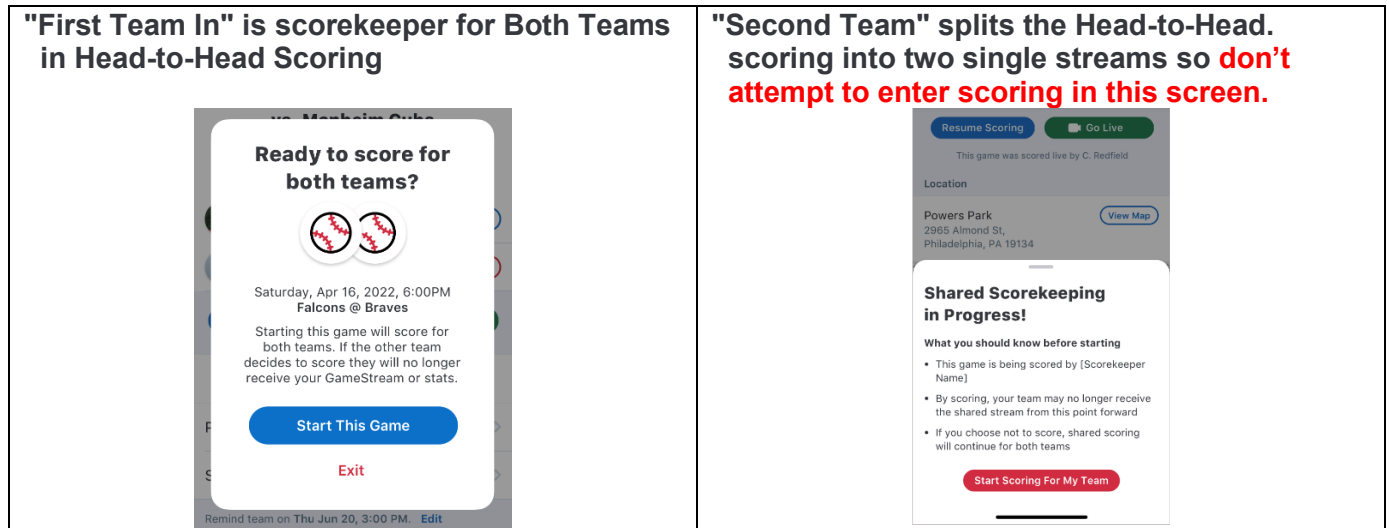# WARNING

DO NOT USE <u>'SET STARTING LINEUP'</u> PRIOR TO ANY GAMES. ONLY THE HOME SCORER AT THE GAME CAN ENTER "START THE GAME" THEN ENTER THE LINE-UPS. NO ONE IS TO USE "RESUME SCORING" AS WE WILL LOSE THE SHARED STEAM AND SPLIT THE STATS AND THIS CANNOT BE REVERSED.

As these are Head-to-Head games, using the "SET STARTING LINEUP' will start the Head-To-Head scoring automatically as soon as you enter scorekeeping mode and split the scoring.
THIS WILL SPLIT UP TEAM STATS & GC LADDER and force scorers to re-do the game **AS THIS CANNOT BE REVERSED.**

"First Team In" is scorekeeper for Both Teams in Head-to-Head Scoring	"Second Team" splits the Head-to-Head. scoring into two single streams so **don't attempt to enter scoring in this screen.**

GC SCORING CHEAT SHEET

NOTE: <u>If you lose internet while scoring a game</u>, do not worry, you can keep scoring offline and everything will sync when you go back on-line**.**

<p style="text-align:center;color:red;">**BEFORE YOU GO TO YOUR FIRST GAME**</p>

Adding players to your Roster (USING THE APP)
1. Tap the team you'd like to add a player to
2. Tap **Team**
3. Tap the + **Add Player** button. (Email address is not compulsory)
4. Enter the Player's information.
5. Tap **Save**

To Correct the spelling of a name:
1. Tap the player's name.
2. Tap Edit
3. Tap save when correction has been made.
4. Please **do not remove** a player once they have played a game in the current season. This is to avoid duplicates should the player return to play later in the season.

ADD YOUR PLAYERS TO YOUR ROSTER (Before you go to the game)

Adding players to your Roster (using a computer)
1) Go to web.gc.com and sign in with your Apps email.
2) Choose your team by clicking on it.
3) Click on **TEAM**
4) Click on **Add Player** (if you are adding someone not listed) email address is not compulsory to enter.
5) Enter player information.
6) Click **Save & Close** or **Save & Add Another** if you are adding more players.

Last updated 28/4/2023

HOW TO SCORE A GAME:

Log into your GameChanger app.

- Tap the team you are scoring for, and it will open the Schedule page for games coming up to score
- Or you can tap on **Events / Next up** then choose your game. Check the date and who you're playing against.
- Tap **Score game** option.
- Tap **Start Head-to-Head game.** Only one GC scorer to be scoring a game at any one time.

ADDING YOUR LINE-UP IN A GAME (1st Read step above)

1) Tap on the **Team** tab at the bottom of the left-hand side and tap on the required team.
2) Tap **Add from bench** as each team should have already added their Roster. Don't forget to scroll to the bottom of the list to see all players.
3) In **Add from bench,** tap each player in batting order, then tap "Done" above. If a player is not on the list, you can tap **Create player** and add the player details and tap **Add Player,**
4) Tap each player and assign defensive (fielding) position, then tap back when you have completed choosing the positions.
5) If your batting order is incorrect, just press on the 3 lines next to **EH/Position** and drag & drop to where the batter needs to be.
6) **It is always good to check off your line-up with the book scorer.**

NOTE: If you require **MORE THAN 9 BATTERS**, add the batters as per your line-up and leave the fielding position as EH (Extra Hitter)

SET A DESIGNATOR HITTER (DH) This is required when a pitcher is not in the batting line-up and appears as the 10th player. Do not enter the 10th player on the batting line-up:

1) When you choose DH for a player, "HITTING FOR:" will appear. It will say "Unfilled" – Tap to choose who is going to Pitch/Field for him/her, choose their position.
2) This will return you to the Line-up and you will be able to see the fielder at the bottom of the list (Not batting).

SUBSTITUTIONS (iOS) - Use the line-up to make changes. Less likelihood of mistakes.
How to make a Substitution **(Batting position changes)**

1) Tap which player in the line-up you wish to substitute out for the new player.
2) Tab **Sub out of Line-up**
3) Choose the player you want from the **Bench.**

Substituting a runner for a Special Pinch runner or Pinch Runner
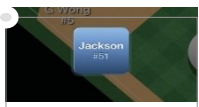
 Tap the runner on base and choose an option, then choose the player that will become a Pinch Runner or Special Pinch Runner. Remember that a Pinch Runner is a substitution, and a Special Pinch Runner is only a courtesy runner NOT A SUBSTITUTION. **STATE LEAGUE** does not have courtesy runners, they have pinch runners who are Substitutions.

Substituting a hitter for a Pinch Hitter
Tap on the Person at Bat (AB), choose **Sub out/pinch Hitter**, and choose the person from the Bench and change his "Fielding Position" to "EH", then in the fielding inning, put in his actual Fielding position if he goes into the field. This is required especially if the PH is for a Catcher as the program will record the PH as being a catcher and you cannot remove it from the stats.

Missed a substitution.
Editing a Pitcher or Fielder will be for the rest of the replaced player. Replacing a Runner or Batter is only for that play so you will need to trace and replace if that player appeared elsewhere.

- While scoring the game, tap on the **Plays** tab.
- Tap on the play you'd like to edit and add in the substitute player.
- Click **"Edit"** next to the player you'd like to remove or the outcome of the play.
- From the list of available players, choose the substitute player.
- Save

- If you are making fixes during the game, then you also need to do your substitution on the line-up.

FIELDING CHANGES – Use the line-up to make changes. Less likelihood of mistakes.
1) Tap the player who is going into another position.
2) Choose the position he is going to and tap **Back.**
3) Check with your book scorer that the position changes are correct.
4) Below the words **At Bat** at the top of the line up, if one of the positions is in red, means that someone has not got a position, or a position has not been allocated.
5) **OR** Tap fielders or the batter's name to swap positions, sit a player, or substitute players. Do not rename players to make substitutions. You can create a new player.

CHANGE INNINGS BEFORE 3 OUTS ARE MADE – 8 RUN RULE or 6 RUN RULE
Changing sides BEFORE 3 outs are made:
On and iPad: Tap **Menu** then tap **End Half Inning,** tap **Accept and Switch**
On a Tablet: Tap the three dots at top right of the screen, tap **End Half Inning,** tap **Accept and Switch**

BATTING OUT OF ORDER – Manually changing batters
Tap on **AB** the batter box above the scoring screen – tap **Skip to Different Batter** and choose the batter you require.

INTENTIONAL WALK
- ALL JUNIOR DIVISIONS – The pitcher does not need to pitch the ball, but the scorer needs to add in the pitches. In the pitch screen tap "Intentional ball" for the appropriate number of "Balls" needed to give the batter a walk.
- ADULT DIVISIONS: Tap Intentional Walk. No balls required once intentional walk announced.

TIE BREAKER – Placing a runner on base in a Tiebreaker.
To accommodate for situations such as tiebreakers, the GameChanger Scorekeeping app allows scorekeepers to place players on a specific base.

Junior grades Tie Breaker is to set the last batter from the previous inning on 2nd base. Tap second base (◇) and Choose the last batter from the previous inning.
i.e., 5th batter up to bat, 4th batter is to be placed on 2nd base.
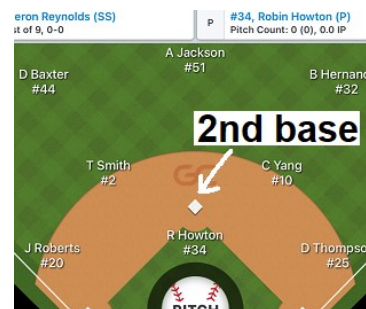
For International Tie Breaker setting two runners on base as per the below:
1) Look for the two batters who batted prior to the current batter.
2) Tap second base (◇) on the scoring screen and choose the second last batter of the previous inning.
3) Tap first base (◇) and tap on the last batter of the previous inning.
4) You are now ready to continue to score with the first batter for this inning.

CHECKING PITCHING TOTALS DURING THE GAME
1) Tap on **Stats** at the bottom of the lineup list on the scoring page. You can choose Pitching at the top of the screen.
2) **OR** To check on the pitching stats during the game, Tap on the Pitcher's name at the top of the scoring screen and tap **View Pitch Counts**
3) **NEVER GO BACKWARDS IF YOU MISS A PITCH. YOU CAN CORRECT THIS AFTER THE GAME IN THE PITCHING STATS. See Stat Corrections below.**

PLAYING INTO EXTRA INNINGS
If you need EXTRA INNINGS, you may have to go into **Menu,** tap **Settings**, tap **Innings per Game,** and choose more innings. And tap on the **Menu** to close.

FINALSING YOUR GAME (WHEN THE GAME IS FINISHED)

Once you have reached the end of your game, <u>Finalize the game immediately so everyone knows the game has ended.</u>

1) Go into the **Game Menu,** and tap the **"Game Over"** option.
2) Choose your Winning / Losing / Saving Pitchers if applicable and Tap on Finalize. JUNIOR divisions do not require this, just tap on **Skip and Finalize.**
3) Tap Exit game.

SCORING A FORFEIT – Please report forfeits and rainout/heat games to Baseball WA. Email support@baseballwa.asn.au GameChanger does not yet offer a tool that will specify that a game has been decided by a forfeit. However, Forfeits / rainouts / heat or cancelled games are to communicate to Baseball WA by emailing and they will update GameChanger. Scorers are NOT to do this.

IMPORTANT NOTE BEFORE DOING CORRECTIONS: Only the original GC scorer of the game with the same GC account can return into a game and "Resume Scoring" to make changes in scoring, adding missed substitutions, etc. Any other person with a different GC account cannot go into "Resume scoring" as at that point that they do, the previously duplicated Game Stream will be "commandeered" and made into two separate games thus <u>affecting the overall Stats. & Ladder.</u>

STATS CORRECTIONS - <u>on the App</u> You can edit both Teams.

- o Tap on your team, Choose the game you want to fix.
- o Tap **Box score.**
- o Tap **View Full Stats**
- o Tap **Edit** in the top right corner of the screen.
- o To edit a stat, tap on the number which you need to edit, in the right corner, you will see a flashing curser, delete the number, and add the correct stat and click save when you are finished.
- o **Always Save when completed.**
- o You cannot edit the oppositions team stats. If you do, the changes do not transfer over to that team.

STATS CORRECTIONS <u>on the Computer</u> by going to web.gc.com.

- o On your computer, go to web.gc.com. Use the email address you use for your App to log in.
- o Tap on your team, Choose the game you want to fix.
- o Click on GAME STATS
- o Tap **View Full Stats**
- o CLICK ON **Edit** in the top right corner of the screen.
- o CLICK on the stat you want to edit AND add the correct stat. You can edit Batting, Pitching & fielding.
- o CLICK **Save** in the top right corner when you have fixed your stats.
- o You cannot edit the oppositions team stats. If you do, the changes do not transfer over to that team.

POSTING MESSAGES FOR GAME STOPPAGES

(Due to privacy laws, Do Not post any person's name without their permission. E.g., umpires, scorers etc.…)

You can post a message on Rain Delays while scoring:

1) Tap on Plays
2) Tap on Post message.
3) Type your message and send.

More information can also be found on: https://teammanager.zendesk.com/hc/en-us

Last updated 28/4/2023

CHECK FOR DUPLICATED PLAYER STATS REGULARLY.
If your player stats are duplicated, it means their stats are split into two sets of stats. To correct this:
1. On your computer or iPad go to web.gc.com and log in.
2. Choose your team, click on **Stats.**
3. Note all names that are duplicates.
4. Cut and paste the URL for that stat page to email to GC. It should look like this: https://web.gc.com/teams/faa96229-53f9-4e1d-9a9c-c6eb0416ed12/season-stats
5. Then go to your App, log in and remove all duplicates on the Roster by tapping on **Team.**
6. Tap on the duplicate player, Tap Edit and Tap **Remove player from Team**
7. Once you have removed all duplicate players, send an email to help@gc.com and request to have the Player stats merged by giving them the duplicate player Names of those players and the URL link you earlier cut and pasted onto an email.
8. They do not do correction on names or shirt numbers; you can do that yourself.
9. You will receive an email logging in your request, and they will fix this within 72 hours, and they will also let you know when completed.
10. IF you can figure this out, PLEASE contact Support@baseballwa.asn.au for help.

EXPORTING STATS
The button to export the stats is located at the bottom of the "Stats" page of the team. (App or Website)
1) Go to web.gc.com and sign in.
2) Click on your team and then click on the **Stats** tab.
3) Scroll to the bottom of the page and you will see the link for **Export Season Stats** and click on it.
**TIP:** For trophies, only use the Regular season stats. Use the filter to remove games played in finals.

PRACTICE MODE
To Practice Scorekeeping on your Device:
1) Launch your app.
2) From the menu screen select **Explore Scorekeeping.**

The teams will already have complete rosters, and game data will not synchronize to the website, so you are free to explore the scoring experience as you'd like.

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 participated in the play (assists) in correct order, then tap **Done** when finished.
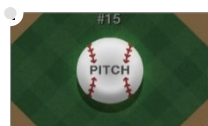
Begin each at-bat by tapping the Pitch button.

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. Never undo plays to go backwards to fix a play that is in another inning as you will not keep up with the game. Fix it later. See Page 3 – Stats Corrections.

Notes:

GC SCORING CHEAT SHEETS

Note: Always let your scoring device Sync and update before scoring. This will pick up all corrections and any new players added since you last scored.

Symbol	TAP
# - E#	Ball in play, choose type of hit, tap on **Error**, tap on fielders' glove to make the play, tap **Done**, rectify any runners who come home (if any), tap on the player who committed the error
Automatic Out	Tap on **Menu**, *If it is the first or second out,* Tap on **manual overrides**, then tap on **1 out** or **2 outs** in the outs section then save. Tap on the Batter AB, which is the Auto out, tap on **Skip Batter** and choose the batter who is supposed to be AT Bat. *If it is the third out* Tap on Menu, and "Tap on End Half Inning". When the team comes back to bat, tap on the Batter AB which is the Auto out, tap on **Skip Batter** and choose the batter who is supposed to be AT Bat.
BB (walk)	Tapping four **Balls** will generate a walk
Balk	Tap on **Balk** in the pitch screen
Bunt Single	Ball in play, tap Bunt, and tap single.
Bunt Error	Ball in play, tap Bunt, tap Error, tap who committed the error or assist & error, choose who committed the error, tap done.
CI2	Tap on **C. Interference** in the pitch screen
Error (foul Ball)	batter not out – tap **Ball in Play**, **Pop Fly**, **Foul Ball Error**, tap fielder who errored
Error (Bunt)	Ball in play, Bunt, Sac Bunt Safe, Safe on Error, tap who did assist and error or just error (WT)
Error	Tap **Ball in Play**, tap on type of hit, tap **Error**, tap on the fielder who erred & tap done
Extra base Err	**extra base error:** 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
Fielder's Choice	Tap **Ball in Play**, choose type of hit, tap on fielder for assist and putout and tap **Done**. Tap on out **X** for the runner who got out
<mark>Fielders choice with error</mark> on another base (No safe hit)	
	Tap **Ball in Play**, choose type of hit, tap **Error**, tap on the fielders who made the play, tap **Done,** choose the fielder who made the error. (This will give the assist and error for the stats. The batter will not be awarded a hit.
HBP	Tap on **Hit by Pitch** in the pitch screen
MF#	Tap **Ball in Play**, choose type of hit, tap on **error,** tap on field who erred, and tap **Done**. If there are other runners who move on the error, Drag the runner to the base he reached, tap **On Last Play.** (if different error, tap **On Different Error**, and tap the fielder who erred)
Obstruction	Score an Obstruction like you score an error. Tap **Ball in Play**, tap on type of hit, tap **Error**, tap on the fielder who erred & tap done. This way you get the stats you require. **(**A batter who reaches first base due to a fielding obstruction is not charged with an At Bat.)
Pass Ball	Tap side of screen to get out of the pitch screen, drag the runner/s to the base they reached, drop into the **green box,** and tap on **Passed Ball**. For Subsequent runners – tap **On Same Pitch**
Stolen Base	Tap side of screen to get out of the pitch screen, drag the runner/s to the base they reached, drop into the **green box** and tap on **Stolen Base**. 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 **green box** and tap on **Wild Pitch**. For Subsequent runners – tap **On Same Pitch**
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 tape **On Same Error**. Do not tap on Wild Throw as it would award a second error
3rd Dropped Strike	When a batter reaches 2 strikes, and if first base is unoccupied or there are 2 outs, a **Drop 3rd Strike** will appear on the bottom of the pitch menu. **Below is the 3rd drop strike scenarios:**
KWP or KPB	To score a uncaught (dropped) third strike, Scroll down, tap **Drop 3rd Strike**, Select Swinging or Looking, Select Safe on First (WP) or (PB); **If it is a recovered WP or PB and the** Batter gets thrown out at first, out at First, choose Swinging or Looking, choose "Batter out at First" and choose the fields involved in the out and choose done
K Fielder's Choice (KFC)	Tap **Drop 3rd Strike**, Select Swinging or Looking, tap Select **Safe on First** tap on **Other Runner Out**, tap on the fielder who got the put out, then tap on the batter who is out
K 2-3	Tap **Drop 3rd Strike**, Select Swinging or Looking, tap **Batter Out at First**, tap on fielders for assist and putout, tap **Done**
K 2-E#	1. _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 **Fielding Error, and tap on who made the fielding error.** You will have to do a manual stat correction to add in the Strike out for the pitcher after the game as a stat correction. Take notes. 2. _If the batter only gets to 1st base on the error:_ ==Not Possible so do this instead,== tap **ball in play** and score like you do or an error. You will have to do a manual stat correction to add in the Strike out for the pitcher as a stat correction. Take notes.
K WT#	1. _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, tap on who did the wild throw.** You will have to do a manual stat correction to add in the Strike out for the pitcher. 2. _If the batter only gets to 1st base on the wild throw,_ ==Not Possible so do this instead==, tap **ball in play** and score like you do or an error. You will have to do a manual stat correction to add in the Strike out for the pitcher as a stat correction. Take notes.
OUT ON BASE SCENARIO'S	
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 1st,** tap the fielders 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 **Ball in** Play, Tap **Ground Ball,** Tap **B. Interference** at the bottom of the list, tap fielder for Putout (catcher) or Assist & Put out if another runner on base is out because of the Batters Interference.
BOB# (Batting out of the Box)	In the pitch screen, tap **Batter Out: Other**. You will then have to edit the stats and add in the putout for the catcher **or** if you want the stat, just score as an out and choose the catcher as the unassisted out.
BOO (Batting out of order)	_No Appeal_ - 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 batter's box and continue scoring. The batters name should appear in the **At Bat** box. If the batter reaches 1st base, and the _Appeal play_ is made, then the batter who missed their turn at bat is out, undo the whole play, Put the same pitches in for the batter who was called out on appeal and score the same play as a ground ball out or if they had a safe hit then change to out by the Catcher. (Automatic out to the catcher)

CS	Drag the runner to the next base, drop him in the red box and tap on **Caught Stealing,** tap on the fielders who got the Assist and putout, and tap **Done**
CS 2-E4	<mark>Not Possible</mark>. Just drag the runner to the base and tap the fielder who Errored. You will have to go into edit stats to add the Assist and CS stat to the runner. Take notes.
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	(Batter still at the Plate) Tap **Ball in Play, Fly Ball, Foul Ball + Error,** tap on the fielder who made the error. (This will record the error and keep the batter at the plate)
Foul Fly out	Tap **Ball in Play**, tap on type of hit, tap on **Batter out**, chose a description, tap on the fielder who made the catch and tap **Done**
Foul Line drive	Tap **Ball in Play**, tap **Line Drive**, Tap on **Batter Out**, tap **Line Out Foul,** tap on the field who caught the ball and tap **Done**
HBB	Do the out first. Drag the runner who was hit by the ball into the red square (OUT), and tap on **Offensive Interference**, tap, and drag on the fielder nearest the incident and tap **Done**. For the Batter, Tap **Ball in Play**, tap on tap type of hit, tap **Single**, and tap the fielder closes to the ball for a safe hit.
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:* (no safe hit) Do the play for the batter, choose fielder's choice, then on the runner who interfered with the fielder, tap Safe, then on the runner, 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 IN RED 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 (bunt on third strike)	After 2 strikes, tap **Ball in Play,** tap **Bunt**, tap **Batter out**, and tap **Foul Ball** (2 down)
K2 + out on 2nd	First, Drag the runner on 1st to 2nd for an out, choose **Caught Stealing,** add the assist and putout then score the strike out. This will help keep the plays together. The DP will not show, so you may need to adjust your stats manually. This will help keep the plays together.
Line Drive	Tap **Ball in Play**, tap **Line Drive**, Tap on **Batter Out**, tap **Line Out,** tap on the fielder who caught the ball and tap **Done**
Missed Base	(Appeal Play) If runner is out on 2nd or third base, **first** award the hit to as many bases he reaches safely, then drag and drop him into the red box, tap on **Out on Appeal**, and award the assist and put out. If there are any other runners on, and they get to a second base or home, you will 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 **Picked Off** and tap the fielders who made the pick off

PPR (passing a preceding runner)	Give the batter his hit, then by tapping and dragging down on the screen drag the runner into the red box (OUT), **tap on Other**, tap the fielder closes to the play that occurred, and tap **Done**
Rundowns	Same as an assist and putout and you can tap each glove for the assists, and putout
Unassisted Putout	Tap **Ball in Play**, tap on type of hit, tap on **Out at 1st,** tap the fielder who did the putout and
Sacrifice Bunt Error	Ball in play, Bunt, Sac Bunt (safe), safe on Error, tap who committed the error or assist & error, choose who committed the error, tap done
Sacrifice Bunt	Tap **Ball in Play, Bunt** then **Batter Out > Sac Bunt** and tap the fielders who made the out
Sacrifice Fly	Tap **Ball in Play, Fly Ball, Batter Out, Sac Fly,** tap the fielder who made the out, tap **Done** and tap **Safe** for the runner coming home. *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*