drive, Bunt or Pop Fly. Tip:
  - You then choose the outcome: Was the batter out? Tap that. It will then ask you which fielder made the play and where. You can then drag the fielder to wherever they got the ball, this is not a requirement, at a minimum select the fielder who touches the ball. Then tap the 1B player. Hit Done after showing where the ball went and who handled the ball.

- The other option is if the batter made it to base - did they end up with a Single, Double, Triple, in-the-park Home Run? Just choose the right outcome and the app will automatically move the baserunners. As with an out, the app will ask you where the ball was fielded. Just drag and drop the fielder to where they got the ball. If the outcome resulted in a run scoring, it will confirm that runner was safe or out at home.
  - Note: In some cases, a batter got a single and then made it to second due to an error, more on this later. If in doubt just mark the outcome - if they're on 2nd, it's a double. Even if it was due to an error.
- Fielder's Choice: This becomes an option if there is someone on base and the batter hits it into play. Choose this option if the batter is safe but the baserunner is out.
- To indicate stealing a base, during the play just drag and drop the baserunner to the base they went to and indicate whether they were Safe or Out. It'll ask how it happened, my advice is to keep it simple and just mark it as a stolen base (vs. wild pitch or passed ball). It will keep it easy for you to record and move on.

### General Scoring Guidelines/Recommendations

- In between innings, your main task will be to update the fielding positions (since that changes almost every inning). The best way to do this is to get a Fielding Positions paper from each coach. In some cases, it is written on a board and you just take a picture of it.
  - Start with the Pitcher and Catcher - that is most important to get right.
  - Then click on every other fielding position and then choose the player who should be there.
  - If you don't have the positions from the coach, do your best to go by jersey numbers. I sometimes ask kids that are around to find out what number is in RF or LF or 3B if I can't see.
  - As mentioned up top, even if you are given the positions by the coach, do a quick double check - does what is happening match what you have in GameChanger?
- Errors:
  - **For 10U and 12/14U:** While not focusing too much on errors is true for 8U, for 10U and 12/14U I think it begins to make sense to count *some* errors. Especially throwing errors that allow a runner to go from 1B to 2B or 3B. The way you do this is by moving the runner to the additional base. It will then pull up a menu with many options:
    - Stole Base → *this was previously covered*
    - Defensive Indifference
    - On Throw
    - Throwing Error → *use this in the case that it was a bad throw by the fielder*
    - Fielding Error → *use this if it was not caught well by the 1B or 2B or 3B player. You can also use this when a player makes a clear fielding error.*

*But again, I think this should only be used when it's very obvious. If it's a judgment call, count it as a hit.*

- Other → *use this if you don't know why they got to the next base. It's a good catch all.*
- What's most important:
  - Make sure the outcome looks right.
  - Don't over-credit players - a single that becomes a HR because the ball kept getting thrown around is not really a HR.
  - Assigning WHO made an error is not really important at this level.
- If during the game you ever have to change a fielding position, just click on the player in the field and choose the player that should be there. This is very similar to how you set it up.
- Some games play with 4 outfielders (the default on GameChanger is 3). To change this, go to Menu → settings → L/R Center.
- If a team scores 4 runs, the half inning is over. To do that on GameChanger, go to Menu → End Half Inning
- When the game is over, it will not officially close the game until you go to Menu → Game Over. It'll ask you about winning/losing pitcher. Don't worry about it - you can leave it blank. **But this has to happen for the game to become officially recorded.**

### “Break in Case Emergency” Recommendations

As mentioned at the beginning, you will make mistakes and things will go wrong. No worries. We've all been there. In that case, here are some tips that will come in handy.

- The UNDO button is your greatest friend. Find where it is on the screen. If you ever make a mistake in-the-moment, tap UNDO.
- If you lose track of the play - just make sure what is on the screen matches what is happening. If a baserunner got out and you're not sure how, you can always just drag and drop the baserunner slightly and indicate that they are out - it'll ask why but you can also always just hit “Other”
- If for some reason, you realize the lineup is no longer matching what is actually happening and you're not sure why (it happens), just click on the player in one of the top boxes (usually has AB next to it as in At Bat). One of the options that comes up is “Skip to Different Batter” - click that and choose the right player. And this more than likely helps you get back to the accurate lineup. You can determine what went wrong later.
- If you make a mistake and only catch it after the fact, you can tap Plays at the bottom of the screen. On the Plays screen, it shows every play and it should have an Edit button next to it. This allows you to change a limited number of things. I would only use this in between innings or at the end of the game.

Thank you To AGSA (Alameda Girls Softball Association) for the base outline provided.