



GAMECHANGER SCORING NOTES

User Manual for scoring a baseball game using the GameChanger™ App

There is more detailed information on the gc.com zendesk: <https://gamechanger.zendesk.com/hc/en-us> regarding the GameChanger App and how to use it.

This Booklet will only show you how to do the Basics of starting up a competition and the more beneficial topics you need to know. If you wish to learn more go to the Zendesk link above.

The Cheat sheet on how to score on the App is at the back of this booklet.

MUST DO: Always go on-line with your scoring device to sync the app with the Website. If there are any changes to schedule, new players etc. you won't see this until your device has synced. When you log into your device, the top left hand of the screen will show that it is updating any new information.

Updated Nov 2018

1. SETTING UP AND GETTING STARTED

- At National Tournaments, you are not required to set up the Teams/games.
- To set up your own competition, Team administrators can schedule games, add teams on the app or on the website.
- Any information entered on the website will sync to the iPad/tablet.

It is encouraged to enter Teams and schedules on a computer because the computer keyboards are more user-friendly than those found on tablets or phones. Log in on the GameChanger website:

- go to www.gc.com
- Sign in using the same passwords as your app.

1.1 Adding a Team from the web (If running a tournament/Group, add all teams here and read 1.4)

- 1) On the top right hand corner of the page, click on **Your Teams**.
- 2) Click on **ADD A NEW SCORING TEAM**.
- 3) Fill in the Team information and Save.
- 4) To Edit Team Settings:
 - Click on the team name
 - Then click on **Team Settings** below **ADD COACHING STAFF**
 - Click on Edit settings to make any changes.

Adding players to your Roster (web)

- 1) Click on the **Roster & Lineup** tab
- 2) Click on **Add or Edit Players**
- 3) Enter player information
- 4) Click **Save Roster**

Roster upload (web) During the team creation process, you can upload your roster directly from an .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	D J Dinger		L	R
11	N Neddle			
12	W Walnut		B	L

Adding players to your Roster (App)

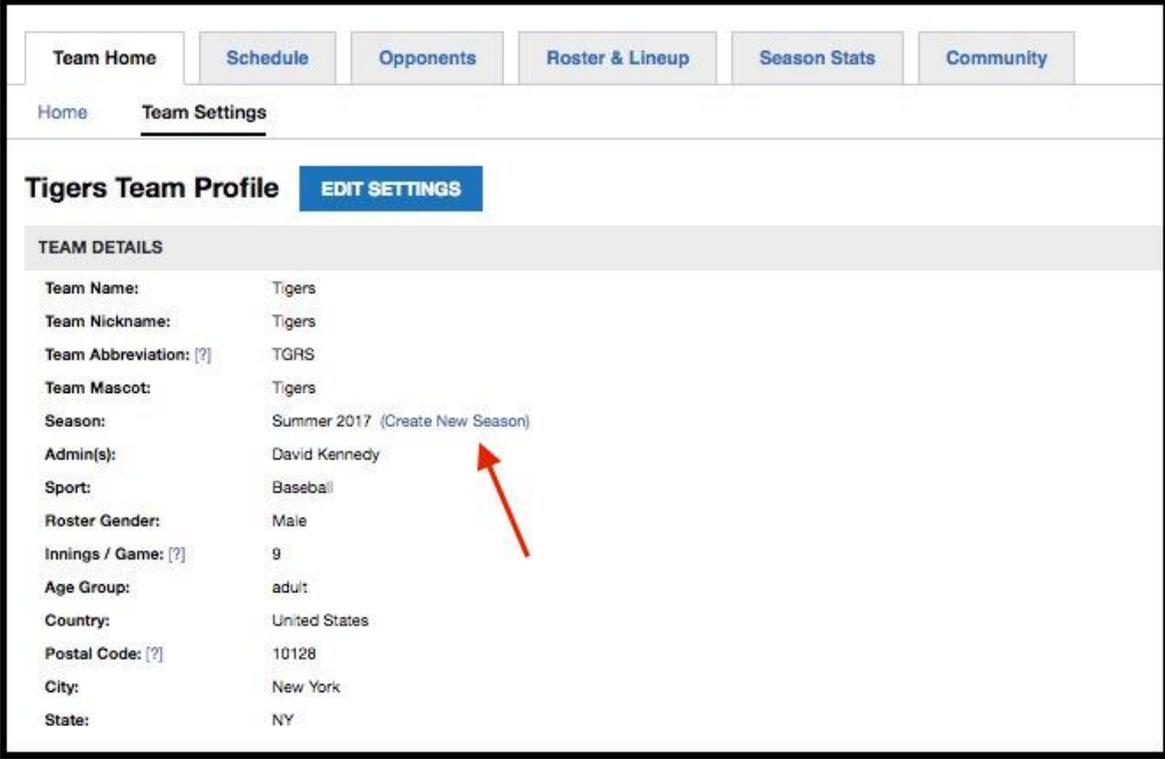
- 1) From the **Team News** page, navigate to the **Roster** screen
- 2) Select **Create New Player**
- 3) Enter player information
- 4) Choose **save & close** or **Save & add Another Player**

Adding Opponents

- 1) On your Team page in the App (iOS only) or Website, tap or click the option labeled **Opponents**
- 2) Select **Edit Roster** next to the opponent (on the web) or tap the team name (in the App)
- 3) Scroll down to **Add Player to Roster** or select an existing player to **Edit**.
- 4) Select **Save**.

1.2 Creating a New Season from the Web

- 1) Log into your team page at www.gc.com.
- 2) Click the **Team Home** tab, then on the right-hand side select **Team Settings** (screenshot below).
- 3) Click **Create New Season**.
- 4) Enter the **details** of your new season.
- 5) Select which **players** to carry over to the new season.



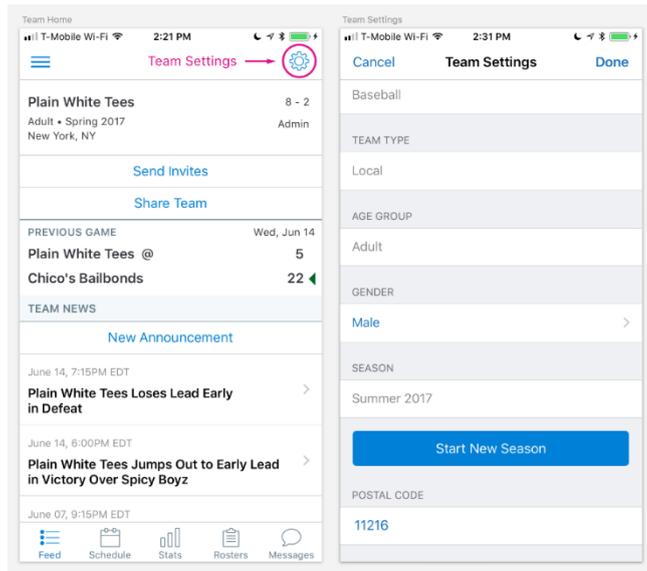
The screenshot displays the 'Tigers Team Profile' page within the 'Team Settings' section. At the top, there are navigation tabs: 'Team Home', 'Schedule', 'Opponents', 'Roster & Lineup', 'Season Stats', and 'Community'. Below these, the 'Team Settings' section is active, showing 'Home' and 'Team Settings' tabs. The main heading is 'Tigers Team Profile' with an 'EDIT SETTINGS' button. Underneath is a 'TEAM DETAILS' section with the following information:

Team Name:	Tigers
Team Nickname:	Tigers
Team Abbreviation: [?]	TGRS
Team Mascot:	Tigers
Season:	Summer 2017 (Create New Season)
Admin(s):	David Kennedy
Sport:	Baseball
Roster Gender:	Male
Innings / Game: [?]	9
Age Group:	adult
Country:	United States
Postal Code: [?]	10128
City:	New York
State:	NY

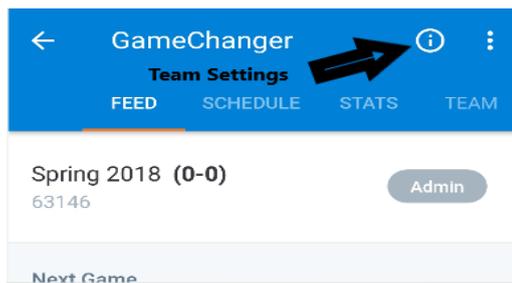
A red arrow points to the '(Create New Season)' link in the 'Season' row.

Creating a New season on GC Android APP

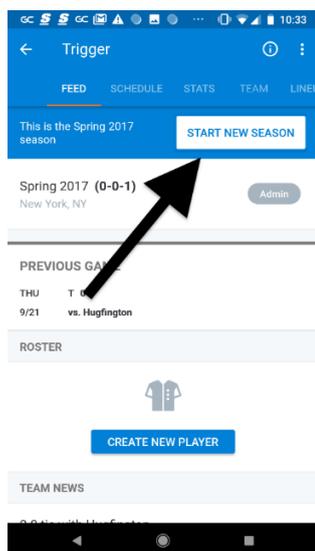
- 1) Open up the app and go to your previous season
- 2) At the top of the screen click on the Team Settings icon (circle with an 'i')



- 3) On the Team Settings screen, tap on "Team Information"
- 4) Scroll to the bottom of the Team Info page and tap on "Start New Season"



Depending on when the past season was, you might have the option on the team's Feed screen to start a new season. If you see the "Start New Season" button on the Feed screen, you can click on the button to create the new season.



Note: When you create a new season all fans from the previous season will be carried over.

1.3 Scheduling or create a game (web)

On the same page as Adding a team

- 1) Click on the **Schedule** tab
- 2) Click on **Add Game** option
- 3) Add in details for the game
- 4) **Save & Add Another** or **Save**

How to edit game Details on the Web

- 1) Open the **Schedule** tab
- 2) Click the **Edit Event Details** link to the right of the game
- 3) **Make desired edits** to the game details
- 4) Click **Save Changes**

How to Edit Game Details on the App

- 1) Open the team's **Schedule** page
- 2) Tap on the game for which you wish to edit the game details
- 3) Select **Edit Game**
- 4) Make the desire edits and tap **Done**

1.4 Creating a Tournament (Web) (Creating a Tournament under Groups for State Tournaments or for a Grade for the season at state level.) Also go to: [Zendesk](#) to do Team Group setup.

- 1) Under your name in the top right hand corner of the page, click on **Your Account**
- 2) Click on **Teams** and click on **Add a New Scoring Team** and add all of your teams here. (You can add your Team Roster at a later date when you have them.)
- 3) Click on **Tournaments & Groups**
- 4) Click on **Groups**
- 5) Click on **Create Another Group**
- 6) Add your information and click on **Save**

Creating Fixtures for your Group/Tournament

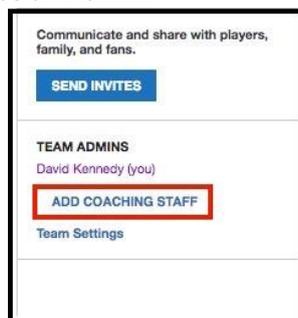
- 1) After creating your Team Group, click on the **Group Name**
- 2) Click on **Schedule & Results**
- 3) Click **Add Game** click **Save** when completed adding information.

On this page you can also add your Logo by clicking **Change Logo** and uploading your own picture.

2. Adding / Removing Team Admins (web)

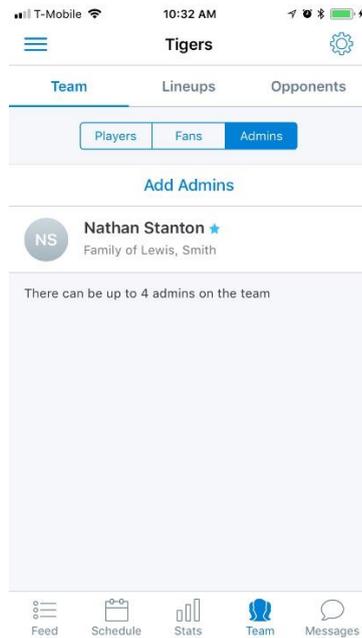
Every GameChanger team is allowed up to four Team Admins, so if you can't make a game, your team can still track stats and broadcast live updates to fans. Our system does not allow for more than 4 admins.

- 1) From the "**Team Home**" tab, choose "**+Add Coaching Staff.**"
- 2) Type in the admins email and click "**Send Invite.**"
- 3) The potential Admin will receive an email informing them that they have been added as an Admin.



How to add an Admin (from the App)

- 1) From the team's home screen, select the "Team" tab.
- 2) Select "Admins".
- 3) From there, click "Add Admin" you can send out invites to any email address.



How to remove Admins form the Web

From the **Community** tab, current Admins can select the **Remove Admin** option next to the Admin they would like to remove.

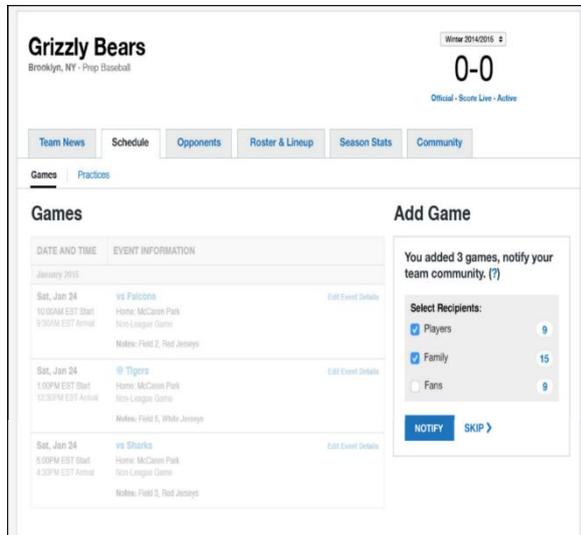
How to remove Admins from App.

- 1) From the team's home screen, select the **Team** tab
- 2) Select **Admins**
- 3) Click **remove** next to the admin's name

3. Schedule Alerts

Administrators now have the ability to alert their team community of any changes made to the team's schedule. After adding and/or editing a game to the schedule, a box will appear that will give Admins the ability to alert certain members of the team's community. This can be done from both the Web and the App.

On the WEB



ON THE APP



CAUTION: When games are set up as Tournament or Group, two people cannot score the same game simultaneously. This will result in conflicting data.

When you go into your GC on your App make sure that all information has been synced and updated. It will be in small print on the Left top corner of your screen. Any changes made on the Web needs to be synced when the app is switched on. Your app needs to be on line and have a connection to the GameChanger servers.

If you score the game offline, that game data will sync with your team website once you re-enter a WIFI or network zone. If you cannot re-sync, check that you are online and have a connection to the internet.

4. On your iOS – Scoring the Game

- 1) Log on to your game changer App on your Ipad.
- 2) You should see **upcoming game**
- 3) Tap on the game
- 4) Tap on **Score Game**
- 5) Choose if the team named is **Away** (batting) or **Home** (Fielding)

Note: You have the option to swap the teams Home or Away but it must be done before the first pitch. If you do this swap after plays have been entered, it will delete your game. This can be found in the **Menu | Swap Sides**

Check your settings. All settings can be found in the **Menu** above the scoring screen. Tap the **Menu** and adjust what is required.

- 1) **Advanced Fielding.** This needs to be turned on.
- 2) Set the number of innings. Little League is 6 innings, Junior League and Senior League is 7.
- 3) Enable Game Clock. It shows a running game clock.
- 4) Show playing Time. It shows At Bats and innings Played. This is good for participation.
- 5) Once selections are made, tap anywhere on the screen to close.

Adding your line-up

- 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 required more than 9 batters, add the batters and leave as **EH** (extra Hitters).

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/Pitcher will be and set their position.

Once both teams have been entered, you are ready to score the game.

4.1 To record other things such as the reason for game stoppages/injuries/protests/ejections/mercy rule:

- 1) Tap on **Menu** above your scoring screen on the left
- 2) Tap on **Send Message to Fans**
- 3) Type in your message and tap on send. If you then look at your **Plays** (at the bottom of your screen to your left), you will see **Scorer Message** and your message.

4.2 Putting the ball in play



- Begin each at-bat by tapping the Pitch button. Choose, Ball, Called etc.
- When the ball is hit tap **ball in play** and choose from options shown.



- Press, Hold and drag fielders to where the ball is hit and tap **Done**. If an out is made, tap each fielder that comes in contact with the ball and tap **Done**.



- For stolen bases / wild pitches / caught stealing / Pass Balls etc. Manually advance runners by dragging them to the next base. Move them into the **Safe** or **Out** box and choose one of the options that appear.



- Made a **mistake**? Don't worry. Use the undo Button to correct a mistake on the last play?

4.3 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.

4.4 FINALISING YOUR GAME

Once you have reached the end of your game (also when there is a Mercy rule

- 1) Go to the game Game Menu and tap the **Game Over/End Game** option
- 2) You will then be given the option to assign Winning/Losing and saving pitchers. For juniors there will be no need for this so tap the **Skip and Finalize** tab at the bottom of the screen.

RESUMING A FINALIZED GAME

If you finalize a game and wish to either resume scoring or correct a scoring play through the app, you may always re-enter a previously finalized game. Please follow the steps outlined below to do so:

- 1) Open the app from the same device and same admin account on which the game was Originally scored.
- 2) Find the game under your team schedule.
- 3) Select the game.
- 4) You will be taken to the point in the game where it was previously finalized.

IMPORTANT: Once you finalize a game, a Recap Story is produced. This Recap Story will not update any additional plays you score after the initial finalize. If you are finalizing a game, which you know you will likely resume scoring at a later point in time, we advise you choose the option "Exit Game" rather than "End Game". You may create and score additional games before you resume scoring again.

4.5 PRATICE MODE

To Practice Scorekeeping on an iOS Device: Launch your app and from the menu screen select "Try Scorekeeping". To Practice Scorekeeping on an Android Device: Launch your app and Tap the three dots on the top right of the scorekeeping app, 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.

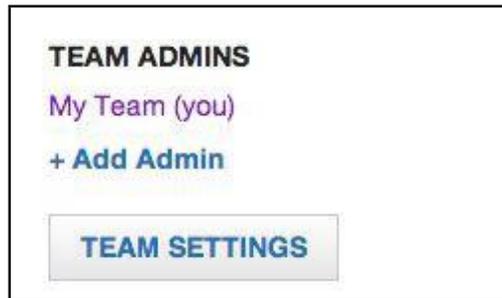
4.6 STAT SETTINGS

Team Administrator's control what members of their team community can see regarding season stats, and spray / shot charts for teams on GameChanger. Administrators can set their team's Stat Settings to "**Public**" or "**Confirmed Members only.**"

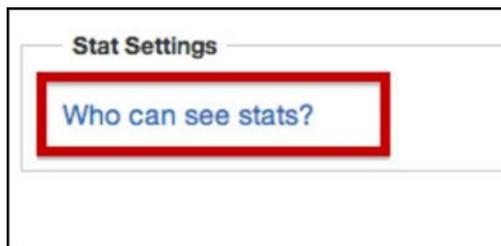
Administrators also specify whether confirmed players and family can see fullteam stats, individual player stats, or no stats at all.

HOW TO EDIT STAT SETTINGS

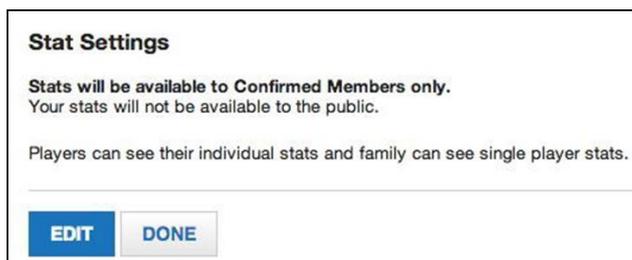
- 1) Log into your account and go to your GameChanger team page.
- 2) Click on **Team Settings** in your "Team News" tab.



- 3) Scroll down to **Stat Settings** and click **Who can see stats**



- 4) View your current settings or click **Edit** to update



- 5) Edit your Stat Settings and click "**Save**"



BATTING STATS

Batting stats can be viewed by clicking on the "Stats" tab on any team site, or from within a game's box score.

Batting stats are organized into three categories:

- Standard
- Patience, Speed & Power
- Quality At-Bats & Team Impact

PITCHING STATS

Below are the fielding stats Gamechanger currently keeps. You will need to turn on the 'Advanced Fielding' setting on the app to record these stats.

- E: Errors
- A: Assists *
- PO: Putouts *
- TC: Total chances *
- DP: Double plays *
- TP: Triple plays *
- FPCT: Fielding percentage

Note: Advanced Fielding feature allows a scorekeeper to score the throws made on a ball put in play. This will also allow the scorekeeper to assign throwing errors on a play.

Notes:

- The Season Stats may be downloaded as a .csv file compatible with excel worksheets.
- Administrators can edit individual game stats. Season stat totals may NOT be edited, but will update when individual game stats are updated.
- We are always adding more stats, so feel free to contact us with feedback or suggestions.

Downloading statistics is possible and useful. Simply click the export button from online and you can get all of the hitting; fielding and pitching statistics exported in comma delimited format.

To view in-game spray charts in the Scorekeeper app:

- 1) Tap the batter's name at the bottom of the scoring screen
- 2) Tap Plays & Spray Charts
- 3) Shuffle through the lineup by tapping the up or down arrows in the Play History box.

OR

- 1) Tap My Lineup/Opp Lineup
- 2) Tap a player
- 3) Tap Plays and Spray Charts
- 4) View the Batting Plays.

Notes: Cumulative season Spray Charts are available within individual Player Profiles on the GameChanger website.

HOW TO MANUALLY ENTER GAME STATS

- 1) Login into GameChanger and access your team's home page.
- 2) Click the **Schedule** tab.
- 3) Click **Add Game**.
- 4) Enter the **Game Details** such as Time, Location, Opponent, and Result.
- 5) Click **Edit** (under the box score column).
- 6) Then select Edit for both the batting and pitching sections to Add/Remove Players and input stats.

When editing your post-game box score, just about all of stats may be updated. However, there are a few categories that cannot be edited because the formulas used to calculate them depend on the values of other stats. The stats below cannot be edited, but will be updated based on changes made to other stats.

PA or Plate Appearances = AB + BB + BBI + SF + HBP + SAC hits and bunts
AVG or Batting Average = H / AB
OBP or On Base Percentage = $(H + BB + HBP) / PA$
ERA or Earned Run Average = $(ER / IP) \times (\# \text{ of Innings in the Game})$

You may NOT edit your opponents' box scores unless the game was scored head-to-head and you are an Administrator of the two teams which played.

EXPORTING STATS

Exporting to a CSV File

All cumulative Season Stats may be exported by team Administrators to a .csvfile, which you may open in most spreadsheet applications (i.e. Microsoft Excel).

Batting and Pitching stats are broken down into various sub categories (i.e Pitching Standard, Command, Batter Results). Each sub category must be exported separately.

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

Exporting to Other Sites

GameChanger does not allow for the exporting of game or season data to other third-party sites, but many teams will post a GameChanger scoreboard, provided by us for free, to serve as a direct portal to the live GameStreams, Box Scores, and Season Stats on GameChanger. For help with generating the HTML code for this scoreboard, go to the Gamechanger website.

Opponents' Stats

Every opponents' **team name**, **roster**, and **schedule** are saved on GameChanger. Once you enter an opponent's roster, the roster will be linked to that opponent within a list of your saved opponents, and all stats recorded will be assigned to the players on that roster. You must score future games versus the saved opponent to produce cumulative stats for the opposing players.

Viewing Opposing Player Stats

Opposing player stats are accessible through the individual game stats by clicking on the name of an opposing player in the box score. This will bring you to the **players' profile page** where you will find the players' **game log** and **spray charts**, compiled from each game played against your team.

Notes:

- The batting average column represents the batter's cumulative season batting average, not a single game average. Click on the players name to see individual games.
- You can review stats for previously played opponents online, but you cannot do so on the app.

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.

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 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.
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 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 same as E#, then tap and drag the runner who was interfered by the fielder into the green box on that base and note the Obstruction. It's the only way to give the fielder an error. If the batter-runner was obstructed – A batter who reaches first base due to a fielding obstruction is not charged with an AT Bat. You'll need to change this in the stats later by removing an At Bat and adding it into the CI column.
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 Tap **Ball in Play, Fly Ball, Foul Ball + Error**, tap on the fielder who made the error
- 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 tap 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 2nd Score the strike out, then drag the runner on 1st to 2nd 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)

- 4) Tap which player in the lineup you wish to substitute.
- 5) Tap **Sub out of Lineup**
- 6) Choose the player you want from the **Bench**

Making fielding Changes

- 5) Tap the player who is going into another position
- 6) Choose the position he is going to and tap **<Back**
- 7) Check with your book scorer that the position changes are correct.
- 8) 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.

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.

- 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.

You may also go one step further and open the game on your scoring device and use the Message Fans tool to insert 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.

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->