Pocket Pitcher

Pitch tracking, bullpens and reporting

November 2026 • Source-reviewed guide • guptech.shop

Quick reference

This guide is based on the current GitHub application structure and established workflows. Screen labels and availability may vary by platform, role, and published build. Confirm critical operations in your installed version.

Start here

1. Open Home and use Schedule to locate games, or start a new game from the appropriate game setup screen.

2. Confirm the team, opponent, date, and roster before recording pitches.

3. For full-game tracking, enter the batting lineup before scoring.

Navigation and setup

1. The current bottom navigation includes Home, Schedule, Analytics, Scout, Roster, Speed, Help and Settings.

2. Use Roster to maintain pitchers and other players. Check team assignments before a game.

3. Game tracking has its own focused interface; the regular bottom navigation may be hidden during scoring.

Record a game

1. Select the current pitcher and catcher; confirm the correct defensive team.

2. For each pitch, record pitch type, outcome and location where available. Review the count and base runners before advancing.

3. Use the substitution controls when changing a pitcher, catcher or hitter, including mid-at-bat changes.

4. Record runner events such as steals, wild pitches and passed balls using the appropriate event workflow.

5. At the end of each inning, check the inning summary and score; use the manual end-inning action if play stops early.

Bullpen assessment

1. Open the bullpen manager and choose the athlete and session.

2. Record repertoire, intended location, actual result and velocity when available.

3. Review the bullpen summary and coach brief before sharing with a player or parent.

Speed, reports and syncing

1. Use Speed for stopwatch-based velocity estimates; confirm the distance setting before calculating. These are estimates, not radar readings.

2. Use Analytics and game reports to inspect pitch counts, strike rates, pitcher breakdowns and battery combinations.

3. Review the complete report on screen before exporting a PDF.

4. If using multiple devices, verify synchronization and the latest game data before deleting local records.

Troubleshooting

1. If a speed result is not visible on a phone, rotate or scroll and check the latest app version.

2. If a runner event or substitution is blocked, preserve the game and contact support with the device, screen and steps to reproduce.

3. If an exported PDF differs from the on-screen report, retain the original game and report the discrepancy.

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