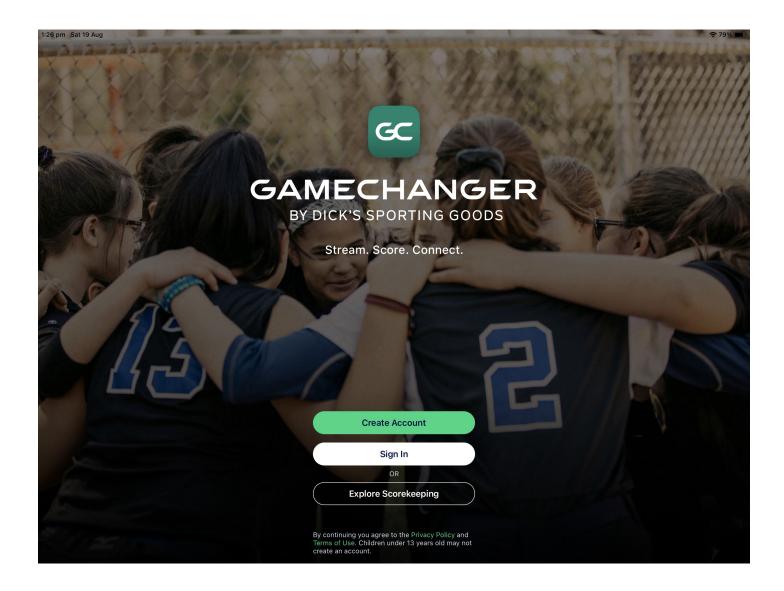
GAMECHANGER-GENERAL

This How To document covers general GC topics—practice games, signing in, selecting a game, screen options, pitch counts, menu options and completing a game.



Please note: the options available may differ to those shown due to the game situation or when using the practice game.

PRACTICE GAME

GameChanger has a practice game area called Explore Scorekeeping - no login or internet access is required.

There are two teams available and their line ups will pre-load. You can use one or both of these, or create your own. Refer to the Line Up and Subs How To document if not using the pre-loaded teams.

To access the practice game, tap Explore Scorekeeping on the welcome screen.

Tap the Baseball. The main screen will be displayed.

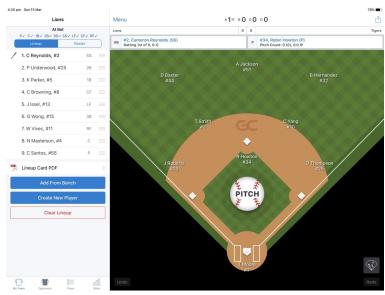
When finished, tap Menu, then Exit Current Game, or just close the app. The game will not be saved—a new game is started each time.



Select Explore Scorekeeping



Select Baseball



SIGN IN, TEAM AND GAME SELECTION

Tap Sign In on the welcome screen. Enter your login details.

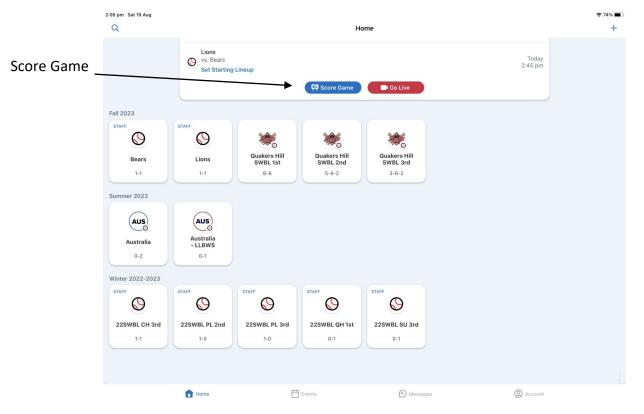
52 pm Sat 19 Aug Cancel	रू 76% 🔳
Sign In	
Email Address	
Password (6+ characters)	B
Forgot password?	
Sign In	

The Home screen will be displayed. This screen shows your teams, which can be selected to see their results and any competitions they are playing in.

The Events screen shows all your teams games with the result. Use the Account screen to sign out.

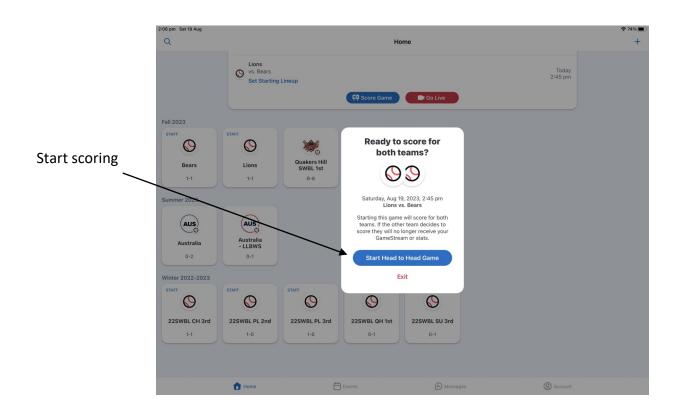
If any of your teams have a game scheduled for today, it will appear at the top.

Tap Score Game for the required game. If the Score Game does not appear, it means that the game has already been selected—if it was not you on this device, do not continue.



SIGN IN, TEAM AND GAME SELECTION

If your team is part of a competition, you should see this pop-up. Select Start Head to Head Game.



The main screen will then be displayed. The teams line ups are usually blank and need to be entered, but may be pre-loaded. Refer to the Line Up and Subs How To document for information on clearing and entering line ups.

The teams will be away or home based on the details entered when the game was created.

If they are the wrong way around, the teams can be swapped—refer to the Menu Options section of this document. This must be done before any plays or pitches are entered. To check, tap the Plays icon—the teams will be shown at the top.

The main screen can be divided into three sections and has a number of information display options.

GC uses pop-up menus for entering most actions. To remove the pop-up without an action, tap back, cancel or close if shown. Tapping another part of the screen will also remove the pop-up.

Field Section

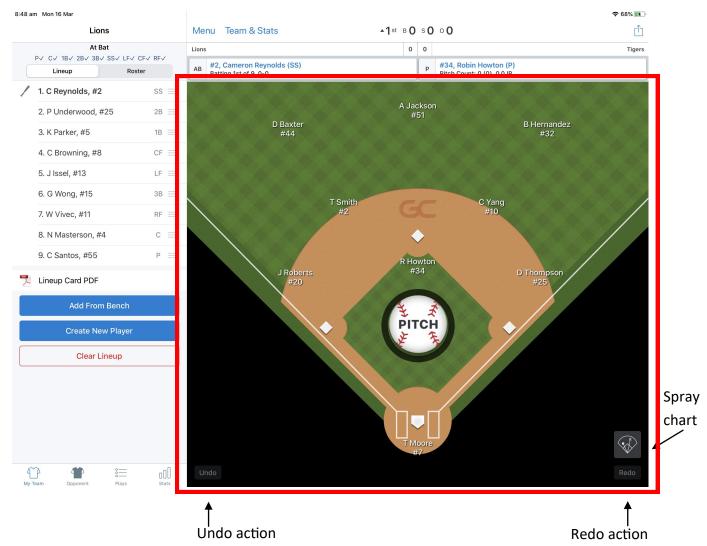
The field section is where all pitches and plays are entered. Pop-up menus will appear as needed.

Tap the Undo button to delete the last play or pitch entered—multiple actions can be undone.

Tap the Redo button to re-apply undone actions—once another play/pitch is entered, any other undone actions are lost.

The Sync button will appear above the Undo button when internet access is lost. Correct any connection issues then tap sync to sign in.

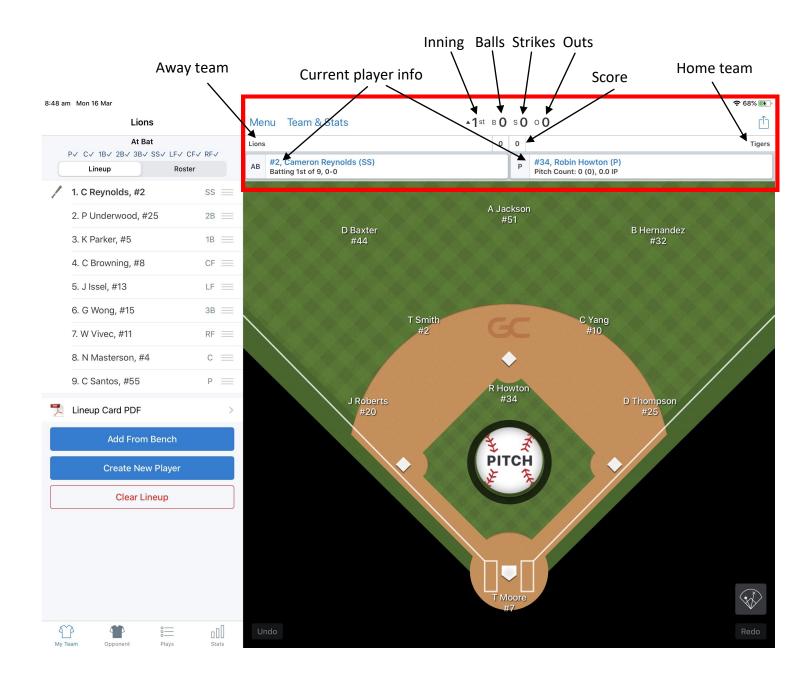
Tap the Spray Chart button to see where a player has put the ball into play for this game or for the season. Use the up and down arrows to show the spray chart for all players in the current line up.



Top Section

The top section displays the game situation. Information includes the score, inning number, count and number of outs.

The away team is shown on the left and the home team is shown on the right. The player at bat (AB) and the current pitcher (P) are also displayed.



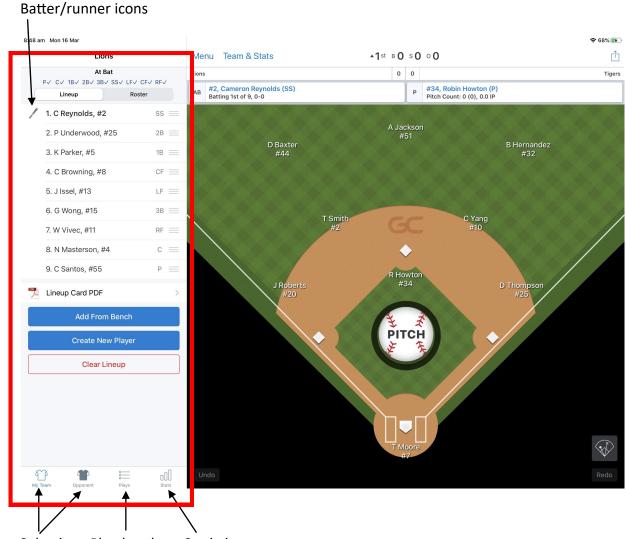
Side Section

The side section is used to display the teams line ups, the play-by-play information, box score and statistics. Tap the corresponding button at the bottom of the screen to change the display.

Teams

The team display shows the current batting line up and fielding positions. The line up can be changed here—refer to the Line Up and Subs How To document.

When displaying the batting side, a bat icon will be shown to indicate the player at bat. Any runners will be indicated by a highlighted base icon.



Team Selection Play-by-play Statistics

Side Section (cont.)

Plays

The Plays display shows the play-by-play information and the box score. The information shown includes all pitches, the play and runner movements. The number of outs and score at the end of the play is also shown (when it changes).

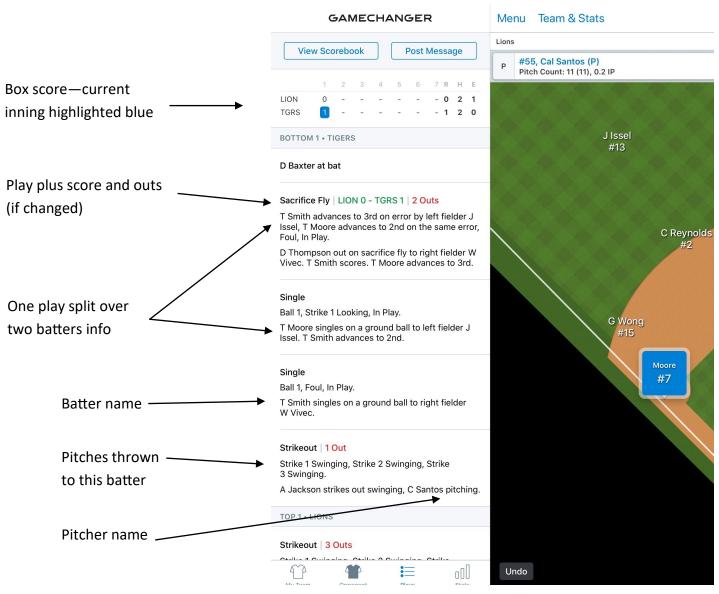
Note that subsequent plays (such as extra bases on hits and errors) appear under the player now at bat not with the original play.

The play-by-play cannot be used for checking line up changes:

Fielding changes are not shown.

Batting changes are not explicitly shown—the batters name is just changed.

Pitching changes are not shown. The pitchers name is shown in the text of some plays but not all.

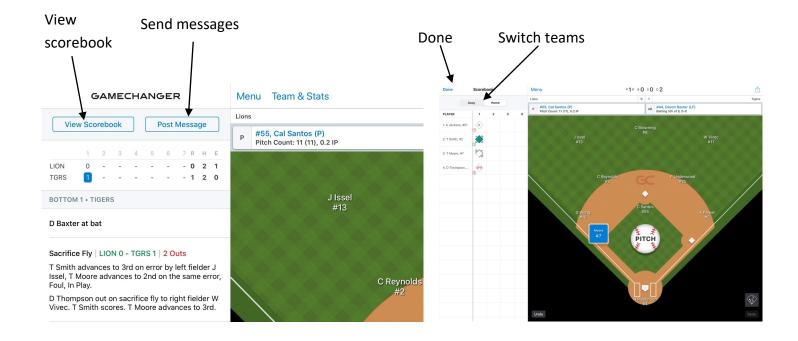


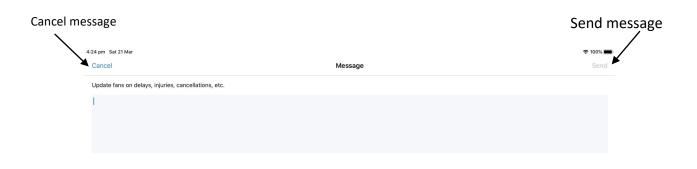
Side Section (cont.)

Plays (cont.)

Tap the View Scorebook button to see the scorebook view of the plays. Tap Away or Home to switch between the teams. Tap Done to return to the play-by-play information.

Tap the Post Message button to send information to those following the game—such as delays, injuries etc. Tap Send or Cancel as required.



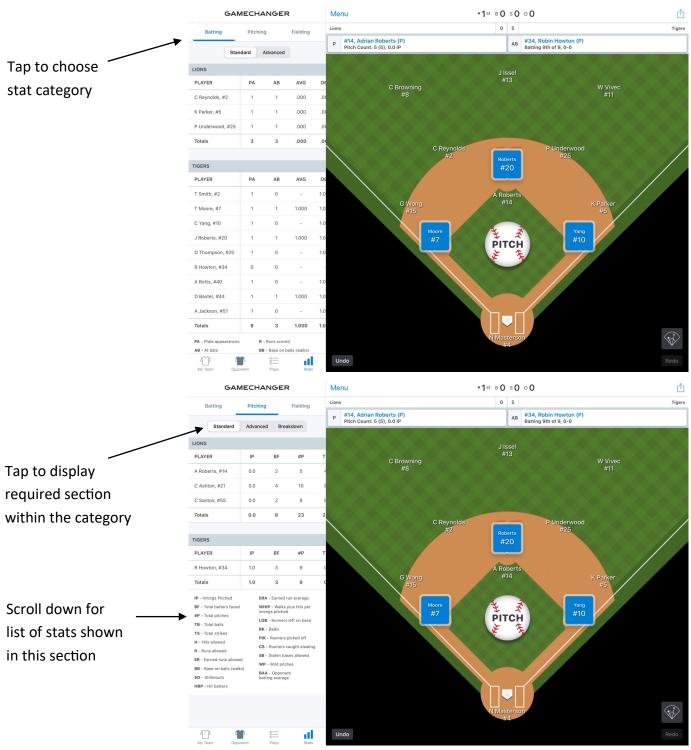


Side Section (cont.)

Stats

The Statistics display shows the players statistics for the current game. The statistics are split into Batting, Pitching and Fielding. Catching statistics can be found under the Fielding tab.

Both teams are shown (no team selection required) and there is scrolling up and down as well as side-to-side to access all the information.



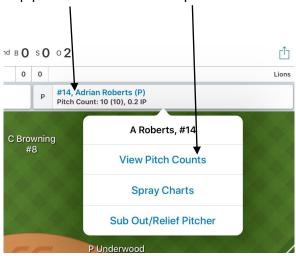
Pitch Counts

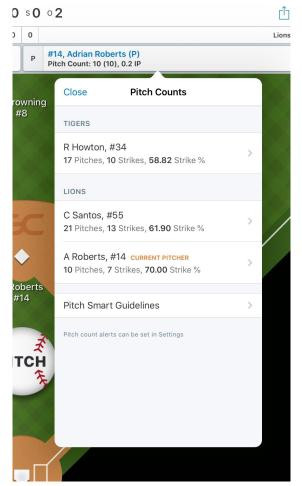
A players pitch count can be found in several sections of the main screen.

The top section shows the current pitcher, their overall pitch count and number of pitches this inning in brackets.



Tap the pitchers name and tap View Pitch Counts to see the total number of pitches and strikes for all pitchers. Tap Close to return to the main screen.





Tap pitcher name and view pitch counts

Pitch Counts (cont.)

In the side section, under Stats and Pitching, the total number of pitches, balls and strikes are shown. Scroll right to see the balls and strikes.

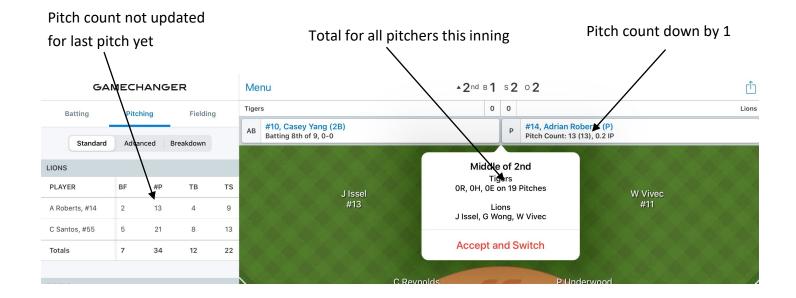
GAN	NECH	HANG	ER		1	
Batting	Pitc	hing ┥	Field	ng		Pitchi
Standard	Adva	nced	ced Breakdown			
LIONS						
PLAYER	BF	#P	тв	тѕ		
A Roberts, #14	2	10	3	7		
C Santos, #55	5	21	8	13		
Totals	7	31	11	20		
TIGERS	IP	В	F #P	т		
R Howton, #34	1.0	2				
Totals	1.0				-	
IP - Innings Pitched BF - Total batters facer #P - Total pitches TB - Total balls TS - Total strikes H - Hits allowed R - Runs allowed ER - Earned runs allowe BB - Base on balls (wall SO - Strikeouts HBP - Hit batters		WHIP - V innings p LOB - Ru BK - Balk PIK - Rur CS - Run	nners left on b s nners picked of ners caught sto en bases allow d pitches oponent	per ase f ealing		
My Team Opp	onent	o Play	'S	Stats		
			Sta	atistic	S	

Pitch Counts (cont.)

When a team completes their time at bat, there is a pop-up to confirm some statistics and switch sides.

This pop-up shows the total number of pitches thrown by all pitchers for that team in this inning (in this example it was 5 for Santos and 14 for Roberts for a total of 19).

Note that the pitch count shown next to Roberts in the top section is only 13 as it does not include the last pitch until Accept and Switch is tapped.

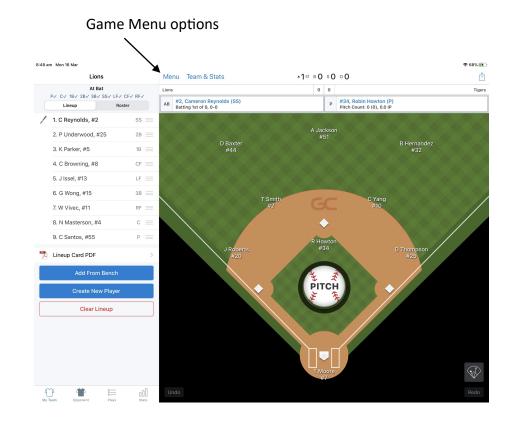


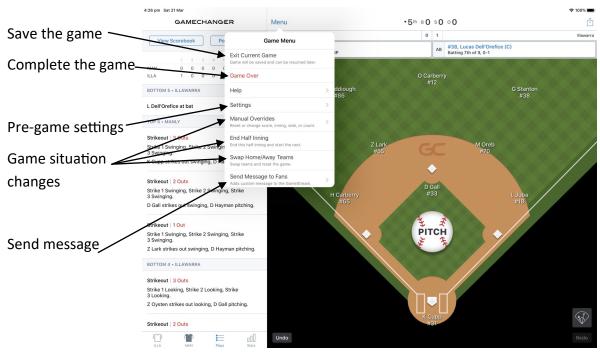
	GAMECHANGER						Menu	
	Batting	Pitching		Fielding		Tiger	'S	
	Standard	Advan	ced E	Breakdown		Р	#34, Robin Howt Pitch Count: 17 (0),	
	LIONS							
Pitch count updated after	PLAYER	BF	#P	ТВ	тѕ			
Accept and Switch.	A Roberts, #14	3	▶ 14	4	10			
	C Santos, #55	5	21	8	13			
	Totals	8	35	12	23			
	TIGERS							

Tap the Menu button on the main screen to access the game menu option pop-up screen.

There are options for saving or completing the game, pre-game settings, changing the game situation and sending messages.

To remove the game menu, tap another part of the screen.





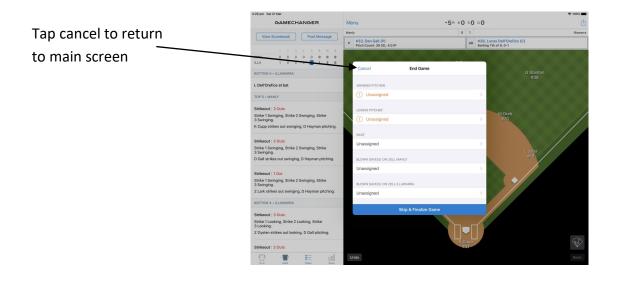
Save the Game

Tap Exit Current Game to save the game (to continue scoring later). The Home screen will be displayed.

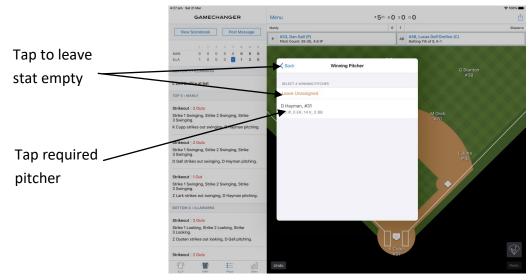
Complete the Game

Tap Game Over when the game has completed and any information has been checked.

The End Game pop-up will be displayed to allocate pitcher win, loss, save etc. If this information is not required, tap Skip & Finalize Game.



If the pitcher information is required, tap Unassigned for each category. A list of all eligible pitchers for that stat will be displayed. Tap the required pitcher or tap Leave Unassigned or Back to leave empty.



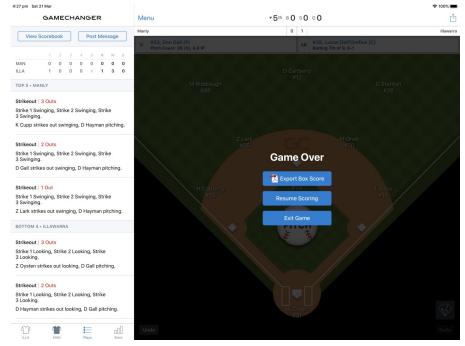
Complete the Game (cont.)

Manly		Me	nu	▼5th B0	s O	• O	
In the Field		Mant	/	0	1		Illa
Lineup Roste		Р	#33, Dan Gall (P) Pitch Count: 46 (0), 4.0 IP		AB	#38, Lucas Dell'Orefic Batting 3rd of 9, 1-1	e (C)
1. M Riddiough, #86	LF 🔳						
2. O Carberry, #12	$\rm CF\equiv$		Cancel End Game				
3. G Stanton, #38	$RF\equiv$						G Stanton #38
4. M Oreb, #70	28 🚞		WINNING PITCHER				
5. Z Lark, #55	ss \equiv		D Hayman, #31 5.0 IP, 0 ER, 15 K, 0 BB			>	
6. D Gall, #33	Р =		LOSING PITCHER			M Oreb	
7. K Cupp, #31	c =		D Gall, #33			#70	
8. L Juba, #18 Leading off top 6th	1B ==		4.0 IP, 1 ER, 12 K, 0 BB			·	
9. H Gibson, #25	3в ≡		SAVE			>	L Juba
Lineup Card PDF	>						#18
Add From Bench			BLOWN SAVE(S) ON 20LL MANLY Unassigned				
Create New Player			BLOWN SAVE(S) ON 20LL ILLAWARRA			X X	
Clear Lineup			Unassigned			>	
			Save & Finalize Gam	e			
						I	6
				1	31		
♈ 👕 ≔	oOO	U					

Once all the pitcher allocations have been made, tap Save & Finalise Game.

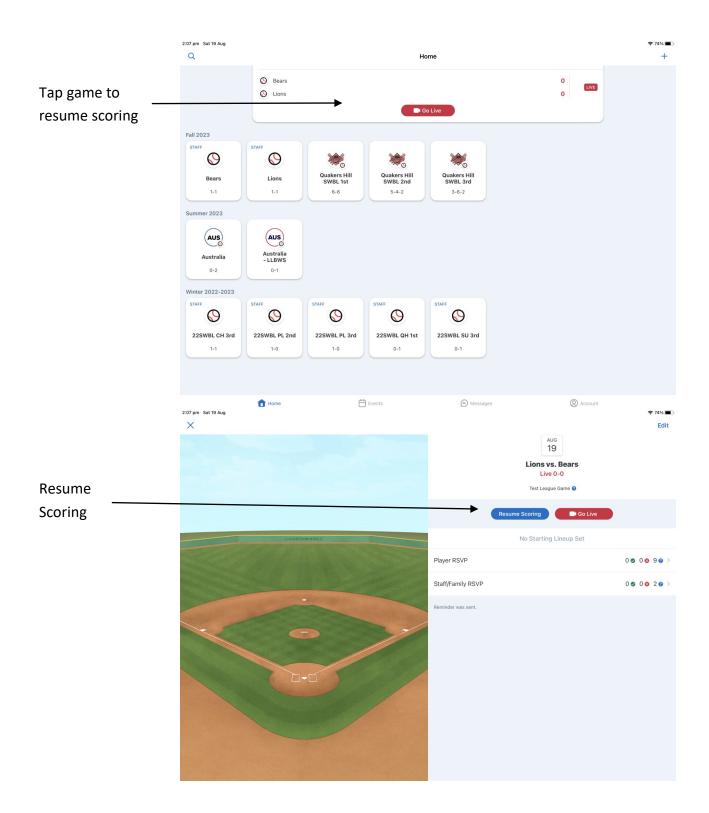
Tap Exit Game to complete the game and go to the game screen. Tap the X in the top left corner to return to the Home screen.

Tap Resume Scoring to cancel game completion and return to the main screen. Note that the Complete the Game sequence will need to be repeated, including any pitcher allocations.



SIGN IN, TEAM AND GAME SELECTION

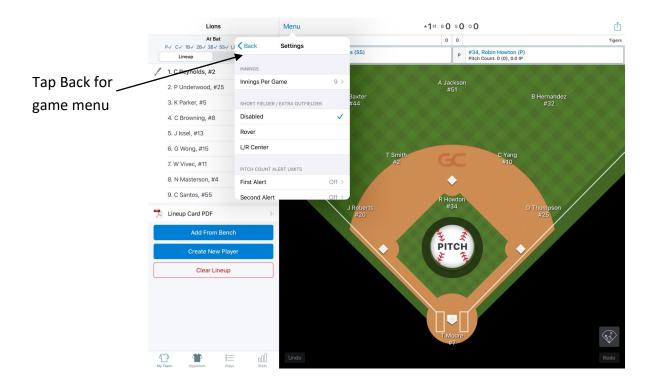
When the game has only been saved, it will display on the Home screen as Live, but without the Score Game button. To resume scoring, tap the game and the game screen will be displayed. Tap Resume Scoring. Ensure this is done with the same login and the same device the game was originally scored on.

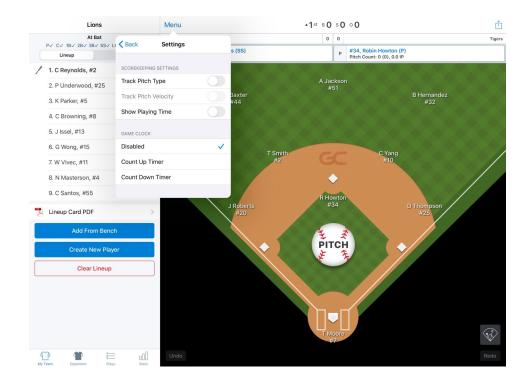


Pre-game Settings

Tap Settings for all pre-game settings. Scroll down to see all available settings. Change as required.

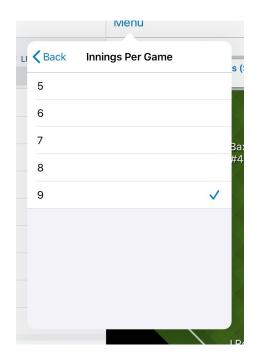
Tap Back to return to the game menu or tap the screen to remove the menu.

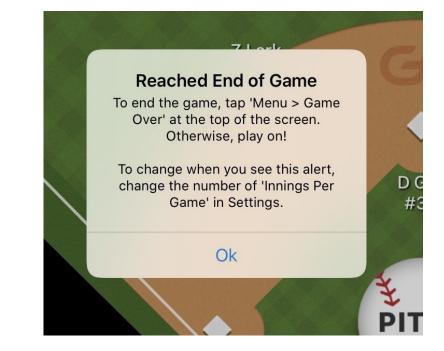




Pre-game Settings (cont.)

Innings / Innings Per Game—tap the required number of innings for the game. When the game situation reaches this setting, a pop-up will notify you. Tap Ok and complete the game or continue scoring.





Pitch Count Alert Limits—set up to two alerts to be notified when a pitcher has reached this number of pitches. The pop-up will be displayed for both pitchers. Tap OK to return to the main screen.

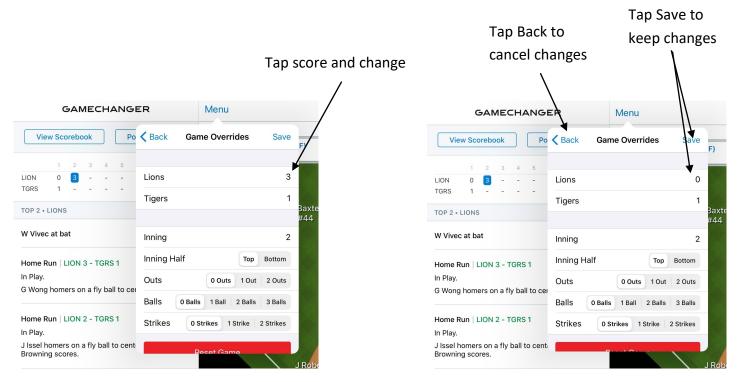
Po Settings First Alert s	Po C Back Settings	#2 K Swing & Mis
Off	Disabled s (Ditch Count Nation
1	Rover	Pitch Count Notice
2 34	L/R Center	R Howton, #34 has reached 5 pitches.
3	A PITCH COUNT ALERT LIMITS 	ОК
— 4	First Alert Show after 5 pitches >	#20d In Play
5 🗸	Second Alert Off >	
6	SCOREKEEPING SETTINGS	FT Foul Tip Out
7	Track Pitch Type	
8	Track Pitch Velocity	
^ JF		

Game situation changes

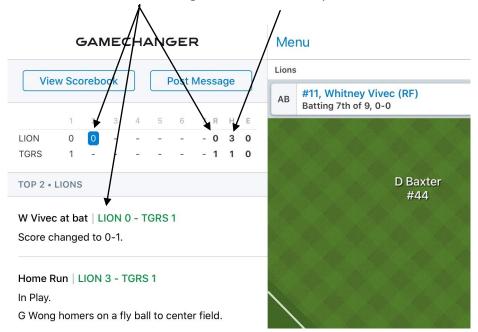
Manual Overrides—use this option to change the score, inning, number of outs and the balls and strikes on the current batter.

Tap Save to keep the changes or Back to cancel them. Any changes will be noted In the play-by-play information.

Score—use this option to change the score in a revert-back situation. Tap the teams score that needs to be changed and adjust. Only the score is changed—all statistics are kept.



Score changed, but statistics kept.



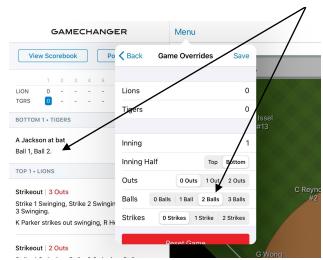
Game situation changes (cont.)

Manual Overrides (cont.)

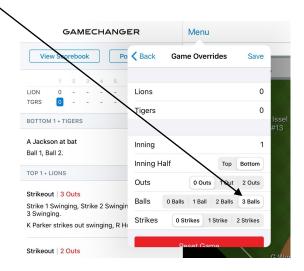
Inning / Inning Half—use these option to change the inning number or switch between the top and bottom of the inning.

Number of Outs—adjust the number of outs for the inning by tapping the required number of outs. Can be used when a team has an automatic out.

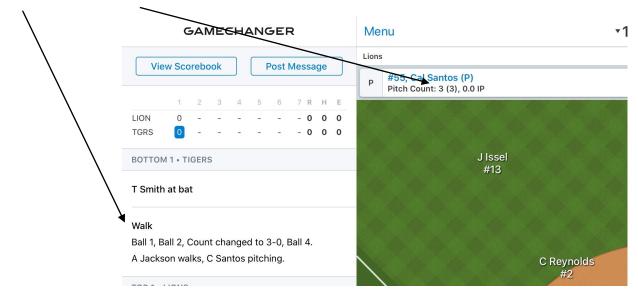
Pitch Count—adjust the number of balls or strikes on the batter. Note that it does not change the total number of pitches for the pitcher.



Batter has 2 balls, change to 3

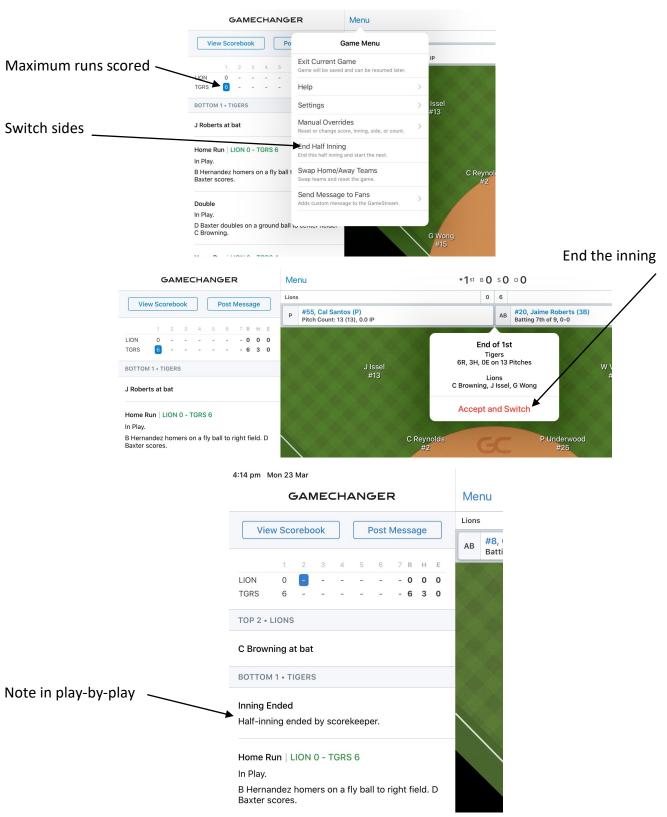


Batter given a walk on 3 balls



Game situation changes (cont.)

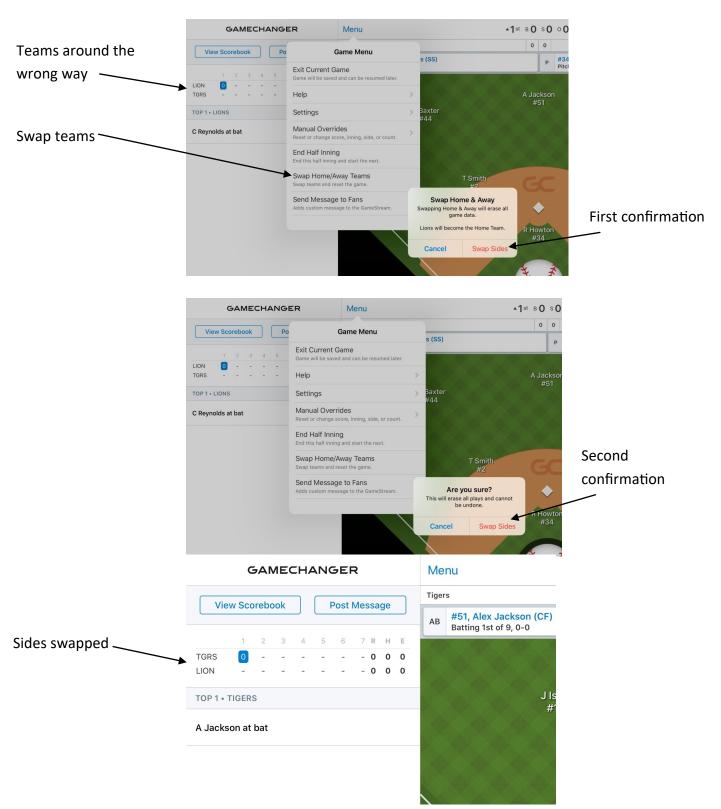
End Half Inning—use this option to complete an inning before 3 batters are out—usually for juniors when a set number of runs have been scored in the inning.



Game situation changes (cont.)

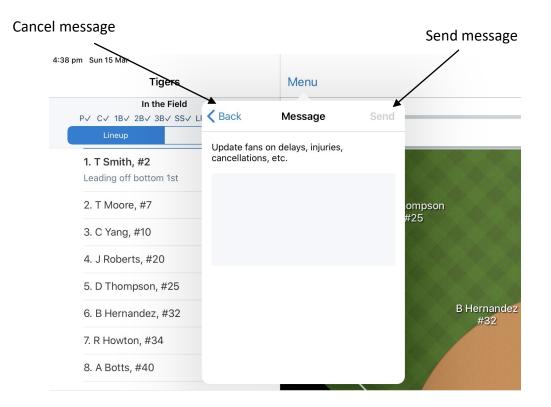
Swap Home/Away Teams—use this option if the teams need to be swapped around.

Tap Swap Sides twice to confirm the change—any plays or pitches entered will be deleted—the game is started again.



Game situation changes (cont.)

Send Message to Fans—use this option to send information to those following the game—such as delays, injuries etc. Tap Send or Back as required.



GAMECHANGER-GENERAL

Change Control

Version 1 May 2020

Original

Version 2 Aug 2023 Updated for new version of GC—practice game, sign in, team and game selection