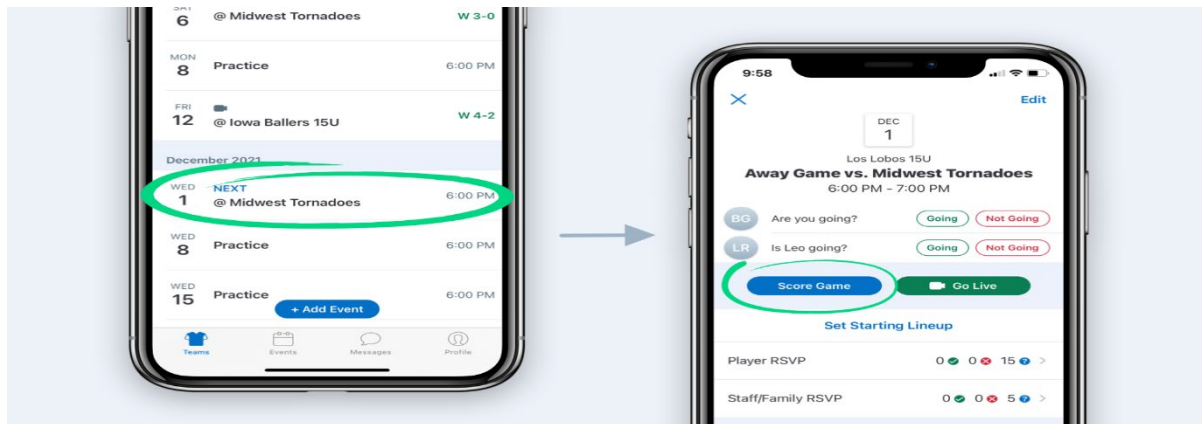




# GameChanger How To Guide

## HOW TO SCORE A GAME

- 1) [Schedule a game](#) from the team's **Schedule** tab or the **Events** tab
- 2) On game day, tap into the game you'd like to score or use the scoring widget from the **Home** tab
- 3) Choose the "Score Game" option



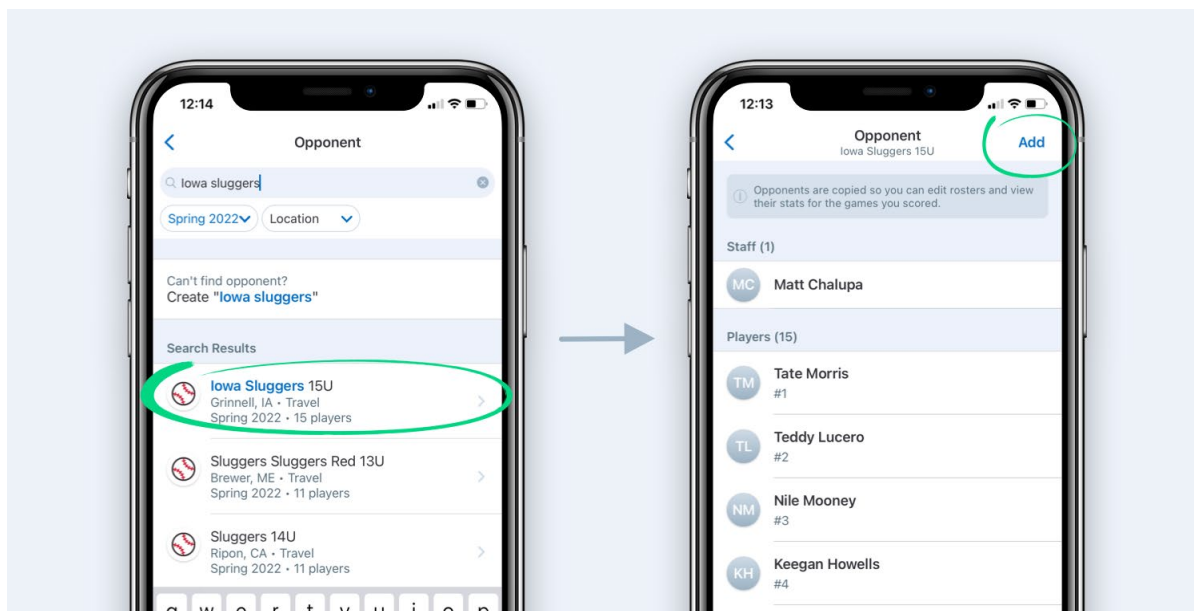
You can use the [Starting Lineups](#) feature to enter your team's lineup beforehand to save time while you are at the field. You can [quickly add](#) your opponent's lineup after entering scorekeeping.

<https://teammanager.zendesk.com/hc/en-us/articles/360039839812-Scorekeeping-and-Stats>

## Opponent Roster Import

GameChanger offers the ability to import your opponent's roster, saving the scorekeeper from having to manually enter each opposing player prior to scoring the game.

When adding or editing a game for your baseball or softball team, you can search for your opponent and make a copy of their roster if they are using GameChanger **OR** GameChanger Classic to score their games.



1. Go to the **Events** tab or the team's individual **Schedule** tab
2. Tap "+" to add a new game
3. Click on the **Opponent** field
4. Enter the name of your opponent
5. Use the search filters to narrow your results if needed
6. Choose your opponent from the list of search results
7. Confirm you have the correct roster and then tap "**Add**"
8. Finish the game setup and press "**Save**"

### Adding Opponents on the Web

You have two different ways of adding opponents and their rosters when on the web. You can add an opponent and their roster to a new or existing game via these steps:

1. Sign in at web.gc.com and then select your team.
2. Either create a new game or select an existing game and hit **Edit**.
3. Select the **Opponent** section. From there, select **Add/Search Opponents**.

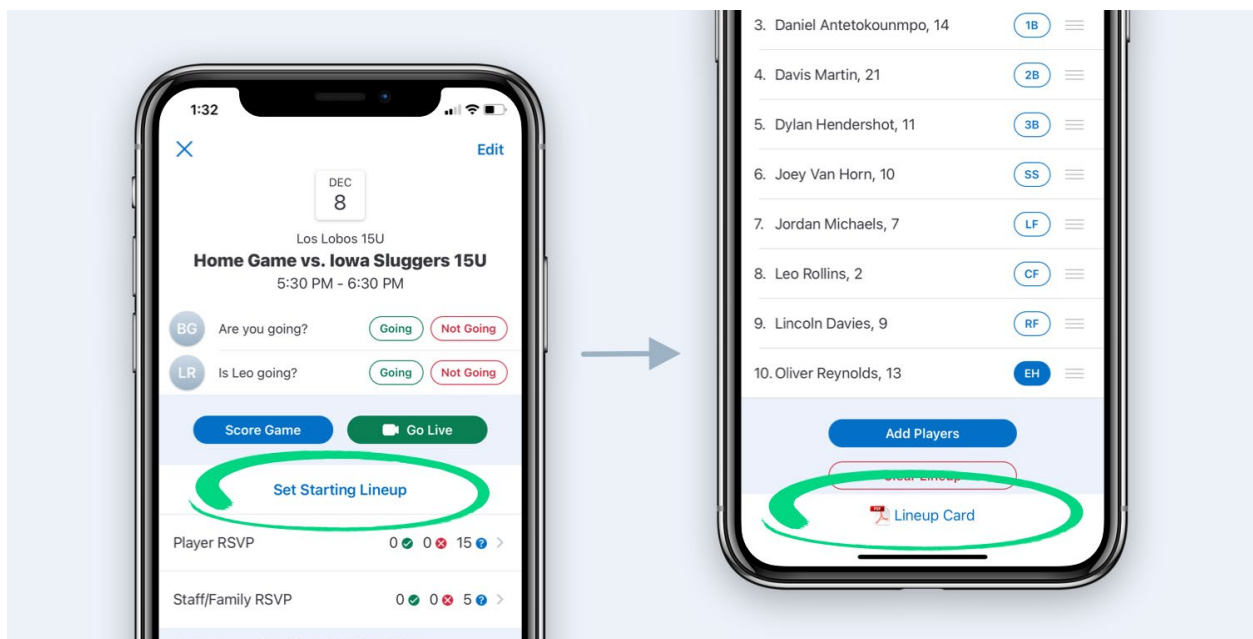
When you're ready to score the game, your opponent's roster will be available within scorekeeping mode. You can also add an opponent and their roster without scheduling a game, if you do not yet know when you will be facing them. To do so, follow these steps:

1. Sign in at web.gc.com and then select your team.
2. Select the **Opponents** tab.
3. Look for where it says **Find or Create Opponent** and search for the team you're looking for. You can filter by location and by season as well.

Please note that any opponents added through the second method will only be visible on the web. You will only be able to see an opponent in the GameChanger app after you have scheduled a game against them.

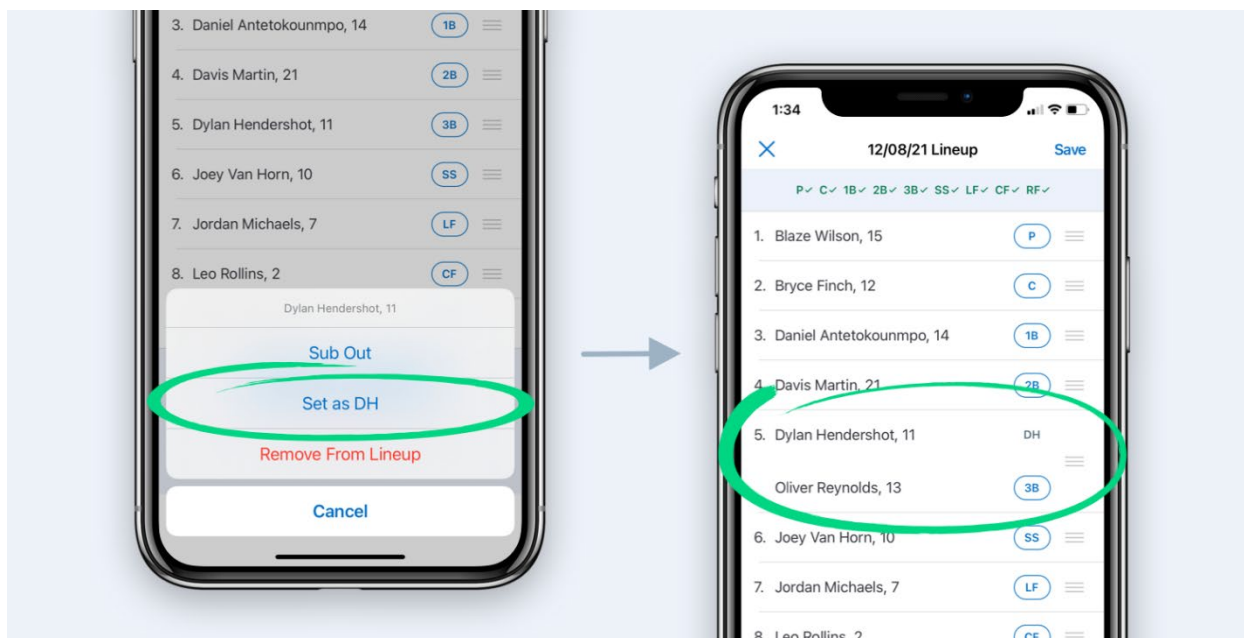
## Starting Lineups

To help coaches and scorekeepers plan ahead for upcoming games, GameChanger allows Team Staff to create starting lineups from the game details page. These lineups will automatically populate for your team when scorekeeping mode is entered by any staff member. Staff also have the option to reuse the most recently used Starting Lineup if needed. After creating a lineup, Team Staff can export the lineup as a PDF that can be printed and turned in to the umpire. **Please note that starting lineups cannot be edited once the game has entered Scoring Mode.**



### CREATE STARTING LINEUP

1. **From your team's Schedule** tab, select an upcoming game
2. Choose **Set Starting Lineup**
3. Tap **Add Players**
4. Select all of your starters, and tap **Done** when finished
5. Set defensive positions by tapping the blue EH bubbles
6. Place players in the correct batting order by tapping and holding the 3 horizontal lines next to the player's defensive position. Then drag the player to the proper spot in the order.
7. Tap the **Lineup Card** option at the bottom of the page to export it as a PDF. This can always be done later if needed, but the starting lineup cannot be edited after the game has entered Scoring Mode.
8. **Save**



## SETTING A DH OR DP/FLEX

1. After a player has been added to the lineup, tap their name
2. From the options that appear, choose **Set as DH** or **Set as DP**
3. Select which player they are hitting for
4. Select the defensive player's position if you haven't already

## USE PREVIOUS STARTING LINEUP

1. Tap the **Set Starting Lineup** option from the game details
2. Choose the **Use Previous Lineup** button. This will only appear if you have previously used the starting lineup feature.
3. **Save**

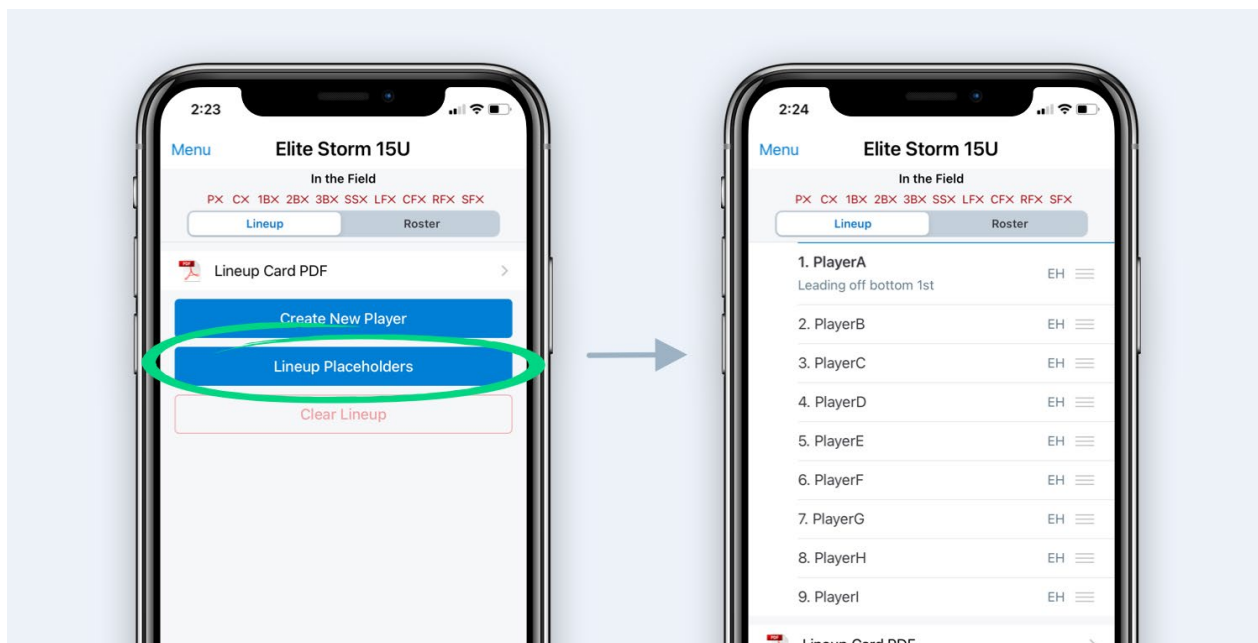
## SETTING A STARTING LINEUP ON THE WEB

1. Sign in at [web.gc.com](https://web.gc.com) and then select your team.
2. From there, go to your team's **Schedule** and select a game.
3. Click **Set Lineup** to either enter a new starting lineup or re-use the lineup from the previous game.

<https://teammanager.zendesk.com/hc/en-us/articles/360033202792-Starting-Lineups>

## Quick Lineups

Scorekeepers often receive an opposing team's Roster/Lineup only seconds before the first pitch. The GameChanger mobile app provides scorekeepers with a tool to quickly configure a generic lineup, which may then be edited as player information is gathered.



### To Add a Quick Lineup

1. Start scoring your game
2. Go to the **Opponent** tab in scorekeeping mode
3. Tap the **Lineup Placeholders** option
4. Identify the number of placeholders you would like to put into the lineup

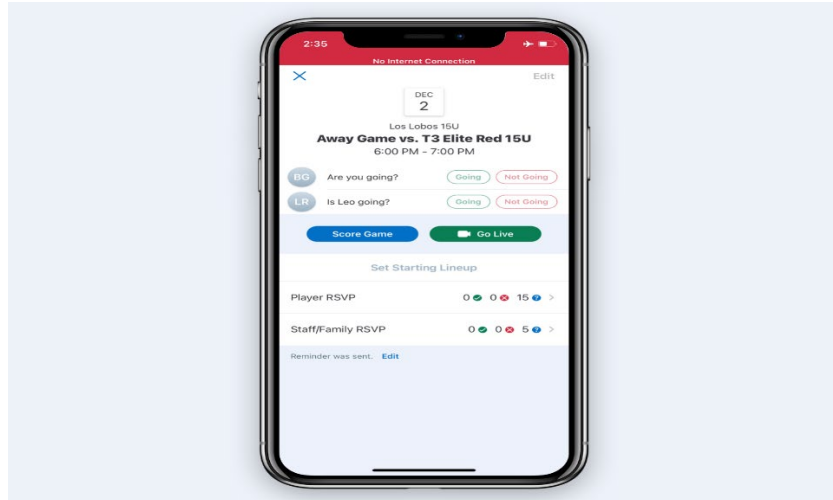
<https://teammanager.zendesk.com/hc/en-us/articles/360030865612-Quick-Lineups>

### Offline Scorekeeping

Be it a lost internet connection from a bad signal, or device error, we understand that scorekeepers need a way to keep score no matter the circumstances. The GameChanger app allows users to score games, even without a connection to either the internet or our server.

**WARNING:** You will need to have signed in to your account with an internet connection to be able to score games offline. The connection is needed to authenticate your account to allow you to use the app.

### Scoring Offline



1. If your device does not have an internet connection, you will see a red banner at the top of the app alerting you of this issue
2. Score and finalize your game as usual
3. The game data will sync with your team's season totals will be available for family members and fans once you re-enter a WiFi or network zone

<https://teammanager.zendesk.com/hc/en-us/articles/360030864752-Offline-Scorekeeping>

## Finalizing Games

### Finalizing Your Game

Once you have reached the end of your game you will be notified (triggered by your innings/game setting which can be changed in the Settings option under the Game Menu).

You will be instructed to go to the Game Menu and tap the "Game Over" option if this is, in fact, the end of the game.

*If the game was scored offline be sure to re-open the application and sign in to your account once you have re-entered a location with an Internet connection (WiFi/4G).*

### Pitching Decisions

Upon selecting "Game Over" you will be given the option to assign pitching decisions for the game. However, pitching decisions may also be assigned through the post-game box score.

### Unfinished Games

If you have a game on your team's schedule that is listed as unfinished, you can open the game in the app and finalize it using the above instructions.

### Post-Game Box Score

After a game has been finalized the post-game box score will be available for review in the app.

To view it, select the game from the Events tab or individual team Schedule tab, then choose the "Box Score" option.

## **Resuming A Finalized Game**

If you finalize a game and wish to either resume scoring or correct a scoring play through the app, you may always re-enter a previously finalized game.

Please follow the steps outlined below to do so:

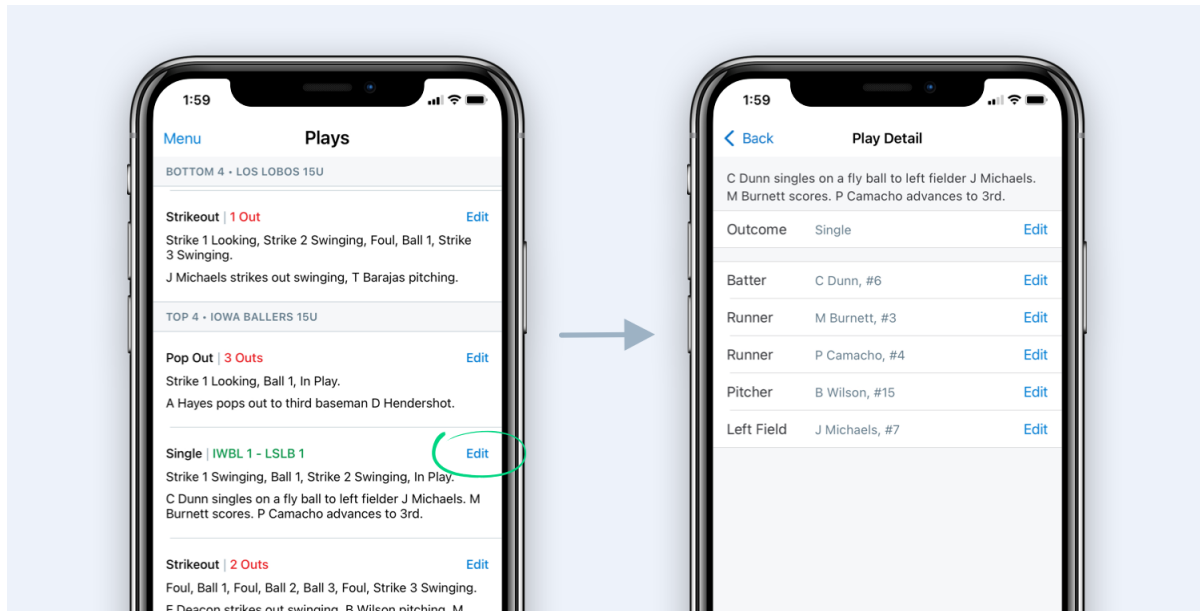
- 1) Open the app from the same device and the same admin account on which the game was originally scored.
- 2) Find the game under your team schedule or in the Events tab.
- 3) Select the game and choose Resume Scoring
- 4) You will be taken to the point in the game where it was previously finalized.

**IMPORTANT:** Once you finalize a game, a Recap Story is produced. This Recap Story will not update any additional plays you score after the initial finalization. If you are finalizing a game, which you know you will likely resume scoring at a later point in time, we advise you choose the option "Exit Game" rather than "End Game". You may create and score additional games before you resume scoring again.

<https://teammanager.zendesk.com/hc/en-us/articles/360030865152-Finalizing-Games->

## **Editing Past Plays**

If the scorekeeper misses a substitution or credits the wrong player with a particular play, you are able to correct that while scoring a game in both the iOS and Android app. To do so, follow the steps below:



1. While scoring the game, tap on the **Plays** tab
2. Tap on the play you'd like to edit
3. Click **"Edit"** next to the player you'd like to remove or the outcome of the play
4. From the list of available players, choose the replacement
5. Save

### Notes on Play Editing

- When you edit the pitcher or another defensive player, that edit will take place for the remainder of the game, or until that player was substituted out
- Editing an offensive player (batter or runner) will affect one past play only
  - So if you accidentally credited Player A with a double and a run scored instead of Player X, you'll need to edit both the double and the play where Player A scored the run in order to transfer those two stats to Player X
- Editing offensive players does not impact the current state of the game, only past plays
- Since the app will only sync while the game is being scored, edits should be made prior to the game being finalized
- Some players will not appear when editing the participant in a play
  - You cannot select a player who occupies another role in that play
  - If a runner was removed from the play via a previous edit, that player cannot be added back in as the batter
- Only certain play outcomes can be edited
  - Error/FC/single
  - Ground out/sacrifice bunt
  - Wild pitch/passed ball/stolen base
  - Double/single + error/2-base error/FC + 2nd on error
  - Triple/single + 3rd on error/double + 3rd on error/reached on 3 base error/fielder's choice + 3rd on error

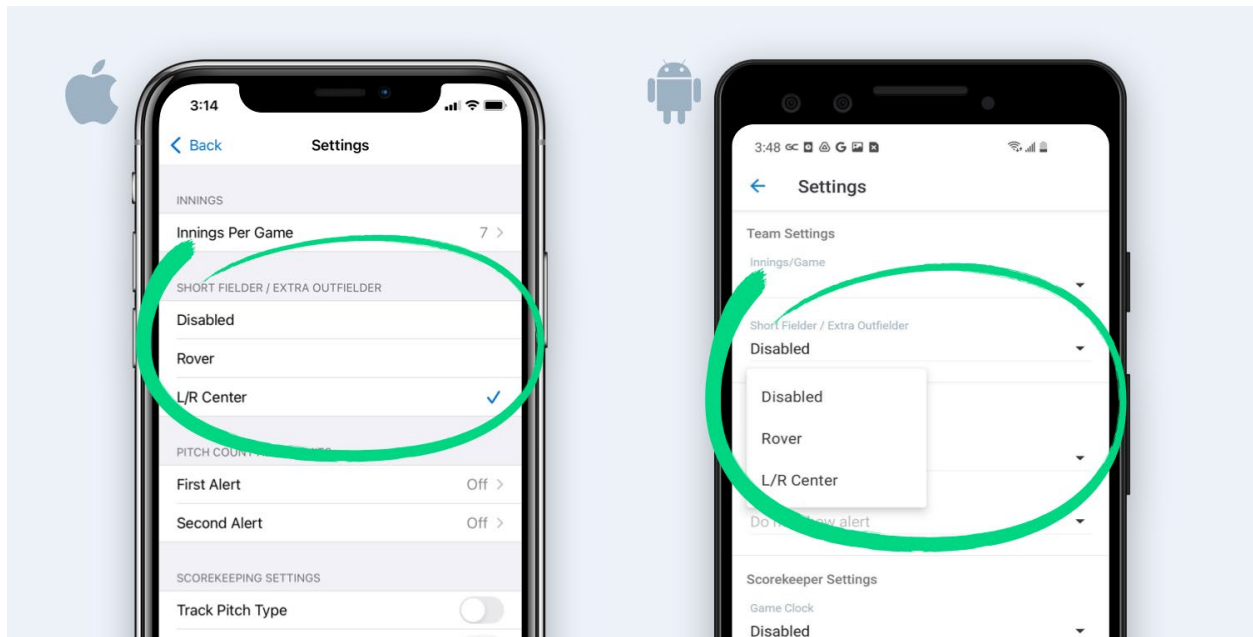


- Inside-the-park-home-run/single + scored on error/double + scored on error/triple + scored on error/scored on 4 base error/fielder's choice + scored on error

<https://teammanager.zendesk.com/hc/en-us/articles/360031203911-Editing-Past-Plays>

## Adding Extra Fielders and Batters

You can add any number of players to the batting lineup. Just keep adding players. Each additional player you add, after you have occupied all fielding positions, will be added as an EH (Extra Hitter).



### ADDITIONAL FIELDERS (4TH OUTFIELDER)

- 1) **Start or enter a game** on your iOS or Android device.
- 2) Open the **Game Menu**.
- 3) Select the option labeled, **Settings**.
- 4) In the Short Fielder/Extra Outfielder section choose between Disabled, Rover, L/R Center

This will create an extra player to appear as SF on the scoring screen. Rover will create a player right behind second base, while L/R Center will create another player in the outfield.

### ADDITIONAL BATTERS

- 1) Tap **My Team** or **Opponent** and tap as many players as needed

2) If you need to extend the lineup mid-game, scroll down to the bottom of the lineup, and tap **Add From Bench**

3) Tap the additional players to add to the batting order

4) Your new hitters will be added to the bottom of the lineup

<https://teammanager.zendesk.com/hc/en-us/articles/360031204651-Adding-Extra-Fielders-and-Batters->

## Pitch Counts

You can track the pitch count in the app by tapping the pitcher's name at the top of the scoring screen or you can set pitch count alerts.

### View Pitch Counts

1. Tap the pitcher's name at the top of the scoring screen;
2. Tap View Pitch Counts.
3. Tap a pitcher's name to view an inning by inning breakdown of pitches and strike percentage
4. You can also view the individual and total pitch counts in the stats section on both the web and the app.

### Set Pitch Count Alerts

1. From the game scoring screen, tap **"Menu"** in the top left corner (top right in android).
2. From the drop-down menu, tap "Settings".
3. Here you can set first and second alerts for all pitchers

<https://teammanager.zendesk.com/hc/en-us/articles/360030865232-Pitch-Counts->

## Swap Home/Away

When scoring a game on the GameChanger app you have the option to swap the Home/Away team up until the first pitch of the game. There are two places this may be done:

### GameChanger Schedule

- 1) When viewing a game from your team's schedule, press the "Edit Game" option;
- 2 )Tap the option labeled "Home/Away"
- 3) Choose whether you are the home or away team for this game;
- 4) Tap the Save button in the top right corner after you make the change.

### Within Scorekeeping Mode

- 1) From within a game, open the Game Menu;
- 2) Select the option labeled, Swap Sides. **If you choose this option after already scoring plays, the game will completely reset, and you will lose that game data.**

If the entire game is scored with the wrong Home/Away team, please send an email to [help@gc.com](mailto:help@gc.com) and let us know the date and opponent of the game which needs to be edited and we can make the swap. Do NOT delete that game and re-score.

<https://teammanager.zendesk.com/hc/en-us/articles/360031204211-Swap-Home-Away>

## Player Position Tracking

**Available only on iOS devices. Not yet featured for Android.**

Scorekeepers can track the various innings that a player occupies during a game along with the number of innings that player logged at each position.

You will only be able to access this information from within the app while scoring. Team Staff can view up to 2 positions played by each player in the box score.

**To review this data**, select a player from anywhere within a game to view the player's Player Details. It is at the bottom of this profile page where the various innings played, and the time at each position, will be listed.

The screenshot displays the 'Player Details' page for K Egan, #2. The page is divided into two main sections: 'Player Details' on the left and 'Fielding Time' on the right. The 'Player Details' section includes a 'Back' button, the player's name and number, a link to 'Edit Player Details', a grid of position buttons (P, C, 1B, 2B, 3B, SS, LF, CF, RF, DH, EH), and a 'Batting 2nd' indicator. Below these are buttons for 'Sub Out of Lineup' and 'Set DH'. The 'STATS' section at the bottom lists 'Plays and Spray Charts' and 'Total Fielding Time' (highlighted with a red box, showing 2 innings). The 'Fielding Time' section on the right shows 'Left Field' and 'Total Fielding Time', both with 2 innings.

Position	Innings
Left Field	2
Total Fielding Time	2

<https://teammanager.zendesk.com/hc/en-us/articles/360031204571-Player-Position-Tracking->