



CREZ SCORER'S GUIDE v4.2

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1.0 OVERVIEW

Who Should Use This Guide? This guide can be used by anyone “scoring” a basketball game using the CREZ system. Scoring involves capturing game events (attempts shots, rebounds, play calls, etc.).

Live Scoring Methods. CREZ offers four different methods for scoring games: Keyboard, Point’n’Click (using mouse or digital pen), Minimal Glance Systems (MGS) (using a digital pen), and Live Box Score (using a mouse or digital pen).

- If you have a Tablet PC, then we recommend using the MGS.
- If you have experience scoring at the NCAA level, then we suggest using the Keyboard interface.

- If you do not have a Tablet PC and want to collect shot charts, then use the Point’n’Click interface.
- The Live Box Score interface is probably the easiest to start using immediately, but does not capture shot charts.
- See the Appendix for more details comparing these four methods.

Preparation. Before attempting to score a game, one should first practice. CREZ provides an environment for just practicing any of the scoring methods. To access, from the *Main Menu* select **GameStats Practice**. Follow the directions in that environment. **GameStats Practice** focuses on how to enter game events without managing other aspects for a real game such as managing the game clock or entering rosters.

Post-Game Stats Entry. This guide also includes how to alternatively enter existing game box scores or score sheets.

Free Software. The scoring system is available for free using the CREZscorer product. Go to <http://www.crezbasketball.com> to download. Note that not all features described in this document are free and some require a product upgrade. Go to <http://www.crezbasketball.com/store> for details.

Terminology. For clarity, CREZ Guides use the following terms.

- event: typical game occurrence e.g. attempted shot, foul, play call, etc.
- stats or statistics: calculations using events e.g. a player successfully making 40% of their 3pt attempts
- box score events: standard events found in a typical box score
- Play Call: customized event e.g. tracking particular offenses, tipped passes, screens, etc.
- Event Log: list of sequential events for one game (the play-by-play)

Combining play calls and box score events represents all possible game events.

Backups. As with any computer data, we recommend that you regularly backup your data to an external storage device. All CREZ data can be backed up by selecting the **Backup** button on the Main Menu. Any game



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video or outputs generated by CREZ (e.g. box scores) need to be backed up separately.

- Make sure that, from the *Main Menu*, that the time zone is set by clicking on the **Applications Settings**.

2.0 BEFORE THE GAME

2.1 Enter Rosters

For each of Home and Away rosters, follow these steps.

- 1) From the CREZ *Main Menu* select **Teams** to open *Team Manager*.
- 2) If the team is already listed in *Team Manager*, select team and **Open**. In the team's window, verify that players and numbers are correct. Close team window when done and skip to Section 2.2.
*** **Important:** If this is a new season for a team in CREZ, you need to create a new season using the existing team. A new season for a team can be created by using the season drop down menu found above the Team Staff list in the team window. ***
- 3) Otherwise, if team is not listed in the *Team Manager*, click **New** to create a new team. Enter team information at the top. Yellow boxes are mandatory and that your team is unique by City, Gender, and Category.
- 4) To add players to the roster, do the following for each player:
 - a. Click **Add Player/Staff**.
 - b. If player already is listed in the **Personnel Manager**, select them and **Open**. Enter their jersey number (#) in the Team Roster. This is important so that the same player is not added twice.
 - c. Otherwise, click **New Player** (or just use Ctrl-N to add a new player). Enter jersey numbers (Home and Away), First Name and Last Name in the *Team Roster*.
 - d. Additional information can be optionally entered by selecting a player and selecting **Open Player**.
 - e. Players can play for more than one team at the same time.
- 5) To add coaches to the roster, do the following for each staff member:

- a. Click **Add Player/Staff**.
 - b. If staff member is already is listed in the **Personnel Manager**, select and **Open**. This is important so that the same staff member is not added twice.
 - c. Otherwise, click **New Staff**. Enter First Name, Last Name and Title in the *Team Staff*.
 - d. Additional information can be optionally entered by clicking a staff and selecting **Open Staff**.
- 6) Close *Team* window when done. Now your team rosters are stored and you are ready to open a game.

2.2 Opening a Game

- 1) To start a game, from the *Main Menu* select **Games**.
- 2) If the game exists in the *Game Manager*, then select the game and **Open** to view the *GameStats* window for that game. If the game exists, skip down to Step 12.
- 3) In *Game Manager*, select **New GameStats** to create a new game for scoring. The *New GameStats Setup* window will appear.
- 4) On the **Clock** tab, select type of period (quarters or halves) and period length. Select the Game Clock Mode by deciding whether or not the game clock will be tracked (normally this would be left ON). Note that setting Game Clock to OFF has two limitations: game events will not be associated with a game time and playing times for each player will not be tracked.
- 5) On the **Court** tab, select the court containing the home team's basket i.e. the basket that the home team will shoot at to start the game.
- 6) Using the **Home Roster** and **Away Roster** tabs, **Browse** and select the appropriate teams entered in Section 2.1. You must enter two teams to create a game.
- 7) For each roster, select Starters (S) and Not Dressed (ND). If you do not know the starters or they change prior to tip-off, the Starters can be entered or modified at any point prior to tip off (see Step 12)).
- 8) For **Game Details**, enter necessary information.



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- 9) **Data Collection** is required only if you are planning to capture specific shot types (catch & shoot, etc.) or shot pressure (contested and uncontested). These can only be captured if you are using a Tablet PC with the Minimal Glance System (MGS) event entry system. Normally, these are only captured for higher levels of play.
- 10) For **PlayCalls**, select a coach for each team if you want to capture their play calls during the game.

Note 1: Scorers normally do not capture playcalls, but one can capture playcalls and box score events at the same time.

Note 2: Coaches traditionally capture playcalls post-game when viewing video. However, more efficiently, coaching staffs can capture playcalls live, but separately from the scorer's box score events. If the scorer captures box score events on one computer and a coach (or assistant) separately captures play calls on another computer, these two versions of the same game can be merged. See the Coach's Guide for details on Merging.

- 11) Click **Save and Start Game**. The *GameStats* window will appear.
- 12) You are now ready to score the game. If you need to make changes, open the menu item **File**→**Game Settings**. To make any changes to Starters, just enter substitutions prior to starting the game clock.

2.3 Game Webcasting

The free CREZscorer product only allows webcasting of game events and stats post-game. For a fee, the webcasting can be done in real-time. To use the real-time feature, your computer must be connected to the Internet in the gym. Go to <http://www.crezbasketball.com/store> for rates.

Webcast Live Game

- 1) In *GameStats*, open **File**→**Webcast** to open *Webcast Settings*.
- 2) Set the abbreviations and, if desired, choose team logos (if you have these images available).
- 3) Check off the **Enabled** box.

- 4) Click **Test the Connection**. If successful, click **OK**. If the **Test the Connection** does not work, check your Internet connection and try again.
- 5) Click **View Webcast**. This opens a browser and opens the page with that game's stats.
- 6) Click **Webcast**. Refresh your browser page to see the stats.

Webcast Post-Game

- 1) From the *Main Menu*, click **Games** to open the *Game Manager*.
- 2) Select the game you want to webcast.
- 3) Set the abbreviations and, if desired, choose team logos (if you have these images available).
- 4) Check off the **Enabled** box.
- 5) Click **Test the Connection**. If successful, click **OK** and your stats will automatically be webcast. If the **Test the Connection** does not work, check your Internet connection and try again.
- 6) Click **View Webcast**. This opens a browser and opens the page with that game's stats.
- 7) Click **Webcast**. Refresh your browser page to see the stats.

Webcast Tournament Game

- 1) From **File**→**Game Settings**, open the **Game Details** tab.
- 2) Under the Type field, select 'Tournament'.
- 3) Enter the Name of the tournament. This must be entered exactly so that it matches the name of the tournament on the Webcast.
- 4) Webcast either "Live" or "Post-game" as per directions above.

Look here to find your game: <http://webcast.crezbasketball.net> . Once you find your game, you can link directly to that webpage from your own team's site. Enjoy!

2.4 Save/Print/Email Roster or Contact List

- 1) From the *Main Menu*, open **Teams**, and from the *Team Manager* select your team and then select **Open**.
- 2) In that *Team* window, select either **File**→**Print**→**Roster as HTML** or **File**→**Print**→**Phone/Email List as HTML**.



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- 3) Follow the on screen directions.

2.5 Send Game Stats to MaxPreps

- 1) In *GameStats*, open **File**→**Generate**→**MaxPreps Home** or **File**→**Generate**→**MaxPreps Away**, as required.
- 2) Generate and view the MaxPreps text file.
- 3) Go to the MaxPreps website and, using your account, upload the appropriate file.

3.0 SCORING THE GAME

3.1 Selecting the Event Entry Method

Go to **File**→**Event Entry Method** to choose a scoring method. Choose between one of the four scoring methods CREZ has to offer: Keyboard, Minimal Glance System (MGS), Point'n'Click, or Live Box Score. See the Appendix for details. Refer to the **GameStats Practice**, accessible from the *Main Menu*, for directions on how to use each entry method.

3.2 During the Game

- Errors can be corrected by using the buttons that appear below the **Event Log**. Just click and highlight the desired event and then click one of **Delete**, **Replace**, or **Insert Before**. Then, for **Replace** and **Insert Before**, just enter the event as you would normally.
- To make sure playing time is tracked accurately, delete accidental substitutions using the **Delete** button. If these are not deleted in the Event log, then playing time can be incorrect.
- Roster changes can be made at any point during the game. This is helpful because the initial rosters sometimes have errors.

Fixing a Jersey Number During a Game Being Scored.

- a. If a player has a different jersey number than that listed on the roster, keep entering events *using the number they are wearing*.
- b. Open **File**→**Game Settings** and modify the jersey number for the player. This will change their jersey number for that game only.

- c. To change their jersey number on the Team, from Game Settings Open the **Team**, modify the jersey numbers, and save/close (this will not affect the current game).

Fixing a Player's Name During a Game Being Scored.

- a. To change a player's name, open **File**→**Game Settings**, Open the required Team, modify the name, and save/close
- b. This change will be shown in the current game.

- Rosters can swap sides at any point during the game using **Action**→**Swap Sides**.
- If you prefer to use the home team MGS event codes for your team regardless if you are the home or away team, then you can swap the codes using **Action**→**Swap Home and Away Event Codes**.
- To view a graph of the running score, go to **Action**→**Graph Score**.
- To view substitution charts, go to **Action**→**Substitution Chart**.
- To enter some notes for coaching or strategic purposes, open **Action**→**Game Notes**.
- You can enter a media line (e.g., "#12 out with sprained ankle") using **Action**→**Media Line**.
- To change the game clock, either (a) use the up/down arrows located beside the game clock or (b) use the **Action**→**Change Game Time** menu item and enter the revised game time in "0:00" format.
- To include playcalls during the game please refer to Section 3.7 of the 'CREZ Coach's Guide'.

3.3 AutoTag

AutoTag automatically tags captured events to captured video at a live game. Both the video and the events are simultaneously captured using the same computer. See the 'CREZ Guide for Video Capture and Tagging' for details on how to setup the video. Score the game in the usual manner as the video is streamed to the computer. This allows for video clips to be searchable for playback at any point during the game.

3.4 Tasks At Half-Time or At the End of the Game

- To print a box score at any point, go to the **File**→**Print** and select from one of **HTML Game Summary**, **Box Score**, **Newspaper Box**



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Score, or Official Scorer's Report. Under **File**→**Print** you can also print a **Play by Play**.

- To create game data to send to MaxPreps, go to **File**→**Generate**→**MaxPreps**. After the file is created, go to the MaxPreps site to upload.
- To create a game file identical to the StatCrew BXP file, select **File**→**Generate**→**BXP Generator**.
- If you want to print box scores for line-ups or play calls or you want to print shot charts, all for one or more games, then do the following.
 - a. **File**→**Save** (no need to close the *GameStats* window).
 - b. Go to the *Main Menu*, select **Teams** to open the *Team Manager*, select your desired team, and **Open**.
 - c. Select the **Statistics** tab, choose games, set desired settings and use **File**→**Print**→**Displayed Stats**. This will print the stats in the manner that are presented on the computer screen. **File**→**Print**→**Total and Average Stats** prints, for the selected games, a multi-game box score by totals and averages.
 - d. For further details on multi-game statistics, go to the "CREZ Coach's Guide".
- To view box scores in *GameStats* select the **BoxScores** tab (located close to the **Event Log** tab) and select **Calculate**.
- To view shot charts (and rebound charts, etc.) in *GameStats*, select the **Shot Charts** tab (located close to the **Event Log** tab). Then, choose your team, event type, and game time range. Select **Show**. Note that only the Point'n'Click and MGS methods capture court locations required to map the shot charts.
- If you would like to tag your game events to video after the game, then refer to the "CREZ Video Capture and Tagging Guide" for details.

4.0 STORING BOX SCORE STATS

CREZ allows manual entering of just box score or score sheet data, namely game data without a play-by-play. Box score stats includes all typical game

statistics; score sheet stats contains only the scorer's official game sheet (made shots, fouls, attempted and made free throws). Once the box score or score sheet is entered, you can send the stats to the CREZ webcast site or upload them to MaxPreps.

4.1 Storing Box Score or Score Sheet Stats

- 1) If you need to first enter the team rosters, go to Section 2.1 in this Guide.
- 2) From the *Main Menu*, select **Games** to open the *Game Manager*.
- 3) In the *Game Manager*, select **New BoxScore**.
- 4) Load the two teams and select **Save and Enter Data** to open the *BoxScore* window.
- 5) Enter the numerical data one box at a time. You can use the Tab key to advance to the next box.

4.2 Webcast Box Score or Score Sheet

- 1) In *BoxScore*, open **File**→**Webcast** to open *Webcast Settings* or just click on the **Webcast** button.
- 2) Set the abbreviations and, if desired, choose team logos (if you have these images available).
- 3) Click **Test the Connection**. If successful, click **OK**. If the **Test the Connection** does not work, check your Internet connection and try again.
- 4) Click **View Webcast**. This opens a browser and opens the page with that game's stats.
- 5) Click **Webcast**. Refresh your browser page to see the stats.

You can always find your game here: <http://webcast.crezbasketball.net>
Link directly to your team or individual games from your own team's site.

4.3 Send Box Score or Score Sheet to MaxPreps

- 4) In *BoxScore*, open **File**→**Generate**→**MaxPreps Home** or **File**→**Generate**→**MaxPreps Away**, as required.
- 5) Generate and view the MaxPreps text file.
- 6) Go to the MaxPreps website and, using your account, upload the appropriate file.



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5.0 MERGING GAMES

CREZ has the unique ability to merge events for the same game from two different sources. For example, if the scorer captures game events and a team assistant simultaneously captured play calls for the same game using another computer, then the Event Logs of the two games can be merged to combine both game's events in sequence into a new game.

Coach-captured playcalls can also be merged with scorer-captured third party (e.g., StatCrew) game events.

For details refer to the "CREZ Video Capture and Tagging Guide".



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APPENDIX – COMPARING EVENT ENTRY METHODS

Method	Input Device	Learning Curve (1 - easiest)	Capture Shot Charts?	Capture Rebound, Steal, etc. Charts?	Tag to Video?	Capture Play Calls?	Operated by Single Person?	Can Score Without Rosters Loaded at Game Time?
Live Box Score	Mouse or Digital Pen	1	Not Yet	Not Yet	Yes	Yes	No	No
Point and Click	Mouse or Digital Pen	2	Yes	No	Yes	Yes	No	No
Minimal Glance System (MGS)	Digital Pen	2	Yes	Yes	Yes	Yes	Yes	Yes
Keyboard	Keyboard	3	No	No	Yes	Yes	Yes	No

All four game event scoring methods are used either during live game situations or post-game video analysis for capturing game statistics. Guidelines:

- 1) If you have access to a Tablet PC, then the *Minimal Glance System (MGS)* is recommended. *MGS* uses handwriting recognition to create the game play-by-play so a digital pen is required.
- 2) *Keyboard* mimics StatCrew keystrokes so if you know StatCrew, *Keyboard* is easier. *Keyboard* has numerous advantages over StatCrew including quick on-screen event error correction, ease of substitutions, quick access to printing, ability to record play calls, quick access to onscreen box scores, viewing of the play-by-play, integration with video, one-click stats webcasting, viewing of substitution charts, viewing of running score chart, display of every possible entry code (keystrokes are not hidden), and more. *Keyboard* generates the same outputs (BXP, XML) as StatCrew. StatCrew costs \$350 (and \$350 more if you want to webcast) while CREZscorer is FREE.
- 3) '*Live Box Score*' is a very simple interface that anyone with a basic understanding of basketball can learn very quickly. We call this the "Mom and Dad" interface since Mom and Dad can step down from the stands and use this event entry system right away.
- 4) You can practice each interface using **GameStats Practice** accessible from the *CREZ Main Menu*.