

GC SCORING CHEAT SHEET

Before using the App, You must be on-line so that the App can **SYNC** and UPDATES can be loaded on to your GameChanger. Without SYNCING you could cause duplicate players to appear.

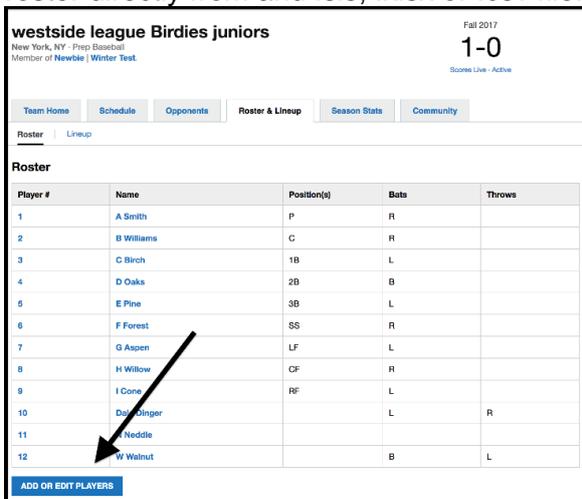
NOTE: If you lose internet while scoring a game, don't worry, you can keep scoring off line and everything will sync when you go back on-line.

ADD YOUR PLAYERS TO YOUR ROSTER (Before you go to the game)

Adding players to your Roster (using a computer)

- 1) Go to www.gc.com and sign in with your Apps email and password.
- 2) Click on the **Roster & Lineup** tab
- 3) Click on **Add or Edit Players**
- 4) Enter player information
- 5) Click **Save Roster**

Roster upload (web) During the team creation process, you can upload your roster directly from and .xls, .xlsx or .csv file.



Player #	Name	Position(s)	Bats	Throws
1	A Smith	P	R	
2	B Williams	C	R	
3	C Birch	1B	L	
4	D Oaks	2B	B	
5	E Pine	3B	L	
6	F Forest	SS	R	
7	G Aspen	LF	L	
8	H Willow	CF	R	
9	I Cone	RF	L	
10	Doe Dinger		L	R
11	J Needle			
12	K Walnut		B	L

Adding players to your Roster (USING THE APP)

- 1) From the **Team News** page, navigate to the **Roster** screen
- 2) Select **Create New Player**
- 3) Enter player information
- 4) Choose **save & close** or **Save & add Another Player**

TO OPEN THE APP TO SCORE:

(for Ipad) Log into your GameChanger app. Tap on the 3 lines on the top left corner and you will see a list of team names. Tap the team name and it will open the page for game coming up to score etc. if you tap on the "Upcoming game" It will take you to the scoring page. Then to score the game tap on **Score game** and follow the prompts.

ADDING YOUR LINE-UP IN A GAME

- 1) Open the GameChanger app and go to the **Team** tab at the bottom of the left hand side labelled either **My Team** or **Opponent** and tap on the required team.
- 2) Tap "Add from bench".
- 3) Tap each player in batting order, then tap "Done" above. If a player is not on the list you can tap **Done**, and go to the **Add Player** (at bottom of screen) and add the player details and save.
- 4) Tap each player and assign defensive (fielding) position, then tap <Back and continue till all players are completed.
- 5) If you batting order is incorrect, just press on the end pass the **EH** and drag to where he should be batting.

NOTE: If you require **MORE THAN 9 BATTERS**, add the batters as per your line-up and leave the fielding position as EH (Extra Hitter)

SET A DESIGNATOR HITTER (DH) This is required when a pitcher is not in the batting line-up and appears as the 10th player. Do not enter the 10th player on the batting line-up:

- 1) When you choose DH for a player, "HITTING FOR:" will appear. It will say "Unfilled" – Tap to choose who is going to Pitch/field for him/her, choose their position.
- 2) This will return you to the Line-up and you will be able to see the fielder at the bottom of the list (Not batting).

SUBSTITUTIONS (iOS)

How to make a Substitution (batting position changes)

- 1) Tap which player in the lineup you wish to substitute.
- 2) Tap **Sub out of Lineup**
- 3) Choose the player you want from the **Bench**

Making fielding Changes

- 1) Tap the player who is going into another position
- 2) Choose the position he is going to and tap **<Back**
- 3) Check with your book scorer that the position changes are correct.
- 4) Below the words **At Bat** at the top of the lineup, if one of the positions is in red, means that someone has not got a position or a position has not been allocated.
- 5) **OR** Tap fielders or the batter's name to swap positions, sit a player, or substitute players. Do not rename players to make substitutions. You can create a new player.

BATTING OUT OF ORDER – Manually changing batters

Tap on AB the batter box above the scoring screen – tap **Skip to Different Batter** and choose the batter you require.

PINCH RUNNERS, SPECIAL PINCH RUNNERS

Tap the runner on base and choose an option, then choose the player that will become a Pinch Runner or Special Pinch Runner. Remember that a Pinch Runner is a substitution and a Special Pinch Runner is only a courtesy runner NOT A SUBSTITUTION. **STATE LEAGUE 1** does not have courtesy runners, they have pinch runners who are Substitutions.

PINCH HITTER

Tap on the Person At Bat (AB), choose **Sub out/pinch Hitter**, and choose the person from the Bench and change his "Fielding Position" to "EH", then in the fielding inning, put in his actual Fielding position if he goes into the field. This is required especially if the PH is for a Catcher as the program will record the PH as being a catcher and you can't remove it from the stats.

PLAYING INTO EXTRA INNINGS

If you need EXTRA INNINGS, go into **Menu**, tap **Settings**, tap **Innings per Game** and choose more innings. And tap on the **Menu** to close.

TIE BREAKER – Placing a runner on base in a Tie-Breaker

To accommodate for situations such as tie-breakers, the GameChanger Scorekeeping app allows for scorekeepers to place players on a specific base.

Little Leagues Tie Breaker is to set the last batter from the previous inning.

- Tap second base (◇) and Choose the last batter from the previous inning.

For International Tie Breaker setting two runners on base as per the below:

- 1) Look for the two batters who batted prior to the current batter
- 2) Tap second base and insert the second last batter of the previous inning
- 3) Tap first base and tap on the last batter of the previous inning
- 4) You are now ready to continue to score with the first batter for this inning.

SCORING A FORFEIT

GameChanger does not yet offer a tool that will specify that a game has been decided by a forfeit. However, the easiest workaround to communicate such a result would be to edit the Game Details of the game in which one team forfeited. You may then edit the game score to reflect a 9-0 (seniors) 7-0 (BL, SL, JL and IL), 6-0 (LL, Minors & Machine Pitch) win for one of the teams (if the forfeit is notified on game day). To do this:

- 1) enter the scoring game
- 2) tap on **Menu**
- 3) tap on **Manual Overrides**
- 4) Enter the score by tapping the **0** and type in score for that team. IL, JL to SL = 7-0 and LL is 6-0 forfeit.
- 5) You may then also go one step further and open the game on scoring device and use the Message Fans tool to inset a "Forfeit" line of text in the game's Play-by-Play.

PITCHING

- 1) To check on the pitching stats during the game, Tap on the Pitcher's name at the top of the scoring screen and tap **View Pitch Counts**
- 2) **OR** click on **Stats** at the bottom of the lineup list on the scoring page. You can choose Pitching at the top of the screen.

FINALISING YOUR GAME

- 1) Once you have reached the end of your game you will be notified (triggered by your innings/game setting which can be changed in the Settings option under the Game Menu).
- 2) Go into the **Game Menu** and tap the "**Game Over**" option.
- 3) Choose your Winning / Losing / Saving Pitchers if applicable and Tap on Finalize
- 4) Tap Exit game.

CORRECTING STATS (on your app) after the game.

- 1) After you exit the game, tap on **Box Score**
- 2) Tap on **Edit Stats**
- 3) Tap on **Continue**
- 4) You can edit the Batting stats from here as the edit boxes are open. Click Save at the bottom of the screen before moving to the next page.
- 5) You can tap on Pitching and Fielding and to edit, click on the **Edit Stats** on the right of the screen above the last stats column. Remember to save in each screen before moving to the next page.

CORRECTING STATS (on a computer)

- 1) Go to www.gc.com and sign in with your Apps email and password.
- 2) From your team's page, under "Team News Feed" click on the game you'd like to edit (it's written in bold writing)
- 3) Click on "Box Score" and choose your team's "Edit Box" on the right above the **SO** column
- 4) Begin editing the stats, or use the up and down arrows to add or remove players to the lineup. There are three sections, Batting | Pitching | Fielding. Only need to edit what is incorrect and leave the rest.
- 5) Save
- 6) Go through each tab and check the column you need and leave the rest alone.

NOTE: *Left on Base* – in GameChanger LOB is given to the Batter who left on any runners when he came up to bat. Do not change this stat in GameChanger. This is actually how LOB's should be done.

EDITING PLAYS – this can only be done in iOS (cannot be done on a tablet).

Only certain play outcomes can be edited:

- Errors/Hits, Ground out/Sacrifice bunt, Wild pitch/passed ball/stolen base.
- You can also edit the pitcher or another defensive player. This edit will take place for the remainder of the game, or until that player was substituted out. Since the app will only sync while the game is being scored, edits should be made prior to the game being finalized. You can go back and restart the game to do this editing.

While in the scoring mode:

- 1) Tap on the "Plays" at the bottom of the scoring screen
- 2) Tap on the play you want to edit
- 3) In "outcome" change the Hit to Error or vice versa
- 4) Check the stats, and if it has not change, change them manually after the game.
- 5) Also read <https://gamechanger.zendesk.com/hc/en-us/articles/360012678331-Editing-Past-Plays-iOS-Only->

EXPORTING STATS

The button to export the stats is located at the bottom of the "Stats" page on the team website.

- 1) Go to www.gc.com and sign in with your Apps passwords.
- 2) Click on **Season stats** tab
- 3) Scroll to the bottom of the page and you will see the link for **Export Season Stats (CSV)** and click on it. From here there is also a link to edit stats. Just click on **Schedule**
- 4) Choose the game you need to edit
- 5) And click on **Edit box Score**.
- 6) **Remember to save each page before going to the next.**

More information can also be found on: <https://gamechanger.zendesk.com/hc/en-us>

Practice Mode

To Practice Scorekeeping on an iOS Device:

- 1) Launch your app
- 2) From the menu screen select "Try Scorekeeping"

To Practice Scorekeeping on an Android Device:

- 1) Launch your app
- 2) Tap the three dots on the top right of the scorekeeping app
- 3) Select "Try Scorekeeping"

The teams will already have complete rosters, and game data will not sync to the website, so you are free to explore the scoring experience as you'd like.

Base Hits: Once the ball is in Play, tap on **Ball in Play**, Choose your options, **then tap and drag the fielder's glove** where he/she played the ball, tap every field that was involved in the play (assists) in correct order, then tap **Done** when finished.



Begin each at-bat by tapping the Pitch button.



Drag fielders to where the ball is hit.



Manually advance runners by dragging them to the next base. Move them to Safe or Out for a play on the base path.



Made a Mistake? Don't worry. Use the undo Button to correct a mistake on the last Play.

GC SCORING CHEAT SHEETS

Note: Always drag the runner back to previous base if he does not advance and tap **Didn't Advance**. Always let you scoring device Sync and update before scoring.

Symbol	TAP
# - E#	Ball in play, choose type of hit, tap on Error , tap on fielders glove to make the play, tap Done , retify any runners who come home (if any), tap on the player who committed the error
Automatic Out	Tap on Menu , <i>If it is the first or second out</i> , Tap on manual overrides , then tap on 1 out or 2 outs in the outs section then save. Tap on the Batter AB which is the Auto out, tap on Skip Batter and choose the batter who is supposed to be AT Bat. <i>If it is the third out</i> Tap on Menu, and "Tap on End Half Inning". When the team comes back to bat, Tap on the Batter AB which is the Auto out, tap on Skip Batter and choose the batter who is supposed to be AT Bat.
BB (walk)	Tapping four Balls will generate a walk
Balk	Tap on Balk in the pitch screen
Bunt Single	Ball in play, tap bunt, and tap single.
CI2	Tap on C.Interference in the pitch screen
Error (foul Ball)	batter not out – tap Ball in Play, Pop Fly, Foul Ball Error , tap fielder who erred
Error (Bunt)	Ball in play, Bunt, Sac Bunt Safe, Safe on Error, tap who did assist and error or just error (WT)
Error	Tap Ball in Play , tap on type of hit, tap Error , tap on the fielder who erred & tap done
Extra base Err	extra base error: enter the base hit (single, double etc), then drag the runner to the next base into the green box, tap on type of error, tap the fielder who made the error
Fielder's Choice	Tap Ball in Play , choose type of hit, tap on fielder for assist and putout and tap Done . Tap on out X for the runner who got out
Fielders choice with error on another base (No safe hit)	
	Tap Ball in Play , choose type of hit, tap Error , tap on the fielders who made the play, tap Done , and choose the fielder who made the error. (this will give the assist and error for the stats. This will not score the fielders choice
HBP	Tap on Hit by Pitch in the pitch screen
MF#	Tap Ball in Play , choose type of hit, tap on error , tap on field who erred and tap Done . If there are other runners who move on the error, Drag the runner to the base he ran to, tap on On Last Play . (if different error, tap On Different Error , and tap the field who erred)
Obstruction	Score an Obstruction like your score an error. Tap Ball in Play , tap on type of hit, tap Error , tap on the fielder who erred & tap done. This way you get the stats you require. (A batter who reaches first base due to a fielding obstruction is not charged with an At Bat.)
Pass Ball	Tap side of screen to get out of the pitch screen, drag the runner/s to the base there reached, drop into the green box and tap on Passed Ball . For Subsequent runners – tap on On Same Pitch
Stolen Base	Tap side of screen to get out of the pitch screen, drag the runner/s to the base there reached, drop into the green box and tap on Stolen Base . For Subsequent runners do the same
Wild Pitch	Tap side of screen to get out of the pitch screen, drag the runner/s to the base there reached, drop into the green box and tap on Wild Pitch . For Subsequent runners – tap on On Same Pitch
Wild Throw	Score the same as an Error, then if he takes a second base, then drag the runner to the second base, and drop into the green box, and tape on On Same Error . Do not tap on Wild Throw as it would award a second error

3 rd Dropped Strike	When a batter reaches 2 strikes, and if first base is unoccupied or there are 2 outs, a Drop 3rd Strike will appear on the bottom of the pitch menu. Below are the 3rd drop strike scenarios:
KWP or KPB	To score a uncaught (dropped) third strike, Scroll down, tap Drop 3rd Strike , Select Swinging or Looking, Select Safe on First (WP) or (PB); If it is a recovered WP or PB and the Batter gets thrown out at first , out at First, choose Swinging or Looking,, choose “Batter out at First” and choose the fields involved in the out and choose done
K Fielder’s Choice (KFC)	Tap Drop 3rd Strike , Select Swinging or Looking, tap Select Safe on First tap on Other Runner Out , tap on the fielder who got the put out, then tap on the batter who is out
K 2-3	Tap Drop 3rd Strike , Select Swinging or Looking, tap Batter Out at First , tap on fielders for assist and putout, tap Done
K 2-E#	Not Possible, <ol style="list-style-type: none"> 1. <u>If batter gets to second base on the error</u>, you can place the batter on first base with a KPB or KWP, then drag the batter to second base, drop in the green box and tap on Fielding Error, and top on who did the fielding error. You will have to do a manual stat correction to add in the Strike out for the pitcher. 2. <u>If the batter only gets to 1st base on the error:</u> Tap ball in play and score like you do or an error. You will have to do a manual stat correction to add in the Strike out for the pitcher.
K WT#	Not Possible, <ol style="list-style-type: none"> 1. <u>If batter gets to second base on the error</u>, you can place the batter on first base with a KPB or KWP, then drag the batter to second base, drop in the green box and tap on Throwing Error, tap on who did the wild throw. You will have to do a manual stat correction to add in the Strike out for the pitcher. 2. <u>If the batter only gets to 1st base on the wild throw,</u> Tap ball in play and score like you do or an error. You will have to do a manual stat correction to add in the Strike out for the pitcher.
OUT ON BASE SCENARIO’S	
Note: Always drag the runner back to previous base if he does not advance and tap Didn’t Advance	
Assist & PO	Tap Ball in Play , tap on type of hit, tap on Out at 1st , tap the fields who did the Assist and putout and tap Done
Avoiding the tag	Tap Ball in Play , Choose type of hit, tap on Fielder’s Choice , Tap on the fielder the runner avoided, tap Done and tap out X
Batter Interference	Tap Ball in Play , Tap Ground Ball , Tap B.Interference at the bottom of the list, Tap fielder for Putout (catcher) or Assist & Put out if another runner on base is out because of the Batters Interference.
BOB# (Batting out of the Box)	In the pitch screen, tap Batter Out: Other . You’ll then have to edit the stats and add in the putout for the catcher. Or if you want the stat, just score as an out and choose the catcher as the unassisted out.
BOO (Batting out of order)	No Appeal - Tap on the box at top left of screen labelled “ At Bat ”, tap Skip to different Batter , tap on the batter who is in the batter’s box and continue scoring. The batters name should appear in the At Bat box. If the batter reaches 1 st base, and the Appeal play is made, then the batter who missed their turn at bat is out, undo the whole play, Put the same pitches in for the batter who was called out on appeal and score the same play as a ground ball out or if they had a safe hit then change to out by the Catcher. (Automatic out to the catcher)
CS	Drag the runner to the next base, drop him in the read box and tap on Caught Stealing , Tap on the fielders who got the Assist and putout, and tap Done
CS 2-E4	Not Possible. Just drag the runner to the base and tap the fielder who Errored. You’ll have to go into edit stats to add the Assist and CS stat to the runner
DOUBLE PLAY	With a runner on base, select Ball in Play, Type of hit, Batter out, Double Play , tap the fielders in order of the double play and tap Done . Tap out for the runner who is out

FC DOUBLE PLAY	With runners on base, select Ball in Play, Type of hit, FC Double Play , tap the fielders and drag to base where the outs were made in order of the double play and tap Done
Fly Ball out	Tap Ball in Play , tap on type of hit, tap on Batter out , chose a description, Tap on the field who made the catch and tap Done
Foul Ball Error	(<u>batter still at the Plate</u>) Tap Ball in Play, Fly Ball, Foul Ball + Error , tap on the fielder who made the error. (This will record the error and keep the batter at the plate)
Foul Fly out	Tap Ball in Play , tap on type of hit, tap on Batter out , chose a description, Tap on the field who made the catch and tap Done
Foul Line drive	Tap Ball in Play , tap on Line Drive , Tap on Batter Out , tap on Line Out Foul , tap on the field who caught the ball and tap Done
HBB	Do the out first. Drag the runner who was hit by the ball into the red square (OUT), and tap on Offensive Interference , tap and drag on the fielder nearest the incident and tap Done . For the Batter, Tap Ball in Play , tap on tap type of hit, tap Single , and tap the fielder closes to the ball for a safe hit.
Infield Fly	Tap Ball in Play , choose Pop Fly , tap Batter out , select Infield Fly , tap on the fielder who caught the ball or the nearest field the ball dropped to and tap Done . The option to credit a batter with an Infield Fly will only appear when the situation appears
Interference	<u>Interference by batting team:</u> (no safe hit) Do the play for the batter, Choose fielders choice, then on the runner who interfered with the fielder, tap Safe, Then on the runner, tap, hold down and drag down until the red box appear, and tap on Offensive Interference , Drag the fielder to the area where he was interfered with and tap Done
K Foul tip	The Foul Tip Out will appear after two strikes. Tap on it
K2	Tap the Swing and Miss for the third strike
KC	Tap the Called Strike for the third strike
K 2BTS (bunt on third strike)	After 2 strikes, tap Ball in Play , tap Bunt , tap Batter out , and tap Foul Ball
K2 + out on 2nd	Score the strike out, then drag the runner on 1 st to 2 nd for an out, choose Caught Stealing add the assist and putout. The DP cannot be entered so you may need to adjust your stats manually
Line Drive	Tap Ball in Play , tap on Line Drive , Tap on Batter Out , tap on Line Out , tap on the field who caught the ball and tap Done
Missed Base	(appeal Play) If runner is out on 2 nd or third base, first award the hit to as many bases he reaches safely, then drag and drop him into the red box, tap on Out on Appeal , and award the assist and put outs. If there are any other runners on, and they get to a second base or home, you will need to advance them by dragging them to the base or home and click on “on last play”
Picked off	Tap and Drag the runner down to the Red box and place him in it. Tap Picked Off and tap the fielders who made the pick off
PPR (passing a preceding runner)	Give the batter his hit, then by tapping and dragging down on the screen drag the runner into the red box (OUT), tap on Other , tap the fielder closes to the play that occurred, and tap Done
Rundowns	Same as an assist and putout and you can tap each glove for the assists, and putout
Unassisted Putout	Tap Ball in Play , tap on type of hit, tap on Out at 1st , tap the field who did the putout and
Sacrifice Bunt	Tap Ball in Play, Bunt then Batter Out > Sac Bunt and tap the fielders who made the out
Sacrifice Fly	Tap Ball in Play, Fly Ball, Batter Out, Sac Fly , tap the fielder who made the out, tap Done and tap Safe for the runner coming home. Note: The option to credit a batter with a Sac Fly will only appear when the situation allows the play to be scored as such