

Lineup Manager - v7

Description:

Lineup Manager is an Excel spreadsheet made to help head coaches generate and keep track of Batting Line-Ups and Fielding positions. **Version 5E has been expanded to support up to 20 players and up to 50 games.** LineUp Manager continues to be 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:

In the Team Roster worksheet contact information for all team administrators, players and parent/guardian can be listed. The spreadsheet will support up to 20 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:

The schedule worksheet supports up to a 50 game season. Your team's schedule is entered by filling in the Date, Time, Location, Home / Visitor, and Opponent information for games 1 through 50. 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:

To automatically populate the players names that were entered on the Roster worksheet, use the "Get Players' Names" macro button at the top of the worksheet. Once the individual player names have been populated, their jersey numbers can be entered on the "LineUp" worksheet in the **GOLD** shaded cells. Unused name cells MUST be left blank. A **GOLD** shaded Player No. cell indicates that the adjacent Name cell is NOT blank. The batting order for each game is then entered by assigning a batting position, 1 thru 20, 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 20.

For a Bat-Around lineup, you will assign the batting positions of 1 thru 16. For 9-Man Batting Rotations, assign batting order by entering 1 through 9, and then use S1 through S9 to designate subs. For example: S1 designates the sub for the player batting 1st while S3 designates the sub for the player batting 3rd.

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 50. 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 order as they were entered on the "LineUp" worksheet. Individual player positions for each inning are entered as "P" for Pitcher, "C" for Catcher, "1B" for first base, "2B" for second base, "3B" for third base, and "SS" for shortstop. For outfield positions assignments, use "RF, CF, LF, RC or LC". The spreadsheet also supports the Designated Hitter position denoted by a "DH" assignment. Assign an "X" for any players sitting in the dugout for that inning.

To help keep track of position assignments, a pull-down list has been added to each cell that will display the unassigned positions for 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. For 9-Man batting rotations, Subs will be listed at the bottom according to the batting position they will be subbed into.

Pitch Cards Tab:

A Pitch count sheet can be printed using the Pitch Cards worksheet. The Pitch Card is meant to be manually filled in during game play with the number of pitches or outs thrown by each player. (Three outs represents one complete pitched inning). 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. Players will be listed according to the pitcher assignments pertaining to the Game Number entered. Players in Green Shaded cells are listed in assigned Pitching order for the game. This information can then be entered into the "Pitchers" and "Pitcher Stats" worksheets 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.

The Game Sheet also has a Player Position Table which lists the players assigned to each position for each inning in tabular format. At the bottom of the Game Sheet, a Box Score Table will display the Box Score as entered on the Bat Stats worksheet for each game. If no Box Score has been entered on the Bat Stats page, the Box Score table will display empty cells.

Field Form Tabs:

The Field Form sheets graphically display each innings defensive position assignments. There are separate Field Forms for 9-Player and 10-Player defensive rotations. The players names will be displayed in their assigned defensive positions over the field diamond graphic. Position assignments are pulled from the information currently displayed in the Game Sheet. To change which Game's defensive assignments are displayed, go to the Game Sheet tab and enter the corresponding Game No. in the yellow box at the top.

Pitchers Tab:

The Pitchers worksheet gives the coach a quick and easy way to track each player's pitching usage and pitcher availability for upcoming games. In the yellow boxes at the top of the worksheet, league pitching regulations for maximum number of pitches or innings per week are entered. The coach should also select the day of the week upon which the league's pitching clock resets. Additionally, there are entry fields for league mandated rest rules. 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 league pitching restrictions and individual player pitching information for the previous game is entered, the Pitchers worksheet automatically displays in Table 2 the exact number of innings and/or pitches each player has remaining for upcoming games 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.

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 was designated as DH or assigned to sit out on the bench. This will help coaches guarantee a more balanced approach to playing time for every player on his/her roster.

Bat Stats Tab:

The Bat Stats Tab 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 50, that is pre-populated with the team roster, Game Number, and opponent information. The players names for each game will be listed according to the assigned batting rotation for that game. The coach should also enter the final Game score into the Yellow Cells at the top of each Game grid. Batting performance information entered on this worksheet is used by the Team Stats worksheet to calculate individual and overall team batting statistics.

Pitch Stats Tab:

The Pitch Stats Tab offers the coach a quick and easy way to track each player's pitching performance. After each game, the coach can enter each player's pitching performance on this worksheet. There is a grid for each game, 1 through 50, that is pre-populated with the team roster, Game Number, and opponent information. The players names are listed in the same order as shown the LineUp worksheet. Pitching performance information entered on this worksheet is used by the Team Stats worksheet to calculate individual and overall team pitching statistics. For partial Innings Pitched (IP), use .1 for 1 out and .2 for two outs. For example, 2.1 is 2 1/3 innings and 2.2 is 2 2/3 innings.

Team Stats Tab:

On the Team Stats Tab, a cumulative view of your teams offensive and pitching performance is displayed. Based on the information entered into the "Bat Stats" & "Pitch Stats" worksheets, this page calculates each player's individual hitting and/or pitching statistics as well as the team's overall performance. Most of the major recognized hitting and pitching 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 50.

Questions or Suggestions

Please feel free to email any questions or suggestions to: dave@lineupmanager.net

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Thank You for trying my Lineup Manager spreadsheet.

You can safely purchase a fully functional copy of *Lineup Manager* through **Pay Pal**



[Buy Now](#)

**Once you have submitted payment and received the unlock code,
please click the green UNLOCK macro button below.**

--- TRIAL VERSION ---

The same Unlock Code can also be used to manually unprotect any of the worksheets. Please use caution once all the worksheet protection is removed. Since many of the cells are functionally linked, users may inadvertently corrupt the spreadsheet functionality by modifying or deleting critical links.