

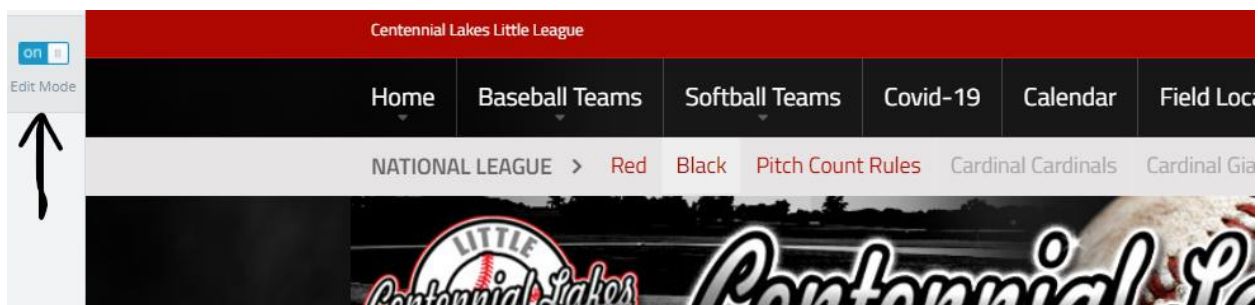
Adding Scores and Pitch Counts

Updated April 14, 2023

Scores and Pitch Counts should be added within 24 hours of the game being completed. This is critical for divisions where pitch count is recorded. Below are two methods for inputting scores and pitch count. The first method can be used for divisions where pitch counts are not recorded. The second method must be used for recording the pitches for each player.

Step 1: Logging In

Both methods require you to be signed in to the SportsEngine. You will know you are signed in properly when you see the Edit features on the left side of the screen. You will need to ensure the Edit button is turned to the “On” position or you won’t have access to the edit controls discussed below.



Note: If you are signed in and do not see the Edit features on the left, you may need to sign out and sign back in.

Using Quick Score to Record Scores Only


The AAA Development Teams do not record pitch counts.

To enter a Quick Score, navigate to the games list and find the “QS” link at the far right of the game details. Click it.

BY DATE		BOX SCORES				
VISITOR	V	HOME	H	LOCATION	STATUS	QS
Red	-	Silver	-	Carl Eck	1:00 PM CDT	QS

You will get a window that opens up allowing you to update the details.

EDIT GAME QUICK SCORE CLOSE

 **QUICK SCORE GAME**

Enter the game status and scores for each team. Quick Scoring functionality is for game result reporting purposes only. Games entered in this way do not affect team and player season totals until team and player stats are entered.

Game Status:

Scores: at
Red Raptors Silver

Comment:

Update the score by entering one run into the winning team or one run into each team for a tie. Change the Game Status to “**Final**” and click the **Save** button.


You’re done.

Entering Scores and Pitch Counts

Pitch counts need to be entered for every game. To do this, the game itself needs to be edited. This can be done from the schedule. Rather than clicking on the “QS” as described above, click on the “**Status**” in the column to the left of the “QS”.

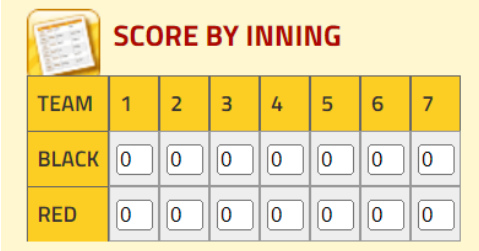
BY DATE		BOX SCORES				
VISITOR	V	HOME	H	LOCATION	STATUS	QS
Red	-	Silver	-	Carl Eck	1:00 PM CDT	QS

When you click the time of the game, details of the game will appear as shown below. You have an option here to enter the “Quick Score” or “Edit Stats”. You want to “Edit Stats”.



The screenshot shows the sportsengine logo at the top. Below it are two buttons: 'QUICK SCORE' and 'EDIT STATS'. The 'QUICK SCORE' button has a description: 'This game has stats and can no longer be quick scored.' The 'EDIT STATS' button has a description: 'Manually enter team and player stats in tabular format.' An arrow points to the 'EDIT STATS' button.

The window that opens up has many areas to edit. We will focus on two. The first area to pay attention to is the “**Score By Inning**”. Individual runs scored by inning can be entered or a total for the game can be entered. We have coaches that do it both ways. The only thing required is to have the total number of runs be accurate. Either way can be used.



The screenshot shows a window titled 'SCORE BY INNING' with a table for entering runs by team and inning. The table has columns for TEAM, 1, 2, 3, 4, 5, 6, and 7. The rows are labeled BLACK and RED. Each cell contains a text input field with the number 0.

TEAM	1	2	3	4	5	6	7
BLACK	0	0	0	0	0	0	0
RED	0	0	0	0	0	0	0

After adding the score, look for your team's **Pitcher Stats**. The Visiting Team is listed first. The Home Team is further down the page. There are areas to enter Batting and Fielding Stats. We turn off the statistics behind this. If you select them, there will be no options to enter for statistics. Only the Pitcher Stats are available to enter.

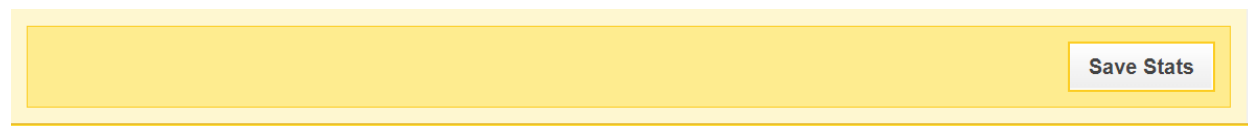
BLACK: PITCHER STATS

<input type="checkbox"/> PLAYED	#	NAME	PC
<input checked="" type="checkbox"/>		Finn Biske	19
<input checked="" type="checkbox"/>		Treyson Dittrich	56
<input checked="" type="checkbox"/>		Wesley Alvin	81
		Unattributed	0

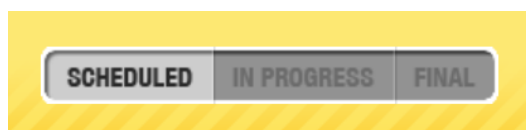
- Cooper Alvin

Players are arranged alphabetically by last name. Use the drop down to find a player to enter and click the button next to the player name that says **"Add Player"**. They will be added to the list. Enter the number of pitches in the box in the **"PC"** or Pitch Count column. Repeat this process by adding players until you have all of your players and pitch counts accounted for.

When you have completed your pitch counts, make sure to scroll to the bottom of the stats window and click **"Save Stats"**.



You will be returned to the game page once the stats are saved. On this screen, set the game to **"Final"** as shown below to ensure the standings and pitch counts are updated across the rest of the site.



That's it. You're done. What took a couple pages to detail here can be completed in less than a minute once you're gone through it. Please make sure to keep this up to date so the league standings, player stats, and games are current throughout the season.