



User Guide for Team and Competition Administrators

Document Version History:

Version	Date	Author	Changes
1.0	27/3/06	Darren Hogan	Created
1.1	29/3/06	Darren	Added screen shots

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What is Cleverstats.com.au

Cleverstats.com.au is a web based tool that allows indoor cricket teams to easily keep track of player statistics. It can be used for an individual team, grade or whole indoor cricket centre or competition. It is easy to use and the **teams enter the scorecards themselves** on the web. Statistics are available on the web instantly and can be easily incorporated into your own website at no cost.

Cleverstats will help you increase player retention, provide an increased level of interest at cricket games and will allow you to communicate to your players via email.

Cleverstats.com.au has the following features;

- Takes just 12 minutes to enter a game
- Caters for 6 and 8 person teams, 6, 8 and extra ball overs and all commonly used rule variations.
- Shows batting / bowling averages and aggregate
- Shows number of 6's, outs, strike rate
- Shows number of wickets and dot balls
- View player, team, grade and cricket centre records over many seasons
- Have a copy of the team or centre statistics on your own web site with just 5 lines of code
- Promote your centre / competition and team sponsors by including a graphic and link on your stats pages and in stats print outs. **A random sponsor is also placed on cleverstats.com.au home page.**



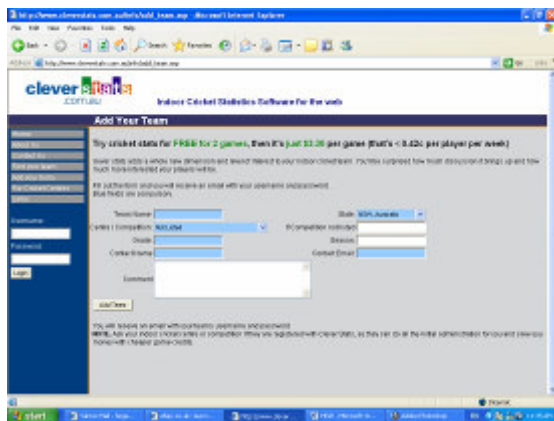
How to register your Centre or Competition

To register your indoor cricket centre or competition, please send us an email – support@prettyclever.com.au or call us on (02) 8883 0942. We will ship to you a Cleverstats pack with flyers and information that will make it easy for you to administer your teams and players.

We are working hard to make cleverstats.com.au a product that indoor cricket centre's and competitions will find useful, easy to use and add to the overall experience of indoor cricket.

How to register your team

You can register your team on cleverstats.com.au by clicking on the 'Add your team' link from any cleverstats.com.au page.



When you submit your registration, we will get back to you within 12 hours (usually straight away) with your username and password. You can then login and start entering games.

Logging in

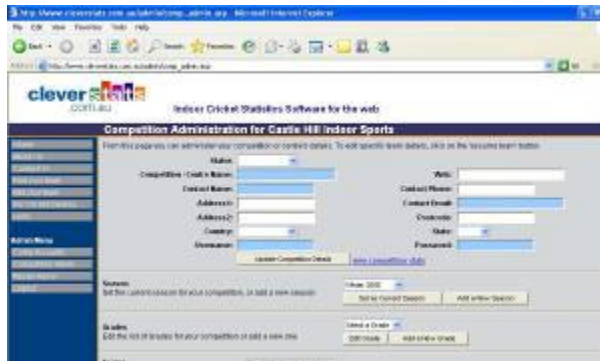
To login to cleverstats.com.au, enter your login name and your password on any of the cleverstats.com.au pages. If you don't have a username and password you will need to register first. If you have forgotten your username or password then email support@prettyclever.com.au with your email address and team name.

Depending on your level of access you will automatically enter the Team Admin Page or the Competition Admin Page.

Competition Level Administration

If you are a centre or competition manager, you will be taken to the Competition Level administration screen. This page gives you control over your competition details, as well as teams in your centre.

Note. If there is no centre or competition manager assigned, we will administer the competition and all teams in it.



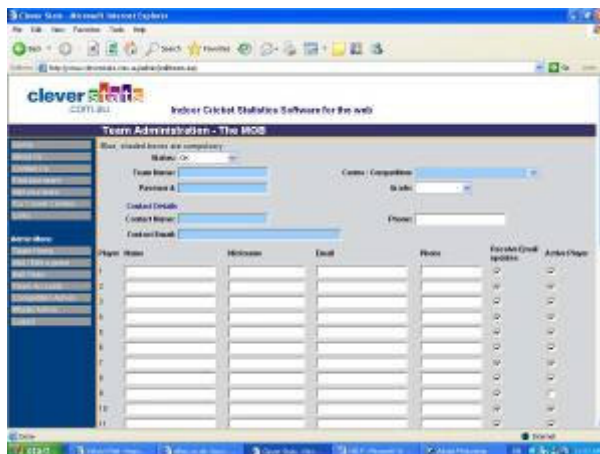
Fields marked blue are compulsory.

Grades and Seasons

The competition level administration screen allows you to add and edit seasons and grades for your competition. The season that is set as the current season is the season that is displayed by default when your competition stats are viewed.

Managing your teams

All the teams in your centre / competition are displayed in the team box. You can manage a team by highlighting it and pressing **Assume Team**. This takes you to the team administration page. This is the same page that team managers see and allows you to edit all the team and player details.



As the competition administrator you also get to add new teams. All the compulsory details (highlighted in blue) must be entered before you can enter player details. You will then need to notify the team manager of their username and password.

Purchasing game credits

Purchasing game credits at the Centre / Competition level is much different than purchasing game credits at the team level. Competition managers can purchase game credits at wholesale prices and can distribute the game credits in a number of different ways, depending on how they want cleverstats.com.au to be used. You can also decide that teams will buy their own game credits themselves, online.

1. Purchase Game credits and let all your teams use them

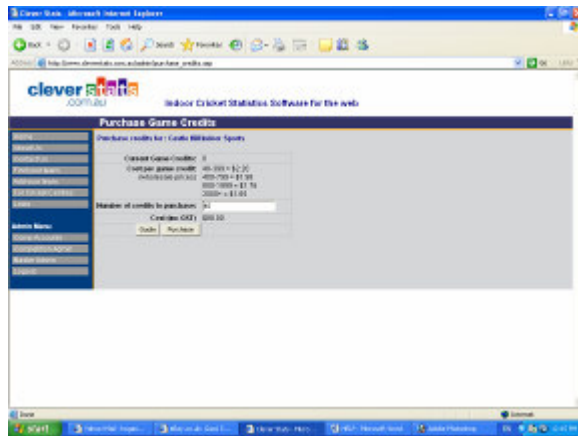
You may decide that it's easier to bundle cleverstats.com.au with your game or registration fees. This makes it easy for teams to use cleverstats.com.au because they don't have to worry about purchasing game credits. They don't even see the game credits mentioned on their team administration page.

Once you have purchased enough game credits for all your teams, teams can then add new games and game credits will be taken from your competition pool.

2. Purchase Game credits and re-sell them to teams

As a competition administrator you can buy game credits at wholesale prices. You can then re-sell them to teams for a small management fee. You control the purchasing and movement of game credits through the online management screen.

Once you have purchased game credits, 'assume' the team that is to receive the credits. As a competition administrator you get an extra link – '[Click Here](#) to MOVE credits from the comp pool. This link allows you to specify the number of credits to move from your competition pool to the specified team.



Competition Sponsor Advertising

Both centre / competitions and teams can provide advertising for a sponsor. Competition level sponsors get more air time on the front page of cleverstats.com.au. They also get shown on all stats pages for that competition.

The picture needs to be a 600 x 100 pixel jpg or gif (the image will be resized to this) and must be less than 20kb in size. By entering a URL, clicking on the picture will open a new page with the sponsor's web page.

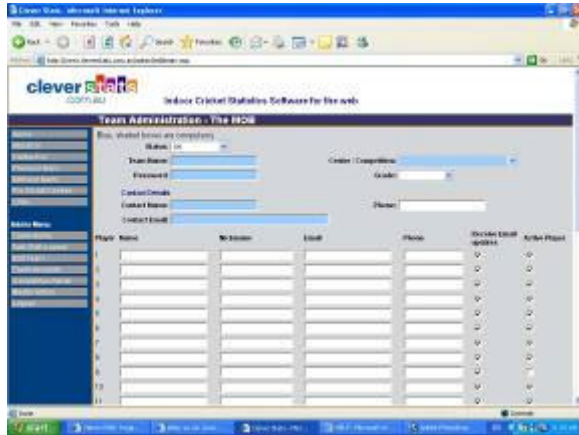
Team Level Administration

Each team manager will receive a username and password for accessing their team administration page. The username is the same as the team name. Centre / Competition administrators can also access team administration pages by 'assuming' a team from the competition level administration page.

When you login as a team manager you are able to;

- Edit your team players and details
- Add / edit games
- View your team accounts / purchase game credits

Edit your Team



If you are in the middle of updating any bowling or batting scores then press the **Save Changes** on the current screen. You can come back at anytime to continue.

Locate the [Edit team](#) link on the left hand side of the screen under the Admin Menu. This will bring up the Team Administrator Page. This contains all the information about the team and all the players.

To enter in a new player, scroll down to the bottom player in the list. You will see an empty line. Enter in the player's name, nick name (optional), email and phone number (optional).

Marking a player as 'not active' means that they won't appear in the player drop down boxes when entering batting and bowling scores. They will still appear in the stats.

When you click on the **Save Changes** button a new blank line appears at the bottom. You can enter in as many new players as you want.

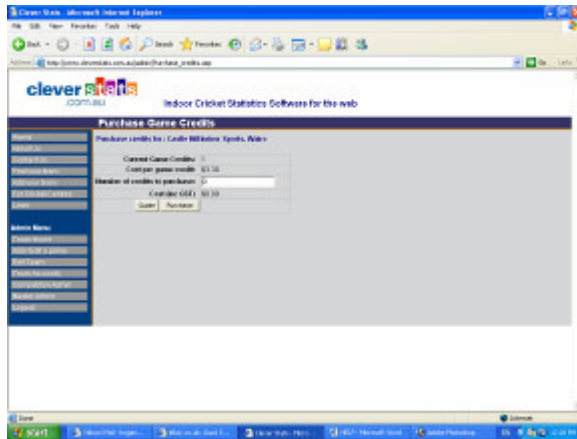
Team sponsors

Both centre / competitions and teams can provide advertising for a sponsor. Competition level sponsors get more air time on the front page of cleverstats.com.au than team sponsors. Team sponsors are also shown on all team stats pages.

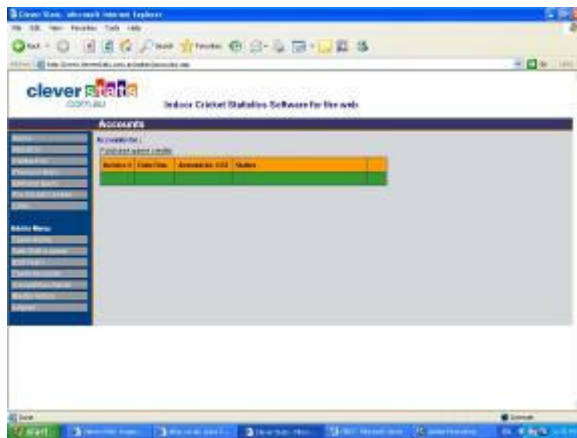
The picture needs to be a 600 x 100 pixel jpg or gif (the image will be resized to this) and must be less than 20kb in size. By entering a URL, clicking on the picture will open a new page with the sponsor's web page.

Purchasing Team Credits / Viewing Invoices

To purchase game credits at the Team Level is very easy. Simply click on the link at the top of the [Add/Edit a Game](#) page. This will take you to the purchasing page. Enter in the field how many credits you want to purchase and then press the **Quote** button for a price. If you are happy with the cost then press the **Purchase** button.



To view your previous invoices. On the left hand side menu press on the [Team Accounts](#) link. This page will show in detail all of your previous purchases.



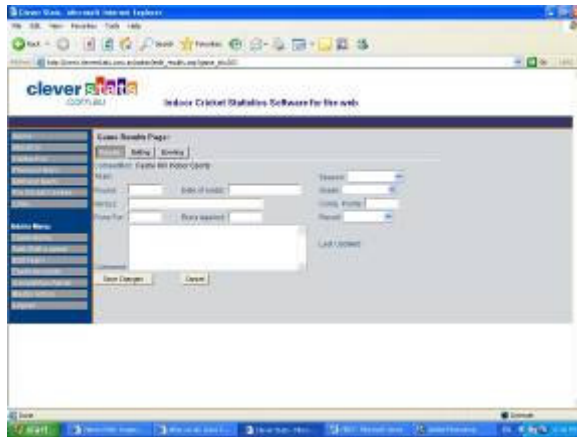
Adding / Editing a game

When you first login as a team manager, you will see a list of games that have been entered for your team in the current season. You can change the current season to view other season games. You can also change the default current season for your team.

To edit an existing game, click on the edit link on the appropriate game. It is possible to enter partial details of a game and come back later to finish it off, just remember to save the details before closing the page.

To add a new game you will need to have at least 1 game credit available, or your competition must have a central pool of game credits for you to use. If you don't see the number of game credits available, your competition uses a central pool of game credits and you can enter games as required.

Game Results

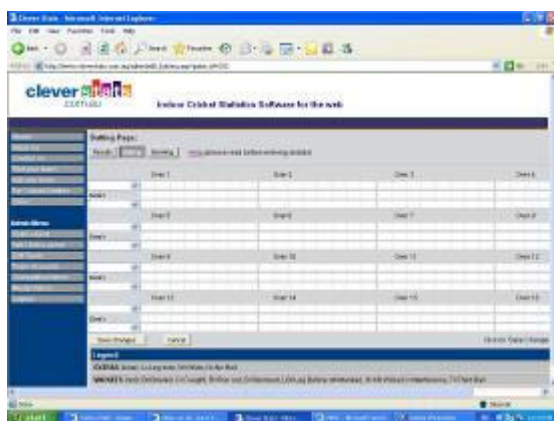


Enter in the details of the new game.

- Round Number – e.g. 1, 2, semi, trial etc
- Date of the Match
- Versus – who you played that week
- Runs For - Your total score
- Runs Against – The opponents total score
- Season – your current season
- Grade – Your teams grade
- Competition Points – These are used to provide a competition ladder if there is more than 1 team in your grade.
- Result – Win, loss or draw.
- Comments – anything that you would like to include about the game.

Then click on the **Save Changes** button.

Batting Details



Press the down arrow to see the list of available batters. If the batter isn't listed you'll need to update your team list. To do this, click on **Save Changes** and then click on Edit team on the left hand side menu. You can come back and continue from where you left off after the team has been updated.

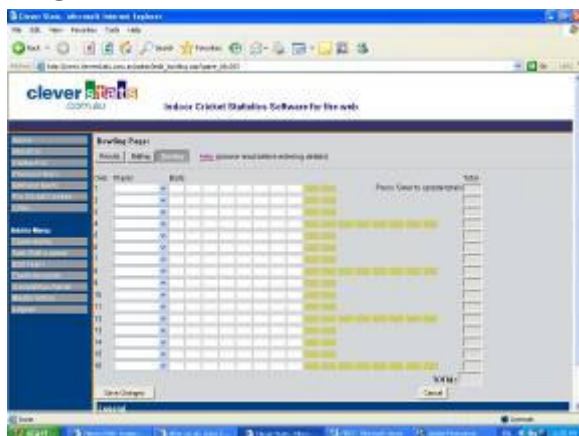
- Enter each score, including dot balls for 0 runs, for each over. You don't need to enter them in the same squares as the score sheet, as blank squares will be removed.
Wickets - If the batsman was out, enter the letter corresponding to the type of wicket, eg.

- B - Bowled
 - C – Caught
 - R – Runout
 - S – Stumped
 - LB – Leg Before
 - M – Mankad
 - H – Hit Wicket
 - T – Third Ball
 - P – Penalty (use -10p for a penalty of 10 points etc)
- If your competition uses scores other than -5 for a wicket, enter the appropriate score next to the letter of the wicket. Eg -7b for bowled and -7 runs.
 - If the wicket or runs scored is to be marked against a bowler or batsman, but you don't want a 'ball bowled' to be marked against that batter then enter the figure in brackets. Eg. A batsman is out mankad, but you don't want this marked as a ball bowled against him, use (m). This will make sure the strike rate figure is not affected.
 - Extra's - If your competition records extras against the batsman, and not in the extra's column, then enter the extras here as well.
 - Enter the Extra's. If your competition records extra's against the batsman then enter extra's in the batsman's column, otherwise use the extra's column. If the batsman score off a no ball or leg side enter the TOTAL runs scored as well as the letter. Eg. If the batsman scores 2, plus it was a no ball, enter 4N in the square. The abbreviations are –
 - L – Leg side
 - W – Wide
 - N – No Ball
 - Check the totals by pressing the **Save Changes** button.

Tip. Use the 'TAB' key to move between fields.

Tip2. You can save changes at any time and return later to continue inputting scores.

Bowling Details



Press the down arrow to see the list of available bowlers. If the bowler isn't listed you'll need to update your team list. To do this, click on **Save Changes** and then click on Edit team in the menu. You can come back and continue from where you left off after the team has been updated.

- Enter each score, including dot balls for 0 runs, for each over. Cleverstats.com.au caters for 1 – 10 ball overs, as well as extra balls on each 4th over.
Wickets - If the batsman was out, enter the letter corresponding to the type of wicket, eg.

- B - Bowled
 - C – Caught
 - R – Runout
 - S – Stumped
 - LB – Leg Before
 - M – Mankad
 - H – Hit Wicket
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- If your competition uses scores other than -5 for a wicket, enter the appropriate score next to the letter of the wicket. Eg -7b for bowled and -7 runs.
 - If the wicket or runs scored is to be marked against a bowler or batsman, but you don't want a 'ball bowled' to be marked against that batter then enter the figure in brackets. Eg. A batsman is out mankid, but you don't want this marked as a ball bowled against the bowler, use (m). This will make sure the number of balls bowled is not affected.
 - Enter the Extra's. If the batsman score off a no ball or leg side enter the TOTAL runs scored as well as the letter. Eg. If the batsman scores 2, plus it was a no ball, enter 4N in the square. The abbreviations are –
 - L – Leg side
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 - Check the totals by pressing the **Save Changes** button.

Tip. Use the 'TAB' key to move between fields.

Tip2. You can save changes at any time and return later to continue inputting scores.

Adding stats to your own website

We know that you want as much traffic through your web site as possible. To help with this we offer an easy way for anyone to put the Clever Stats statistics into their own website for FREE.

The 'embedded stats pages uses an 'Inline Frame' or 'IFrame' to pull the statistics directly from the CleverStats.com.au web site and make sure it appear as though its running in your web site.



Please see the web site for more comprehensive instructions on adding cleverstats.com.au to your website.

Support and Contact Information

Cleverstats.com.au is developed and supported by Pretty Clever Consulting Pty Ltd. For support, account information or general information please use the contact details below;

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