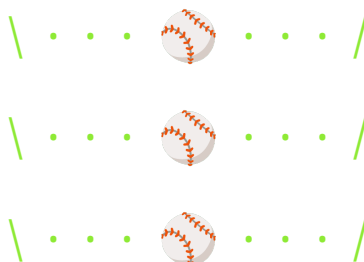


GUPTECH

POCKET PITCHER

THE OFFICIAL COACHING MANUAL

Official Guide & Coaching Reference



Edition 1.0 - Preview Release

Prepared by Joshua Guptel
Founder, GupTech

The Home of Baseball Intelligence

Preview edition contains complete instructional content.
Final production screenshots will be inserted before Edition 1.0 release.

Copyright & Publication Information

Pocket Pitcher: The Official Coaching Manual, Edition 1.0 Preview.

Copyright © 2026 GupTech. All rights reserved.

Pocket Pitcher, GupTech, Best Bet, Pitching Coach, Best Battery Fit, and related names and marks are properties of GupTech. No portion of this publication may be reproduced, distributed, or transmitted without written permission, except for brief quotations used in reviews or instructional references.

This Preview Release contains the complete instructional and coaching content for Pocket Pitcher. Production screenshots and final visual annotations will be inserted after the approved mobile builds are available.

About GupTech

GupTech builds baseball coaching systems designed to help coaches and players think the game more clearly. Pocket Pitcher is part of the GupTech Coaching Suite, alongside Diamond Decisions and Command.

Our mission is simple: Build smarter players. Build smarter coaches. Win more baseball games.

How to Use This Manual

- New users should begin with Chapters 1-4 and complete the Quick Start checklist.
- Game-day users can use Chapters 5-9 as a live reference.
- Post-game and analytics sections explain how to interpret reports rather than merely where to tap.
- Appendices provide definitions, scoring rules, troubleshooting, and quick-reference material.
- Screenshot placeholders are labeled with permanent IDs so final production images can be inserted without restructuring the manual.

Quick Start Checklist

- Create your team.
- Add or import your roster.
- Schedule today's game.
- Select the starting pitcher.
- Select the starting catcher.
- Set bullpen availability.
- Tap BEGIN GAME.

Table of Contents

Part I The GupTech Philosophy

1 Welcome to Pocket Pitcher

2 Why Pocket Pitcher Exists

Part II Preparing to Coach

3 Your First Five Minutes

4 Understanding the Track Game Screen

Part III Managing a Live Game

5 Recording Pitches

6 Recording At-Bats

7 Runner Advancement & Scoring

8 Managing Your Battery

9 Bullpen Management & Pitching Changes

Part IV Post-Game Analysis

10 Post-Game Reports & Game Summary

11 Understanding Analytics

12 Best Bet

13 Pitching Coach

Part V Building Better Pitchers

14 Season Management & Player Development

15 Coaching Philosophy

16 Getting the Most From Pocket Pitcher

Appendix A Complete Screen & Navigation Reference

Appendix B Official Baseball Scoring Rules

Appendix C Complete Statistical Definitions

Appendix D Best Bet Decision Engine

Appendix E Battery Analytics Reference

Appendix F Troubleshooting

Appendix G Frequently Asked Questions

Appendix H Quick Reference

Appendix I Glossary

Appendix J Workflow Summary

PART I - THE GUPTECH PHILOSOPHY

Welcome to Pocket Pitcher

CHAPTER 1

Welcome to Pocket Pitcher

The best coaching decisions begin long before the next pitch is thrown.

More Than a Pitch Counter

Pocket Pitcher was designed by longtime pitching coach Joshua Guptel after years of searching for a better way to combine live game management with meaningful pitcher analytics. It is not simply a scorekeeping application. It is a coaching system built to help organize the information coaches need before, during, and after every game.

Every pitch, at-bat, pitching change, catcher change, runner movement, and coaching decision contributes to a larger story. Pocket Pitcher preserves that story so patterns become visible over weeks and months rather than disappearing into scorebooks and memory.

COACH'S PERSPECTIVE

Great coaches rarely make decisions based on one pitch or one inning. They recognize patterns. Pocket Pitcher helps those patterns become visible sooner.

Information Wins Games

Human memory is not designed to retain hundreds of pitches across an entire season. Pocket Pitcher records events as they happen, allowing coaches to focus on the field while maintaining an accurate historical record.

Statistics answer what happened. Intelligence connects when it happened, who was involved, and what should be considered next. That difference is the foundation of every GupTech coaching system.

Core Principles

- Record what happened - not what you remember.
- Technology should reduce paperwork, not replace coaching.
- The coach always makes the final decision.
- Every pitch has permanent ownership.
- Reliable information creates better coaching conversations.

GUPTECH INSIGHT

Pocket Pitcher organizes information. It does not automate the responsibility of coaching.

Quick Reference

- Record events as they happen.
- Use recommendations as another coaching perspective.
- Review patterns over time, not isolated games.
- Keep data honest: never guess information you do not know.

CHAPTER 2

Why Pocket Pitcher Exists

Good coaches have always gathered information. Great coaches learn how to use it.

The Problem Was Organization

Coaches have always tracked games using notebooks, scorebooks, charts, and memory. The information existed, but it lived in too many places. Pitch counts sat on one sheet. Bullpen notes sat on another. Player observations stayed in a notebook. Reports disappeared into filing cabinets.

Pocket Pitcher was created to connect those pieces into one coaching record.

From Information to Decisions

Two pitchers may finish with identical innings, hits, walks, and strikeouts while producing completely different performances. One may attack hitters and average 3.4 pitches per batter. Another may survive constant deep counts and require five pitches per batter.

Traditional box scores may call those outings equal. Pocket Pitcher preserves the context that shows why they were not.

COACH'S PERSPECTIVE

Baseball is a game of relationships. Pitchers work with catchers. Workload influences command. Context creates intelligence.

Three Coaching Questions

- What happened? Live tracking records the game.
- Why did it happen? Reports and analytics reveal patterns.
- What should I consider next? Best Bet and Pitching Coach organize the next decision.

PART II - PREPARING TO COACH

Your First Five Minutes

CHAPTER 3

Your First Five Minutes

The best time to organize your game is before the first pitch.

Create Your Team

Create a separate team for each season or program. This keeps historical statistics clean and prevents data from different seasons from becoming mixed.

SCREENSHOT PLACEHOLDER

IMG-001

Home Screen and Team Creation

Build Your Roster

- Player name
- Jersey number
- Primary position
- Throwing hand
- Batting side (optional)

Rosters can be entered manually or imported. Once created, the roster becomes available for every game scheduled for that team.

SCREENSHOT PLACEHOLDER

IMG-002

Team Roster

Schedule Your Game

1. Tap SCHEDULE GAME.
2. Enter the opponent, date, location, and optional notes.

3. Save the game.
4. Open it from Upcoming Games when you are ready.

SCREENSHOT PLACEHOLDER

IMG-003

Schedule Game

Select the Starting Battery

Choose the starting pitcher, followed by the starting catcher. These players create the first Pitcher Appearance, Catcher Appearance, and Battery Session of the game.

SCREENSHOT PLACEHOLDER

IMG-004

Starting Pitcher and Catcher

Set Bullpen Availability

- Available - ready to pitch.
- Hot - warming or expected soon.
- Down - emergency use only.
- Unavailable - removed from Best Bet recommendations.

SCREENSHOT PLACEHOLDER

IMG-005

Bullpen Availability

COACHING TIP

If you are unsure during your first game, leave pitchers Available. Refine the bullpen plan as

you become comfortable with the workflow.

CHAPTER 4

Understanding the Track Game Screen

The less time you spend looking for information, the more time you spend coaching.

SCREENSHOT PLACEHOLDER

IMG-006

Track Game Overview

Two Tracking Modes

At-Bat Mode

At-Bat mode is the fastest way to manage a game. Record balls, strikes, fouls, and the final plate-appearance result. Unknown pitch types remain unassigned so arsenal analytics stay trustworthy.

Pitches Mode

Pitches mode records each pitch type and result. Use it when detailed arsenal, usage, and sequencing analysis matters.

GUPTECH INSIGHT

The two tabs are different entry methods for the same live game. Count, pitcher, catcher, runners, and pitch totals remain synchronized.

Live Tools

- Green Bullpen button - manage availability and substitutions.
- Pitching Coach - situational coaching observations.
- Best Bet - ranked available pitching options.
- Undo Pitch - remove the last pitch.
- Undo At-Bat - restore the entire plate appearance.
- Red END button - finalize the game after confirmation.

PART III - MANAGING A LIVE GAME

Recording Pitches

CHAPTER 5

Recording Pitches

Every season is built one pitch at a time.

SCREENSHOT PLACEHOLDER

IMG-007

Pitches Tab

Balls, Strikes, and Fouls

Every legal pitch increases the official pitch count. Balls increase the ball count. Called and swinging strikes increase the strike count. Foul balls with two strikes leave the count unchanged but still increase workload.

Intentional walks issued without pitches do not create Pitch records and do not increase pitch count.

Pitch Types

- Four-Seam Fastball
- Two-Seam Fastball
- Cutter
- Slider
- Curveball
- Changeup
- Splitter
- Knuckleball
- Other

Assign a pitch type only when you know what was thrown. At-Bat entries count toward workload and strike statistics but remain excluded from pitch-type analytics.

COACH'S PERSPECTIVE

Honest data beats complete data. Never guess a pitch type simply to fill a report.

Undo

Undo Pitch removes the latest pitch and restores the count and pitch total. Undo At-Bat removes the full active or completed plate appearance and restores bases, outs, score, and ownership.

CHAPTER 6

Recording At-Bats

Every pitch tells part of the story. Every at-bat tells the outcome.

SCREENSHOT PLACEHOLDER

IMG-008

At-Bat Result Selector

Plate Appearances Without Contact

- Strikeout Swinging - records Strike Three if needed and adds one out.
- Strikeout Looking - same statistical result with the strikeout type preserved.
- Walk - records Ball Four if needed and advances forced runners.
- Intentional Walk - awards first with zero pitches added.
- Hit By Pitch - records a pitch and advances forced runners.

Balls Put Into Play

- Single - batter to first; runners initially advance one base.
- Double - batter to second; runner on first to third; runners on second or third initially score.
- Triple - batter to third; existing runners initially score.
- Home Run - all runners and batter score automatically; bases clear.

Outs and Special Results

- Ground Out
- Fly Out
- Line Out
- Pop Up
- Fielder's Choice
- Double Play

- Triple Play
- Sacrifice Fly
- Sacrifice Bunt
- Reached on Error

COACHING TIP

Record the result first, then use Runner Advancement to recreate the final base state. Five careful seconds are better than rebuilding the inning later.

CHAPTER 7

Runner Advancement & Scoring

The scoreboard remembers the run. Great coaches remember how the runner got there.

SCREENSHOT PLACEHOLDER

IMG-009

Runner Advancement

Automatic Starting Positions

Pocket Pitcher begins with the most likely legal baseball outcome. Routine forced movement is automated; uncertain advancement remains editable until confirmation.

Forced Advancement

- Walk/HBP with runner on first: runner to second, batter to first.
- First and second occupied: runners advance to second and third, batter to first.
- Bases loaded: one forced run scores and bases remain loaded.

Default Hit Advancement

- Single: runners initially advance one base.
- Double: runner on first to third; runners on second and third initially score.
- Triple: all existing runners initially score.
- Home Run: all runners and batter score automatically.

Runs and Earned Runs

Runs detected from visible runner movement are counted automatically. Use Additional Runs only when a run cannot be represented by the base display. Runs default to earned unless explicit scoring information identifies them as unearned.

COMMON MISTAKE

Do not add a run manually when removing a visible runner from the bases already represents that run. The movement is counted automatically.

CHAPTER 8

Managing Your Battery

Pitchers throw the ball. Batteries control the game.

SCREENSHOT PLACEHOLDER

IMG-010

Current Battery and Substitution Controls

Permanent Ownership

Every pitch permanently belongs to one pitcher, one catcher, one battery session, one game, and one point in time. Substitutions never rewrite earlier pitches.

Changing Pitchers

Open Bullpen Manager, choose the new pitcher, confirm, and resume. The count, outs, inning, score, and runners remain unchanged. Mid-at-bat substitutions preserve the count while dividing pitch ownership correctly.

Changing Catchers

A catcher change starts a new Catcher Appearance and Battery Session. Previous pitches remain assigned to the original catcher.

Battery Confidence

- Insufficient: fewer than 10 pitches.
- Low: 10-24 pitches.
- Moderate: 25-49 pitches.
- High: 50 or more pitches.

COACH'S PERSPECTIVE

A battery that feels right may not be the battery that performs best. Objective information gives you another question worth asking.

CHAPTER 9

Bullpen Management & Pitching Changes

The best pitching change is usually made one batter before everyone else realizes it.

SCREENSHOT PLACEHOLDER

IMG-011

Bullpen Manager

Availability Statuses

- Available - full consideration.
- Hot - warming and ready soon.
- Down - visible but strongly deprioritized.
- Unavailable - excluded completely from Best Bet.

Making a Change

5. Open Bullpen Manager.
6. Select the new pitcher.
7. Confirm the substitution.
8. Tap RESUME.

The active pitcher changes. Pitcher Appearance and Battery Session ledgers update. The live game situation remains intact.

Ending the Game

Tap the red END button with the flag icon. Pocket Pitcher requires confirmation before finalizing statistics and unlocking the completed game reports.

PART IV - POST-GAME ANALYSIS

Post-Game Reports & Game Summary

CHAPTER 10

Post-Game Reports & Game Summary

The game ends. The learning begins.

SCREENSHOT PLACEHOLDER

IMG-012

Post-Game Summary

Finalization

Ending a game finalizes pitcher appearances, catcher appearances, battery sessions, pitch counts, runs, earned runs, and connected analytics.

Reading the Pitching Line

STAT	MEANING
IP	Innings pitched, shown in baseball notation.
BF	Batters faced.
PC	Official pitches thrown.
H	Hits allowed.
BB	Walks, including intentional walks.
K	Strikeouts.
R	All runs charged.
ER	Earned runs charged.

PDF Export

The PDF uses the same finalized pitcher, catcher, and battery statistics shown in the app. Multiple pitchers appear in appearance order. Zero-pitch appearances remain part of the historical game record.

COACHING TIP

Review the summary before leaving the field. The numbers explain what happened; your memory still explains why.

CHAPTER 11

Understanding Analytics

Statistics describe yesterday. Analytics prepare you for tomorrow.

SCREENSHOT PLACEHOLDER

IMG-013

Analytics Dashboard

Primary Areas

- Overview - staff-wide season indicators.
- Compare - direct player comparisons.
- Matchups - situational and historical performance.
- Batteries - pitcher/catcher relationships and rankings.

Confidence and Sample Size

Analytics should always be read beside sample size. Pocket Pitcher does not label a battery as best when fewer than 10 pitches exist. Lower confidence indicates limited evidence, not poor performance.

Situation Filters

- Bases empty
- Runners on
- Runner in scoring position
- 0, 1, or 2 outs
- Inning range
- Opponent
- Date range

GUPTECH INSIGHT

Season averages provide a baseline. Situation filters reveal how performance changes under specific types of pressure.

Best Bet

The best decision is not always obvious. The best information should be.

SCREENSHOT PLACEHOLDER

IMG-014

Best Bet Report

Decision Support, Not Autopilot

Best Bet ranks realistic pitching options using bullpen eligibility, historical performance, current game context, workload, active catcher, and battery history. It explains the recommendation and identifies limitations; it never makes the substitution automatically.

Eligibility First

- Available and Hot pitchers may be ranked.
- Down pitchers are strongly deprioritized.
- Unavailable pitchers are filtered before AI, battery scoring, normalization, and rendering.

Battery Contribution

Battery history contributes only when the sample is meaningful. Moderate or High confidence can influence the recommendation more strongly; Low confidence contributes less; Insufficient data contributes nothing.

COACH'S PERSPECTIVE

Use Best Bet like an experienced assistant coach: listen, evaluate, and make the decision yourself.

CHAPTER 13

Pitching Coach

The best pitch is the right pitch at the right time.

SCREENSHOT PLACEHOLDER

IMG-015

Pitching Coach

Live Context

- Current pitcher and batter
- Count
- Inning and outs
- Runners
- Previous plate appearances
- Pitch history and repertoire when available

Reading the Output

- Situation Summary
- Observations
- Suggested Approach
- Risk Factors

Pitching Coach provides strategy and pattern recognition rather than rigid pitch calls. Artificial intelligence explains the recorded information; it does not invent statistics.

GUPTECH PRINCIPLE

The best assistants help the coach notice more. They do not take the decision away from the coach.

PART V - BUILDING BETTER PITCHERS

Season Management & Player Development

CHAPTER 14

Season Management & Player Development

Individual games win today. Development wins seasons.

Coach Trends, Not One Game

- Strike Percentage
- First-Pitch Strike Percentage
- Walk Rate
- Pitches per Batter
- Workload consistency
- Battery development

Workload Is More Than Pitch Count

Two pitchers can throw 75 pitches and experience completely different workloads. Evaluate innings, batters faced, traffic, deep counts, walks, and efficiency alongside the raw total.

Measurable Goals

- Increase strike percentage.
- Reduce walk percentage.
- Improve first-pitch strikes.
- Lower pitches per batter.
- Develop consistent battery communication.

COACH'S PERSPECTIVE

Players often notice results first. Coaches should notice habits first. Habits produce results.

CHAPTER 15

Coaching Philosophy

Statistics do not win baseball games. Better decisions do.

Use Data Without Being Controlled by Data

Pocket Pitcher should strengthen your coaching identity, not replace it. Use information to ask better questions, communicate objectively, plan better practices, and recognize development before traditional statistics catch up.

Measure Controllable Behaviors

- Throwing strikes
- Getting ahead
- Executing pitches
- Competing
- Working efficiently

Build Trust

Consistent evaluation helps players understand expectations. Reports create a shared language among head coaches, assistants, players, and parents.

COACH'S PERSPECTIVE

The longer I have coached, the less interested I have become in perfect answers. I am much more interested in asking better questions.

CHAPTER 16

Getting the Most From Pocket Pitcher

The system becomes more valuable every time you use it.

Your First Month

Build habits: record every pitch, complete every at-bat, enter substitutions immediately, maintain bullpen availability, and review every finalized game.

Your First Ten Games

Begin reviewing strike trends, walk trends, efficiency, battery relationships, and bullpen usage. Compare pitchers against their own prior performances.

Midseason and Beyond

Battery confidence strengthens. Best Bet gains historical depth. Analytics begins identifying meaningful patterns. Reports become useful for player meetings and staff planning.

Closing Message

Pocket Pitcher was built by a coach who wanted to spend less time maintaining statistics and more time teaching pitchers. If this manual helps you understand how better information leads to better coaching, it has accomplished its purpose.

Thank you for making Pocket Pitcher part of your program. I will see you at the ballpark.

Joshua Guptel
Founder, GupTech

APPENDIX A

Complete Screen & Navigation Reference

Home

Recent Games, Upcoming Games, Current Game, Schedule, Teams, Analytics, Settings.

Schedule

Create, edit, delete, begin, or resume scheduled games.

Roster

Add, edit, remove, and import players.

Bullpen Manager

Availability, workload, substitutions, and Resume.

Track Game

At-Bat, Pitches, current battery, count, bases, outs, tools.

Runner Advancement

Confirm or adjust the final base state and scoring.

Best Bet

Ranked eligible pitchers with evidence and limitations.

Pitching Coach

Contextual coaching observations during an at-bat.

Game Summary

Final pitching lines, battery use, totals, and PDF.

Analytics

Overview, Compare, Matchups, and Batteries.

APPENDIX B

Official Baseball Scoring Rules Used by Pocket Pitcher

- Only pitches actually delivered count toward pitch total.
- Intentional walks create a walk and batter faced but zero pitches.
- Ball Four and Strike Three are automatically recorded when a result requires them and they have not already been entered.
- Forced runners advance automatically on walks and HBP.
- Home runs score all runners and clear the bases.
- Errors begin conservatively and remain editable.
- Runs are inferred from confirmed runner movement.
- Runs default to earned unless explicitly marked otherwise.
- Every pitch retains immutable pitcher, catcher, and battery ownership.
- Undo restores the complete pre-action state.

APPENDIX C

Complete Statistical Definitions

TERM	DEFINITION
IP	Outs recorded, shown in baseball notation: 1.1 means one inning and one out.
BF	Completed plate appearances faced.
ERA	Earned runs multiplied by nine, divided by innings pitched.
WHIP	Walks plus hits divided by innings pitched.
Strike %	Strikes divided by pitches.
First-Pitch Strike %	Plate appearances beginning with a strike divided by batters faced.
Pitches per Batter	Total pitches divided by batters faced.
BB %	Walks divided by batters faced.
K %	Strikeouts divided by batters faced.
Battery Confidence	Reliability classification based on pitches in the pairing.

APPENDIX D

Understanding the Best Bet Decision Engine

9. Filter bullpen eligibility.
10. Evaluate live game context.
11. Evaluate historical performance and workload.
12. Apply active-catcher battery history when confidence permits.
13. Use AI to explain the evidence and limitations.
14. Return up to three realistic options; never fabricate an unavailable third option.

APPENDIX E

Battery Analytics Reference

Battery Analytics evaluates pitcher/catcher pairings using strike percentage, first-pitch strikes, efficiency, WHIP, ERA, K-BB differential, sample size, and confidence. Unassigned legacy data may appear in raw reports but is never ranked against named catchers.

APPENDIX F

Troubleshooting Guide

Game will not resume

Confirm the game remains in progress and use RESUME GAME from the linked scheduled or recent game.

Pitcher missing from Best Bet

Confirm the pitcher is Available or Hot and belongs to the current roster.

Pitch count appears wrong

Remember that intentional walks add zero pitches; use Undo immediately after an incorrect entry.

Battery data missing

Confirm a catcher was selected and enough catcher-linked pitches exist.

Runner placement seems wrong

Adjust the default placement before confirming; the app provides a starting point, not a guess at unusual plays.

Reports differ

Confirm the game is finalized and reopen the report so all finalized data is loaded.

APPENDIX G

Frequently Asked Questions

Can I switch between tracking tabs?

Yes. Count and game state remain synchronized.

Can I change pitchers mid-at-bat?

Yes. The count remains and pitch ownership splits correctly.

Can I change catchers?

Yes. A new Battery Session begins with the next pitch.

Does IBB count as a pitch?

No.

Does the app work offline?

Live game records are stored locally on the device.

Does AI replace the coach?

No. It explains information and supports decisions.

APPENDIX H

Game-Day Quick Reference

Before First Pitch

- Team and roster selected
- Game scheduled
- Starting pitcher selected
- Starting catcher selected
- Bullpen availability current

During the Game

- Record pitches or at-bat count
- Complete every plate appearance
- Confirm runner placement
- Enter substitutions immediately
- Use Undo immediately when needed

After the Game

- End and confirm the game
- Review the summary
- Generate PDF
- Review Analytics
- Record coaching notes externally if desired

APPENDIX I

Glossary

Appearance

A pitcher or catcher participating in a game.

Battery

One pitcher and one catcher working together.

Battery Session

An uninterrupted pitcher/catcher pairing.

Best Bet

Decision-support ranking of eligible pitchers.

Confidence

Reliability level based on sample size.

Pitch Ownership

Permanent association between a pitch and the pitcher who threw it.

Zero-Pitch Appearance

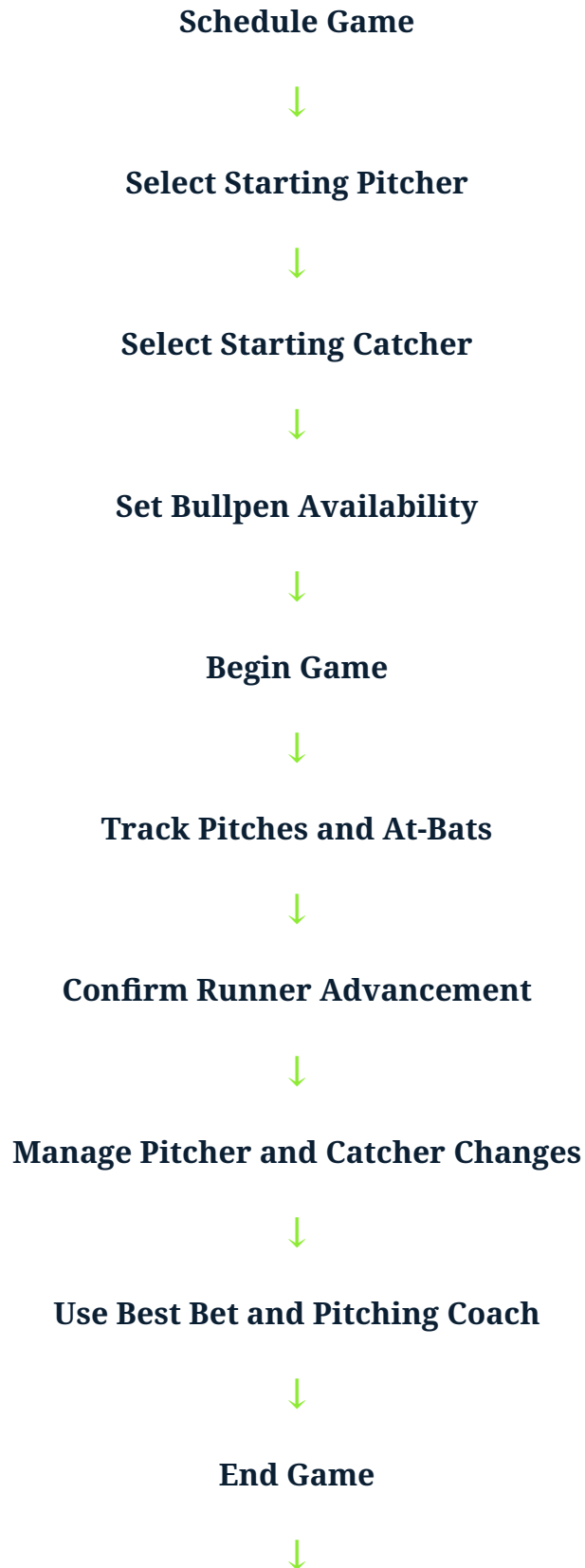
A recorded appearance in which no pitch was thrown.

Unassigned Catcher

Legacy or catcher-less pitch data that cannot be responsibly attributed.

APPENDIX J

Pocket Pitcher Workflow Summary



Review Summary



Generate PDF



Review Analytics



Plan Development

Version History

EDITION	STATUS	NOTES
1.0 Preview	Current	Complete instructional content with screenshot placeholders.
1.0 Final	Pending	Production screenshots, final annotations, and final page-number index.