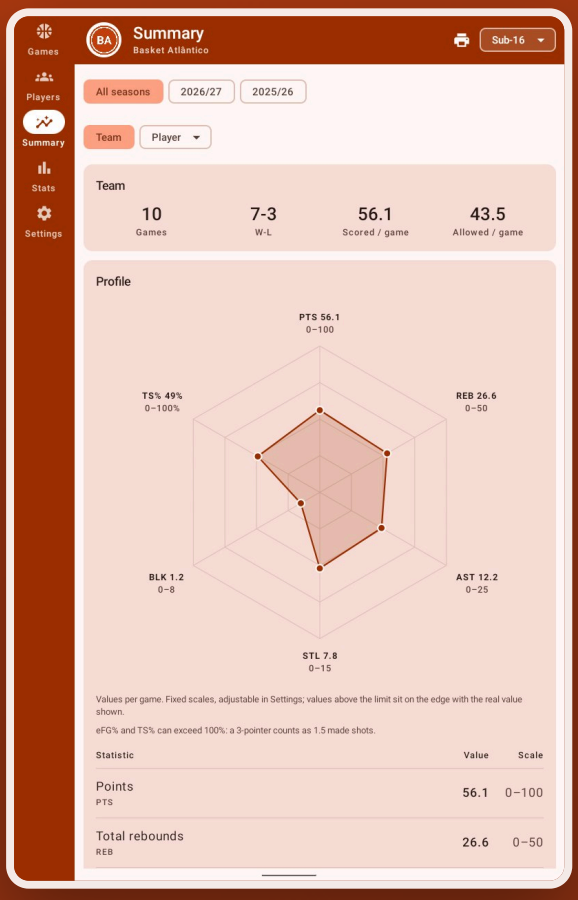
BasketStats

USER MANUAL

In-game basketball stats



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1 Introduction

BasketStats records the stats of a basketball game while it is played and adds them up over the season, for each player and for the team.

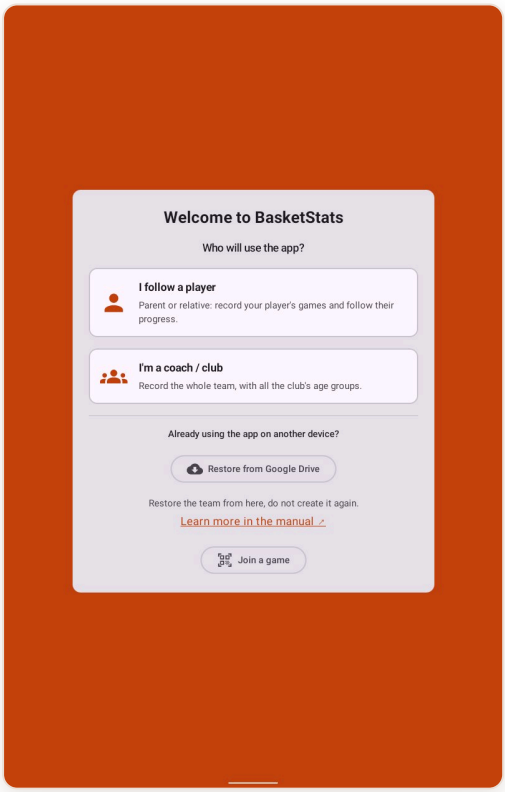
It works in two ways: **whole team** (coaches and clubs) or **one player** (parents and relatives following a player). Single-player games also count towards that player's stats.

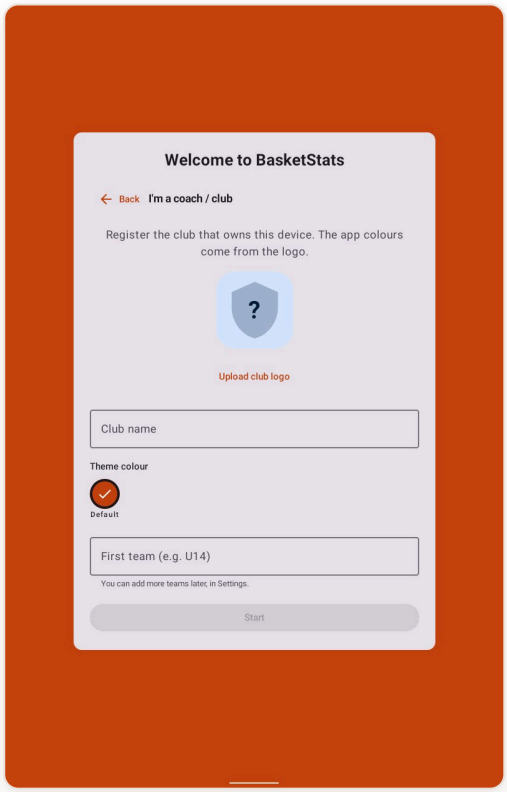
Everything is saved on the device first, so the app works offline during the game. If you want, it backs up to your own Google Drive.

2 First launch

On first launch the app asks who will use it.

- **I follow a player**: enter the player's name, number and photo, their club (with logo, optional) and age group. New games start in “One player” mode.
- **I'm a coach / club**: enter the club name and logo. The app colours come from the logo; you can pick another colour. Also enter the first team (for example, U14).
- **Restore from Google Drive**: for people already using the app on another device.
- **Join a game**: to use this device only as a secondary device in another device's game (see “Multi-device recording”).





3 Club, teams and players

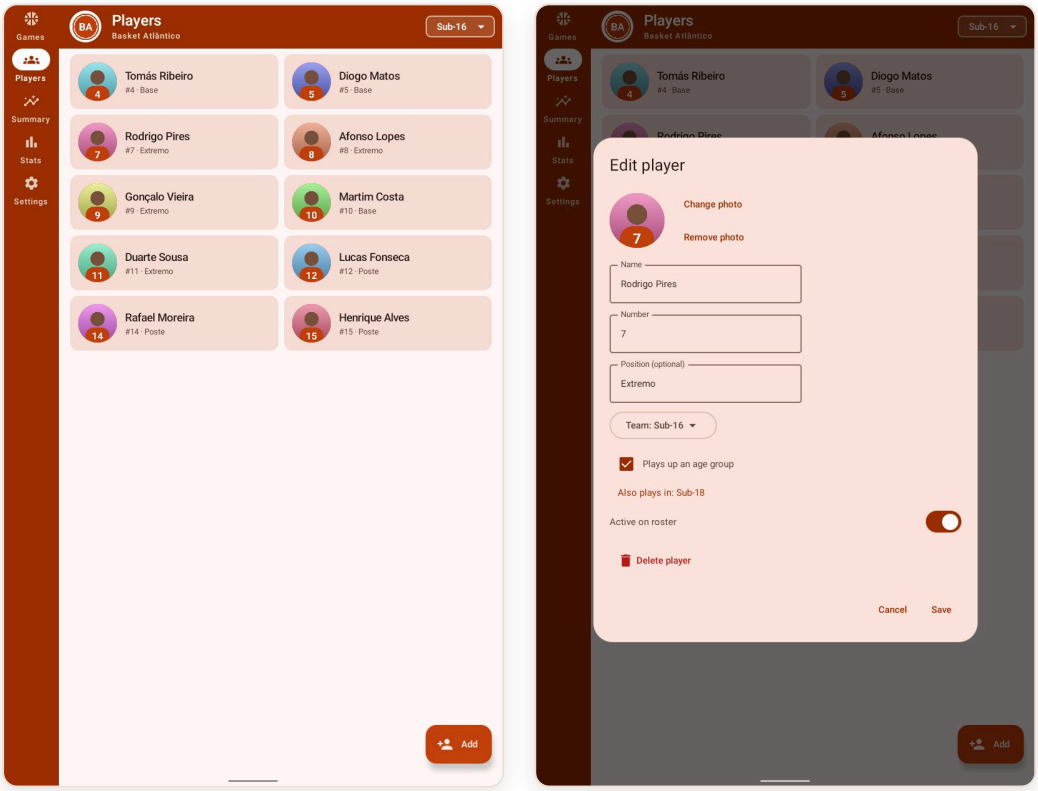
In the **Players** tab you add and edit the players of the active team: name, number, position, photo and whether they are active on the roster. An inactive player no longer appears in new games but keeps their history.

In **Settings** → **Club and teams** you change the club name, logo and colour, create teams (age groups) and manage the opponents list with their logos.

Pick the active team with the button in the top-right corner; every tab shows only that team's data.

To **delete a player**, open them and tap “Delete player”. They no longer appear on the roster or in player lists; the games they played keep their stats.

> **Tip:** If the active team has no games yet but another team does, the Games tab says so (for example, “There are 3 games in Sub-16”) and shows a button to switch to that team.

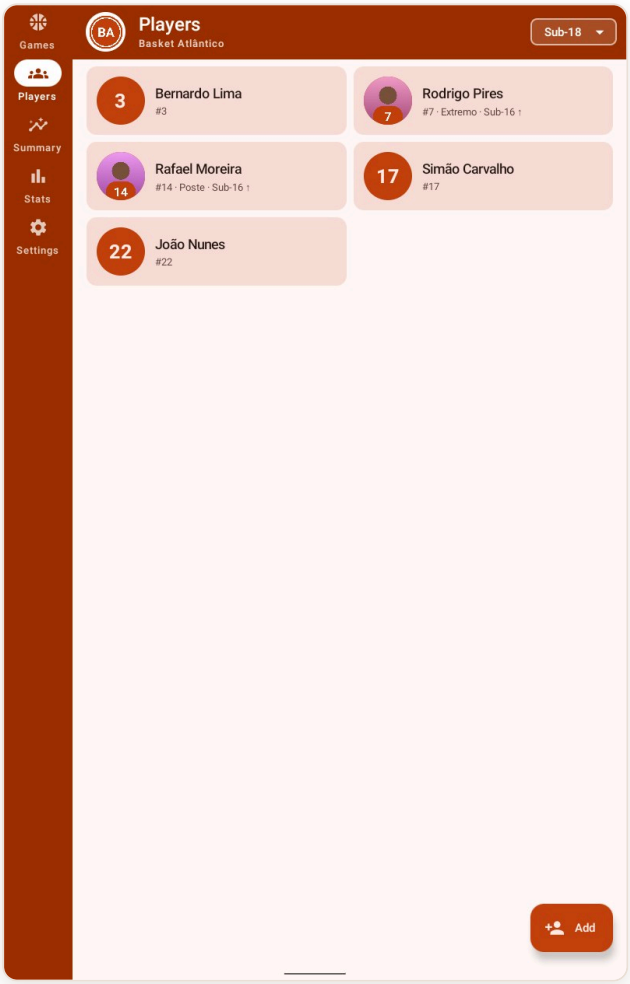


4 Playing up an age group

A player can also play in the age group directly above, for example an Under-16 called up to the Under-18s, without leaving their own team.

1. In **Players**, open the player and tick **Plays up an age group**. The option only appears if the club has a team in the next age group (the age group is read from the team name: Sub-14, U16, U18, Seniors).
2. The player form then shows “Also plays in: Sub-18”. If there are two teams in that age group (for example, U18 A and U18 B), choose one.
3. In the older team, the player appears in the players list with their home team and can be picked for that team’s games.

> **Tip:** At the start of a new season, change the **Team** of players who have moved up for good; older games stay with the team they were recorded in.

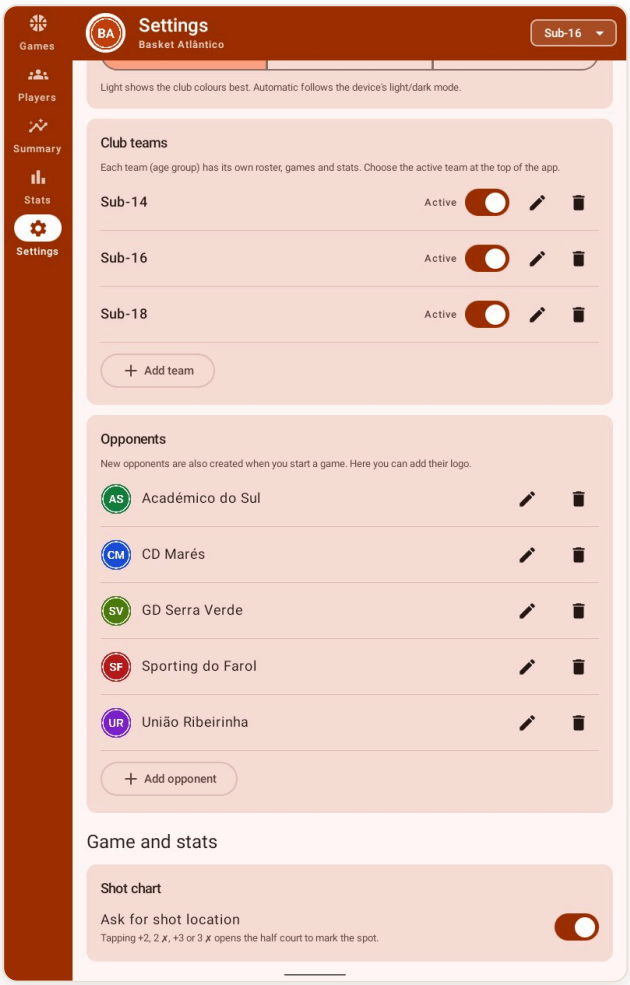


5 Deleting teams and opponents

In **Settings**, in the **Club teams** and **Opponents** lists, the bin icon deletes the item.

- **Delete opponent**: it no longer appears in the list when you create a game. Games already recorded against that opponent are not changed.
- **Delete team**: also deletes every game and player of that team, including on devices that sync through Google Drive. To be safe, the app says how many games and players will be deleted and asks you to type **DELETE**.

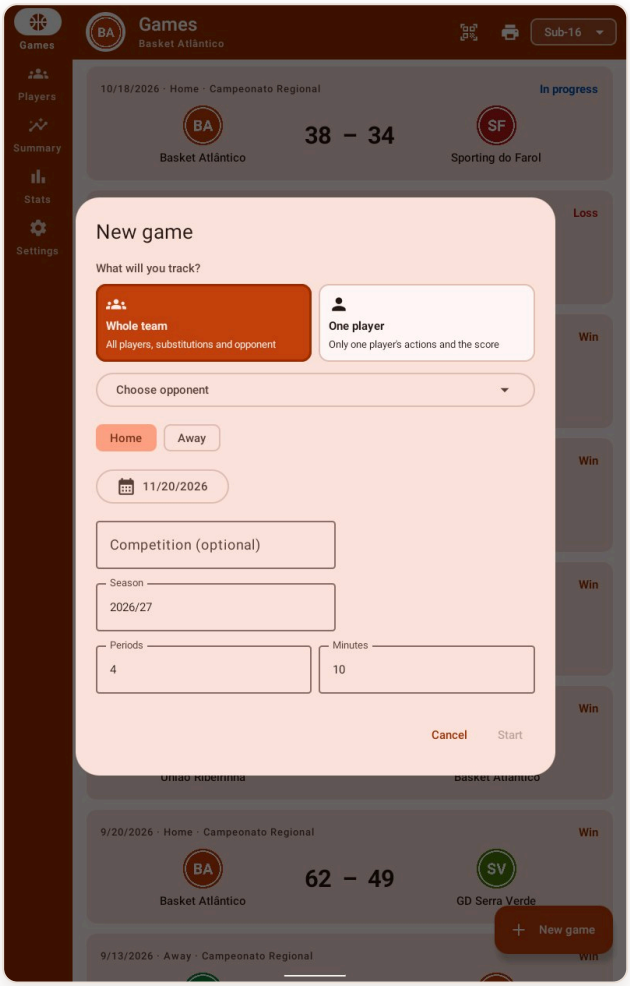
> **Tip:** Deleting a team cannot be undone. If you just want to stop using it, turn off the "Active" switch: the team is archived and its games are kept.



6 Create a game

- **What will you track**: “Whole team” or “One player” (then pick the player).
- **Opponent**: type the name or tap a suggestion; a new name is added to the opponents list.
- **Home / Away**, **date**, **competition** (optional) and **season** (filled in automatically).
- **Periods and minutes**: 4 periods of 10 minutes by default (FIBA rules).

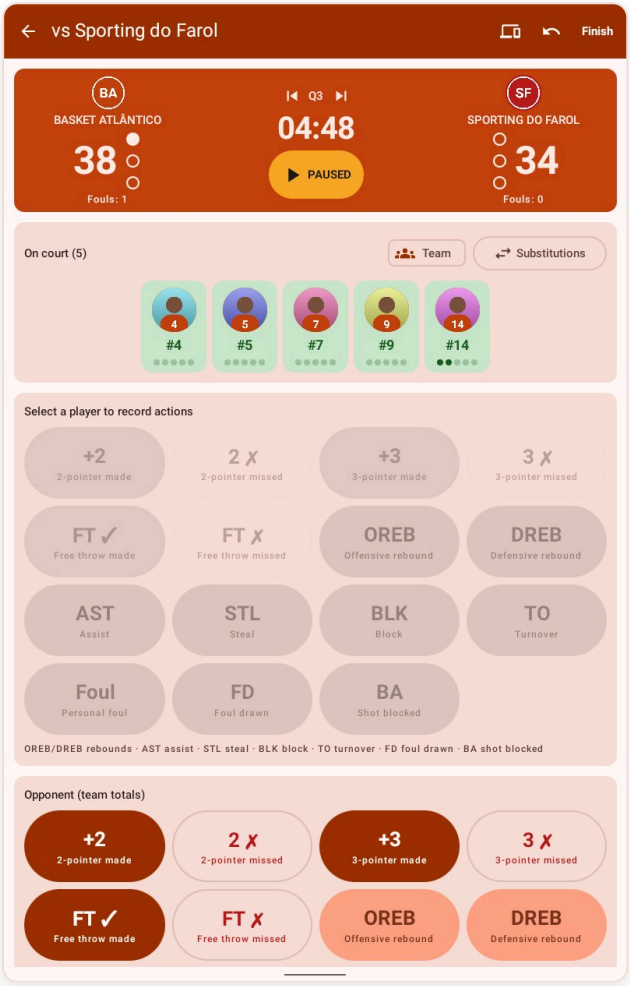
> **Tip:** In “Whole team” mode, the app asks for the starting five when the game begins.



7 Recording a game

From top to bottom, the game screen has: the scoreboard, the players, the action buttons, the opponent's actions and the play-by-play.

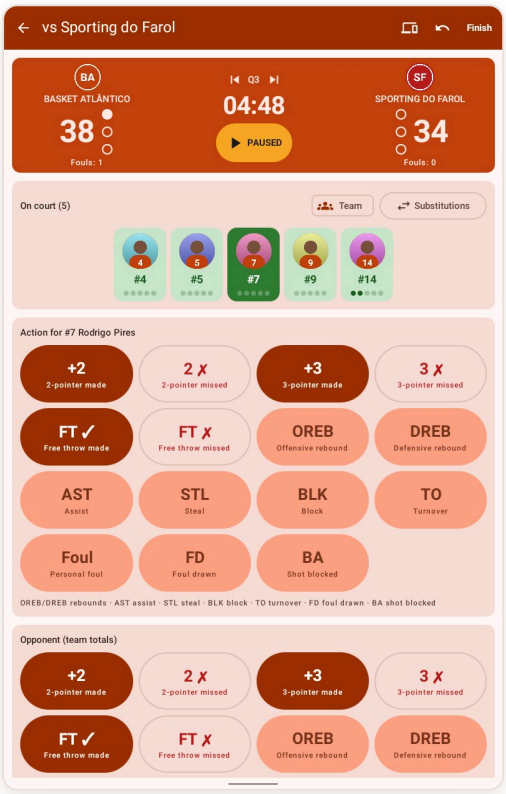
- **Clock**: the button starts the time (green), pauses it (yellow) or shows it is stopped (red). Tap the digits to set the time. The arrows next to the period (⏮ ⏭) change period; when the time reaches 0:00, the app offers to move on to the next one.
- **Team fouls** per period, under the score. The **timeouts** are the circles next to the score: tap an empty circle to record one (it turns white and the clock stops). They follow FIBA rules: 2 in the first half, 3 in the second (at most 2 in the last 2 minutes) and 1 in each overtime.
- **Players on court**: only the five on court, with photo, number and fouls (the dots turn red at the 4th and 5th foul). The selected player turns dark green. Bench players come in through **Substitutions**. The **Team** button records actions with no player (for example, a team rebound or a shot-clock turnover).

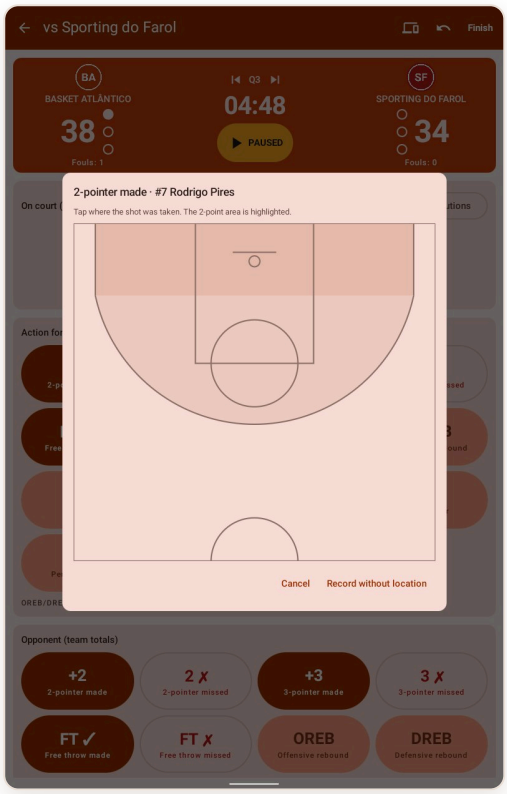


8 Actions and shots

1. Tap the player, then the action.
2. For field goals the half court opens with the right zone highlighted: tap where the shot was taken. If you tap a zone that does not match the button (for example, +3 inside the arc), the shot shows in yellow on the chart but counts as the button you chose.
3. A "✓ action · player" confirmation appears with an **Undo** button and the device vibrates.

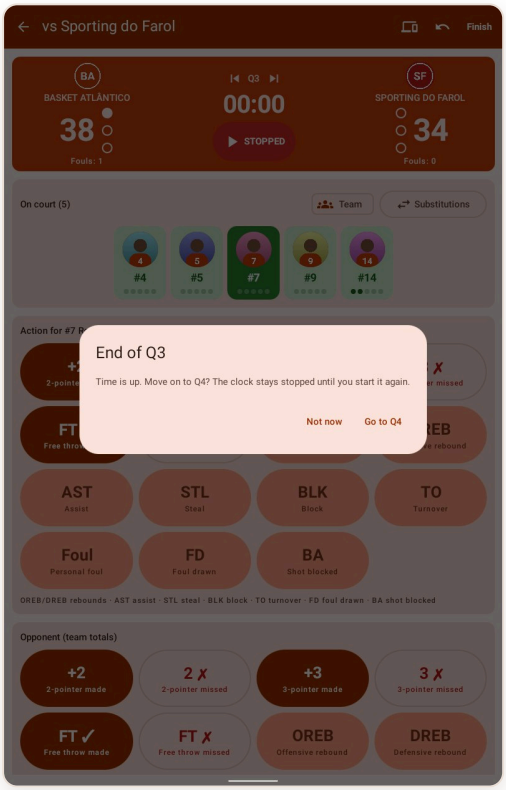
> **Tip:** Choose which actions appear, and their order, in Settings → Game and stats.

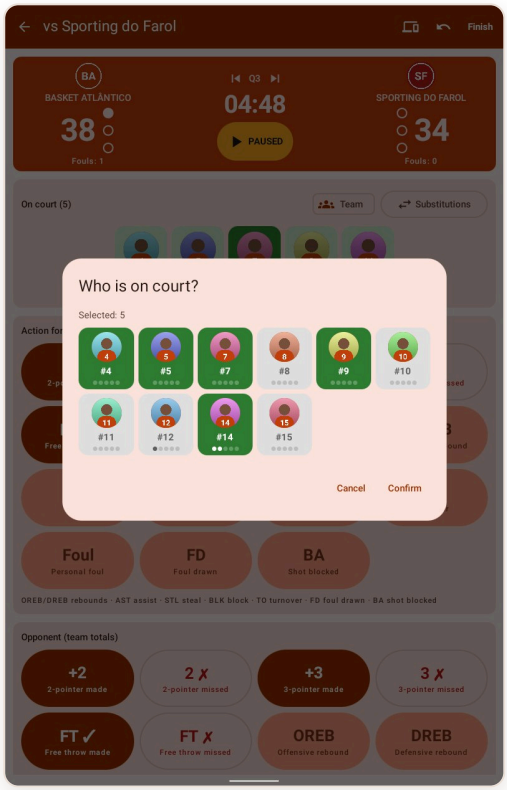




9 Warnings during the game

- **Clock stopped**: if you record an action while the clock is stopped, the confirmation turns red. Actions that happen with the clock stopped under the rules do not warn: free throws, fouls, turnovers (out of bounds, violations) and baskets in the last 2 minutes of the 4th period and overtime. See «Clock: when to stop it and the order of actions».
- **End of period**: when the clock reaches 0:00, the app offers to move on to the next period; in the last period, with the result decided, it offers to finish the game (if tied, overtime). “Not now” closes the message, for example to record one more free throw.
- **Fouled out**: a player with 5 fouls (or 2 technical, 2 unsportsmanlike, or 1 of each) is shown as fouled out.
- **Substitutions**: tap “Substitutions”. Green cards are on court and grey ones on the bench: tap a card to put the player on court or send them to the bench. With 6 selected a red warning appears and you can only confirm with 5.

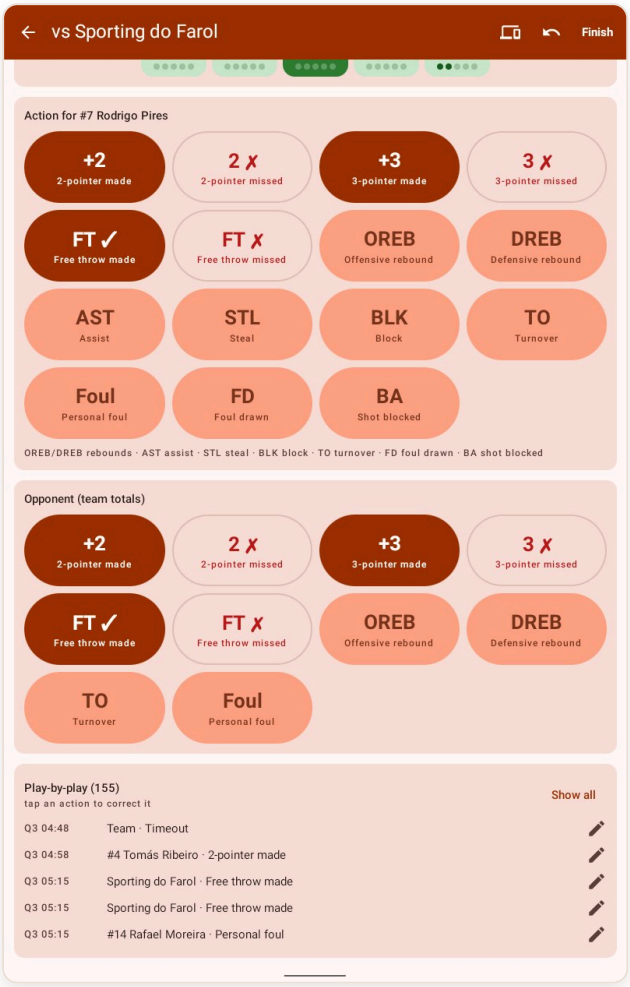




10 Opponent and play-by-play

The opponent buttons record the opposing team's totals (points, rebounds, turnovers, fouls).

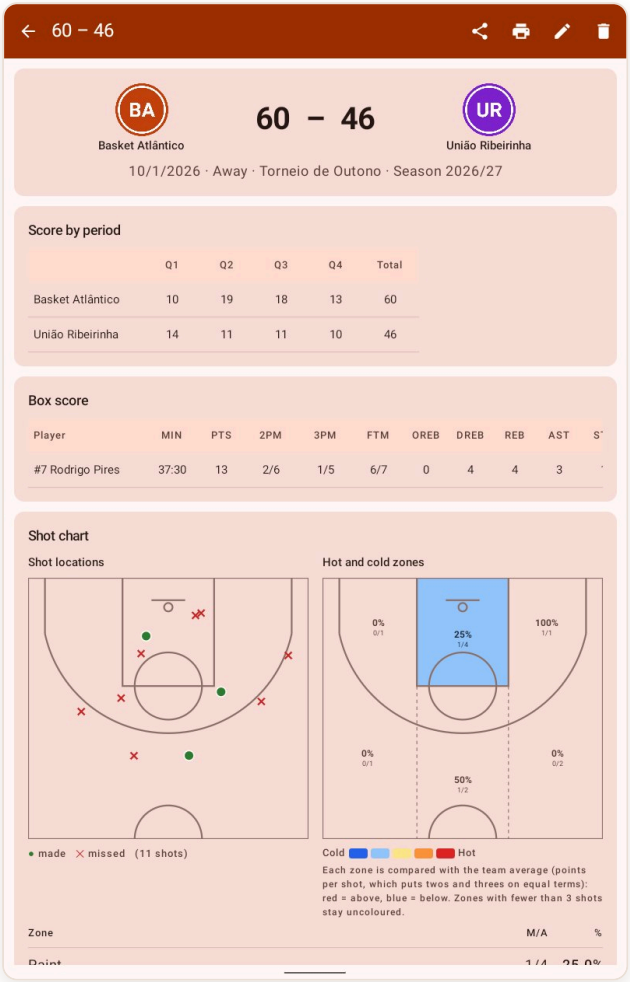
The **play-by-play** shows the latest actions with period and time. Tap an action to change its type or player, or to delete it. “Show all” lists the whole game.



11 “One player” mode

In this mode you record only one player's actions. The “On court / On bench” button counts minutes played. There are also three extra buttons:

- **Possession**: the player had the ball.
- **Pass ✓** and **Pass ✗**: completed and bad pass (a bad pass also counts as a turnover). Assists count as completed passes; rebounds and steals count as possessions.
- **Teammates'** and the **opponent's** points are recorded with the points buttons, so the score is right.



12 Possession: when to tap «Possession»

The app counts some possessions by itself. To avoid counting the same possession twice, follow this rule:

These count as a possession automatically, so do **not** tap «Possession» after them: **offensive rebound** (OREB), **defensive rebound** (DREB) and **steal** (STL). An **assist** (AST) automatically counts as a completed pass.

Tap «Possession» when the player gets the ball in any other way: receives a **pass** from a teammate, receives the **inbound** or picks up a **loose ball** that was not a rebound or a steal. Shots, free throws, turnovers and fouls are part of the possession the player already had and do not count as a new one.

Examples:

1. **Offensive rebound and a basket**: record «OREB», then «+2». That is 1 possession and 2 points; do not tap «Possession».
2. **Steal and fast break**: record «STL», then «+2» (or «2 ✗»). That is 1 possession.
3. **Receives a pass and shoots a three**: tap «Possession», then «+3» (or «3 ✗»).
4. **Receives a pass and assists a teammate who scores**: «Possession», then «AST». The assist also counts as a completed pass.
5. **Inbound**: if the player **receives** the inbound, tap «Possession»; if the player **takes** the inbound, record only the pass (completed or bad).

> Tip: Always use the same criteria during the season, so possessions and passes can be compared from game to game. Automatic counting always works in one-player mode; in whole-team mode, only in games where the «Possession» button was used. Possessions in the Gold metrics are a different thing: the app estimates them from shots, rebounds, turnovers and free throws.

13 Clock: when to stop it and the order of actions

The app saves every action with the game clock time. If the app clock follows the game clock, minutes played, +/- and clutch time are accurate. General rule: when the referee stops play, **stop the clock first, then record** the action.

Situation	Clock (FIBA rules)	Order in the app
Foul	Stops	1. Stop the clock → 2. Record the foul (PF) → 3. Free throws, if any (FT ✓ / FT ✗)
Out of bounds, travelling, double dribble, 3 seconds…	Stops	1. Stop the clock → 2. Record the turnover (TO) for the player
Made basket	Keeps running	Record the basket (+2 / +3) **without stopping** the clock
Basket in the last 2 minutes of the 4th period or overtime	Stops	1. Stop the clock → 2. Record the basket
Missed shot and rebound	Keeps running	Record the miss (2 ✗ / 3 ✗), then the rebound (OREB / DREB), without stopping
Time-out	Stops	Stop the clock; start it again when play resumes
Substitution	Stopped (foul, out of bounds or time-out)	With the clock stopped: «Substitutions» → who goes out and who comes in

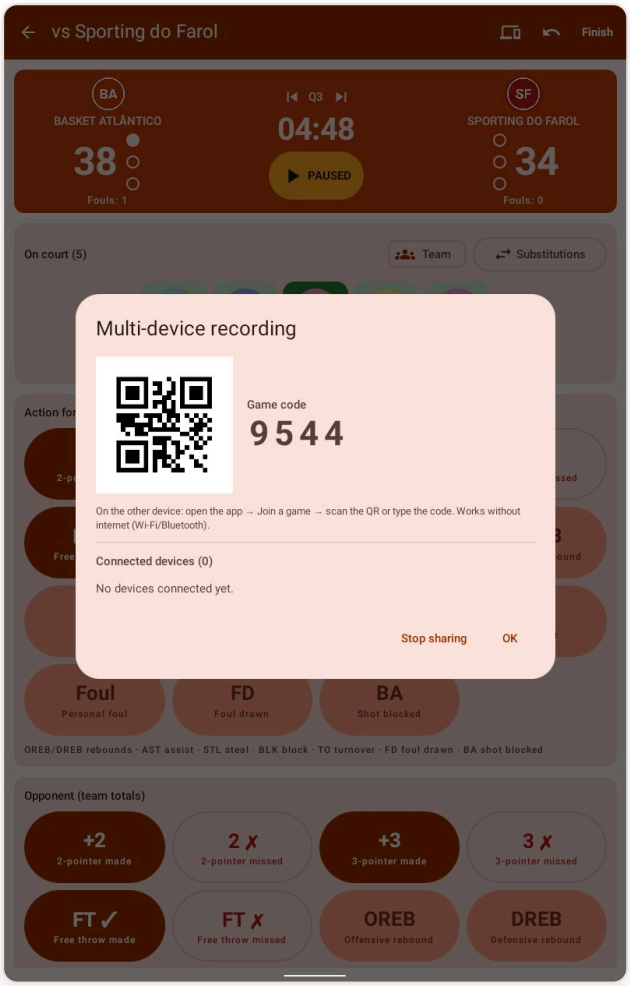
> Tip: When play resumes, start the clock again. If you record an action with the clock stopped outside these situations, the app shows a «Clock stopped» warning, but the action is still recorded.

14 Multi-device recording

Several devices can record the same game at the same time, without internet (Wi-Fi/Bluetooth). For example, one assistant records passes and another rebounds.

1. On the main device, during the game, tap the **Devices** icon: a QR code and a 4-digit code appear.
2. On the other device, open the app and tap **Join a game**; scan the QR or type the code.
3. On the main device, choose which actions each device records. The secondary device only sees those buttons.

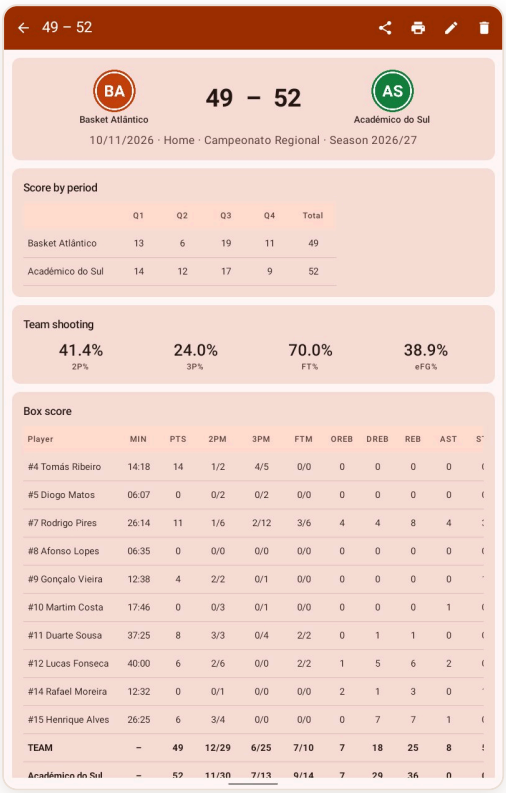
> **Tip:** Android asks for location to find nearby devices; the app does not use or store your location.

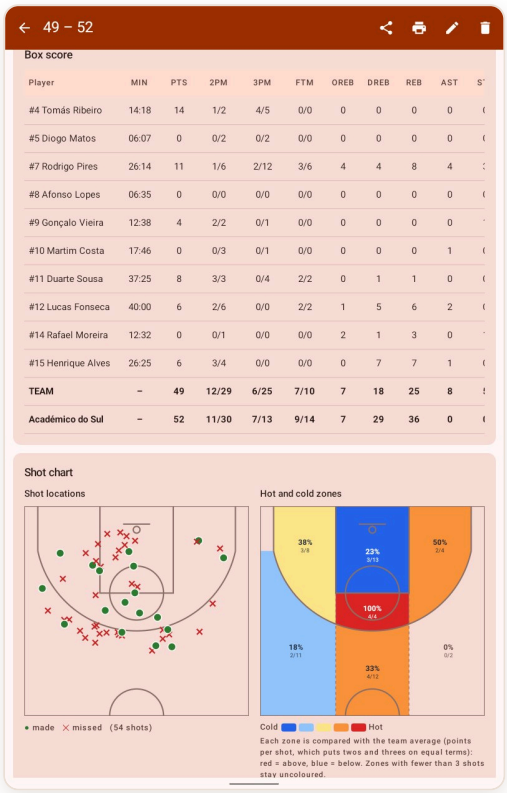


15 Box score

After you finish, the box score shows the result, the score by period, team shooting and each player's line: minutes, points, shots, rebounds, assists, steals, blocks, turnovers, fouls, +/- and efficiency (EFF, the FIBA formula).

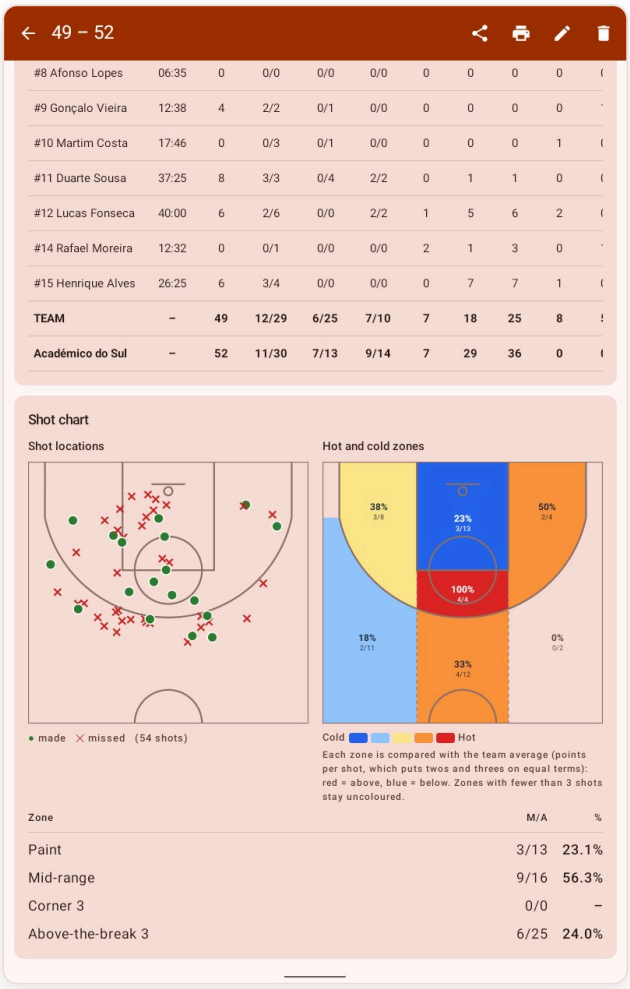
At the top you can **reopen the game to correct** it or **delete** it.





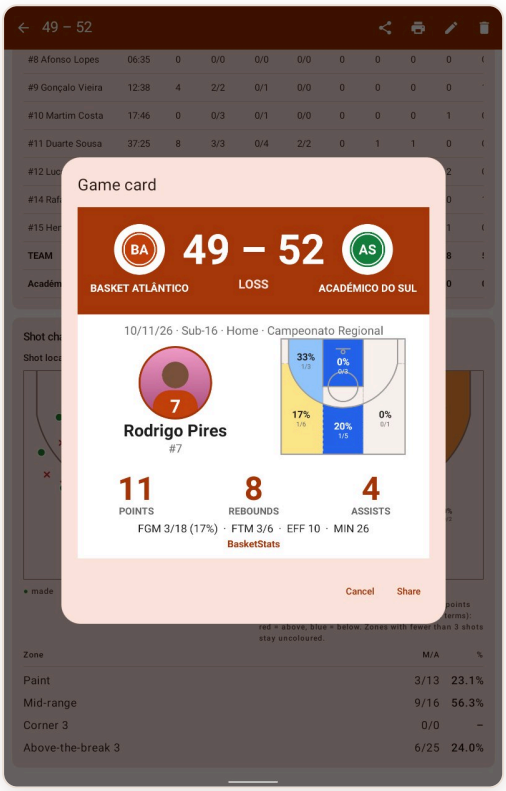
16 Shot chart

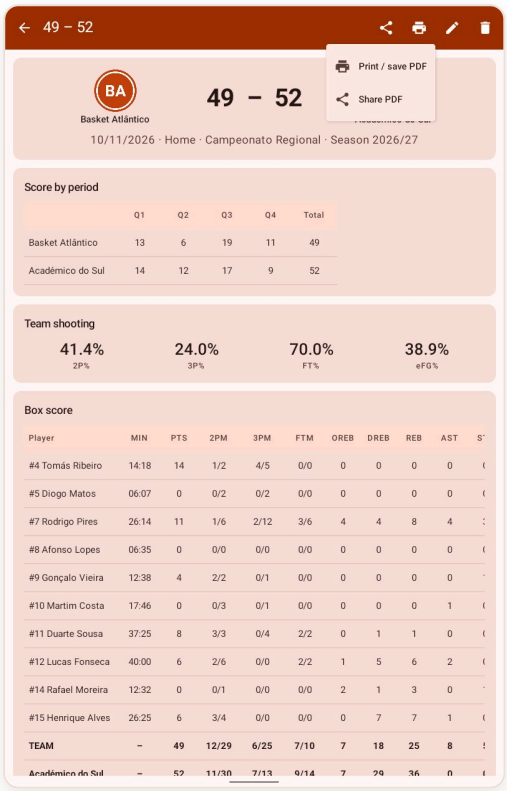
Each shot with a location appears on the half court: **green** made, **red** missed, **yellow** when the spot does not match the button. Next to it, the **hot and cold zones**: each zone is compared with the team average (for a player, with the team in the same zone), in points per shot, which puts twos and threes on equal terms. Red scores above, blue below; zones with few shots (fewer than 3 in a game, 8 in a season) stay uncoloured. Below it, shooting by zone: paint, mid-range, corner 3 and above-the-break 3.



17 Sharing

- **Game card** (share icon): an image with the result and highlights. In team mode, the leaders in shooting, rebounds and assists; in one-player mode, the player's line and shot chart.
- **Player card**: in team mode, tap share, choose “Player card” and the player. It shows the photo, the game’s points, rebounds and assists, and the **hot and cold zones** with the percentage in each zone.
- **Printer**: “Print / save PDF” opens Android's print screen; “Share PDF” creates the report and opens the share menu.
- There are PDF reports for the box score, each player, the team and the results list.



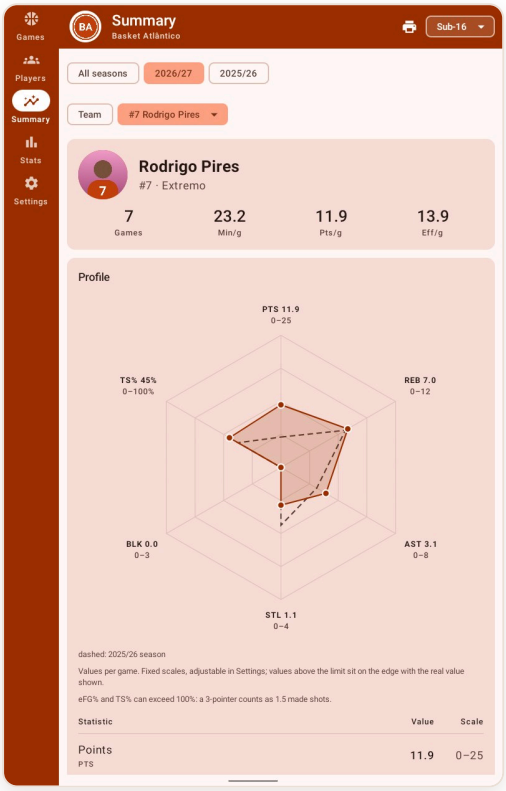


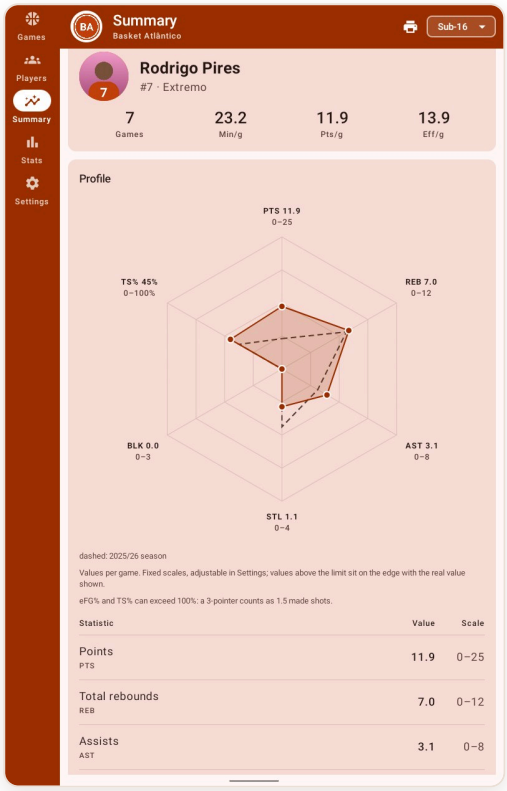
18 Summary

The **Summary** tab shows the team or a player on a radar chart, with per-game averages, for one season or all of them.

When you pick a season, the radar also shows the previous one **dashed**, so you can see where things improved.

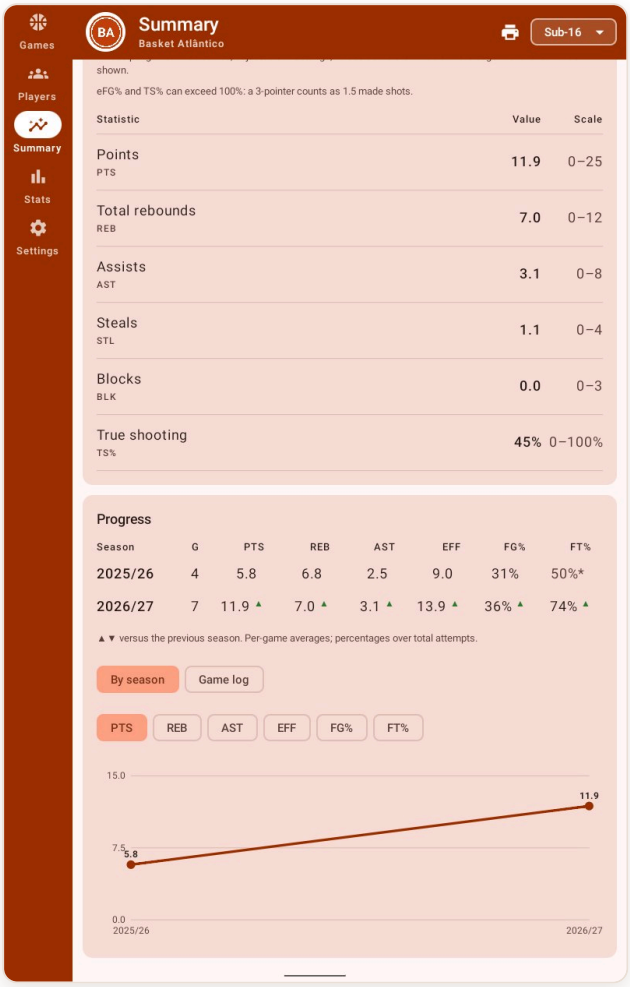
> **Tip:** Radar axes and scales are chosen in Settings.





19 Progress across seasons

The table shows each season's averages with a green ▲ or red ▼ versus the previous one. The chart shows one stat by season or game by game. Percentages with fewer than 10 attempts carry an asterisk (*), because they are not reliable.

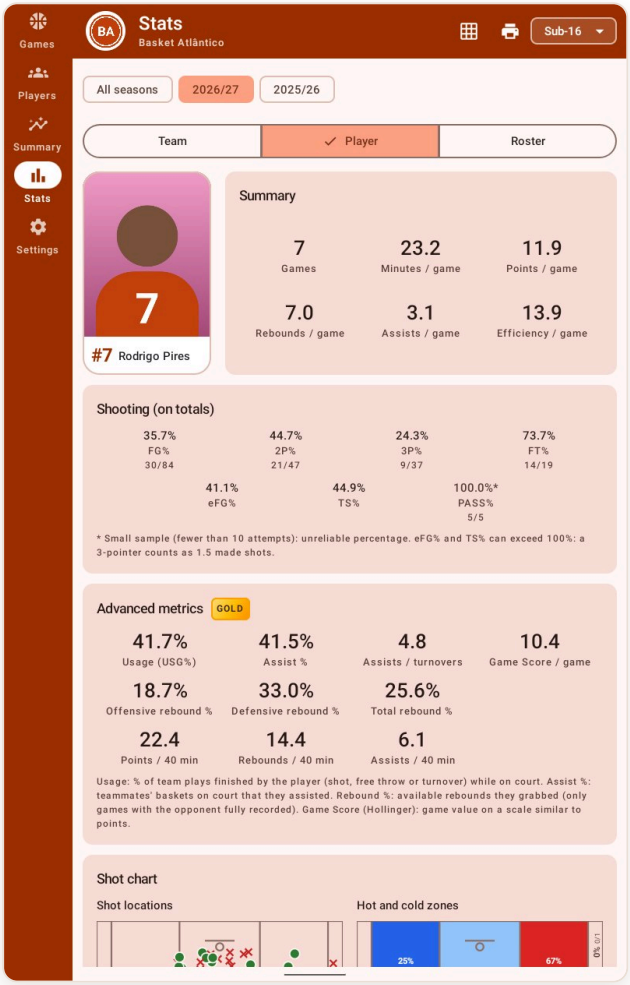


20 Stats

The **Stats** tab has totals, averages and highs for the team, each player and the whole roster, for one season or all of them.

- **Team**: totals, per-game averages and highs (with the opponent they came against).
- **Player**: the **trading card** with the player's photo, next to the summary (games, minutes, points, rebounds, assists and efficiency per game), the percentages calculated over totals and the cumulative shot chart, with hot and cold zones.
- **Roster**: every player in one table; tap a header to sort.

> **Tip:** Percentages from fewer than 10 attempts have an asterisk (*): they are not reliable.



21 Advanced metrics (Gold plan)

The **Gold** plan adds analysis cards with the **GOLD** badge to the stats, calculated from every game already recorded (including games recorded before buying the plan). They appear at the end of each tab in Stats. The recorded data is the same on every plan: Gold only adds the analysis.

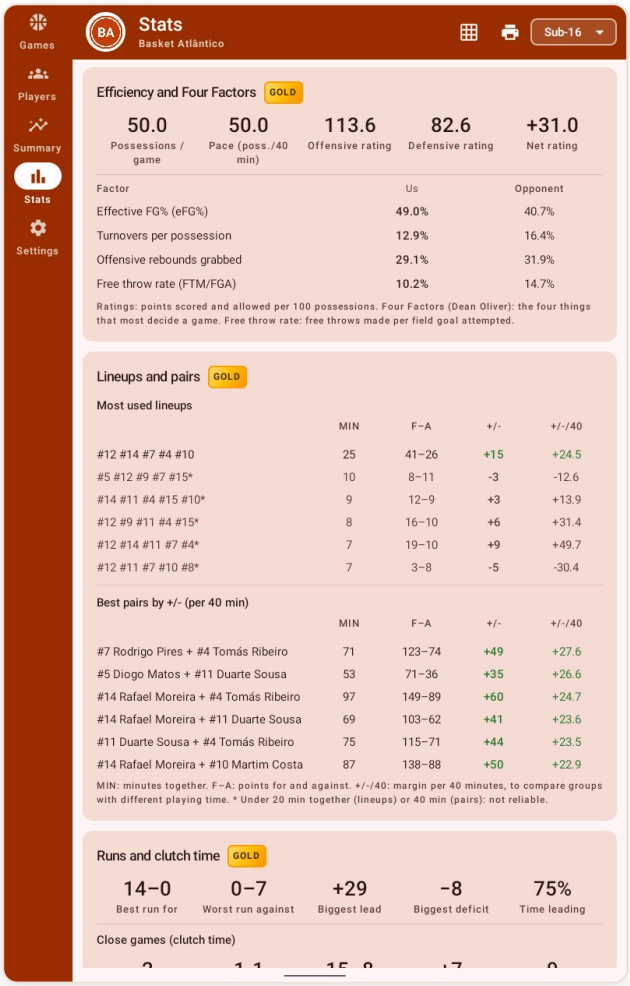
With only a few games the numbers still swing a lot; they become meaningful over the season.

22 Efficiency and Four Factors

In the **Team** tab. At the top, **possessions per game** (estimated from shots, offensive rebounds, turnovers and free throws), **pace** (possessions per 40 minutes) and the **ratings**: points scored (offensive) and allowed (defensive) per 100 possessions, and the net rating.

Below, Dean Oliver's **Four Factors**, the four things that decide most games, for your team and your opponents:

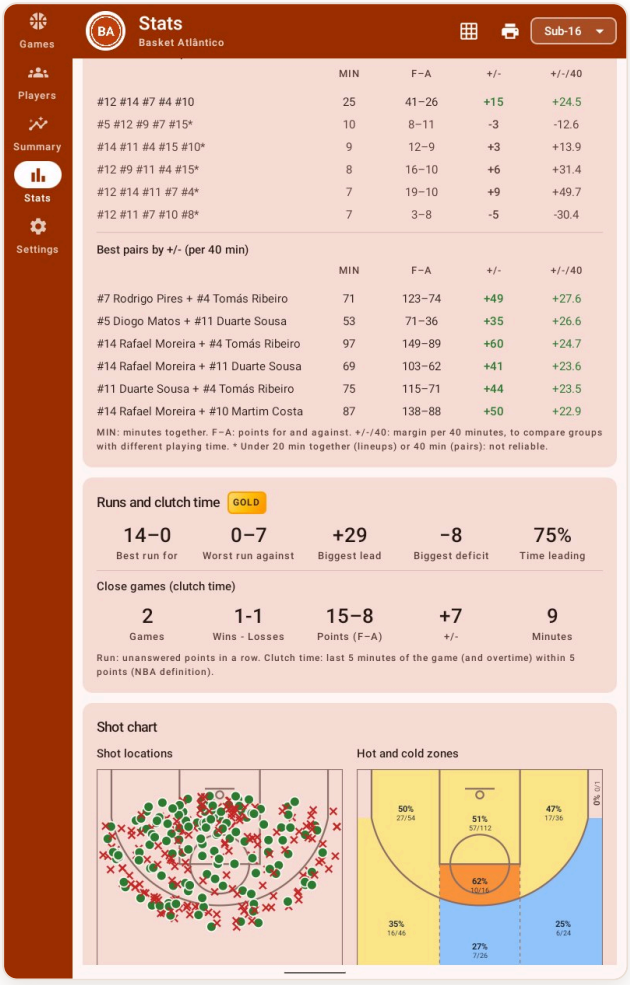
- **Effective FG% (eFG%)**: shooting accuracy, with a three counting 1.5.
- **Turnovers per possession**: share of possessions that end in a turnover (lower is better).
- **Offensive rebounds grabbed**: of the available offensive rebounds, how many the team got.
- **Free throw rate (FTM/FGA)**: free throws made per field goal attempted.



23 Lineups and pairs

In the **Team** tab. The **most used lineups** and the **best pairs by +/-**, with minutes together (MIN), points for and against (F–A), the margin (+/-) and the margin per 40 minutes (+/-/40), to compare groups with different playing time.

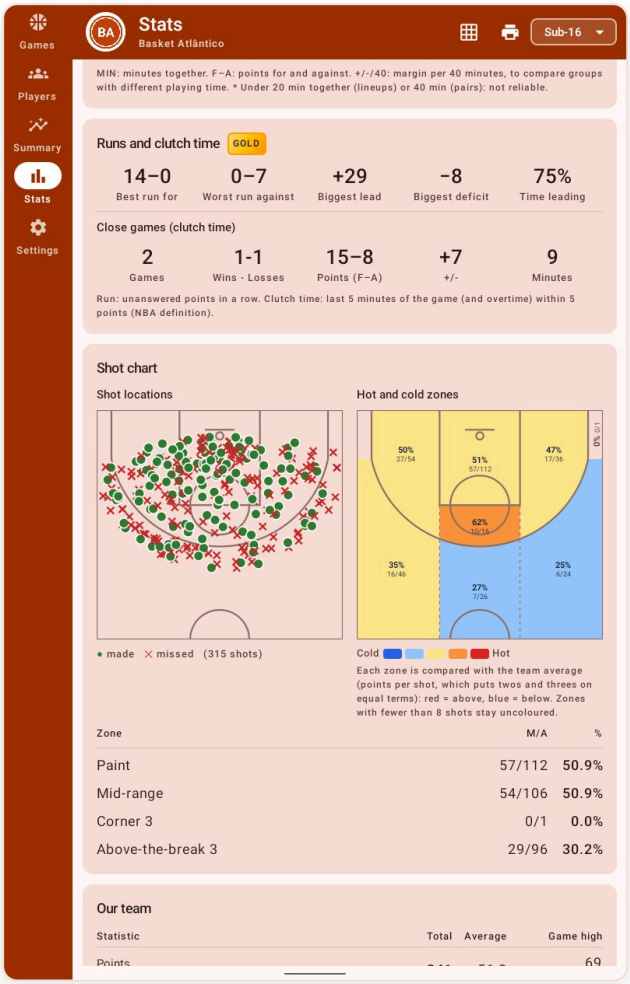
> **Tip:** This only works when substitutions are recorded, including the starting five. Values with an asterisk have little time together and are not reliable.



24 Runs and clutch time

In the **Team** tab. **Runs** are unanswered points in a row: the best run for, the worst run against, the biggest lead and the biggest deficit, and the share of time leading.

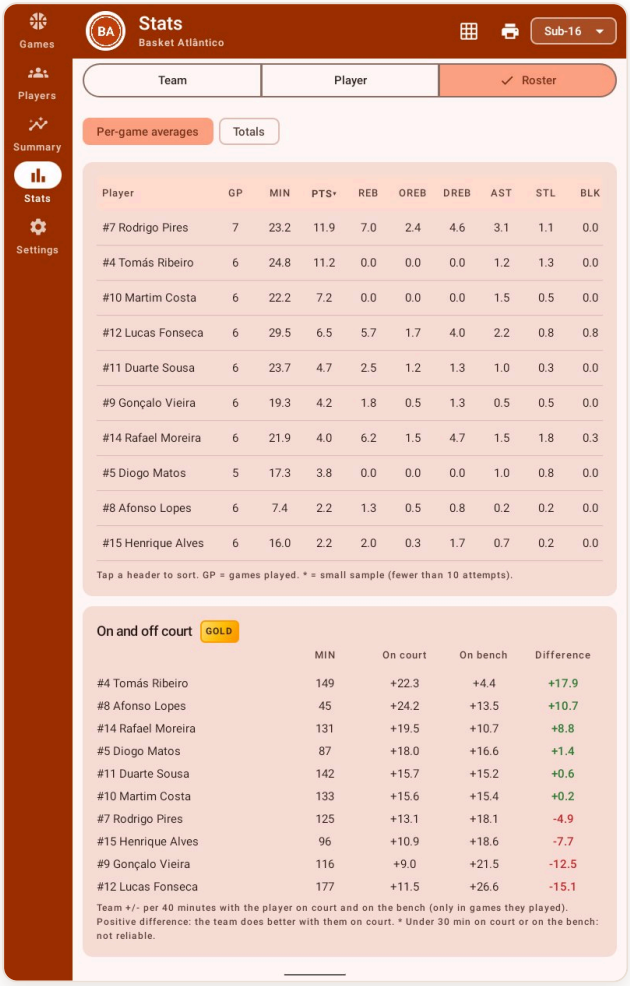
Clutch time is the last 5 minutes of the game (and overtime) with the score within 5 points, the NBA definition. The app shows how many games reached that point, the wins and losses, and the points and margin in those minutes.



25 On and off court

In the **Roster** tab. For each player, the team's +/- per 40 minutes **with the player on court** and **on the bench** (only in games they played), and the difference. A positive difference means the team does better with them on court.

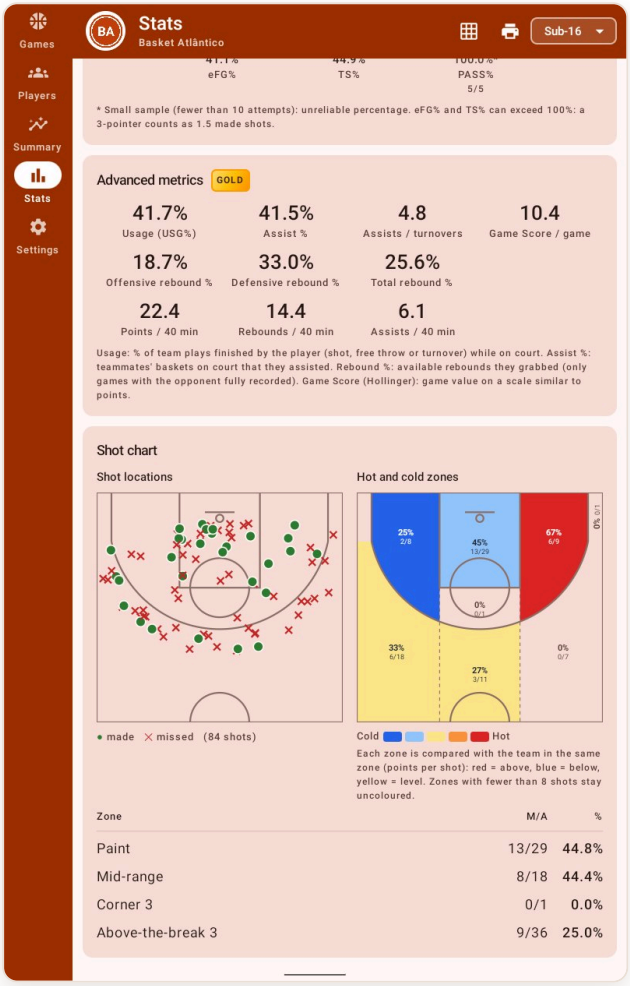
> **Tip:** With fewer than 30 minutes on court or on the bench, the value has an asterisk: it is not reliable.



26 Advanced player metrics

In the **Player** tab, below the percentages:

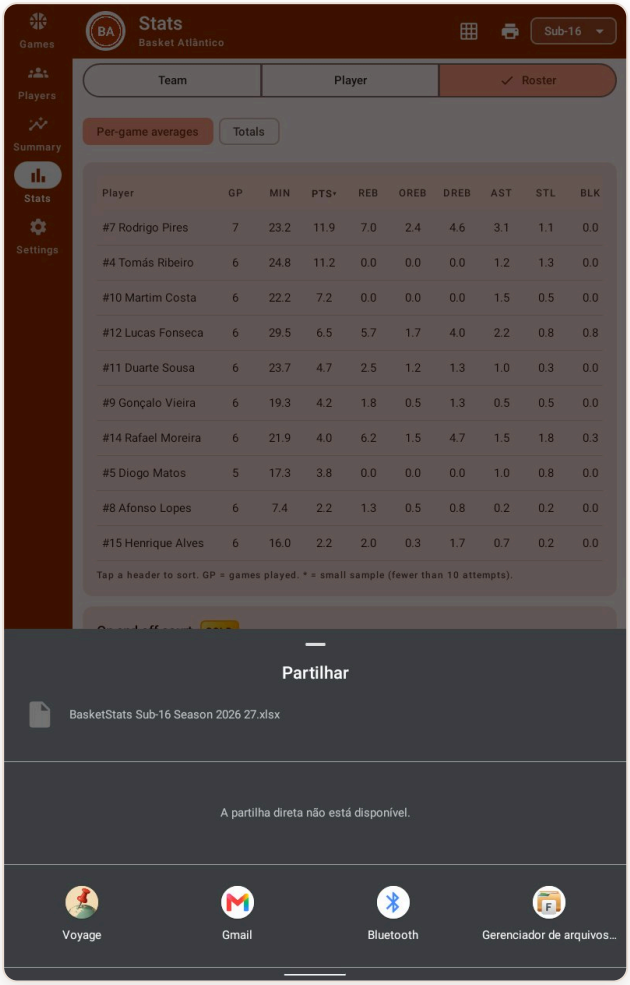
- **Usage (USG%)**: share of the team's plays finished by the player (shot, free throw or turnover) while on court.
- **Assist** %: teammates' baskets on court that the player assisted; and the **assist / turnover** ratio.
- **Rebound** % (offensive, defensive and total): available rebounds the player grabbed (only games with the opponent fully recorded).
- **Game Score** (Hollinger): the value of a game on a scale similar to points.
- **Points, rebounds and assists per 40 minutes**, to compare players with different minutes.



27 Export to Excel

In the **Stats** tab, the grid icon (next to the printer) creates an Excel file (.xlsx) for the chosen season and opens the share menu, so you can email it, send it on WhatsApp or save it to Drive. It has six sheets: Games, Squad – averages, Squad – totals, Game by game, Advanced – team and Advanced – players.

It opens in Excel, Google Sheets and LibreOffice. It is included in the Gold and Club plans.



28 PDF reports with Gold metrics

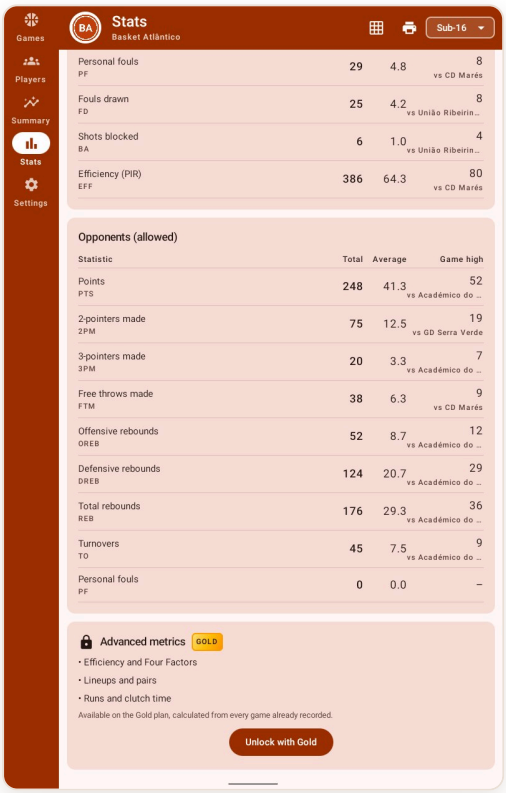
With the Gold plan, the team and player PDF reports (printer icon in Stats) also include the Gold sections: efficiency and Four Factors, lineups and pairs, runs and clutch time, on and off court, and the advanced player metrics. Without the plan, the report has the usual stats.

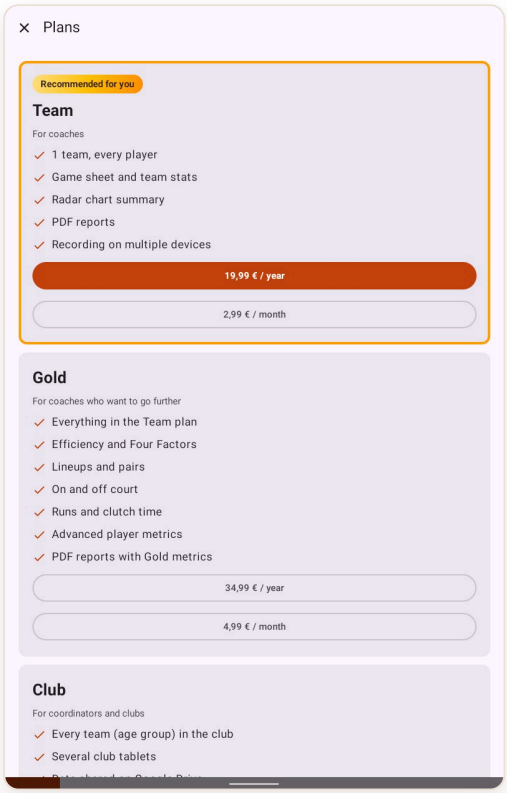
29 Plans

Without the Gold plan, each Stats tab ends with a card listing the metrics available. “Unlock with Gold” opens the plans window:

- **Player Pro**: for families following up to 3 players, with the game card, PDF, progress across seasons and multi-device recording.
- **Team**: for coaches, 1 team with every player, box score, summary, PDF reports and multi-device recording.
- **Gold**: everything in Team, plus the advanced metrics, Excel and PDF reports with the Gold metrics.
- **Club**: every team (age group) in the club, several tablets and data shared on Google Drive, with everything in Gold.

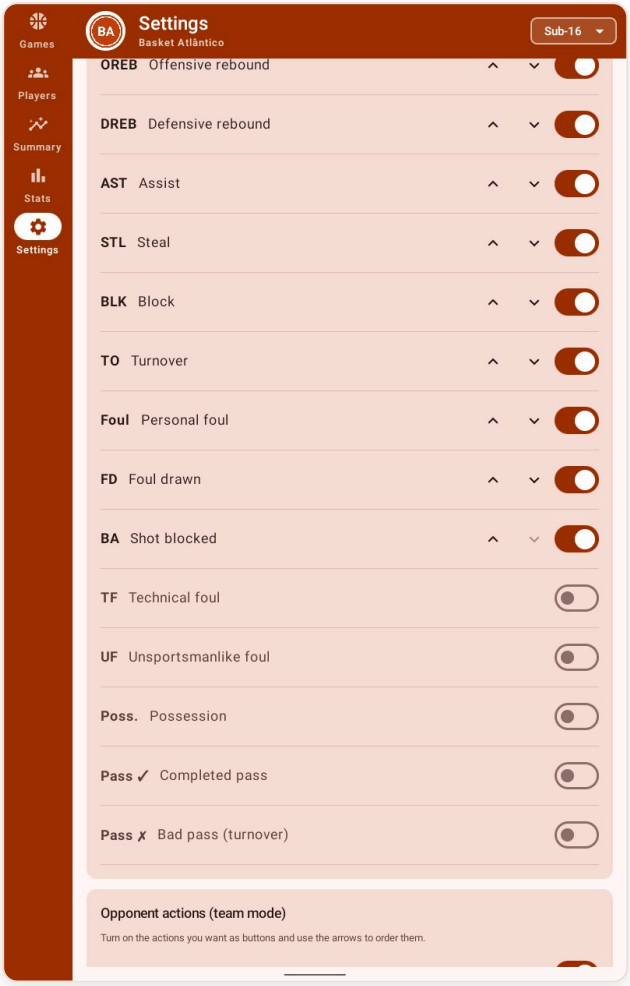
> **Tip:** Recorded games are always kept, whatever the plan: changing plans only changes what is shown.





30 Settings

- **Club and teams**: name, logo, theme colour, teams and opponents.
- **Appearance**: light, dark or the same as the device.
- **Game and stats**: whether to ask for shot locations, radar axes and visible actions (turn on and reorder).
- **Google Drive**: connect, sync or disconnect the backup.
- **Plans**: the gold card at the top shows the available plans (see “Plans”).



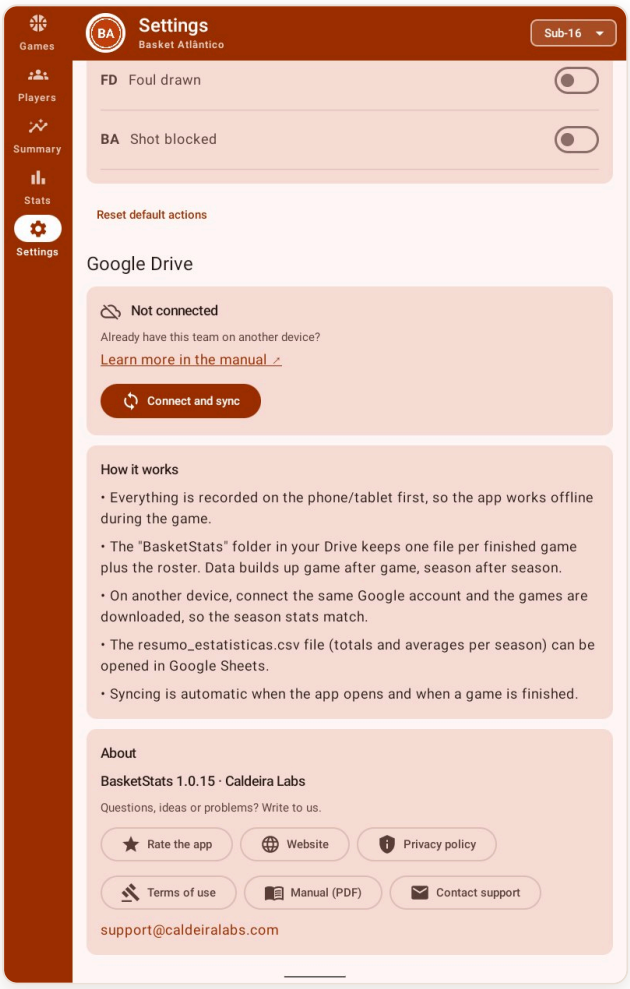
31 Google Drive

In **Settings** → **Connect and sync**, pick your Google account and allow access. The app only accesses files it creates itself, in a “BasketStats” folder in your Drive: one file per finished game, the roster and a CSV summary you can open in Google Sheets.

Sync happens automatically when you open the app and when a game finishes. On another device, connect the same account (or use “Restore from Google Drive” on first launch) and the games are downloaded.

Storage used: very little. A game takes 30 to 150 KB; a team over a whole season, with photos and logos, about 5 MB. A club with 8 teams uses around 40 MB a year, less than 3% of a Google account’s 15 GB of free storage after 10 years.

> **Tip:** Clubs: create a **Google account just for the club** (for example, stats.club@gmail.com) for BasketStats. The 15 GB of free storage is shared with the account’s Gmail and Google Photos, and the data stays with the club when a coach leaves.

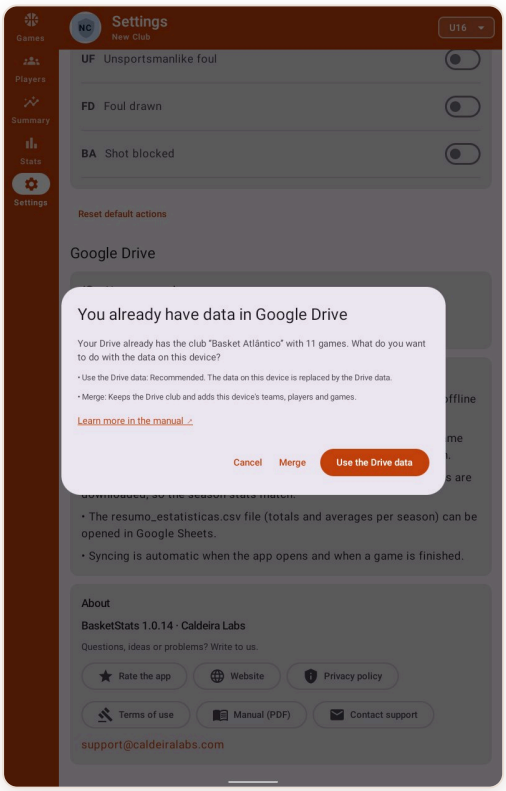


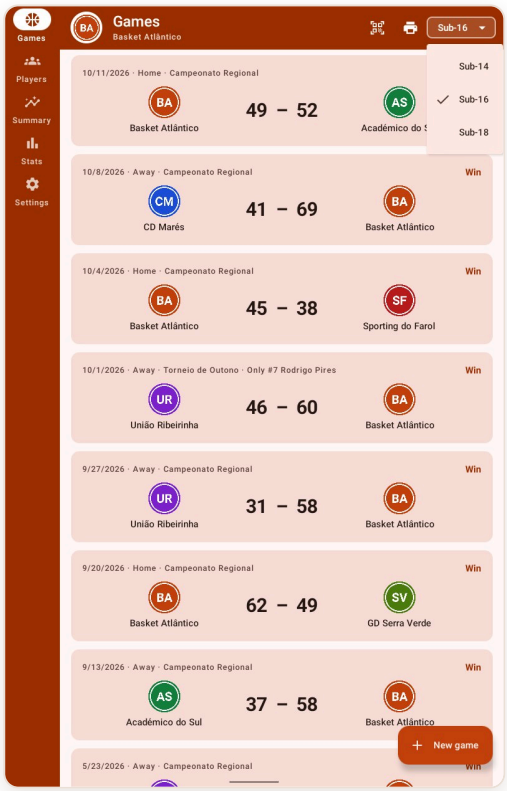
32 The same team on different devices

Example: this weekend you record an U16 game on the tablet and, the following week, another game of the same team on your phone. For both games to be in the same team and the season stats to add up, both devices use **the same Google account** and the second one gets the team from Drive.

1. **Device A**: in **Settings** → **Connect and sync**, connect the Google account. Record and finish the game. It is sent to Drive when the game finishes or, with no internet at the gym, when you tap **Sync now**.
2. **Device B, freshly installed app**: on the first screen, tap **Restore from Google Drive** and pick the same account. You get the club, teams, players and games.
3. **Device B, already with data**: when you connect Drive, the app warns that Drive already has a club. Choose **Use the Drive data**. “Merge” is only for adding what you recorded on this device to the Drive club.
4. At the top, pick the team (**U16**) and record the game. When it finishes, it syncs by itself. Device A gets it the next time the app opens with internet.

> Tip: **Do not create the team by hand** on the second device: even with the same name, it would be a different team, with separate games and players. To record the same game on two devices at once, use “Join a game” (QR code).





33 Abbreviations

PTS	Points
MIN	Minutes played
2PM / 3PM	2- and 3-point field goals (made/attempted)
FTM	Free throws
FG%	Field goal percentage
OREB / DREB / REB	Offensive, defensive and total rebounds
AST	Assists
STL	Steals
BLK	Blocks
TO	Turnovers
PF / FD	Personal fouls / fouls drawn
BA	Shots blocked by the opponent
+/-	Point difference with the player on court
EFF	FIBA efficiency
eFG%	Effective field goal % (a three counts 1.5)
TS%	True shooting (includes free throws)
POSS / PASS	Possessions and passes (one-player mode)
USG%	Usage: team plays finished by the player
eFG% / Four Factors	Shooting, turnovers per possession, offensive rebounds and free throws
ORtg / DRtg	Points scored / allowed per 100 possessions
+/-/40	Margin per 40 minutes
Game Score	Value of a game (Hollinger)

34 FAQ

Do I need internet during the game?

No. Only the Google Drive backup needs a connection, and it syncs when there is one.

I made a mistake.

Tap “Undo” straight away. Later, tap the action in the play-by-play to fix or delete it, or reopen the finished game.

I changed tablets.

On the new device, choose “Restore from Google Drive” on first launch, with the same Google account.

I recorded games of the same team on different devices and they ended up separate.

Both devices must use the same Google account and the same team, received from Drive (see “The same team on different devices”). A team created by hand on the second device is a different team, even with the same name.

Where is my data stored?

On your device and, if you turn it on, in your Google Drive. Caldeira Labs has no servers holding your data. See caldeiralabs.com/basketstats/privacy.

I deleted a player by mistake.

Their games keep their stats. Add the player again to bring them back to the roster. Deleting a team cannot be undone, which is why the app asks you to type DELETE.

A player moved up an age group.

If they play in both, tick “Plays up an age group” on their form. If they moved for good (new season), change the player’s “Team”.

Questions and ideas: support@caldeiralabs.com · caldeiralabs.com/basketstats
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