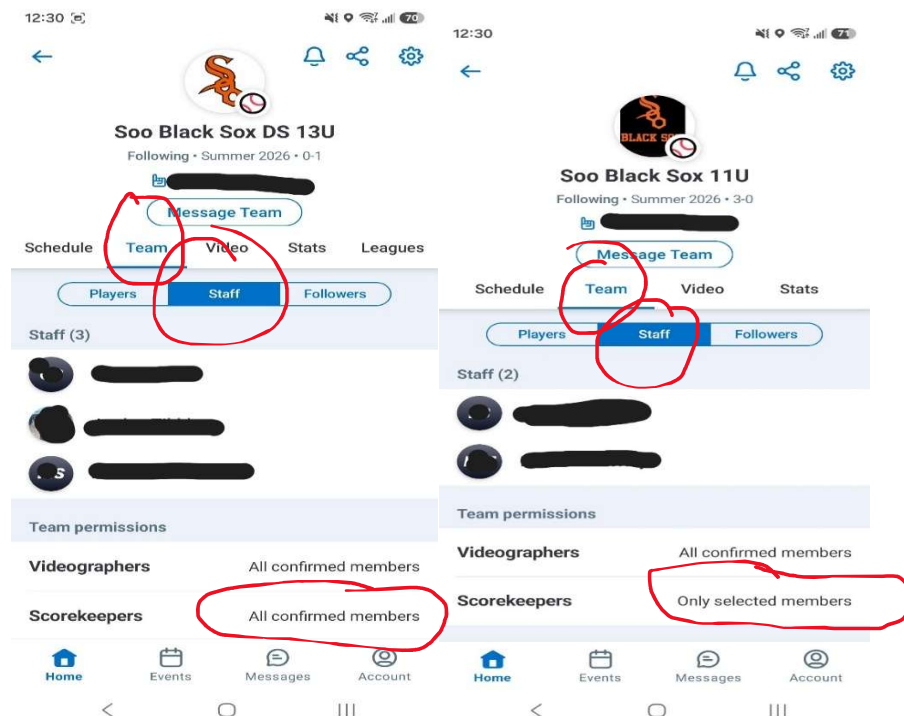


Setting up and Scoring a game in Game Changer

All teams in the SMBA league on Game Changer are set up to allow all accepted members of the team to keep score. It does not have to be someone listed on the coaching staff in Game Changer and we recommend that each team has a designated score keeper, ideally a non coaching parent. This allows the coaches to focus on helping the players throughout the game.

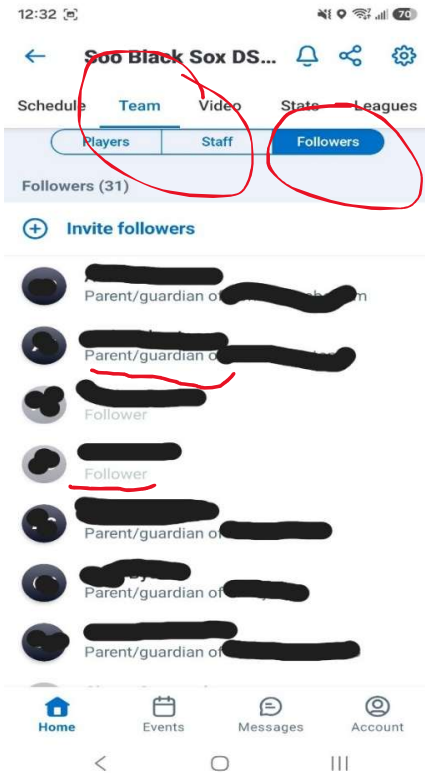
SMBA Admin also must remain as a staff member on all the teams for us to be able to update the schedules, send messages and announcements throughout the season.



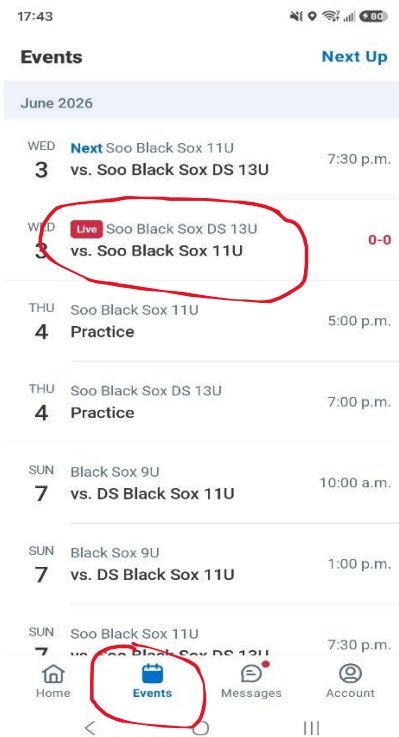
Your 'Team Staff' page should look like the first picture above where it says Scorekeepers 'All confirmed members' and not the second picture above where it says 'Only selected members'.

A confirmed member is a parent or guardian of a player who has been approved as a team member, or someone listed on the coaching staff in Game Changer. If a person is only marked as a 'follower' they will not have access to score the game.

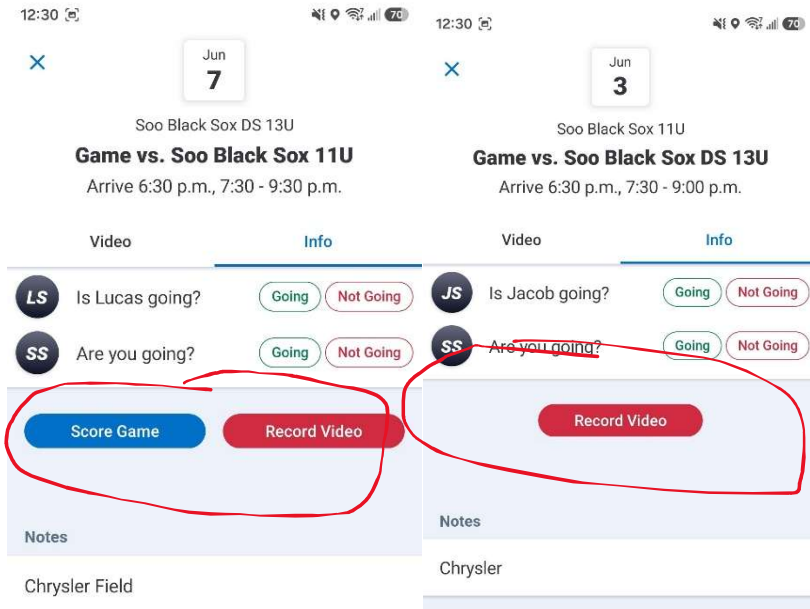
As you see in the first picture below, under the 'Followers' page, it will designate who is a parent/guardian and who is a follower. Someone who is a follower will have a lot of the options greyed out. They will only be able to access the schedule and see a game as its being scored.



To Score a game you click on the game you want to score under the 'Events' page

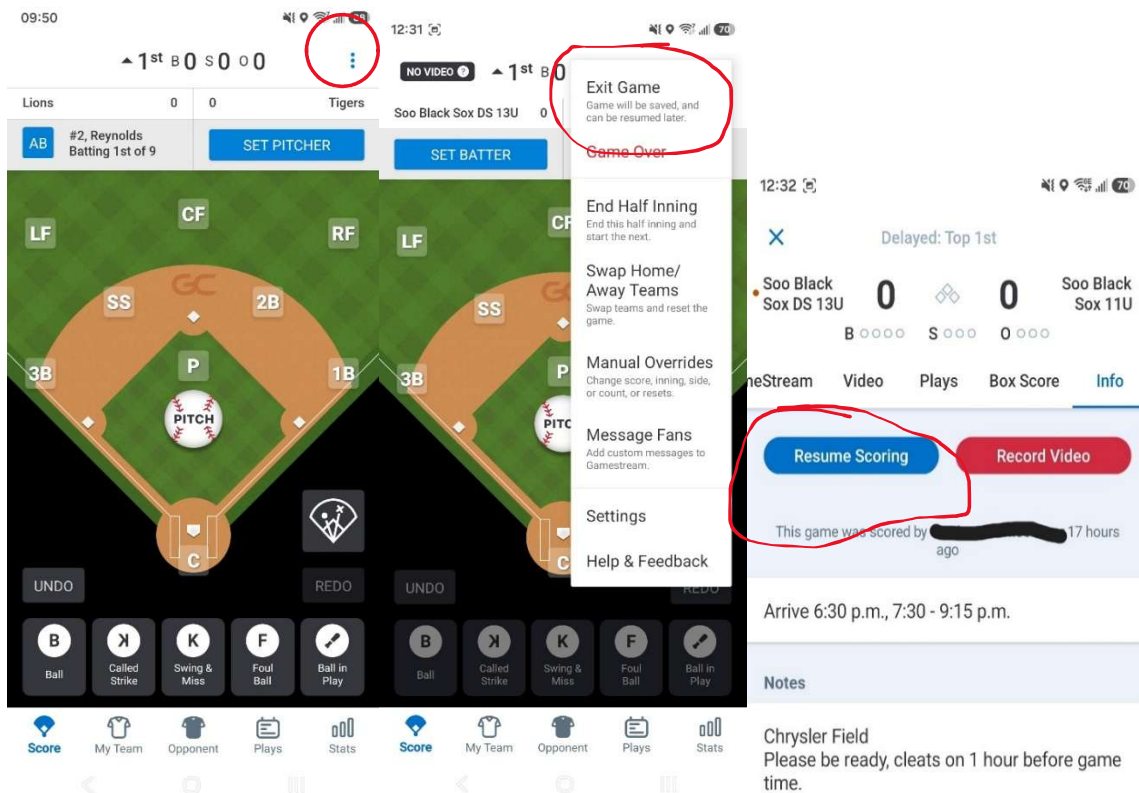


The page in the first picture below will pop up if you are able to score the game. If you are not able to score the game you will not see the 'Score Game' button.



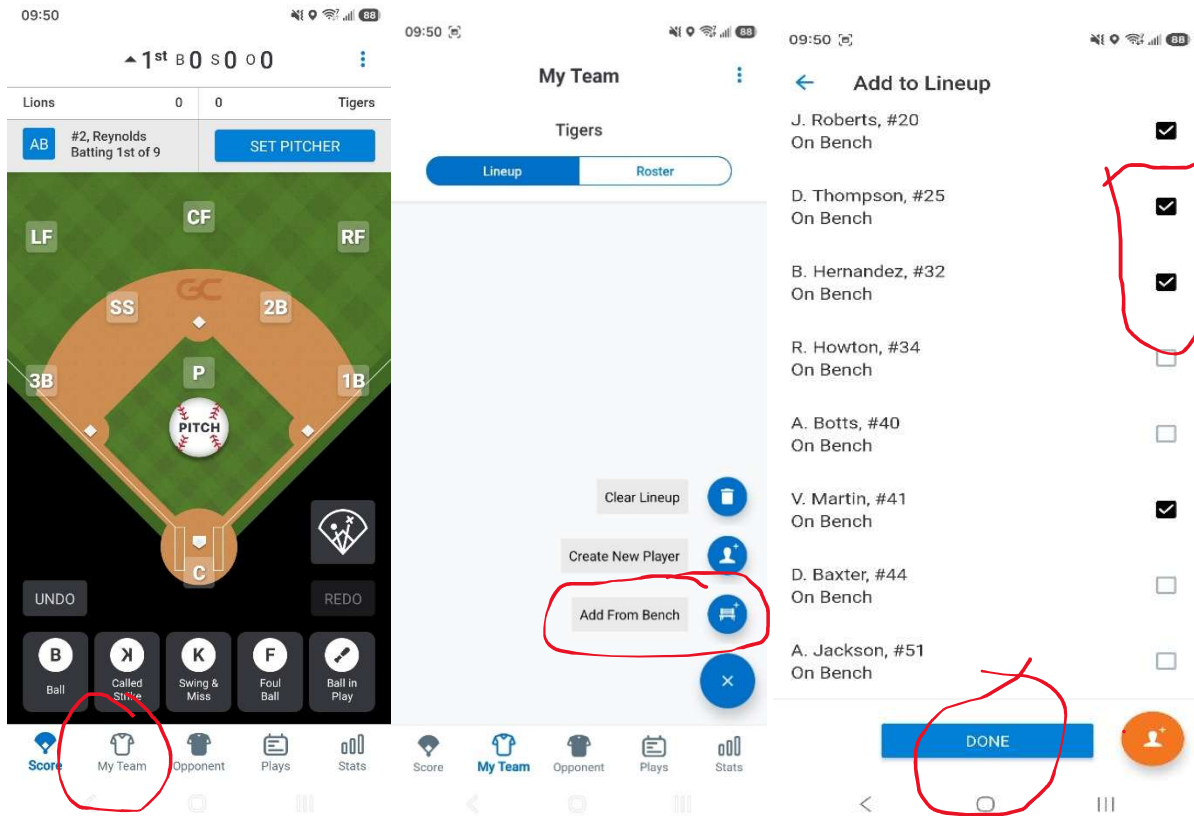
If you are an approved team member but the option to score the game isn't available it might be because someone else has already begun to score the game. Once someone clicks on 'Score Game' they must exit the game in order for someone else to take over scoring.

You can exit the game by clicking on the three dots in the top right corner of the screen, as you see in picture one below, and then click 'Exit Game' as seen in picture two. You will now see the option to 'Resume Scoring' as seen in picture three below.

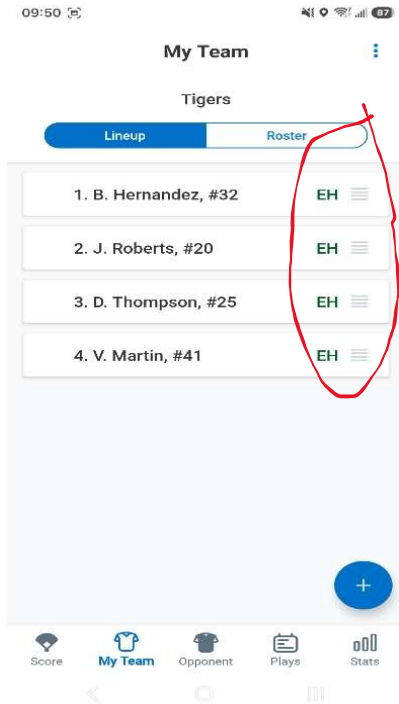


The coach may set the starting line up before the game starts by selecting 'Set Starting Lineup'. If not done ahead of time, you can **set the line up** by clicking on the 'my team' button at the bottom of the scoring screen as seen in the first picture below. From the 'my team screen' If there are no names listed, click on the blue circle with the + in the bottom right of the screen.

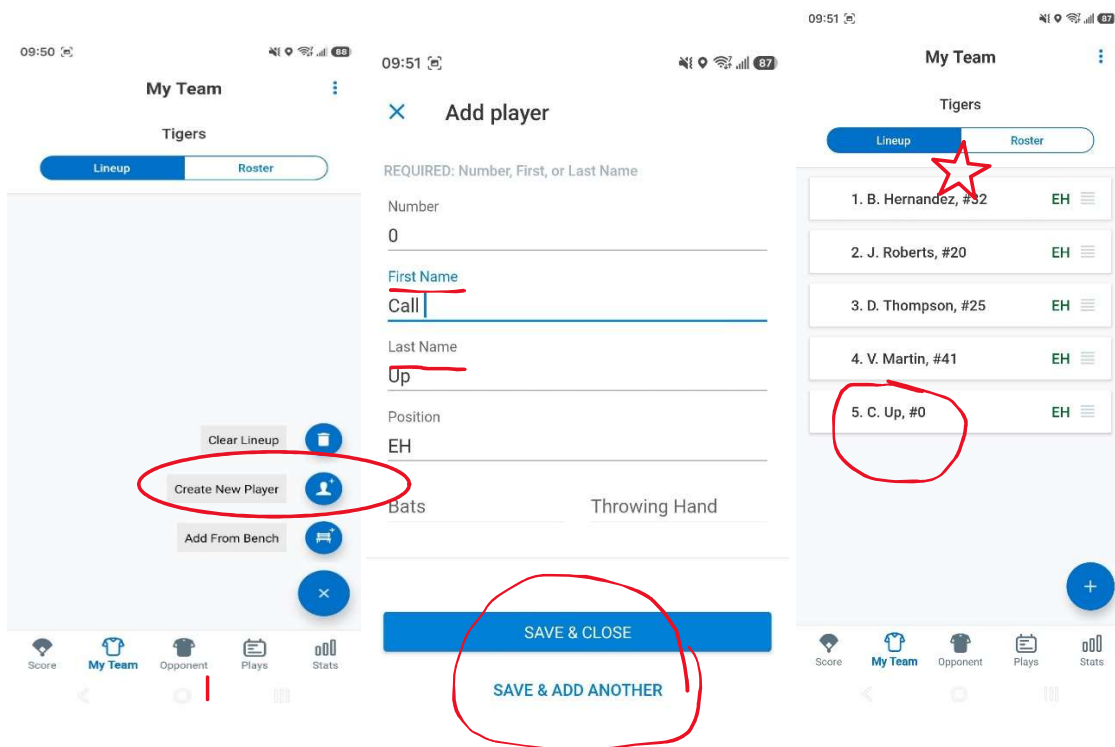
From here the options seen in picture two below will pop up. Click on 'add from bench'. A list of all the rostered players on the team will show up as seen in picture three below. Make sure each player present for the game is checked off, ideally in the batting order, then click done.



The next page will be the list of players present (from what you just checked off). If required, hold on the three lines and drag the name to where they need to be so that this list matches the batting order.



If you have any **call up players**, you also add them now. Chose the create new player option from the same menu. Fill in the call ups name and click 'save and close' if you only have one or 'save and add another' if you have another call up to add. They will then show up in the line up and move them to their position in the line up.



If the opponent is also scoring using GameChanger you will find a 'share line up' tab active under the my team page once the line up is set. It will appear where the star is on picture three above.

If the opponenet is not available, set their line up by clinking on the 'opponent' tab beside the 'my team' tab and repeat the same process as setting your own lineup.

If you are playing with **ten field positions**. From the 'Score' screen click on the three dots in the upper right hand corner, click settings, under short fielder/extra outfielder tab chose L/R Centre from the drop down box. Then click the back arrow to return to the 'Score' screen.

To **assign the field positions** click on the position and a list of all the rostered players will populate. Click on the name of the player in that position and it will add them. You can do this at any point during the game it does not have to be at the start of each inning. Assigning field positions isnt neccisarily important to keeping score of the game. It will only effect the extras of the app (stats and plays and the after game summary).

'AB' means 'at bat' and 'P' means 'pitcher'. Ensure the name is correct for the starting pitcher and make sure the batters name is correct as you move through the batting order.

Once the last batter in the batting order in done the batters name at the top of the screen will be replaced with 'set next batter' button. This button appears to ensure you havent missed any batters and only appears once during the game, at the end of the first time through the batting order. Click on the 'set next batter' button and click 'return to the top of the batting order'.

When a **pitcher is replaced** during the game just click on the current pitchers name in the middle of the screen and chose 'sub out/relief pitcher.' All the rostered players will come up, pick the name of the next pitcher or if you don't know the name you can chose 'leave empty.' If the pitcher comes from a fielding position you can chose them and it will automatically remove them from a frielding position. You can then click on that position and pick the name of the new fielder.

If during the game **someone gets hurt** and you need to skip them in the batting order, then click "AB" and click 'skip to a different batter'. Then choose the next batter in the order.

All the common buttons you will use are circled below in pictures two and three. If a **batter is hit by a pictch** click on the picture of the ball in the middle of the screen and pick 'hit by pitch', as seen in picture two below.

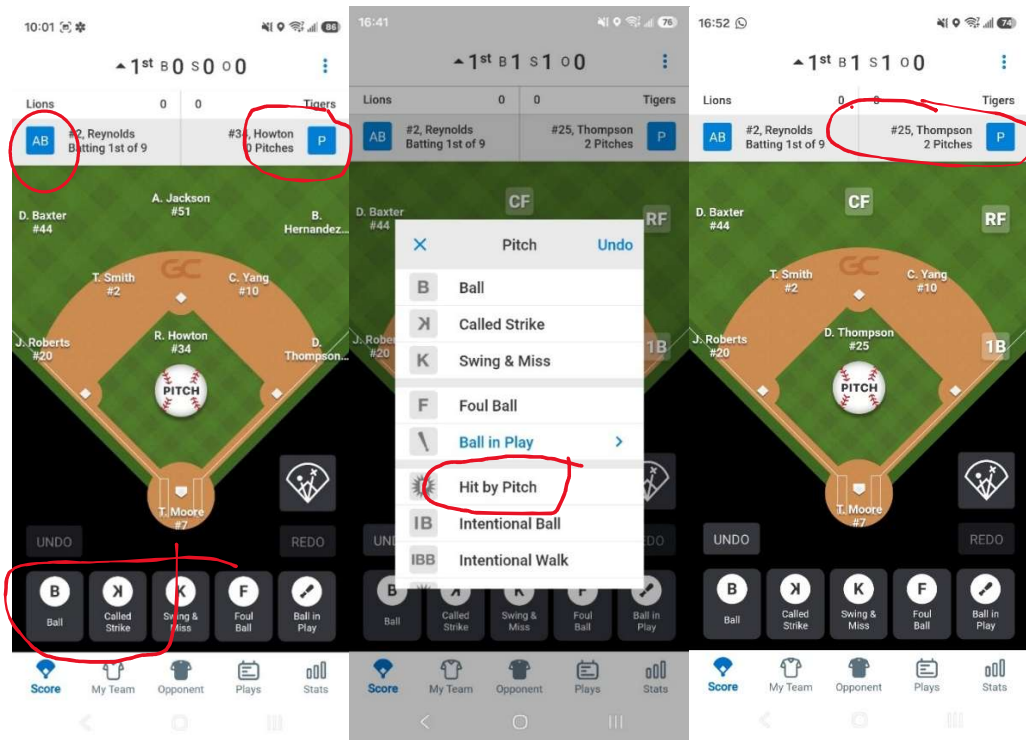
If a runner is out on a play and the app hasn't given you the option to chose safe or out, hold your finger down on the runner you want to make out. 'Safe' and 'Out' boxes will appear then drag the runner to the out box and chose from the options of how they got out.

If **you make a mistake** during scoring just click the 'UNDO' button to get back to before you made the mistake and then chose the corrent options.

If during the inning **the inning ends early** by hitting SMBA's max run limit or batter limit then you click 'end half inning' from the menu that you get from clicking the three dots in the top right of the score screen. Once the game is complete you will also end the game from this menu.

The **start of the game** should look like the first picture below.

When the game is over make sure to **'End Game'**. Click on the three dots in the upper right corner of the 'score' screen and chose 'End Game'. This will generate the win/loss and game recap.



Scoring each batter when we don't use traditional balls and strikes

9U – Since you have 5 pitches for every batter, use this order: ball, ball, strike, strike, strike. That way if the ball is hit on any one of the pitches you will score the play as it unfolds but if the batter strikes out on five pitches, then they will be out and the next batter will be up as normal in the app.

11U – Remember to start with a one ball and one strike count for every new batter. Touch 'ball' then touch 'called strike' at the bottom of the main scoring page as seen in picture one above. You will then see a one and one count at the top of the screen for that batter as seen in picture three above.

Practice scoring a game

Now that we have reviewed how to set up a game, please go into your teams 'practice scoring a game' section. You will find it from your home page, then click the gear button at the top right corner then chose 'practice scoring a game'. You can practice all the above instructions in real time.

Also, when your keeping score do not worry about errors or getting the plays exact. That will all come with experience and getting used to the functions of the app. As you get better with scoring through Game Changer you can add in those things but for now what's important is the runs, outs and overall score.