

# ULTIMATE FRISBEE SCORING APP

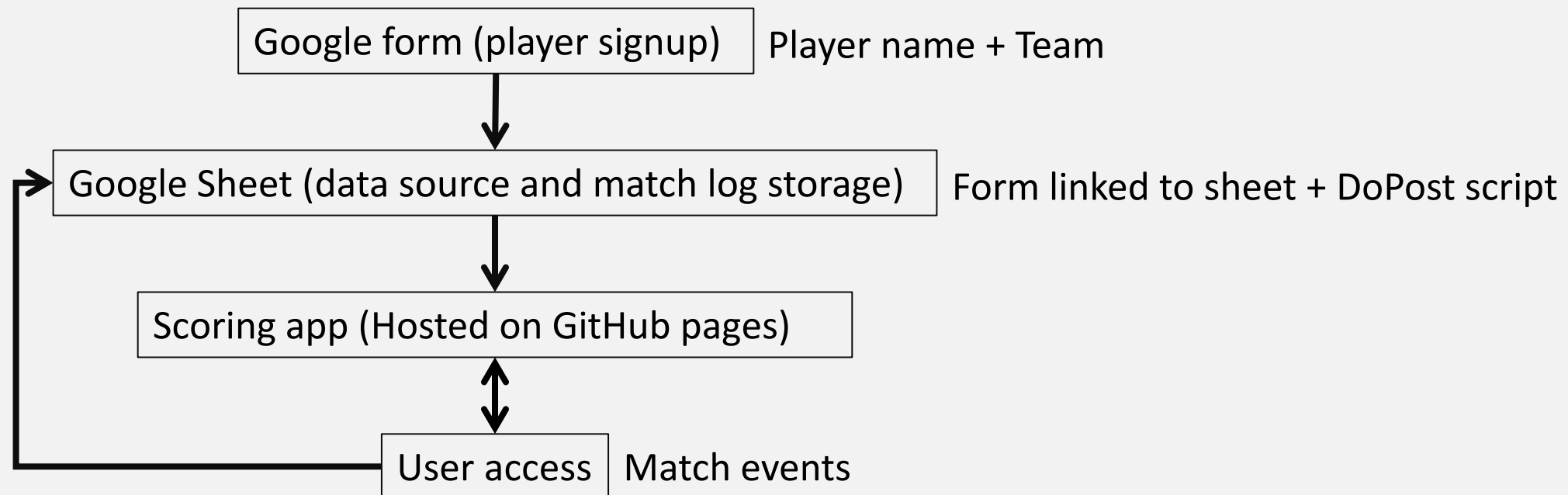
OPEN SOURCE + COST FREE + LIGHT WEIGHT



# The goal

This app is meant for tracking casual leagues where there are no dedicated scorekeepers, thus it only tracks the basics. Paired with the fact that these leagues don't have large budget this app uses free to use services to host the data.

## Data flow



# Implementation



Google Forms

Google Form:

1. Create a Google form to collect player signup data.  
(Player name and team is needed; all other fields are optional)
2. Link the signup form to the Google Sheet. This way all current and future signups will be automatically added to the player register.

# Implementation



The so called data base:

1. Create a page called **Team\_roster**, this will be what the app calls to retrieve team data.

Team\_roster:

1. Team names are spread horizontally across row 1.

=TRANPOSE(UNIQUE(Signup\_Team\_Column))

2. All relevant players are distributed underneath their teams

=SORT(IFERROR(FILTER(Signup\_Names, Signup\_Team\_Column =A1),""),1,TRUE)

Maties Muzz Mullets	UCT Man Cubs	Mutiny	Gradient Ultimate	Hot Sauce	Maties Ma'Ladies		
Demo_1	Demo_1	Demo_1	Demo_1	Demo_1	Demo_1		
Demo_2	Demo_2	Demo_2	Demo_2	Demo_2	Demo_2		
Demo_3	Demo_3	Demo_3	Demo_3	Demo_3	Demo_3		
Demo_4	Demo_4	Demo_4	Demo_4	Demo_4	Demo_4		
Demo_5	Demo_5	Demo_5	Demo_5	Demo_5	Demo_5		
Demo_6	Demo_6	Demo_6	Demo_6	Demo_6	Demo_6		
Demo_7	Demo_7	Demo_7	Demo_7	Demo_7	Demo_7		
Demo_8	Demo_8	Demo_8	Demo_8	Demo_8	Demo_8		
Demo_9	Demo_9	Demo_9	Demo_9	Demo_9	Demo_9		
Demo_10	Demo_10	Demo_10	Demo_10	Demo_10	Demo_10		
Demo_11	Demo_11	Demo_11	Demo_11	Demo_11	Demo_11		
Demo_12	Demo_12	Demo_12	Demo_12	Demo_12	Demo_12		
Demo_13	Demo_13	Demo_13	Demo_13	Demo_13	Demo_13		
Demo_14	Demo_14	Demo_14	Demo_14		Demo_14		
Demo_15	Demo_15	Demo_15	Demo_15		Demo_15		
Demo_16	Demo_16	Demo_16			Demo_16		
Demo_17	Demo_17	Demo_17					
Demo_18	Demo_18						
Demo_19	Demo_19						
Demo_20	Demo_20						
	Demo_21						
	Demo_22						

**Signup\_Team\_Column:**

Column of the form responses that houses the team a player will play for.

**Signup\_Names:**

Column of the form responses that houses the player names.

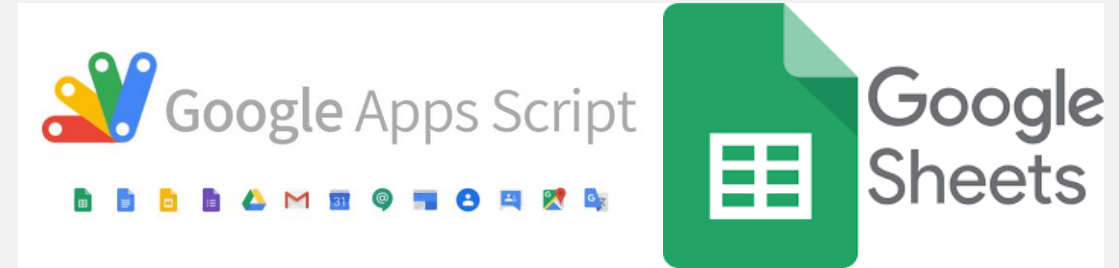
# Implementation



App data source:

1. File -> Share -> Publish to web -> Link -> Team\_roster + Comma-separated values (CSV)
2. Ensure to have 'Automatically republish when changes are made' selected.
3. Save the URL for later **[API\_URL]**  
(<https://docs.google.com/spreadsheets/d/e/.....&single=true&output=csv>)

# Implementation



Match log input function:

1. Google sheet-> Extensions -> Apps script -> Editor -> New file
2. Create a file and paste the content of the **function doPost** file (found in the GitHub repository) into the newly created file
3. Replace **LINK\_TO\_YOUR\_SPREADSHEET** with the URL id of your sheet  
(<https://docs.google.com/spreadsheets/d/XXXX/edit?gid=1453782812#gid=1453782812>) the **XXXX** is the URL id
4. Deploy -> New deployment
5. Give a suitable name
6. Execute as: **'Me (your\_email\_account)'**
7. Who has access: **Anyone**
8. Save Web app URL for later [**SUBMIT\_URL**]  
(<https://script.google.com/macros/s/...../exec>)

# Implementation




App:

1. Clone the GitHub repository to your own account
2. Scripts.js:
  1. Update **API\_URL** with your published page URL  
(<https://docs.google.com/spreadsheets/d/e/.....&single=true&output=csv>)
  2. Update **SUBMIT\_URL** with your Apps script deployment URL  
(<https://script.google.com/macros/s/...../exec>)
3. Replace **logo.png** with a picture of your choosing. So too for **page\_icon.png** if you would like
4. Modify **styles.css** if you would like a more fitting theme
5. Settings -> Pages -> Build and deployment -> Deploy from a branch + main branch -> Save
6. The link to the page will appear at the top of the page  
([https://your\\_account.github.io/repository\\_name/](https://your_account.github.io/repository_name/))

# App

- 1<sup>st</sup> timer: Match timer (100min default)
- 2<sup>nd</sup> timer: Auxiliary (75s default)
- Auto-save every 2 seconds
- Stores data locally for reload protection
- Submitting the match, both submits the logs to the Google sheet and downloads a local CSV copy in case of any network errors
- If the setup is done correctly, any new player can sign up and be added to the team roster automatically. But once the app is loaded for a match and the data is pulled the players are fixed for the match duration.

Previous game data found. Would you like to restore your previous session?

 **Frisbee League**

Match Setup

A vs B

19:20

Set Time (min):

100

Play

01:15

Set Time (sec):

75

Reset (hold 3s)  
Play

Additional time options

Start Match

Score A

Assist A

Total

Score B

Assist B

Edit

Team A Players

Team B Players

Submit



# App

## Match setup:

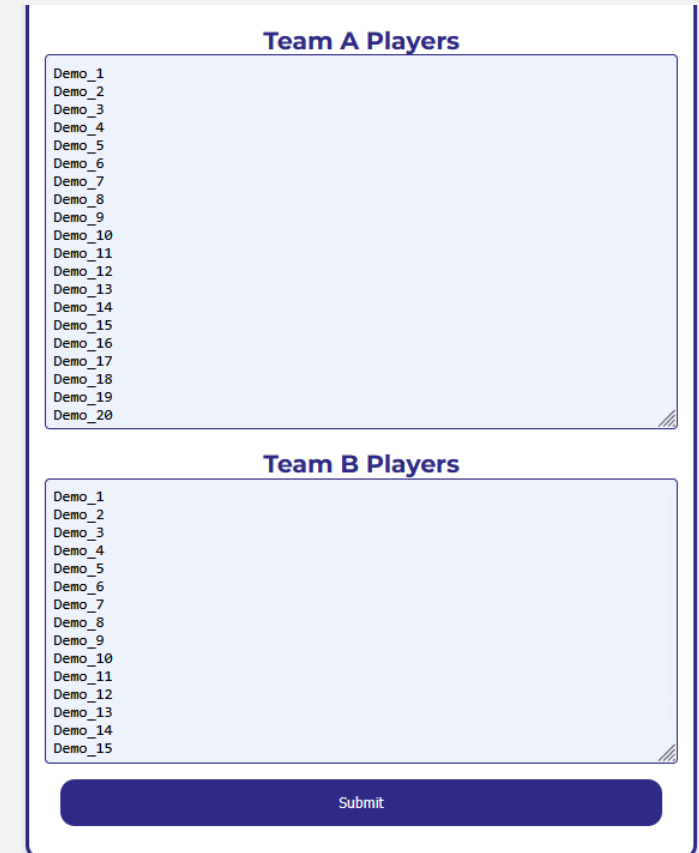
- Select team A and B
- Change any values if needed
- ABBA is **None** by default. Male and Female options are available, and refers to the first line of the match.
- Once saved the team rosters will appear on the lists at the bottom of the page



A modal dialog box titled "Game Setup" with a close button (X) in the top right corner. It contains several configuration options for a match:

- Team A: Select Team A (dropdown menu)
- Team B: Select Team B (dropdown menu)
- Match duration: 100 (input field with up/down arrows)
- Halftime (min): 55 (input field with up/down arrows)
- Halftime duration (min): 7 (input field with up/down arrows)
- Timeout duration (sec): 75 (input field with up/down arrows)
- Timeouts total: 2 (input field with up/down arrows)
- Timeouts per half: 0 (input field with up/down arrows)
- ABBA: None (dropdown menu)

A "Save" button is located at the bottom center of the dialog.

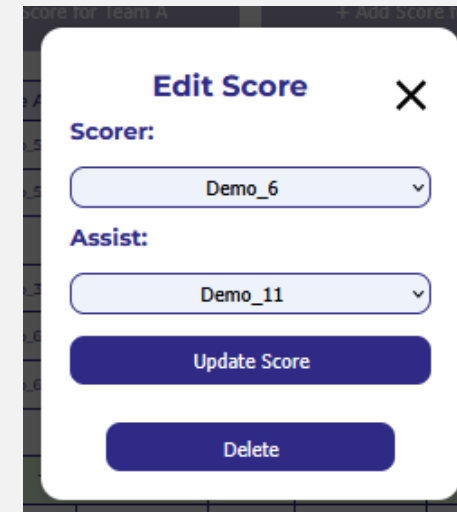


A section titled "Team A Players" and "Team B Players" for displaying rosters. Each team has a list of player names (Demo\_1 through Demo\_20 for Team A, and Demo\_1 through Demo\_15 for Team B) and a large empty rectangular area for additional information or notes. A "Submit" button is located at the bottom center of the section.

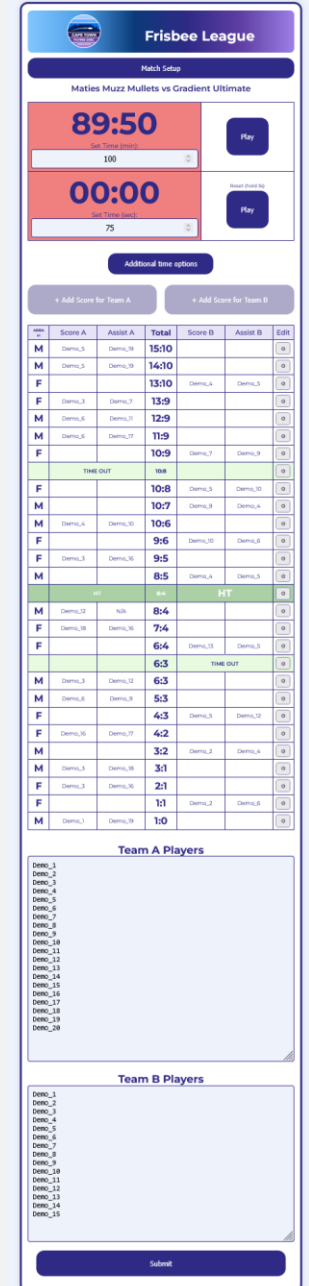
# App

## Usage:

- Logs shows Scores, Timeouts, Half time, and Stoppages
- Log entries can be edited or deleted
- Submission immediately sends the log to the Google sheets, downloads a local copy of the logs as a CSV and then clears the local data
- Options for **N/A** and **CALLAHAN** are loaded by default to the player list



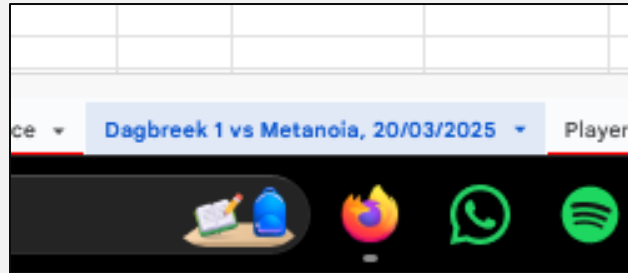
A modal window titled "Edit Score" with a close button (X) in the top right corner. It contains two dropdown menus: "Scorer:" with "Demo\_6" selected and "Assist:" with "Demo\_11" selected. Below these are two buttons: "Update Score" and "Delete".



The main interface of the "Frisbee League" app. At the top is a header with the league name and a "Match Setup" section. Below this is a "Maties Muzz Mullets vs Gradient Ultimate" match header. The central area features a large red timer showing "89:50" and a "Play" button. Below the timer is a score display showing "100" and "00:00" with another "Play" button. Further down are buttons for "Additional time options", "+ Add Score for Team A", and "+ Add Score for Team B". The bottom section is a table with columns for "Time", "Score A", "Assist A", "Total", "Score B", "Assist B", and "Edit". The table contains multiple rows of data, including timeouts and half-time (HT) markers. At the bottom, there are two lists: "Team A Players" and "Team B Players", each with a list of player names (e.g., DEMO\_1, DEMO\_2, etc.). A "Submit" button is located at the very bottom.

# Submissions

Match logs are submitted to the Google Sheet as a new page. Here the data can be filtered to extract player/team/league statistics and track the league.



GameID	Time	Event	Team	Score	Assist
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:08:56	Start			
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:10:51	Score	Maties Muzz Mullets	Demo_1	Demo_19
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:10:56	Score	Gradient Ultimate	Demo_2	Demo_6
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:00	Score	Maties Muzz Mullets	Demo_3	Demo_16
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:05	Score	Maties Muzz Mullets	Demo_3	Demo_18
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:09	Score	Gradient Ultimate	Demo_2	Demo_4
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:16	Score	Maties Muzz Mullets	Demo_16	Demo_17
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:20	Score	Gradient Ultimate	Demo_5	Demo_12
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:26	Score	Maties Muzz Mullets	Demo_6	Demo_9
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:35	Score	Maties Muzz Mullets	Demo_3	Demo_12
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:11:40	TimeOut	Gradient Ultimate		
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:12:21	Score	Gradient Ultimate	Demo_13	Demo_5
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:12:28	Score	Maties Muzz Mullets	Demo_18	Demo_16
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:12:37	Score	Maties Muzz Mullets	Demo_12	N/A
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:12:37	HalfTime			
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:13:03	Score	Gradient Ultimate	Demo_4	Demo_5
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:13:48	Score	Maties Muzz Mullets	Demo_3	Demo_16
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:13:58	Score	Gradient Ultimate	Demo_10	Demo_6
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:14:04	Score	Maties Muzz Mullets	Demo_4	Demo_10
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:14:40	Score	Gradient Ultimate	Demo_9	Demo_4
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:14:47	Score	Gradient Ultimate	Demo_5	Demo_10
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:15:06	TimeOut	Maties Muzz Mullets		
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:18:05	Score	Gradient Ultimate	Demo_7	Demo_9
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:18:31	Score	Maties Muzz Mullets	Demo_6	Demo_17
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:18:38	Score	Maties Muzz Mullets	Demo_6	Demo_11
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:18:43	Score	Maties Muzz Mullets	Demo_3	Demo_7
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:18:47	Score	Gradient Ultimate	Demo_4	Demo_5
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:18:52	Score	Maties Muzz Mullets	Demo_5	Demo_19
Maties Muzz Mullets vs Gradient Ultimate	09/12/2025, 18:19:13	Score	Maties Muzz Mullets	Demo_5	Demo_19

# Data extraction

## Player logs at week 6 of 12

Players		To: Player												From: Player												Totals									
To: Team		S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	#	Total Score	#	A1	#	A2	#	A3	#	A4	#	A5	A6	A7	A8	A9	A10	A11	A12	#	Total Assists	Overall Influence
2	Wijgerhout	Perica Saliba	0	4	1	6	2	0	0	0	0	0	0	0	20	0	0	2	1	0	1	0	1	0	0	0	0	0	0	0	0	0	10	20	
3	Matosini	Oliver Stillemaier	0	0	0	0	0	0	0	0	0	0	0	0	13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
4	Endring	Oliver Strauss	0	0	0	0	0	4	1	0	0	0	0	0	5	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21	26	
5	Wijgerhout	Arno George	1	1	0	0	4	0	3	0	0	0	0	0	0	0	4	3	0	0	4	0	0	0	0	0	0	0	0	0	0	0	18	15	
6	Endring	Dawid Kiel	0	1	3	0	0	0	4	0	0	0	0	0	14	0	0	2	3	2	0	2	0	0	0	0	0	0	0	0	0	0	9	23	
7	Matosini	Herny Hugo	3	0	0	3	0	1	0	0	0	0	0	0	7	0	4	0	4	0	4	0	4	0	0	0	0	0	0	0	0	0	15	23	
8	Wijgerhout	Peter Conrad	0	0	0	0	0	3	3	0	0	0	0	0	6	0	0	0	0	2	4	3	0	0	0	0	0	0	0	0	0	0	15	21	
9	Matosini	Tim Meulen	1	1	0	0	0	0	0	0	0	0	0	0	4	0	0	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	17	24	
10	Endring	Nicklas Oubthorn	0	0	0	0	0	4	2	0	0	0	0	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14	20	
11	Puke	Liam Hart	0	3	2	4	0	0	0	0	0	0	0	0	16	0	0	1	0	2	0	1	0	0	0	0	0	0	0	0	0	0	4	20	
12	Endring	Conrad Kiel	0	0	0	1	1	1	1	0	0	0	0	0	4	0	0	0	3	0	3	1	0	0	0	0	0	0	0	0	0	0	14	18	
13	Sinnema	Rainer Bantley	2	0	0	1	3	2	0	0	0	0	0	0	0	0	1	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	9	17	
14	Endring	Oliver Laubacher	0	1	2	2	5	1	0	0	0	0	0	0	11	0	0	2	0	2	0	1	0	0	0	0	0	0	0	0	0	0	5	16	
15	Matosini	Oliver Rupp	2	2	2	0	0	0	0	0	0	0	0	0	14	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	10	
16	Dagbæk	Ugo Perotto	0	0	0	0	3	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	16	
17	Endring	Geen van Rijk	0	3	0	0	0	0	3	0	0	0	0	0	12	0	0	1	0	1	0	1	0	1	0	0	0	0	0	0	0	0	3	13	
18	Sinnema	Wernus Barnard	0	0	1	1	1	0	1	0	0	0	0	0	3	0	5	0	1	4	0	2	0	0	0	0	0	0	0	0	0	0	12	15	
19	Sinnema	Chaf van Rijk	0	2	0	1	1	3	2	0	0	0	0	0	8	0	0	0	0	3	0	3	1	0	0	0	0	0	0	0	0	0	7	13	
20	Matosini	Dylan Manno	2	0	0	3	0	2	3	0	0	0	0	0	10	0	2	0	1	0	0	1	1	0	0	0	0	0	0	0	0	0	5	15	
21	Matosini	Christiaan Roodt	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	
22	Bathornen	Christiaan Mouton	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	8	15
23	Endring	Nickolas Duk	0	0	0	0	0	2	1	0	0	0	0	0	0	0	0	0	0	1	0	0	3	2	0	0	0	0	0	0	0	0	0	6	14
24	Sinnema	Joseph Mudge	1	1	0	0	2	2	1	0	0	0	0	0	7	0	0	1	1	1	0	4	0	0	0	0	0	0	0	0	0	0	7	14	
25	Oude Molle	Nathan Mordley	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	11	14	
26	Bathornen	Bryglen Van der Merwe	0	0	0	0	0	1	0	0	0	0	0	0	4	0	0	0	3	1	0	0	0	0	0	0	0	0	0	0	0	0	10	14	
27	Bathornen	Arno Badgering	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	13	
28	Endring	Barend Sturk De Wet	0	0	0	2	0	0	0	0	0	0	0	0	11	0	0	0	0	0	0	0	2	0	0	0	0	0	0	0	0	0	2	13	13
29	Maphis	Jacobus Simis	4	1	0	0	0	0	1	0	0	0	0	0	0	0	0	3	1	0	0	0	1	0	0	0	0	0	0	0	0	0	7	13	
30	Dagbæk	Owen Koutschauer	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4	0	0	0	0	0	0	0	0	0	0	0	5	13	
31	Endring	Hugo Brauer	0	0	0	0	4	0	0	0	0	0	0	0	10	0	0	0	0	0	0	0	3	0	0	0	0	0	0	0	0	2	12	12	

Season	Top Scorers				Top Assists				League Rankings				Team Avg Scored Avg Conceded			
	Rank	Name	Team	Score	Rank	Name	Team	Assists	Rank	Team	Points		Team	0.00	0.00	
	1	Player_1	Team	12	1	Player_1	Team	19	1	Team	15		Team	8.50	6.50	
	2	Player_2	Team	8	2	Player_2	Team	10	2	Team	9		Team	8.80	2.60	
	3	Player_3	Team	7	3	Player_3	Team	10	3	Team	8		Team	3.25	8.00	
	4	Player_4	Team	6	4	Player_4	Team	8	4	Team	7		Team	4.00	8.00	
	5	Player_5	Team	4	5	Player_5	Team	4	5	Team	0					
	6	Player_6	Team	3	6	Player_6	Team	3								
	7	Player_7	Team	3	7	Player_7	Team	2								
	8	Player_8	Team	3	8	Player_8	Team	2								
Week 10	Top Scorers				Top Assists				Top Scoring Teams							
	Rank	Name	Team	Score	Rank	Name	Team	Assists	Rank	Team	Score					
	1	Player_1	Team	4	1	Player_1	Team	4	1	Team	10					
	2	Player_2	Team	3	2	Player_2	Team	3	2	Team	7					
	3	Player_3	Team	3	3	Player_3	Team	2	3	Team	5					
	4	Player_4	Team	1	4	Player_4	Team	2	4	Team	2					
	5	Player_5	Team	1	5	Player_5	Team	1								
	6	Player_6	Team	1	6	Player_6	Team	1								
	7	Player_7	Team	1	7	Player_7	Team	1								
	8	Player_8	Team	1	8	Player_8	Team	1								
Week 11	Top Scorers				Top Assists				Top Scoring Teams							
	Rank	Name	Team	Score	Rank	Name	Team	Assists	Rank	Team	Score					
	1	Player_1	Team	3	1	Player_1	Team	4	1	Team	11					
	2	Player_2	Team	2	2	Player_2	Team	3	2	Team	5					
	3	Player_3	Team	2	3	Player_3	Team	1	3	Team	3					
	4	Player_4	Team	2	4	Player_4	Team	1	4	Team	2					
	5	Player_5	Team	2	5	Player_5	Team	1								
	6	Player_6	Team	1	6	Player_6	Team	0								
	7	Player_7	Team	1	7	Player_7	Team	0								
	8	Player_8	Team	1	8	Player_8	Team	0								
	9	Player_9	Team	0	9	Player_9	Team	0								
	10	Player_10	Team	0	10	Player_10	Team	0								

## Season and weekly statistics

## Heat map of player connections

