

RNLL 2023 Season Scorekeeper Training: Simulated AAA Game

Sample game for practice entry into GameChanger app (green)

- Use sample 2001 Mariners, 2001 Indians lineups as posted on Scorekeepers’ Training Center (print)
- Use GameChanger (green) app, download to phone (fine) or tablet (even better)
- Login to GC as one of these practice scorekeepers:
 - scoringRN23practice1@gmail.com
 - scoringRN23practice2@gmail.com
 - scoringRN23practice3@gmail.com
- Same password for all: scoringRNspring2023
- Find either practice team’s schedule once you are logged into GC
 - RNLL Scoring Training 2001 Mariners
 - RNLL Scoring Training 2001 Indians
- Simulated game is a time-shortened 3.5 inning game showcasing local AAA rules
 - Featuring how-to-solve special game issues in GC

Game action	(Commentary)	GC input
<p><i>Scorekeeper’s pregame 30 mins before scheduled first pitch:</i></p> <ul style="list-style-type: none"> • stake out your seats; • give pitch count sheets to a pitch count helper; • collect lineups from both managers • have backup battery for GC just in case 		<p>Choose either practice’s teams schedule.</p> <p>Pick any game listed in the schedule.</p> <p>Click on blue button to “Score Game”</p>
<p>Enter batting order for Opponent (Indians)</p>		<p>Click button for Opponent</p> <p>Use the Indians lineup</p> <p>Click “Add from Bench”</p> <ul style="list-style-type: none"> • Tap players in order that they appear on lineup • Kenny #7 • Omar #13 next, etc • then “DONE”
<p>Enter field positions for Opponent (Indians)</p>		<p>Tap first player in lineup (Kenny #7)</p> <ul style="list-style-type: none"> • tap position CF • tap BACK to do other players <p>OR faster option:</p> <ul style="list-style-type: none"> • tap down arrow in upper right corner to move to next player in batting order (Omar #13) and then add his position for the start of game – EH or Extra Hitter or same as BENCH • Continue for rest of players in batting order • Use BACK to get back to completed batting order for OPPONENT

<p>Enter batting order for My Team (Mariners)</p>		<p>Click button for MY TEAM Use the Mariners lineup Click "Add from Bench"</p> <ul style="list-style-type: none"> • Tap players in order that they appear on lineup • Ken Griffey #24 • Omar #28 next, etc <p>then "DONE"</p>
<p>Enter field positions for My Team (Mariners)</p>		<p>Tap first player in lineup (Griffey #24)</p> <ul style="list-style-type: none"> • tap position CF • tap BACK to do other players OR faster option: • tap down arrow in upper right corner to move to next player in batting order (Joey #24) and then add his position for the start of game, C • Continue for rest of players in batting order • Use BACK to get back to completed batting order for OPPONENT
<p>Introduce self to umpire(s) and get their name(s)</p>	<p><i>Write down umpires' names and source on pitch count sheet for reporting in StrikeNine after the game;</i></p> <p><i>Source of umps could be: scheduled volunteer ump; UmpsNW professional ump; parent or asst coach pulled from the stands; junior ump</i></p>	
<p>Manager comes over and says oops there was an error in master schedule. Mariners are now the home team (in the field) and Indians are the away team (at bat). The first Indians' player is coming up to bat.</p>	<p><i>Oy! Do not panic AND do not try to reset both sides batting order by hand. There is an easy fix.</i></p>	<p>Go to "Menu" menu at top left of main "Score" view that has baseball diamond. Choose "Swap Home/Away team" option.</p>
<p>Umpire says "Play ball!"</p>	<p><i>Don't forget to start the clock after the first pitch is delivered. Here we go!</i></p>	
<p>Top 1st Indians batting Jay B #19 is pitching</p> <p>Kenny L #7: Ball. Swing & miss. Swing & miss. Foul. Ball. Swing & miss.</p>	<p><i>Ignore when Pitch menu shows "Dropped 3rd strike." This is a feature only used at Majors, not AAA/Coast.</i></p> <p><i>At end of at-bat, top of frame shows 1 out. Pitcher shows #5 (current pitch count this inning, and 0.1 IP)</i></p>	<p>Tap on 00:00:00 in lower left to start clock and let it run. If clock does not appear, go to Menu menu and under Settings, set Game Clock as Count Up Timer.</p> <p>Tap "Pitch" menu to start the at-bat. Tap Ball, Swing & miss, Swing & miss, Foul, Swing & miss. Strikeout recorded. Top of frame shows 1 out.</p>

<p>Omar #13: First pitch: batter hits the pitch straight up the middle to CF. CF throws the ball in to 2nd base, some time after batter had reached first and then stopped.</p>	<p><i>GC makes you decide on how ball is hit, this isn't all that important at this level, to make it simple you can limit yourself to ground ball / fly ball</i></p>	<p>From Pitch menu, choose:</p> <ul style="list-style-type: none"> • Ball in play • Ground ball • Single • Drag CF player to where ball was or just tap position (simpler)
<p>Carlos #9: First pitch: bounces off batter's helmet even though he tried to duck out of the way. Ump yells "Time!" Batter seems to be ok and takes first base, 1B runner advances to second.</p>	<p><i>Hint: when Blue yells "Time!" it's a dead ball, no one can run/advance</i></p> <p><i>Hint: wait until a play is over before scoring to see what happens.</i></p>	<p>From Pitch menu, choose:</p> <ul style="list-style-type: none"> • Hit by Pitch <p>GC will put the batter on 1st and will automatically advance the runner to 2nd.</p>
<p>Albert #8: Ball. Swing & Miss. Foul. Pitch is hit near 3rd base line. 3B picks it up and steps on 3rd base to get the lead runner.</p>	<p><i>Hint: remember that Pitch menu is all about what happens to the batter. He reaches first base because the fielder chose to go for the easy play. Hence "Fielder's choice." This is NOT a single for the batter. Watch GC video on "Fielder's Choice" for a good explanation.</i></p>	<p>From Pitch menu, choose:</p> <ul style="list-style-type: none"> • Ball, Swing & miss, Foul • Ball in Play • Ground ball • Fielder's choice • Tap 3B player • Tap DONE • GC asks you to specify if each batter is out or safe: Tap OUT for the runner going to 3B. Tap SAFE for runner who advanced to 2B.
<p>Eddie #33: Swing & miss. Called strike. Foul. Pitch is hit sky-high pop-up over the infield. Pitcher moves a little bit towards 1st base, waits for it to come down and actually catches it. The AAA parent crowd goes wild.</p>	<p>☺ ☺ ☺</p>	<p>From Pitch menu choose:</p> <ul style="list-style-type: none"> • Swing & Miss; Called strike; Foul. • Ball in play • Pop Fly • Batter out • Pop out • Tap pitcher, moving him a little towards 1B, then DONE. <p>Screen pops up: Middle of 1st Tap: Accept and Switch to proceed (or cancel if you need to go back and rescore that) Screen shows: 0 Runs, 1 Hit, OE on 15 pitches and the batters up next</p>
	<p><i>Phew. A break. Cool your jets. The sides switch, but since you (theoretically) set up the Indians field positions during pregame you don't have to do that now. But check the field all the same and eyeball the fielders, making sure that Coach didn't</i></p>	

	<i>make any last minute changes forgetting to tell you! If he did make changes, put the correct players into position and make a note of it on the lineup gameplan (or as Pitch Counter to do so)</i>	
Bottom 1st Mariners at bat Paul S #11 Is pitching Ken #24 is batter: Ball. Ball. Ball. Ball.	<i>Hint: Look at the pitcher's block at top of screen and make sure the right pitcher is listed there. Good to do this at start of every half-inning.</i>	From Pitch menu, tap: <ul style="list-style-type: none"> • Ball, Ball, Ball, Ball. GC walks batter and puts on first.
Joey #28: Ball. Ball. Ball. Ball.		From Pitch menu, tap: <ul style="list-style-type: none"> • Ball, Ball, Ball, Ball. GC walks batter and puts on first, runner on 1B automatically advances to 2B.
Felix #10: Pitcher is looking twitchy. Ump calls "Time" and is brushing off dirt from home plate and goes back to home plate. Before he is in place, before he says "Play ball," the pitcher throws a pitch to the catcher. Ump calls "No Pitch." Tells pitcher to wait for "Play Ball" before he pitches. On first (real) pitch, batter hits a line drive that goes all the way into the LF corner. Two runs come home. LF throws ball into 3B after the batter gets there. A clean stand-up triple	<i>Wait for it, wait for it...that's NO PITCH. Check to make sure that pitch counter DID NOT record this as a pitch. It didn't happen. (Although it actually happens a fair amount with kids learning to pitch.)</i> <i>Wait for it: wait for all the running around to calm down and see if batter makes it to 3B safe.</i>	Do nothing during all of this "No Pitch" business. From Pitch menu, tap: <ul style="list-style-type: none"> • Ball in play • Line drive • Triple • Drag LF towards the corner • Tap runner #1: SAFE @home • Tap runner #2: SAFE @home
Edgar #11: On first pitch, batter hits a line drive that goes into LF but much shallower than last batter. Runner at 3B scores. LF bobbles the ball a little bit trying to get ready to throw it in. Batter runs to 2B easily, pauses, then tries to run to 3B also. LF throws ball into 3B as runner is coming in, 3B catches the ball and tags the runner as he comes in. Base ump calls the batter OUT at 3B.	<i>So, basically he got thrown out trying to stretch a clean double into a triple. Has to tag the runner, this is not a force play.</i>	From Pitch menu, tap: <ul style="list-style-type: none"> • Ball in play • Line drive • Double • Tap/drag LF to spot of play • Tap runner: SAFE @home Batter/runner is at 2B in GC, so: <ul style="list-style-type: none"> • Drag runner towards 3B • SAFE (green) and OUT (red) zones will pop up: drag runner to OUT zone • Tap OUT ON LAST PLAY • Tap 3B fielder since he applied the tag that got the runner out • Tap DONE
Vince #29:	<i>Single.</i>	From Pitch menu, tap:

<p>Swing & miss, Foul, Foul, Foul. Next pitch is a fly ball to RF which drops out of reach of RFielder, batter reaches first safely.</p>		<ul style="list-style-type: none"> • Swing & miss, foul, foul, foul • Ball in play • Fly ball • Single • Tap RF (move if necessary)
<p>Jay #19: Ball is really high, C misses it, it bounces off of backstop. Runner advances. Next pitch, ground ball hit up the middle to CF, runner advances to 3B, batter safe at first.</p>	<p><i>In AAA, for simplicity's sake you can call these runner advances a Stolen Base. In Majors or later on in Coast season you could make the distinction between Wild Pitch (aka it's the Pitcher's fault) or Passed Ball (aka it's the Catcher's fault).</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball <p>Tap the field to switch to field view. Drag runner from 1B to 2B, GC asks "how did runner advance?" Tap "Stole Base" or "Wild Pitch" in this case. Go back then to Pitch menu:</p> <p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball in play • Ground ball • Single • Tap/drag CF to where he fielded it <p>GC advances lead runner.</p>
<p>Mike #16: Ball. C drops it, it scoots away from him. 1B runner advances to 2B. Swing & miss. Foul. Next pitch is a ground ball just past the shortstop into left of center field, rolls a long way. Batter reaches 2B & stops, as CF quickly throws it in to SS.</p>		<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball <p>Tap the field to switch to field view. Drag runner from 1B to 2B, GC asks "how did runner advance?" Tap "Stole Base" or "Passed Ball" in this case. Go back then to Pitch menu:</p> <p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball in play • Ground ball • Double • drag CF to where he fielded it <p>GC advances lead runners:</p> <ul style="list-style-type: none"> • Runner #1: SAFE @home • Runner #2: SAFE @home

<p>Managers ask “Is that FIVE?” Blue asks you “Is that FIVE?” You confirm, yes that is 5 runs this half inning. So by AAA/Coast run limit rule, this half-inning is over, even with only one out.</p>	<p><i>You are welcome/encouraged to shout out “HEY BLUE THAT’S FIVE!” as soon as you confirm it. You don’t want the next kid to come up to the plate. If he does and starts his at-bat let him finish the at-bat, but tell Blue “That’s FIVE!” as soon as practical.</i></p>	<p>From MENU menu, tap:</p> <ul style="list-style-type: none"> • End half inning <p>Review screen pops up: 5R, 5H on 19 pitches</p> <ul style="list-style-type: none"> • Tap “Accept and Switch”
<p>After 1 inning: Mariners 5, Indians 0.</p>	<p><i>Top of the 2nd coming up. Now you have to reenter the field positions for the Mariners using your lineup and the 2nd fielders. Take a look at the home team lineup and make adjustments to the fielders as the gameplan dictates – match that with what you actually see in the field before you.</i></p>	<p>(Go to My Team and re-enter field positions for the 2nd inning. Or tap the positions on the field to do the same thing. Easier to use the lineup – hint: have someone read to you the positions going down the batting order for the 2nd inning.)</p>
<p>Top 2nd inning: Indians at bat Dan #6 now pitching for the Mariners. Jim #25: Swing & miss. Swing & miss. Screaming line drive right at the shortstop who puts up his glove mostly in defense of his face and manages to catch it. Surprise! Yeeha! Batter is out.</p>		<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Swing & miss, swing & miss • Ball in play • Batter out • Line out • tap SS, hit DONE
<p>Manny #24: Swing and miss. Foul. Ball. Foul ball goes way up in air behind the plate, catcher rips off his mask and catches it part way towards 1B dugout. Batter out.</p>		<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Swing & miss, Foul, Ball • Ball in play • Pop Fly • Batter out • Pop out FOUL • tap C, drag toward dugout • tap DONE
<p>Paul #11: Catcher is pleased with himself after last play, seems a little amped up. Ball, Swing & miss. On next pitch, catcher creeps a bit too far forward, batter swing & miss but hits catcher’s mitt during swing, catcher’s mitt was in the way. Blue calls “TIME!” Catcher is ok. Blue tells batter to take his base.</p>	<p><i>Hint: Catcher’s Interference is when the catcher gets in the batter’s way somehow during the at-bat. It’s usually the catcher’s mitt getting in the way and getting struck on the swing. Catcher’s Interference is something you hear (thud!) more than actually see happen.</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Swing & miss • C. Interference <p>GC puts batter on 1B.</p>
<p>Sandy #15: Ball. Ball. Foul. Foul. Weak ground ball right to 2B. He picks it up and tags the runner as the runner is going by. Runner is out.</p>	<p><i>Fielder’s choice. 2B took the opportunity with a runner going by in reach.</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Ball, Foul, Foul • Ball in play • Fielder’s choice • Tap/move 2B, hit DONE • Tap OUT for runner

<p>Middle of 2nd inning score: Mariners 5, Indians 0.</p>		<p>GC puts batter on 1B; runner is 'stranded' at end of the inning.</p> <p>Accept & Switch 0 runs, 0 hits, 15 pitches</p>
	<p><i>Half-inning break. Indians take the field for bottom 2nd. Change their fielding positions as necessary.</i></p>	<p>(Go back and reset field positions for the Indians since they are in field bottom 2nd inning.)</p>
<p>Bottom of 2nd: Mariner batting Paul #11 still pitching for the Indians.</p> <p>Luis #9: Ball, Ball, Ball, Ball.</p>	<p><i>Check that pitcher is correct. Make sure correct kid is at-bat.</i></p> <p><i>Walk #1 this inning.</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Ball, Ball, Ball <p>GC walks the batter.</p>
<p>Randy #51: Ball, Ball, Ball, Ball.</p>	<p><i>Walk #2 this inning. Pitcher looks to be having trouble today.</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Ball, Ball, Ball <p>GC walks the batter.</p>
<p>Norm #37: Ball, Ball, Ball, Ball.</p>	<p><i>Walk #3 this inning.</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Ball, Ball, Ball <p>GC walks the batter.</p>
<p>Tino #23: Ball, foul, ball, ball, ball Friendly coach (same team as batter) comes in to pitch, he was acting as 3B coach). Coach pitch: Swing & miss. Batter out.</p>	<p><i>"Walk" #4 this inning – in AAA no 4th walk allowed. Pitch counter records the last ball but do not in GC. Coach comes in and pitches until the at-bat ends, either thru ball in play or strike out. Here was a strikeout. Pitch Counter does NOT record any pitches that Coach throws. For GC, preserve the pitch count as much as possible: don't record the last ball, use that pitch to record the end of the at-bat (ball in play etc.)</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Foul, Foul, Ball, Ball, ... <p>Do not walk batter even though 4th ball was thrown. Wait until at-bat ends and then score that.</p> <ul style="list-style-type: none"> • Tap Swing & miss for the out.
<p>Dan #6: Ball, foul, ball, ball, ball Friendly coach (same team as batter) comes in to pitch, he was acting as 3B coach). Coach pitch: Ball, ball, ball then pitch put in play. Ground ball to 2B who picks up and throws to 1B. Batter is out at 1st.</p>	<p><i>Another "4th walk" that can't happen in AAA so Coach comes in. Do not record any Coach's pitches, just wait until ball in play or strike-out.</i></p>	<p>From Pitch menu, tap:</p> <ul style="list-style-type: none"> • Ball, Foul, Ball, Ball, ... <p>Do not walk batter even though 4th ball was thrown. Wait until at-bat ends and then score that.</p> <ul style="list-style-type: none"> • Ball in play • Ground ball • Batter out • Out at first • Tap 2B, then 1B • DONE • Runner #1: SAFE @home <p>One run scores, other runners advance.</p>

<p>Pitching change: Jose #49 comes in from RF to replace Paul #11 as P.</p> <p>Jose #49 gets some warmup pitches & we get a pause.</p> <p>Ken #24 batting, top of the order: On first pitch, batter hits a soft, high fly ball to short center. CF comes in and catches it. Batter out.</p> <p>Score after 2 innings: Mariners 6, Indians 0.</p>	<p><i>Tap pitcher to replace him, shows you list of bench players who could come in to pitch also other fielders who could switch positions to come in and pitch.</i></p>	<p>GC has no batter up next! Tap “Set Batter” and then “return to the top of the lineup”.</p> <p>Tap Pitcher position on the field (not the Pitch menu):</p> <p>CG asks who is replacing at P?</p> <ul style="list-style-type: none"> • Tap Jose M #49 • Now you see that no one is in RF. Tap RF spot and from options put Paul #11 there. • So Jose & Paul have switched positions. <p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball in play • Fly Ball • Batter out • Fly out • tap/move CF, then DONE <p>End of half inning. Accept & switch.</p>
	<p><i>Half-inning break. Make fielding substitutions for 3rd inning following coaches’ plan into GC, note any deviations on the gameplan.</i></p>	<p>(Re-enter fielding positions for Mariners for top of the 3rd.)</p>
<p>Top of 3rd: Indians batting Dan #6 still pitching for Mariners</p> <p>Orel #55: Foul, Foul. Ground ball single to RF.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Foul, Foul • Ball in play • Ground ball • Single • tap/move RF, then DONE
<p>Paul #45: Foul, Foul. Ball in play, fly ball to RF. Batter is out. Runner didn’t realize ball was caught & kept running to 2B. Much shouting to the RF to throw the ball in, hurry! RF throws ball to 1B, who steps on bag. Runner is doubled off (didn’t tag up): OUT!</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Foul, Foul • Ball in play • Fly ball • Double Play • tap/move RF, then DONE • both the batter & runner disappear
<p>Jose #49: Ball, Foul, Hit by Pitch.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball, Foul • Hit by Pitch <p>GC puts runner on 1B.</p>
<p>Return to the top of the Indians lineup.</p> <p>Kenny #7:</p>		<p>Tap: Set Better. Tap: Return to the top of the lineup.</p>

<p>Ball, very high, goes all the way to the backstop and runner advances. Foul. Next pitch is ground ball to the shortstop, runner does NOT advance (1st base is open, he does not have to run and not safe to do so if he can be tagged) and the throw is a little late to 1st base, batter is there ahead of the throw and the 1st baseman has to move off the base to stop the throw.</p>	<p><i>GC moves up runners the “natural” numbers of bases based on the batter’s action. In this case, with 1st base open, the runner is not forced to run. He can stay put when the SS near him fields the ball and decide not to run ahead for the rest of the play. GC will advance the runner, you need to put him back on 2nd to reflect what actually happened.</i></p>	<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball <p>Switch to field view, drag runner to 2B for a Stolen Base.</p> <ul style="list-style-type: none"> • Foul • Ball in Play • Ground ball • Single • Tap/move SS, then DONE. <p>GC puts runner on 3B. From Field view, drag runner back to 2B (he didn’t advance) in SAFE zone, choose DID NOT ADVANCE.</p>
<p>Omar #13:</p> <p>Foul. Foul. Foul. Next pitch: batter hits pitch, it squirts a bit forward and dies between pitcher’s mound and home plate. By the time the pitcher can get to it, everyone is safe at their bases.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Foul, Foul, Foul • Ball in Play • Ground ball (or Bunt) • Single • Tap/drag P, then done. <p>GC advances all the runners.</p>
<p>Carlos #9:</p> <p>Foul, foul. Batter hits a line drive, drops & rolls past the converging CF and RF and rolls all the way to the fence. Everybody scores by the time they can pick it up and get it back into the infield.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Foul, Foul • Ball in Play • Line drive • In-the-park-homerun • Tap/drag RF, then DONE. <p>GC automatically records 4 runs.</p>
<p>Albert #8:</p> <p>Ball, Swing & miss, Swing & miss, Swing & miss.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball, Swing & miss, Swing & miss, Swing & miss <p>End of inning. Accept & switch.</p>
<p>Middle of the 3rd inning: Mariners 6, Indians 4.</p>	<p><i>Half-inning break. Make fielding substitutions for bottom 3rd inning following coaches’ plan into GC, note any deviations on the gameplan.</i></p>	
<p>Bottom 3rd: Mariners batting. Jose #49 still pitching for the Indians</p>		<p>(Go to Opponent and re-enter field positions for the 3rd inning. Or tap the positions on the field to do the same thing. Easier to use the lineup – hint: have someone read to you the positions going down the batting order for the 3rd inning.)</p>
<p>Joey #28:</p> <p>Ball, Ball, hit by pitch.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball, Ball • Hit by Pitch

<p>You notice Felix #10 doesn't come up as expected, coach runs over and says he had to leave early. Edgar #11 comes up.</p> <p>Edgar #11: Hits first pitch on the ground to SS, who scoops it up and runs across 2nd base, then throws to 1B, who stretches and catches it before batter gets there. A big league double play. Opposing crowd goes bonkers. Home crowd politely acknowledges the good play in excellent demonstration of good sportsmanship.</p>	<p><i>This happens frequently. Don't try to drop player from the batter order if they leave late in the game, just skip over them. Good that you caught it even before Coach came out to talk to you.</i></p> <p>☺ ☺ ☺</p>	<p>Tap on Batter pane in the upper part of the Field view. Tap "Skip to a Different Batter." Tap the name of Edgar #11, he's next in line and has come out to bat.</p> <p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball in play • Ground ball • Batter out • Double play • Tap/drag SS to 2B area then tap 1B, then DONE <p>GC removes both runners.</p>
<p>Vince #29: First pitch is foul ball high up in the air, 1B is watching and he follows it towards the dugout, gets under it and catches it.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball in play • Pop fly • Batter out • Pop out foul • Tap/drag 1B, then DONE
<p>End of 3rd inning score: Mariners 6, Indians 4.</p>	<p><i>3 Innings are done. Blue asks what elapsed time is. You say: 1:50, so they have time to start the top of a new inning (no new inning after 2:00).</i></p> <p><i>Half-inning break. Update fielding positions for the top of the 4th inning, paying attention to any deviations from lineup and noting any on gameplan.</i></p>	<p>(Go to My Team and re-enter Mariner field positions for the 4th inning. Or tap the positions on the field to do the same thing. Easier to use the lineup – hint: have someone read to you the positions going down the batting order for the 4th inning.)(Remember: one player left early – you note that he was supposed to be on the Bench this inning anyway, so no extra adjustments to the lineup.)</p>
<p>Top of the 4th: Indians batting Randy #51 now pitching for the Mariners Eddie #33: First pitch is whacked and bounces along near 3rd base line, batter gets to 2nd easily and goes no further.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball in play • (Hard) ground ball • Double • Tap/drag LF, then done
<p>Jim #25: Ball, foul, foul, foul. Ball is hit hard, line drive directly to SS, batter is out. Runner was leaning towards 3B but dives back to a base head first before a tag can be applied and he is safe back at 2B.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball, foul, foul, foul • Ball in play • Line drive • Batter out • Line out • Tap/drag SS, then done

<p>Manny #24:</p> <p>Ball, catcher drops it briefly and the runner on 2B bolts for 3B. C throws to 3B. 3B bobbles the ball while trying to make the tag, tags runner only AFTER runner gets there first with a showy BigLeague head first slide. Indians fans feel a rally coming and are stunned when Blue calls runner out. A lengthy discussion ensues. Blue explains what happened to the Indians manager. You are able to tell the crowd what happened. Go you!</p> <p>Play resumes. Ball, line drive to RF goes to the corner, batter reaches 3B.</p>	<p><i>Note: LL has rules about head first slides. A runner cannot ACQUIRE a base the first time with a head first slide (if so, s/he is out). A runner may "retake" or "re-acquire" a base (diving back) head first. Why? In retaking a base they are not running full speed, less dangerous.</i></p>	<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball <p>Field view, drag runner to 3B, choose OUT; for OUT options choose OTHER; tap/drag 3B fielder, then Done.</p> <p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball • Ball in play • Line drive • Triple • Tap/drag RF, then Done
<p>Paul #11:</p> <p>Swing & miss, Swing & miss, foul; pitch hit sharply but dies in front of the plate. C pounces on it and looks at runner on 3B who decides not to tempt fate. Batter is speedy and reaches 1B before C can make a play at 1B.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Swing & miss, swing & miss, foul • Ball in play • Ground ball/bunt • Single • Tap/drag C <p>GC tries to advance runner as natural with a single. Shows options of Safe/Out/Back. Choose BACK, since runner held.</p>
<p>Sandy #15:</p> <p>Pitcher & Catcher are jumpy as momentum heading towards the Indians and a big inning...? First pitch is a ball, catcher misplays it and it goes to backstop, Pitcher comes into cover, runner does not chance it. While they were watching runner at 3B, runner at 1B advances. Ball, ball, ball.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Ball <p>From Field view, drag 1B runner to 2B for stolen base. Do nothing to runner still at 3B</p> <ul style="list-style-type: none"> • Ball, ball, ball. <p>GC advances batter to 1B, bases are loaded, 2 out.</p>
<p>Orel #10 is up. Crowd is electric.</p> <p>Swing & miss, swing & miss. Crushed line drive towards between CF and RF and starts rolling away...3 runs easily score...CF picks it up throws in to SS, who throws home to C as batter is running home and slides (feet first). Catcher applies the tag and the batter is OUT at home.</p>		<p>From Pitch menu:</p> <ul style="list-style-type: none"> • Swing & miss, swing & miss • Ball in play • Line drive • Triple • Tap/drag CF or RF • Runner 1: SAFE @home • Runner 2: SAFE @home • Runner 3: SAFE @home <p>Field view: drag batter towards home, OUT on last play: TAP fielders CF/SS/C to indicate how throw went.</p>

<p>Middle of 3rd inning score: Indians 7, Mariners 6.</p>		<p>3 outs end of half inning. Accept and switch.</p>
<p>Blue asks for time check. Game time is 2:17 mins. No new batter, GAME OVER.</p>	<p><i>Looks like the Indians won in the last at-bat, right? No, we've hit the time limit. We keep all of the stats that happened (pitching, batting data) and roll back the score to what it was at the end of the last completed inning, so here at the end of 3, when the score was Mariners 6, Indians 4.</i></p> <p><i>Indians players/parents may not understand the time limit rule. Here's a chance for the umpire/managers/scorekeepers to educate them!</i></p>	<p>Time to end the game: From Menu menu:</p> <ul style="list-style-type: none"> • Tap Manual override • Change score to Indians 4 • Tap End Game • End Game window asks you to assign winning/losing pitchers. Skip all of this, we don't use in LL. • Skip & Finalize Game • Game Over Screen choose Exit Game; this is where you stop for most games, but for manual override games: • Go back to the game in the Schedule • Hit Edit in upper right corner • In Notes field at bottom, note that the final score rolled back due to time limits.