

Lineup Manager - v3.1

Description:

Lineup Manager is an Excel spreadsheet made to help head coaches generate and keep track of Batting Line-Ups and Fielding positions. Specifically designed for a maximum **16 player roster** and an **21 game season schedule**, it's easy to use and allows a coach to do all of his / her work within the "Schedule", "LineUp" and "Positions" worksheets (yellow sheet tabs at the bottom). Once the Schedule, Line-Up, and Player Position information is entered, the individual game worksheets (blue sheet tabs at the bottom) are automatically filled out based on the information entered into the "LineUp" and "Positions" worksheets. The names of the players with their assigned positions will automatically be entered, in the batting order you assigned, into the corresponding "Game" worksheet. The spreadsheet is partially filled out as an example.

Roster Tab:

New in version 3.1 - A Team Roster worksheet has been added where all team administrators, players and parent/guardian contact information can be listed. Functionality of the spreadsheet has been extended to support up to 16 players. At the top of the Roster worksheet the team name and division should be entered into the yellow boxes. Individual player names are entered on the "Roster" worksheet. The players names can be entered as "Firstname Lastname" or as "Lastname, Firstname".

Schedule Tab:

Changed in version 3.1 - The schedule has been extended to support a 21 game season. Your team's schedule is entered by filling in the Date, Time, Location, Home / Visitor, and Opponent information for games 1 through 21. For simplicity, the Day / Date fields have been combined so only the month and day have to be entered. The Field Prep, Umpire and Snacks information are optional fields and can be redefined as needed. Once all information has been entered, the Schedule worksheet can be printed and distributed to your player's families.

LineUp Tab:

Changed in version 3.1 - A new macro button has been added that will automatically populate and then sort the players names that were entered on the Roster worksheet. Once the individual player names have been populated, their jersey numbers can be entered on the "LineUp" worksheet in the **GOLD** cells.. Note that the spreadsheet will automatically sort the team roster in Alphabetical Order as read from left to right.. Unused name cells **MUST** be left blank. **GOLD** shaded Player No. cells indicate that the adjacent Name cell is **NOT** blank. The batting order for each game is then entered by assigning a batting position, 1 thru 16, for each player. If a player is not available for a specific game, then an "X" is assigned to the absent player signifying that he/she is not in the batting rotation and the remaining players are then assigned the positions 1 through 16.

No information is required for rows that do not contain a player's name. To prevent the same batting position being inadvertently assigned to more than one player, the spreadsheet checks for duplicated batting positions. When this occurs, the cell containing the Game Number at the top of the column will be shaded **RED**. Please note that individual games are listed in columns.

Positions Tab:

Under the Positions Tab, a seven inning matrix exists for each Game, 1 through 21. Above each matrix, the game number and game date is displayed. In the left most column, the players names are automatically listed in the same alphabetical order as they were entered on the "LineUp" worksheet. Individual player positions for each game are entered as "RF, CF, LF, RC or LC" for Outfield positions, "P" for Pitcher, "C" for Catcher, "1B" for first base, "2B" for second base, "3B" for third base, and "SS" for shortstop in each inning. An "X" means that player is sitting out that inning. To prevent the same position being inadvertently assigned to more than one player in an inning, the spreadsheet checks for duplicate positions. When this occurs, the cell containing the Inning Number at the top of the position matrix will be shaded **RED**. **The spreadsheet will automatically grey's out all position cells for players not designated to be in a specific game's batting rotation as marked by an "X" on the LineUp worksheet.**

LineUp Cards Tab:

LineUp Cards can be printed from the LineUp Cards worksheet. The worksheet is formatted to generate two lineup cards for any specific game that can then be handed out to the opposing coach and umpire. To generate LineUp Cards for any specific game, simply enter that Game Number into the yellow box at the top of the card on the left. Both lineup cards will then automatically be populated with information pertaining to the Game Number entered.

Pitch Cards Tab:

Pitch count cards can now be printed using the Pitch Cards worksheet. The worksheet is formatted to auto populate with all the relevant schedule and roster information pertaining to the Game Number entered into the yellow box at the top. These cards can then be printed out and manually filled in during game play with the number of pitches or innings thrown by each player. This information can then be entered into the "Pitch Stats" worksheet to help the coach keep track of the total number of pitches / innings thrown in previous games.

Game Sheet Tab:

A single Game Sheet (blue worksheet tab) now allows the coach to easily print any individual Game Lineup worksheet by simply entering the desired Game Number into the yellow box at the top. The Game worksheet is formatted to auto populate with all the relevant schedule, batting order, and position assignment information pertaining to the Game Number entered. Since the Game Sheet is automatically filled out based on the information entered into the "LineUp" and "Positions" worksheets, it is protected from being edited. Names of the players with their assigned positions will automatically be listed, in the batting order you assigned. A player's name will NOT appear on the "Game" worksheet if that player was assigned an "X" in the batting order (meaning that player is NOT in the line up for that specific game). Once completed, coaches can simply print copies of the individual game worksheet for display in the dugout or to distribute as required by your league.

Position Stats Tab:

The Positions Stats Tab offers the coach a quick and easy way to see each players overall playing time and cumulative fielding assignments. Listed in the stats table is the number of games played, the total number of times a player has been assigned to play the Pitcher, Catcher, any of the Infield (1B, 2B, SS, or 3B), or Outfield positions, and the total number of innings that player sat out on the bench. This will help coaches guarantee a more balanced approach to playing time for every player on his/her roster.

Pitch Stats Tab:

The Pitch Stats tab gives the coach a quick and easy way to track each player's pitching usage and pitching availability for upcoming games. In the yellow boxes at the top of the worksheet, league pitching regulations for maximum number of pitches per week and/or innings per week are entered. The coach should also select the day of the week upon which the league's pitching clock resets. After each game, a coach can enter the previous game's pitching information (as recorded on the Pitch Card) into Table 1 to keep track of each player's total number of pitches / innings thrown.

Once the pitching information for the previous game is entered, the Pitch Stats worksheet automatically displays in Table 2 the exact number of innings and/or pitches each player has remaining for the week based on the league regulations entered. In order to avoid an overly busy table that is difficult to read, the spreadsheet will only display and highlight information for players that have less than the maximum allowed number of innings and/or pitches for the week remaining. Empty cells indicate that the player has the maximum allowed number of innings/pitches remaining.

Bat Stats Tab:

New in version 3.1 - A Batting Stats Tab has been added that offers the coach a quick and easy way to track each players overall offensive statistics. After each game, the coach can enter each player's batting performance on this worksheet. There is a grid for each game, 1 through 21, that is pre-populated with the team roster, Game Number, and opponent information. The coach should also enter the final Game score into the Yellow Cells at the top of each Game grid.

Season Stats Tab:

New in version 3.1 - A Season Stats Tab has been added that offers the coach a cumulative view of his teams offensive performance. Based on the information entered into the "Bat Stats" worksheet, this page calculates each players individual hitting statistics as well as the teams overall performance. Most of the major recognized hitting statistics are supported on this page.

BUY Tab:

In the BUY tab, users of the Trial version can unlock all the individual worksheets once the Unlock Code is received. This avoids the nuisance of having to copy and paste schedule and roster information from the Trail versions into the fully functional version. Once the Unlock code is received, all the user needs to do is to click the **UNLOCK** macro button. A dialog box will appear where the user will be asked to enter the Unlock Code. Once the code is entered, either pressing the ENTER KEY or clicking on the UNLOCK button will execute a macro that will automatically unlock the spreadsheet so the user can make full use of games 3 through 21.