Hockey Analytics In The Palm Of Your Hand

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Introduction

SportScience puts the power of hockey analytics in the hands of the minor hockey coach and their related hockey association with only a few taps on a tablet.

Coaches utilizing SportScience can gain access to a whole host of data including, but not limited to:

- Player Statistics such as goals, assists, points, passes, turnovers, +/-, penalty minutes, and more.
- Goalie Statistics such as games played, minutes played, goals against, Goals Against Average, save percentage, shutouts, and more.
- Team Statistics such as wins, losses, ties, power play percentage, and penalty kill efficiency, winning percentage and more.

Utilizing SportScience, coaches can show their players where they are taking their shots, where the opposition is taking their shots, where they are scoring, and from where the opposition is scoring. It will also show where, in the net, the goals are going, as well as where saves are being made.

We have designed the SportScience app to be powerful, easy to use, and affordable.

If you have any questions or comments, feel free to fill out the feedback form inside the app or email the SportScience team at: support@sportscienceapp.com

Synchronization

The SportScience app is designed for multiple users. The app synchronizes your data when you land on the "Home" and "Games" screens, as well as during the "Game Tracking" - if you have an active connection.

If you are finding that your app is out of sync with another team member, proceed either to the "**Home**" or **Games**" screen and it will automatically force the sync.

Symbols Used in the SportScience App

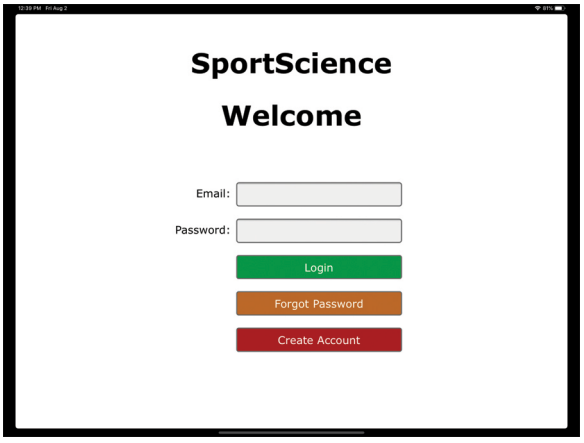
- Return to the "Home" screen
- Go back one screen
- Add an item - team, game, player, etc.
- Edit an item - game, player
- Delete an item - game, player
- Done - the completion of a screen
- Cancel the screen that you are on, and return to the previous screen
- Send an Email

Login

After you have downloaded the SportScience app, you will be presented with the "Login" screen. If you have an account, enter your email address and password.

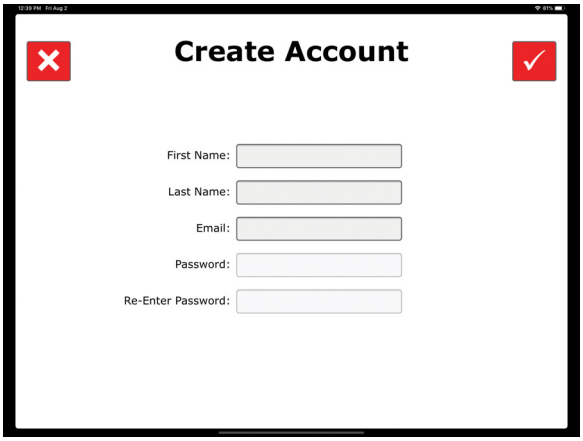
If you have forgotten your password, enter your email address and tap the "Forgot Password" button.

If you do not have an account, tap the "Create Account" button to set one up.



Create Account

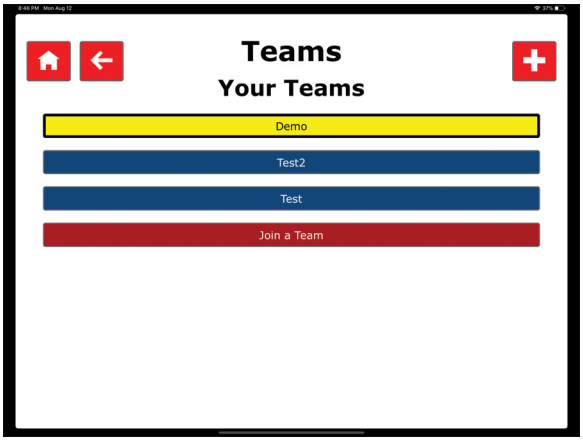
If you do not already have an account, proceed to the "Create Account" by tapping the "Create Account" button on the "Login" screen.



The following steps need to be completed:

1. Enter your first name
2. Enter your last name
3. Enter your email address
4. Enter your password
5. Confirm your password
6. Tap the checkmark in the top right corner of the screen

You will be redirected to the "Teams" page where you can add your first team.



Note: If you have been invited to the SportScience app by somebody, you will already have one or more teams on this page.

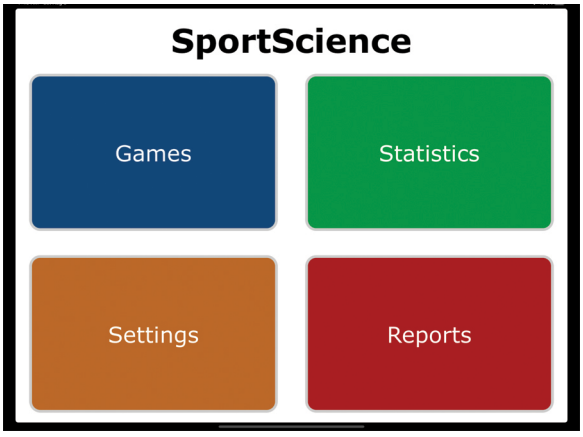
Otherwise, your teams will be empty.

Home

The "Home" screen is your main starting point.

It has four buttons:
Games, Statistics, Settings and Reports.

These four areas of the SportScience app are detailed in the following sections.



Games

When you activate the "Games" button on the "Home" screen, you are taken to the "Games" screen.

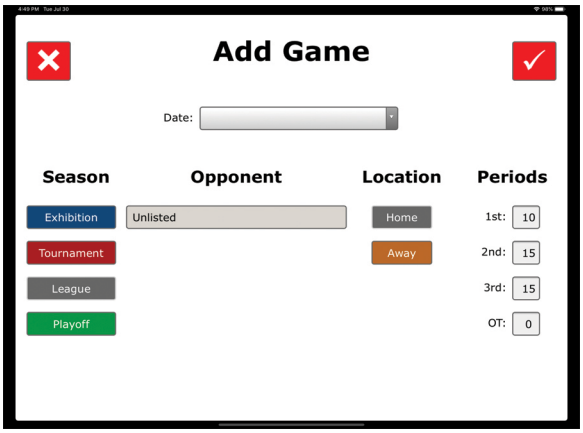
On the "Games" screen, you can "Add" a game, or filter amongst your different seasons (Exhibition, Tournament, League, Playoff and All). The corresponding games are displayed on the left, and your team's record is in a table on the right.

Note: Only games in the future will show - except when selecting "All". If "All" is selected, all games will be shown and colour coordinated to their corresponding filter button.

If you have been assigned administrator or tracking permissions by the team's owner, you can tap a game to be taken to the "Game Activity" screen (described below).

Administrators for this team can also edit the game (opponent, date, period lengths) by tapping the pencil icon and/or delete the game by tapping the x icon.

Add A Game



The "Add a Game" screen allows you to enter your games.

Whenever you create a team, you will be given three free games.

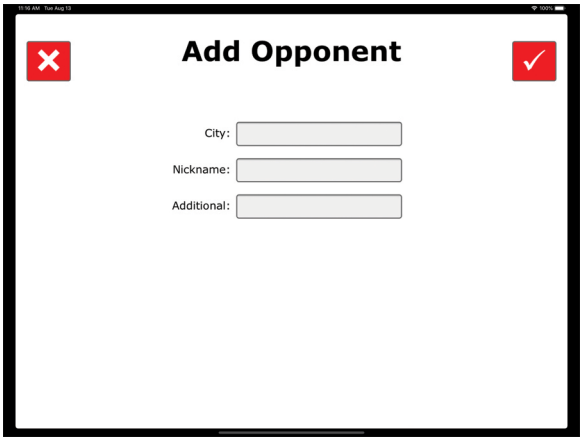
Additional games can be purchased through In-App Purchase or by contacting SportScience directly.

To add a game, perform the following steps:

1. Select the date and time
2. Select the type of game from the options under the "Season" heading
3. Select an opponent from the list box under the "Opponent" heading (leave unlisted to be prompted to add a new team)
4. Select the location (Home | Away) under the "Location" heading
5. Enter the lengths for the periods under the "Periods" heading
6. Tap the checkmark in the top right corner of the screen.

If you selected an opponent, you're done! w If you selected "Unlisted", you will now be taken to the "Add Opponent" screen to enter details.

Add Opponent



Every game needs an opponent, so we've added the "Add Opponent" screen to capture this data.

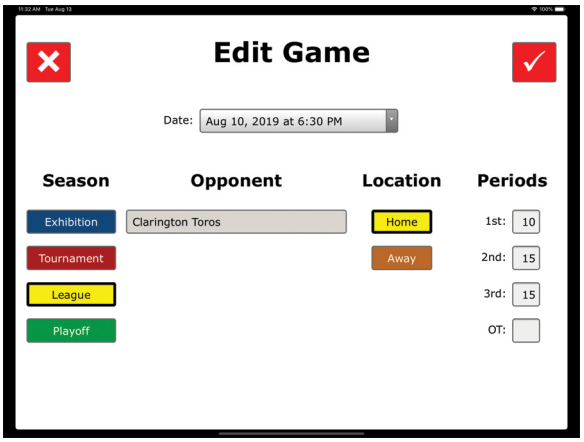
This screen is reached by leaving the opponent set as "Unlisted" on the "Add a Game" screen.

The following steps need to be completed:

1. Enter the city of your opponent
2. Enter their nickname
3. Optional, enter additional text--such as a colour for centres with multiple teams
4. Tap the checkmark button in the top right corner of the screen

You'll be returned to the "Add a Game" screen where you can finalize your new game.

Edit A Game



From the "Games" screen, you can tap the pencil icon to edit the details of a game.

Note: You must have administrator permissions assigned to you by the team owner.

To edit a game, perform the following steps:

1. Select the date and time
2. Select the type of game from the options under the "Season" heading
3. Select an opponent from the list box under the "Opponent" heading
   (Leave unlisted to be prompted to add a new team)
4. Select the location (Home | Away) under the "Location" heading
5. Enter the lengths for the periods under the "Periods" heading
6. Tap the checkmark in the top right corner of the screen

If you selected an opponent, you're done! If you selected "Unlisted", you will now be taken to the "Add Opponent" screen to enter details.

Delete A Game

There is no screen to display when you want to delete a game, but you can tap the icon beside any game to delete it.

Note: You will need administrator permissions from the team owner to delete a game.

When you tap the icon, you will be asked to confirm game deletion.

If you confirm the game will be permanently removed from your team and all stats associated with it will also be removed. This will not, however, reduce the number of games assigned to this team, so you may incur additional costs to purchase more games.

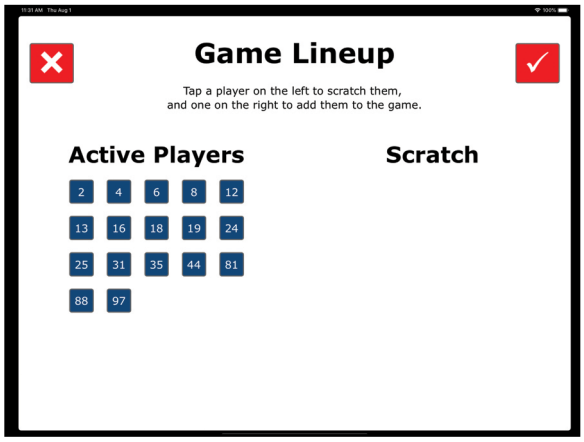
Game Activity

The "Game Activity" screen is your dashboard for all things related to the currently selected game.

This screen appears whenever you select a game from the "Games" screen.

The options presented on the "Game Activity" screen are detailed in the following sections.

Game Lineup



When you select a game for the first time, you will be presented with the "Game Lineup" screen.

This screen is accessible through the "Game Activity" screen, which appears whenever you select a game.

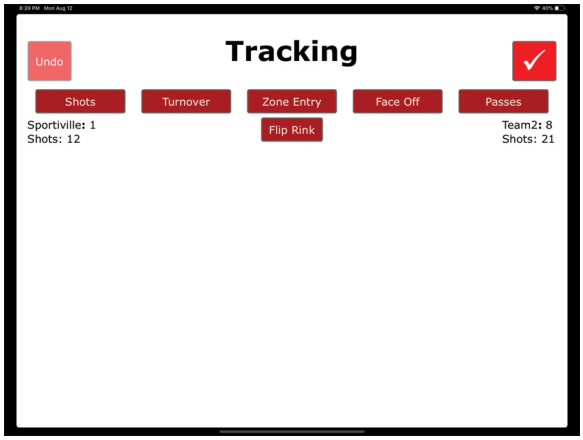
You will be presented with a list of your player's jersey numbers.

Your main roster will already be populated in the "Active Players" section on the left and your APs in the "Scratch" section.

Simply tap the player jersey to move them from one side to the other and, when done, tap the checkmark in the top right corner of the screen.

Your roster is now set for that game.

Game Tracking



The "Tracking" screen of the SportScience app allows you to enter stats, in real time, during the game.

There are several different options across the top (Shots, Turnovers, Zone Entries, Face Offs and Passes) which are detailed in the following sections.

Flip Rink

If the orientation of the rink within the SportScience app is different than what you are looking at live, you can switch the ends. To do so, tap the "Flip" button between the team names. Alternatively, when a rink is displayed, you can tap the "Flip" text at either end.

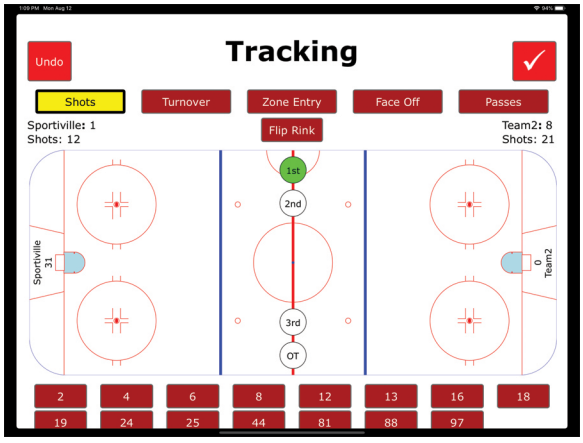
Pull / Set / Change Goalie

The only tracker which uses the goalie is the "Shots" tracker. When on the "Tracker" screen, tap "Shots." If this is your first time entering the "Shots" portion, you will be asked to set the goalie. Simply tap the jersey number of the starting goalie.

If you are already on the "Shots" portion, tap the jersey number on the rink (behind the net) to pull or change your goalie. If you are changing your own goalie, enter the time (in the format 0:00) and tap the new jersey number or "Empty" to change the goalie. For the opposition, just enter the goalie jersey number.

Tracking

Tracking Shots



When you first tap the "Shots" button on the "Game Tracking" screen, you will be asked to enter your goalie. Tap the jersey number of the starter.

Depending on the settings you, or your team administrator, have selected, you will need to perform the following one, two, three or four steps:

1. Either tap the zone on the rink where the shot, or shot attempt, originated or tap one of the save, goal, block or miss buttons.

   If you are not tracking goal locations, players and +/-, you're done!

   Note: The scoreboard has updated to reflect the total goals and shots for each team.

   If you are tracking shot and goal locations, or you are using the rink in step 1:

2. Tap the spot on the goalie (save) or in the net (goal) or tap one of the save, goal, block or miss buttons.

   If you are not tracking players, you're done!

   Note: The scoreboard has updated to reflect the total goals and shots for each team.

   If you are tracking players:

3. Tap the jersey number of the player who took the shot or shot attempt.

   If you are not tracking +/-, you're done!

   If it is a goal and you are tracking +/-

4. Tap the five (or six) players that were on the ice for the + or -

   Now, you're definitely done!

Settings for the shot tracker can be found in the settings screens of the app by following the paths below:

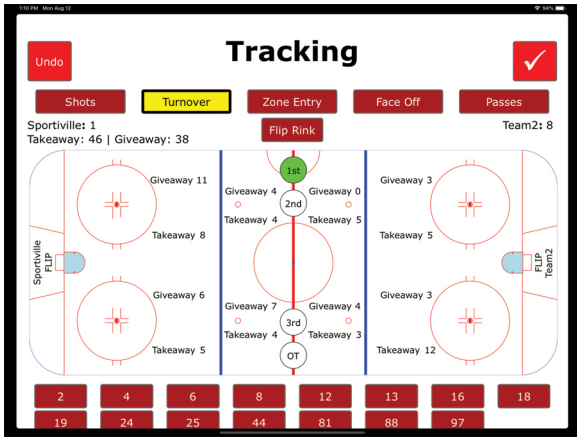
Settings > Teams > [select your team] > Tracking > Track +/-
Settings > Teams > [select your team] > Tracking > Track Player for shots
Settings > Teams > [select your team] > Tracking > Track Rink Zones for Shots
Settings > Teams > [select your team] > Tracking > Track Shot and Goal Locations on Goalie

Note: If you don't see the setting option above, make sure that "Use Shot Tracker" is turned on.

Note: If a team shoots from their own end, tap somewhere in the other end to ensure the shot is tracked to the appropriate team.

We've done this to prevent the need for an additional click to show which team took the shot.

Tracking Turnovers



Depending on the settings you, or your team administrator, have selected, you will need to perform the following one or two steps:

1. Tap either the "Giveaway" or "Takeaway" text in the appropriate zone on the ice where the turnover occurred. If you are not tracking players, you're done!

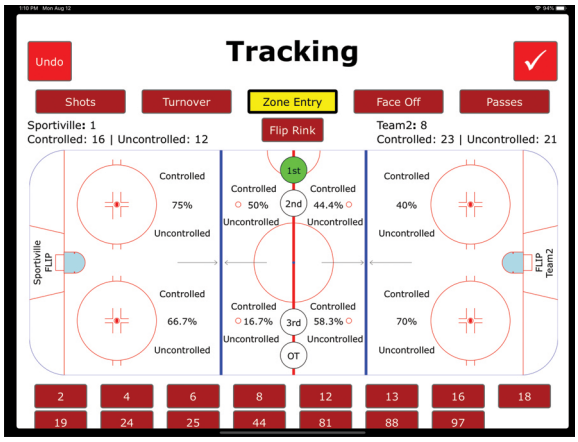
2. Tap the jersey number of the player who was involved in the turnover. Now, you're definitely done!

Settings for tracking players for turnovers can be found in the settings screens of the app by following the path below:

Settings > Teams > [select your team] > Tracking > Track Players for Turnovers

Note: If you don't see the setting option above, make sure that "Use Turnover Tracker" is turned on.

Tracking Zone Entries



Depending on the settings you, or your team administrator, have selected, you will need to perform the following one or two steps:

1. Tap either the "Controlled" or "Uncontrolled" text in the appropriate zone on the ice where the zone entry/exit was attempted. If you are not tracking players, you're done!

If you are tracking players:

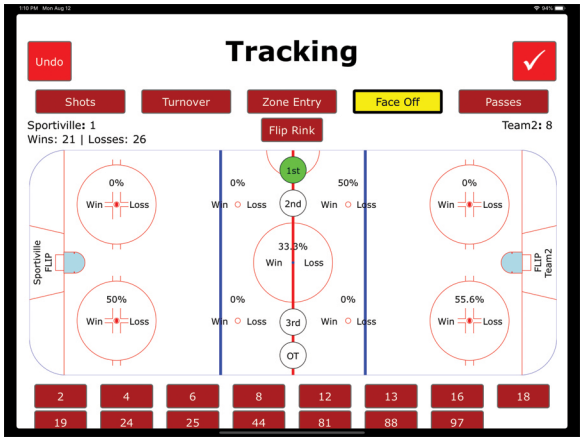
2. Tap the jersey number of the player who carried the puck into or out of the zone. Now, you're definitely done!

Settings for tracking players for zone entries can be found in the settings screens of the app by following the path below:

Settings > Teams > [select your team] > Tracking > Track Players for Zone Entries

Note: If you don't see the setting option above, make sure that "Use Zone Entry Tracker" is turned on.

Tracking Face Offs



Depending on the settings you, or your team administrator, have selected, you will need to perform the following one or two steps:

1. Tap either the "Win" or "Loss" text in the appropriate zone on the ice where the face off was either won or lost .

If you are not tracking players, you're done!

If you are tracking players:

2. Tap the jersey number of the player who handled the face off.

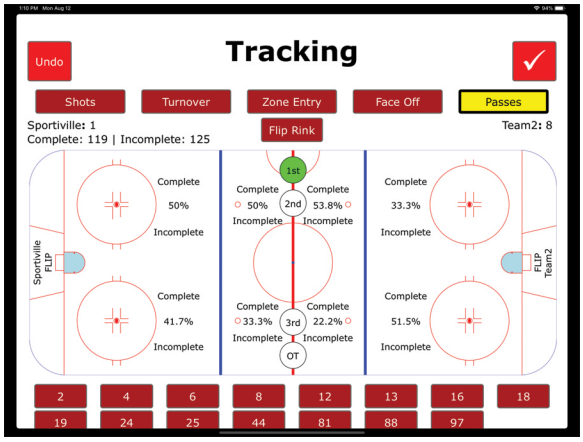
Now, you're definitely done!

Settings for tracking players for face offs can be found in the settings screens of the app by following the path below:

Settings > Teams > [select your team] > Tracking > Track Players for Face Offs

Note: If you don't see the setting option above, make sure that "Use Face Off Tracker" is turned on.

Tracking Passes



Depending on the settings you, or your team administrator, have selected, you will need to perform the following one or two steps:

1. Tap either the "Complete" or "Incomplete" text in the appropriate zone on the ice where the pass was either completed or not.

If you are not tracking players, you're done!

If you are tracking players:

2. Tap the jersey number of the player who attempted the pass.

Now, you're definitely done!

Settings for tracking players for passes can be found in the settings screens of the app by following the path below:

Settings > Teams > [select your team] > Tracking > Track Players for Passes

Note: If you don't see the setting option above, make sure that "Use Pass Tracker" is turned on.

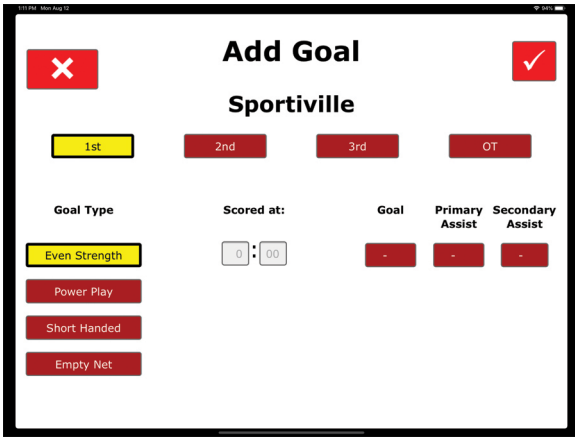
Game Sheet

The "Game Sheet" screens for the SportScience app are accessible through the "Game Activity" screen, which appears whenever you select a game.

This activity can be done in real time if you are in the time keeper's box, but is usually done post game from the official game sheet. It has three sections:

1. Your team and opposition goals buttons - showing total goals
2. Your team and opposition penalties button - showing total penalties
3. A table showing the events of the game

Add A Goal



To add a goal , tap the appropriate "Goal" button on the "Game Sheet" screen.

You will be presented with the "Add a Goal" page which shows the name of the team who scored.

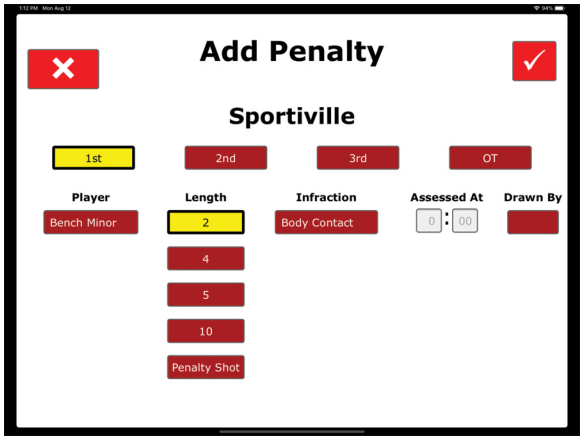
Complete the following steps:

1. Tap the period during which the goal was scored
2. Tap the type of goal (Even Strength, Power Play Shorthanded, Empty Net) under the "Goal Type" heading
3. Enter the time of the goal under the "Scored At" heading
4. Select the jersey number for the player who scored the goal under the "Goal" heading
5. Optionally, select the jersey number for the first assist under the "Primary" heading
6. Optionally select the jersey number of the 2nd assist under the "Secondary" heading
7. Tap the checkmark button in the top right corner of the screen.

You're done!

You will now be returned to the "Game Sheet" screen where you can see that the count in the "Goal" button has been incremented and your goal has been added to the table.

Add A Penalty



To add a penalty , tap the appropriate "Penalty" button on the "Game Sheet" screen.

You will be presented with the "Add a Penalty" page which shows the name of the team incurring the penalty.

Complete the following steps:

1. Tap the period during which the penalty occurred
2. Select the penalized player's jersey number from the box under the "Player" heading (default is Bench Minor)
3. Tap the corresponding penalty length button under the "Length" heading
4. Select the type of infraction from the list under the "Infraction" heading
5. Enter the time of the penalty under the "Assessed At" heading
6. Optionally select a player from your team for the "Drawn By" option. This only applies to penalties taken by the opposition.
7. Tap the checkmark button in the top right corner of the screen.

You're done!

You will now be returned to the "Game Sheet" screen where you can see that the count in the "Penalty" button has been incremented and the penalty has been added to the table.

Game Time On Ice

The "Time on Ice" screen allows you to track time on ice for your team.

When you first open the screen, all of your players will be on the bench (right side). To add them to the ice, tap their corresponding jersey number.

Likewise, to move them off the ice, tap their jersey on the left.

When you have your starting lineup set, tap the "Start" button. The clock in the bottom right will begin counting down. If this clock gets out of sync during the game, you can tap it to edit manually.

While the clock is counting, you can move players on and off the ice and select between the different game states (Even Strength, Power Play, Shorthanded and Man Advantage).

When the whistle blows, tap the "Stop" button to stop the clock. You can move players on and off the ice during this state, as well as adjust the game situation.

When the clock reaches "0:00", the period will automatically change and all players on the ice will be moved to the bench to prepare for the next period. The clock will reset to the length of the period, according to the information set for that game.

When the game is done, tap the checkmark in the top right corner of the screen.

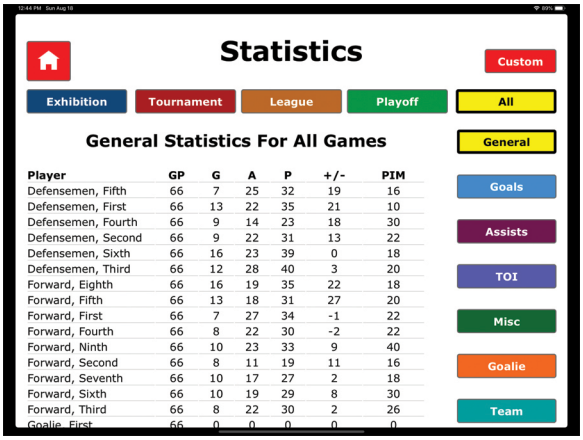
You will now be presented with a list of your players and their shifts, time on ice and average time on ice for that game.

Game Stats

The "Game Stats" button will take you to the "Statistics" screen and allow you to see statistics specific to this particular game.

For more information about the "Statistics" screen, see the "Statistics" portion of this manual.

Game Replay



Player	GP	G	A	P	+/-	PIM
Defensemen, Fifth	66	7	25	32	19	16
Defensemen, First	66	13	22	35	21	10
Defensemen, Fourth	66	9	14	23	18	30
Defensemen, Second	66	9	22	31	13	22
Defensemen, Sixth	66	16	23	39	0	18
Defensemen, Third	66	12	28	40	3	20
Forward, Eighth	66	16	19	35	22	18
Forward, Fifth	66	13	18	31	27	20
Forward, First	66	7	27	34	-1	22
Forward, Fourth	66	8	22	30	-2	22
Forward, Ninth	66	10	23	33	9	40
Forward, Second	66	8	11	19	11	16
Forward, Seventh	66	10	17	27	2	18
Forward, Sixth	66	10	19	29	8	30
Forward, Third	66	8	22	30	2	26
Goalie, First	66	0	0	0	0	0

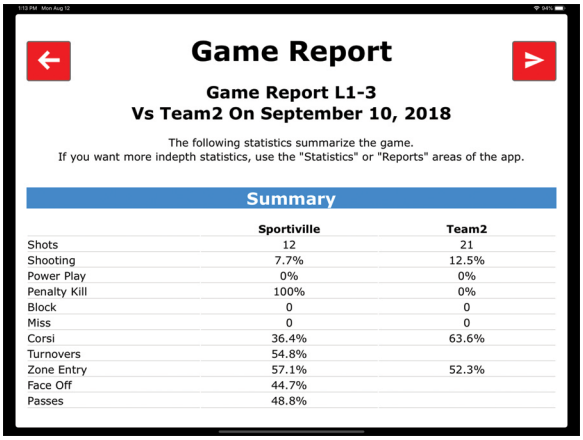
The “Game Replay” button will take you to a screen which will automatically cycle through the shots of the game.

If you have been tracking shots, rink zones and locations, the app will now show you where, on the ice, the shot was taken, where, on the goalie, the save was made or where, in the net, the goal was scored. A textual representation of the event is shown at the bottom.

Once the replay is complete, the total number of shots in each zone of the ice will be shown.

You can tap the “Play” button in the top right corner of the screen to replay the game.

Game Report

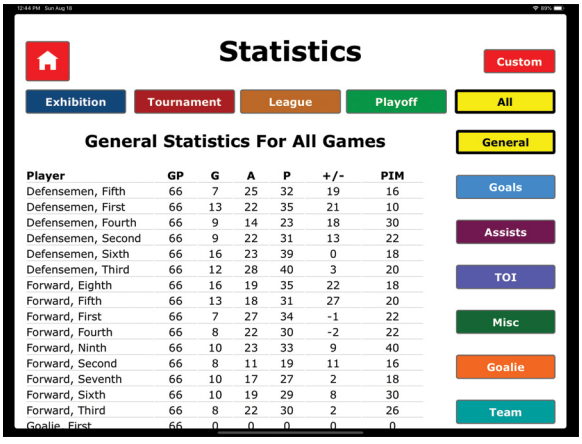


	Sportiville	Team2
Shots	12	21
Shooting	7.7%	12.5%
Power Play	0%	0%
Penalty Kill	100%	0%
Block	0	0
Miss	0	0
Corsi	36.4%	63.6%
Turnovers	54.8%	
Zone Entry	57.1%	52.3%
Face Off	44.7%	
Passes	48.8%	

The “Game Report” screen will summarize the game for you.

You can review the statistics captured on this screen, or use the “Send” button in the top right corner to email a copy to the team owner.

STATISTICS



Player	GP	G	A	P	+/-	PIM
Defensemen, Fifth	66	7	25	32	19	16
Defensemen, First	66	13	22	35	21	10
Defensemen, Fourth	66	9	14	23	18	30
Defensemen, Second	66	9	22	31	13	22
Defensemen, Sixth	66	16	23	39	0	18
Defensemen, Third	66	12	28	40	3	20
Forward, Eighth	66	16	19	35	22	18
Forward, Fifth	66	13	18	31	27	20
Forward, First	66	7	27	34	-1	22
Forward, Fourth	66	8	22	30	-2	22
Forward, Ninth	66	10	23	33	9	40
Forward, Second	66	8	11	19	11	16
Forward, Seventh	66	10	17	27	2	18
Forward, Sixth	66	10	19	29	8	30
Forward, Third	66	8	22	30	2	26
Goalie, First	66	0	0	0	0	0

When you activate the “Statistics” button on the “Home” screen, you are taken to a page of statistics specific to your selected team.

Statistics can be filtered by season (Exhibition, Tournament, League, Playoff, All and Custom).

The only filtering option which requires further action is the “Custom” option and is detailed in an upcoming section.

Statistics are further filtered by activating one of the options on the right (General, Assists, Goals, TOI, Misc, Goalie, Team).

Tapping any one of these filtering buttons will show popular stats associated with each title.

You can tap the column heading to sort based on that column.

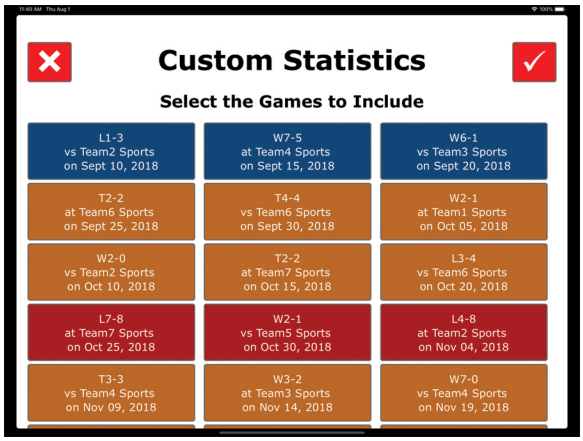
Custom

The “Custom” screen allows you to select for which game(s) you wish to review statistics.

All of your games will be displayed, colour coded to their season, for your review.

Tap as many games as you wish to be included for review and then tap the checkmark button in the top right corner of the screen. If you wish to deselect a game, simply tap it again.

Selected games will appear in yellow.

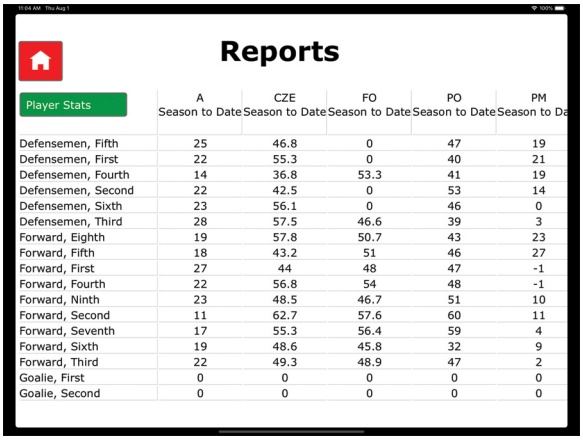


Reports

A very simple, yet powerful, section of the SportScience app is the “Reports” section.

Accessed through the “Home” screen, the reports section allows you to quickly review and compare team statistics.

At time of writing, there were over 200 statistics for which you can report.



Select a stat type (Player Stats, Goalie Stats, Opponent Stats, Team Stats) from the list box on the left, and then tap one of the column headings (column 1, column 2, column 3, column 4, column 5).

You will now be on the “Report Definition” screen.

Complete the following steps:

1. Select a stat from the alphabetic list on the left
2. Select a game portion from the list box in the middle
3. Select a group of games from the list box on the right and
4. Tap the checkmark button in the top right corner of the screen.

You will now be on the “Reports” screen and the column you selected will be filled with the corresponding stat.

You can repeat this process for up to five columns of statistical data.

Settings

The "Settings" section of the SportScience app is where you can customize the app and your teams.

On the "Settings" screen, the following portions are present and detailed in the following sections:

Teams - Add, edit and administer your teams

Profile - Update your personal information

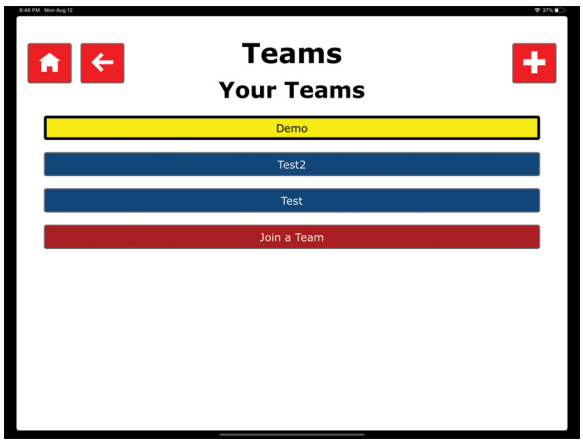
Buy Now - Purchase more games

Change Password - Change your SportScience password

Feedback - Provide feedback to the SportScience team about the app

Log Out - Log out and return to the Login screen

Teams



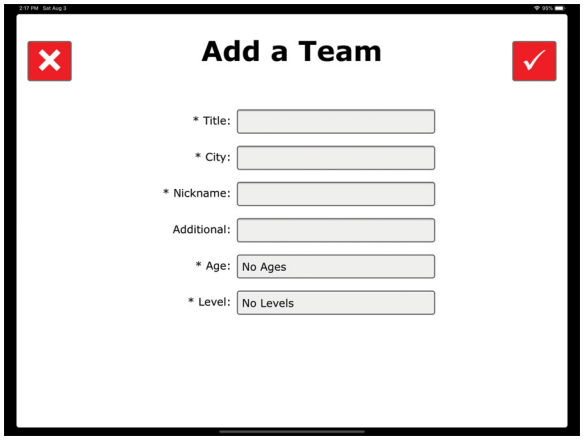
The "Teams" screen will show you a list of all the teams to which you belong.

The "Active" team will appear in a different colour than all the others.

To activate a team, simply tap it.

On this page you can also add a new team.

Add A Team



The "Add a Team" screen allows you to create new teams for use in the SportScience app.

To add a new team, complete the following steps:

1. Enter a unique and descriptive title
   We suggest birth year and level and season i.e. 2007 AAA 19-20
2. Enter the city of the team
3. Enter the nickname of the team
4. Optionally enter additional text, such as a colour if your centre has multiple teams
5. Select the age of the players on your team
6. Select the level of your team
7. Tap the checkmark in the top right corner of the screen

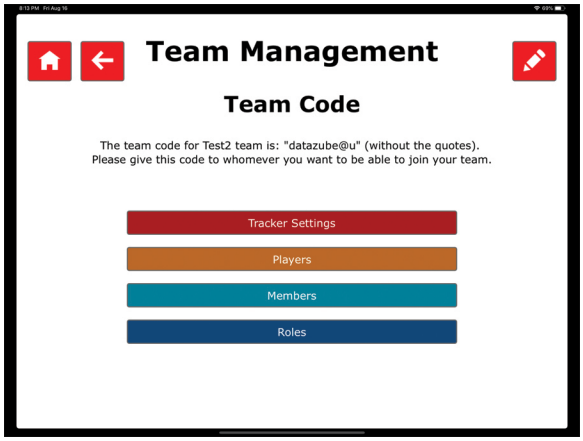
You will now see your team displayed on the "Teams" screen. Tap it to activate and access settings specific to that team.

Join A Team

If you know somebody with a SportScience team and you wish to join their team, ask them for their team's team code. You can then enter it and a note.

The owner of the team will then be able to add you to their team and assign you your role/ permissions.

Team Management



Once you select your team, assuming you are the owner or have administrator permissions, you will be on the "Team Management" screen.

If you aren't the owner and don't have permission, the team will show as active and you can return to the "Home" screen to check things out.

On the "Team Management" screen, you will see your unique team code (which you can give to people who wish to join your team), an "Edit" button (top right) to make any changes to the team's information, and four settings buttons (Tracker Settings, Players, Members, Roles) detailed in the sections below.

Tracker Settings

In the "Games Tracking" screen section of this manual, we detailed how to track events for the game. on the "Tracking" screen, you can control how the tracker appears.

You can determine whether the following items appear in the option bar across the top:

Shots | Turnovers | Zone Entries | Face Offs | Passes

Turning off these options will remove them on the "Game Tracking" screen. Likewise, enabling these options will make them appear on the "Game Tracking" screen.

Additionally, enabling these options will expose their sub options to further customize the "Game Tracking" screen/experience.

Use Shots In Tracking

Turn this option on to show the "Shots" button on the "Game Tracker" screen and collect shots statistics. This option has four sub options:

Track +/-

Track Player for Shots

Track Rink Zones for Shots

wTrack Shot and Goal Locations on Goalie

Track +/-

Determine whether to capture the players on the ice after a goal is scored during the game. Your tracker will have to select five or six players.

Track Player Shots

Determine whether to have your tracker capture the number of the player who took the shot.

Track Rink Zones For Shots

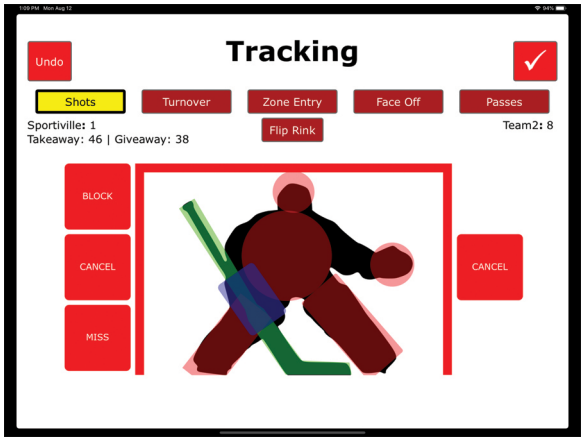
Determine whether your tracker sees a rink or just four buttons to select from when tracking shots. On shows the rink, while off shows four buttons (save, goal, block and miss).

Track Shot and Goal Locations on Goalie

Determine whether your tracker sees an image of a goalie to select where they made the save or where the puck entered the net.

Turning this off will show the tracker four button to select from (Save, Goal, Block and Miss).

Enabling it will show them a goalie with save targets on their body. If it is a goal, tap in the net behind the goalie.



Use Turnovers in Tracking

Turn this option on to show the "Turnovers" button on the "Game Tracker" screen and collect turnover statistics.

This option has one sub option:

Track Player for Turnovers

Track Player for Turnovers

Determine whether to have your tracker capture the number of the player who caused the turnover.

Use Zone Entries in Tracking

Turn this option on to show the "Zone Entries" button on the "Game Tracker" screen and collect zone entry statistics.

This option has one sub option:

Track Player for Zone Entries

Track Player for Zone Entries

Determine whether to have your tracker capture the number of the player involved in the zone entry/exit.

Use Face Offs in Tracking

Turn this option on to show the "Face Offs" button on the "Game Tracker" screen and collect face off statistics.

This option has one sub option:

Track Player for Face Offs

Track Player for Face Offs

Determine whether to have your tracker capture the number of the player involved in the face off.

Use Passes in Tracking

Turn this option on to show the "Passes" button on the "Game Tracker" screen and collect pass statistics.

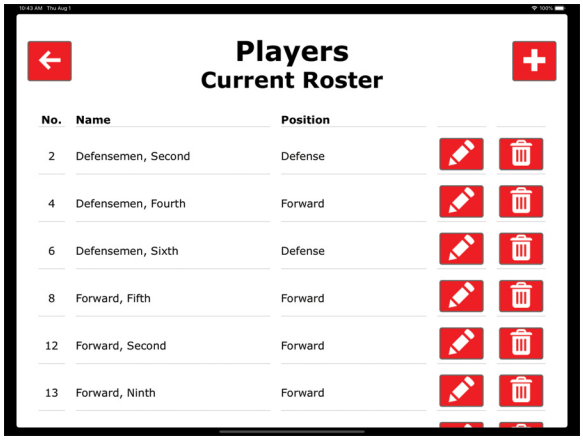
This option has one sub option:

Track Player for Passes

Track Player for Passes

Determine whether to have your tracker capture the number of the player taking the face off.

Players



The "Players" screen allows you to add, edit, delete and view your roster.

The table is sorted by jersey number, but you can tap the column heading to sort by name or position instead.

Tapping the button (top right) will allow you to enter a new player for your team.

Add A Player

The "Add a Player" screen of the SportScience app allows you to add players. The following steps must be completed:

1. Enter their first name
2. Enter their last name
3. Enter their number
4. Select their position
5. Tap the checkmark in the top right corner of the screen.

Note: Multiple players cannot share the same jersey number. Attempting to assign the same number will result in an error.

Edit A Player

Accessed by tapping the icon beside a player's name on the "Players" screen, the "Edit a Player" screen of the SportScience app allows you to edit a player's information.

The following steps must be completed:

1. Optionally update their first name
2. Optionally update their last name
3. Optionally update their number
4. Optionally update their position
5. Tap the checkmark in the top right corner of the screen.

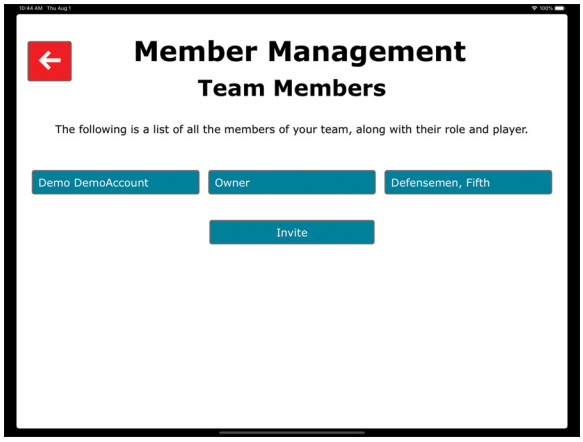
Note: Multiple players cannot share the same jersey number. Attempting to assign the same number will result in an error.

Delete A Player

To remove a player from your roster, tap the icon next to the player's name on the "Players" screen. You will be prompted to confirm the deletion.

Note: All stats associated with that player will be removed from the SportScience app.

Members

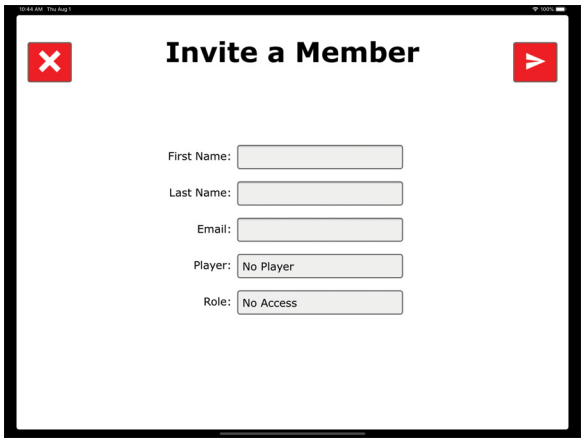


The "Members" screen displays all people associated with your team, their role and their player (if assigned).

You can add people to your team by tapping the "Invite" button at the bottom of the screen and edit them by changing the values in the list boxes beside their names.

Note: To know what permissions they have, you can review the "Roles" section of this guide.

Invite A Member



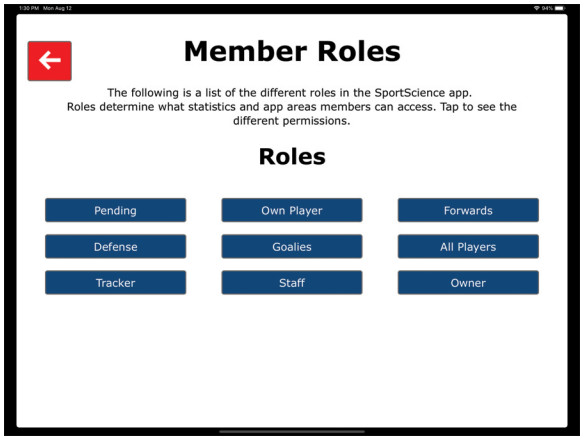
The "Invite" screen allows you to add people to your team. These people could be your coaching staff, stats tracker or parents/relatives of your players.

You can invite them and control how much access they have to the statistics contained within the SportScience app.

For example: you may wish to allow your coaching staff to also administer the team so they can add games and players on your behalf, or you might want to allow parents to see their player's stats.

Perhaps you want everybody to see everything or nothing. That is your choice.

Roles



The "Roles" screen allows you to assign permissions to people with whom you have shared your SportScience team.

We have created some default roles that we feel cover most, if not all, situations, but you are free to create your own.

Tapping on one of the created roles will allow you to edit the role, while activating the "Add" button (top right) will allow you to create a new one.

Roles can have the following permissions:

Own Player - Can only see their own player's stats

Forward - Can see all stats for any player set as a forward

Defense - Can see all stats for a player marked as a defensemen

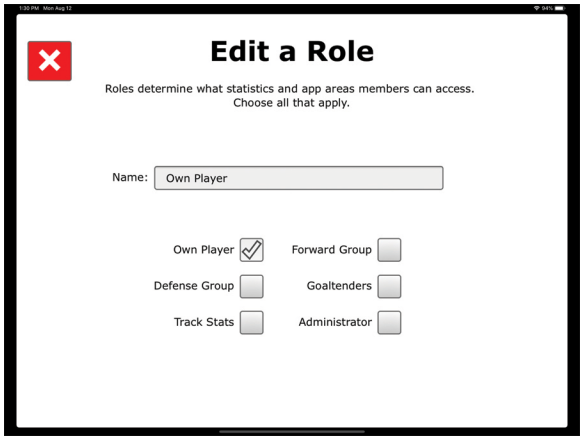
Goaltender - Can see stats for all players marked as goaltender

Track Stats - Has permission to access games to track stats

Administrator - Has permission to add, edit and delete games, as well as change any settings for that team.

Add A Role

On the "Add a Role" screen, enter a name for the new role and select from the checkboxes to assign the corresponding permissions to be associated with that role.

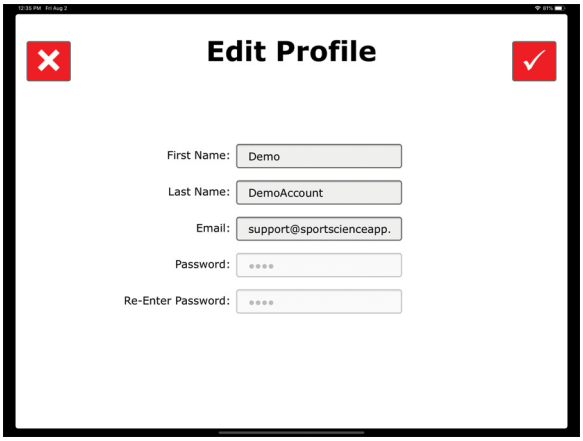


Edit A Role

On the "Edit a Role" screen, update the name for the role and select from the checkboxes to assign the corresponding permissions to be associated with that role.

Edit Profile

If you wish to update your personal information, proceed to the "Profile" by tapping the "Profile" button on the "Settings" screen.



The following steps need to be completed:

1. Optionally update your first name
2. Optionally update your last name
3. Optionally update your email address
4. Tap the checkmark in the top right corner of the screen

Note: You cannot change your password on this screen. Please visit the "Change Password" screen to change your password.

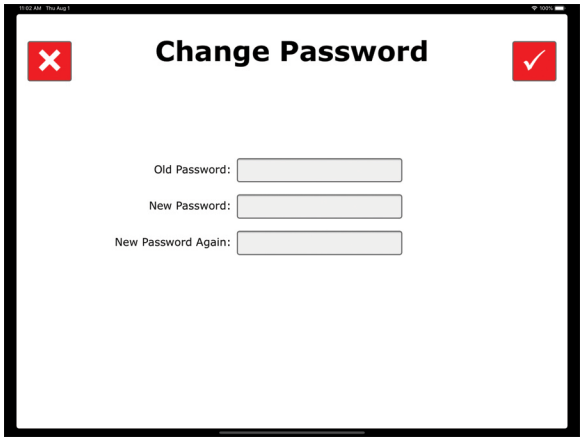
Purchase Games

Every time you create a team, you receive 3 free games. On the Purchase Games screen you can add games for that team. There are four different options:

1. Single Game
2. 10 Game Pack
3. 20 Game Pack
4. Full Season

Change Password

If you need to change your password, proceed to the "Settings" screen and activate the "Change Password" button.



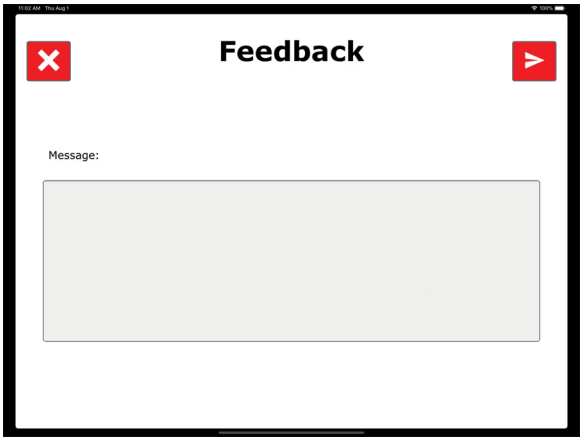
You will need to complete the following steps:

1. Enter your current password
2. Enter a new password
3. Re-enter your new password
4. Tap the checkmark in the top right corner of the screen

You will receive a message that your password has been changed, an email indicating the same and be redirected to the "Settings" screen.

Feedback

If you want to get in touch with the SportScience team, you can tap the "Feedback" button on the "Settings" screen. Alternatively, you can email us at support@sportscienceapp.com



The following steps need to be completed:

1. Enter your feedback
2. Tap the "Send" button in the top right corner of the screen.

You will receive a message indicating that your feedback has been received and be redirected to the "Settings" screen.

Log Out

If you wish to ensure that nobody has access to your SportScience data, you can choose to log out when you are not using it. Simply tap the "Log Out" button on the "Settings" screen and you'll be safely logged out and returned to the "Login" screen.

Your data will not be erased.