



GameChanger Quick Reference

BEGINNER ESSENTIALS

PRE-GAME CHECKLIST (20 MIN EARLY)

✓	Added as 'Team Staff'
✓	Phone charged + backup
✓	Latest app version
✓	Both team lineups + jerseys
✓	Sit near other scorekeeper

STARTING THE GAME

1	Schedule → Find Game → 'Set Starting Lineup'
2	Enter YOUR team lineup → Done
3	Tap 'Opponent' → Enter their lineup → Done
4	Tap 'Score Game' → Begin!

8 MOST COMMON PLAYS - VISUAL GUIDE

STRIKEOUT	Pitch icon → Strike (3x) → Auto K OR select 'Called Strike 3' (Looking) or 'Swinging K'
WALK	Pitch icon → Ball (4x) → Auto BB
SINGLE	Pitch → Ball in Play → Single → Drag fielder → Done
DOUBLE	Pitch → Ball in Play → Double → Drag fielder → Done
GROUNDOUT	Pitch → Ball in Play → Groundout → Drag fielder → Done
FLYOUT	Pitch → Ball in Play → Flyout → Drag fielder → Done
STOLEN BASE	Between pitches → Drag runner to next base
ERROR	Pitch → Ball in Play → Error → Drag fielder → Done

HITS vs ERRORS - DECISION TREE

SCORE IT A HIT:	SCORE IT AN ERROR:
<ul style="list-style-type: none"> • Any doubt exists • Ball hit hard • Tough play for age • Diving attempt • WHEN IN DOUBT = HIT 	<ul style="list-style-type: none"> • ROUTINE play for age • Ball right to fielder • Easy out missed • Only if clearly makeable

BY AGE: 8U-10U: Almost all hits | 12U: Routine grounders/pop-ups can be errors | 14U+: Standard plays expected

ESSENTIAL QUICK TIPS

UNDO	Tap 'UNDO' button = Your best friend! Use liberally to fix mistakes.
RUNNERS	Runners advance automatically on most plays (except steals - drag them).
3 OUTS	App switches teams automatically. Just keep scoring.
? NOT SURE?	ASK umpire or other scorekeeper between batters. Better than guessing.
CRASHED?	Close app, reopen - resumes where you left off. Auto-saves constantly.

YOU'RE DOING GREAT IF YOU TRACK: Pitches • Runs • Outs • Hits | Everything else is bonus!

GameChanger Quick Reference

ADVANCED PLAYS

SACRIFICE FLY & BUNT

SAC FLY	Requirements: <2 outs, runner on 3rd tags & scores	Ball in Play → Flyout → Drag OF → Check 'Sacrifice Fly' → R3 scores → RBI, no AB
SAC BUNT	Batter bunts to advance runner(s), out at first	Ball in Play → Groundout → Drag fielder → Check 'Sacrifice Bunt' → Runners advance → No AB

FIELDER'S CHOICE & DOUBLE PLAY

FIELDER'S CHOICE	Fielder chooses out at different base (not 1st). Batter reaches but NO HIT.	Ball in Play → Fielder's Choice → Drag fielder → Select base where out made → Select runner out → Done
DOUBLE PLAY	Two outs on one play. Common: 6-4-3, 4-6-3, 5-4-3	Ball in Play → Groundout → Drag 1st fielder → Tap 'Double Play' → Drag 2nd & 3rd fielders → Select runners out

COURTESY / PINCH RUNNER

COURTESY RUNNER:	Original player STAYS in game at their position. Common for catcher/pitcher.
PINCH RUNNER:	Original player is OUT of game (substitution).
How to Enter:	Tap runner on base → Select 'Courtesy Runner' or 'Pinch Runner' → Select replacement → Done

BALK - QUICK GUIDE

What is it? Illegal pitching motion. All runners advance 1 base. **Common:** No complete stop in stretch • Fakes to 1st without stepping off • Drops ball on rubber **How to score:** While pitcher shown → Tap 'Balk' → All runners advance 1 → If R3, run scores → No pitch counted

DROPPED 3RD STRIKE

When: Catcher drops strike 3 AND (1st base empty OR 2 outs) → Batter can run **How to score:** Record strike 3 → Tap 'Dropped 3rd Strike' → If safe: 'Reached on Error' (catcher) → If out: K + thrown out

SPECIAL SITUATIONS

PICKOFF	Between pitches → Tap 'Pickoff' → Select base → Select fielder who tagged
RUNDOWN	Tap 'Rundown' → Select bases → Tap each fielder (in order) → Final fielder gets putout
WILD PITCH	After pitch → Tap 'Wild Pitch' → Runners advance automatically
PASSED BALL	After pitch → Tap 'Passed Ball' → Runners advance automatically
INTERFERENCE	... menu → Manual Override → Award bases per umpire → Note in comments
GROUND RULE 2B	Ball in Play → Double → Check 'Ground Rule Double' → Runners advance 2 max

FIX MISTAKES - QUICK GUIDE

UNDO Last Play	Tap 'UNDO' button - Simplest method
Edit Older Play	... menu → Edit Play → Select from timeline → Correct → Save
Manual Override	... menu → Manual Overrides → Adjust score/outs/runners (use sparingly!)
After Game	Tap game → Edit Stats → Adjust individual stats

Diamond IQ Player Development | For complete manual, get the GameChanger Detailed Manual