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# Using SoloStat 123 and WebReports

# Getting Started

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  - Matches
  - Games
- Taking Stats
- Philosophy
- WebReports
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# Understanding SoloStats 123

- We want you to be able to coach and stat at the same time and still get enough stats to guide your match and training
  - Because of this, we don't require you to take traditional stats such as pass rating, hitting efficiencies and digs. Although, if you want, we provide the capability to capture these stats.
  - Even without the traditional data, there is plenty of information that you will guide your decision making
- If you already take stats, then SoloStats can provide additional insights while providing the stats you are accustomed to
- In addition, SoloStats data can be used with SoloStatsVideo™ to sync with game videos.
  - Email us if you're interested in beta testing SoloStatsVideo– [kyle@rotate123.com](mailto:kyle@rotate123.com).

# Team Setup

- Your Team Page
  - Press New
  - Enter your Team Name and Organization
  - Enter your player roster with numbers and names
  - Select your team level and gender
  - Press Save

YOUR TEAMS

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**New Team**

TEAM NAME: Trimergence

LEAGUE / ORGANIZATION: NCVA

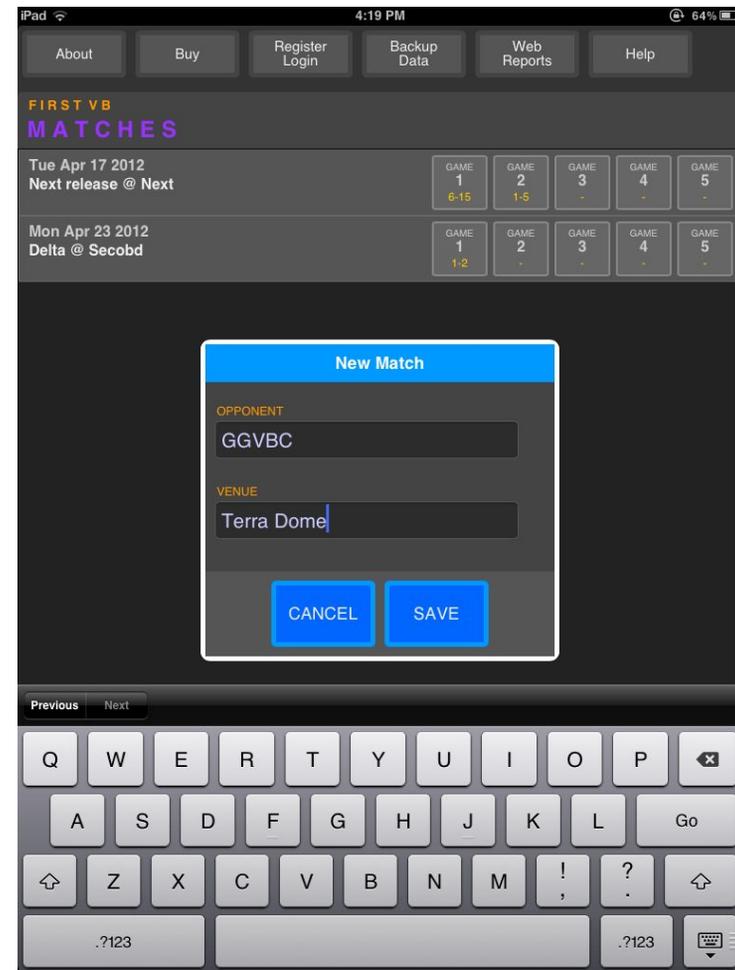
NO.	PLAYER NAME	TEAM LEVEL
1	Beth	<input checked="" type="checkbox"/> University (varsity)
3	Meg	<input checked="" type="checkbox"/> University (junior varsity)
		<input type="checkbox"/> Junior College
		<input type="checkbox"/> High School (varsity)
		<input type="checkbox"/> High School (junior varsity)
		<input type="checkbox"/> Middle School
		<input type="checkbox"/> Club 17/18's
		<input type="checkbox"/> Club 15/16's
		<input type="checkbox"/> Club 13/14's
		<input type="checkbox"/> Club 11/12's

TEAM GENDER: M F

CANCEL SAVE

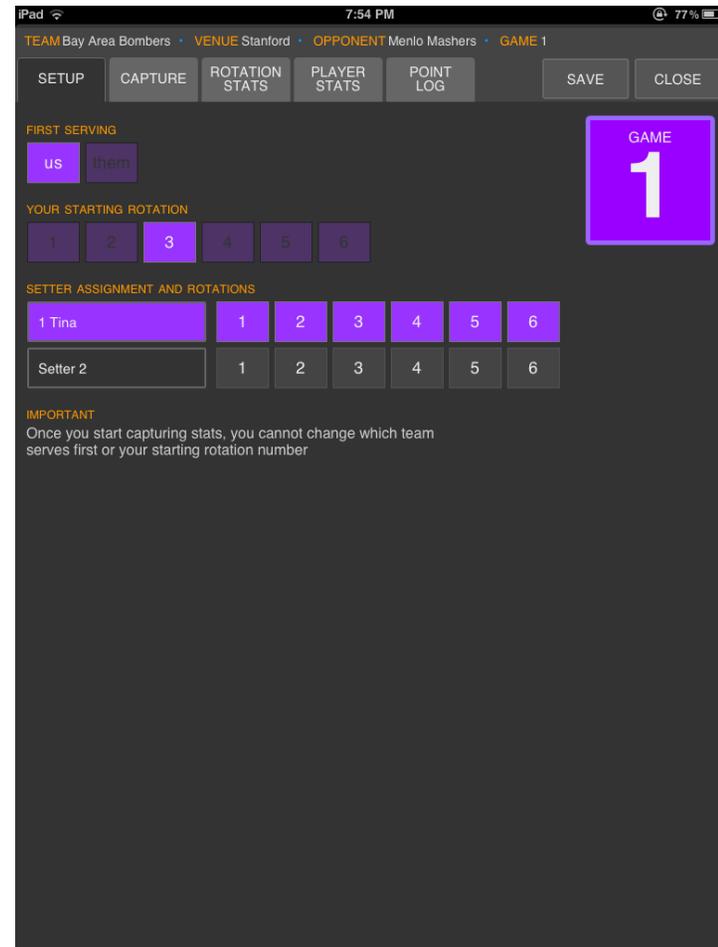
# Match Setup

- Press the Matches button in the team
- Press the New button at the bottom right
- Enter your opponent's name
- Enter the venue
  - The venue name is helpful if you are at a tournament
  - It will make it easy to collect all the matches from a single tournament
- Press Save



# Game Setup

- Press the G1 button in the match you want to stat
- Select who is serving first – you or your opponent
- Select your rotation\*
  - Please see the next section about Rotation Rules
- Select your setter
  - If you have 2, enter both and select the rotations where they have primary setting responsibility
  - If you have more than 2 then just enter one setter
  - This setup is used to estimates setter assists



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TEAM Bay Area Bombers • VENUE Stanford • OPPONENT Menlo Mashers • GAME 1

SETUP CAPTURE ROTATION STATS PLAYER STATS POINT LOG SAVE CLOSE

FIRST SERVING  
us them

YOUR STARTING ROTATION  
1 2 3 4 5 6

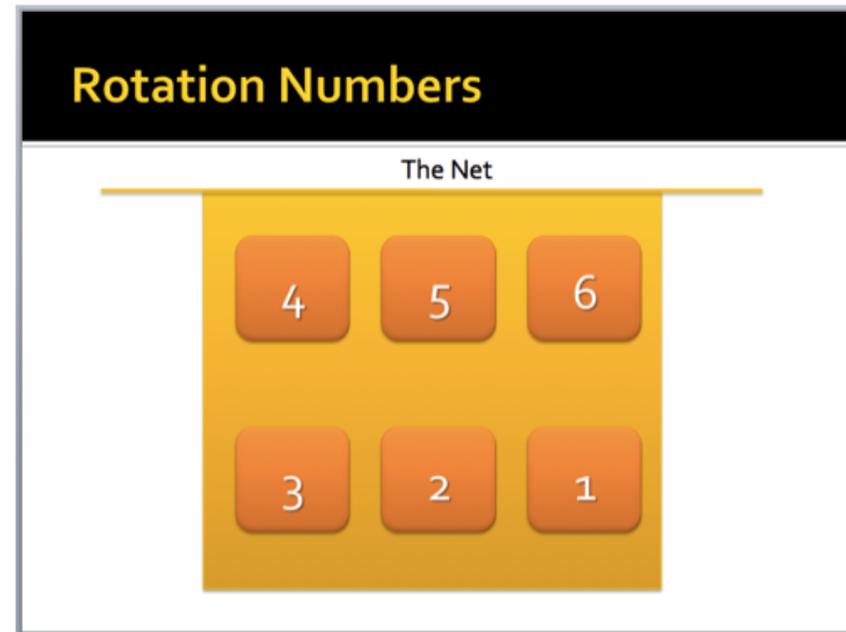
SETTER ASSIGNMENT AND ROTATIONS

1 Tina	1	2	3	4	5	6
Setter 2	1	2	3	4	5	6

IMPORTANT  
Once you start capturing stats, you cannot change which team serves first or your starting rotation number

# Game Setup – Rotation Rules

- There is some confusion about the term “Rotation 1” as many people think that this is your “first rotation” when you start the game.
- Rotation 1 is actually a specific formation and refers to when your primary setter is at the Right Back position on the court.
- Rotation 2 is when the primary setter is in the middle back position. The numbers move clockwise on the court.
- By coincidence most coaches start in “Rotation 1” with the setter in right back. So the starting Rotation happens to be ONE.



# Taking Stats

To start taking stats, press the Capture tab at the top of the Game Setup page

If you are serving, you will get a screen to enter your current server. This window will open each time a new server comes up. It will no longer appear after all 6 servers have been entered.

The score should be 0-0 with the red dot on the team that is serving. The rotation number should be what you entered at Setup. If at anytime the score or rotation needs to be adjusted, just touch that number. A window will open and allow you to make the change.

To capture stats, just touch the **1** – the player and then **2** -the action that ended the rally, then **3** press Enter.



# Taking Stats - Cont.

The Gray buttons are In-Rally actions such as Serve Receive rating. If you are new to taking stats or coaching alone, you don't need to do any In-Rally stats initially. Get familiar with the process first.

The Green buttons are Earned Points like Kills and Aces. The Orange buttons are Errors and the Red buttons are Faults or rule violations where the ref stops play.

You can be as specific or as general as you like with what you choose for the given action but we have included a lot of detail because the Errors are very useful in helping you understand what skills your team need to improve.

Sometimes when you're in a tough match, you may fall behind. Don't worry about it. Touch the score and make the adjustments to the score and rotation. Then keep going. A few data points missing won't hurt the overall value of the stats.



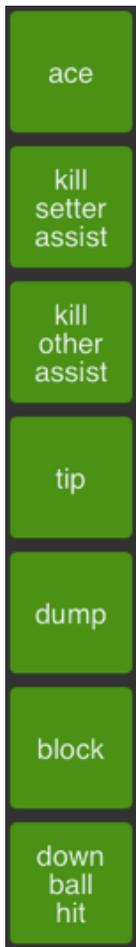
# What Each Button Means

## ■ In-Rally



- **1 – Pass**
  - A serve receive pass that is recoverable but not settable. The pass will typically go straight up or off the court but not lead directly to an error or point for the opponent.
- **2 - Pass**
  - A serve receive pass that is high enough and near the 10 ft that is reached and set by the setter.
- **3 - Pass**
  - A serve receive pass that is perfect. Passed near the net to the right of center allowing the setter to set all options including the quick middle.
- **Dig**
  - A ball that is brought up under control after the opponent's offensive attack. Digs include bringing up tips but do not include easy "Free Ball" returns from the opponent.
- **Hit Still In Play**
  - A jumping attack by your player that is dug by the opponent and brought up under control. Attacks include hard hits, rolls shots and tips.

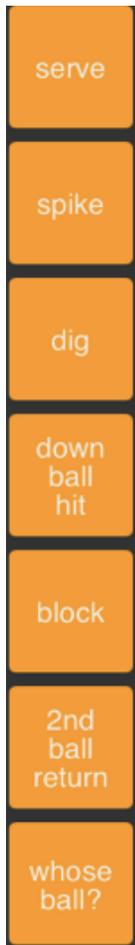
# What Each Button Means



## Earned

- **Ace** – A serve that results directly in a point. Typically untouched or passed in an unrecoverable fashion.
- **Kill Setter Assist** - The hitter made a kill from a set from the primary setter in that rotation (back row setter in a 6-2, front row setter in a 4-2). The setter Assists stats can be found in the Player Stats tab on the Game page.
- **Kill Other Assist** - Use this button when the hitter makes a kill from an over pass or set from someone other than the primary setter
- **Tip** - The hitter makes a soft hit of the ball for a point. Typically using finger tips.
- **Dump** - A soft hit (as opposed to a spike) or a low set over the net, typically by the setter, near the net that results in a point. Alternatively, you can use the Kill Other Assist button.
- **Block** - When a player blocks a ball for a point. We don't have a shared block button so you'll need to credit the block to one player.
- **Down Ball Hit** - An overhand hit made by a player while standing on the floor. A kill is assumed to be from from a jump attack, so we score a down ball hit and kill separately.

# What Each Button Means



## Errors

- **Serve** – A hit out or into the net.
- **Spike** – A hit out or into the net
- **Dig** – A failed attempted by a defender to reach and control an opponent attacked ball (spike, tip, dump, downball hit)
- **Down Ball Hit** – A standing hit that was out or in the net.
- **Block** – A ball touched by a defensive player in a block attempt that resulted in a point for the offensive team.
- **2<sup>nd</sup> Ball Return** - A failed attempt to put the ball over the net on the second touch.
- **Whose Ball?** – Two or more players attempting to play the same ball resulting in an error or untouched ball.

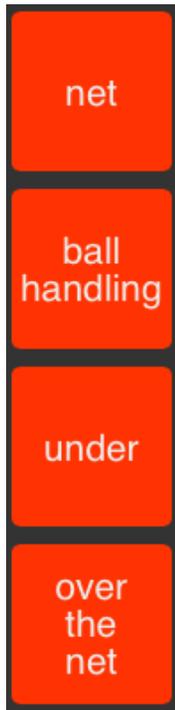


## Errors

- **Receive** - A serve that was not controlled or reached by a receiving player.
- **Tip** – A soft spike attempt that was out or in the net.
- **Set** – A poor set leading to an error by hitter or kill by opponent
- **Dump** - A dump attempt that was out or in the net.
- **Free Ball Receive** – An easy first ball receive error.
- **3<sup>rd</sup> Ball Return** – A failed attempt to put the ball over the net on the third touch.

# What Each Button Means

## ■ Faults



- **Net** – A player illegally touched the net.
- **Ball Handling** – A player made a double contact or lift while attempting to play the ball.
- **Under** – A player illegally crossed the center line under the net.
- **Over the Net** – A player made contact with the ball on the opponent's side of the net

## ■ Faults



- **Foot Fault** – The server touched or crossed the end line while serving.
- **Out of Rotation** – Players overlapping or the team was not in the correct rotation, typically the incorrect player was serving.
- **Back Row Attack** – A back row player attempted an attack in front of the 10 foot line.

# Why All the Buttons?

- Think of SoloStats as “detailed note taking” on your team’s play.
- By having a lot of detailed actions, you will find the information very helpful when you review the stats.
  - You will be able to provide more precise feedback on the player errors.
  - Also, when tied the video indexing, it will allow you or your players to go directly to see a specific type of action.
  - For example - by knowing that an error came from a “down ball hit” rather than a “spike”, you will know what drills to do since spiking and down ball hits aren’t the same skill. I have players who spike better than they hit down balls (odd).
- You can always choose NOT to use the detail and to assign different actions under a single button. For example, you may choose to put all ball handling errors under “dig”.

# Philosophy

- You need to establish a “way” or philosophy about how you take your stats
  - For example, instead of giving the opponent an ace, it’s better to give your team a receive error
  - The reason is that you need to know how YOUR team is doing vs how well your opponent is doing. SoloStat is really not a scouting tool.
  - Another example is Setting Error. If the setter puts the set into the block and the hitter makes an error, is it a hitting error or a bad set? Again, since you are trying to improve your player’s skills, it’s good to know that it was a setting error and not a hitting error.

# Analysis with WebReports

- WebReports is the easiest way to review data from a number of matches, particularly after a tournament. WebReports is a separate app that resides on the [www.rotate123.com](http://www.rotate123.com) website.
- You're trying to understand the details of what your team is doing well and what they are doing poorly and find just a few places where you can gain back 2-3 points. Remember, a few points changes your outcome from a 21-25 loss to a 25-21 win.
- By knowing in detail what is going on, you will be able to make positional adjustments and improve specific skills.
- The more detail you have, the easier it is to "fix" the specific problem. For example, your team is making a lot of downball hitting errors. You can focus a lot of time on improving this one skill and eliminate a few points lost per game.

# Connecting to WebReports

- Make sure that your iPad has an internet connection.
  1. First go to the Matches Page in SoloStats and press the Back Up button. You will receive a confirmation after a few seconds.
  2. Next press WebReports. This will take you to a web page where you can either link SoloStats to an existing Rotate123.com account or open a new one.
  3. Once you are registered and logged in, go to the next slide.
- To use WebReports from you computer, once you've completed the above steps:
  1. go to [www.rotate123.com](http://www.rotate123.com) and click Login (top right).
  2. Log in using email and password.
  3. Click the SoloStats WebReports tab and access WebReports.

# WebReports - Setup

- Select the Team, then go to the Matches tab
- Select the Matches or individual games that you would like to look at.
  - Typically it's best to aggregate stats from games using the same lineup so that you can understand how your team is performing in each rotation. This will give you positional insights.

<input type="checkbox"/>	Select All	Game Num	Venue	Opponent
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	PLQ	Force Elk Grove 15-1
<input type="checkbox"/>	<input checked="" type="checkbox"/>	2	PLQ	Force Elk Grove 15-1
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	PLQ	Absolute15-1
<input type="checkbox"/>	<input checked="" type="checkbox"/>	2	PLQ	Absolute15-1
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	2	PLQ	Empire 16-1
<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	PLQ	Empire 16-1
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	PLQ	Payes 16B
<input type="checkbox"/>	<input checked="" type="checkbox"/>	2	PLQ	Payes 16B
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	2	PLQ	Rage15-1
<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	PLQ	Rage15-1
<input type="checkbox"/>	<input type="checkbox"/>	1	PLQ	Altmont 16-1
<input type="checkbox"/>	<input type="checkbox"/>	2	PLQ	Altmont 16-1

# The Process

- Consider the following steps when reviewing your data:
  1. Look at Plus/Minus points to rank players by how they contribute to the team's scoring
  2. Know your best Servers
  3. Rank your best Hitters
  4. Analyze your Rotations and fix the weaker ones
  5. Synchronize with video (SoloStatsVideo) to "see" the action

# 1. Player Overview – Plus/Minus Points

- Click on the Summary Tab and review your player performance. Start at the last column and look for positive numbers.
- Remember that you need to compare players doing similar jobs – eg: MB1 to MB2. Defenders will have negative numbers unless they serve a lot of aces.

TEAMS		MATCHES		SUMMARY			ROTATION		PLAYER		SKILLS BY OPPONENT			SKILLS BY PLAYER		TREND		ROTATION BY PLAYER	
			Serve			Serve Receive	Attack			Block	Dig	Plus/ Minus							
Player #	Name	Games Played	Points Served/ Game	PtScore %	Error %	Errors/ Game	Kills/ Game	Errors/ Game	Net Points/ Game	Blocks/ Game	Errors/ Game	Earned/ Game	Errors/ Game	Faults/ Game	Total/ Game				
15	Beth	16	3.6	51.7%	3.4%	0.1	0.0	0.0	0.0	0.0	0.3	+0.2	-0.5	0.0	-0.3				
11	Meg	15	2.5	47.4%	23.7%	0.3	1.9	0.7	1.2	0.4	0.7	+2.7	-2.7	-0.1	-0.1				
5	Sara	8	0.0	-	-	0.4	1.4	0.9	0.5	0.0	0.6	+1.4	-2.0	0.0	-0.6				
1	Gina	11	0.0	-	-	0.0	1.5	0.5	1.0	0.0	0.5	+1.5	-1.2	-0.1	+0.3				
3	Sally	17	3.2	60.0%	5.5%	0.1	0.1	0.0	0.1	0.0	0.5	+0.2	-0.8	0.0	-0.5				
2	Bev	17	4.8	61.7%	11.1%	0.3	0.4	0.3	0.1	0.0	0.5	+2.0	-1.9	-0.1	+0.0				
13	Sue	5	0.2	0.0%	100.0%	0.0	0.8	0.6	0.2	0.4	0.0	+1.2	-1.0	0.0	+0.2				

# 1. Player Overview – Plus/Minus Points

- Look for your top point contributors and think about what they are doing. You may be surprised. Scan the columns to see what kind of earned points they are getting vs errors are they making.
- It's more difficult to assess defenders from this table because an active defender may have a lot of errors but may be getting to a lot of balls.
- You can go to the Player Tab to understand exactly what skill is leading to points and errors.

TEAMS	MATCHES	SUMMARY	ROTATION	PLAYER	SKILLS BY OPPONENT	SKILLS BY PLAYER	TREND	ROTATION BY PLAYER		
Earned										
Player #	Name	Games Played	ace	kill setter assist	kill other assist	tip	dump	block	down ball hit	Total
15	Beth	16	+3	0	0	0	0	0	0	+3
11	Meg	15	+5	+29	0	0	0	+6	0	+40
5	Sara	8	0	+11	0	0	0	0	0	+11
1	Gina	11	0	+16	+1	0	0	0	0	+17
3	Sally	17	+2	0	+1	0	0	0	+1	+4

## 2. Know Your Best Servers

- We have an important new stat called “Point Scoring % by Server” – it’s on the Summary Page under Serve – PtScore%.
- A 50% PS% means that when the player serves, she serves twice and scores 1 point and sides out on the second serve. The point that is scored may be an ace but it may also be a hitting error by the other team. It doesn’t matter.
- You will find that one of your servers, who may not be serving a lot of aces, is serving a lot of balls. If they are serving a lot of balls, they are scoring points for your team. This is your best server.
- Rank them from high to low. It’s best to have 6-9 games of data for this to be meaningful.
- Put your best servers in the early rotations since many times the early servers will have an extra round of serving during a game (less skilled play lasts 9-10 rotations, more skilled could be 13-14).

		Serve			
Player #	Name	Games Played	Points Served/ Game	PtScore %	Error %
15	Beth	16	3.6	51.7%	3.4%
11	Meg	15	2.5	47.4%	23.7%
5	Sara	8	0.0	-	-
1	Gina	11	0.0	-	-
3	Sally	17	3.2	60.0%	5.5%
2	Bev	17	4.8	61.7%	11.1%
13	Sue	5	0.2	0.0%	100.0%

# 3. Rank Your Hitters

- Case Study - 2 Day Junior's Tournament
  - Hitting Efficiency vs Net Attack Points per Game
    - Hitting Efficiency = (kills-errors)/attempts
    - NAP/G = (kills-errors)/games
  - HE roughly correlates to NAP/G
  - **Ranking** is what is critical
  - In either case
    - A hitter doing poorly will be near
    - Zero or Negative

Player	Hitting Efficiency	Ranking	Net Attack Points per Game	Ranking
Mel	.259	1	1.4	1
Zoe	.248	2	1.3	2
Sherry	.227	3	1.1	3
Cathy	.202	4	1.1	3
Amy	.191	5	.8	5
Linda	.039	6	.4	6

# 4. Analyze Rotations - Side Out %

- On the Summary Tab, scroll down to the bottom and look at the receives by rotation.
- Your team's ability to Side Out will determine whether YOU control the game or your opponent does. You would like to be over 50% moving towards 60%. However, this depends on level of play. A poor serving opponent will "give you" a side out by missing serves.
- Scan across the columns to figure out what is helping or hurting your Side Out %.

Rotation	Serve Receive		Attack			Block	Dig	Plus/ Minus			
	Side Out %	Error %	Kills/ Game	Errors/ Game	Net Points/ Game	Blocks/ Game	Errors/ Game	Earned/ Game	Errors/ Game	Faults/ Game	Total/ Game
Rotation 1 receiving	49.0%	10.9%	0.8	0.7	0.1	0.0	0.3	+0.8	-1.4	-0.1	-0.7
Rotation 2 receiving	72.4%	12.0%	0.6	0.1	0.5	0.1	0.1	+0.6	-0.4	-0.1	+0.1
Rotation 3 receiving	55.8%	6.4%	1.1	0.5	0.6	0.0	0.1	+1.1	-1.1	0.0	+0.0
Rotation 4 receiving	50.0%	8.3%	1.2	0.5	0.6	0.0	0.5	+1.2	-1.5	0.0	-0.4
Rotation 5 receiving	51.6%	16.4%	1.2	0.5	0.7	0.1	0.4	+1.2	-1.4	-0.1	-0.2
Rotation 6 receiving	57.8%	4.8%	0.8	0.6	0.2	0.1	0.1	+0.9	-0.9	-0.1	-0.1
	54.5%	9.8%	0.9	0.5	0.5	0.0	0.3	+1.0	-1.1	0.0	-0.2

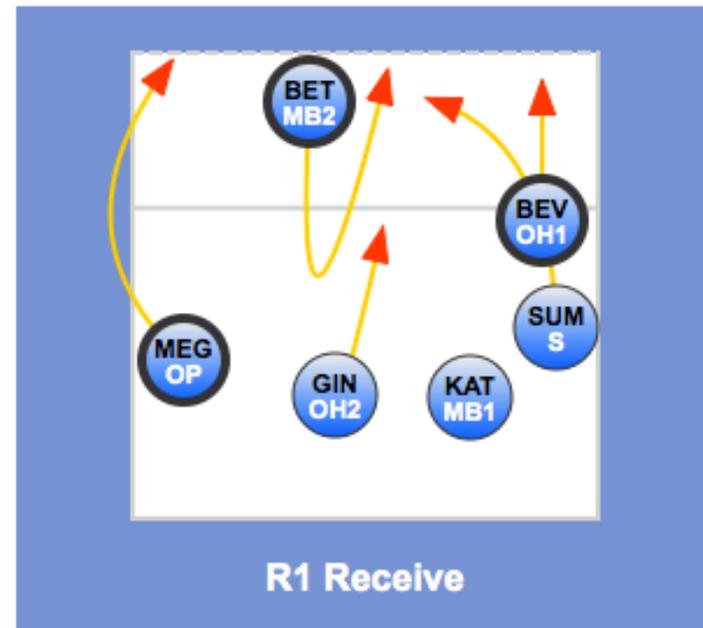
# 4. Analyze Rotations – continued

- Let's find out why Rotation 1 is having problems.
- If you scan the columns you see that the Receive Error % is about average, but the Attack Errors are high leading to low Net Points from hitting.
- Now go to the Rotation By Player Tab – last tab.
- You can see that Kat is making a lot of hitting errors in this Rotation.

Rotation 1 Receiving, Errors By Player															
Rotation	Games Played	serve	receive	spike	tip	dig	set	down ball hit	dump	block	free ball receive	2nd ball return	3rd ball return	my ball? wtf!!!	Total
Beth	1	0	-1	0	0	0	0	0	0	0	0	0	0	0	-1
Meg	7	0	0	0	-1	0	0	0	0	0	0	0	0	0	-1
Sara	1	0	-1	-1	0	0	0	0	0	0	0	0	0	0	-2
Gina	2	0	0	0	0	-1	0	0	0	0	0	0	0	0	-1
Sally	3	0	0	-1	0	0	-1	0	0	0	0	0	-1	0	-3
Bev	2	0	0	0	0	-1	0	0	0	0	0	0	0	0	-1
Sue	4	0	-2	-2	0	-1	0	0	0	0	0	0	0	0	-5
Kat	6	0	-1	-6	0	-2	0	0	0	0	0	0	0	0	-9
		0	-5	-10	-1	-5	-1	0	0	0	0	0	-1	0	-23

# 4. Analyze Rotations – continued

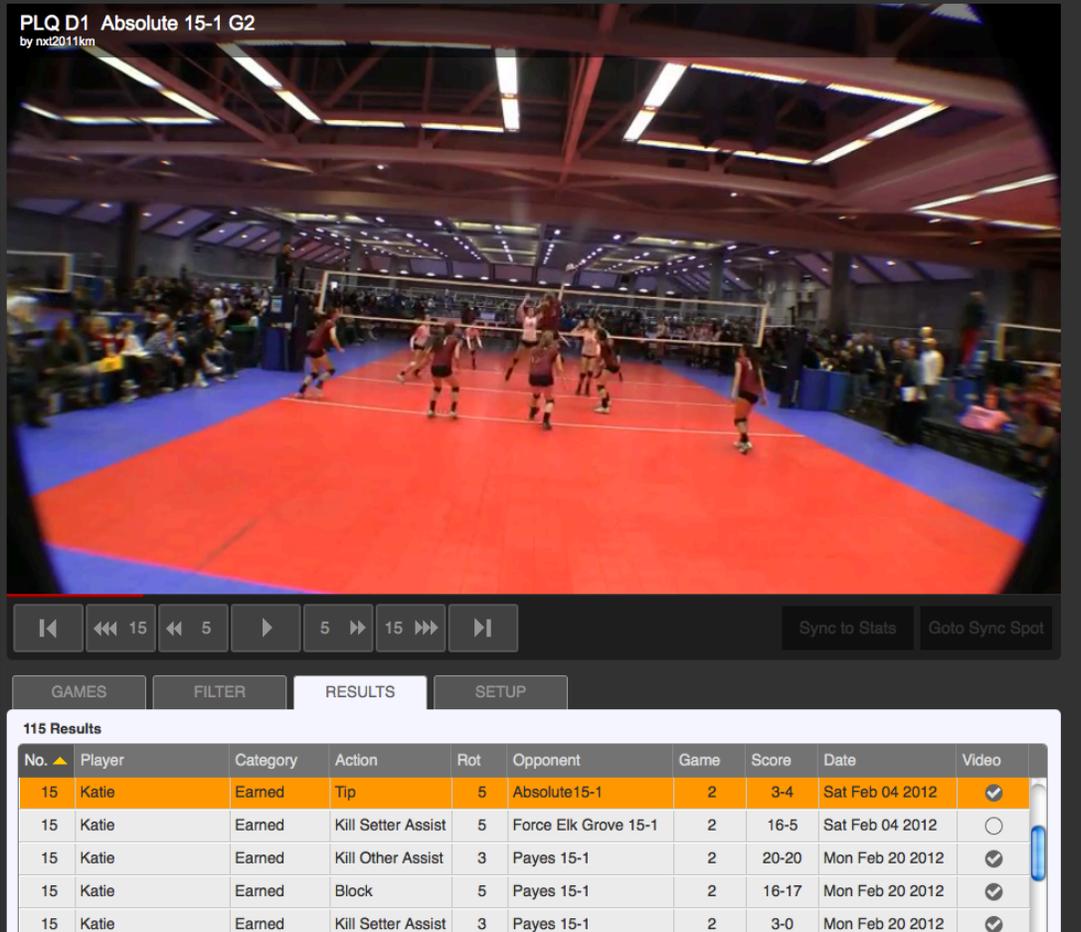
- By looking at your lineup for Rotation 1, you can gain a better understanding of the issue.
- Kat is in the back row so she is having problems hitting out of the back row and is making errors.
- So you need to work with her to improve her back row hitting rather than her front row hitting skills.
- This diagram was generated with Rotate123.



[www.Rotate123.com](http://www.Rotate123.com)

# 5. Synchronize with Video

- SoloStatsVideo will be in beta test shortly and available soon.
- You can link your videos to WebReports data. Then you can sort by players, actions, rotations, and scores to SEE the point scored.
- This will provide much more color around the numbers.
- Easily share with players and other coaches



PLQ D1 Absolute 15-1 G2  
by nxd2011km

115 Results

No.	Player	Category	Action	Rot	Opponent	Game	Score	Date	Video
15	Katie	Earned	Tip	5	Absolute 15-1	2	3-4	Sat Feb 04 2012	<input checked="" type="checkbox"/>
15	Katie	Earned	Kill Setter Assist	5	Force Elk Grove 15-1	2	16-5	Sat Feb 04 2012	<input type="checkbox"/>
15	Katie	Earned	Kill Other Assist	3	Payes 15-1	2	20-20	Mon Feb 20 2012	<input checked="" type="checkbox"/>
15	Katie	Earned	Block	5	Payes 15-1	2	16-17	Mon Feb 20 2012	<input checked="" type="checkbox"/>
15	Katie	Earned	Kill Setter Assist	3	Payes 15-1	2	3-0	Mon Feb 20 2012	<input checked="" type="checkbox"/>

# A Few Side Benefits

- **Score Keeping** - During a match, if you stat carefully, you can stay ahead of the scorekeepers. Tournaments can have pretty inattentive players falling behind or making errors. Go to the Point Log page and you will be able to replay what happened on the last few plays to remind the scorekeepers of the point they missed.
- **Match Summary** – the matches page provides scores for each game of each match. So you can look at this page and easily remember how many sets were played and what the scores were. The matches are also date stamped.
- **Player Participation** – in WebReports, you will see a Games Played column on the Summary page. While this is not completely accurate, since a player may not have caused a point, it will only “undercount” participation. If you have a parent who claims that their child hardly played, you can reference this table to show their level of participation. You can also tell the parent exactly how their child contributed to or detracted from the game.

# Some General Suggestions

- As you analyze each rotation and its issues, consider the following:
  - Make sure players are in a good position on the court when they receive to eliminate communication problems and to have a clear sight of the server
  - Use formations that put your setter as close to the setting spot as possible.
  - Most teams don't consistently put up good passes so they can't run the middle set very much. So the quick middle attack may not be a very good option as a side out factor. If your middles are good outside hitters, consider having them hit from the outside to increase the options for your setter so you're not relying on just the left side to make the kill.
  - Stack your rotations so you have your best hitter(s) in the first 3 rotations along with your best servers. Use Rotate123 to help you figure it out.
  - Send us email and we will be happy to help you sort through the data. Email [kyle@rotate123.com](mailto:kyle@rotate123.com)

# MaxPreps Export

- In WebReports go to the Matches Tab
- Click the Export button next to the match you want
- You will get a download file message
- Save this file where you can find it
- It will have the opponent's name

SoloStats WebReports

SETTINGS TEAMS MATCHES ANALYZE PLAYER RANKING

Show or hide matches and games in the **SETTINGS** tab.

<input checked="" type="checkbox"/>	Select All	Game Num	Venue	Opponent				MaxPreps <sup>BETA</sup>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	PL 1	City Beach 16-2	Feb 26, 2012	16:04	25 - 20	Export
	<input checked="" type="checkbox"/>	2	PL 1	City Beach 16-2	Feb 26, 2012	16:31	20 - 25	
	<input checked="" type="checkbox"/>	3	PL 1	City Beach 16-2	Feb 26, 2012	16:46	10 - 15	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	Acc	San Gabriel elite	Mar 18, 2012	14:52	22 - 25	Export
	<input checked="" type="checkbox"/>	2	Acc	San Gabriel elite	Mar 18, 2012	15:19	21 - 25	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	Yuba City	Rage 15-1	Mar 24, 2012	08:54	24 - 23	Export
	<input checked="" type="checkbox"/>	2	Yuba City	Rage 15-1	Mar 24, 2012	09:22	21 - 25	
	<input checked="" type="checkbox"/>	3	Yuba City	Rage 15-1	Mar 24, 2012	09:41	15 - 13	

 <sup>BETA</sup> This is available for users who have a MaxPreps account. Please help us with this export to make sure that it is working for you. If you have any issues, please email [kyle@rotate123.com](mailto:kyle@rotate123.com).

# MaxPreps Export – cont.

- Log into your MaxPreps account
- Go to the Stats menu and select Enter/Edit Stats
- On the Game Page pick Enter Stats for the match you want to update



Schedule a Game

⚠ Team totals need calculation. To correct, click on this icon in the corresponding game & then click the green 'Calculate Team Totals' button.

Totals	Date ▲	Time	Opponent	Location	Game Details	Score	Enter / Edit Stats
⚠	2/4/2012	8:45 AM	Capuchino (San Bruno, CA)	Neutral		2 - 0 (W)	Edit Stats · Export
	5/2/2012	7:00 PM	Empire (Tucson, AZ)	Neutral		1 - 2 (L)	Enter Stats
	7/25/2012	12:30 PM	El Camino (South San Francisco, CA)	Home	Home Game	3 - 0 (W)	Enter Stats
	9/11/2012	5:15 PM	Burlingame (CA)	Away			
	9/18/2012	4:00 PM	Half Moon Bay (CA)	Away			
	10/11/2012	4:00 PM	Half Moon Bay (CA)	Home			

2

# MaxPreps Export – cont.

- Enter the scores for the match
- At the bottom, click Save & Import Stats
- On the next page, click the Browse button and locate the Export file
- Once you locate the file and press Import, the match stats will be entered automatically

**Game Stats**

> Select Contest   **Enter Score**   Enter Stats

You Are Here

Score for contest on: 7/25/2012 @ 12:30 PM

**Scoring Breakdown: Woodside**

Wins	G1	G2	G3
3	25	25	25

**Scoring Breakdown: El Camino**

Wins	G1	G2	G3
0	10	10	10

**COACH:** Entering the box score data will make the post on your team wall look much better

Maximum 1000 characters

Save & Enter Stats   Save & Exit   **Save & Import Stats**

**Import Steps:**

1. Create a MaxPreps export from your stat program. > need help?
2. Select the MaxPreps export:  **Browse...**

or > Cancel Import and Enter Stats Manually

# SoloStats123

- More information [www.rotate123.com](http://www.rotate123.com)
- Contact [kyle@rotate123.com](mailto:kyle@rotate123.com)