

MBT / FIBA EUROPE

SMARTSTATS FOR BASKETBALL

User Manual



SMARTSTATS
FOR BASKETBALL



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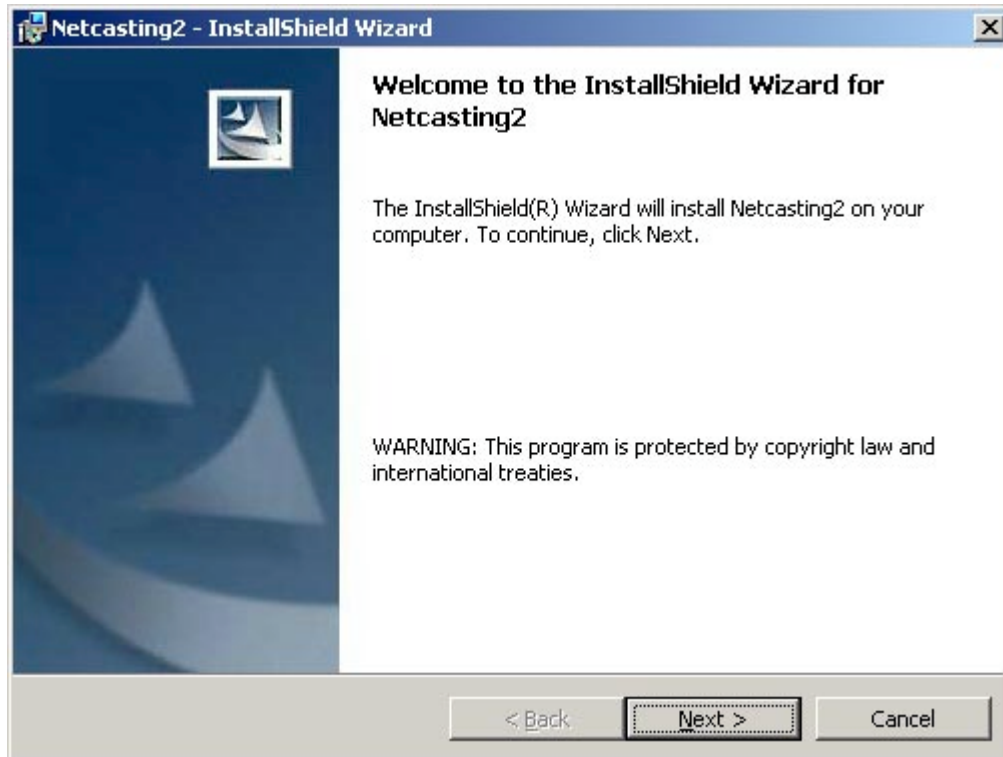
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1 INSTALLATION

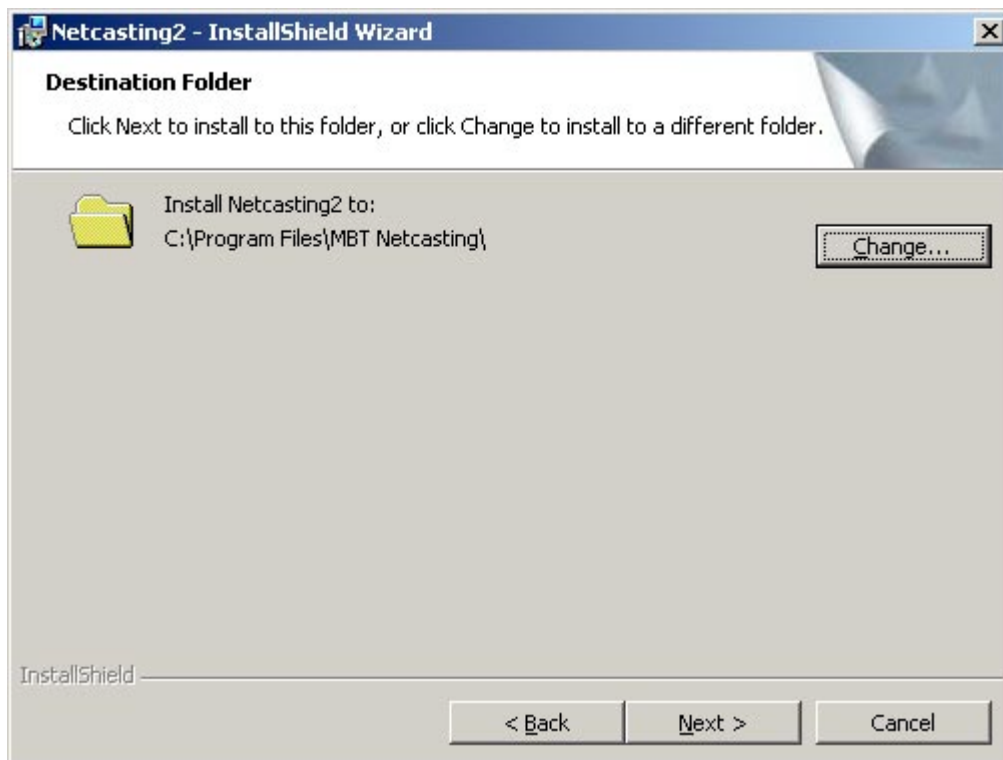
System requirements:

- ★ PC with minimum 300 MHz CPU
- ★ Microsoft Windows 98, Me, NT, 2000 or XP (2000 or XP recommended)
- ★ Minimum 20 MB of hard disk space to install
- ★ Minimum 64 MB RAM

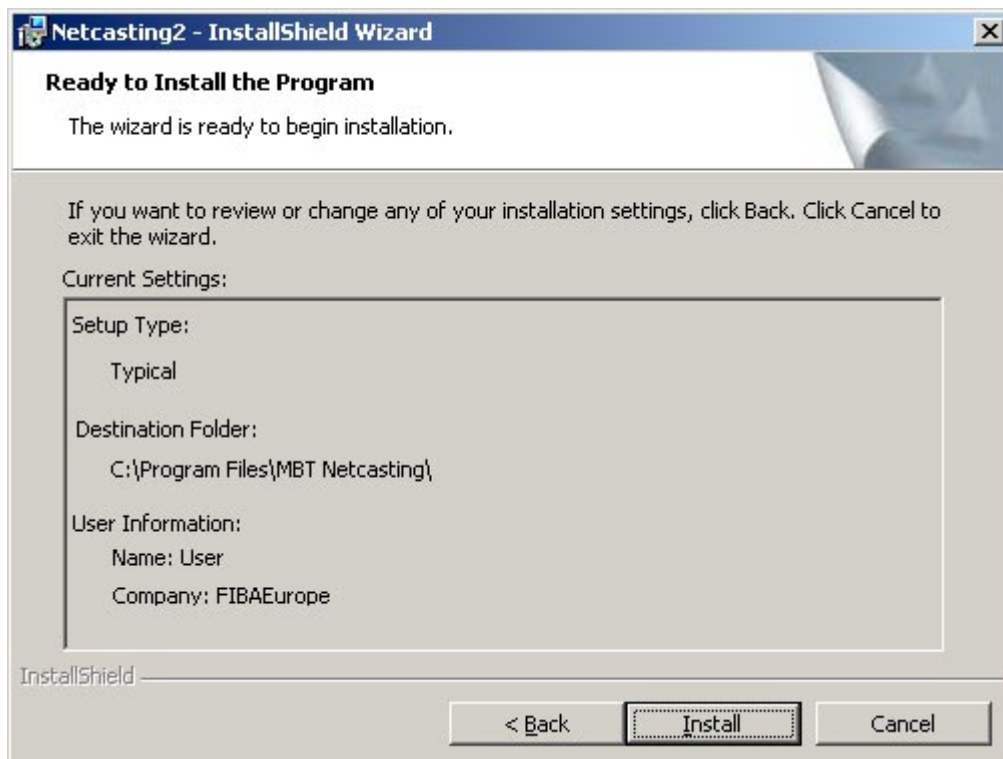
After double-clicking the SmartStatsSetup.exe file, the installation wizard will start, which will guide you through the setup process.



Click "Next" to continue the installation.



Click "Next" to install the software in the default folder or click "Change" to select a different folder.



Click "Install" to finish the installation.

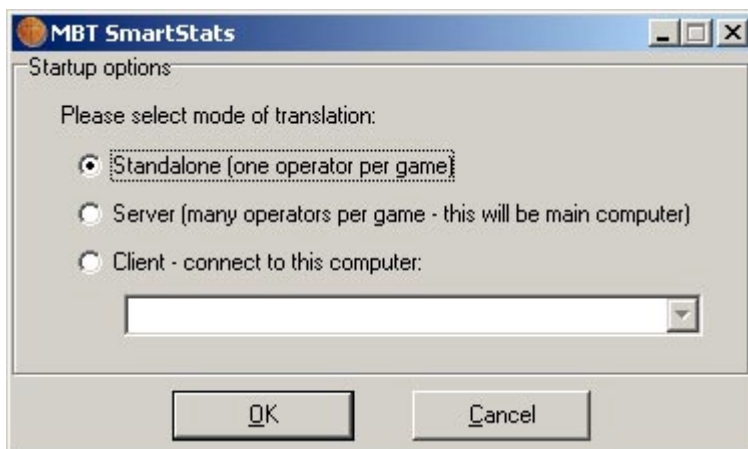
2 SETTING UP A GAME

Setting up a game consists of three different steps:

- ★ Define the mode in which the game will be operated (decide if the statistics are collected from one or more computers)
- ★ Decide where the statistics data is saved (on local PC, on fibaeurope.com web server for live scores or on both)
- ★ Enter all game related information (date, time, names of teams, coaches, players and referees, number of spectators,...)

2.1 Operation Mode

In the first window after starting SmartStats, you have to decide in which mode the game will be operated.



The game can be operated

- ★ From one computer, all actions of both teams are entered from one computer
- ★ From two or more computers, for example all actions of team A from one PC and all actions of team B from another one

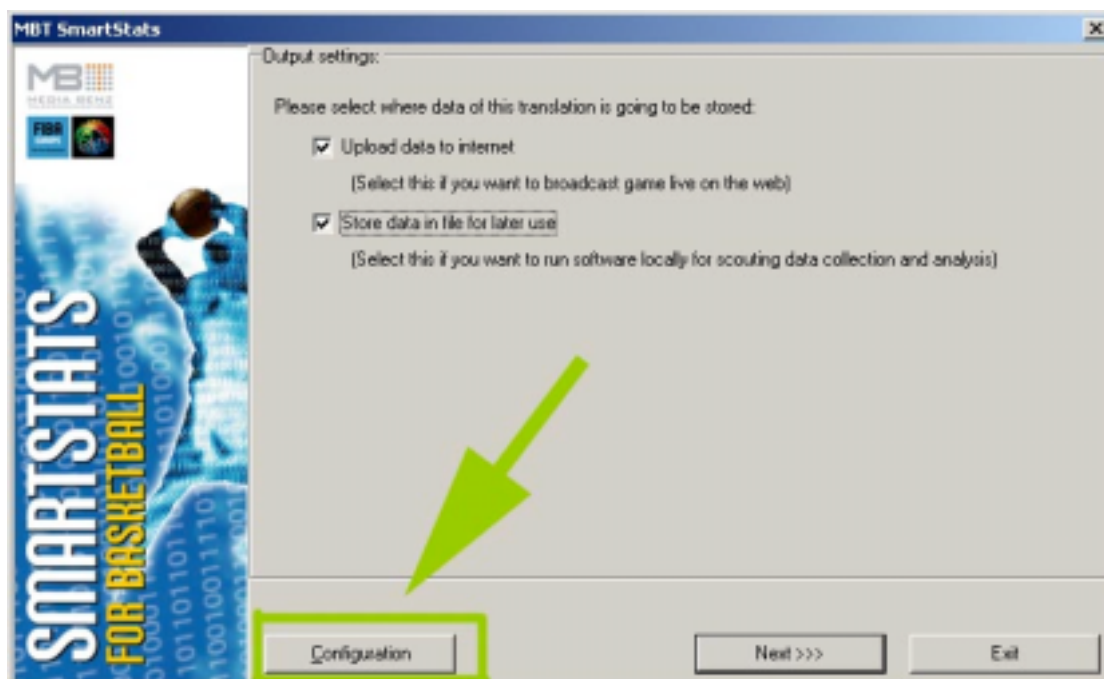
If the game is operated from only one computer select "Standalone" and continue by clicking "OK".

If the game is operated from more than one computer, select "Server" for the first PC and "Client" for all others. After selecting "Client" you need to select the computer running the software in server mode from the drop-down menu.

Note: In order to be able to operate a game in Client-/Server-mode, all computers need to be on the same network, for example using a hub or a wireless network.

2.2 Software configuration

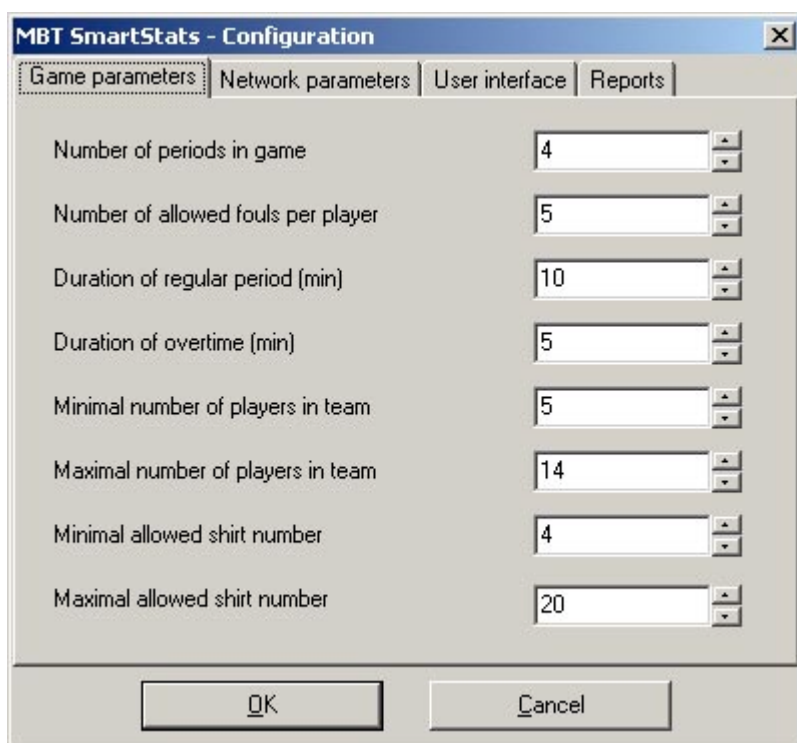
By clicking the "Configuration" button in the next window, some general settings of the software can be adjusted to your needs.



2.2.1 Game parameters

Under the tab "Game Parameters" the following settings can be adjusted:

- ★ Number of periods (default: 4)
- ★ Maximum number of fouls for player (default: 5)
- ★ Duration of regular period (default: 10)
- ★ Duration of overtime (default: 5)
- ★ Minimal number of players in team (default: 5)
- ★ Maximal number of players in team (default: 12)
- ★ Minimal allowed shirt number (default: 4)
- ★ Maximal allowed shirt number (default: 15)



MBT SmartStats - Configuration

Game parameters | Network parameters | User interface | Reports

Number of periods in game: 4

Number of allowed fouls per player: 5

Duration of regular period (min): 10

Duration of overtime (min): 5

Minimal number of players in team: 5

Maximal number of players in team: 14

Minimal allowed shirt number: 4

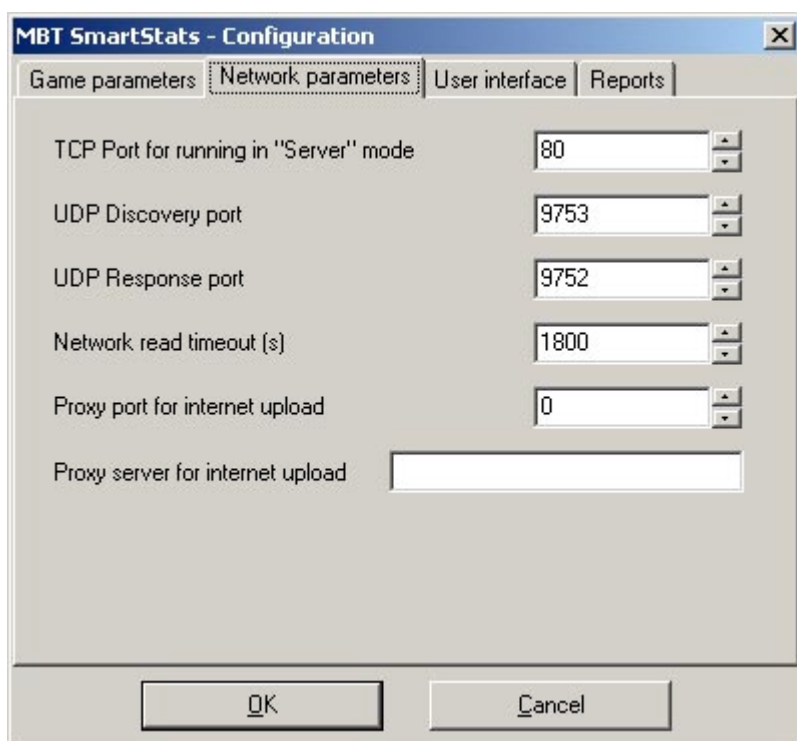
Maximal allowed shirt number: 20

OK Cancel

Note: while for all official FIBA Europe games only the default settings should be used, it might be necessary to adopt the settings for games in other competitions.

2.2.2 Network parameters

Usually those settings should not be changed unless certain situations require changes. In any case the operator of the software must have sufficient knowledge of computer networks and should know what he is doing before changing anything here.



MBT SmartStats - Configuration

Game parameters | Network parameters | User interface | Reports

TCP Port for running in "Server" mode: 80

UDP Discovery port: 9753

UDP Response port: 9752

Network read timeout (s): 1800

Proxy port for internet upload: 0

Proxy server for internet upload:

OK Cancel

The settings that can be changed here include:

- ★ TCP port for running in server mode (default: 80)
- ★ UDP Discovery port (default: 9753)
- ★ UDP Response port (default: 9752)
- ★ Network read timeout (default: 1800)
- ★ Proxy port for internet upload
- ★ Proxy server for internet upload

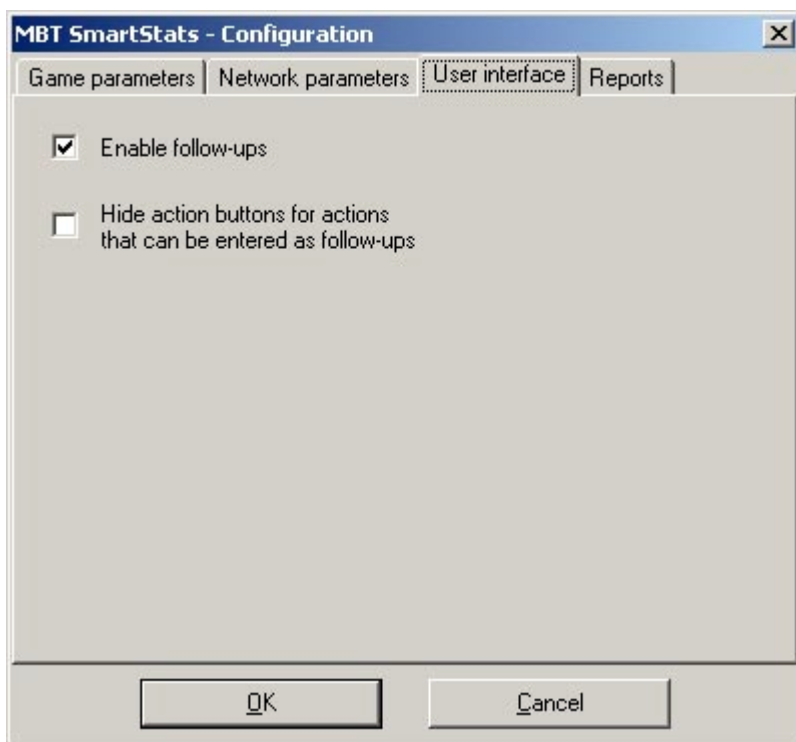
Note: the proxy settings for internet upload should only be changed in the following situation. Some Internet providers using a certain version of Apache's mod_proxy proxy server may cause problems with reaching our web server for Internet upload. Usually if you notice that you can't reach the fibaeurope.com web site or CMS while you can reach most other web sites, this could be the reason. In this case you can simply enter any public proxy server to enable internet upload.

2.2.3 User Interface

With the settings available in this section it is possible to adopt the user interface to your personal preferences.

In certain situations after entering an action, the software will “suggest” the next one (for example Assist after successful Field Goal, Steal after Turnover and vice versa, Rebound after missed Field Goal or missed last Free Throw) as a so-called follow-up action.

While in most situations this is rather useful, on the other hand this means that follow-up actions that don't need to be entered (for example for a Field Goal without Assist) it is necessary to cancel them by pressing the <ESC> key on the keyboard.



With the option “Enable follow-ups” this feature can be switched on or off according to your personal preferences. By default it is switched on.

With the option “Hide action buttons for actions that can be entered as follow-ups” it is possible to hide some action buttons on the main user interface. Example: assists usually are entered as follow-ups, so there is no need to enter them manually. By default this option is switched off.

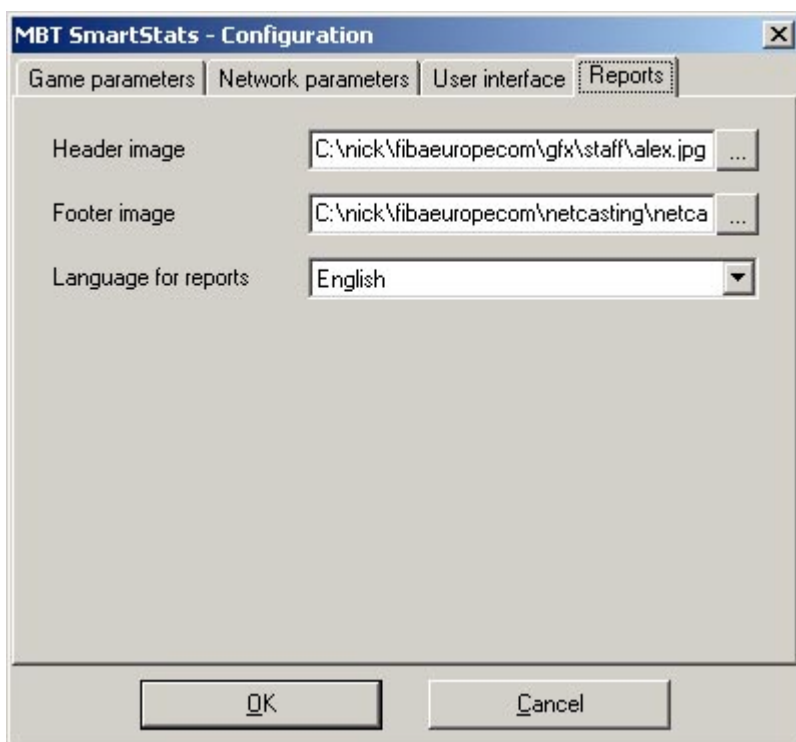
The advantage of this is that there are less buttons on the main user interface, which might make operation easier. On the other hand, if you want for example to enter an Assist manually, the only way to do this is from the main menu.

Again, it is necessary that you find out what your preferred way of operating the software is and change the settings according to that.

2.2.4 Reports

There are three settings available:

- ★ Header image
- ★ Footer image
- ★ Language for Reports



With header and footer image it is possible to select graphics that are shown at the top and bottom of all print-outs except the official game boxscore. You might find this useful for example for printing your club / federation and/or sponsors' logos. The specifications for those graphics are:

- ★ Header graphic (width: 3.18 cm, height: 2.89 cm)
- ★ Footer graphic (width: 22.58 cm, height: 2.86 cm)

Of course it is also possible to leave both fields empty – this will create some empty space on the top and bottom of the print-outs, which would allow to print the statistics for example on some kind of prepared paper (for example letterhead).

2.3 Saving data / output settings

Two different ways to save game data are available:

- ★ Upload data to internet
- ★ Store data in file for later use.

Of course it is also possible to use both options, i.e. to upload data to the internet while saving the statistics in local file on your computer as well.

Note: for all official FIBA Europe games both options must be selected.

2.3.1 Upload data to internet

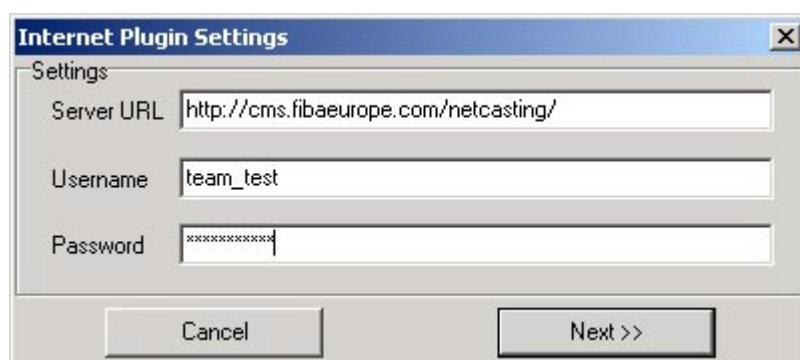
It is important to stress out that this option is only available for official FIBA Europe games.

While it is necessary of course that your computer is connected to the Internet, this does not have to be a high-speed connection – a normal telephone line with a 56k modem will be sufficient.

Note: if you have set up the game to use more than one computers, only the one operating the software in "Server mode" needs to be connected to the Internet.

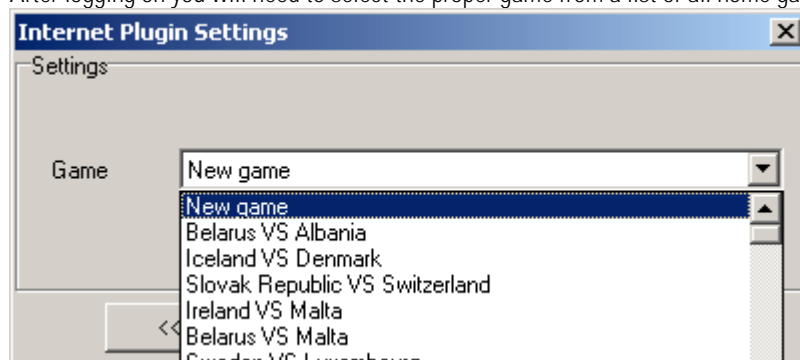
The following information needs to be entered here:

- ★ **Server URL:** <http://cms.fibaeurope.com/netcasting/>
Please note that also the trailing slash is important here!
- ★ **Username:** your username for the fibaeurope.com Content Management System (CMS), which has been communicated to you separately
- ★ **Password:** as your username, also your password has already been communicated separately.



The dialog box titled "Internet Plugin Settings" contains three input fields: "Server URL" with the value "http://cms.fibaeurope.com/netcasting/", "Username" with the value "team_test", and "Password" with a masked value "xxxxxxxxxx". At the bottom are "Cancel" and "Next >>" buttons.

After logging on you will need to select the proper game from a list of all home games of your club.

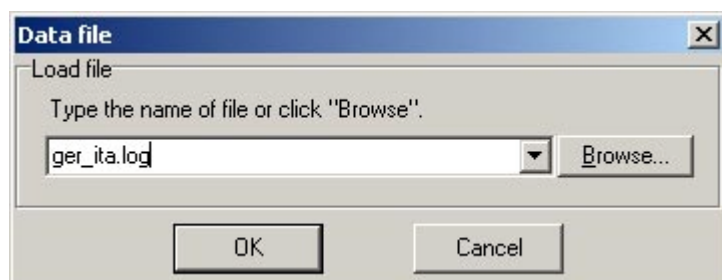


The dialog box titled "Internet Plugin Settings" shows a "Game" dropdown menu. The menu is open, displaying a list of games: "New game", "New game", "Belarus VS Albania", "Iceland VS Denmark", "Slovak Republic VS Switzerland", "Ireland VS Malta", "Belarus VS Malta", and "Sweden VS Luxembourg". The "New game" option is highlighted.

Please note that the option "New Game" will not be available for clubs or federations, it is only possible to transmit live scores to fibaeurope.com for your home games.

2.3.2 Store data locally

The only thing you have to do here is to enter a file name and select a folder to which the game file will be saved.



The dialog box titled "Data file" contains a "Load file" section with the instruction "Type the name of file or click 'Browse'". Below this is a text input field containing "ger_ita.log" and a "Browse..." button. At the bottom are "OK" and "Cancel" buttons.

The folder can be entered manually or by using the "browse" button.

Note: The file name itself must always have the ending .log, so a proper file name would be for example ger_ita.log but not ger_ita.

2.4 Entering game information

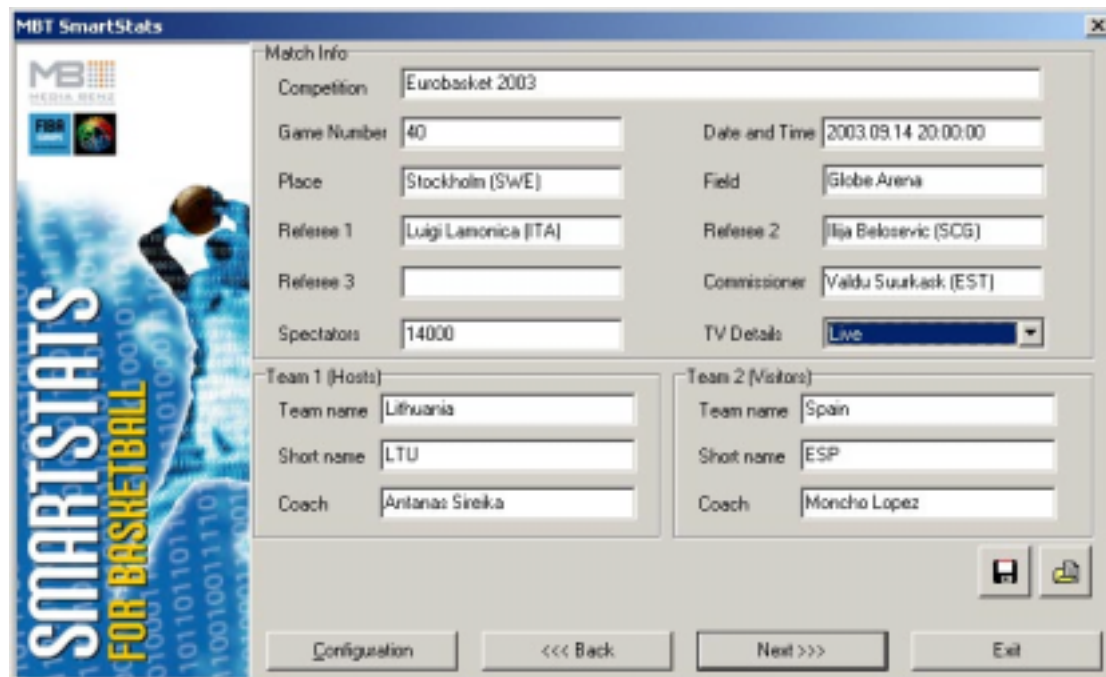
2.4.1 General game information

Basically there are three different ways of entering this information:

For FIBA Europe games together with uploading data to the Internet this information will be taken directly from our central database. In this case the only information you need to enter manually is:

- ★ Number of spectators
- ★ TV details
- ★ Checking the short names of both teams – eventually you have to change the short names as they usually should not be more than 4-5 characters.

For non FIBA Europe games or with the option internet upload disabled the information has to be entered manually. Another option in this case is to pre-load the information from a game log file from a game that you already did with SmartStats.



The screenshot shows the 'MBT SmartStats' application window. On the left is a vertical banner with the text 'SMARTSTATS FOR BASKETBALL' and a basketball player silhouette. The main area contains two sections: 'Match Info' and 'Team'.

Match Info:

- Competition: Eurobasket 2003
- Game Number: 40
- Date and Time: 2003.09.14 20:00:00
- Place: Stockholm (SWE)
- Field: Globe Arena
- Referee 1: Luigi Lamorica (ITA)
- Referee 2: Ilija Belosevic (SCG)
- Referee 3: (empty)
- Commissioner: Valdis Sauskask (EST)
- Spectators: 14000
- TV Details: Live (dropdown menu)

Team:

Team 1 (Hosts):

- Team name: Lithuania
- Short name: LTU
- Coach: Antanas Sireika

Team 2 (Visitors):

- Team name: Spain
- Short name: ESP
- Coach: Moncho Lopez

At the bottom are buttons: Configuration, <<< Back, Next >>>, and Exit.

2.4.2 Player information

Again the way you enter this information depends on the operating mode.

Together with Internet upload all players eligible for both teams will be loaded from our database. The only thing you need to do in this situation is to assign shirt numbers to the players participating in that game and to delete the shirt numbers for all other players in order to delete them from the roster for the game.

Without internet upload or for non FIBA Europe games, again it is possible to enter this information manually. If you have pre-loaded game data in the previous step while setting up the game, also the players from that game will be already loaded to the software.

Note: you can jump from one field to next using the mouse or the <TAB> key on your keyboard. If you have changed some information by mistake, you can undo this by using <CTRL-Z> on the keyboard (i.e. press the buttons <CTR> and <Z> at the same time).



The screenshot shows the 'MBT SmartStats' window with two player selection tables for Lithuania and Spain. The Lithuania table lists 15 players, and the Spain table lists 15 players. The 'No.' column is highlighted in blue for player 4 in each team.

Lithuania			Spain		
No.	Name	Surname	No.	Name	Surname
4	Giedrius	Gustas	4	Pau	Gasol
5	Mindaugas	Zukauskas	5	Roger	Grimau
6	Arvydas	Macijauskas	6	Carlos	Marco
7	Saulius	Stombergas	7	Juan	Navarro
8	Ramunas	Siskauskas	8	José	Calderon
9	Darius	Songaila	9	Felipe	Rojas
10	Donatas	Slanina	10	Carlos	Jiménez
11	Eurelijus	Zukauskas	11	Alberto	Heneros
12	Kristof	Lavrinovic	12	Rodrigo	De La Fuente
13	Sarunas	Jackevicius	13	Antonio	Bueno
14	Dainius	Salenga	14	Alfonso	Rojas
15	Virginijus	Paskevicius	15	Jorge	Garbajosa

Buttons at the bottom: Configuration, <<< Back, Next >>>, Exit.

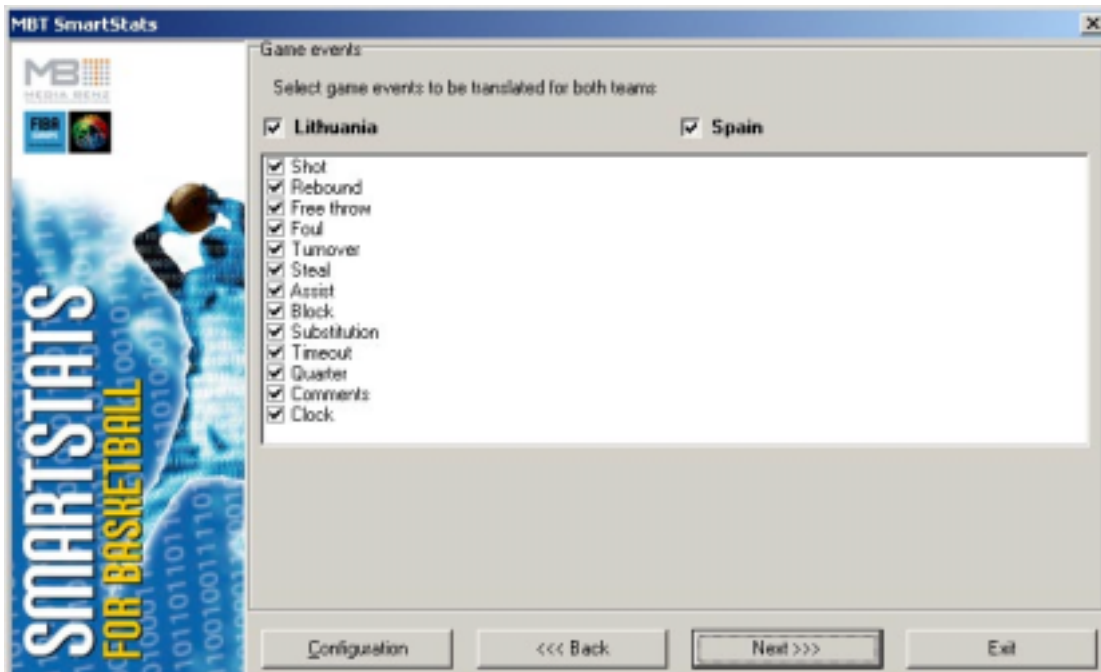
2.5 Game Events

The options available here are only important if the game is set up to use more than one computer.

Note: if the game is operated in standalone mode from only one computer (with or without internet upload) everything should be selected here.

For games operated from more than one computer, options should be selected or not selected according your needs. There are a few things that should be taken into consideration:

- ★ This has to be done separately on each computer
- ★ Each action should only be entered from one computer
- ★ The game clock always has to be operated on the computer running in "Server" mode



The screenshot shows the 'MBT SmartStats' window with the 'Game events' section. It lists various game events that can be selected for both teams, Lithuania and Spain. All events are checked for both teams.

Select game events to be translated for both teams:

☒ Lithuania ☒ Spain


- ☒ Shot
- ☒ Rebound
- ☒ Free throw
- ☒ Foul
- ☒ Turnover
- ☒ Steal
- ☒ Assist
- ☒ Block
- ☒ Substitution
- ☒ Timeout
- ☒ Quarter
- ☒ Comments
- ☒ Clock

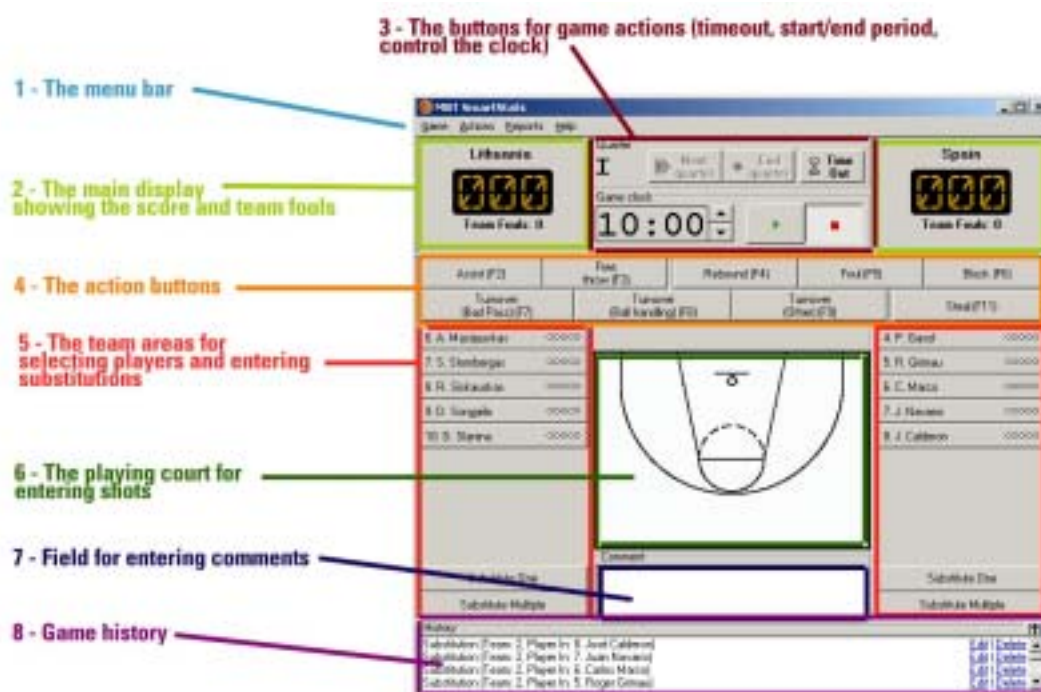
Buttons at the bottom: Configuration, <<< Back, Next >>>, Exit.

3 ENTERING ACTIONS

3.1 The main window

The main window consists of the following 8 areas:

1	Menu bar	
2	Display	Team names, score and number of team fouls for both teams are shown
3	Game control buttons	Those buttons are used in order to <ul style="list-style-type: none"> ★ Enter the beginning or end of a quarter ★ Enter a timeout ★ Start or stop the game clock ★ Manually adjust the game clock
4	Action buttons	Those buttons are used in order to enter a certain action
5	Team area	The team areas show the 5 players of each team currently in the game and number of fouls for each player. The player buttons are used to select a player for an action. Furthermore, substitutions can be entered using the buttons "substitute one" and "substitute multiple".
6	Court	The court used for entering shots
7	Comments	With this field comments can be entered, which will be shown in the play-by-play print-out and the live play-by-play on fibaeurope.com (if available for the game)
8	History	The history of all actions is shown in this area. Actions can be entered or deleted from here. <p> Use the small history button of this area in order to open a separate history window, which allows a more extensive search for actions.</p>



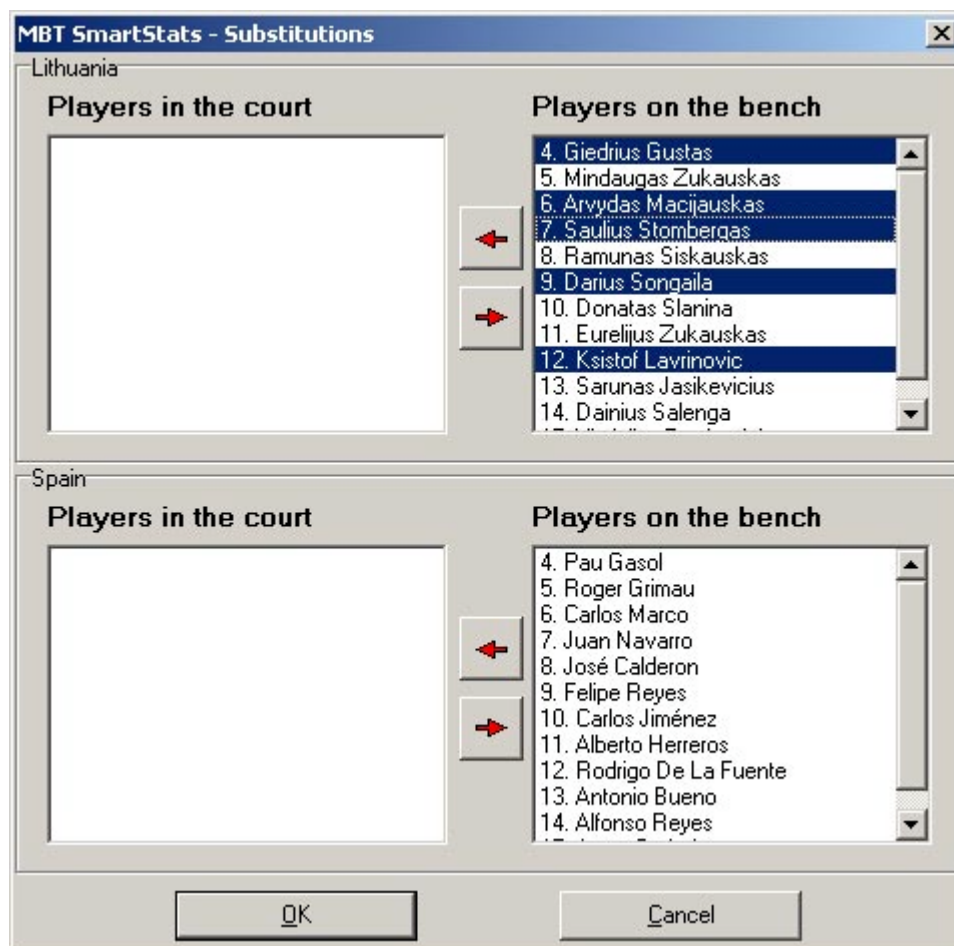
3.2 Starting a game

Before the start of the game, two things have to be done:

- ★ Insert the starting 5 for both teams
- ★ Click the button "Start Game"

3.2.1 Starting 5

In order to insert the starting five, click the button "Substitute Multiple" for one of the teams. You will get a new window showing the players of both teams (when operating SmartStats from one computer) or the selected team (when operating in client-/server mode).

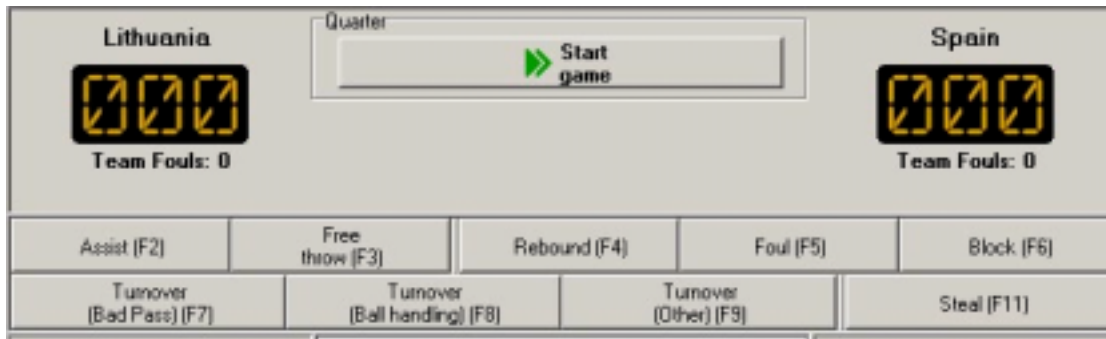


Select the 5 players starting the game for both teams and use the arrow button to put them into the game.

Note: you can select multiple players at once by holding the <CTRL> or <SHIFT> key while clicking on the players' names.

3.2.2 Starting the game

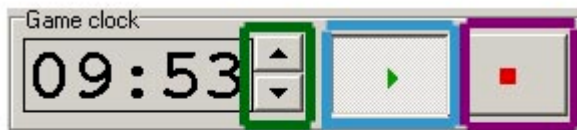
In order to be ready to operate the game, you have to click the "Start Game" button.



Note: As soon as "Start Game" is selected, an icon on fibaeurope.com will appear indicating this game will be live online. Therefore this has to be done approximately 10 minutes before tip-off. For all non FIBA Europe games or if a live broadcast of the game is not available (for example because there is no Internet connection in the arena), it doesn't matter at which time this button is pressed.

3.3 Operating the game clock

The clock can be started, stopped and adjusted manually with the appropriate buttons.



1 - Start the clock

2 - Stop the clock

3 - Adjust the clock manually

Note: SmartStats is able to "remember" the clock's state before you make changes, i.e. if the clock was running before you adjusted it manually it will be running after you are finished, if it was stopped it will be stopped afterwards.

In certain situations, i.e. by entering an action the clock might start / stop automatically:

- ★ It will stop automatically after entering a foul
- ★ It will start automatically after a missed last free throw.

3.4 Entering game actions

The following types of game actions can be entered:

- ★ Start quarter
- ★ End quarter
- ★ Timeout
- ★ End of game



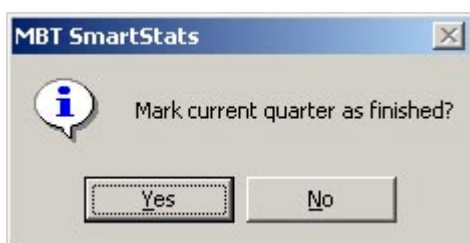
3.4.1 Start quarter

The button "Next quarter" should be used shortly before the new quarter starts. This button will only be available after the previous quarter has been marked as finished.

3.4.2 End quarter

The button "End quarter" has to be pressed at the end of each quarter. You have to make sure that you enter this action only after all actions for the quarter have been entered. This button is only available if the clock shows 0:00.

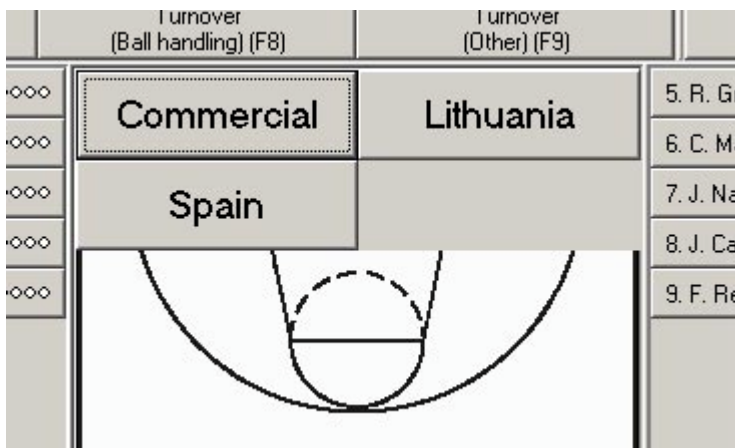
Once the game clock for a quarter has expired, you will also notice a small pop-up window asking if you want to mark the current quarter as finished. Selecting "yes" has the same meaning as entering the end of the quarter manually.



Be sure that there is no other action to be entered of the current quarter (for example a shot in the last second) before selecting "Yes". Otherwise select "No", enter the remaining action(s) and press "End quarter" manually afterwards.

3.4.3 Timeout

After clicking "Timeout", you have to select the team or "Commercial".



Note: Of course for FIBA Europe games only one of the teams should be selected as there are no commercial timeouts.

3.4.4 End of game

After the end of game and after all actions of the game have been entered you have to enter the action "End of game". This can only be done from the main menu by clicking "Actions – End of game".

Be careful with this action and make sure that you only enter it once all actions of the game have been entered.

3.5 Entering actions during the game

All player actions can either be entered by selecting a player first followed by selecting an action or the other way round. Team actions (i.e. team rebound, team turnover, bench or coach foul) can only be entered by selecting the action first, followed by selecting "Team Action" instead of a player.

For some kind of actions it will be necessary to make an additional selection afterwards, for example after selecting "Foul" you will also need to specify the type of the foul in the next step.

All actions can be cancelled by using the <ESC> key on the keyboard before they have finally been submitted (for example the wrong player has been selected but no action yet).

Note: if you have enabled follow-up actions, it might be useful to have always one finger at or near the <ESC> key, which will allow you to immediately cancel the follow-up action if you don't want to enter it (for example FG without assist).

3.5.1 Assists

If follow-up actions are enabled, usually there is no need to enter Assists manually.

If you still want to enter an assist manually or if you have follow-ups disabled, you can enter an assist by selecting first a player followed by "Assist" or the other way round.

3.5.2 Free Throws

Free Throws are available as a follow-up action after a shooting foul.

You are also able to enter Free Throws manually.

After selecting a player and the action "Free Throw" you have to specify the number of FT's and "Made" or "Missed" for each attempt.

1	2	Throw 1 of 2	
3		Made	Missed

3.5.3 Rebounds

Also rebounds are available as follow-up actions after a missed Field Goal Attempt or after a missed last Free Throw. If rebounds are entered as a follow-up action SmartStats will automatically determine the type of rebound (offensive or defensive).

For rebounds that are entered manually, the operator has to enter either "Offensive" or "Defensive" in a second step after selecting the player and "Rebound".

Offensive	Defensive
-----------	-----------

Team rebounds can be entered by clicking "Team Action" instead of a player (if entered as a follow up action) or manually by clicking "Rebound", "Team Action" and type of rebound (offensive, defensive).

4. G. Gustas	○○○○○
6. A. Macijauskas	○○○○○
7. S. Stombergas	○○○○○
9. D. Songaila	○○○○○
12. K. Lavrinovic	○○○○○
Team action	
Substitute One	
Substitute Multiple	

3.5.4 Fouls

After selecting a player and "Foul" the operator has to enter some further information in a second and third step.

First the type of foul has to be entered, which can be

- ★ Personal
- ★ Technical
- ★ Unsportsmanlike
- ★ Disqualifying

In a second step the operator has to further specify the foul:

- ★ Shooting (the game will be continued with Free Throws)
- ★ Non-shooting (no Free Throws)
- ★ Offensive (in this case the software will automatically also enter a turnover for the player)

This selection is only available for personal fouls, all other kinds of fouls will always be treated like shooting fouls (i.e. the game will be continued with Free Throws).

Personal	Technical	Non-shooting	Shooting	How many free throws?	
Unsportsmanlike	Disqualifying	Offensive		0	1
				2	3

In case of a shooting foul and follow-up actions are enabled, the system will suggest to select the player shooting the free-throws.

If follow-up actions are disabled or if the follow-up Free-Throws have been cancelled (for example because there was a timeout or substitution before the Free-Throws) it is possible to enter Free-Throws manually.

Note: in case of a shooting foul you always have to enter the number of Free-Throws. If you cancel the action before this step nothing will be entered at all.

After a player has fouled out SmartStats will automatically suggest a substitution.

3.5.5 Blocks

If follow-up's are enabled, Blocks are usually entered directly together with a shot.

It is also possible to enter Blocks manually by selecting the player and "Block"

3.5.6 Turnovers

There are three different action buttons for turnovers available:

- ★ Turnover (Bad pass)
- ★ Turnover (Ball handling)
- ★ Turnover (Other)

The reason for having three separate buttons is that together with the turnover also the kind of turnover has to be entered.

As bad pass and ball handling turnovers usually happen without interruption of the game and followed immediately by other actions it is necessary to enter them without being required to enter additional information in a second step.

After all other turnovers the game will be stopped and therefore an additional click should be no problem for the operator.

With follow-up's enabled, SmartStats will suggest a steal as the next action after a turnover (bad pass or ball handling). As all other kinds of turnovers never have a corresponding steal, the system will not suggest a steal.

The available kinds of turnovers are:

- ★ Out of bounds
- ★ Travelling
- ★ Bad pass
- ★ Ball handling
- ★ 3"
- ★ 5"
- ★ 8"
- ★ 24"
- ★ Backcourt violation
- ★ Offensive Foul
- ★ Other

Out of bounds	Travelling
Bad Pass	Ball Handling
3 secs	5 secs
8 secs	24 secs
Backcourt violation	Offensive foul
Other	

3.5.7 Steals

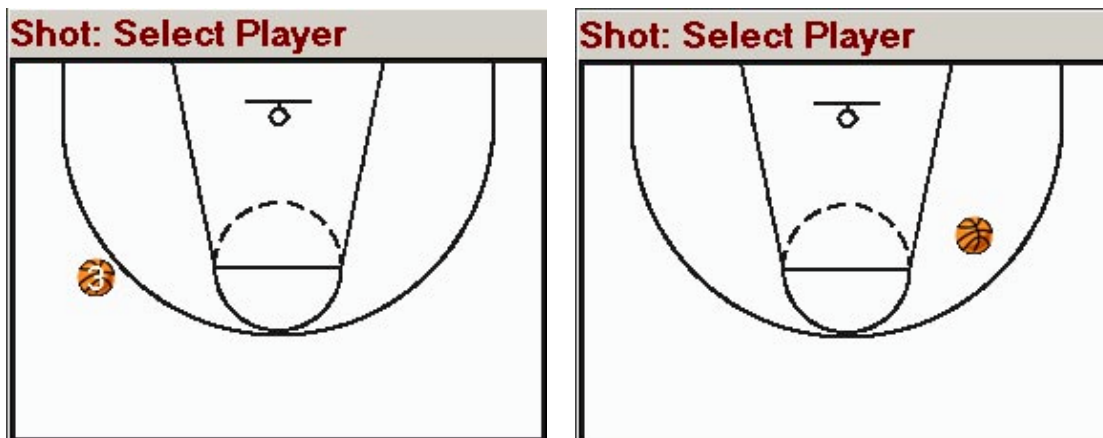
Steals can be entered as follow-up actions after a certain kind of turnover or manually by selecting a player and "Steal".

3.5.8 Shots

Shots are entered by selecting the position on the court from which the shot was made followed by selecting the player (or the other way round).

As it is only possible to change the position on the court by selecting a different one (without cancelling the action) it might be more convenient to select first the position and the player afterwards.

An icon on the court will indicate if the position was a 2 or 3 pts attempt.



After selecting the position and the player the result of the shot has to be entered:

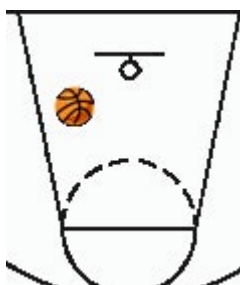
- ★ Made
- ★ Missed
- ★ Blocked (a defensive player has blocked the shot = missed)

Made	Missed
Blocked	

After entering made, missed or blocked, for shots within the paint also the type of shot has to be entered. The following options are available:

- ★ Jump shot
- ★ Lay-up
- ★ Dunk
- ★ Tap-in
- ★ Alley-oop

Note: it is not possible to enter a shot within the paint without entering the type of shot.



Jump shot	Lay-up
Dunk	Tap-in
Alley-oop	

Shots outside the paint are always automatically of the type "Jump shot".

Depending on the result of the shot the following follow-up actions are available:

- ★ Rebound after missed shot

- ★ Assist after successful shot
- ★ Block after blocked shot, followed by rebound

3.5.9 Substitutions

Substitutions can be made in two different ways:

- ★ Substitute one
- ★ Substitute multiple

If you only need to substitute one player you can enter this like any other action, i.e. by selecting "substitute one" followed by the player leaving the game and selecting the bench player entering the game from the list.

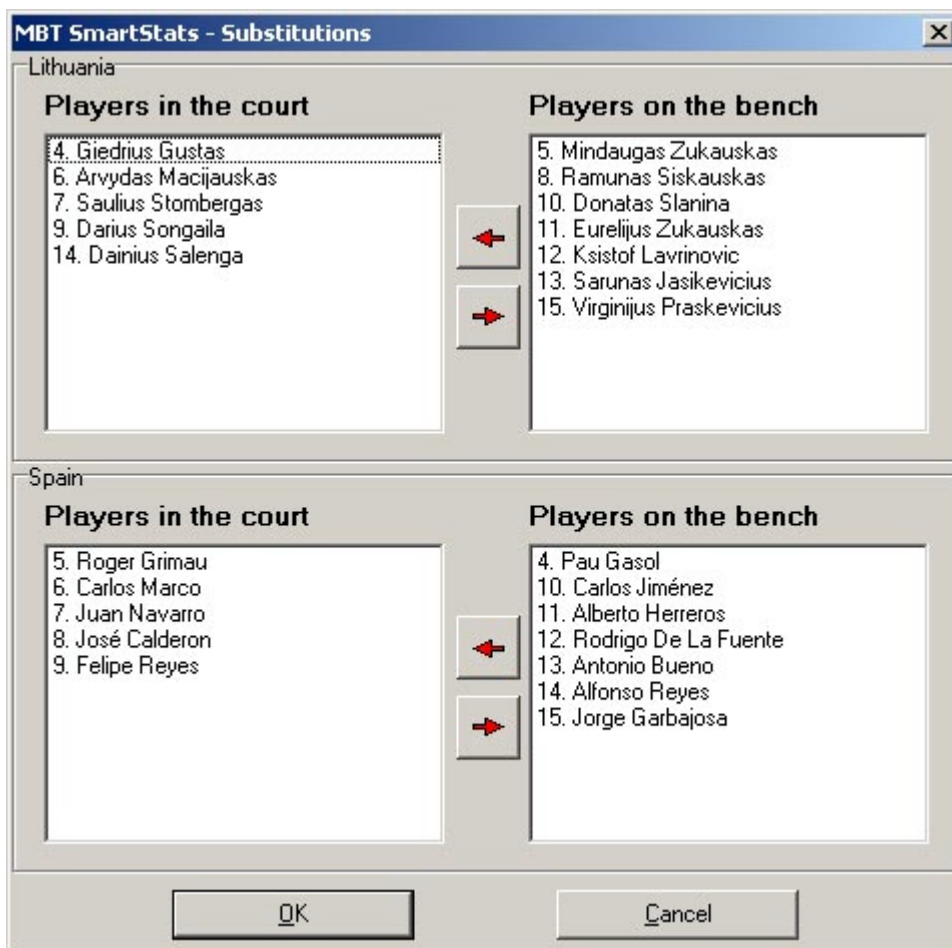


A dialog box titled "Select player" with a close button (X) in the top right corner. It contains a list of players with their jersey numbers and names, each followed by five empty circles (○○○○○). The players are:

5. M. Zukauskas	○○○○○
8. R. Siskauskas	○○○○○
10. D. Slanina	○○○○○
11. E. Zukauskas	○○○○○
13. S. Jasikevicius	○○○○○
14. D. Salenga	○○○○○
15. V. Praskevicius	○○○○○

At the bottom of the dialog box is a "Close" button.

If you want to substitute more than one player this can be done by selecting "Substitute multiple".



A dialog box titled "MBT SmartStats - Substitutions" with a close button (X) in the top right corner. It is divided into two sections: "Lithuania" and "Spain". Each section has two columns: "Players in the court" and "Players on the bench".

Lithuania

Players in the court	Players on the bench
4. Giedrius Gustas	5. Mindaugas Zukauskas
6. Arvydas Macijauskas	8. Ramunas Siskauskas
7. Saulius Stombergas	10. Donatas Slanina
9. Darius Songaila	11. Eurelijus Zukauskas
14. Dainius Salenga	12. Ksistof Lavrinovic
	13. Sarunas Jasikevicius
	15. Virginijus Praskevicius

Spain

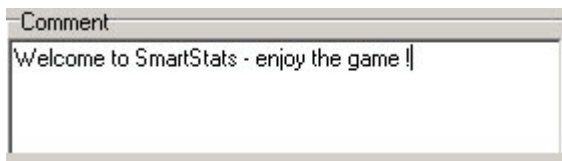
Players in the court	Players on the bench
5. Roger Grimau	4. Pau Gasol
6. Carlos Marco	10. Carlos Jiménez
7. Juan Navarro	11. Alberto Herreros
8. José Calderon	12. Rodrigo De La Fuente
9. Felipe Reyes	13. Antonio Bueno
	14. Alfonso Reyes
	15. Jorge Garbajosa

At the bottom of the dialog box are "OK" and "Cancel" buttons.

First the players leaving the court have to be selected and moved out of the game. Afterwards the players entering the court can be selected.

3.5.10 Comments

This field allows to enter comments before, during or after the game. Those comments will be shown in the play by play print out and the live play by play on fibaeurope.com (for a game with Internet upload).



A screenshot of a web form titled "Comment". The form has a text input area with the text "Welcome to SmartStats - enjoy the game !". The input area is a simple rectangular box with a thin border.

Any kind of text can be inserted and submitted with the <RETURN> key of the keyboard.

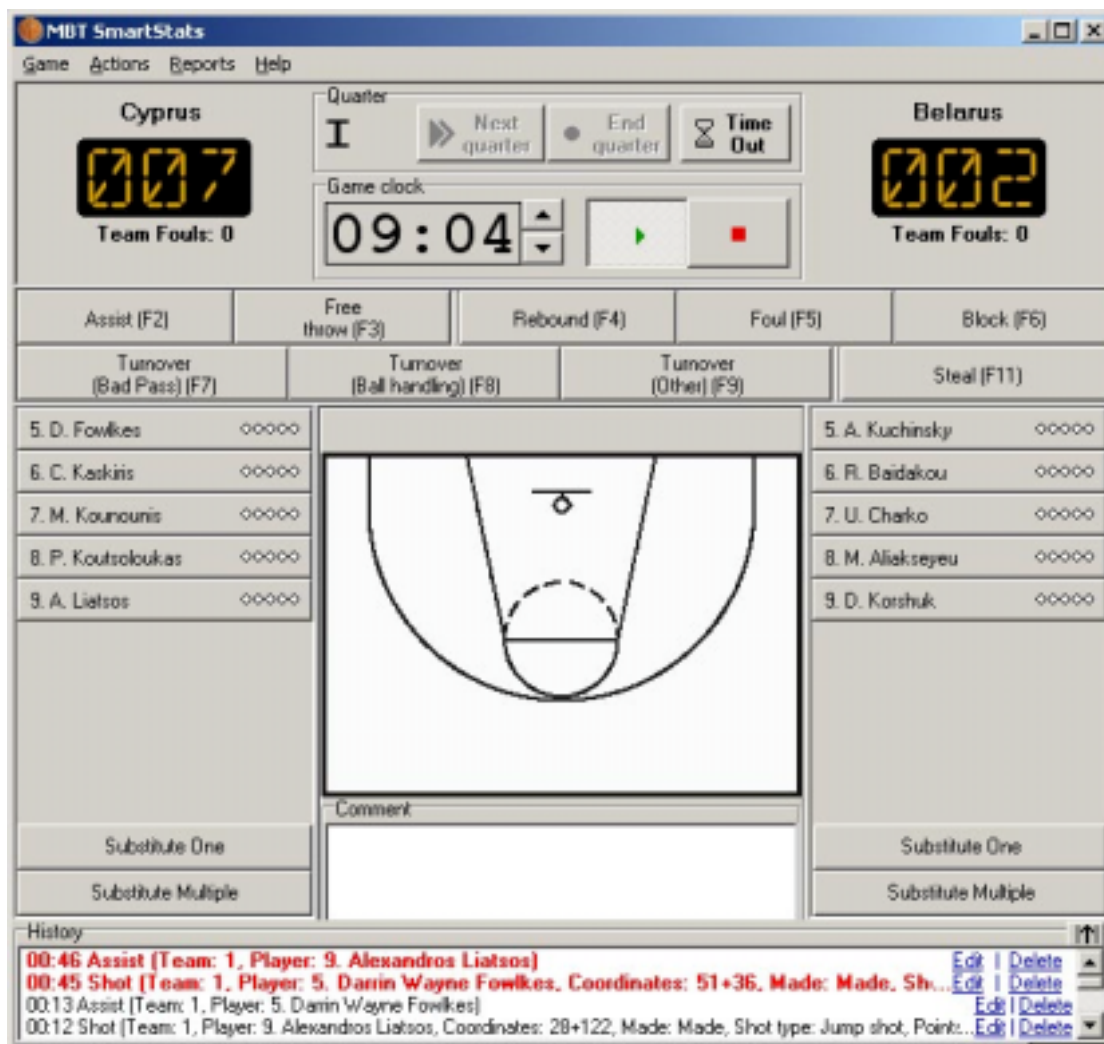
Note: please do NOT use this feature for FIBA Europe games.

4 EDITING / DELETING ACTIONS

4.1 The history part in the main window

In the bottom part of the main software window the last couple of actions that have been entered can be seen. While it is also possible to scroll through the complete list of actions here, it is recommended to open the history window (see next section), which allows to view all actions in a much more comfortable way.

In the history part of the main window all actions that have not been uploaded yet (with Internet upload enabled) are marked in bold and red colour. This allows the operator to easily see the status of uploading data.

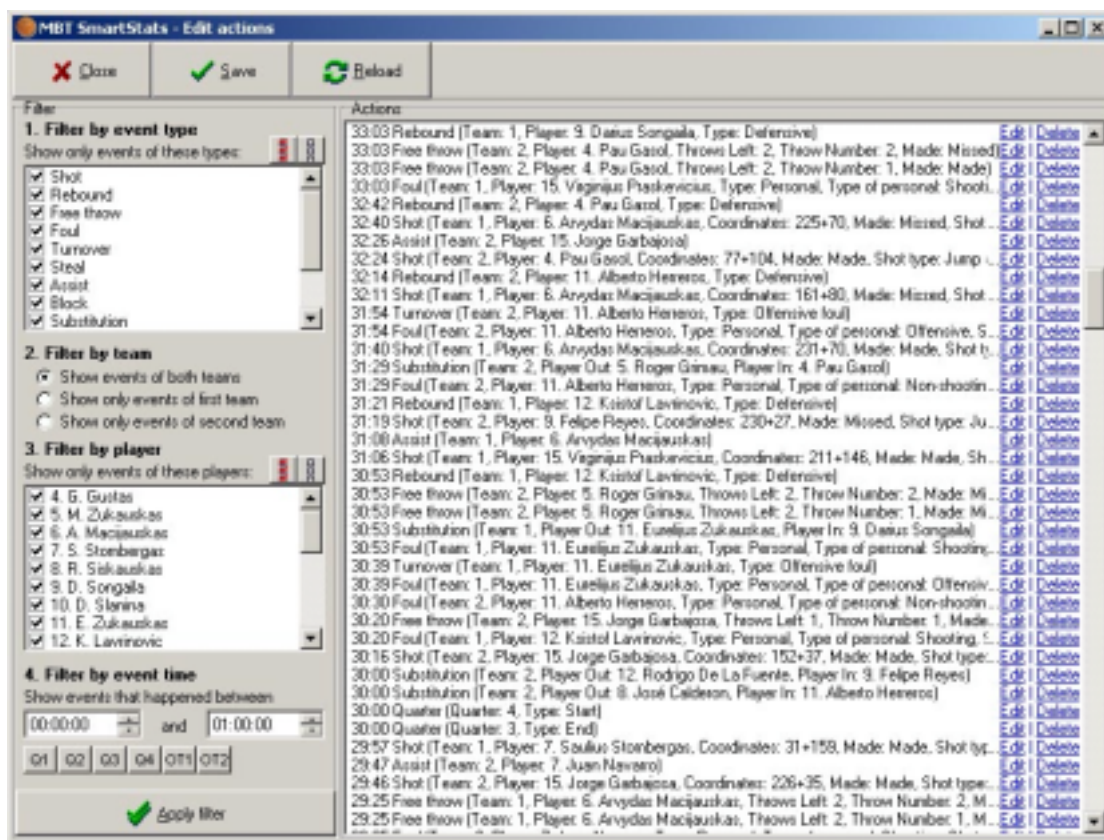


It is extremely important to follow this carefully. In case no actions are uploaded for a long time, it is strongly recommended to continue the game without Internet Upload enabled.

For details regarding this, please check Chapter 6 "Troubleshooting".

4.2 The history window

The main history window can be opened as explained in 4.1.



It is possible to search for actions by applying filters:

- ★ By action type
- ★ By team
- ★ By player
- ★ By time

It is also possible to use any combination of those for filters – for example if you only select “Shot” as action type, “7 – S.Stombergas” as the player and “Q3” as the time only the shots of Stombergas in the third quarter are shown.

Note: New settings only take effect after you have clicked “Apply filter”.

After making changes or after deleting actions it is necessary to click “Save”.

4.3 Editing actions

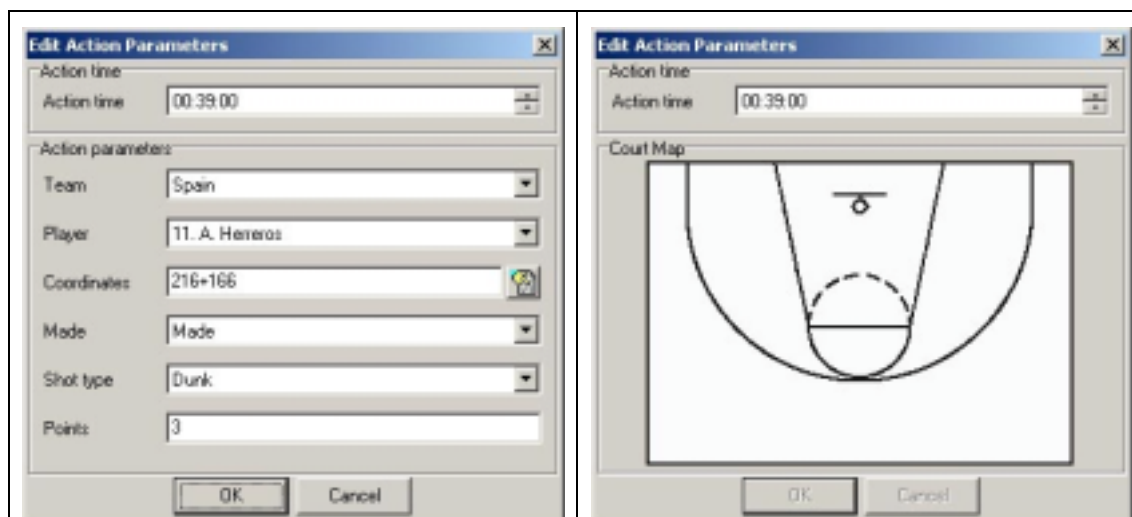
It is possible to edit actions by clicking the link “Edit” after the respective entry.

The parameters that can be changed depend on the action you want to edit.

4.3.1 Shots

For shots the following parameters can be changed:

- ★ Time
- ★ Team
- ★ Player
- ★ Coordinates (position of the shot)
- ★ Result of the shot Made / missed
- ★ Shot type
- ★ Points

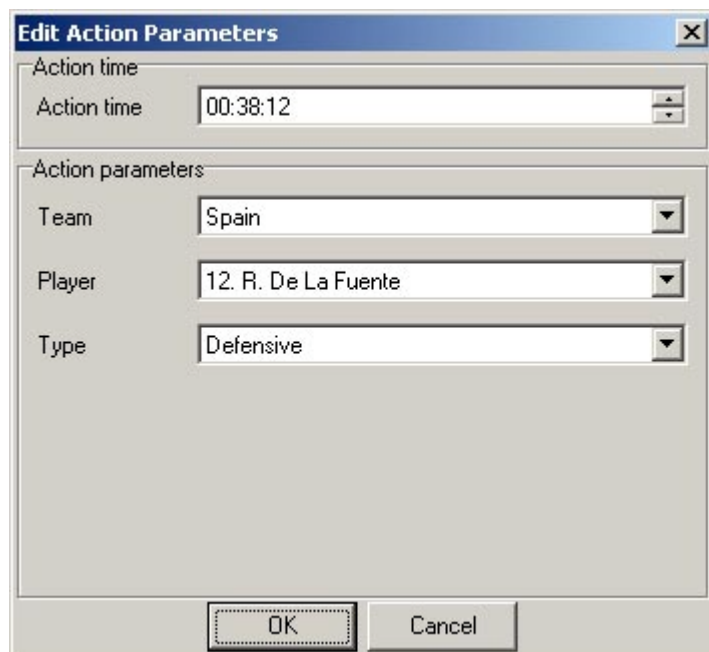


Note: after clicking the icon right of the field "Coordinates" you will be able to select a different position on the court by clicking on court map. Number of points should never be changed manually, this will be done automatically by selecting a proper position on the court.

4.3.2 Rebounds

Available fields are:

- ★ Time
- ★ Team
- ★ Player
- ★ Type (def. | off.)

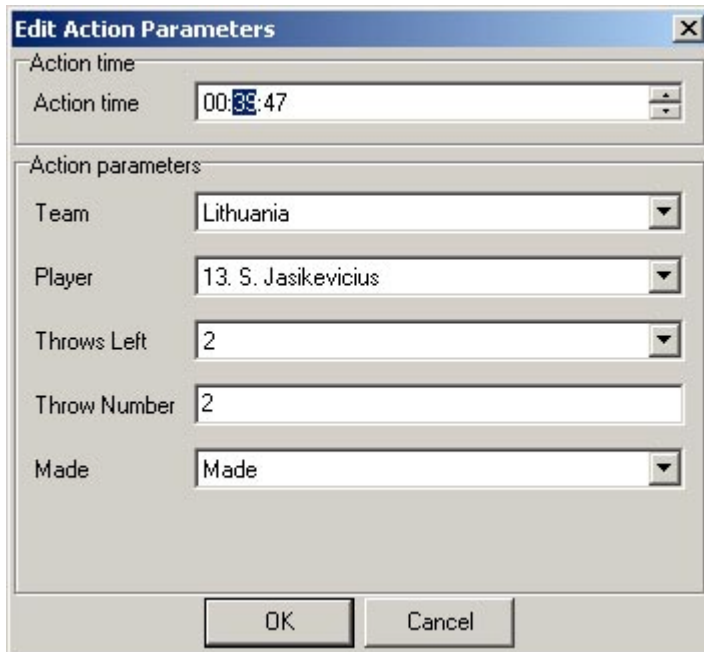


4.3.3 Free Throws

Available fields are:

- ★ Time
- ★ Team
- ★ Player

- ★ Throws left, i.e. the total number of free throws in this series
- ★ Throw number, for example 2 means in this case the 2nd of 2 free throws
- ★ Made / Missed



Edit Action Parameters

Action time
Action time 00:39:47

Action parameters

Team Lithuania

Player 13. S. Jasikevicius

Throws Left 2

Throw Number 2

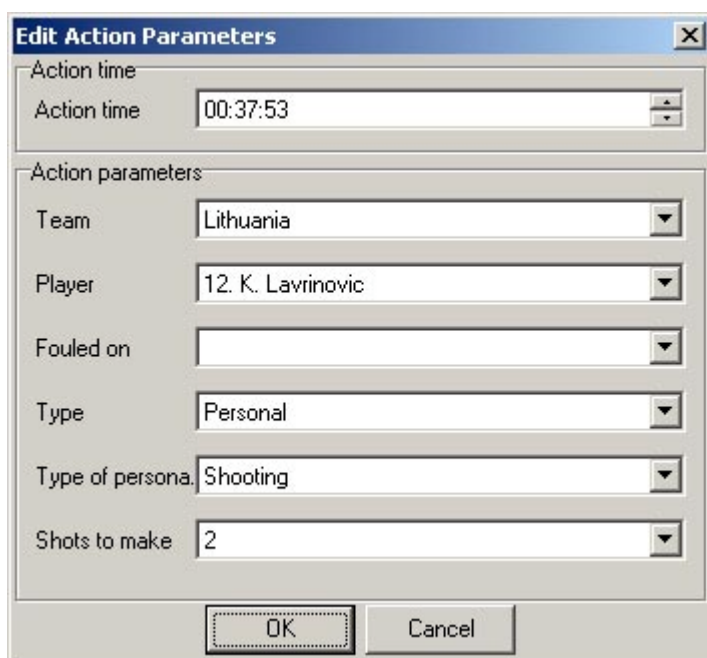
Made Made

OK Cancel

4.3.4 Fouls

The following fields are available:

- ★ Time
- ★ Team
- ★ Player
- ★ Foul on (the option to enter this information directly from the user interface will only be available of a later version of SmartStats). For FIBA Europe games this can always be empty as we don't have a statistical category for received fouls
- ★ Type (personal, technical, unsportsmanlike, disqualifying)
- ★ Type of personal (shooting, non-shooting, offensive)
- ★ Shots to make (number of free throws)



Edit Action Parameters

Action time
Action time: 00:37:53

Action parameters

Team: Lithuania

Player: 12. K. Lavrinovic

Fouled on:

Type: Personal

Type of person: Shooting

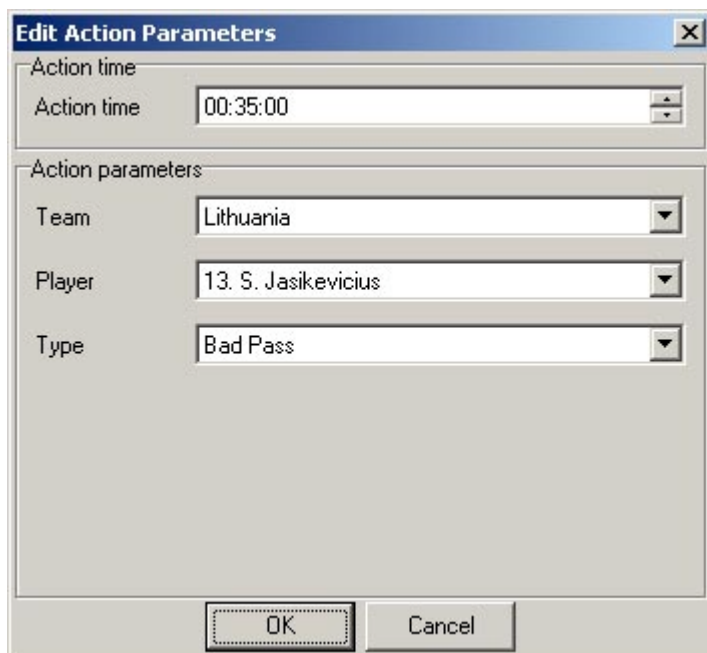
Shots to make: 2

OK Cancel

4.3.5 Turnover

Available fields are:

- ★ Time
- ★ Team
- ★ Player
- ★ Type of turnover



Edit Action Parameters

Action time
Action time: 00:35:00

Action parameters

Team: Lithuania

Player: 13. S. Jasikevicius

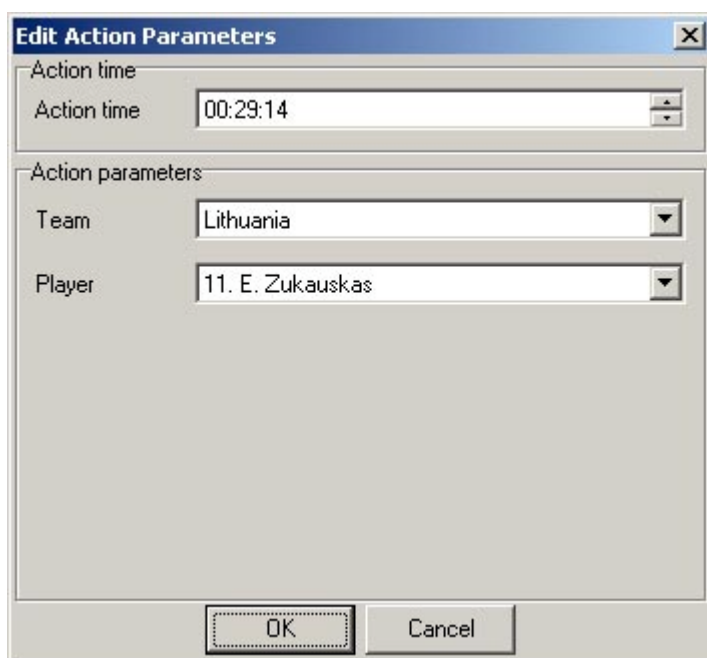
Type: Bad Pass

OK Cancel

4.3.6 Steals

Available fields are:

- ★ Time
- ★ Team
- ★ Player

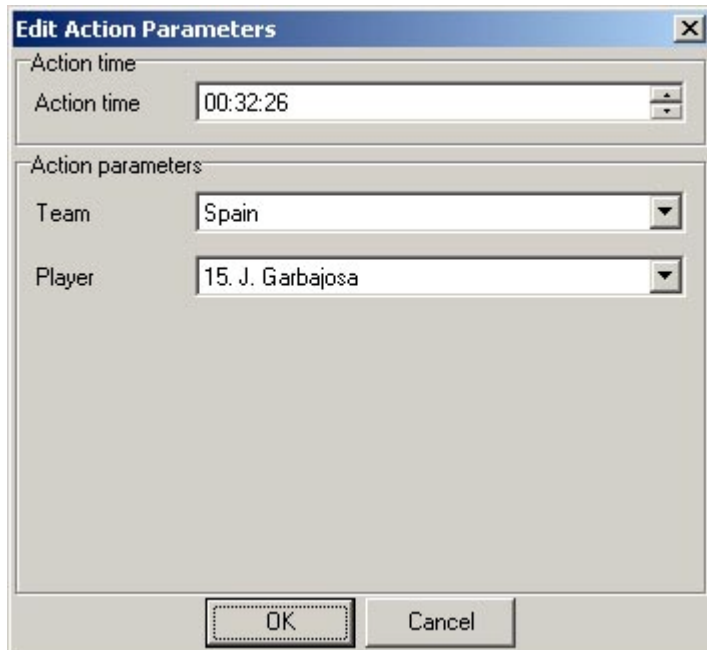


The dialog box is titled "Edit Action Parameters". It contains two main sections. The first section, "Action time", has a text field with the value "00:29:14" and a small up/down arrow button. The second section, "Action parameters", contains two dropdown menus. The "Team" dropdown is set to "Lithuania" and the "Player" dropdown is set to "11. E. Zukauskas". At the bottom of the dialog are "OK" and "Cancel" buttons.

4.3.7 Assists

Available fields are:

- ★ Time
- ★ Team
- ★ Player

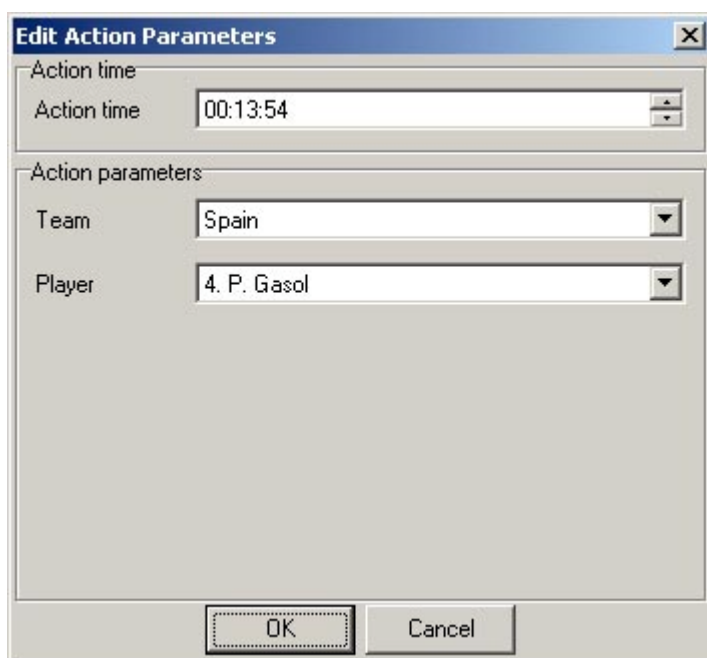


The dialog box is titled "Edit Action Parameters". It contains two main sections. The first section, "Action time", has a text field with the value "00:32:26" and a small up/down arrow button. The second section, "Action parameters", contains two dropdown menus. The "Team" dropdown is set to "Spain" and the "Player" dropdown is set to "15. J. Garbajosa". At the bottom of the dialog are "OK" and "Cancel" buttons.

4.3.8 Blocks

Available fields are:

- ★ Time
- ★ Team
- ★ Player

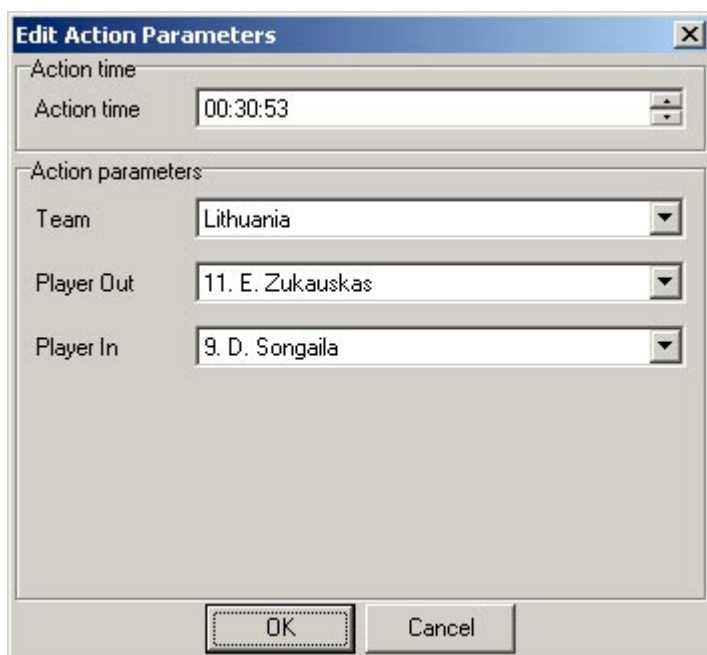


The dialog box is titled "Edit Action Parameters". It contains two main sections. The first section, "Action time", has a text field with the value "00:13:54" and a small up/down arrow icon to its right. The second section, "Action parameters", contains two dropdown menus. The first dropdown is labeled "Team" and has "Spain" selected. The second dropdown is labeled "Player" and has "4. P. Gasol" selected. At the bottom of the dialog are two buttons: "OK" and "Cancel".

4.3.9 Substitution

Available fields are:

- ★ Time
- ★ Team
- ★ Player out
- ★ Player in

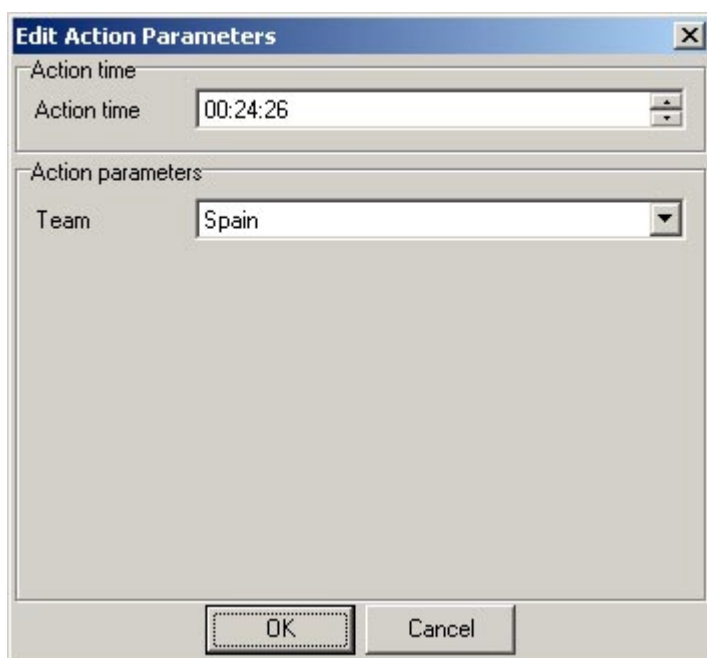


The dialog box is titled "Edit Action Parameters". It contains two main sections. The first section, "Action time", has a text field with the value "00:30:53" and a small up/down arrow icon to its right. The second section, "Action parameters", contains three dropdown menus. The first dropdown is labeled "Team" and has "Lithuania" selected. The second dropdown is labeled "Player Out" and has "11. E. Zukauskas" selected. The third dropdown is labeled "Player In" and has "9. D. Songaila" selected. At the bottom of the dialog are two buttons: "OK" and "Cancel".

4.3.10 Timeout

Available fields are:

- ★ Time
- ★ Team



4.3.11 Others

It is also possible to edit all other actions, i.e. quarter start/stop and comments and it is not recommended to use this functionality.

4.4 *Deleting actions*

Besides editing actions it is also possible to delete actions using the link "Delete".

Note: when you are deleting an action with has a corresponding follow-up action, also this follow-up action will be deleted.

Note: be careful with editing or deleting actions if Internet upload is enabled. In particular it is not recommended to edit or delete an action if Internet upload is enabled but the connection is currently broken.

4.5 *Editing / deleting actions in client-/server mode*

If a game is operated in client-/server mode actions can be edited/ deleted in the following way:

- ★ On the computer running SmartStats in server mode all actions can be edited or deleted, i.e. it doesn't matter on which PC the action has been entered originally
- ★ On computers running in client mode it is only possible to edit or delete actions that have been entered on the same computer

5 PRINT-OUTS

In SmartStats a big variety of print-outs are available, which are accessible from the top menu under "Reports".

Within the print-out "Official Boxscore" it is also possible to upload the official result and stats to fibaeurope.com (with Internet Upload enabled).

For all print-outs it is both possible to send them directly to a printer attached to the computer or network and to create and save pdf files.

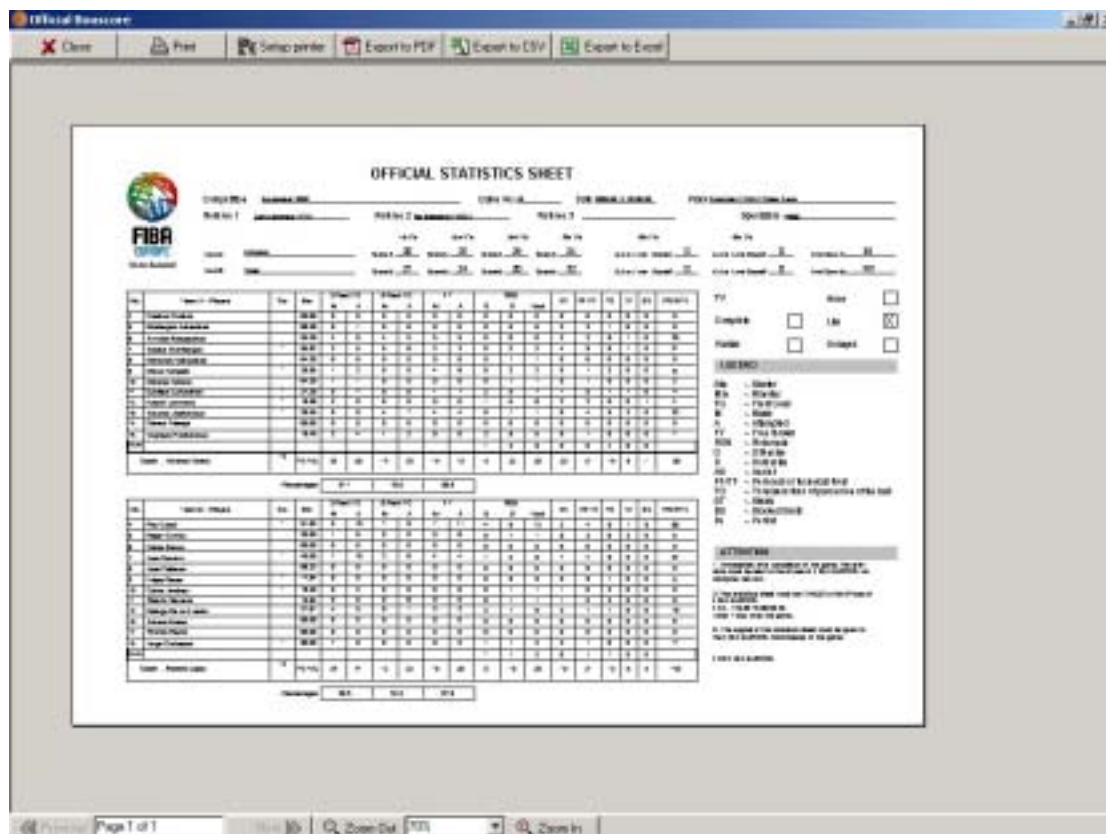
For the reports containing graphics, i.e. shot charts, team comparison and score development chart, besides the normal print functions it is also possible to save the graphics as jpg file on your computer and to copy and paste them into a different document (for example a Word document). These two functions are available with the buttons "Save" and "copy".

5.1 Official boxscore

This is the official statistics sheet for FIBA Europe games.

Besides the options to print it or to create a pdf file, there are three other important things here:

- ★ The option to export data to comma separated file (csv) – this can be used for example to insert the data into a database ("Export to CSV"). This file can also be used to submit the game result and statistics to FIBA Europe from a different computer.
- ★ Export data to an Excel sheet
- ★ Send game result and statistics to the official FIBA Europe database (this option is only available for FIBA Europe games and if Internet upload is enabled)



5.1.1 Uploading the official result and statistics to FIBA Europe

To send the official game result and statistics to FIBA Europe click the button "Upload statistics".



Please note that we distinguish between live data (scores, stats), which has no official character and is only used for fibaeurope.com and the official result/stats, which is also used for our internal information system. This data is used for calculating standings, statistical leaders etc.

Therefore it is of utmost importance that the final data (in particular the result) is checked carefully before uploading it to FIBA Europe.

After clicking "Upload statistics" you have to wait a moment (depending on your Internet connection and server load the required time can vary between a few seconds and 1-2 minutes).

After this has been done successfully a message is shown.



In any case you must not close the software before you have received this message.

After a successful upload you should also check in the fibaeurope.com Content Management System (<http://cms.fibaeurope.com>) under "Games".

After a successful upload the game will be shown with red (data not yet validated by FIBA Europe) or green icons (data validated). If nothing has been entered, the game will be shown with black icons.

In this section it is also possible to manually change the data (i.e. to add the number of spectators if this has not been entered in the software itself or to correct eventually wrong data).

5.2 Media Boxscore

The game statistics in a different format.

GAME STATISTICS

Lithuania 98 vs 103 Spain

(23-27, 25-24, 29-30, 24-32)

Referee: Ljiljko Latic (ITA), Ilija Beloslav (SCG)
Commissioner: Vlado Stankovic (SRB)

Lithuania

No.	Name	Sta	Min	2P FG		3P FG		FT		Rebounds			AS	PF	TO	ST	BS	PTS
				M/A	%	M/A	%	M/A	%	Off	Def	Tot						
4	Giedrius Gustas		00:00	0/0	0,0	0/0	0,0	0/0	0,0	0	0	0	0	0	0	0	0	0
5	Mindaugas Zukauskas		06:26	0/1	0,0	0/0	0,0	0/0	0,0	0	0	0	2	2	1	0	0	0
6	Arvydas Macijauskas		32:23	4/9	44,4	4/5	80,0	5/5	100,0	0	0	0	2	2	3	1	0	25
7	Saulius Stonbergas	*	35:32	2/5	40,0	5/6	83,3	2/2	100,0	0	2	2	4	3	0	1	0	21
8	Ramunas Siskauskas		04:28	0/0	0,0	0/0	0,0	0/0	0,0	0	1	1	0	0	0	0	0	0
9	Darius Songaila	*	23:35	1/2	50,0	0/0	0,0	4/6	66,7	0	2	2	0	1	2	0	0	6
10	Donatas Slanina		04:28	1/1	100,0	0/0	0,0	0/0	0,0	0	1	1	0	1	0	0	0	2
11	Eurelijus Zukeuskas	*	27:29	5/7	71,4	0/0	0,0	1/1	100,0	2	5	7	1	5	1	1	0	11
12	Kristof Lavrinovic	*	16:56	2/3	66,7	0/0	0,0	0/0	0,0	1	5	6	2	2	0	0	1	4
13	Sarunas Jasikevicius	*	29:55	3/3	100,0	4/7	57,1	4/4	100,0	0	1	1	9	4	5	2	0	22
14	Deivius Salenga		00:00	0/0	0,0	0/0	0,0	0/0	0,0	0	0	0	0	0	0	0	0	0
15	Virginijus Praskievicius		18:48	2/4	50,0	1/2	50,0	0/0	0,0	2	3	5	3	1	0	0	0	7
Team / Coach										1	2	3	0	0	4	0	0	
Totals				20/35	57,1	14/20	70,0	16/18	88,9	6	22	28	23	21	16	5	1	98
Coach				Antanas Sireika														

5.3 Play by play

A complete list of all actions of the game.

PLAY BY PLAY

Lithuania 98 vs 103 Spain

(23-27, 25-24, 29-30, 24-32)

Referee: Ljiljko Latic (ITA), Ilija Beloslav (SCG)
Commissioner: Vlado Stankovic (SRB)

Starters :

Lithuania : Saulius Stonbergas, Darius Songaila, Eurelijus Zukeuskas, Kristof Lavrinovic, Sarunas Jasikevicius

Spain : Pau Gasol, Juan Navarro, Felipe Reyes, Jorge Garbajosa, Carlos Jiménez

Period 1

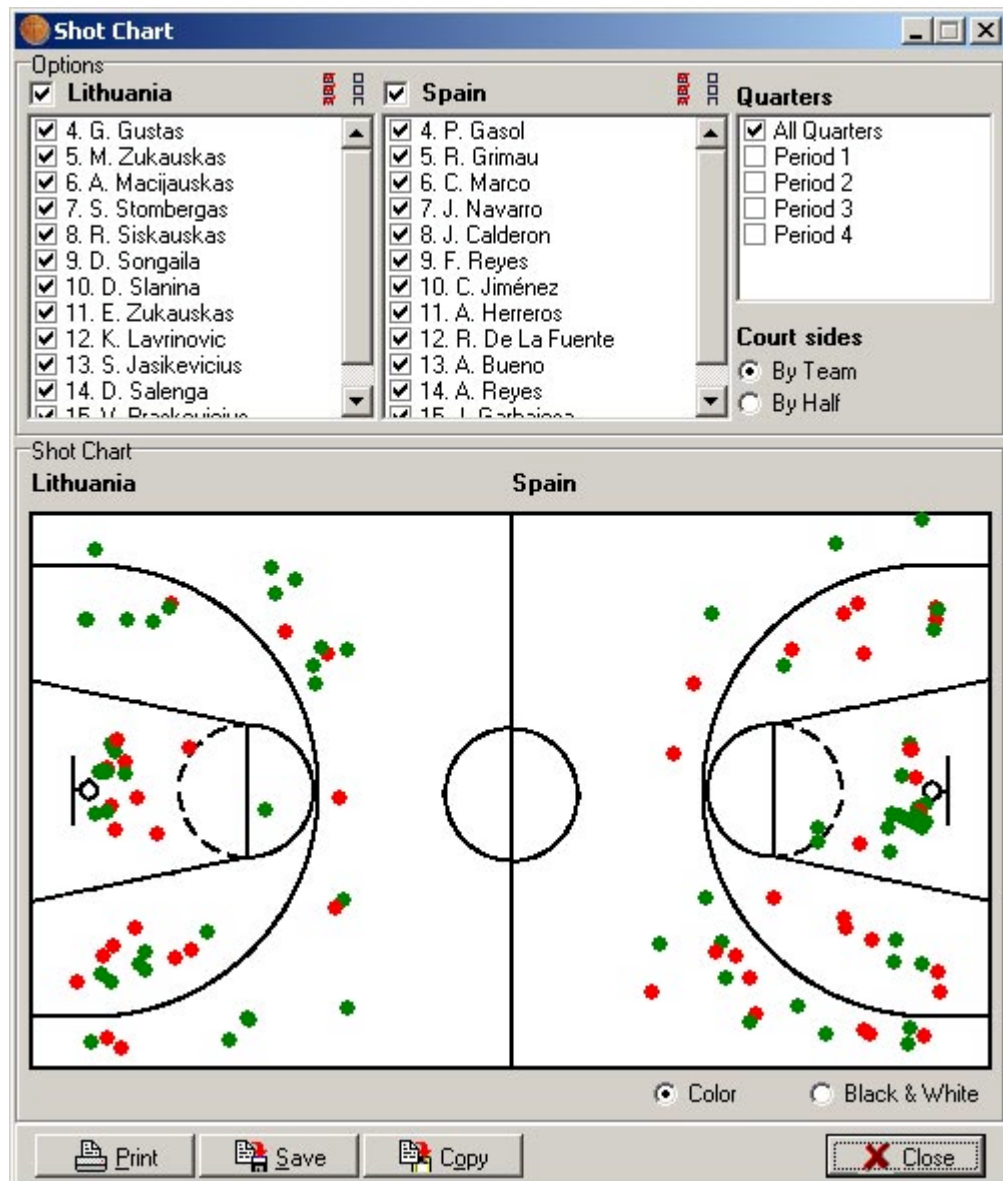
Game Time	Lithuania	Score	Spain
09:51			9 F. Reyes Personal Foul (Team 1st, Player 1st)
09:43	13 S. Jasikevicius Turnover (Traveling)		
09:37		0 - 2	4 P. Gasol 2PtsFG (Dunk) MADE Assist: 7 J. Navarro
09:17	13 S. Jasikevicius 3PtsFG (Jump shot) missed		4 P. Gasol Def. Rebound
09:03			9 F. Reyes 2PtsFG (Jump shot) missed Off. Rebound: 4 P. Gasol
08:57		0 - 5	7 J. Navarro 3PtsFG (Jump shot) MADE Assist: 4 P. Gasol
08:47			15 J. Garbajosa Personal Foul (Team 2nd, Player 1st)
08:40	12 K. Lavrinovic Def. Rebound		10 C. Jiménez 2PtsFG (Jump shot) missed
08:30	12 K. Lavrinovic 2PtsFG (Jump shot) missed		15 J. Garbajosa Def. Rebound
08:18		0 - 7	4 P. Gasol 2PtsFG (Jump shot) MADE
08:07			4 P. Gasol Personal Foul (Team 3rd, Player 1st)
08:07	9 D. Songaila Free throw MADE(1/2)	1 - 7	
08:07	9 D. Songaila Free throw missed(2/2)		
07:54	11 E. Zukeuskas Def. Rebound		4 P. Gasol 3PtsFG (Jump shot) missed
07:41	9 F. Reyes Def. Rebound		10 C. Jiménez 2PtsFG (Dunk) missed
07:36	13 S. Jasikevicius Personal Foul (Team 1st, Player 1st)		
07:36	Substitution: 9 D. Songaila out, 6 A. Macijauskas in		
07:18			7 J. Navarro 3PtsFG (Jump shot) missed Off. Rebound: 15 J. Garbajosa
07:13		1 - 9	15 J. Garbajosa 2PtsFG (Tap-in) MADE
06:59	11 E. Zukeuskas 2PtsFG (Jump shot) missed Off. Rebound: 12 K. Lavrinovic		
06:48	6 A. Macijauskas 3PtsFG (Jump shot) MADE Assist: 12 K. Lavrinovic	4 - 9	
06:34	11 E. Zukeuskas Def. Rebound		9 F. Reyes 2PtsFG (Jump shot) missed
06:21	7 S. Stonbergas 2PtsFG (Jump shot) MADE Assist: 13 S. Jasikevicius	6 - 9	
06:03	7 S. Stonbergas Personal Foul (Team 2nd, Player 1st)		

5.4 Shot Chart

A shot chart is a graphical representation of all shots during the game, i.e. made shots are shown with a green icon, missed shots with a red icon.

It is possible to customise this chart in a variety of ways:

- ★ Include both teams or only one
- ★ Include shots from the whole game or only from one or more periods
- ★ Include all players or select single players
- ★ Show the chart by team or by half. The option to show shots by half is only useful if the shots of only one team are shown
- ★ Colour or black & white (for b&w printers) version



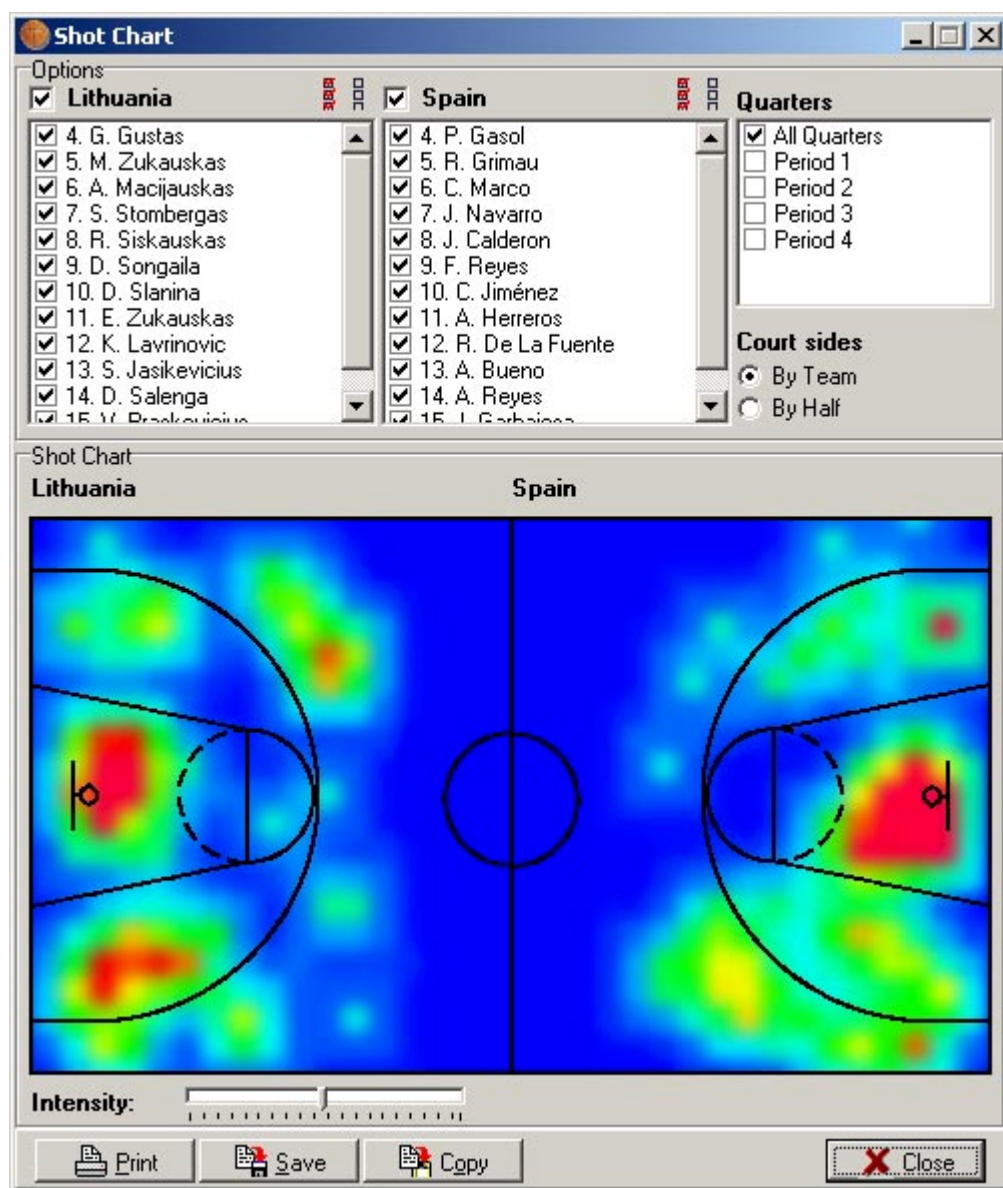
5.5 Shot Chart – “Temperature Map”

Similar to the normal shot chart this is a graphical representation of shots.

Unlike in the normal shot chart the purpose of this one is to highlight areas from which shots were taken (not to mark them as made or missed).

This chart is comparable to a temperature map you might know from newspapers – the higher the temperature in a certain region of a map is, the “warmer” the colour used for it. The same applies to this chart – the “warmer” the colour in a certain area of the court, the more shots have been taken from that area.

The same options are available to customise the chart as for the normal shot chart.

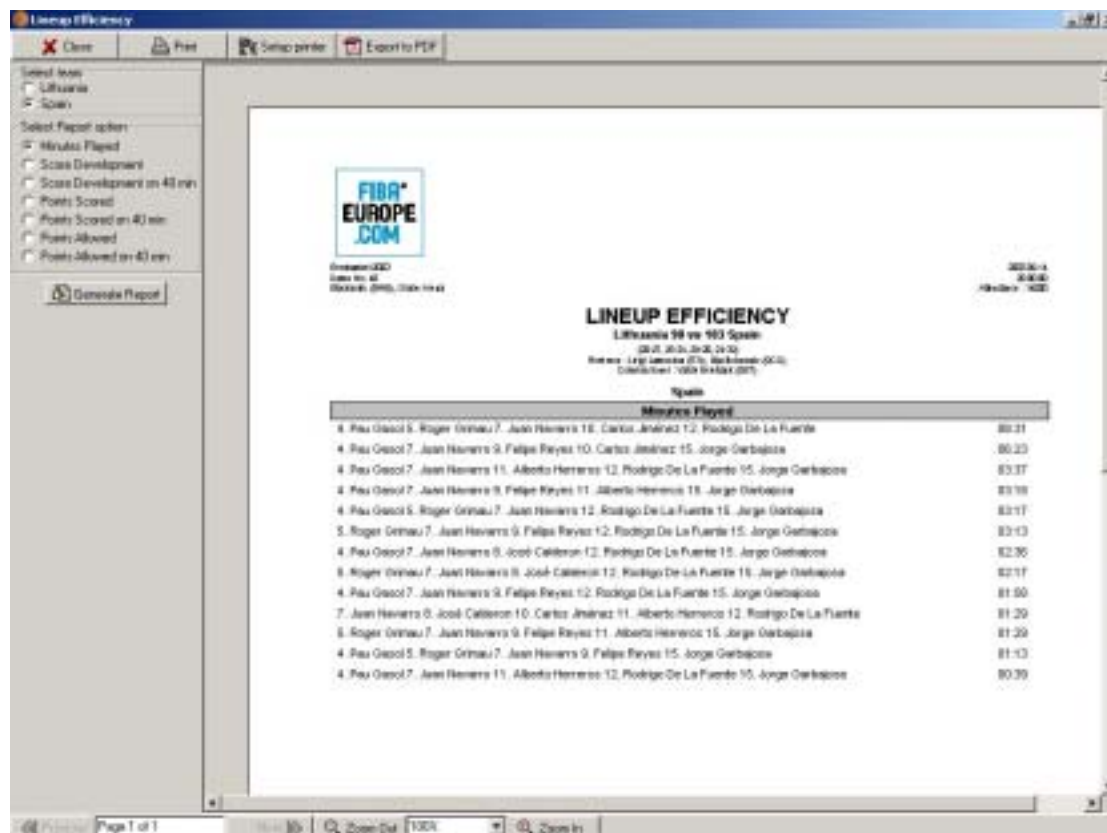


5.6 Line-up Efficiency

This report is showing the different line-ups used by a team and compares them in several ways, i.e. by

- ★ Minutes played – the time a certain line-up was used
- ★ Score Development – the score development while a certain line-up was used
- ★ Score Development on 40 min – same, but calculated on 40 minutes. For example if a certain line-up was used for 10 minutes and the score development during those 10 minutes was +5, then the score development on 40 minutes would be +20.
- ★ Points Scored – number of points scored while a certain line-up was used
- ★ Points Scored on 40 min – same but calculated on 40 minutes
- ★ Points Allowed – number of points scored by the opponent team while a certain line-up was used
- ★ Points Allowed on 40 min – same, but calculated on 40 minutes

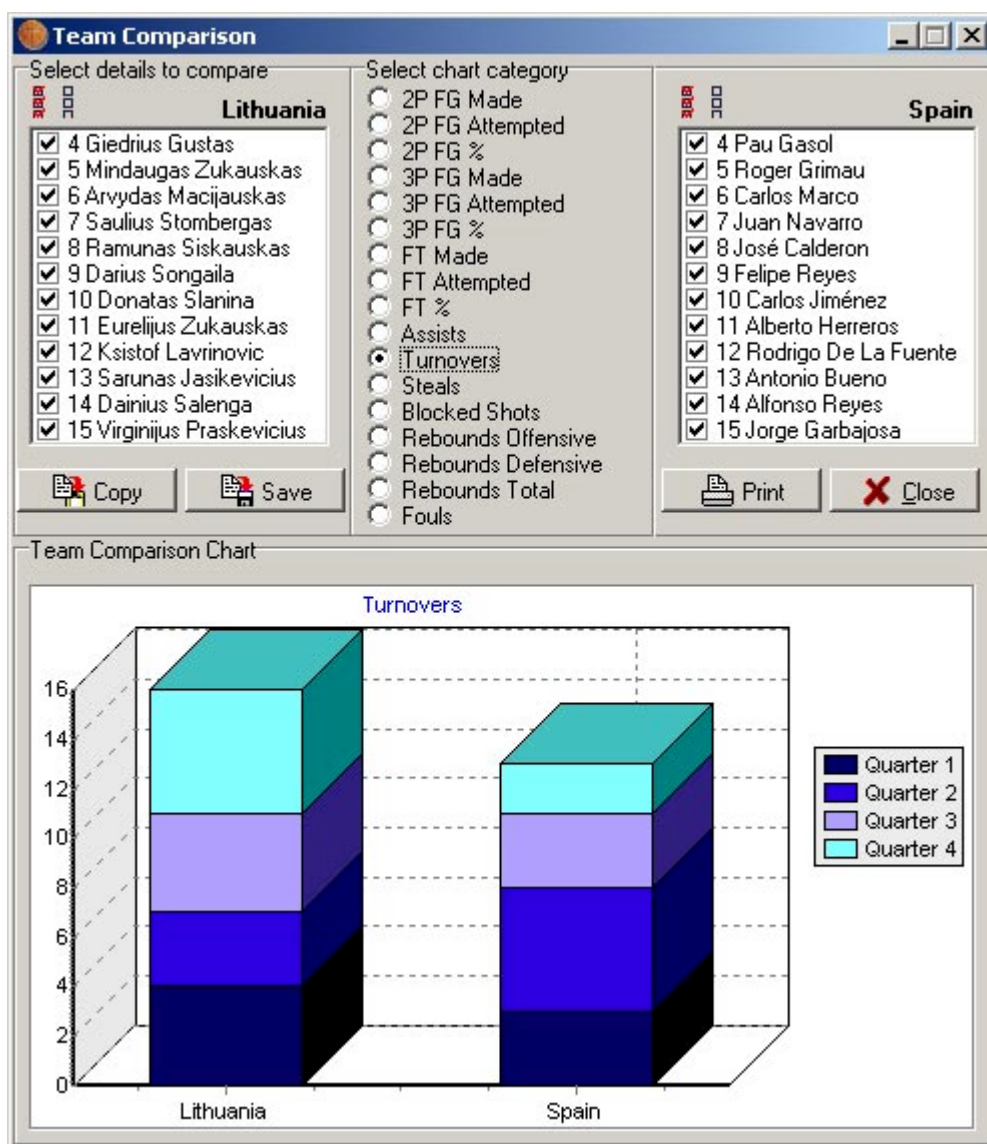
You have to click “Generate Report” after making a new selection.



5.7 Team Comparison

With this report it is possible to visualise and compare the numbers of both teams in all statistical categories. The different quarters are shown in different colours (except shooting percentages).

Again it is possible to include all players in the graphic or select only single players.



5.8 Game Leaders

This report shows the leading 3 players from both teams in several statistical categories (categories to be included in the graphic can be selected by the user).

GAME LEADERS

Lithuania 98 vs 103 Spain

(20-27, 25-24, 29-35, 24-32)

Referee: Luigi Lattinica (ITA), FIBA Referee (SCG)
Commentator: Andrei Stankov (SRB)

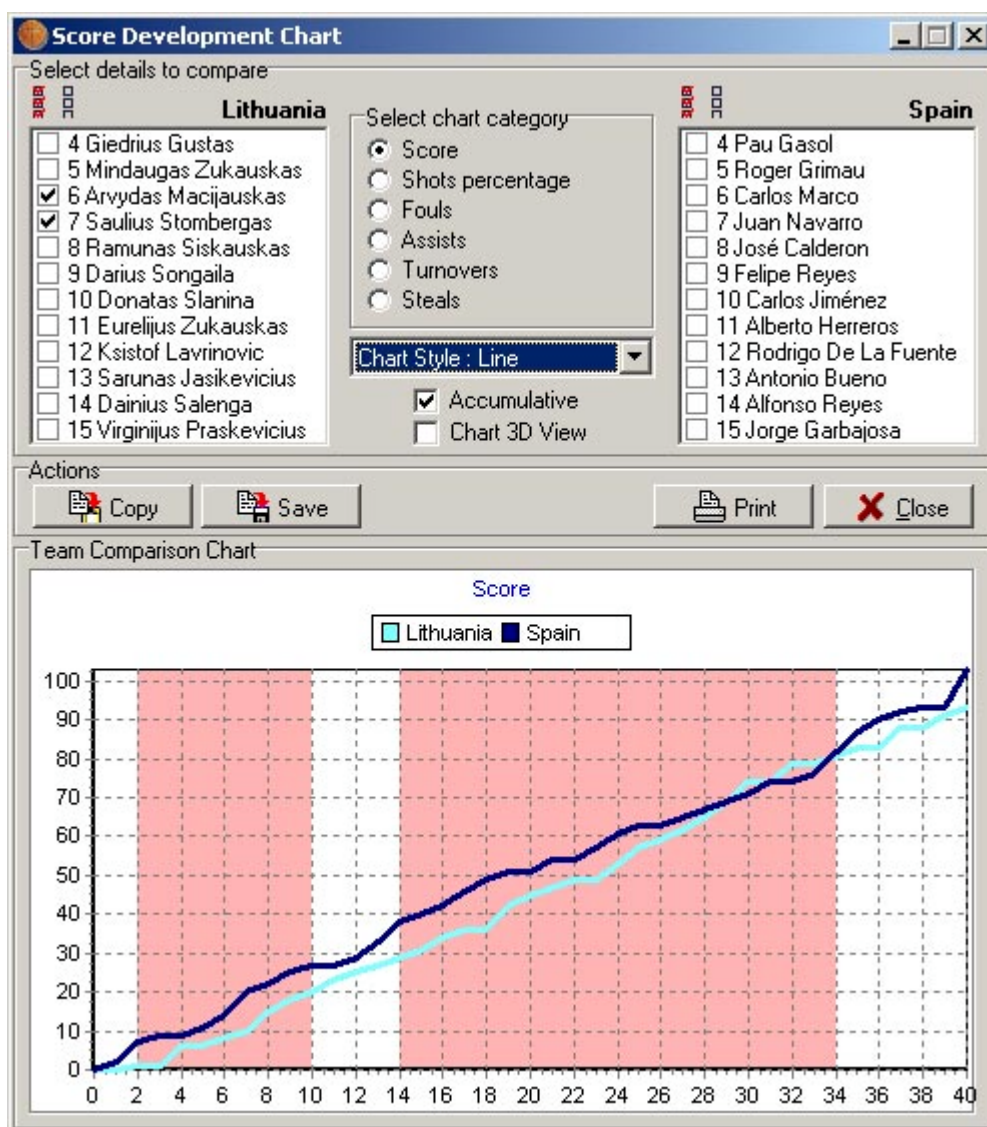
Assists					
Lithuania			Spain		
13	Sarunas Jasikevicius	9	7	Juan Navarro	7
7	Saulius Stombergas	4	5	Roger Grimau	3
15	Virginijus Praskevicius	3	3	Players	2
Steals					
Lithuania			Spain		
13	Sarunas Jasikevicius	2	7	Juan Navarro	5
3	Players	1	5	Roger Grimau	2
			4	Pau Gasol	1
Total Points					
Lithuania			Spain		
6	Arvydas Macijauskas	25	4	Pau Gasol	38
13	Sarunas Jasikevicius	22	7	Juan Navarro	24
7	Saulius Stombergas	21	15	Jorge Garbajosa	17
Minutes Played					
Lithuania			Spain		
7	Saulius Stombergas	35:32	7	Juan Navarro	40:00
6	Arvydas Macijauskas	32:23	4	Pau Gasol	31:32
13	Sarunas Jasikevicius	29:55	15	Jorge Garbajosa	30:00

5.9 Score development chart

This report is showing the development of the score (or some other categories) during the game in a graphical way. By selecting one or more players, the times when this player or combination of players was on the court is highlighted.

Other customisable settings are:

- ★ Chart style (bar or line)
- ★ 3D view (on or off)
- ★ Accumulative (yes or no)



6 TROUBLESHOOTING WITH INTERNET UPLOAD ENABLED

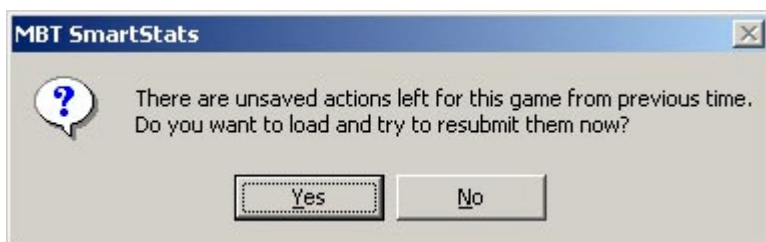
It is extremely important to watch closely if all actions are uploaded. With actions still pending upload at the end of the game also print-outs will not be correct. Additionally a large number of not uploaded actions will affect the performance of the software as it is continuously saving data to a temporary file.

Usually it is no problem if the connection breaks for a short time (e.g. few minutes) – as soon as the connection is re-established the software will continue with the upload of all pending actions.

If the connection breaks completely, i.e. if you notice that a large number of actions are not upload for a long time it is recommended to continue the game without Internet Upload enabled.

To do so, close the software (for example during a time-out or after the end of a period) and re-open it with only „Store data in file for later use“ selected.

After opening the log file of the game, SmartStats will ask you if you want to recover the data which has not been saved yet – in any case you have to select „YES“ here.



A hotline in the FIBA Europe Offices will be at your disposal during all game nights and can be reached by phone (+49-89-780608-40) or email (web@fibaeurope.com).