Athletic Performance Insight

Demo Event Tagger Instructions

October 2020

Introduction

- These are instructions for Athletic Performance Insight's Demo Event Tagger which allows a user to experience the basic functionality of the app (tagging shots, attempts and goals, penalties, stops in play, zone exits/entries, etc..).

- The app is designed to have a primary team that has events tracked by player or as a team (depending on the event) and an opponent that has events tracked as a team.

- The events cannot be saved at the end of the game, please visit the demo version of Athletic Performance Insight's Reports and Video Review to view the Event Tagger output.

Getting Started & Game Setup

- Click the "Demo Event Tagger" link > Click the "Log In" button > Click the "Tagger Demo – Tier 1 AAA – 18U vs Northeast Ct Bucks" game > Click the "Event Tagger" button.

- Team roster will appear, click the buttons (green light = button is active) to:

  1. adjust a player's primary position for that game (if needed),
  2. indicate the starting goalie, and
  3. set inactive players (click the button to turn off the green light to indicate a player is inactive).

- Adjust period length by one-minute increments (if needed) by tapping on the "-1m" or "+1m" buttons on either side of the game clock.

- Click on "Save & Continue" button at the bottom and a screen with an ice rink will appear.

- Set the initial attack direction for the primary team by holding down the "Direction" button just above the rink for a couple seconds. This is important because events tagged on the "Attacking" half of the ice are automatically assigned to the primary team while events on the "Defending" half of the ice are automatically assigned to the opponent.

- Can still adjust period length and the starting goalie can still be selected (or changed) by holding down the player # button for a couple seconds to turn on the green indicator light.

Tagging a Game

- **Opening faceoff (1st level detail):** Location is automatically set to center ice (indicated by the green circle) > tap on player # taking the faceoff (button will turn red) > [optional: tap on opponent hand to track as part of the event] > tap on faceoff result (win/loss/kicked out) to start the clock.

- **Tagging a shot on goal or a missed shot (1st level detail):** Tap the "Shot" or "Miss" button at the bottom > tap the "Stop Clock" button that opens to the right of the shot button if puck is frozen or goes out of play (ignore this step if puck isn't frozen or goes out of play) > tap location on ice (immediately saves the event for the opponent so a dot will not appear) > player # (saves event for primary team).

- **Tagging a shot attempt that was blocked or a blocked shot (1st level detail):** Tap the "Block" button at the bottom > the "Stop Clock" button that opens to the right of the shot button _if puck goes out of play_ (ignore this step if puck stays in play) > location on ice the attempt originated > player # (event is saved as the player for the primary team whose shot attempt was blocked if location is in the attacking zone or the player for the primary team that blocked a shot attempt by the opponent if location is in the defending zone).

- **Tagging a goal:** Tap the "Goal" button at the bottom > tap the location on ice (opens goal modal if for the opponent) > player # (opens goal modal if for primary team).

  - Primary team goal modal: If primary assist is know tap the player # > tap "Assist 2" button and tap the player # if secondary assist is known > tap "Players on Ice" to add additional players that were on the ice for +/- tracking. The scorer and any assists will already be indicated as a player on ice. Add optional information if desired with Game Situation, Shot Type, and location on net > "Save".

  - Opponent goal modal: Assist and screen information is skipped since opponent isn't tracked by player. Add optional information if desired by adding primary team players on ice, Game Situation, Shot Type, and location on net > "Save".

- **Stops in play:** Tap the "Stop in Play" button at the bottom.

  - Icing or Offside: Tap "Icing" or "Offside" button > tap the offending team > faceoff sequence.

  - Other: Tap "Other" button (this would be for puck out of play, hand pass, injury, net knocked loose, etc...) > faceoff sequence.

  - Penalty: Tap "Penalty" button > the offending team button (primary team in top left or opponent in top right on either side of "Offsetting Penalties" button, system defaults to primary team) > player # (player committing penalty if on primary team, if desired player for primary team drawing penalty if on opponent) > infraction > type (length/severity of penalty) > zone penalty occurred (optional) > "Save & Exit" > faceoff sequence. This is entering a basic penalty; system can handle a wide range of penalty situations.

  - End of Period: Tap "End of Period" button once the period has ended to advance to the start of the next period, end the game if not tied or open tied game modal. Ending period has been kept manual to allow last second events to be tagged.

- **Faceoff sequence (1st level detail):** Once a stop in play has been recorded, tap on faceoff location (turns from pink to green) > player # taking faceoff > opponent hand (optional) > faceoff result to restart the clock. (If player is kicked out tap "Kicked Out" which records that as an event and select the new player # taking the faceoff).

- **Other events:**

  - Zone Exits/Entries (3rd level detail – primary team only): Tap on the appropriate button to record the event (this is by team only).

  - Checks (2nd level detail – event tagged with player): Tap on "Check" button > tap player # to save event. (Checks recorded for primary team only, 1st level detail would be recorded as a team event without a player attached).

- Giveaways/Takeaways (1st level detail – no player attached): Tap on appropriate button to record the event. (Giveaways/Takeaways recorded for primary team only, 2nd level detail would be recorded with a player attached).

- **Other actions:**

  - "Undo" button (upper right corner): Tapping deletes a goal that was either accidentally tagged or was originally counted, tagged and subsequently waved off. This must be done prior to tagging the next event (almost certainly a faceoff).

  - "Menu" button (upper left corner):

    - "Exit Game" button deletes all tagged events up to that point and restores the game as an upcoming, scheduled game.

    - "Running Clock" toggle will switch the game into a running clock state. If toggled on while clock is running the clock will continue to run during stops in play. If toggled on while clock is stopped the clock will continue to run once the faceoff occurs. It can be toggled off at any time as well. Click "Back to Game" to return to active tagging.

    - "View Game Stats" button will give basic stats by player up to that point in the game. Click "Back to Game" to return to active tagging.

    - "End of Period Upload" button is disabled in the demo. In the full version of the app it uploads game event data (assuming an internet connection exists) at the end of period allowing a user to view the standard game reports up to that point in the game offering more detail than the "View Game Stats" button.

    - "End Game" button ends the game immediately but maintains all tagged events and moves the game to a completed state, ready for upload.

  - "-2s" & "+2s" buttons (either side of clock): Moves the time on clock back 2 seconds or forward 2 seconds. Can be used while clock is moving or when clock is stopped. Time on clock is recorded for events but only as a label for reference. No calculations are based on clock time so it isn't critical to keep this perfectly in sync with the actual game clock.