Apple Device Instruction Guide- High School Game Center (HSGC) Basketball Statware

Getting Started

1. Download the app on your Apple device
   a. Open the app store
   b. Do a search for Digital Scout, Inc.
   c. Locate the HSGC Basketball app. Please note this is different than the dS Basketball Statware app.
   d. Tap on the button marked 'FREE' and tap again the 'INSTALL APP' button
   e. Enter your Apple ID and password to begin installation. If you have not yet set up an ID and password, select to create a new one and continue through that process. Once finished, repeat the previous step.
   f. Once installed, the app will appear on your device

2. Account Creation
   a. From the device, open the app by selecting the Basketball Statware icon. From this main page, you may log in if you are an existing user. If you are a Time Warner Cable or Suddenlink sponsored team, Digital Scout should have provided your head coach with this information already. Please contact us for this information if needed.
   b. If you do not have an account, click on the 'Create Account' button in the top right corner of the screen. This will take you to the sign up page at www.hsgamecenter.com
      a. Fill out the required fields and click create.
      b. Once you have created your account, you will need to select your proper team from hsgamecenter.com. Click on the 'Create a team' link and locate your team from our database.
      c. Once the account has been created, you are ready to continue with the next step of signing into the app
   c. Enter your email address
   d. Enter your password
   e. Click on Login

3. Getting familiar with the home page
   a. Please note the version number located in the bottom right corner of the screen. You may be asked for this information if asking questions about the app.
   b. My Teams
      a. This section displays both your managed basketball teams, and your opponents.
      b. By selecting a team from this list, you may edit the team's roster. You can input your team's roster either from this page, or from hsgamecenter.com.
      c. By clicking on the sync button located in the top right corner, this will pull down any new opponents from hsgamecenter.com.

d. Unlike previous Digital Scout versions, you cannot create new teams on the device. New teams must be added on hsgamecenter.com. Please review the Game Center manual for instructions on how to do this.

c. Games

    a. The Games button contains your schedule for the season. Games will appear on this list one of three ways:

        1. You've created the game on hsgamecenter.com and completed a sync

        2. Your opponent has created a game on their device against your team. If this has happened, you do not need to create a second duplicate game, please use the one listed.

        3. You created a game using the + button in the top right corner

    b. From the Games page, click on the sync button to pull down your schedule from hsgamecenter.com. Please do this after any editing is done from the web, or anytime you download the app on a new device.

    c. Use the + button when you do not see your game listed on the schedule. Creating a game that will be sent to hsgamecenter must be done while the user has Wi-Fi access on the device.

        1. Choose the game time

        2. Choose your team

        3. Choose your opponent team

            a. Search for your opponent by State. All High School teams in the U.S. should be listed.

            b. If you do not have Wi-Fi access and/or cannot locate your opponent, click on the 'I don't see my opponent' option. From this screen you may choose a previous opponent, or create one using the + button. Keep in mind if you choose this option, stats and scores will not be sent to Game Center until a Game Center Administrator approves this new team. You can still view a box score on the device.

        4. Select the Game Location whether it's Home or Away. Neutral Site games should be listed as Away games.

        5. Select the Game Type:

            a. Scrimmage

            b. Regular Season

            c. Postseason

        6. Click Save

    d. To edit a game on your Games List, click on the orange arrow on the right side of the screen. From here you can modify the date, time, teams involved, game type, and location.

    e. You may also add new players to the game by clicking on the Roster button and then the + sign.

d. Settings
   a. There are two sections in the Settings Tab, Account Settings and Game Settings
      1. Account Settings
         a. From here you can login as a different user
         b. View your season. Because this is the first season, you only have one to select.
         c. View your log files. You may have to do this at the request of a technical support agent.
         d. Email logs to Digital Scout – this is only done when a technical support agent asks you for them. You will need a code from them in order to send these.
         e. Reset Database – Please use with extreme caution as this will remove all information from the device that has not synced up to hsgamecenter.com. Use this option only when a technical support agent asks you to do so.
         f. Changing your endpoint again needs a code in order to change. You should not need to touch this unless asked to.
      2. Games Settings
         a. Set the period length in minutes
         b. Set the overtime length in minutes

Tracking Game Statistics

4. Scoring a Game
   a. Select "Games" on the home screen
   b. Select the game in which you wish to keep stats for
   c. The first prompt is to specify your lineup before the game starts. Select Now to enter the starting lineups. When the clock pops up, make sure it is set at 8 minutes and is ready to begin. Then click Done in the top right corner.
   d. Add players to your starting lineup by tapping on the name. You'll notice a check mark appear next to the ones you tap, indicating they are a starter
   e. Start with the Home team (H), then click on the Visitor (V) and enter in the opponent's lineup. Make sure to enter in both lineups so you don't receive a lineup prompt throughout the game.
   f. You may add new players from this screen if necessary. If you don't have the names, you may add in numbers only and then go back and edit the names at a later time.
   g. When finished entering both starting lineups, click on the Done button in the top right corner.
   h. You are now ready to begin scoring the game

5. Getting familiar with the event entry screen
    a. + Button – This is how you enter new events. At any point when you are on a different page looking at your stats, play list, or shot charts, click on the + button to get back to the event entry screen.
    b. List – Click on the list button at any time to view your play list. The play list is divided by quarter and also offers you the ability to remove any of the events throughout the game. Click on the plus sign when you are ready to go back to entering in new events.
    c. Stats – This is a page view of your stats. You can view this page at any time during or after the game. Rotate the device into landscape mode to view a more detailed box score that includes shooting attempts, Free throws, and offensive rebounding. Either of these stats view pages can be emailed by clicking on the email button in the top right corner of the screen. This will send the box score out as a PDF attachment.
    d. Chart – View your live shot charts during and after the game. The shot chart can be broken down by team or by an individual player. You can also view shot attempts by a specific quarter. These reports can also be emailed the same way as the Stats page. Go back to entering in new events by clicking on the plus sign.
    e. Lineup – Click on the lineup button anytime a substitution is made. When clicking on the lineup button, the clock will appear asking for you to update it. This is done to properly calculate playing time. Update the clock, click done, and then enter in your lineup changes. Notice the 5 players currently on the court have a check mark next to their name. Click on the player to remove them from the game, and click on the player to replace them. After you have made all of your substitutions, click on the Done button to head back to your event entry screen.
    f. Scoreboard
        a. Home Team is listed on the left side, Visitor on the right, clock and quarter in the middle.
        b. You can manually adjust the points by either team by tapping on the team name. Then adjust the up/down arrows to adjust the total score. When finished, click Done.
        c. There is no running clock in this app. You can adjust the clock at any point during the game by clicking on the clock. Use the number pad to update. This is strongly encouraged during all timeouts and major stoppages of play.
    g. Player Numbers – Players are listed on this screen by numbers only, not names. Notice that you have 5 players listed, along with a 'Team' player. This team player can be used for a team turnover (shot clock violation, etc.) Fouls are indicated by the number of small round dots below the player number. Again, the home team players are listed on the left, and the visiting team on the right.
    h. Statistical Categories
        a. Foul
        b. Assist
        c. Steal

<ol type="a" start="4">
Block
Turn = turnover
Off Rebound = Offensive Rebound
Def Rebound = Defensive Rebound
Other – includes technical foul and custom stat categories
Court Entry – Use the half court view for both teams
Last event – The bottom shows the last play, along with a red minus button that you can click on to delete the previous play. This will remove all statistics associated with that event and player.

<ol start="6">
Tracking Shooting Plays
<ol type="a">
Select the jersey number of the player involved in the play
Select an area on the floor where the shot occurred
<ol type="a">
A new set of tabs will appear (options listed below)- choose the appropriate option for the play

2pt FG made (2 point field goal made)
2pt FG missed (2 point field goal missed)
3pt FG made (3 point field goal made)
3pt FG missed (3 point field goal missed)
Cancel- reset to event entry screen

Tracking Assists
<ol type="a">
On a made field goal attempt, a box will pop up automatically asking for who got the assist. It will list the other 4 players on the floor. If there was no assist, you may click on the 'None' option, or tap anywhere on the court to resume play.
If you do not select an assist automatically, select the jersey number of the player making the assist
Select the "Assist" button
Or, tap Assist first, then the player number. It does not make a difference which order you choose
The assist will be appropriately scored on the Box Score

Tracking Rebounds
<ol type="a">
On a missed field goal attempt, a box will pop up automatically asking for who got the rebound. It will list the other 9 players on the floor. If there was no rebound and the ball landed out of bounds, select the 'Skip' option, or tap anywhere on the court to resume play.
If you do not select a rebound automatically, select the jersey number of the player making the rebound
Select the "Off Rebound" button if the player rebounding is on the same team as the player who attempted the shot
Select the "Def Rebound" tab if the player rebounding is on the opposing team of the player who attempted the shot

e. Or, tab Rebound first, then the player number. It does not make a difference which order you choose.

f. The rebound will be appropriately scored on the Box Score

9. Tracking Turnovers

a. Select the jersey number of the player that turned the ball over

b. Select the "Turn" tab

c. Or, tap the Turn button first, then the player number

d. The turnover will be appropriately scored on the Box Score

10. Tracking Steals and Blocks

a. Select the jersey number of the defensive player involved in the play

b. Select the appropriate defensive statistic you wish to enter

11. Tracking Fouls

a. Select the jersey number of the player committing the foul

b. Select the "Foul" tab for normal fouls; Select the "Other" tab for technical fouls

c. The foul will be appropriately scored on the Box Score

12. Correcting Errors

a. If you make a mistake during the game, use the delete button at the bottom of the screen which will allow you to delete the previous play.

a. Select the red circle with a minus sign, and then tap on delete.

b. For events prior, click on the List option and locate the event you wish to delete from there

13. Changing Quarters

a. Touch the Clock at the top of your device

b. Select the current quarter

a. Q1- Quarter 1; Q2- Quarter 2; and so on

b. OT1- Overtime 1; OT2- Overtime 2; and so on

c. When moving to the next quarter or overtime, the clock should revert back to its original starting time

c. Select "Done" to save the time and quarter you just entered

d. End Game options coming soon

Syncing to the Web

14. If your Apple device has an internet connection, your stats will be automatically sent up to the hsgamecenter.com site. This is where you will view your extended reports and manage your account. You can also initiate the sync by clicking on your games list.

a. On the Games you will see a sync button represented by a half arrow in the top right portion of the screen.

   a. Click on the sync arrow to expedite the sync process to the web

      1. You can view your stats at www.hsgamecenter.com by entering the Digital Scout username and password associated with your account

Troubleshooting

15. Unable to Sync

   a. Syncing errors are usually an indication of one of three problems

      a. You don't have a Wi-Fi connection on the Apple device and are unable to connect to the internet. Try to connect to the internet using another network connection

      b. Your username and password do not match the username and password you used to create your High School Game Center account. Carefully reenter your username and password making sure they match the account you created for Digital Scout

      c. You are connecting to a school server and are being blocked. Contact your school IT person and ask that they enable the Digital Scout website so that you can use it on your Apple device

      d. If you continue to have trouble and need support, please contact our help desk.

         1. Help Desk Contact Information:

            a. Phone #: 1-800-249-1189

            b. Email: Tech@digitalscout.com or support@hsgamecenter.com

            c. Online support and FAQ available at https://hsgamecenter.uservoice.com

Abbreviations

16. Common Abbreviations

   a. PTS- points
   b. REB- rebound
   c. AST- assist
   d. STL- steal
   e. BLK- block
   f. PF- personal foul
   g. TO or Turn- turnovers
   h. 2PM-A- 2 pointers made-attempted
   i. 3PM-A- 3 pointers made-attempted
   j. FTM-A- free throws made-attempted
   k. REB-O- rebounds-offensive

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