

## 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 10<sup>th</sup> 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**.

<u>Symbol</u>	<u>TAP</u>
# - E#	Ball in play, choose type of hit, tap on <b>Error</b> , tap on fielders glove to make the play, tap <b>Done</b> , rectify any runners who come home (if any), tap on the player who committed the error.
BB (walk)	Tapping four <b>Balls</b> will generate a walk
Balk	Tap on <b>Balk</b> in the pitch screen
CI2	Tap on <b>C.Interference</b> in the pitch screen
Error	Tap <b>Ball in Play</b> , tap on type of hit, tap <b>Error</b> , tap on the field who erred & tap done.
Extra base Err	<b>extra base error:</b> 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 <b>on same error</b> .
Fielders Choice	Tap <b>Ball in Play</b> , choose type of hit, tap on fielder for assist and putout and tap <b>Done</b> . Tap on out <b>X</b> for the runner who got out.
<b>Fielders choice with error on another base (No safe hit)</b>	Tap <b>Ball in Play</b> , choose type of hit, tap <b>Error</b> , tap on the fielders who made the play, tap <b>Done</b> , 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 <b>Hit by Pitch</b> in the pitch screen.
MF#	Tap <b>Ball in Play</b> , choose type of hit, tap on <b>error</b> , tap on field who erred and tap <b>Done</b> . If there are other runners who move on the error, Drag the runner to the base he ran to, tap on <b>On Last Play</b> . (if different error, tap <b>On Different Error</b> , and tap the field who erred).
<b>Obstruction</b>	<b>Not possible</b> 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. <b>If the batter-runner was obstructed</b> – 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 <b>green box</b> and tap on <b>Passed Ball</b> . For Subsequent runners – tap on <b>On Same Pitch</b> .
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 <b>green box</b> and tap on <b>Stolen Base</b> . 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 <b>green box</b> and tap on <b>Wild Pitch</b> . For Subsequent runners – tap on <b>On Same Pitch</b> .
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 <b>On Same Error</b> . Do not tap on Wild Throw as it would award a second error.

### 3<sup>RD</sup> DROPPED STRIKE

When a batter reaches 2 strikes, and if first base is unoccupied or there are 2 outs, a **Drop 3<sup>rd</sup> Strike** will appear on the bottom of the pitch menu. **Below are the 3<sup>rd</sup> drop strike scenarios:**

KWP or KPB	To score a uncaught (dropped) third strike, Scroll down, tap <b>Drop 3rd Strike</b> , Select Swinging or Looking, Select Safe on First (WP) or (PB); or Batter out at First.
K FC	Tap <b>Drop 3rd Strike</b> , Select Swinging or Looking, tap Select Safe on First (PB/WP); tap on <b>Other Runner Out</b> , tap on the fielder who got the put out, then tap on the batter who is out.
K 2-3	Tap <b>Drop 3rd Strike</b> , Select Swinging or Looking, tap <b>Batter Out at First</b> , tap on fielders for assist and putout, tap <b>Done</b> .
K 2-E#	<b>Not Possible</b> , Score as KPB or WP. <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 <b>Fielding Error</b> . 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 1<sup>st</sup>**, 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**.

**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 2<sup>nd</sup> Score the strike out, then drag the runner on 1<sup>st</sup> to 2<sup>nd</sup> for an out, choose **Caught Stealing** add the assist and putout. **The DP cannot be entered so you will 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<sup>nd</sup> 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 <b>Picked Off</b> 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 <b>Done</b> .
Rundowns	Same as an assist and putout and you can tap each glove for the assists, and putout.
Unassisted Putout	Tap <b>Ball in Play</b> , tap on type of hit, tap on <b>Out at 1<sup>st</sup></b> , tap the field who did the putout and tap <b>Done</b> .
Sacrifice Bunt	Tap <b>Ball in Play, Bunt</b> then <b>Batter Out &gt; Sac Bunt</b> and tap the fielders who made the out.
Sacrifice Fly	Tap <b>Ball in Play, Fly Ball, Batter Out, Sac Fly</b> , tap the fielder who made the out, tap <b>Done</b> and tap <b>Safe</b> for the runner coming home. <b>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.</b>

### **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.

### **OTHER HINTS**

**SUBSTITUTIONS** - Tap fielders or the batter's name to swap positions, sit a player, or substitute players.

Do not rename players to make substitutions.

#### **How to make offensive (Batting) substitutions**

Tap the batter at the top of the scoring screen. Tap **Sub Out / Pinch Hitter**. Tap the bench player who will be entering the game

**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.

#### **How to make substitutions from the field**

Tap which player in the field you would like to make a substitution for. You may then select which player is replacing that fielder. You can choose either a player from the bench or a player from the field (or leave that position empty). If a player from the field is chosen, you can then tap the position that has been left open and replace with another player.

#### **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.