



STATCREW

NEXT GENERATION

USER MANUAL

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Differences in Stat Crew Next Generation and Legacy Stat Crew

Stat Crew Next Generation represents a ground-up rewrite of the Stat Crew software and as such introduces some new concepts.

Additional operating system support

Stat Crew Next Generation supports all current versions of Windows and newer versions of OS X. See installation documentation for details.

School-specific web site (the Cloud)

Each school or institution using Stat Crew Next Generation has a unique web site where you can manage the schedule and roster for each sport. The cloud is also used to share rosters, schedules and results with opponents, your conference and league (e.g. NCAA).

The easiest way to work with Stat Crew Next Generation is to schedule “standard” games in the cloud in advance of the game. A standard game is any game where you would normally share a copy of the game file with your opponent after the game.

Internet-enabled functionality

Stat Crew does not require connection to the Internet during a game, but certain functionality works better if you are connected. For example, live backup can restore an in-progress game to another laptop if something happens to the primary scoring laptop.

Stat Crew will sync with the cloud whenever an Internet connection is available. For example, if you have a newly scheduled game for next week, when you start Stat Crew you will see it synchronize with the cloud and pull down the game information, as well as the opponent’s roster information. This will then be available at game time, even if you do not have an Internet connection available.

Automatic directory management

In the legacy Stat Crew client end users were expected to manage directories where game information was stored. Stat Crew Next Generation handles directories in a specific way. You can specify the location of the root data directory, from there directories for each sport, league, and season will be automatically created, as well as directories for reports. Do not move or rename these directories or Stat Crew will be unable to find your data.

Report customization

Reports in Stat Crew Next Generation can be customized to change the appearance of the data in the reports. In the report options, there is the option to modify name and date formats as well as a place to put your custom report header. Another customization feature is the ability to sort data in season reports according to alphabet, uniform number or even stats.

Setup and Installation

Installation Overview

To correctly setup and use Stat Crew you will need to complete the following steps outlined in this section:

1. Export your existing legacy Stat Crew data.
2. Setup your team and season in the cloud.
3. Install the client application.
4. Import legacy Stat Crew data.

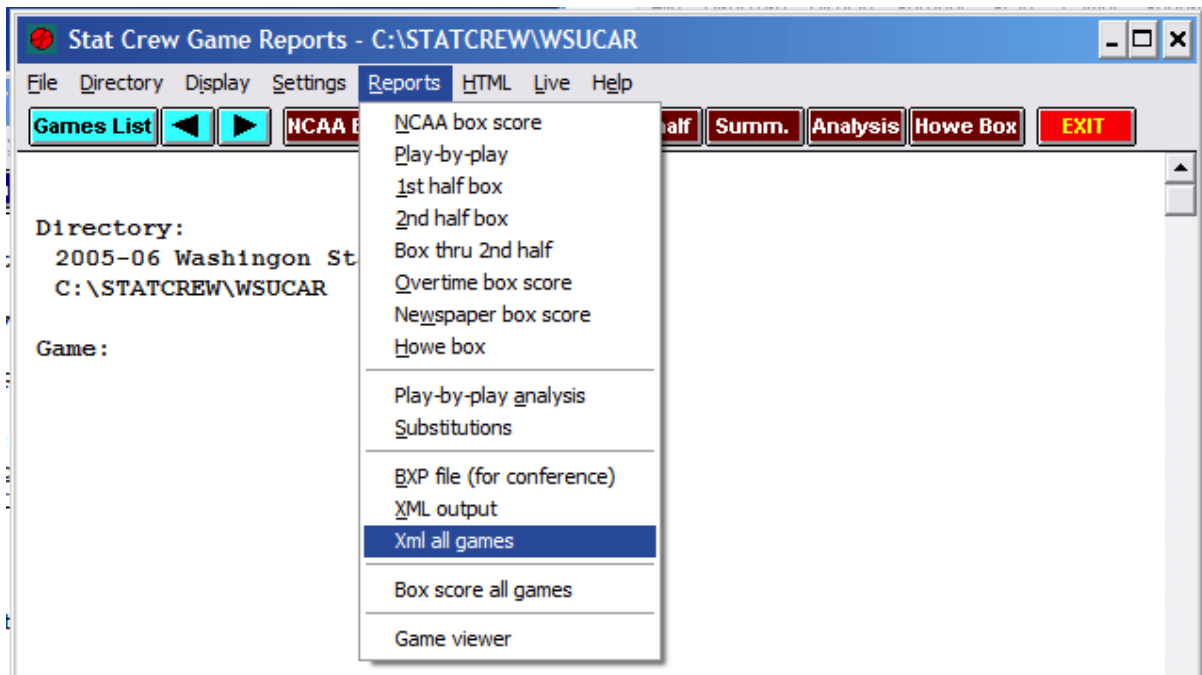
Exporting existing legacy Stat Crew data

Prior to installing Stat Crew Next Generation you will need to export the data from your current Stat Crew application.

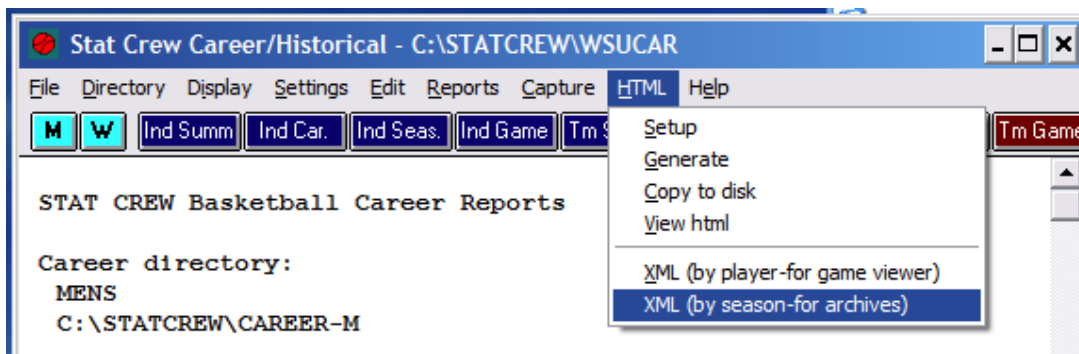
The following should be exported and saved for use after installation of Stat Crew Next Generation:

Current or prior season roster file (.bro file).

Full-season game files as XML for any seasons that you have complete games, including the current season. This is done from Game Reports as shown in this image:



Career XML (indall.xml) from Career Reports, as shown in this image:



Setting up your team and season in the cloud

Logging into the web site (cloud)

You should have been provided with a userid and password, and unique URL for your school. The URL will be something like the following: <http://tech.statcrew.com>.

If you do not have a userid and password, please contact your school Stat Crew administrator, or contact Stat Crew to obtain one.

To set up your team and season you should be logged in as a user in the School Admin role.

Update your school profile

Select School Profile to update your school profile.

Name is your school's long name as used in reports. ex.State University

Short Name is your school's short name as used in reports. ex. State

Abbreviation is used in the internal Stat Crew scoreboard. This is not used with serial data sent to real scoreboards.

Nickname is your team nickname, e.g. "Cougars".

NCAA Code is your NCAA RPI code. If you are not in the NCAA this can be used as the unique code for your school or organization within your league.

Home and away colors are used to set the colors in the cloud web site.

Select a team

The cloud web site allows you to configure teams multiple sports. Under My Teams, first select either men's or women's teams, and then select a specific team from the list. All the changes you make in the cloud are then made specifically for that team.

The list of available teams is not specific for your school, it is the full list of teams supported by Stat Crew. If you do not play a sport at your school you can ignore that team.

Authorized users will be allowed to manage all your teams in the cloud, even if you do not have a Next Generation client license for that specific sport. This will allow you to share schedules, rosters and results with other teams, and leverage the cloud-based FTP system.

Team Profile

The Team Profile shows your league, conference and division. If any of this data is incorrect please contact Stat Crew.

FTP Sites

FTP sites can be configured uniquely for each team to accommodate for some FTP destinations using sport-specific directories.

Fill in the appropriate information for each FTP site you wish to send live stats to. The enabled check box allows you to disable or enable the sending of live stats to a specific FTP site you have set up.

For each game you will have the option in the Stat Crew client application of entering a unique file name for each of your FTP destinations.

Team Roster

You can set up a team roster by importing a legacy Stat Crew roster file from either the last season or the current season into the respective season. If a player played in multiple seasons check boxes can be checked to indicate which ones. Players can be created with the new player tab located above the player list.

Editing player information

First Name and Last Name should both be entered here correctly cased. For example, a first name as “John” and last name as “Smith”. You will have the option in Reports to capitalize the last name (e.g. “SMITH”). Names entered here should *NOT* be capitalized, and the software may remove capitalization later if it is applied here.

Schedule

Each team is expected to create a schedule before the season starts. You will always have the ability to modify the schedule during the season, or to score an unscheduled game. Only scheduled games can be incorporated in season reports.

You can schedule both Home and Away games. As your opponents schedule games they will automatically show up on your schedule. Do not schedule duplicate games – there is only one master record for any given game.

To schedule a game select New Game and fill in the appropriate details.

Note – for most users you will only be able to schedule a game where your team is either the Home Team or Away Team.

Creating new users

There are two types of user roles – School Admin and Scorer. If you are a School Admin you have the ability to create more users for your school or institution. Select Users and fill in the appropriate details. Once you create a new user they will receive an email telling them how to log in.

If you set the new user’s Role to School Admin, they will also be able to create (and delete) user accounts.

Installing the client application

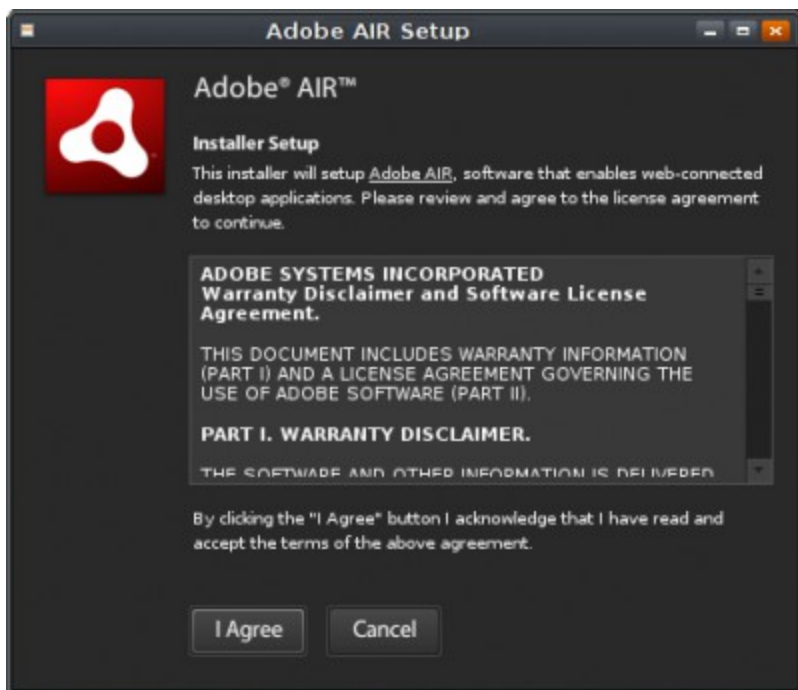
The client application is installed from your web site. In the Dashboard section there is an installation badge. Click on it to begin installation:



You are allowed to install the Stat Crew client application on as many computers as you wish, provided they are all used only for your school or institution.

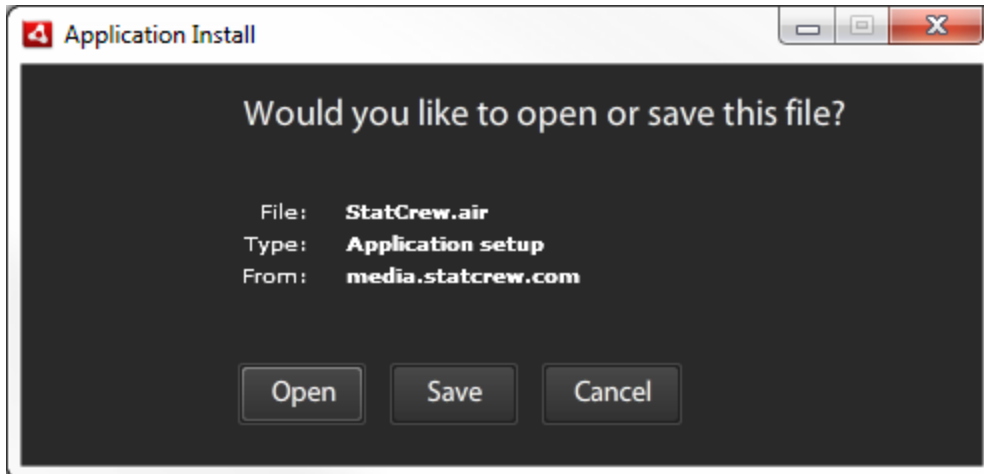
IMPORTANT: Do not give your userid and password to anyone at another school or institution. Your installation badge is tied directly to your school or institution, and if the software is installed by someone else, game stats, scores and final records created by them will be identified with *your* institution!

The installer will first install Adobe Air. A window similar to the following will appear:



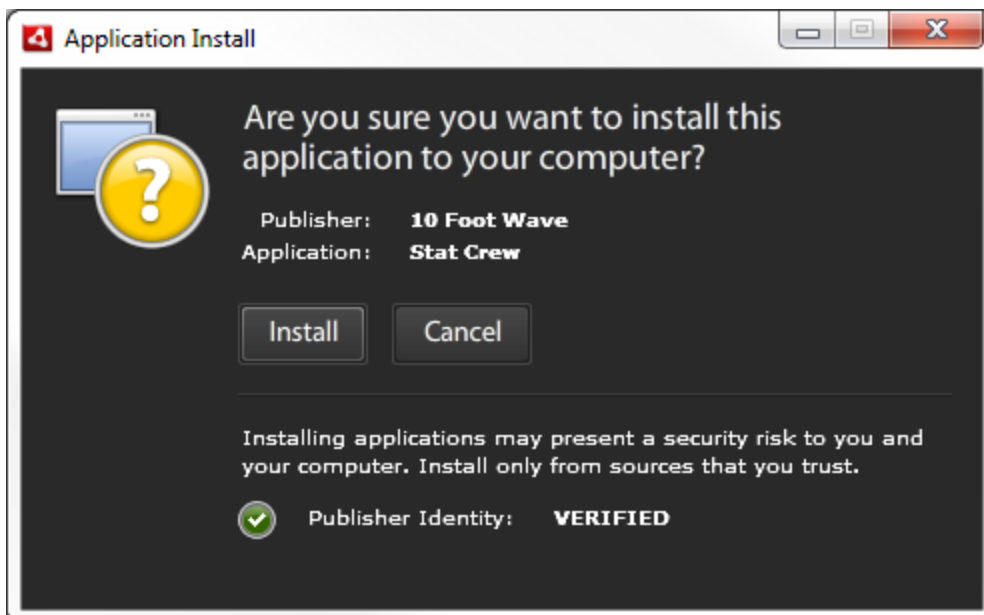
Select "I Agree" to install Adobe Air.

After Adobe Air is installed the Stat Crew client application will be installed. The following window will appear:



Select “Open” to download the Stat Crew installer.

The following window will appear informing you that you are about to install:



Note – You should see “Publisher Identity: VERIFIED” at the bottom of the screen.

Select “Install” to begin the installation. Accept any dialog boxes that follow asking if you want to allow the software to be installed on your computer.

Updates to Adobe Air

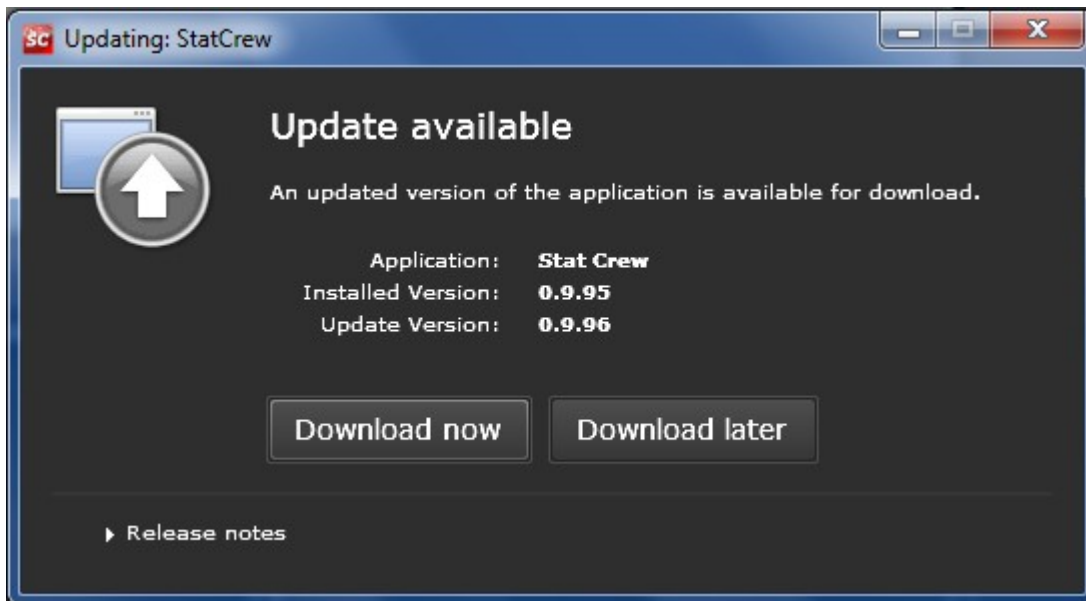
After installation of Stat Crew you may be asked to update Adobe Air with a window similar to the following:



Close the Stat Crew application and update Air as needed.

Application updates

Stat Crew Next Generation will automatically install updates when they are necessary. Updates are small files and will install quickly. When an update is available the application will prompt you that the update is ready for install. If you are about to score a game or have some other critical task you can ignore the update request by selecting Download Later. It will reappear next time the application is started. The prompt will appear something like the following:



Select Download Now to download the new version. After the update has downloaded you will be prompted to begin the installation. Select Install Now and approve any dialogs asking for permission to install the software or make changes to your computer.

Adobe Air updates

You may also be prompted occasionally to update Adobe Air. Close the Stat Crew application and update Air as needed.

Client Overview

User Interface Basics

Selected sport and season

In Stat Crew Next Generation a sport and gender are selected before you can perform any game-related tasks. To select a sport click “Sports” from the main menu and select a sport. If a given sport is grayed-out then that sport is not licensed for your school. Most sports also specify a gender unless the sport is only played by one gender.

The screenshot shows a web application window titled "Stat Crew - State Men's Basketball". The interface includes a menu bar with "Game", "Tools", "Sports", "Reports", and "Help". Below the menu, there are dropdowns for "2010-11" and "STATE MEN'S BASKETBALL". A refresh button is visible on the right. Two tabs, "Scheduled Games" and "Other Games", are present. The main content is a table with the following data:

Game ID	Game Date	Home	Away	Status	Result	Season	Cloud	Local	Errors	Action
MB1123	11/22/2010 11:00 P	State	Johnson & Wales (FL)	Game fully complete.	W 75-58	X	X	X		Import
MB1126	11/25/2010 11:00 P	State	Barton	Game fully complete.	L 62-66	X	X	X		Import
MB1218	12/17/2010 11:00 P	State	Indianapolis	Game complete, but not downloaded.	--		X			Import
MB0105	01/04/2011 11:00 P	Rollins	State	Game complete, but not downloaded.	--		X			Import

Scheduled games

The Scheduled Games list shows games that have been scheduled in the cloud. All standard games including preseason, regular season and post-season games should be scheduled. Scheduled games allow you to automatically import the opposing team roster (if available in the cloud), and automatically share game results with opponents, your conference and league (e.g. NCAA).

Game ID is used to show the legacy Game ID and is for informational purposes only. Because legacy requires a Game ID it is currently required even for Next Gen games.

Status shows the game status as understood by your Next Gen client. Holding the mouse over a game status can provide more details about the game status.

The Season checkbox indicates whether a game is also included in your season (and career) reports database. If a game has scoring errors it will not be included in the season database. A game must be on your local computer to be in the season database.

The Cloud checkbox indicates that a game has full game-data in the cloud. This means XML data for the game with detailed game stats exists in the cloud.

The Local checkbox indicates the game has full game-data available locally. This is required for you to run game reports on a game.



Cloud Sync. The cloud sync button is used to indicate whether you are connected to the cloud, and also to allow manual cloud sync. Normally manual sync is not required as the client syncs with the cloud when a sport is selected and also whenever the currently selected season is changed.

Game import. Any game not on your local client needs to be imported from the cloud before game reports or season reports can be run. Click “Import” to import a game from the cloud.

Importing legacy games

When legacy games are imported, the entire game and all plays are imported, but the stats are not recalculated from plays. Instead, the summary stats as they appeared in legacy are pulled down. This is called “Manual Box Mode”. To alter plays the game needs to be set back to live-scored mode. In the main menu select “Game” and then un-check “Use Manual Box Mode” to set the game back to live scored mode. NOTE – this will recalculate all stats from plays and may show game errors such as substitution errors, etc. To return to the stats as recorded in legacy simply re-import the legacy game from the cloud.

Scoring Games

Setting up a game

Scheduled games

Scheduled games are originally created in the web site (cloud). [see “[Setting up your team and season in the cloud](#)” for more detail (top of page 7)]

All standard games including preseason, regular season and post-season games should be scheduled. Scheduled games allow you to automatically import the opposing team roster (if available in the cloud), and automatically share game results with opponents, your conference and league (e.g. NCAA).

Selecting a game

From the main window you will see a list of scheduled games. Any game that has not been started can be started by clicking “Start Game”. To resume a game in progress simply double click the game (if it is on your local computer). If the game is not on your local computer, or if you want to make sure you

have the latest copy of the game from the cloud, import it first with the “Import Game” button. Then you can resume scoring the game in progress.

Scheduled Games		Other Games								
Game ID	Game Date	Home	Away	Status	Result	Cloud	Local	Errors	Action	
--	06/22/2012 09:55 AM	Tech	State	Game not started	--	X			Start Game	
--	06/26/2012 09:55 AM	State	Tech	Game not started	--	X			Start Game	

Games that have been scheduled in the web site (cloud) and that have not been started will appear in the available games list.

Either select a game from the list to start scoring or create an “Other Game” by going to the Game menu in the toolbar.

Setting game details

After you select a game a new window will appear where you can fill in details for the game. If you have selected a scheduled game, the teams, date and time and other information will be automatically filled in for you. Some details may be left blank until you have the details. At the end of the game you can go to the Game menu and select Properties and fill them in, before uploading.

If you are creating an unscheduled game you may need to create a new local team definition. Please see [“Local team definitions”](#) for more details.

Game type. A game can be scored with live scoring, or by manually entering the box score. Select “Box Score” to manually enter box score information only for this game.

Game ID. A unique Game ID is required for each game.

Setting starters

Depending on the specific sport, you may be required to set starters before you can begin scoring a game.

If the roster for either team that is in the game is not set, you will also need to import or create the roster for that team. Normal roster management should be done in the web site (cloud) to ensure that opponents have the latest version of your roster. To manually change a local roster please see [“Local roster management”](#).

Scoring a live game

Refer to the sport-specific information section for unique information on scoring a specific sport.

Stat crew allows you to score the game play-by-play, so you will always have current in-game information immediately available. The Scoring window allows you to quickly enter the information needed to capture statistics so you can easily keep up with the flow of the game. You also have the ability to edit any play or add in plays if at any point there was a missed play or a play entered is not quite right. You can display or print box score and narrative reports at any point during the game.

Window layout

Scoring – used to enter plays sequentially to score a game.

Team Stats – displays individual player stats for the home and away teams.

Team Comparison – displays team stats for the teams.

Scoreboard – displays common scoreboard information for the specific sport.

Plays – displays and allows editing of plays.

Entering plays

From the scoring window you can enter plays by using the keyboard keys specific to a sport. Certain keys are the same for all sports:

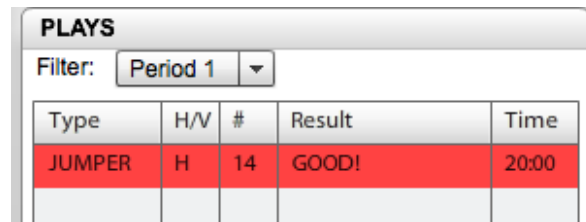
Key	Action
H	Switch the currently selected team to “Home”
V	Switch the currently selected team to “Visitor”
SPACE	Start/stop the clock
F2	Edit the roster for either team
F3	Manage or change the current period
F4	Start the current period (Only available for certain sports)
F5	End the current period (Only available for certain sports)
F6	Substitute players into or out of the game
F7	Edit the current clock time
ESC	Clear the current play

Editing plays

The Plays window shows a running list of all the plays for a specific period. Double click on an individual play, or select the play and press “Enter” to edit the play. Play errors will be indicated by color coding. Depending on the sport certain plays (e.g. goals in soccer) may also be highlighted by color.

Play Errors

A new feature of Next Generation is that plays with errors will be highlighted to keep records as accurate as possible. Plays that contain errors will be highlighted in red and if you hover over them you will see an error note.



Type	H/V	#	Result	Time
JUMPER	H	14	GOOD!	20:00

Game wrapup

Games must be error free to be included in season reports and to be marked complete. When a game is complete the last three steps are to mark the game complete, edit the game wrapup and post final stats to the cloud.

To mark the game complete under Game menu select Mark Complete.

To perform a game wrapup under Game menu select Properties and then select the Wrapup tab and enter the appropriate data. Also as mentioned earlier fill in any extra details.

To post final stats to the cloud, under Game menu select Upload Final Stats. You can only upload final stats if the game was scheduled first in the cloud, and either you are the home team, or you are the visiting team but the home team does not have Next Generation access.

Managing existing games

Open an existing game you can then fix play errors or edit plays as needed. Changes will be sent to the cloud.

Reporting

Reports Overview

Stat Crew provides game, season and career reports for all sports. In addition conferences have access to conference-level reports.

Report context

All reports are run from the client application. Reports are associated with the current context of the application. In the client application a unique sport is always selected as the active sport. In addition a season is always selected, and a game may be selected.

Report preferences and options

There are general report preferences that apply to all reports. For example, name and date formats. Note – in rosters all names should be properly cased and spelled out. You will have the option of using initials, capitalization and order in the report options.

The screenshot shows a window titled "Report Preferences" with a close button (x) in the top right corner. The window has three tabs: "General", "Database", and "Report Display". The "Report Display" tab is selected. The content is organized into two columns. The left column is titled "Player Name Formatting:" and contains a dropdown menu with "First Last" selected, a preview of "John Smith", and a "Capitalization:" section with two checkboxes: "First" and "Last". The right column is titled "Date Formatting:" and contains two sections: "Long Dates:" with a text box containing "MMM DD, YYYY" and a preview of "Nov 04, 2011", and "Short Dates:" with a text box containing "MM/DD/YY" and a preview of "11/04/11".

Report options are specific to each report, and are shown once a report type is selected. Report options are saved each time they are changed for a given report.

Game reports

Game reports are run for individual games and typically include reports such as Box Score and Play-by-play. The list of specific reports is unique for each sport.

Season reports

Season reports are run for a collection of games within a given season. You can run these reports for selected games or all games in a season. The list of season reports is unique for each sport.

Running reports

Select Reports from the main menu, then select a report type (e.g. Season). A new window will popup and then select report preferences to set the format options. When you are ready to run a report select

a specific report then click run report. When the report runs it will open in your new window. From the report viewer you can save or print your report as multiple file types (e.g. PDF).

Utilities

Local team and roster management

The easiest way to use Stat Crew is to manage your schedule in the cloud. This will keep you from having to create local team definitions, and in many cases keep you from having to import or update opponent rosters.

Stat Crew keeps local copies of teams and rosters on the laptops it is installed on. These local copies come from three sources:

- a) Cloud-scheduled games that download the team and roster automatically. These teams are referred to as “cloud-teams”, and the roster is referred to as a “cloud roster”.
- b) Importing a legacy XML game file will create a local team and roster for your opponent.
- c) Creating a manual team and importing or creating a manual roster for that team.

In the case of the cloud-scheduled game you get the benefit of automatic roster maintenance. If your opponent updates the roster at any point prior to the game your roster will update automatically – if you sync to the cloud prior to the start of the game.

Editing local teams or rosters

Editing local teams

You can edit local copies of teams and rosters by selecting Tools from the main menu, and then selecting Team/Roster Maintenance.

You will not be able to edit team details for a cloud-based team. If you see a problem with the team details for a cloud-based team such as incorrect conference, name, abbreviation, etc. please notify the SID for that team, or notify Stat Crew and they can change the master team profile.

Editing local roster files

You can edit the local roster definition for any team, even cloud-teams, by selecting the Roster action in the Teams list. From the Roster window you can import a new roster from a legacy Stat Crew roster file, export the roster to a legacy Stat Crew roster file, manually create, update and delete individual players, and import a roster from the cloud. Import from Cloud will only work if the selected team has created a roster in the cloud.

Player Names

Player names should be correctly cased – e.g. “William Hunt”, and NOT entered as “William HUNT” or other capitalized versions. Reports can all be customized to use last name first with capitalization.

Sharing, Importing and Exporting data

Sharing data with opponents

Sharing data with other schools that use the cloud

Sharing of data with opponents that use the Stat Cloud is automatic. Prior to the start of the game both teams should have created or uploaded their roster. When the home team starts the game both teams and rosters will already be ready. After the game the home team uploads final stats, and they are immediately available to the opponent. The opponent will see the complete game as soon as they start their Stat Crew client application with an Internet connection available.

Exporting a legacy Stat Crew roster

Stat Crew Next Generation can export roster files for use with opponents that are still using legacy Stat Crew. From the main menu select Tools and then select Team/Roster Maintenance. Select your team from the list and then select the Roster action. Select Export to File to create a legacy Stat Crew roster file.

Importing a legacy Stat Crew roster

Note – if you are playing a game that was scheduled in the cloud you may already have a roster file for your opponent. If your opponent has uploaded their roster to the cloud it will automatically sync to your local computer.

To import a legacy Stat Crew roster file, from the main menu select Tools and then select Team/Roster Maintenance. Select the team from the list and then select the Roster action. Select Import from File to import a legacy Stat Crew roster file. A roster may also be imported while creating a new game.

Uploading final stats

After a game is complete, if you are the home team, or if you are the away team and the home team is not a cloud customer, you can upload final stats. These stats are then available to your opponent, conference, and the NCAA (if you are an NCAA member).

Exporting a legacy Stat Crew game (pack file)

To export a legacy Stat Crew pack file, select Game from the main menu, and select Export Pack... Note that the exported pack file contains the box score and game details, but does not contain the list of plays (used for play-by-play).

Exporting a legacy Stat Crew game (XML file)

You can export a legacy Stat Crew game as an XML file. Select From the game reports window go to reports Xml all games or a single game.

Importing legacy Stat Crew data

Important – In the Stat Crew client application there is one master data directory. It is used for all sports and all data (reports, games, etc.) There are subdirectories under this directory, but they are managed automatically. Do not alter or move any subdirectories. You can select the location for the master data directory from the main menu by selecting Tools, then Change Data Directory.

There are two ways in which you may upload legacy data. The first of which is by using the season import wizard. The other way is by creating games in the cloud and importing xml into them individually.



To use the season import wizard you must first select the proper sport and season. If you try to upload xml from the wrong sport it will fail. Also to use this tool you must be connected to the internet and have the roster for this season set up in the cloud. Next you will want to go to the game menu and select import season xml (It can be used for single games as well). A new window will display giving you some brief information about using the tool.

Press next then add all the xml files for the season (if you get games that don't meet the requirements or if you are not one of the teams in the game the upload may fail and the game will be in your other games list). Press next to begin uploading. After the process is complete if the xml is good and all requirements are met the games will now be scheduled in the cloud and uploaded to the cloud as well.

The second option for uploading legacy data is to manually create the games in the cloud and use the upload final xml feature. The games may then be downloaded to the client.

Importing non season games

To import games that are other games such as exhibition games, the xml or json file should be passed from the school who scored the game. Then the away team or other team should use the tools "Import XML" or "Import game file" from the Game menu. It is recommended that you use the game file if both teams are using next Gen.

Sport-specific information

The Stat Crew Next Generation system is being rolled out one sport at a time to reduce risk of errors and to allow end-users to adopt the new software at a measured pace. New sections will be added to this part of the user manual as each new sport is released.

Soccer / Field Hockey

Play entry

Play types

The following play types and associated hot keys are available for soccer:

- S – Shot attempt
- E – Header attempt
- K – Corner Kick
- Y – Yellow Card
- N – Green Card
- C – Comment
- T – Timeout
- F – Foul
- O – Offside
- R – Red
- Z – Shootout
- G – Change Goalie
- I – Sub In
- P- Penalty Kick

Play details

Shot and Header - Enter player uniform number then a result which may lead to more options depending on the result you choose. The play results are:

S – Save by goalie

G – Goal

B – Blocked

O – Own goal

L – Left

R – Right

H – High

W – Wide

P – Post

C – Cross bar

T – Team save

D – Defensive player save

Corner – the input for a corner kick will be the team and jersey number of the player.

Green, Yellow, and Red – The input for green, yellow and red card is team and number. The app will automatically eject a player if he receives a red or two yellows.

Comment – The comment input will bring up a dialog box where you may type your comment.

Timeout – In the timeout play input you will be asked for the team and the reason.

Foul – The foul input will require a player number and team for its input.

Offside – Offside only needs a team input and then press the enter button.

Shootout – Shootout can be used almost exactly like the header and shot plays you enter a player number and a result. The results are different and are as follows

Y – Made

N – Miss

G – Game winner

Goalie – The goalie option will bring up a roster and will allow you to change the goalie to a by scrolling to the new goalie and pressing the 'O' key or enter.

Note: Goalie change plays are a type of substitution, and result in the current goalie being removed from the field. If you want to put the goalie back on the

Sub in – When using the sub in play option it will prompt you for the player coming in and then the player going out.

Penalty kick – The penalty kick option matches that of the shootout. It will ask for player number then result. The results are as listed below:

Y – Made
N – Miss
W – Wide

Play list

The Play list window shows a running count of all the plays for a specific period.

For soccer the color coding for plays is as follows:

Yellow card – Yellow
Red card – Red
Error (incorrectly entered play) – light red
Goal – Green
Foul - Tan

BasketBall

Play entry

Play types

The following play types and associated hot keys are available for soccer:

J – Jumper
D – Dunk
L – Layup
P – Tip-In
Y – 3PT Shot
E – Free Throw
F – Foul
S – Steal
T – Turnover
R – Rebound
A – Assist
K – Block
O – Timeout
W – Wrong basket

Play details

Jumper, Dunk, Layup, Tip-In, and 3PT – Enter a player number then one of the following play results.

G or Q – Good Field Goal
F – Good FG on a Fast Break
Y – Good 3PT Field Goal

R – Missed Shot

P – Good FG In Paint

X – Missed 3PT Shot

Z – Good FG on Fast Break and In Paint

K – Blocked Shot

On good field goal, follow prompt to enter assist, or press Enter for no assist.

On missed field goal, enter team and rebound, or B for Deadball, M for Team rebound.

On blocked shot, follow prompts to enter block, then rebound.

Free Throw – Enter player number then enter one of the following results:

R – missed free throw followed by rebound

E – for good Free Throw

Foul – Enter player number or T for technical or B for bench

Steal – Enter a player responsible for steal

Turnover – Enter player who turned over the ball

Rebound – Enter the player who rebounded the ball or B for deadball

Assist – Enter player number to attribute an assist

Block – Enter a player number for a block

Timeout – In the timeout play input you will be asked for the team and the reason.

Play list

The Play list window shows a running count of all the plays for a specific period.

For soccer the color coding for plays is as follows:

Player not on court – Red

Too many/few players on court – Yellow