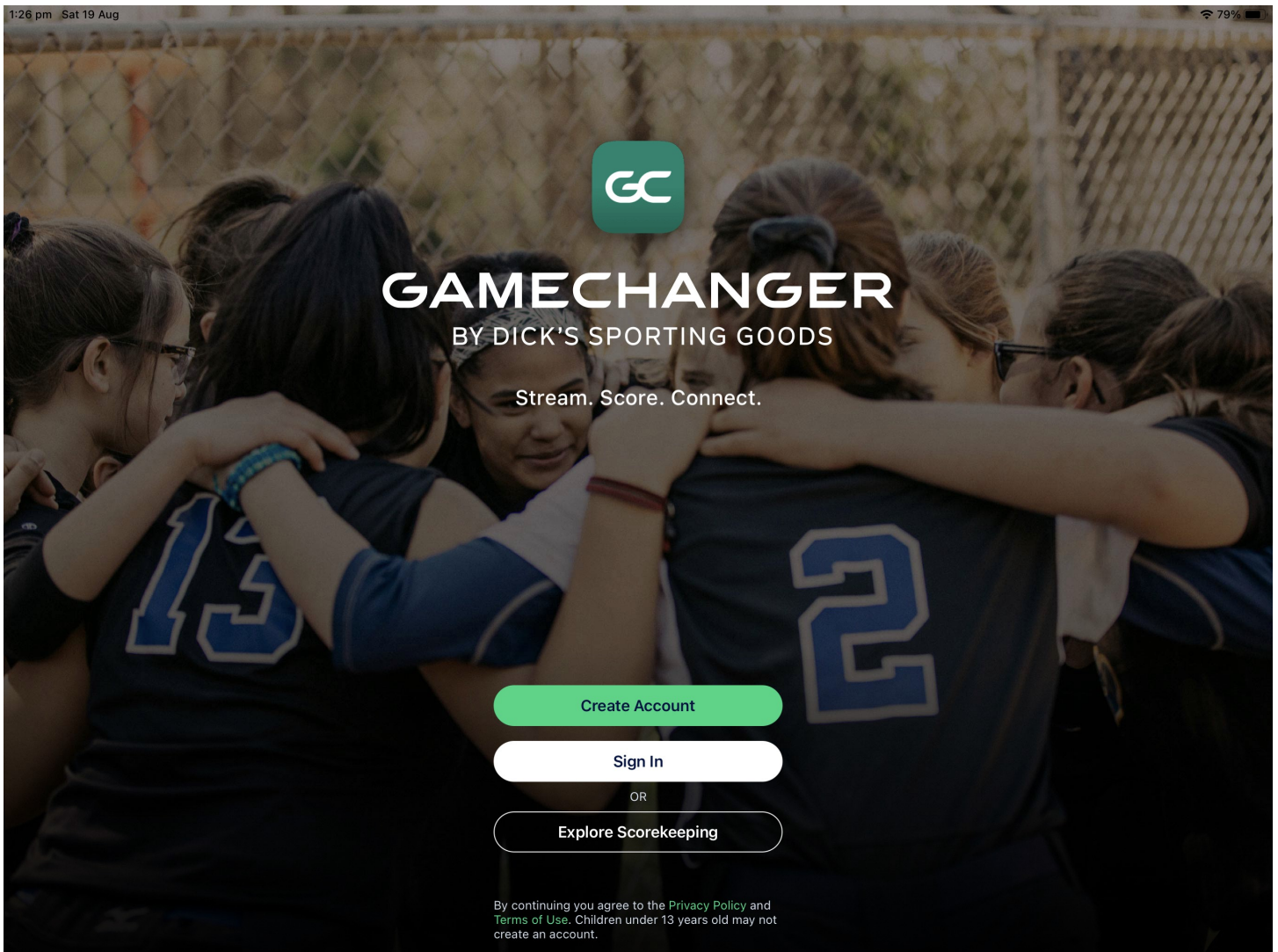


# GAMECHANGER—SCORING—ENTERING PITCHES AND PLAYS

This How To document covers entering pitches and plays.

Not all possible plays are shown in detail—for a list of scoring symbols and their corresponding GameChanger entry, refer to the How To Scoring play sequence document.



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

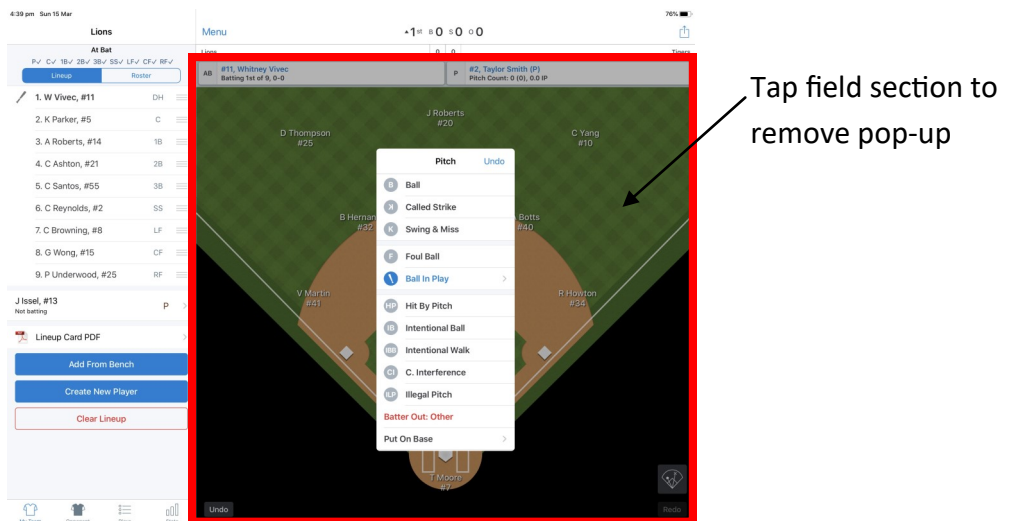
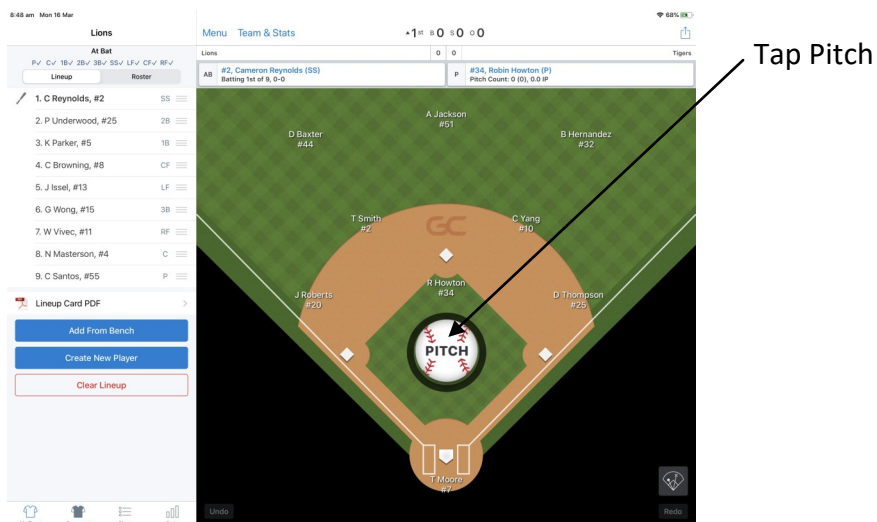
## SCORING – ENTERING PITCHES AND PLAYS

Pitches and plays are entered in the field section of the main screen.

To enter a pitch or play, tap Pitch. The pitch pop-up menu will be displayed.

To remove the pitch pop-up, tap the field section. This allows access to runners so they can be advanced if needed.

Note that the options available in the pitch pop-up and all further pop-ups will change depending on the game situation or pitch count for the batter. Scroll down to see all available options.



## SCORING – ENTERING PITCHES AND PLAYS

### Pitches

When a pitch is delivered and there is no play, tap the required pitch.

Tap Undo on the pop-up if the wrong pitch is entered. Take care as this will undo the last play entered if there are no pitches on the current batter.

If a runner advances on a pitch with no play for the batter, see Runner Movements and Outs—Runner Plays.

The batter will automatically walk (base on balls) when the 4th ball is entered.

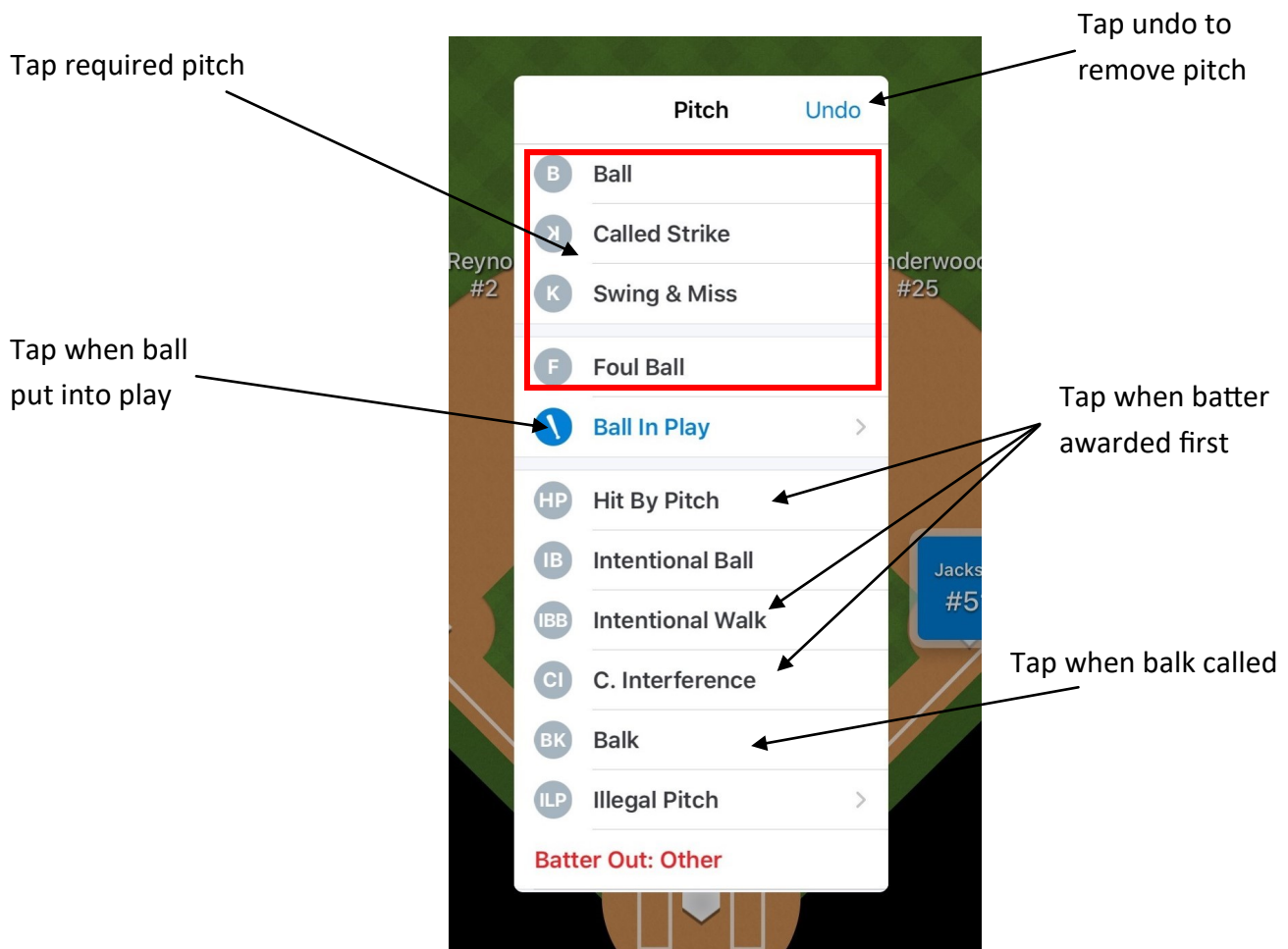
The batter will automatically strike out when the 3rd strike (called, swinging or foul tip out) is entered.

If a balk is called, tap Balk and runners will automatically advance one base.

If the batter is awarded first base, tap the corresponding play.

When the ball is put into play, tap Ball In Play—more pop-up menus will be displayed to enter the play details.

Note that selecting Batter Out: Other will cause the batter to be out but no put out will be given to the fielding team.



# SCORING – ENTERING PITCHES AND PLAYS

## Pitches (cont.)

### Dropped Third Strike

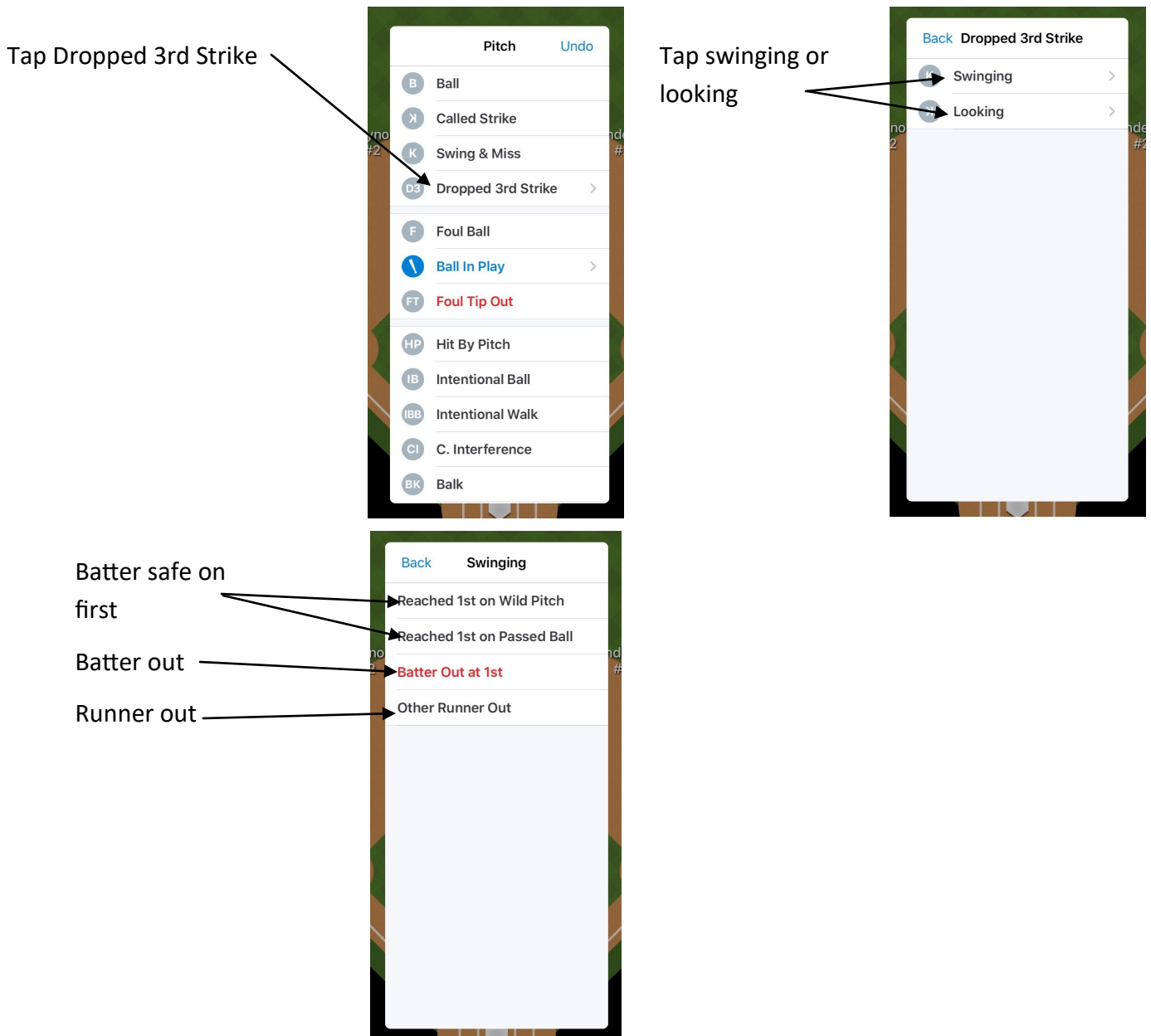
The Dropped 3<sup>rd</sup> Strike option will only appear in the pitch pop-up when the batter has two strikes and 1<sup>st</sup> base is unoccupied or there are two outs.

Tap Dropped 3rd Strike. Tap if the batter swung or looked at the pitch.

If the batter reached first base safely, tap the reason the for the dropped strike—wild pitch or passed ball.

If the batter is out, tap Batter Out At 1st.

If a runner is out , tap Other Runner Out.



# SCORING – ENTERING PITCHES AND PLAYS

## Pitches (cont.)

### Dropped Third Strike—fielder selection

Select the fielder(s) involved in the play.

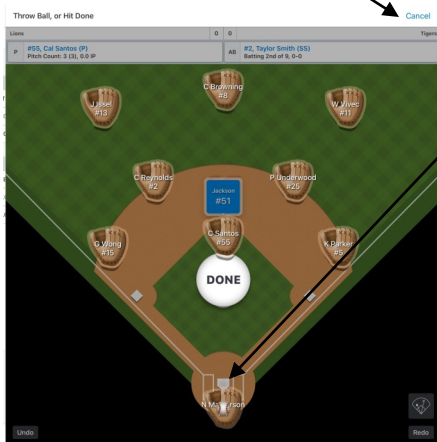
If the batter reached first safely, tap the glove of the catcher.

If the batter is out, tap the glove for each fielder involved in the play, in the order that they touched the ball, tap Done.

If a runner is out, tap the glove for the fielder that made the put out (no assists are entered). Refer to the How To Score Game—play sequence document K\* FC for more information on this play.

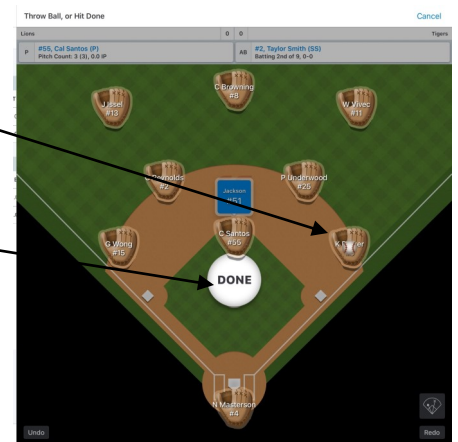
If the play or the fielders selected are incorrect, tap Cancel (Undo is disabled). This will cancel the whole play and it will need to be entered again. Note that Cancel is not available for the batter reached safely play—finish entering the play and then tap Undo.

Tap Cancel if mistake made



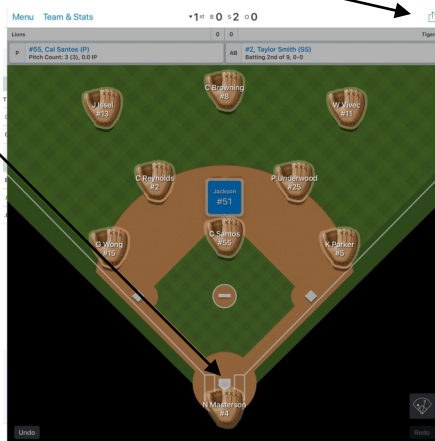
Batter out—tap fielder(s) involved in the play—gets the ball.

Tap Done when all players selected

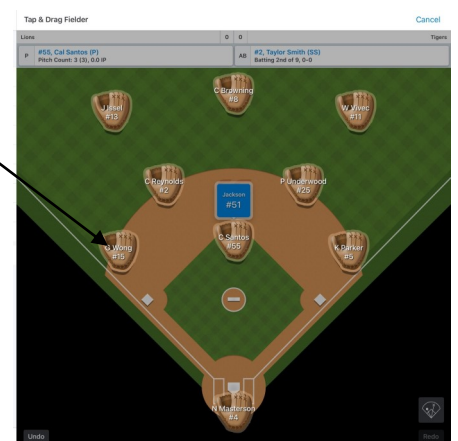


Cancel not available

Batter safe at 1st—tap catchers glove



Runner out—tap fielder that made the put out



## SCORING – ENTERING PITCHES AND PLAYS

### Ball In Play

When Ball In Play has been selected from the pitch pop-up, several more pop-ups are shown to further define the play.

On any of these pop-ups, tap Back to go back one pop-up. The pop-up name shows the last selection made.

Once the type of play has been entered for the batter, the fielder(s) involved are then selected. Any runner movement or runner outs are then entered.

If the batter reaches (at least) first base safely and is then given out, enter the safe play (including fielder selection), then enter the out as per Runner Movements and Outs—Ball In Play—runners—extra bases.

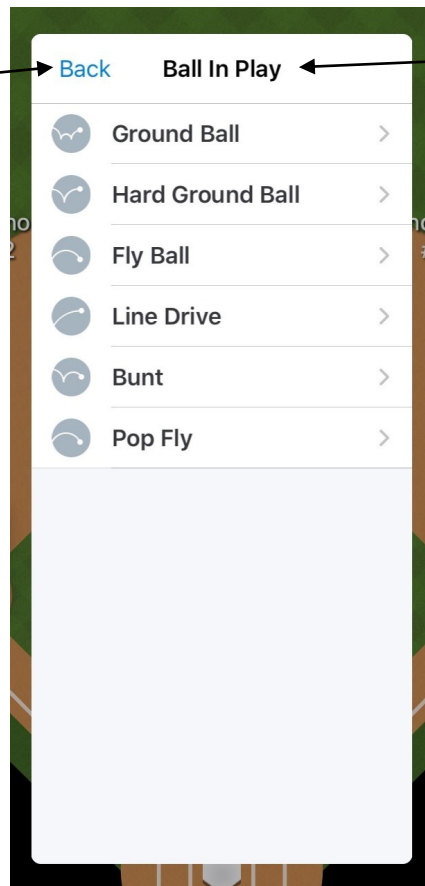
### Ball In Play—type of hit

Tap the type of hit that best matches how the ball has travelled to a fielder. Exception: if the batter is out at first base, tap Ground Ball or Bunt to ensure all fielders are given the correct statistics.

Note that Fly Ball, Bunt, or Pop Fly must be tapped to enter a sacrifice play.

There is no difference in further options given between Ground Ball and Hard Ground Ball or Fly Ball and Pop Fly.

Tap Back to go back  
one level



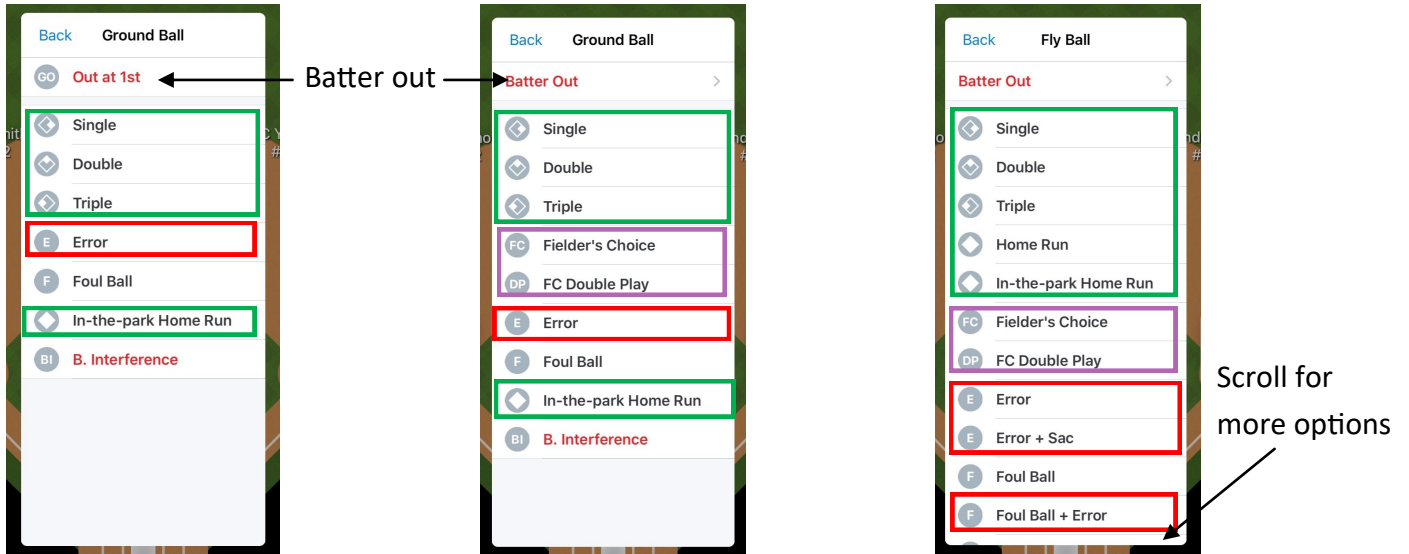
Last option selected

## SCORING – ENTERING PITCHES AND PLAYS

### Ball In Play—batter safe or out

If the batter reaches base safely, tap how they reached - safe hit, fielders choice or error.

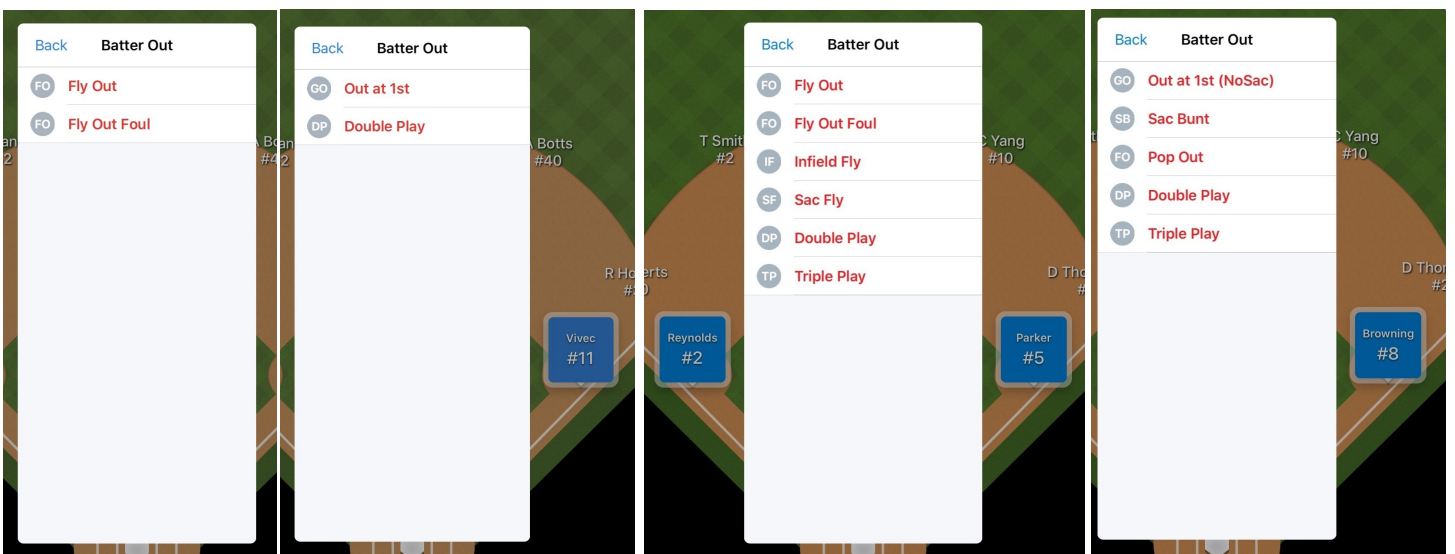
If the batter is given out, tap Out at 1st or Batter Out.



### Ball In Play—batter out

If Out at 1st or Batter Out was selected, tap how the batter was given out. If there was a double or triple play, this must be selected here.

The Sac Fly or Sac Bunt option must be selected for the batter to be given a sacrifice.



## SCORING – ENTERING PITCHES AND PLAYS

### Ball In Play—fielder selection

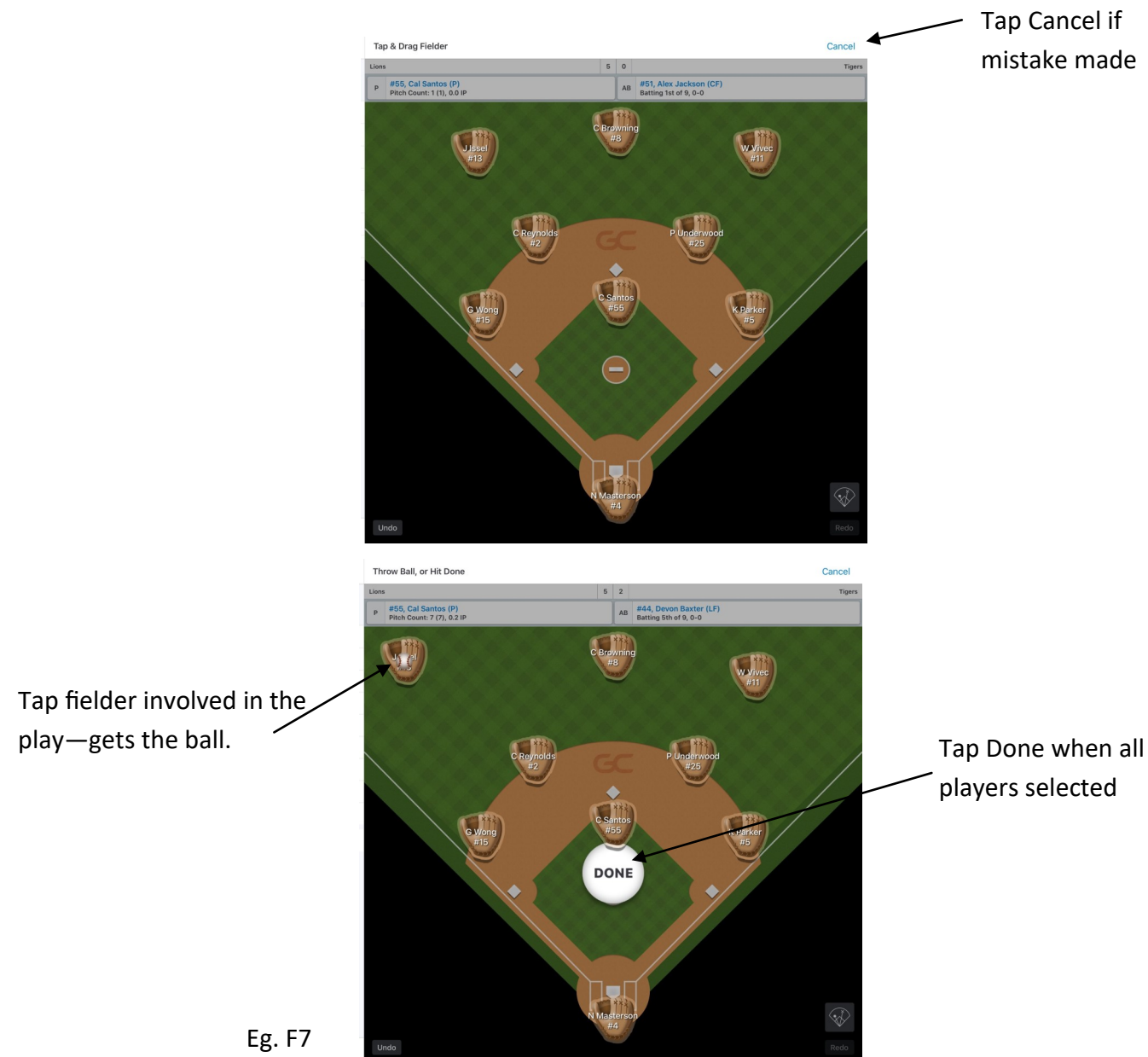
Tap the glove for each fielder involved in the play, in the order that they touched the ball. As each glove is tapped, the ball will be thrown to that fielder—do not move/swipe a glove to throw the ball.

The gloves can be moved to where the fielder actually fielded the ball—tap, hold and drag the glove. Only move the glove of the player that initially fielded the ball, not subsequent fielders. This is available on all plays except out of the park home runs.

Take caution with the location of the pitcher as it is just in front of 2nd base.

Tap Done when all fielders involved have been tapped. Note this is not given for safe hits.

If the play or the fielders selected are incorrect, tap Cancel (Undo is disabled). This will cancel the whole play and it will need to be entered again.

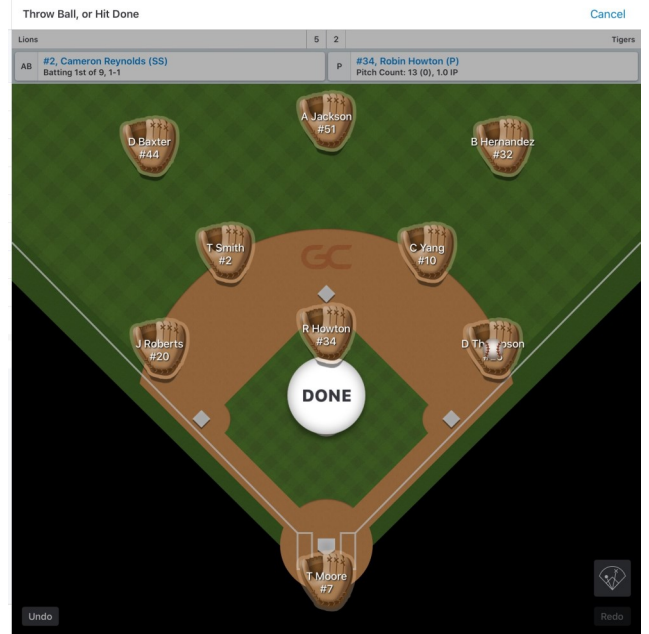
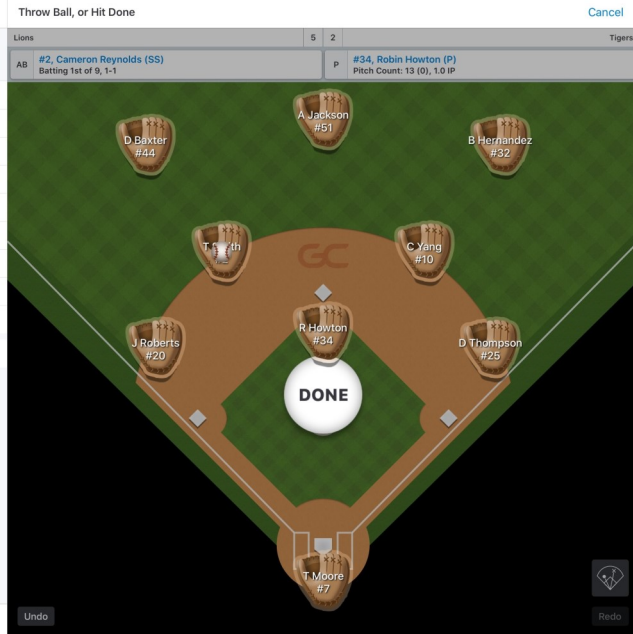


Eg. F7



# SCORING – ENTERING PITCHES AND PLAYS

## Ball In Play—fielder selection (cont.)

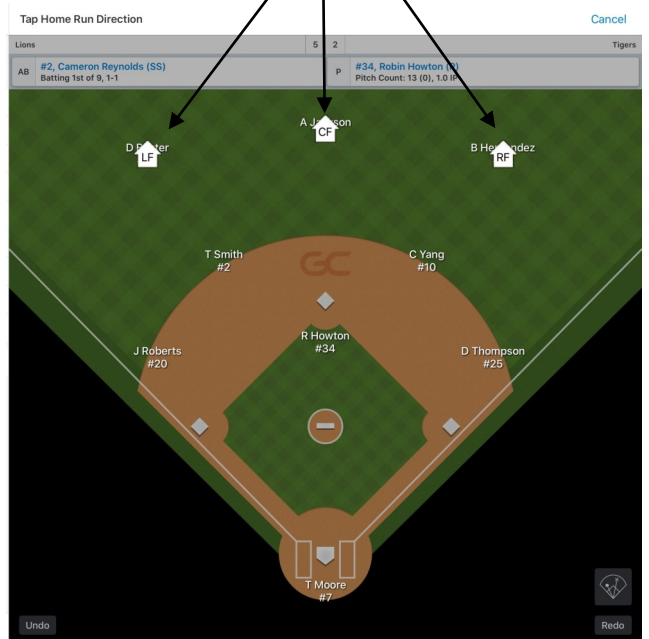
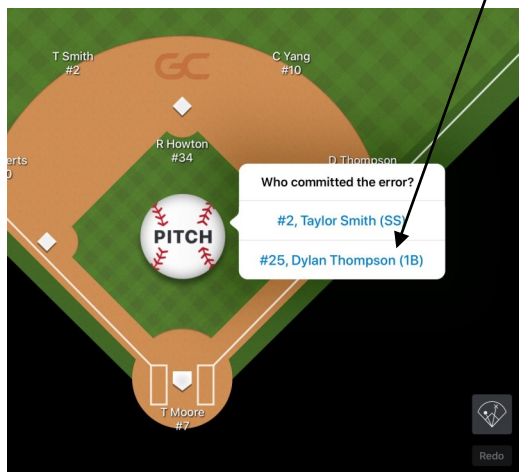


Eg. 6-3

When there is a good throw and an error on the catch—tap all the players involved, then tap Done. Select the player that dropped the catch.

Home run—fielders cannot be moved—tap nearest position

Eg. 6-E3



# SCORING – RUNNER MOVEMENTS AND OUTS

## Ball In Play—runners

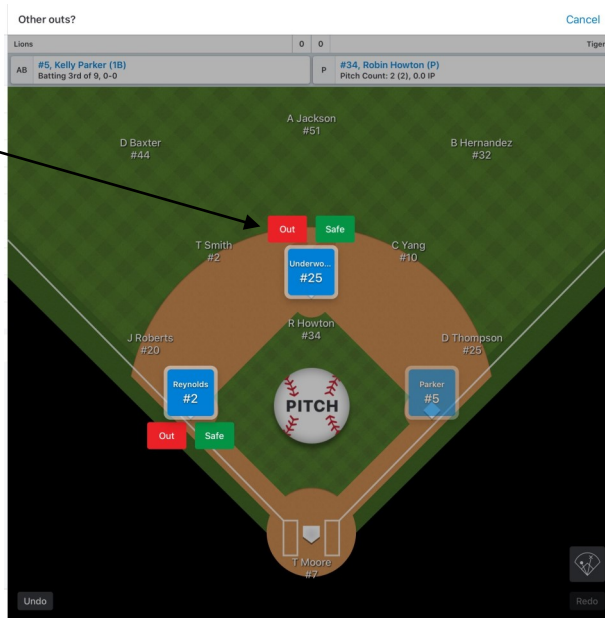
Runners will automatically be advanced when they are forced or due to the play entered for the batter.

For some plays, (including double plays, fielders choice) runners will be shown with **Out**, **Safe** or **Back** buttons. Tap the required button for each runner as needed. Check the action is being selected for the correct runner. When Back is selected, the player will be moved back a base and may disappear behind another runner on that base.

*Caution: selecting Safe for the runner at home will score a run, even if the inning ends as a result of the play entered – select Back if the run does not score.*

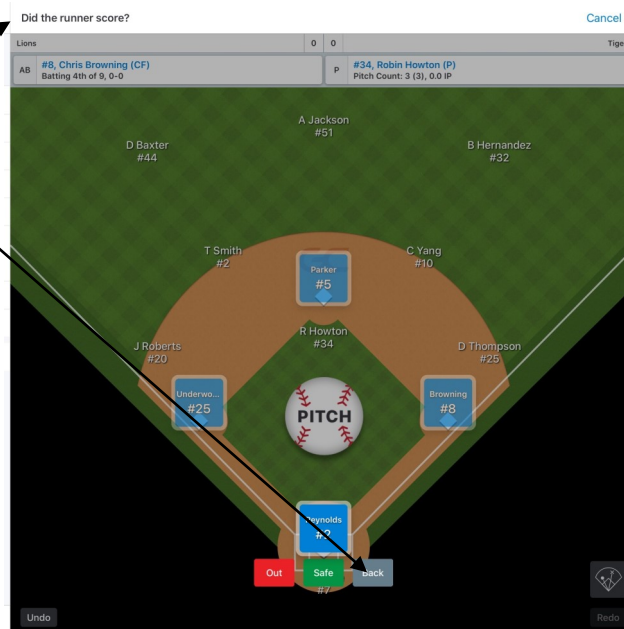
If a mistake has been made, tap Cancel (Undo is disabled). This will cancel the whole play and it will need to be entered again.

Tap the required button for the runner



Tap Cancel if a mistake is made

Only tap Safe if the run scores— tap Back if they are not out but the run did not score

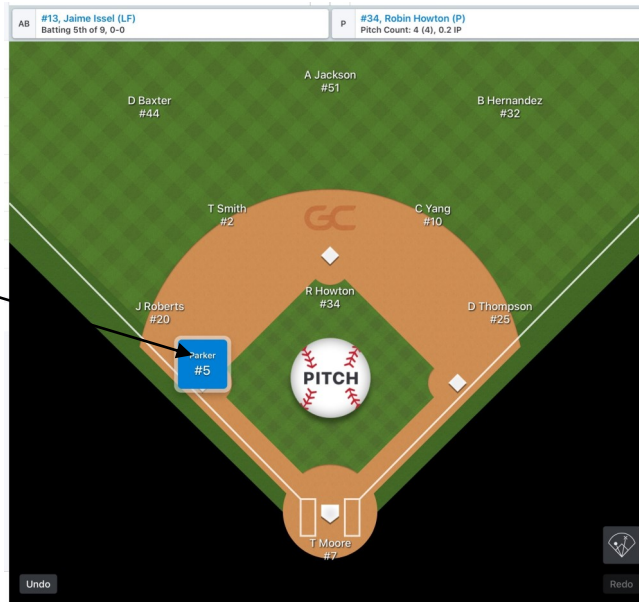


# SCORING – RUNNER MOVEMENTS AND OUTS

## Ball In Play—runners (cont.)

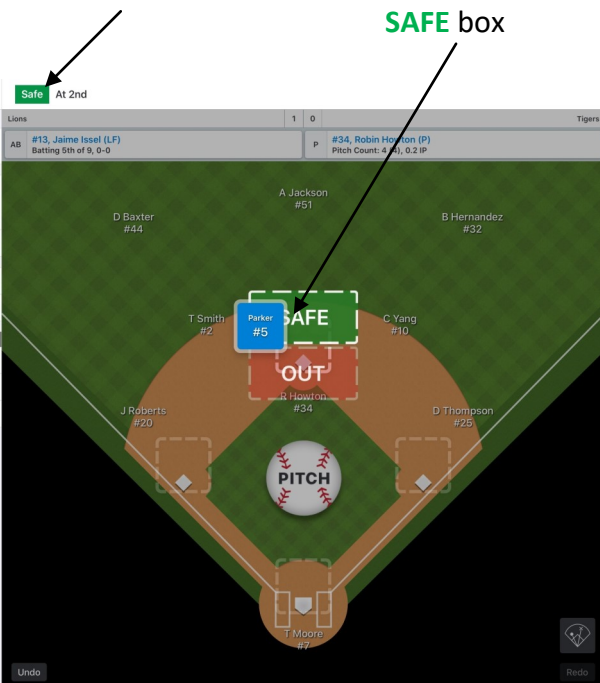
If a runner is automatically advanced a base but they did not actually advance, tap, hold and drag the runner back to the previous base (the base must be vacant). The **SAFE** and **OUT** boxes will be displayed—move the runner into the **SAFE** box and release. Tap Did Not Advance.

Runner moved to 3rd but should be on 2nd

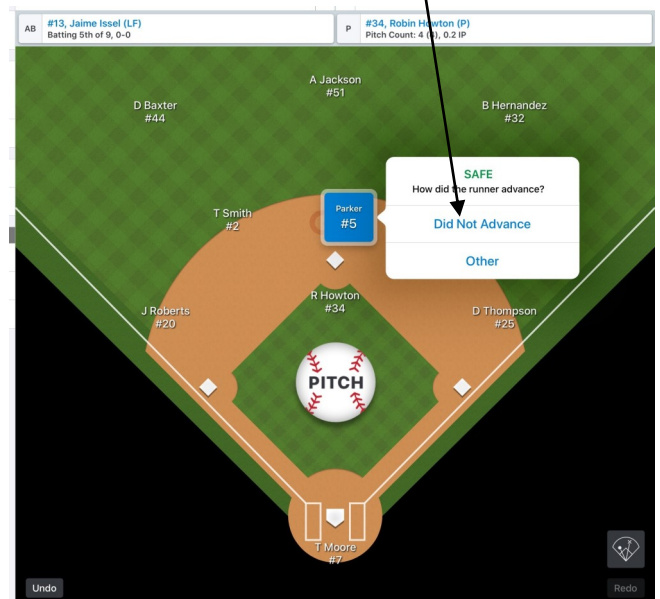


Indicates which box the runner is in

Drag runner back to correct base into the **SAFE** box



Tap Did Not Advance



## SCORING – RUNNER MOVEMENTS AND OUTS

### Ball In Play—runners—extra bases

If a runner advances an extra base safely, tap, hold and drag the runner to the next base (base must be vacant). The **SAFE** and **OUT** boxes will be displayed—move the runner into the **SAFE** box and release.

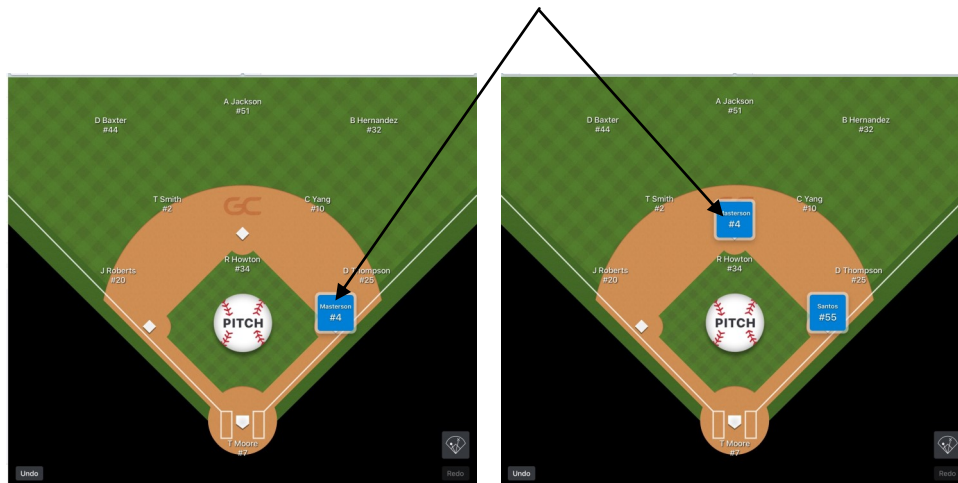
Tap how the runner advanced—different options will be displayed for each runner moved.

Tap On Last Play when the advance relates to the original Ball In Play entry.

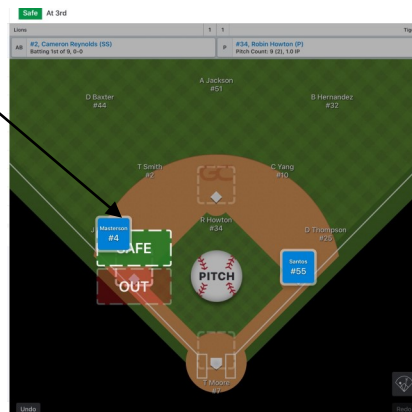
If Fielding error or On Different Error is selected, the fielder selection screen will be shown—tap the glove for the fielder that made the error.

Note: if there are multiple ‘plays’ that allow runners to advance, enter each play one at a time with all runner movements for that play. Runner movements relating to the original Ball In Play entry must be done first.

Runner automatically advanced on the play



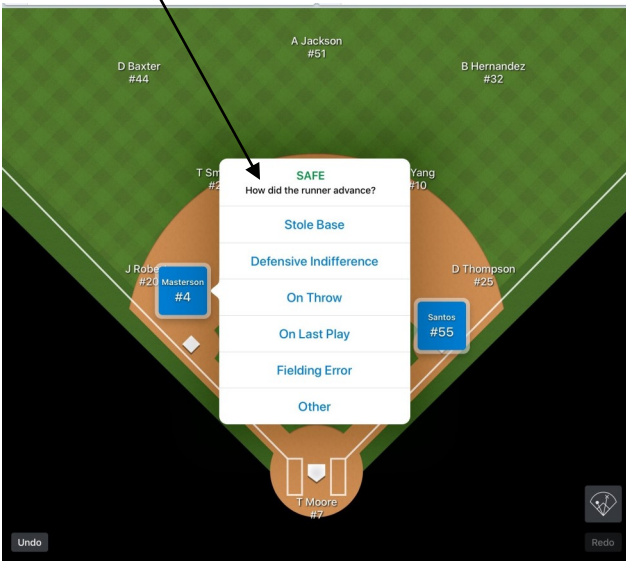
Drag runner to next base into the **SAFE** box



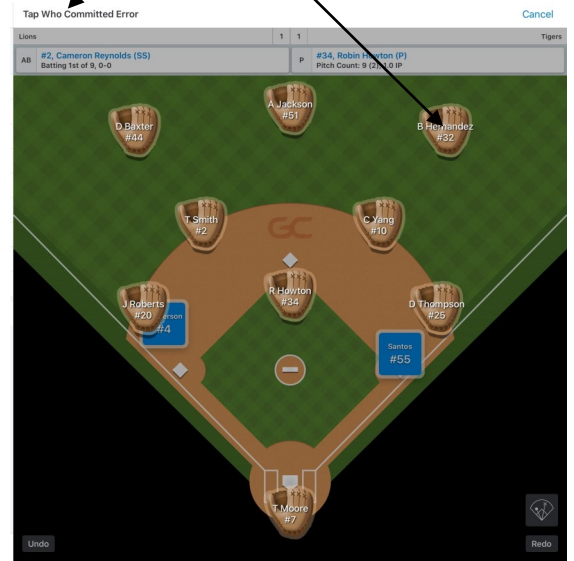
# SCORING – RUNNER MOVEMENTS AND OUTS

## Ball In Play—runners—extra bases (cont.)

Tap how the runner advanced

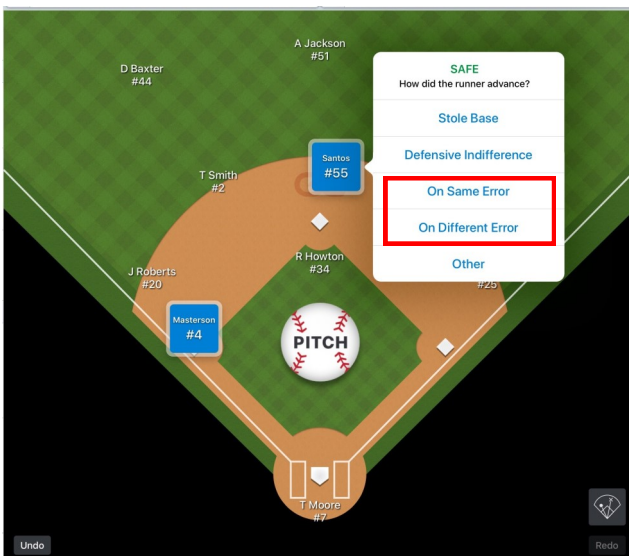


If the runner advanced on an error, tap the fielder who made the error

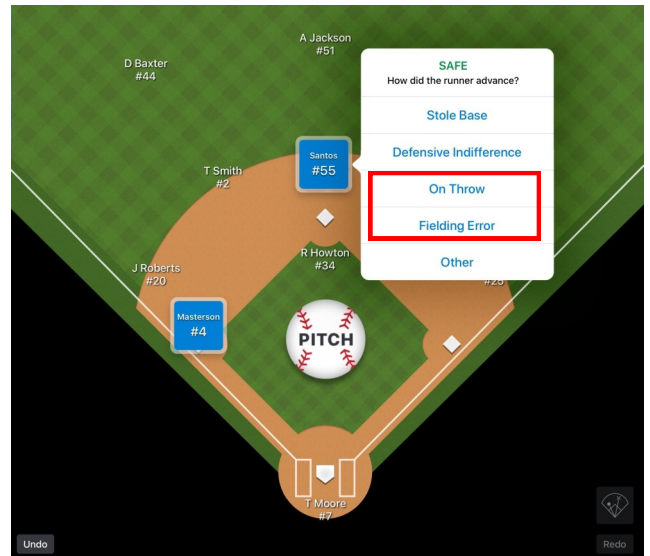


Options for how a runner advances differ for each runner and on the last play entered.

Runner was moved to 3rd on Fielding Error



Runner was moved to 3rd On Last Play



# SCORING – RUNNER MOVEMENTS AND OUTS

## Ball In Play—runners—extra bases (cont.)

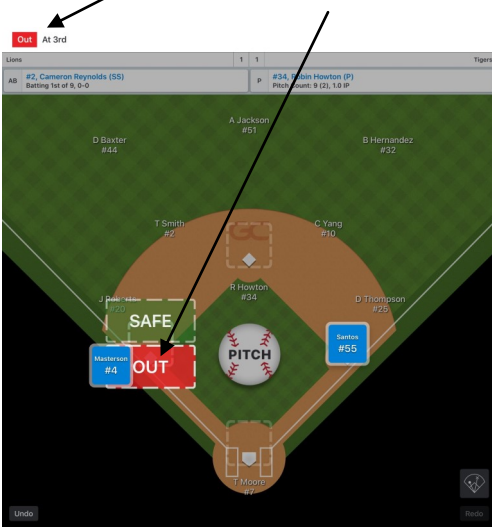
If a runner is given out trying to advance an extra base, tap, hold and drag the runner to the next base (base must be vacant). The **SAFE** and **OUT** boxes will be displayed—move the runner into the **OUT** box and release.

Tap how the runner was put out.

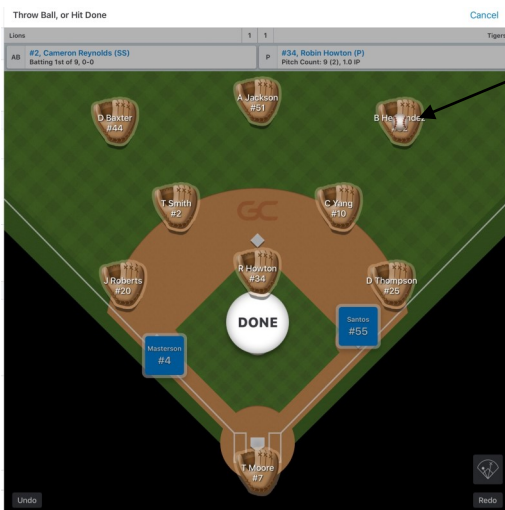
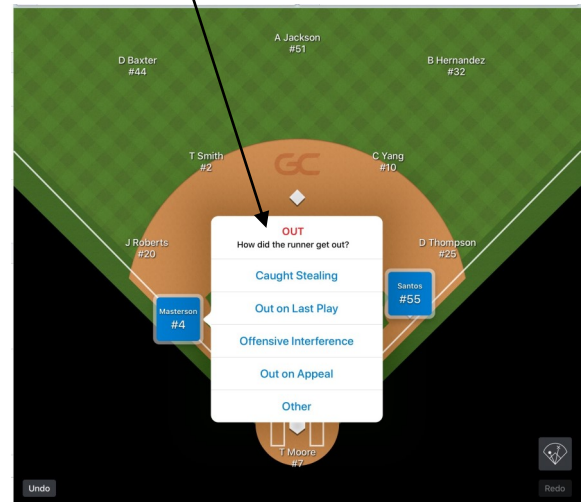
Tap Out on Last Play when the put out relates to the original Ball In Play entry.

Select the fielder(s) involved in the play. Tap the glove for each fielder in the order that they touched the ball, tap Done.

Drag runner to next base into the **OUT** box

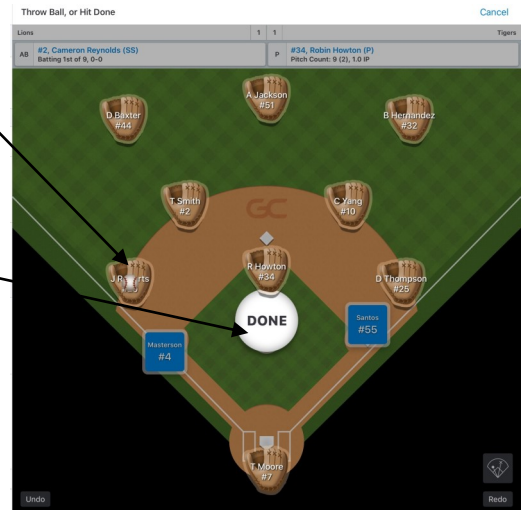


Tap how runner was put out



Tap fielder(s) involved in the play—gets the ball.

Tap Done when all players selected



# SCORING – RUNNER MOVEMENTS AND OUTS

## Runner Plays

When a runner reaches a base safely unaided by the batter, enter the pitch (if needed)\* and remove the pitch pop-up.

Tap, hold and drag the runner to the next base (base must be vacant) or, for a pickoff attempt, return them to the same base. The **SAFE** and **OUT** boxes will be displayed—move the runner into the **SAFE** box and release.

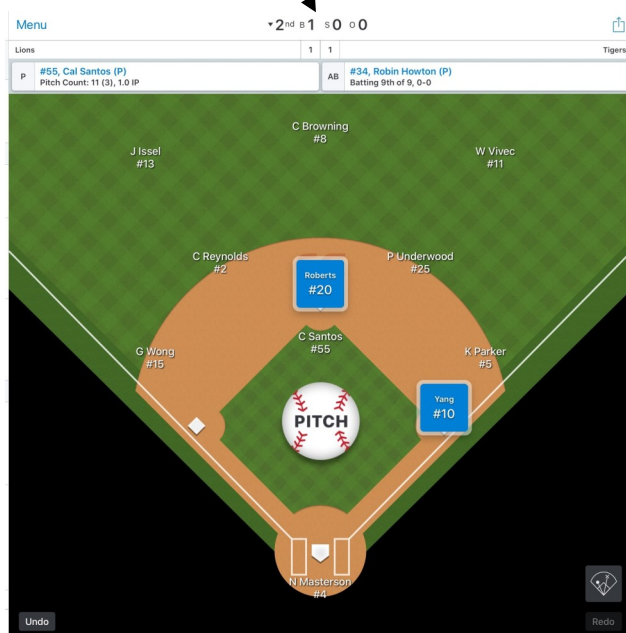
Tap how the runner advanced—different options will be displayed depending on the pitch count and for each runner moved.

If Fielding error or On Different Error is selected, the fielder selection screen will be shown—tap the glove for the fielder that made the error.

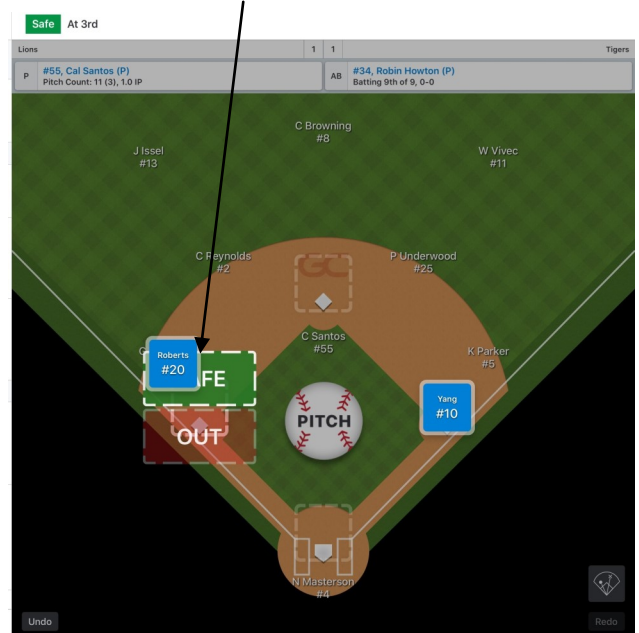
Note: if there are multiple ‘plays’ that allow runners to advance, enter each play one at a time with all runner movements for that play.

\*If on one pitch, runner(s) are to be advanced by a stolen base and a wild pitch/passed ball, do not enter the pitch first—enter the stolen base, then the pitch, then the wild pitch/passed ball.

Enter the pitch (if needed) and remove pitch pop-up



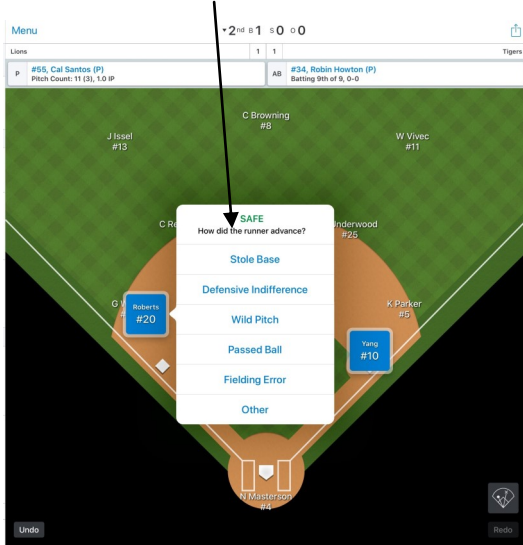
Drag runner to next base into the **SAFE** box



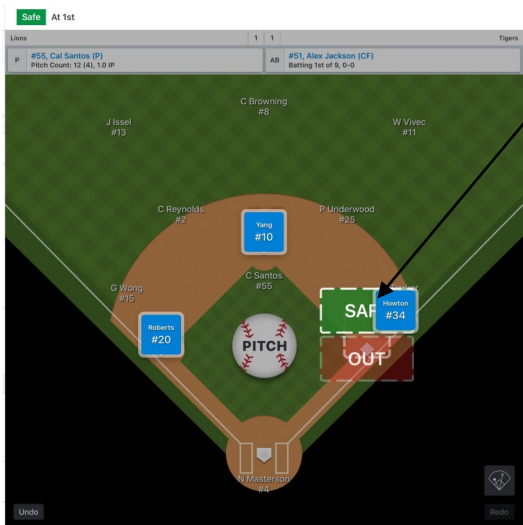
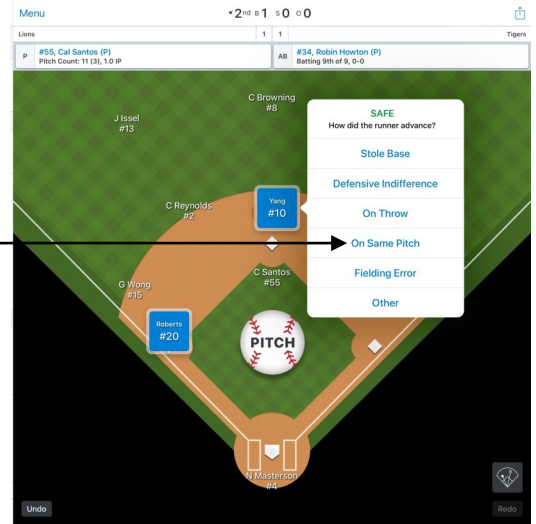
# SCORING – RUNNER MOVEMENTS AND OUTS

## Runner Plays (cont.)

Tap how the runner advanced

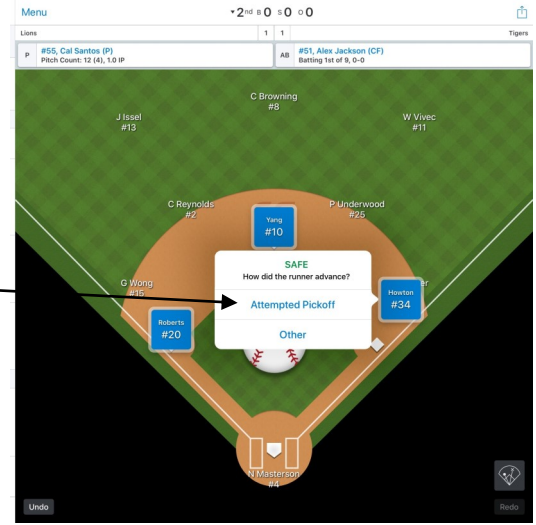


For Wild Pitch and Passed Ball—when runners go together—advance On Same Pitch

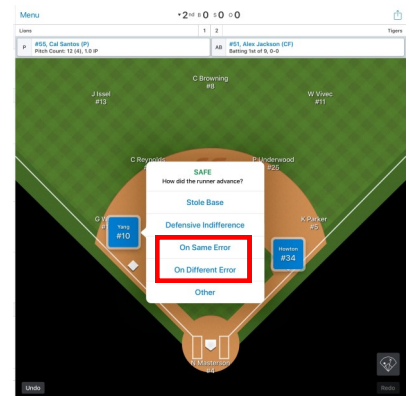
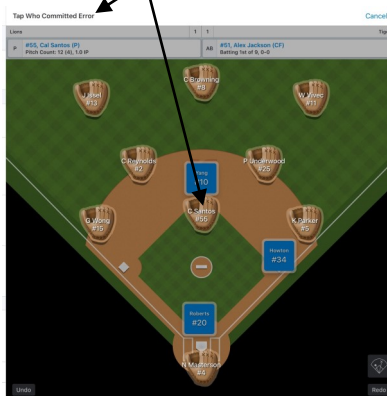
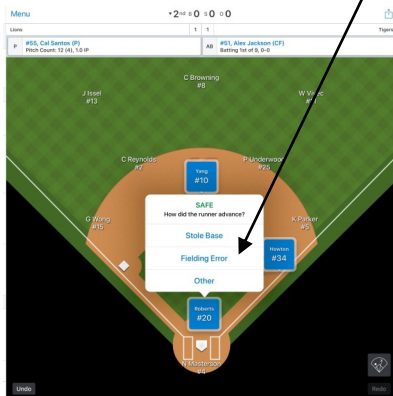


For a pickoff attempt, drag runner to the same base into the **SAFE** box

Tap Attempted Pickoff



If the runner(s) advanced on an error, tap the fielder who made the error





# SCORING – RUNNER MOVEMENTS AND OUTS

## Runner Plays (cont.)

When a runner is given out trying to advance unaided by the batter, enter the pitch (if needed) and remove the pitch pop-up.

Tap, hold and drag the runner to the next base (base must be vacant) or, for a pickoff, return them to the same base. The **SAFE** and **OUT** boxes will be displayed—move the runner into the **OUT** box and release.

Tap how the runner was put out.

Select the fielder(s) involved in the play. Tap the glove for each fielder in the order that they touched the ball, tap Done.

**Drag runner to next base into the **OUT** box**

**Tap how runner was put out**

**Tap fielder(s) involved in the play—gets the ball.**

**Tap Done when all players selected**

**For a pickoff, drag runner to the same base into the **OUT** box**

**Tap Picked Off**

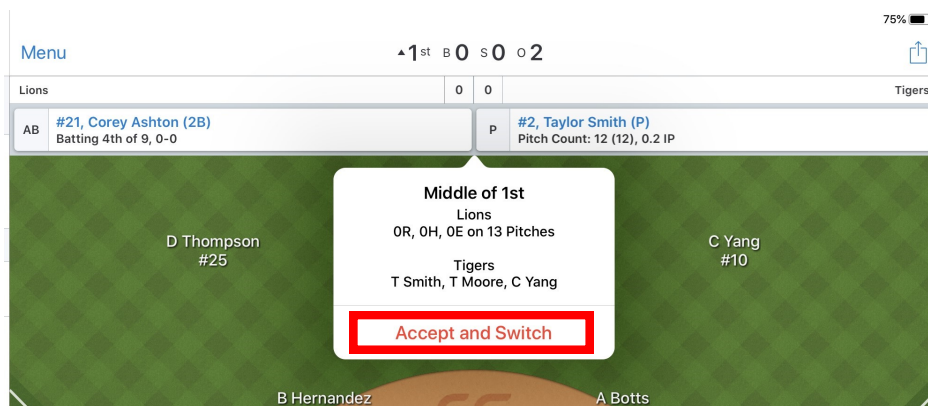
**Select the fielder(s) involved**

# SCORING – MISCELLANEOUS

## End of Inning

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

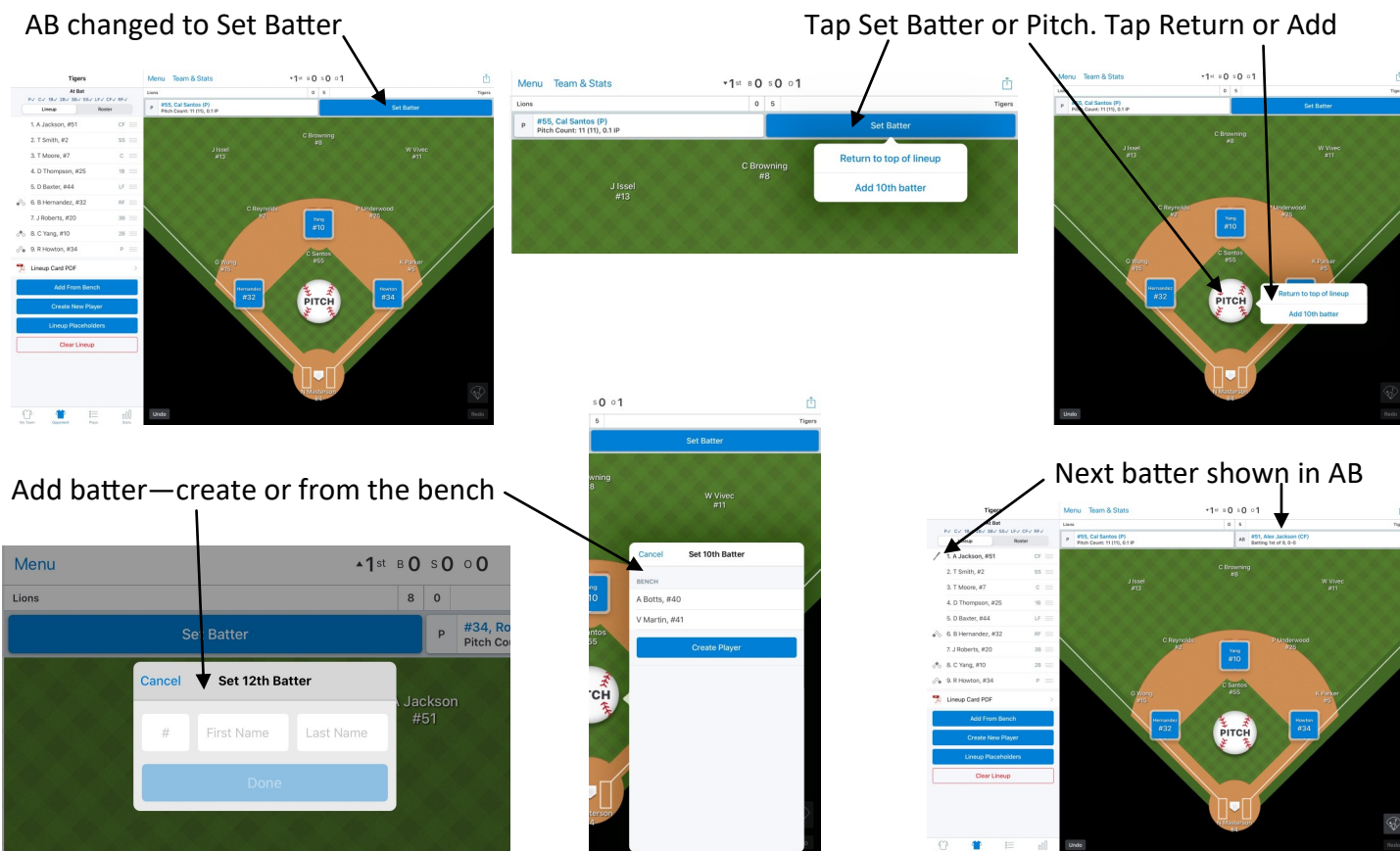
Tap Accept and Switch. Caution—If any other part of the screen is tapped, the pop-up is removed and the last play is undone and will need to be re-entered.



## End of Line Up

When the last batter in the lineup has completed their first time at bat, the AB box in the top section will change to Set Batter. This allows for an extra batter to be added at the end of the lineup.

Tap Set Batter or Pitch. Tap Return to top of lineup or Add xth batter. If adding another batter to the lineup, the bench or create player pop-up will be shown. Select or create a player as required.

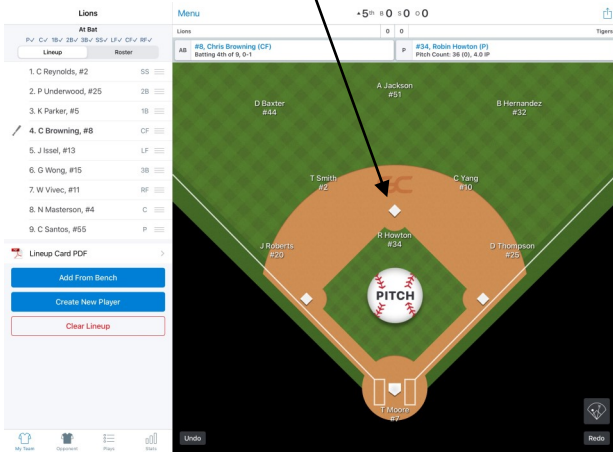


# SCORING – MISCELLANEOUS

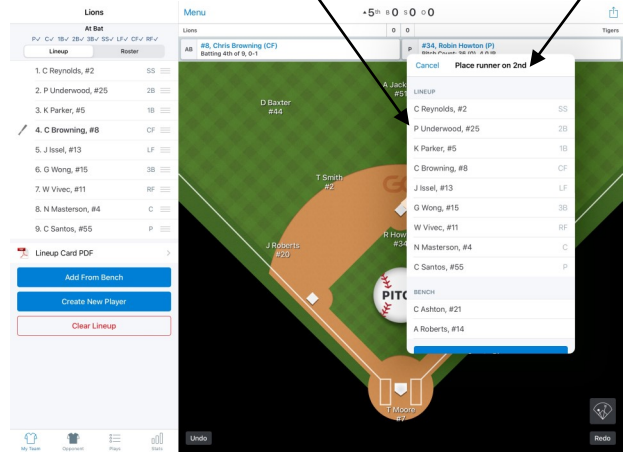
## Tiebreaker

When an inning needs to start with runners on base, tap the base and select the required player for that base.

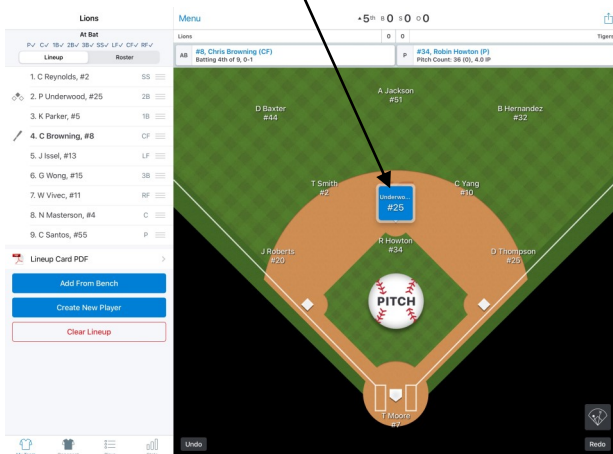
Tap the base to put runner on



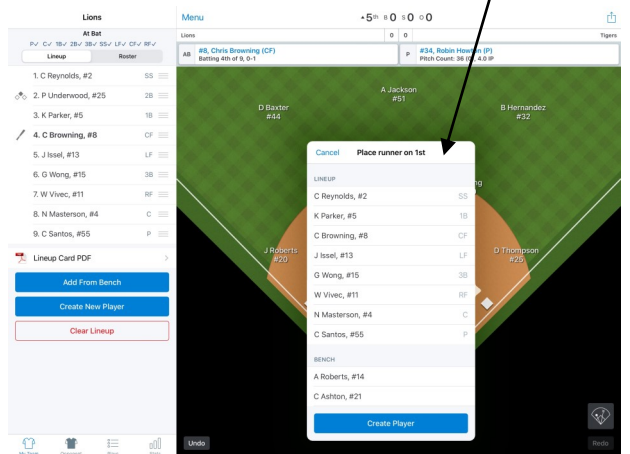
Select the player for this base



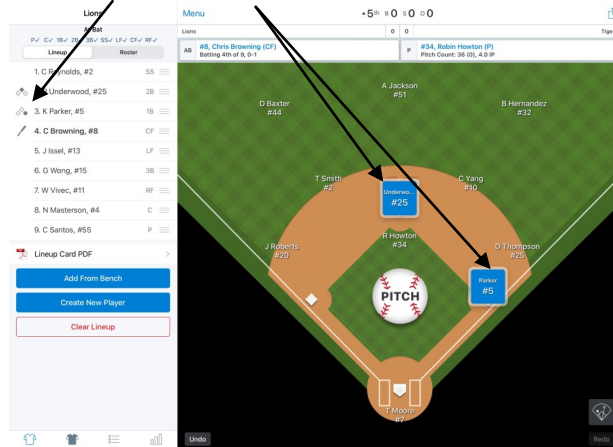
Player now on base



Tap other bases that need a runner



Runners on base



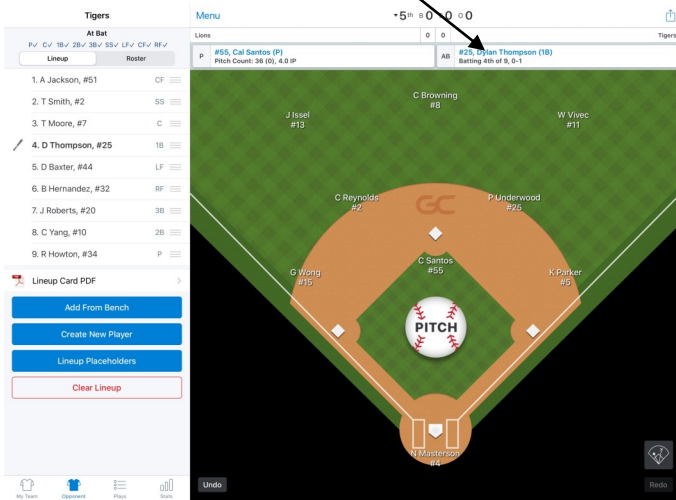
# SCORING – MISCELLANEOUS

## Skip Batter

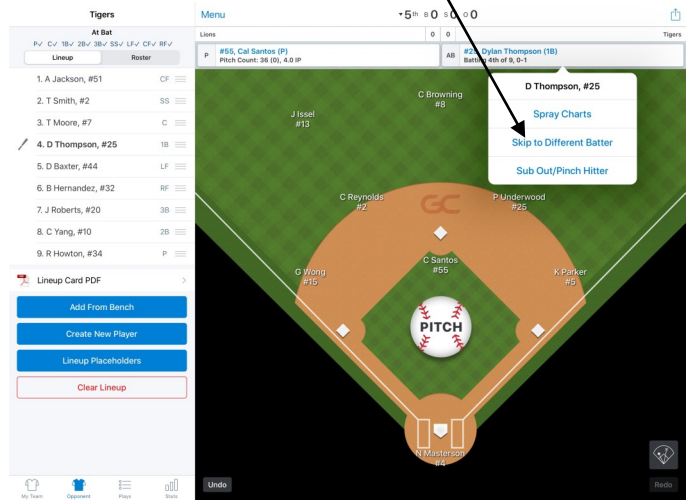
When a batter is due up to bat but does not actually bat (eg. batting out of order or injury), the batter can be skipped and the next player put into bat.

Tap the batter in the AB box in the top section. Tap Skip to Different Batter. Select the player now batting.

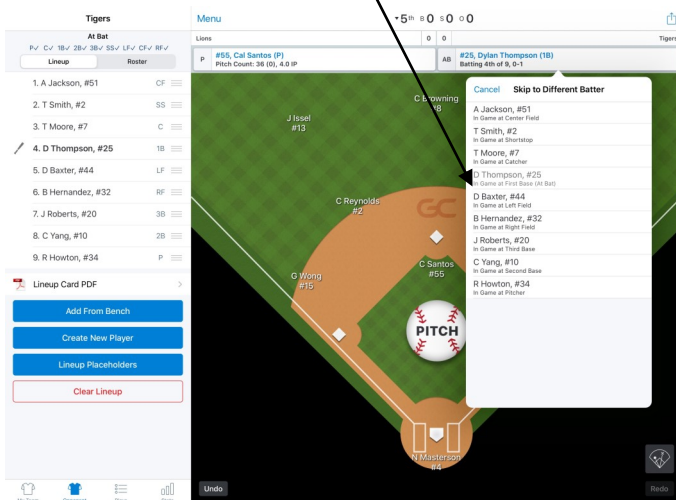
Tap the AB box



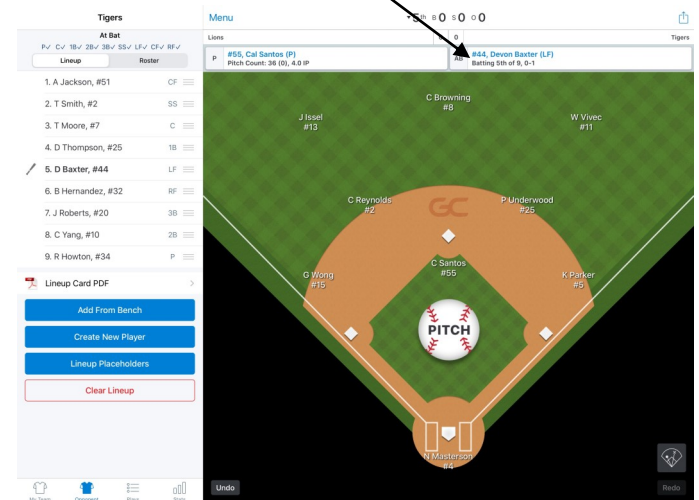
Tap Skip to Different Batter



Select the required player



Next player now batting



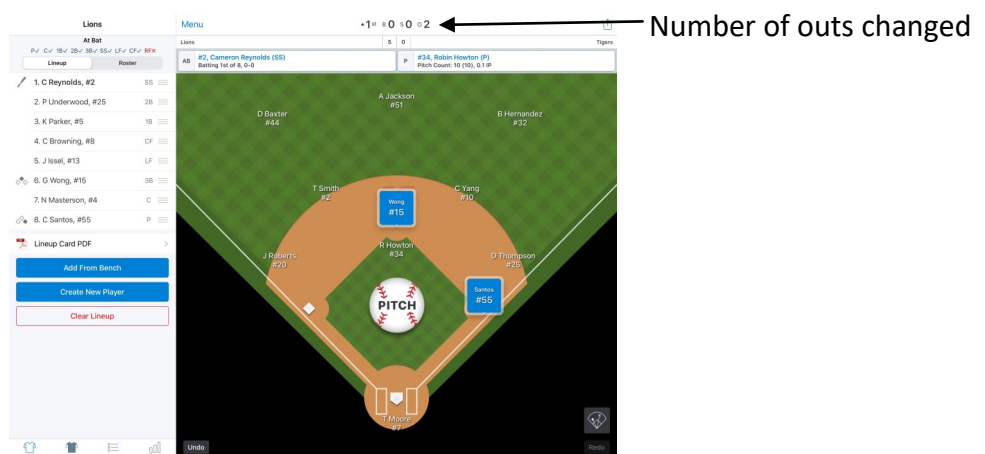
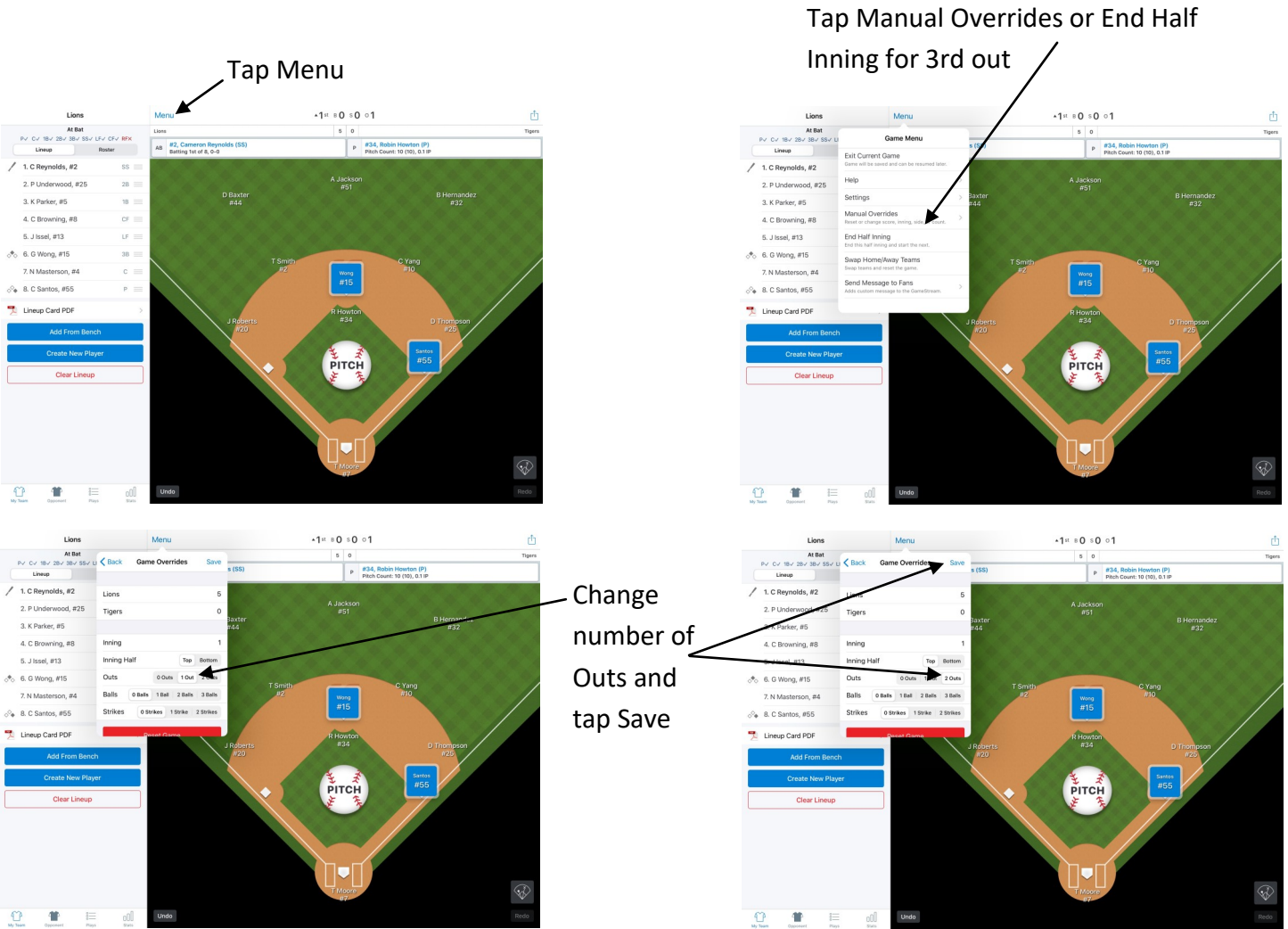
# SCORING – MISCELLANEOUS

## Automatic Out

When an automatic out needs to be given, the number of out needs to be adjusted via the Game Menu.

Tap the Menu button. Tap Manual Overrides. Tap the required number of outs. Tap Save.

Note: the number of outs cannot be changed to 3. If the automatic out is the 3rd out, tap End Half Inning in the Game Menu.



# SCORING – MISCELLANEOUS

## Editing Plays

While it is possible to edit a past play, there are limitations on what can be changed. When practical, it can be easier and more accurate to undo plays, enter the play correctly/make line up changes and then re-enter subsequent plays.

Only the following play outcomes can be changed: (switch between outcomes)

Single—error—fielders choice

Ground out—sacrifice bunt

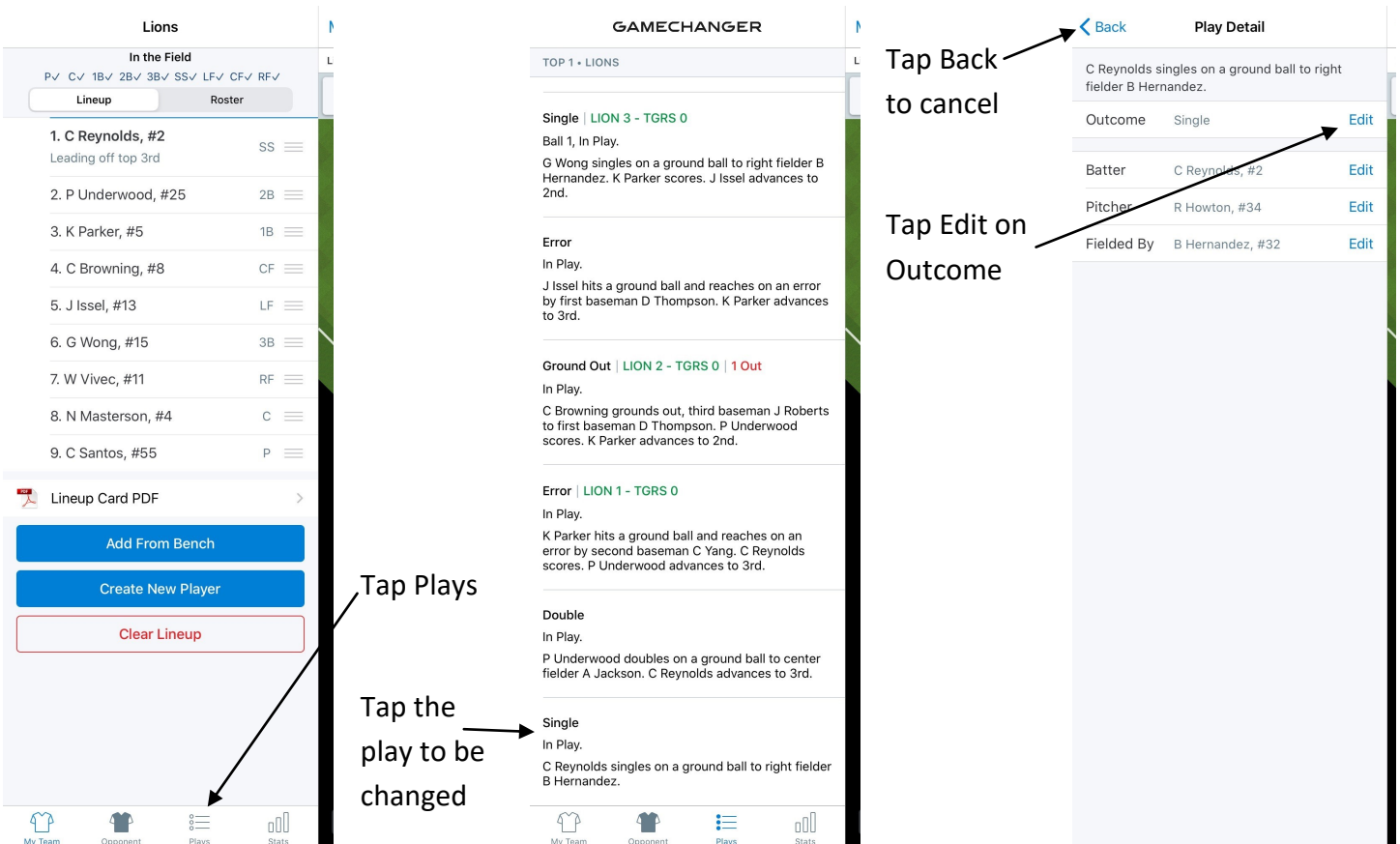
Wild pitch—passed ball—stolen base—error—defensive indifference

If a play has been changed to an error, the error will not be credited to the fielder but will be added to the overall error total.

The player positions involved in a play cannot be changed—eg. can't change 6-3 to 5-3.

If the play needs to be changed due the wrong player being involved (due to a player substitution or fielding change), refer to the How To Subs and Changes Corrections document.

Tap the Plays button at the bottom of the side section. Find the play that needs to be changed and tap the play. Tap Edit for the play Outcome. Tap Back to return to the play-by-play without making a change.



# SCORING – MISCELLANEOUS

## Editing Plays (cont.)

Tap the required outcome. Tap Cancel to cancel the play change.

Tap Back to return to the play-by-play.

Tap required outcome

Tap back to return to play-by-play

Play changed

**Play Detail**

C Reynolds hits a ground ball and reaches on an error.

Outcome Error Edit

Batter C Reynolds, #2 Edit

Pitcher R Howton, #34 Edit

Fielded By B Hernandez, #32 Edit

**GAMECHANGER**

TOP 1 - LIONS

Single | LION 3 - TGRS 0

Ball 1, In Play.

G Wong singles on a ground ball to right fielder B Hernandez. K Parker scores. J Isel advances to 2nd.

Error

In Play.

J Isel hits a ground ball and reaches on an error by first baseman D Thompson. K Parker advances to 3rd.

Ground Out | LION 2 - TGRS 0 | 1 Out

In Play.

C Browning grounds out, third baseman J Roberts to first baseman D Thompson. P Underwood scores. K Parker advances to 2nd.

Error | LION 1 - TGRS 0

In Play.

K Parker hits a ground ball and reaches on an error by second baseman C Yang. C Reynolds scores. P Underwood advances to 3rd.

Double

In Play.

P Underwood doubles on a ground ball to center fielder A Jackson. C Reynolds advances to 3rd.

Error

In Play.

C Reynolds hits a ground ball and reaches on an error.

My Team Opponent Plays Stats

## Other play outcome edit pop-ups.

**Edit Outcome** Cancel

CURRENT OUTCOME

T Smith sacrifices, second baseman P Underwood to first baseman K Parker. T Smith out advancing to 1st. A Jackson advances to 2nd.

CHANGE TO

Ground Out

Sacrifice Bunt

**Edit Outcome** Cancel

CURRENT OUTCOME

G Wong steals 2nd

CHANGE TO

Stolen Base

Defensive Indifference

Advanced on Wild Pitch

Advanced on Passed Ball

Advanced on Throw

Advanced on Error

# GAMECHANGER—SCORING—ENTERING PITCHES AND PLAYS

## Change Control

Version 1	May 2020	Original
Version 2	Feb 2021	Updated fielder selection and type of hit info
Version 3	Aug 2023	Updated for new version of GC—editing plays