Currently, the model and Core Data is not completely set up to have the user add players or teams, but the UI is laid out, so you can view the setup for the adding process. There is a test team that you can use to move the pieces around on the start game screen. Players can be subbed by placing views over top of other view on the field, and a single tap on an element in the field view will bring up the added statistics page.

December 6:
Teams can now be added, and edited. There is no dummy data so you must first create a team to test its features. View teams will edit all teams, stats history will remain empty until you start a game. Games will be 30 minutes long normally, but I made each half 30 seconds for the demo.