

GameChanger Guide

LINEUPS AND SUBSTITUTIONS

1 - [Set Starting Lineups](#):

- In advance of the game:
 - tap “Set Starting Lineup”
 - tap “Add Players” ****Select the players in batting order**
 - tap “EH” to select each player’s starting position
- To select a designated hitter:
 - tap on the player’s name directly, and select “Set as DH”
 - choose the player they are hitting for
- To select a designated player/Flex player:
 - tap on the player’s name directly, and select “Set as DP”
 - choose the player they are hitting for under “Set FLEX” screen
 - Assign the player’s defensive position
 - Lineup will show DP player on top with Flex player below
- Change order of Lineup:
 - tap and hold on the 3 lines for the player you need to move. Drag the player to the appropriate spot.
- Start over with Lineup:
 - tap on “Clear Lineup”
 - Select “Clear”
- Copy your lineup from the last game:
 - Select “Use Previous Lineup”

2 - [Manage Lineups & Substitutions](#):

- In Scorekeeper mode: use “My Team” and “Opponent” (jersey icons at the bottom) to manage lineups during the game.
- **Before scoring starts, there will be an option to scan and share the opponent’s lineup from their app using a QR code.**
- Add players to the lineup:
 - tap “Add From Bench” to add an existing player
 - tap “Create Player” to create a new player
- Change order of Lineup:
 - tap and hold on the 3 lines for the player you need to move. Drag the player to the appropriate spot.
- Tap on player’s name directly to add a position or sub them out of the lineup
- Set Opponent’s lineup:
 - tap on “Opponent” jersey icon
 - tap “Lineup Placeholders”
 - select number of players for lineup

SCOREKEEPING

3 - [Practice Scorekeeping Mode:](#)

- Tap on a team that you are listed as a staff member
- Tap on the “Gear” or “Cog” icon in the top right corner to enter “Team Settings”
- Tap on “Practice Scoring a Game”
- **Scoring here does not impact your team’s record or stats

4 - [Score Basic Plays:](#)

- Use “My Team” or “Opponent” jersey tabs at the bottom to adjust either team’s lineup
- Use “Lineup Placeholders” to quickly fill out your opponent’s lineup
- Select the “Score” tab at the bottom
- Use the Pitch button to start a play, or use the Common buttons at the bottom
- After 4 balls, the batter will be sent to first
- Score 3 strikes to record a strike out and send the next batter to the plate
- Choose “Ball in Play” when the batter makes contact:
 - Choose the outcome
 - Drag & drop the fielder to where the ball was hit
 - click “Done”

5 - [Creating Accurate Batting & Pitching Spray Charts:](#)

- Select the type of ball in play
- Drag the fielder’s glove to where the ball was hit
- Tap on “My Team” or “Opponent” jersey icons to get to the appropriate lineup screen. Then tap on player’s name in the lineup to view batting spray charts.
- OR, click on spray chart icon (bottom right corner of “Score” screen)
- To view pitcher’s spray chart, tap on the pitcher’s name on the “Score” screen
- To view full season spray charts, tap on player’s name in the “Stats” tab for the team

6 - [Advance Baserunners:](#)

- On the “Score” screen, tap & drag the runner to advance or call them out on the base paths
- Play outcomes “SAFE” & “OUT” will appear
- “On Wild Pitch” and “Passed Ball” will only appear AFTER a pitch has been thrown to the current batter
- GC will automatically advance the runner the same number of bases that the batter gets
- If a runner scores by taking an extra base, drag the player, select the “SAFE” outcome & choose “On Last Play” to credit the batter with an RBI
- Send the player back a base by dragging the player, select the “SAFE” outcome & choose “Did Not Advance”

- Select the “Out” outcome if the player was caught stealing or called out for another reason

7 - [Score a Basic Error:](#)

- **WE DISCOURAGE THE USE OF ERRORS FOR HOUSE LEAGUE**
- From the “Score” screen select “Ball in Play”
- Select the type of play and then “Error”
- Tap the player on the field that committed the error

8 - [Fielder’s Choice:](#)

- Score Fielder’s Choice when the defense attempts to get a runner out instead of the batter.
- Tap “Ball in Play”, “Ground Ball” and then “Fielder’s Choice”
- Select the fielders and “Safe” or “Out” for the runner.

9 - [Dropped 3rd Strike:](#)

- ****Only scored when there are 2 strikes AND 1st base is unoccupied OR there are 2 outs.**
- Tap “Pitch”, then “Dropped 3rd Strike”.
- Select “Swinging” OR “Looking”, AND “Reached 1st on Wild Pitch” OR “Reached 1st on Passed Ball” OR “Batter Out at 1st”

10 - [Tracking Pitch Counts:](#)

- On “Score” screen, the current pitcher’s pitch count & innings pitched are listed at the top, right below the current score.
- To see pitch counts for all pitchers: tap on the current pitcher’s stats on the “Score” screen and select “View Pitch Counts”
- To turn on Pitch Count Alerts: Select “Menu” on the “Score” screen, select “Settings”, Select “First Alert” or “Second Alert” and select at which pitch count you want to be notified. A popup alert will notify you when ANY pitcher reaches the specified pitch count.

11 - [Add a 10th Fielder:](#)

- Select “Menu” on the “Score” screen, select “Settings”
- Choose “Rover” or “L/R Center”
- On the “Score” screen tap on the new fielder/position and assign the player

12 - [Pinch/Courtesy Runners:](#)

- On “Score”/”Field View” screen, tap the runner that needs a pinch/courtesy runner
- “Pinch Runner” - select a runner from the bench. This removes the former runner from the game.
- “Courtesy Runner” - select a runner from the bench. Former runner stays in the game.

13 - [Edit a Play](#):

- To Delete the most recently scored play - tap “Undo” (bottom left of “Field View”)
- Change a play from earlier in the game - go to “Plays” (bottom right, next to “Opponent”).
- Choose “Edit” on the incorrect play.
- Correct a missed pitching substitution - go to “Plays” & tap the first play where the pitcher should have been entered. Make the correction and the change will be applied to all subsequent plays.
- On the “Play Detail” screen, tap “Edit” on the outcome cell to change a hit, fielder’s choice or error
- **For Multi-base plays, you can go from a hit to a hit-plus-error or vice-versa