



## CREZ COACH'S GUIDE v3.1

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### 2.0 ENTERING PLAYERS OR STAFF MEMBERS

#### 2.1 Enter a New Player

- 1) From the CREZ *Main Menu* select **Personnel** to open *Personnel Manager*.
- 2) In the *Personnel Manager*, select **New Player**.
- 3) Enter First Name and Last Name for the player and any other necessary information.
- 4) Close player when done.

#### 2.2 Enter a New Staff

- 1) From the CREZ *Main Menu* select **Personnel** to open *Personnel Manager*.
- 2) In the *Personnel Manager*, select **New Staff**.
- 3) Enter First Name and Last Name for the staff and any other necessary information.
- 4) Close window when done.

#### 2.3 Entering or Printing Rosters

If you need to enter or print a team roster, refer to the 'CREZ Scorer's Guide' for instructions.

### 3.0 PLAY DIAGRAMMING

A powerful feature in CREZ is the ability to create custom and formatted play diagrams. If you just want to draw and store plays associated with any coach, then use the **Plays** environment. If you want to enter playcalls (e.g., offensive sets) that will be tracked during a game, then use the **Playcalls** environment (Section 4.0).

Plays can be drawn using a digital pen similar to paper and pencil if using a Tablet PC **OR** using a standard mouse **OR** using a compliant external digital writing pad, such as Wacom's Bamboo product (search on the Internet for more information on this product – CREZ does not formally endorse this product, but suggests it as an inexpensive alternative to a Tablet PC).

Key Point: plays (and playcalls) are always stored according to a Staff member. Also, any coach's playcalls can be called in the *GameStats* environment (see Section 4.0 for details on invoking playcalls in *GameStats*).

#### 3.1 Using the Plays Environment

Use Section 2.2 to create a new staff member. Open that staff member's window and select the **Plays** tab for play diagramming.

There are a number of icons across the top of the page that assists drawing. These icons are defined here.



Add a new play page



Select/Adjust pen ink color



Adjust line thickness



Drawing Assistant Palette (the "DAP"). Used to create formatted graphics. Icons for the DAP are:



Auto recognize text (Tablet PC or Vista only)



Insert #s and X's and O's



- Cycles through #s, i.e. 1,2,3,4,5



Change font type, size, style



Create straight line



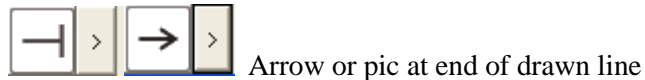
Create curvy line



Create smooth circle



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Arrow or pic at end of drawn line



Connect two lines drawn consecutively



Create dashed lines (to indicate passes)



Create wiggly line (to indicate dribbles)



Erase: just rub objects with pen tip



Select ink to be copied, pasted, or moved



Copy selected ink to Clipboard, then paste into another program such as i.e. Microsoft Word or Powerpoint



Copy entire page into Clipboard, then paste into another program such as i.e. Microsoft Word or Powerpoint



Create a FileLink icon to link to any existing file, such as a video clip; use 'Select' tool to move FileLink at any time



Paste an image into the play page



Clear the page of all text and diagrams



Change font type, size, style

- Note that many play pages can be created and accessed via tabs on the right hand side.
- If you want to create so many play pages to exceed the number of tabs on the right hand side, then we suggest grouping your play pages into playbooks (Section 3.4).

- Double-clicking the tab or going to **Edit->Page Properties** accesses the *Page Properties* window for that page. *Page Properties* allows you to change the name of the page or set the page to be part of the GamePrep (see Section 6.0 for more info on GamePreps).

### 3.2 Adding New Play Pages



- 1) Select the icon
- 2) Name the page
- 3) Select the type of template
- 4) Press **OK**

### 3.3 Template Manager

The *Template Manager* is used to create backgrounds for play pages. That is, the *Template Manager* can create a page of courts and text boxes of various sizes that can be reused as a play page. Instead of photocopying a piece of paper over and over, just use the same template and modify in the future as necessary!

- 1) In a play page, select **Edit->Template Manager**
- 2) Type in a **Name** for your template
- 3) Select court(s) and drag'n'drop on page
- 4) Note the drop down boxes contain courts of different sizes and orientations
- 5) Insert text box by selecting **Text Box** button, selecting a top left corner of the box on the page, and dragging the mouse/pen to the bottom right hand corner.
- 6) Reposition courts as desired (current court is highlighted in red)
- 7) When done, close window and save

### 3.4 Create New Playbooks

A playbook contains a set of play pages. There is a default playbook when you first start drawing play pages. Playbooks can be used to group offensive or defensive plays, or perhaps plays from season to season. If you want to create additional playbooks, follow these steps.



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- 1) Select **Playbooks->New Playbooks**
- 2) Name your playbook
- 3) Press **OK**
- 4) Add play pages just as you added play pages to the default playbook.
- 5) You can access any one of your playbooks by selecting one from the list under the **Playbook**.

### 3.5 Printing/Exporting Play Pages

- Print many pages: **File->Print->Print Pages** and select the play pages you want to print
- Print current page: **File->Print->Quick Print**.
- Create picture of page (convert to GIF picture format): **File->Export->GIF**
- Create web-ready page (convert to HTML format): **File->Export->HTML**.

### 4.0 PLAYCALLS

Play calls are predefined events and, like plays, are stored under a Staff member. Play calls are used to track custom events during a game, such as running a certain offense or performing a high post screen, as examples. Play calls can be entered during a live game (and then tagged to video) or entered during post-game video editing.

#### 4.1 Creating Playcalls

To enter play calls, follow these steps:

- 1) From the *Main Menu* select **Personnel** to open the *Personnel Manager*.
- 2) Either select and **Open** an existing staff member or create a **New Staff** member.
- 3) While in that person's environment, select the **Play Calls** tab at the top.
- 4) Select **Add New PlayCall**.

- 5) Enter the play call two-digit 'Number' and any other specific information. Note that the two-digit number is required only if entering playcalls using the MGS; otherwise, the two-digit number is optional.
- 6) All play diagramming features described in Sections 3.1-3.5 are available in the play call page.
- 7) **File->Save** when finished. Close coach's environment if completed.

#### 4.2 Invoking Playcalls For a Game

Once you have created your playcalls, then create a game or open an existing game as per Section 2 in 'CREZ Scorer's Guide'.

**Important Concept!** A play call has duration. For example, if running a particular offense, the playcall typically starts when the ball crosses half court and ends at a later time when some box score event (foul, shot, turnover, timeout) occurs. In contrast, box score events (shots, steals, etc.) are just a single point in time and have no duration.

CREZ has two ways to define a playcall duration 1) by ending the playcall with a box score event and 2) by ending the playcall with an 'end playcall' event. **To enter play calls with durations use either 1) or 2) for the whole game.** Do not mix using 1) and 2) for the same game.

- 1) **Playcalls and Box Score Events.** To include playcalls during the game *while collecting all box score events at the same time*, follow these directions depending on your scoring method.
  - a. **MGS.** Enter 'P' followed by the two digit playcall number to enter playcalls for the Home team. Enter 'C' followed by the two digit playcall number to enter playcalls for the Away team.
  - b. **Point'n'Click or MGS or StatCREZ or Live Box Score.** Click on **Playcalls** under the Home or Away rosters, depending on the team for which you are collecting play calls. Then just click on the desired play call in the popup window when required. When you enter the next game event (e.g. attempted shot, steal) then that event ends the play call. **Do NOT use the End Playcall**



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button since the box score event that follows the playcall will end that playcall.

- c. **StatCREZ.** Using the keyboard, enter the letter 'C' to indicate the playcall for either the Home or Away team, depending on which team currently has the ball. Limitation: only offensive playcalls for both teams or offensive/defensive playcalls for one team can be entered using StatCREZ keyboard entry.
- 2) **Play Calls Without Box Score Events.** To include playcalls during the game *while not tracking box score events* do the following for any one of the four event entry systems (Point'n'Click, MGS, StatCREZ, or Live Box Score). Click on **Playcalls** under the Home or Away rosters for one or both teams. Then just select the desired play call in the popup window when required. \*\*\* Use the End Playcall button to end the playcall. \*\*\*

### \*\*\* Important Note \*\*\*

You must terminate each playcall in exactly the same manner for the whole game. So, if the first playcall ends with a box score event, then all playcalls in that game must end with a box score event. If the first playcall ends with selecting **End Playcall**, then all playcalls must end using **End Playcall**.

### 4.3 Modifying the Playcall List During a Game in Progress

If you want to create a new playcall or modify an existing playcall during a game in progress, then do the following.

- 1) From the *Main Menu* select **Personnel** to open the *Personnel Manager*. Locate and **Open** the staff member associated with the game's playcalls.
- 2) In the staff member's environment, select the **Play Calls** tab.
- 3) Make your changes to the playcalls.
- 4) Save by using **File->Save**.
- 5) Return to the *GameStats* window, open the required playcall list by clicking **Playcalls** for either home or away teams, and select **Refresh List**.

### 4.4 Entering Sub Playcalls

A sub playcall is a custom event that does not have any duration that takes place during a play call. Examples of sub playcalls include tipped passes and screens.

- A sub playcall is created just like any other playcall (see Section 4.1 and invoked just like any other playcall (see Section 4.2).
- So, one can start a playcall (e.g. Motion offense) and then enter sub playcalls (e.g. pics, screens, tipped passes, double teams, etc.).
- For statistical purposes, sub playcalls are associated with the first playcall of that sequence.
- An example sequence might be: Motion (playcall), tipped pass (sub playcall), high post screen (sub playcall), attempted 3 pt shot (box score event). These are all recorded as independent events, but when CREZ calculates statistics, it will associate the playcall and two sub playcalls with the attempted 3 pt shot.
- Enter sub playcalls for all, none, or some of your playcalls.
- Sub playcalls can then be searched on in the team's *Video Analysis* window.

### 5.0 VIDEO ANALYSIS

Once game events are tagged to the video (see 'CREZ Video Capture and Tagging Guide' for directions), then CREZ provides the ability to search and play any desired clip and extract that clip for future use.

Searching, viewing, and extracting clips can be performed (a) in *GameStats* for a single game and (b) under *Video Analysis* in a Team environment for multiple games. The *Video Analysis* environment gives the user more flexibility and search capabilities.

#### 5.1 Single Game Video Analysis (*GameStats*)

Within *GameStats*, playback or extract tagged video clips by doing the following:



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- 1) From the *Main Menu* select **Games** to open *Games Manager*. **Open** the game associated with the game's playcalls.
- 2) Select the **Pop In** button to conveniently embed the video window in the scoring area, if preferred.
- 3) Select (highlight) an event in the Game Log. Then, either right-click the event or select **Play Selected** to play that event. The video will just continue playing past the end of the clip.
- 4) Select **Play Next** to play the next event in the Game Log.
- 5) Select **Extract** to store the selected clip to a separate file.
- 6) Use the **Filter** drop down box to filter for specific events and/or use the **Team** filter to select a particular team's events. Select **Show All** to reset the filtering.

Within *GameStats*, tag or extract clips directly from the video (without using play calls or events) by doing the following. On the right hand side of *Video Analysis*, there are buttons that enable Clip Tag (as per Section 3.5 of 'Video Capture and Analysis Guide'. While watching the video, if you just viewed something of interest and want to go back and tag it, then click **Loop**. If it is the start of a play and you want to record it as a clip, then click **Begin Clip**.

Here is how they work:

- a. **Loop** loops back into the video by the number of seconds indicated beside the Loop button and plays over and over.
- b. **Begin Clip** starts a clip at that video time.
- c. **Cancel** ends either **Loop** or **Begin Clip**.
- d. After **Loop** or **Begin Clip** has started, then the cursor moves to the **Label** so that a text description can be optionally typed in.
- e. Once a loop or clip has been started, **Extract** (save to a file) or **Tag** (tag the loop in the Game Log) or both **Extract + Tag**. In the case of **Begin Clip**, the clip ends whenever **Extract**, **Tag**, or **Extract+Tag** are selected.

All of these buttons can be activated by the keyboard so that the mouse is not required. This is the easiest way to use Clip Tags. Follow these keys:

Ctrl-L – **Loop**  
Ctrl-B – **Begin Clip**

ESC – **Cancel**  
Ctrl-E – **Extract**  
Ctrl-T – **Tag**  
Ctrl-+ - **Extract+Tag**

### 5.2 Multi-Game Video Analysis (*Team Environment*)

The *Team Environment* allows you to search for particular video clips over multiple games.

- 1) From the *Main Menu* select **Teams** to open *Team Manager*. Locate and **Open** the desired team.
- 2) Once in the team's environment, select the **Video Analysis** tab. The *Video Analysis* window provides many search features.
- 3) Choose the season(s) to view a list of games tagged to video for those seasons.
- 4) The *Games* list can be selected to choose your desired games.
  - a. Check off desired games one at a time.
  - b. To choose all games for searching, select the 'checkmark' symbol (found on the left in the list header).
  - c. To clear all games, select the 'box' (found beside the 'checkmark').
  - d. To filter, right-click any of the titles (Date, Opponent, etc.) and select the desired filter.
- 5) If desired, choose from the following:
  - a. A particular event from the 'Event Filter' (e.g. all made 3 pt shots, all steals, etc.)
  - b. A particular range of game times from the 'Time Filter' (e.g. 1<sup>st</sup> half, last 2 minutes, etc.)
  - c. A particular start/stop time of the video clip by setting the 'Start Time Before Event' and 'End Time After Event'. These may have to be adjusted depending on the accuracy of tagged events to the video.
  - d. Select 'Players'/'PlayCalls'/'SubPlayCalls' for 'Current' or 'Opposing' teams.



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- 6) Select **Append to List** to create a *Video List* of events based on the selected criteria.
- 7) In the *Video List*, check off the clips you want to view.
- 8) With this list, do any one of the following:
  - a. Select **Play** to view the clips in order.
  - b. Select **Extract** to store the clips to separate video files. Extract allows you to create clips that can be sent to other coaches, used in CREZ scouting reports, or share with other CREZ users.
  - c. Select **Merge** to view the selected clips as one continuous video. In this case, you will have to set the Output (hard disk location to store the merged video), Compression (accept default or change the quality as required), and Video Size (accept default or change the quality as required). Press **OK**. **Note: Windows limitations has forced this feature to be disabled for v3.0.**
- 9) Select new criteria and append to the list or use **Clear** and start a new search.

### 6.0 GAMEPREP (SCOUTING REPORTS)

A GamePrep (a scouting report) can be created for any team.


**Key Feature.** A coach may store many, many notes for any team, but they only want to channel certain information to their players (or to another coach, or their coaching staff, or to a scout when promoting a player). CREZ provides such tools to enter necessary information and then channel only selected information to the GamePrep.

**Format.** CREZ produces the GamePrep in an HTML format for ease of printing and mounting to a website.

**Content.** The following information can be included in a GamePrep:

- a. Scouting notes on teams
- b. Scouting notes on individual players and coaches
- c. Play diagrams (with notes)
- d. Links to external files (i.e. video clips, pictures, articles, etc.)

#### 6.1 Including Team Scouting Notes

- 1) From the CREZ *Main Menu* select **Teams** to open the *Team Manager*. If the team does not exist, then go to the 'CREZ Scorer's Guide' Section 2.1 for information on how to create a team.
- 2) Enter text information in point form in the provided boxes: Offense, Defense, Transition, Miscellaneous.
- 3) A FileLink is an icon embedded into text that provides a link to any file (video, picture, MSWord, PDF, ...). You can create a FileLink by selecting one of the text boxes, then clicking on the **FileLink** icon  and selecting the appropriate file by browsing.
- 4) CREZ has a convenient way to select only those notes that will appear in the GamePrep. Select **GamePrep** and a blue highlighter will appear as your mouse/pen pointer. If you select a row of text (just click the row) the text will appear in blue ink. Select again to change the text back to black. Blue text rows will appear in the GamePrep. Select **GamePrep** again to turn the blue highlighter off.

#### 6.2 Including Player Scouting Notes

- 1) From the CREZ *Main Menu* select **Teams** to open the *Team Manager*. Find the team and **Open**. If the team does not exist, then go to the 'CREZ Scorer's Guide' Section 2.1 for information on how to create a team.
- 2) Under the **Roster** tab, select a player or staff members and select either **Open Player** or **Open Staff**.
- 3) Enter point form information into the available text boxes (Offense, Defense, Miscellaneous, Medical Info)
- 4) CREZ has a convenient way to channel some of these notes into the GamePrep. Select **GamePrep** and a blue highlighter will appear as your mouse/pen pointer. If you select a row of text it the text will appear blue. Select again to change the text back to black. Rows shown in blue text will appear in the GamePrep. Select **GamePrep** again to turn the blue highlighter off.

#### 6.3 Including Play Diagrams



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- 1) From the CREZ *Main Menu* select **Teams** to open *Team Manager*. Find the team and **Open**. If the team does not exist, then go to the 'CREZ Scorer's Guide' Section 2.1 to learn how to create a team.
- 2) Under the **Roster** tab, select the head coach and select **Open Staff**.
- 3) In the head coach's environment, select the **Plays** tab.
- 4) Tab to the page you wish to include in the GamePrep.
- 5) Go to the menu item **Edit->Page Properties ...**
- 6) In the **Page Properties** window, check off the **GamePrep Page** box.
- 7) Press **OK**.
- 8) Repeat steps 4) to 7) to include any number of play pages.

### 6.4 Generate the GamePrep

- 1) Once you have setup the team/player notes and the play pages, then you are ready to generate the GamePrep.
- 2) From the CREZ *Main Menu* select **Teams** to open the *Team Manager*. Find the team and **Open**.
- 3) From the menu, select **Game Prep->Generate Game Prep**.
- 4) Follow the onscreen directions.

## 7.0 STATISTICS AND SHOT CHARTS

CREZ provides unprecedented tools for viewing multi-game team statistics and shot charts by team, player, and playcall.

### 7.1 Accessing

To view the team's statistics page, do the following.

- 1) Go to the CREZ *Main Menu* and select **Teams** to view the *Team Manager*.
- 2) Find the desired team and **Open**.
- 3) Select the team's **Statistics** tab. All team statistics and shot charts are accessed in this window.
- 4) We suggest that once you have a couple of games logged, then take a look at your statistics and experiment with this environment to become familiar with the different buttons, tabs, and menus. Details of this window are explained below.

### 7.2 Selecting Games

Choose the season(s) to view a list of games tagged to video for those seasons. The *Games* list can be used to choose any set of games. Use these methods to help select games:

- a. Check off desired games one at a time.
- b. To choose all games, select the 'checkmark' (found in list header).
- c. To clear all games, select the 'box' (found in list header).
- d. To filter, right-click any of the titles (Date, Opponent, etc.)

### 7.3 Viewing Multi-Game Box Scores by Players/Lineups/Play Calls

Once the set of games has been selected, then you can choose to look at box score statistics via players, line-ups, or play calls. Select the **BoxScore** button and then select one of the **Player**, **Lineup**, **PlayCalls** tabs on the right hand side to view associated statistics.

### 7.4 Expanding Rows/Columns.

Anywhere you see a '+' symbol indicates a row or column that can be expanded to reveal additional statistics. CREZ does this to prevent overloading the screen with data and to allow you to drill down to see whatever piece of information you need.

- a. Columns displaying the Greek letter ' $\mu$ ' represent an average. Expanding the column will show totals. Expanding the column for minutes played also shows the number of quarters the player has played for those games. This is helpful in states where counting quarters is required for high school eligibility rules.
- b. Expanding rows for **Players** show stats per game for each player.
- c. Expanding rows for **Lineups** show the stats for those five players when they played together.
- d. Expanding rows for **PlayCalls** – this is pretty amazing – show stats for playcalls across players, lineups, and games.








### 7.5 Viewing Court Events by Players/Lineups/Play Calls

Once the set of games has been selected, then you can choose to look at court events (such as shot charts) via players, line-ups, or play calls. Select the **Court Events** button and then select one of the **Player**,



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**Lineup, PlayCalls** tabs on the right hand side to view associated statistics.

-  - Outlined Circle indicates **Made Shot**
-  - No outline indicates **Missed Shot**
  
-  - **Jump Shot**
-  - **Dribble Left**
-  - **Dribble Right**
-  - **Catch and Shoot**
-  - **Hook Shot**

You can also view court events by any event. By default, the **FG (All)** is selected. However, this drop down menu lets you choose any game event and show where those events are taking place on the court.

You can view the court events as just dots, just text, or both, by selecting the appropriate button. Increase or decrease the size of the dot/text using the **Size +/-** buttons.

Note that StatCrew does not capture court locations so stats provided by StatCrew XML files will not have shot charts, rebound charts, etc. Also, Cybersports only tracks shot locations and not locations for rebounds, steals, etc. Cybersport XML files provide limited statistics. If you want to capture court locations for all events, use the CREZ Minimal Glance System (MGS). If you want to just capture shot charts, we recommend either the MGS or the CREZ Point'n'Click method for game scoring. See 'CREZ Scorer's Guide' for details on MGS or Point'n'Click.

### 7.6 Viewing Shot Types by Players/Lineups/Play Calls

Once the set of games has been selected, then you can choose to look at shot types (dribble left, dribble right, catch & shoot, etc.) and pressue (contested vs. uncontested) via players, line-ups, or play calls. Select the **Shot Types** button and then select one of the **Player, Lineup, PlayCalls** tabs on the right hand side to view associated statistics.

Shot types can only be captured using the CREZ Minimal Glance System (MGS). Details can be found in the 'CREZ Scorer's Guide'.

### 7.7 Viewing Ratings by Players/Lineups

The usual methods for analyzing basketball statistics are known not to tell the complete picture. Dean Oliver (author of "Basketball on Paper") has recognized this for a long time and works professionally to analyze NBA basketball statistics. The methods that he outlines in his book are used here to calculate the statistics. See the CREZ Help documentation and Dean Oliver's book for more details on the interpretation of these advanced statistics.

### 7.8 Features – Viewing Specialized Stats

You can view stats by the whole game (default), by half, by quarter, or by last 2 minutes of game. Use the **Whole Game** drop down menu to choose your game time.

#### 7.8.1 Opponent Stats

Just select the **Opponents** check box and the next time you click the **Show Stats** button, the opponent stats will display as well.

#### 7.8.2 Normalizing the Stats

**Average Per Game.** By default, the stats appear as the traditional averages per game. However, these do not always tell the whole story.

**Average By 100 Possessions.** In the drop down menu, choose 'Average by 100 Possessions' to calculate what is often referred to as "tempo-free" statistics. A high paced game may lead to more points, however, your team may not be as efficient at scoring those points. By averaging per 100 possessions, the tempo of the game and the playing time of a player/line-up can be numerically ignored. For more details on per 100 possession statistics, take a look at the book by renowned basketball statistician, Dean Oliver, entitled "Basketball On Paper." There are also websites that provide this information for collegiate level basketball – now they are available for all levels of play with CREZ.



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**Average Per 32/40/48 Minute Game.** You can also use the drop down menu to average the game by 32, 40, or 48 minutes, depending on the duration of your game. These stats remove the effect of varying playing time per player and per line-up. For example, if someone scored 10 pts for 10 minutes of playing time in a 40 minute game, then their expected points if they played the whole game would be 40 pts.

### 7.8.3 Box Score vs. Defensive Stats

By default, the box score statistics appear. To view defensive statistics, use the drop down box that shows **Box Score Stats** and select **Defensive Statistics**. This, for example, can show you how many offensive rebounds a particular line-up is giving up, important information that is not readily available any other way.

### 7.8.4 Opponent Stats

Just select the **Opponents** check box and the next time you click the **Show Stats** button, the opponent stats will display as well.

## 7.9 Printing Multi-Game Stats

To print stats, go to the menu **File->Printing->Stats**. These stats will print according to whatever you have currently displayed. So, setup the stats window to view what you want and then print.

## 8.0 EXCHANGING DATA

### 8.1 Exporting CREZ Database Game Files

If you just want to export a single game as a CREZ database file, you can do this one of two ways. First, from the *Main Menu*, select **Games** to open *Games Manager*, and select the game you wish to export. Then either:

- Select **Export Game**; or
- Open**, and in *GameStats*, select **File->Generate->Export Database File**.

The **Exchange** environment allows you to easily select many games by team to export into a CREZ database file. This allows you to share CREZ data with other CREZ users using the same or higher version.

- 1) From the *Main Menu*, choose **Exchange** and select **Export** to open the *Export Database* window.
- 2) Choose the teams of interest for exporting.
- 3) Set the 'Export Team Settings'. **Include Team Roster** must be set. In addition, you can choose to export the personal information, play calls, plays, scouting info, or drills.
- 4) Choose games to export based on the selected teams.
- 5) If desired, choose to **Include all Templates, Include all Playcall Templates, Remove Playcalls from Game Logs, or Include All Drill Templates**. For example, if you are sending the games to someone outside of your staff, you probably want to remove the play calls from the game logs.
- 6) Once everything is setup, choose **Start Export**. The file should be stored with a \*.crezdb extension.
- 7) Transfer \*.crezdb file using a memory key, email, etc.

If you want to export all data, choose **Export Entire Database**.

Note: These \*.crezdb files can be read into anyone else's CREZ system using the same version or a higher version.

### 8.2 Importing CREZ Database Game Files

- 1) From the *Main Menu*, backup your database by choosing **Backup Database** and storing your database in an appropriate location.
- 2) From the *Main Menu*, choose **Exchange** and select **Import** to open the *CREZ - Import Data* window.
- 3) **Browse** to find the CREZ database (\*.crezdb) file.
- 4) For each item, select one of the following flags:
  - a. **Insert**. If an existing entry is found, CREZ will either combine the entries (e.g. for text boxes) or ignore the new entry. If the current field is empty, any new information will replace it.



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- b. **Overwrite.** If an existing entry is found, CREZ will either combine the entries (e.g. for text boxes) or overwrite the current entry. If a field in the new database is empty, it is ignored.
  - c. **Ignore.** Ignore means to not attempt to import that particular data.
- 5) When ready, select **Import Data**. Depending on the size of the database being imported and the speed of your computer this could take several minutes. Give the program sufficient time to complete, even if it looks as though the computer stalled.

### 8.3 Importing Third Party XMLs

CREZ has the ability to read in *CREZmonitor*, StatCrew, Cybersports, and DakStats XMLs. An XML is just a formatted standard data file that, in these cases, stores the roster and play-by-play information. Obviously, using the advanced CREZscorer system to capture live game statistics is far easier and efficient. However, if your league mandates one of these three products at the scorer's table, then you can read their outputs into CREZ. Some details:

**CREZmonitor.** See Section 8.4 for details.

**StatCrew.** StatCrew can not include court positions so imported XML files will not display shot charts, rebound charts, etc. Also, as of version 4.9, StatCrew XMLs do not include the timing information necessary for InstaTagging.

If you need to use StatCrew at the scorer's table and want to InstaTag, see Section 8.4 for information on how to use the CREZmonitor product.

Alternatively, you can import a StatCrew XML file and quickly manually tag each event to video as the video is played back (see 'CREZ Video Capture and Tagging Guide' under 'Manual Tagging' for details).

Note: CREZ does fully replace StatCrew at the scorer's table using a more effective interface and generates the BXP output necessary to send to your conference/league. The CREZscorer product is free.

**Cybersports.** As of version 5, Cybersports provides court locations for shots and provides timing information necessary for InstaTagging. After

reading in a Cybersports XML, follow the directions for InstaTagging indicated in the 'CREZ Video Capture and Tagging Guide'.

**DakStats.** As of v4.2, DakStats provides court locations only for shots and does not provide the timing information necessary for InstaTagging.

Here are the steps to import a third party XML.

- 1) From the CREZ *Main Menu*, select **Games** to open *Game Manager*.
- 2) Select **Import XML**.
- 3) **Browse** and **Open** desired XML files.
- 4) Load home and away teams if they already exist in the CREZ database. If they do not exist, CREZ will take care of creating the teams and the players.
- 5) Press **Convert Data**.
- 6) If new rosters must be created a popup appears. Press **Yes**.
- 7) Enter information as necessary in the *Game Settings*.
- 8) Select **Save Settings**. Game is now part of the CREZ database and will appear in the *Game Manager*.

### 8.4 CREZmonitor – InstaTagging With StatCrew

CREZ offers a product that allows you to continue using StatCrew at the scorer's table, but still be able to produce an XML with necessary timing information for InstaTagging.

- 1) Go to the CREZ website to download the *CREZmonitor* product. There is an accompanying 'CREZ *CREZmonitor* Guide' available for download as well.
- 2) Run *CREZmonitor* and follow the easy-to-use directions. *CREZmonitor* will start the StatCrew program and allow you to setup a game within StatCrew. Make sure you turn monitoring on once the StatCrew game is ready to go.
- 3) Collect events using StatCrew as usual.
- 4) At the end of the game, generate a CREZ XML file that contains all the usual roster and game information.
- 5) Follow the steps in Section 8.3 to import the CREZ XML file produced by CREZmonitor.



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- 6) Then, InstaTag your game video using the steps provided in the 'CREZ Video Capture and Tagging Guide'.

### 8.5 Importing NBA Data

CREZ has the ability to read in domain NBA data. NBA provides TS, XML, and WMV (game video) files. Once these files are imported into CREZ, the game events are already tagged to the game video – no tagging required. Once imported, you can go to *Team Analysis* (multi-games) or *GameStats* (single game) to view selected video clips and extract as required, as discussed in Section 5 of this guide.

Follow these steps:

- 1) From the CREZ *Main Menu*, select **Games** to open *Game Manager*.
- 2) Select **Import NBA**.

- 3) **Browse** and **Open** the desired .TS file.
- 4) **Browse** and **Open** desired XML file. CREZ assumes that the XML file and the WMV game video are stored in the same directory. If this is not the case, you can fix this up in *GameStats*.
- 5) Load home and away teams only if they already exist in the CREZ database. If they do not exist, CREZ will take care of creating the teams and the players.
- 6) Press **Convert Data**.
- 7) If new rosters must be created a popup appears. Press **Yes**.
- 8) Enter information as required in the *Game Settings*.
- 9) Select **Save Settings**.