

PITCH COUNT APP

USER GUIDE

The Baseball Manitoba Pitch Count App is provided free for all Baseball Manitoba teams. Only Coaches are permitted access to the full functionality of the app, such as entering games, adding players, and adding pitch counts.

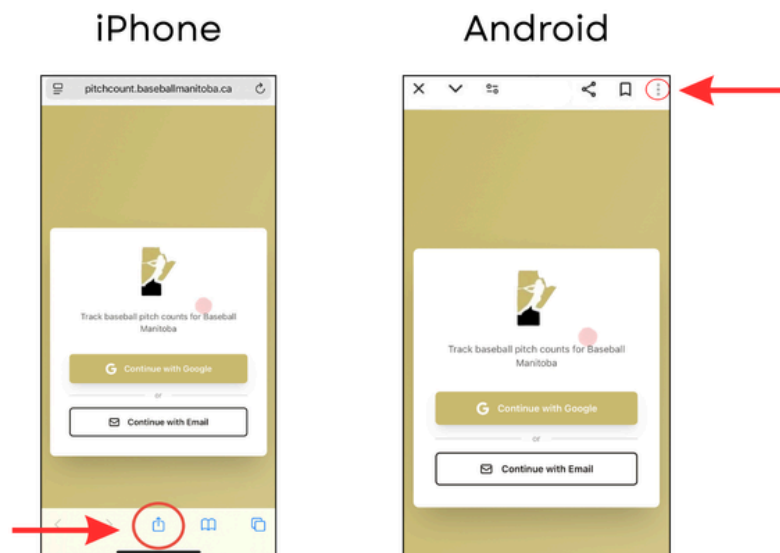
For coaches to access the app, you must be on an approved Baseball Manitoba roster, in RAMP, with a valid and unique email address. Two coaches cannot share the same email address in the system. Please email baseball.info@sportmanitoba.ca for support.

NEW – The App is now web-based and can be accessed through any web browser. Be sure to save it as a bookmark for easy access.

Access the app here: <https://pitchcount.baseballmanitoba.ca>

HELPFUL HINT – Preload the webpage while you are connected to Wi-Fi, so it is easy to use at the ballpark!

HELPFUL HINT – The app may prompt you to add the webpage as an icon on your phone's home screen. **If this prompt doesn't work, please follow the instructions below to do so.** Simply open the webpage and select the option. For **iPhone users**, tap the middle button at the bottom of your browser screen and select "Add to Home Screen". For **Android users**, tap the three dots in the top right of your browser screen and select "Add to Home Screen". See the image below for more info.



ADDING A NEW GAME

- Hit the 'plus sign/New Game/Start tracking pitches' button
- Select the 'home team' from the drop-down menu
- Select the 'away' team from the drop-down menu
- Hit the 'start game' button

ADDING PITCH COUNTS LIVE-IN-GAME

Capturing pitch counts live-in-game is the preferred method of counting pitches. This reduces the risk of pitchers exceeding pitch counts or using pitchers who are in recovery.

- Select a pitcher from the list of players
- Scroll down and begin counting with the green plus button
- When the half inning ends, scroll up and hit the next button to change the half inning
- Select a pitcher from the list of players
- Scroll down and begin counting with the green plus button
- Repeat for every half inning

NOTE: If there is a pitching change mid-inning, simply select a new pitcher from the list

ADDING PITCH COUNTS POST-GAME

If you are unable to capture pitch counts live-in-game using the app, pitch counts may be captured on paper and entered in the app post-game.

ADDING A CALL-UP PLAYER TO A TEAM

- Click the +AP button beside 'Players'
- Search for the player's name
- Select that player

APPROVING OR CHALLENGING PITCH COUNTS

Once the Home Team has submitted a pitch count for approval, the Visiting Team must verify the pitch count is accurate within 5 days of submission.

The Head Coach will receive a notification that a game approval has been requested. More info on this is continued on the next page.

- Review all pitchers and pitch counts for the game
- Select 'Verify'
- Or, Select 'Deny' and type the corrections in the notes
- Select 'Submit'

CHANGE UNIFORM NUMBER

- *More info coming soon!*

CHECKING PITCHER AVAILABILITY

- Eligible pitchers have a green check mark below the player's name
- Ineligible pitchers have a red X below their name

DELETING A GAME/PITCH COUNTS

For a game to be deleted, there can be no pitcher attached to the game, please see the info below to learn how to remove all pitchers from the game prior to deleting the game.

Pitch Counts for pitchers who have pitches in a game can be removed if they have been entered in error. If a game has been entered in error (or in duplicate), this process must be completed for all pitchers before the game can be deleted.

NOTE: This process can only be completed for games that are In Progress, Challenged, or Reopened status.

Deleting entire pitch counts for an inning for a pitcher can be done within the game screen.

EDITING A GAME'S PITCH COUNTS AFTER SUBMITTING FOR APPROVAL (REOPEN)

A game can be edited after it has been approved if has been discovered that the pitch counts are incorrect. Either team can initiate this process, but only the Home Team can edit the pitch counts once the game has been re-opened. Only games that have been verified can be reopened with this process. *More info on how to initiate the reopening of the game coming soon.*

GAME STATUSES

- More info coming soon!

NO OPPONENT GAMES (HIGH SCHOOL/AD HOC APPEARANCE)

All pitching appearances for Baseball Manitoba rostered pitchers should be captured in the Pitch Count app, including if the player plays on a non-Baseball Manitoba team (ie: High School, Academy, Senior, etc).

To do this, the coach of the player's team should create a game against no opponent and enter the pitcher's total pitch count for the game.

When the game is submitted for approval, it will be auto-verified by the system after 5 days.

Similarly, if a 22U or 18U team is playing a Senior team, the 22U/18U team would enter no opponent because Senior teams may not have any pitch count limitations. In this case, enter the final score and defensive innings correctly.

NOTE: This is the only situation where it is permissible for only one team to enter a pitch count.

REGISTRATION TO PITCH COUNT APP

Only coaches on a current Baseball Manitoba approved roster are permitted to access the Pitch Count app's counting tools. Coaches will be auto-emailed from the system to log on and join their team.

SIGNING INTO THE APP

Depending on your access, you can sign into the app in one of two ways:

Coaches: Sign into the app using the credentials created through the rostering process (see Registration to Pitch Count App).

Players/Parents/Guests: Click the link, create an account, and search for your team, it is open for public viewing. You can find information in the "Stats" tab.

STATISTICS

Pitching Statistics are kept for each player on your team. You can view historical stats showing how many games, innings, and pitches each pitcher has thrown.