

GC SCORING CHEAT SHEET

Turn on Advanced Fielding – To turn on advanced fielding: In the scoring screen, tap the **Menu** at the top of the screen, Tap **Settings**, turn Advanced Field to **On**.

ADD LINEUPS IN THE iOS APP

NOTE: Designator Hitter – Should you have a Designator Hitter in you line up, make sure you do not enter the 10th player. When you Choose “DH” as a position for a player, below the position, It would ask the question “Hitting For” – Tap to set a fielder and choose who the fielder will be.

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. Tap “Add from bench”. Tap each player in batting order, then tap “Done” above. Tap each player and assign defensive (fielding) position, then tap “<Back” and continue till all players are completed.

Note: You can drag and drop players to edit your batting order if necessary.

Note: Bat your entire lineup using the extra hitter (EH) position.

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.

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.

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Note: Always drag the runner back to previous base if he does not advance and tap **Didn't Advance**.

Always let your scoring device Sync and update before scoring.

<u>Symbol</u>	<u>TAP</u>
# - E#	Ball in play, choose type of hit, tap on Error , tap on fielders glove to make the play, tap Done , rectify any runners who come home (if any), tap on the player who committed the error.
Automatic out	Tap on Menu , Tap on manual overrides , then tap on 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.
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 errored.
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 field 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. Subsequent runners in errors need to be moved first and others move on same error .
Fielders 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	Not possible interference by fielding team: Score the batter as Fielders Choice and the runner will just advance. Go into the stats later and give an Error to the Fielder who obstructed the runner. If the batter-runner was obstructed (Batter Interference) Tap on Ball in play , then choose type of hit, then choose B.Interference . (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 tap on On Same Error . Do not tap on Wild Throw as it would award a second error.

3RD 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); or Batter out at First.

- K FC Tap **Drop 3rd Strike**, Select Swinging or Looking, tap Select Safe on First (PB/WP); 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**, Score as KPB or WP. If batter gets to second base on the error, 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**. You can always do a manual stat correction if stats are required.
- K WT# **Not Possible**, Score as KPB or WP. If batter gets to second base on the error, 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**. You can always do a manual stat correction if stats are required.

OUT ON BASE

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 fielder for Assist or Put out.
- BOB# Not quite right, but put **Ball in Play**, tap ground ball, **Out at first**, and tap the catcher, and tap **Done** (this will record the put out) or in the pitch screen, tap **Batter Out: Other** and enter a description. You'll then have to edit the stats and add in the putout for the catcher.
- BOO 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 batters box and continue scoring. The batters name should appear in the **At Bat** box.
- 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 award the Error. You'll have to go into edit stats to add the Assist and CS stat.

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** (batter still at the Plate) 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 Tap **Ball in Play**, tap on type of hit, tap on type of ground ball, drag the runner who was hit by the ball into the red square, and tape on **Offensive Interference**, tap and drag on the fielder nearest the incident and tap **Done**.
- 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 Interference by batting team: Do the play for the batter, then on the runner who interfered with the fielder, 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	After 2 strikes, tap Ball in Play , tap Bunt , tap Batter out , and tap Foul Ball .
K2 + out on 2 nd	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 as he is awarded, then drag the batter/runner to the base the appeal was made on, and drop him into the red box, tap on Out on Appeal , type in a description Missed Base, and award the assist and put outs. If there are any other runners on, and they get home, you may 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	Same as per Base hits, then drag the runner into the red box by tapping and dragging down on the screen, tap on Offensive Interference, 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 tap Done .
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.

FINALISING YOUR GAME

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).

Go into the **Game Menu** and tap the "**Game Over**" option.

NOTE: 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.

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.

On a Tablet - Tap fielders or the batter's name to swap positions, sit a player, or substitute players. Do not rename players to make substitutions.

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.

PINCH HITTER – when adding a pinch hitter, go in 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.

SET A DESIGNATOR HITTER (DH)

- 1) Add the player to your lineup
- 2) When you go in to choose his position, choose DH
- 3) When you choose DH "HITTING FOR:" will appear. It will say "Unfilled" – Tap to choose who is going to field for him/her, Choose their position.
- 4) 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).


MANUALLY CHANGING BATTERS – This can be used for batting out of order

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

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 League's 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 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.

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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.

CORRECTING STATS

- 1) Go to www.gc.com and sign in with your Apps passwords.
- 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

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->