GC SCORING – ENTERING PLAYS

Runners:

> If a runner is automatically moved to the next base, but they did not actually advance, tap **Back** (if available) or drag the runner back to the previous base into the **SAFE** box, **Didn't Advance**.

> If a runner advances extra bases on a play, drag the runner to the next base into the **SAFE** box and choose how they advanced – usually **On Last Play** or **On Same Error**.

> If a runner is put out trying to advance extra bases, drag the runner to the next base into the **OUT** box, tap **Out on Last Play**, tap the fielders involved in the play.

Play   Input sequence

Play	Input sequence
#-#	**Ball in Play**, **Ground Ball** or **Hard Ground Ball** or **Bunt**, **Batter Out**, **Out at 1st**, tap the fielders involved in the play, **Done.**
# - E#	**Ball in Play**, **Ground Ball** or **Hard Ground Ball** or **Bunt**, **Error**, tap the fielders involved in the play, **Done,** choose the player who committed the error.
AP#-#	Enter the play. Drag the runner to the appealed base into the **OUT** box, **Out On Appeal**, tap the fielders involved in the play, **Done.**
BB	Tapping four **Balls** will generate a walk.
BLK	Tap on **Balk** (in the pitch pop-up).
BOB	**Ball in Play**, *type of hit*, **Out at 1st**, tap the catcher, **Done.**
BTS K2	**Ball in Play, Bunt, Batter Out, Foul Ball.**
BU	Enter the play – select **Bunt** for the *type of hit.*
CI2	Tap on **C.Interference** (in the pitch pop-up).
CS#-#	Drag the runner to the next base into the **OUT** box, **Caught Stealing**, tap the fielders involved in the play, **Done.**
CS#-E#	Drag the runner to the next base into the **SAFE** box, **Fielding Error,** tap the fielder who errored.
CS + FC	Drag the runner to the next base into the **OUT** box, **Caught Stealing**, tap the fielders involved in the play, **Done**. Drag the other runner(s) to the next base into the **SAFE** box, **Other.**
DS	*type of pitch (if needed)*, remove the pitch pop-up, drag the lead runner to the next base into the **SAFE** box, **Stole Base**. Advance the other runner the same way.
DP, GDP	**Ball in Play**, *type of hit*, **Batter Out, Double Play,** tap the fielder(s) involved in the play, **Done.** Tap **Out** for the runner who got out and **Safe** on other runners (if needed).
E#	**Ball in Play**, *type of hit*, **Error**, tap the fielder who errored, **Done.**
F#	**Ball in Play, Pop Fly** or **Fly Ball, Batter Out, Pop Out** or **Fly Out**, tap the fielder involved in the play, **Done**.
FF#	**Ball in Play, Pop Fly** or **Fly Ball, Batter Out, Pop Out Foul** or **Fly Out Foul**, tap the fielder involved in the play, **Done**.
FC – for a runner	Drag the runner to the next base into the **SAFE** box. If the runner scores, **Other**. If the runner advances to 2nd or 3rd when a fielder attempts to put out another runner, **On Throw**. If the runner advances due to a mental mistake or misjudgement, **Other**.

FC - no out	**Ball in Play**, *type of hit*, **Fielders Choice**, tap the fielder(s) involved in the play, **Done. T**ap **Safe** or **Back** on each runner as needed.
FC – 1 out	**Ball in Play**, *type of hit*, **Fielders Choice**, tap the fielder(s) involved in the play, **Done.** Tap **Out** for the runner who got out and **Safe** on other runners (if needed). *Caution: selecting Safe for the runner at home will score a run, even if there are already two out – select Back if the run does not score.*
FC – 2 outs	**Ball in Play, *type of hit*, FC Double Play**, tap the fielder(s) involved in the play, **Done.** If there are two runners on, they will automatically be put out. If bases are loaded, tap **Out, Safe** or **Back** on each runner as needed. *Caution: selecting Safe for the runner at home will score a run, even if there is already one out – select Back if the run does not score.*
FC – with error	**Ball in Play**, *type of hit*, **Error**, tap the fielder(s) involved in the play, **Done,** choose the player who committed the error (if needed).
HBB	**Ball in Play**, *type of hit*, **Single**, tap the nearest fielder. Drag the offending runner into the **OUT** box, **Offensive Interference**, tap the nearest fielder, **Done.** If bases are loaded, enter the play as a **Fielders Choice** (instead of the single) so that the correct runner can be given out. Ensure other runners are on the correct base.
Hit	**Ball in Play**, *type of hit*, **Single** or **Double** or **Triple,** tap the fielder involved in the play.
Hit + e#	Enter the hit and advance any runners as needed. Drag the lead runner that advanced on the error to the next base into the **SAFE** box, **Fielding Error** or **Throwing Error**, tap the fielder who errored. Advance other runners **On Same Error.**
Home Run	**Ball in Play, Fly Ball, Home Run** or **In-the-park Home Run,** tap the fielder closest to the play.
HPB	Tap on **Hit by Pitch** (in the pitch pop-up).
IBB	Tap on **Intentional Walk** (in the pitch pop-up).
IF#	**Ball in Play, Pop Fly, Batter Out, Infield Fly,** tap the fielder involved in the play.
INT#	By the batter (pitch put into play) - **Ball in Play**, *type of hit*, **B Interference**, tap the fielder interfered with, **Done.** By the batter (no play) – *type of pitch* (if needed), tap **Batter Out: Other** (in the pitch pop-up). By the runner - **Ball in Play**, *type of hit*, **Fielders Choice**, tap the fielder interfered with. Tap **Safe** for all runners. Drag the offending runner into the **OUT** box, **Offensive Interference**, tap the fielder interfered with, **Done.** Ensure other runners are on the correct base.
K	Tap on **Foul Tip Out** (in the pitch pop-up) for the third strike.
K2	Tap on **Swing & Miss** (in the pitch pop-up) for the third strike.
KC	Tap on **Called Strike** (in the pitch pop-up) for the third strike.

Note: The Dropped 3rd Strike option will only appear in the pitch pop-up when the batter has two strikes and 1st base is unoccupied or there are two outs.

K* #-#	**Dropped 3rd Strike**, **Swinging** or **Looking**, **Batter Out at 1st**, tap the fielder(s) involved in the play, **Done**.
K* FC	**Dropped 3rd Strike**, **Swinging** or **Looking**, **Other Runner Out,** tap the fielder who made the put out. If there is one runner on, they will automatically be put out. If there are two runners, tap **Out, Safe** or **Back** on each runner as needed. If the bases are loaded, tap **Out** on the runner at home if the run does not score – tap **Safe** if the run does score and tap **Out** on the runner who was put out.
K* PB	**Dropped 3rd Strike**, **Swinging** or **Looking**, **Reached 1st on Passed Ball**, tap the catcher.
K* WP	**Dropped 3rd Strike**, **Swinging** or **Looking**, **Reached 1st on Wild Pitch**, tap the catcher.

L#	**Ball in Play, Line Drive, Batter Out, Line Out,** tap the fielder involved in the play, **Done**.
MF#	**Ball in Play, Pop Fly** or **Fly Ball, Error**, tap the fielder who errored, **Done**.
MF# Sac	**Ball in Play, Fly Ball, Error+Sac**, tap the fielder who errored, **Done.** Tap **Safe** for the runner coming home. Note – all runners are automatically advanced.
MFF#	**Ball in Play**, **Pop Fly** or **Fly ball**, **Foul Ball+Error**, tap the fielder who errored.
OBS	**Ball in Play**, *type of hit*, **Error**, tap the fielder who obstructed, **Done.** For a runner (no play) – drag the runner to the next base into the **SAFE** box, **Fielding Error**, tap the fielder who obstructed.
PO#-#	Drag the runner into the **OUT** box, **Picked Off**, tap the fielders involved in the play, **Done**
PB	*type of pitch*, remove the pitch pop-up, drag the lead runner to the next base into the **SAFE** box, **Passed Ball**. Advance other runners **On Same Pitch**.
PPR#	Enter the play. Drag the offending runner into the **OUT** box, **Offensive Interference**, tap the nearest fielder, **Done.**
ROL#	Enter the play. Drag the offending runner into the **OUT** box, **Offensive Interference**, tap the nearest fielder, **Done.**
Sac Bunt	**Ball in Play**, **Bunt, Batter Out, Sac Bunt,** tap the fielder(s) involved in the play, **Done.**
Sac Bunt E#	**Ball in Play**, **Bunt, Sac Bunt (Safe)**, **Safe on Error,** tap the fielder(s) involved in the play, **Done**, choose the player who committed the error (if needed).
Sac Fly	**Ball in Play**, **Fly Ball, Batter Out, Sac Fly,** tap the fielder involved in the play, **Done.** Note – all runners are automatically advanced.
Sac Fly E#	**Ball in Play**, **Fly Ball, Error+Sac,** tap the fielder involved in the play, **Done.** Note – all runners are automatically advanced. Tap **Out, Safe** or Back on the runner at home plate.
SB	*type of pitch (if needed)*, remove the pitch pop-up, drag the runner to the next base into the **SAFE** box, **Stole Base**.
UA#	**Ball in Play**, *type of hit*, **Out at 1st**, tap the fielder involved in the play, **Done.**
WP	*type of pitch*, remove the pitch pop-up, drag the lead runner to the next base into the **SAFE** box, **Wild Pitch**. Advance other runners **On Same Pitch**.
WT#	For the batter - **Ball in Play**, *type of hit*, **Error**, tap the fielder who errored, **Done.** For runners (with no play for the batter) – drag the runner to the next base into the **SAFE** box, **Fielding Error**, tap the fielder who errored.