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## Vital Stats – User Guide, Australia Rules Football

Thanks for choosing Vital Stats for your club.

We hope that Vital Stats will make your club more professional in the way of stats taking.

We all know that coaches love stats, but the old pen, paper, 6 guys & spread sheet can be a bit hard to organise or do.

With this system it should only take 2 people maximum or 1 person when you get confident with the X-key Keyboard.

At the end of every game you will have 4 different game reports;  
Game Day Stats, Individual Report, Player Ranking & Top 5 Player Possessions.  
You can email, print, save all reports.

It will take about 30 minutes to set up VS the first time, with player details, opposition & club info.

Please take the time to read this quick help guide as it will help in the smooth running of Vital Stats

We hope you enjoy using Vital Stats



How your new keyboard will look.

OPP is for opposition.

In the player set up put in Opposition & give it the 99 jumper number.  
**It must have 99**

The OPP stats will print in its own column on the player report

- When taking stats, call the jumper number not the players name.  
So if Steve Smith who is Jumper 9 gets a kick.....Say - 9 kick...not - Steve Smith Kick.  
We have found this is the easiest way to save confusion.

## How to Install & Set up Vital Stats

1. **Purchase Vital Stats** from – [www.vitalstats.com.au](http://www.vitalstats.com.au)
2. **Download** from Net
3. **Request Rego Key**  
After 3 days the programme will stop working without the rego key
4. **Fill in Club Details**  
This allows all club details to be displayed on all reports
5. **Fill in email server details**  
This is so you can email player reports out. Enter in your ISP's outgoing (SMTP) server; for example of your ISP is BigPond then the outgoing server will be mail.bigpond.com (please contact your ISP for your correct settings). You will also need your active email address and password if you tick the box for Does your Email server require a password to send EMail? Please note that it is recommended that you fill in this information. If you cannot remember your password you may need to contact your provider.
  - If you do not intending to email reports out then you will not need this.
6. **Add Players**  
Add players with player's name, jumper number, and email address  
(email is so you can email them their individual player reports straight from the programme)  
  
Add all players from the club list that will be allegeable to make the side – e.g. if loading for a senior side add all reserves players that may play through the year – From top tool bar click add & fill in fields for each player, each time you put a player in click on add, to delete a player, high light player & click delete, if a player has a stat recorded for them you cannot delete them, you can change their jumper number.  
  
**The OPP Button on the X Keys** – this is for tracking the opposition as a whole.  
(Not individually)  
In the players set up put in opposition & give the jumper 99, X keys is set up for this.  
You may not want to track all OPP stats but inside 50 or ruck taps might be handy.  
**Opposition must have the jumper 99**
7. **Add Opposing Teams**  
All team that you will play through the year should be added in this section.  
From top tool bar, click ad then fill in Opposing Team Name
8. **X Keys Keypad & Hot Keys**  
The Keys key pad will come to you already programmed.  
Just plug in the USB port & it will work.  
Vital Stats will come with recommended/standard Stats.  
If you wish to change a stat re-mark the key you want to change & then go into HOT KEYS and change the name of the stat & give it a player ranking point value.  
Included are 3 other stats we think may be of some use.  
  
**E.G** - you may want to change hard ball gets to run receives, Re-label the hard ball gets key to run receive then go into the hot keys & change hard Ball gets colum to run receive.  
Do not change any of the scoring stats - Goal, Goal Attempt, Point, Score Assist, Full or Rushed Behind  
  
**Sort By** - is in what order the stat will print out on the report, you can not change this  
  
**Points** – this is for the player rankings.  
A kick is worth 4 points, handball 2 so just pick a point your stat is worth, if it is a clanger or turn over it may be a minus score.  
You can change the points to suit your requirements.

Continue next page

- **Add Points for Player Ranking**

To set points for stats, go to Hot Keys & in the points column just add the point you think appropriate for the stat, e.g., Kick = 1 point, Turnover = - 8

We have based ours on much the same as the AFL Super Coach Points.

From the Game Day page you can view the rankings at any time or save a pdf so you can email from your default folder (my Documents)

## You are now set up & ready to take stats

### Start or Add a Game

1. Click on Matches from side tool bar
2. Click on Add from top tool bar
3. Fill in all fields from drop down boxes

If first game it should say Rd 1

Fill in Opposition from drop down box

Fill in Ground Condition from drop down box

Home game or away game, tick box for home game

Tick all players that are playing – there is a counter on the bottom as you select players

All done – click save

### Now go to Match Day from side tool bar

On the bottom of the page there will be 2 long field bars – Player & Statistic,

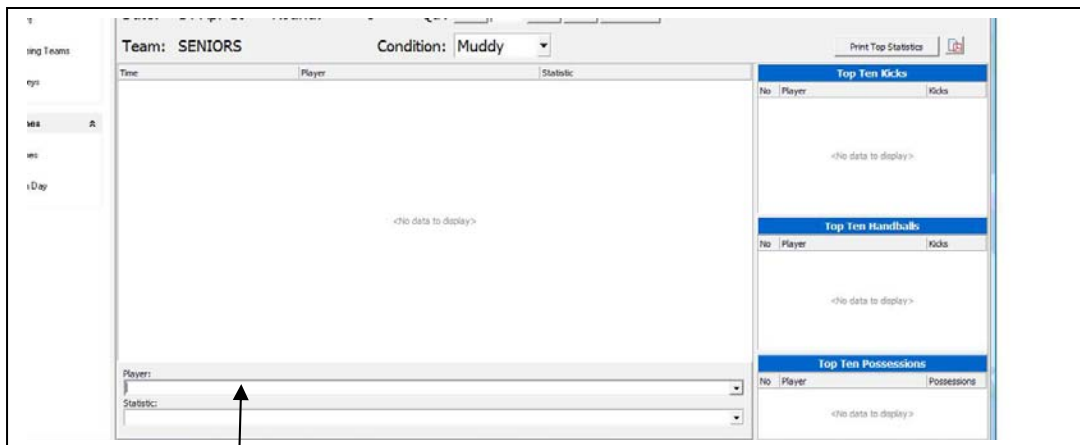
see below diagram

The player one should have the curser flashing in it, if player 1 (jumper number 1)

Gets a kick hit the 1 key then the kick key.

### Remember

- Always record the player number first then the stat.
- If a player kicks a goal the programme will record a goal, the kick & the goal attempt, same with a point/behind
- If a player kicks & misses the goal you will have to record a goal attempt & the kick
- At the end of quarter 1 click Quarter 2 & so on, at the end of the game click on End Game, this will delete the bottom stat bars so no more stats can be entered.



### Bottom Stat Bars from Game Day Page

**Note** - If the stats are not recording, make sure you have a curser in the player stat box flashing, if not, use the mouse and click in the player box then try the stat taking.

If you click off the match day page half way through a quarter you may have to click the curser in the player box to start taking stats again.

If there is no bottom tool bar when you have started a New Game, close Vital Stats & re-open, this will reset the programme...**Remember** - If you click end game you will not be able to take anymore stats

## Reports – There are 4 different game reports

### 1. Game Reports

Match Day Game Report

From Match Day Screen

Click on Game Report from top tool bar, then print

To Email or Save from Match Day Screen click on Game Report to PDF from top tool bar

Rename if you wish & click save, from there you can view or email.

### 2. Player Ranking Reports

This report gives you a clear view on who played well.

It gives points for all stats with a kick getting 4 points & a turn over -6 points, so if a player has had a lot of possession but turned the ball over on a frequent basis his point will reflect that.

From Match Day screen click on Player rankings & then print from that screen

To Email or save click on Player Rankings to PDF (then follow steps same as Game Report)

### 3. Individual Player Reports

You may not want the whole team to see the stats, so you can give each player his stats only.

To Print go to player reports from top tool bar, select players with a tick in the box or if you want the whole team select all. Click on preview then you will have page 1 of 21 (or how many players selected for that game) then press print

To Email – Select with a tick in the box or select all then click the email button

(That's why we put in the email next to players in the players set up section)

You can also put game related comments in the report – see below

### 4. Top 5 Stats Report

This is located on the right hand side of the Match Day Screen

Click on Print Top Statistics to view report

It is so the coach can have a quick view on who is playing well

The top 5 stats also updates as the game goes along on the right hand side of the match day page

**Print** - click on - Print Top Statistics then you can print it out

**Save** - click on the PDF icon & it will save in my documents or another folder you have picked.

### Adding Comments to Player Reports

Go to Matches from side tool bar, click on show all games then highlight most recent game or the game you wish to comment on.

When you have highlighted the desired game click on the + to the left in the season field column then click on the comments Colum next to the player's name

### Printing out Game Reports

On a home game it will be easy to have Power supply for a printer

On an away game power supply sometimes will not be accessible

You can buy a printer that runs on a battery pack just as your laptop does.

See above on how to print out all reports

## Other Functions

### To View a Previous Game

If you are in round 10 & you want to view all data from a game in round 4

Click on matches from side tool bar

Click on show all games

Highlight a game then click on match day from side tool bar.

You now can view all reports from that game

### New Season

From the Club Information Page click on New Season, this will delete all games you have recorded; it will not delete players & opposing team info.

### Why have this?

It is so once a season or a pre-season is finished you can start again with fresh data from round 1

You can also use it in a pre-season comp then select new season for round 1

All data will not be lost it will be backed up.

## Helpful Hints

- **Remember** to download this programme to the computer you intend to use it on.
- **Save Games** in separate folders so you can research a recent game. Save a game by round or date & save it again by weather conditions.  
Why? – You may like to see who played well in a wet game for selection purpose
- **Printers** – You can purchase & battery operated printer, it makes it easy to print out at grounds that have no power.
- **Headphones**, you can purchase head to head headphones so you can hear the caller in a noisy area – it might be a large crowd or a noisy stadium situation.  
This would be more suited to netball or basketball or if taking footy stats in a coaches box.
- **Power Supply** – A car power adaptor that you can plug in to your laptop from the car cigarette lighter will be very handy

### Lap Top Battery Life

Are you having trouble with your laptop going flat during a game?

This is not a Vital Stats Problem, it's a laptop problem.

### Here are some quick tips to help:

- + Make sure the laptop is fully charged before the game
- + Put your laptop on charge during half time
- + Change your power settings on your laptop to power saving mode
- + Buy a second battery for the laptop
- + Make sure your battery is in good condition
- + Get a car power adaptor and plug your laptop into the car cigarette lighter

## Stat Terminology.

### Important Notes

- Vital Stats is designed to give your Coach a clear view on who played well. Talk to you Coaches on what stats they want & their terminology on that stat, some coaches have different views on turnovers, centre clearances & 1% play. This document is only a guide.
- If you don't know what player got the stat then do not give it. If you give the wrong player a stat, you can go back & delete it. Highlight the stat then press delete from Top Tool Bar
- When taking stats, call the jumper number not the players name.  
So if Steve Smith who is Jumper 9 gets a kick.....Say - 9 kick...not - Steve Smit Kick.  
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### Stat Terminology

**Centre Ruck Tap** - The Ruck Tap won at the start of the game or after a goal. The Ball Up inside the centre square. We have kept this separate from around the ground so your coach can see how the ruck went at the Centre Bounce

**Ruck Tap** – A Ruck Tap that is won around the ground.

**Centre Clearance** – This stat would go to the player who gets the ball out of the centre square first after a ruck contest, either by a kick or handball. Some coaches may want the first stat after the ruck contest not out of the square, ask your coach for his view on this

**Stoppage Clearance** – This stat would go to the player who gets the first possession from a boundary throw in either by a kick or handball.

**Turn Over** – Player A kicks it to Player B. Player A miss's player B & the opposition clears the ball. Then that is a turn over to Player A. If the Kick from Player A is fine but Player B drops the Ball & the opposition clears the ball then it is Player B who gets the Turn Over stat. It may be a good idea to ask your coach his view on Turnovers. Any stat where the opposition clears the ball from your team should be a turnover; this could be a clanger kick or handball clanger or a dropped mark

**Inside 50** – This stat goes to the player who kicks the ball inside the 50m ark. In grass roots footy sometimes this is only at 40 meters or similar, it just gives your coach a stat on who is getting the ball in your scoring zone.

**1%** - Anything other than a tackle. It could be a Punch, Smother, Sheppard, Bump, knock on. Talk to your coach on what they want you to keep track of. We have kept the tackle count separate as some teams have Key Performance Indicators (KPI) against the tackle stat.

**Hard Ball Gets** – This stat would go to the player who goes in & gets the ball in a pack or scrum contest & gets the possession from it.

**Run Receive** – This Stat goes to the player who runs past another player & receives a handball. So Player A runs past Player B & player B handballs to Player A, then Player A gets the Run Receive Stat.

**Score Assist** – The player who kicks, handballs or tap's the ball to the player who kicks the Goal. Player A kicks to Player B, player B marks the ball & kicks the goal, and then player A will receive the Score Assist Stat. This stat could also be called Score Involvement.

**Contested Mark** – A Mark taken in a pack/contest situation.

**Contested Possession** – A Possession gained in a pack/contest situation.

**Rushed Behind** – when the ball is knocked through the goals by a player from either side. When giving this stat it does not register against a player so you can pick any player for this stat. If Opposition just press the OPP key.