

Skoor.me User Guide

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1. Introduction

Skoor.me is a unique web app for mobile devices (smartphones, tablets, laptops) to make quick statistics and live-score of your volleyball match. Making statistics with Skoor.me is very easy and convenient. You just have to be able to slide the specific icons which generates the statistics and live-score about your game automatically.

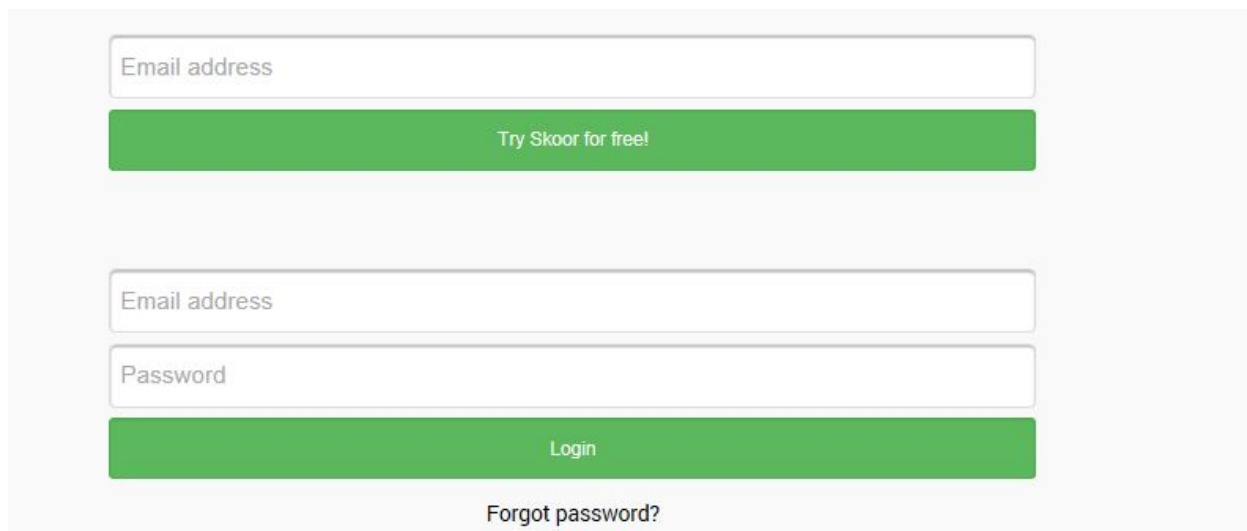
It is very convenient to use and enables to make quick statistics of the match of your team. Link of play-by-play live-score and statistics can be easily shared with other people. Therefore your fans and acquaintances can follow your match online if they weren't able to support you beside the court.

To make statistics with Skoor.me you need to have internet connection. Skoor.me is web-based and doesn't work offline.

The recommended device for using Skoor.me is tablet but smartphone is also quite convenient. Laptop is mainly needed for setting up Facebook Live feed with Skoor.me live-score but it can be also used for making statistics if needed.

2. Sign in Skoor.me

- If you are already registered in Skoor.me then use your email address and password and click on “Login” Tab
- Otherwise add your email address and click on “Try Skoor for free” Tab. This way the user account is created for you and the password is sent to your email address
- You can reset your password from the **Profile tab** after logging in. If you have forgot your password then you can request for new one and it will be resent to your email address



The screenshot displays two distinct forms for user interaction. The upper form is for registration, featuring a single text input field labeled 'Email address' and a prominent green button labeled 'Try Skoor for free!'. The lower form is for login, consisting of two stacked text input fields: the top one labeled 'Email address' and the bottom one labeled 'Password'. Below these fields is a green button labeled 'Login'. At the bottom center of the form area, there is a link labeled 'Forgot password?'.

3. Making Statistics in Skoor.me

3.1 Adding Teams

You can create your own team or teams by typing in the name of team and click on “Add new team!”.

Teams Matches Credits Profile

Type the name of team

Add new team!

Neemeco x

x Delete team

By clicking the name of the team you can add players of your team.

Teams Matches Credits Profile

Neemeco

New player

Add new player!

Rõõmussaar	x
Tooming	x
Lellsaar	x

3.2 Adding the Match

Type the name of the match in the field and click “**Add new match!**”

- If tab “Add new match!” is inactive then you need to buy some credit for adding new match. Buying the credit can be done from the **Purchase tab**. Price list can be found at: <https://skoor.me/s/pages/pricing>
- Also “Type the name of match” tab shows how many Match Credits is left for user.
- User can change its password by clicking on **Profile tab**.
- Clicking on the **x** behind the match name you will erase the match and its statistics. Confirmation is needed on deleting the match.

Teams Matches Credits Profile

Type the name of match (7 left)

Add new match!

Neemeco vs Viljandi ✕

Neemeco vs Opponent team ✕

✕ Delete match

3.3 Adding Players

Clicking on the name of the match will take you to following page:

Teams Matches Credits Profile

Skoor Players Actions Stats

Neemeco vs Opponent team

UNDO + 0 : 0 + END SET

Add players from the **Players** tab.

- + Add point to the home team
- + Add point to the away team
- ↶ Undo last action
- ↶ End the set

Clicking on the Tabs marked with yellow you can add all the players participating in match. If you have created your own team then you can automatically enter your team players to the match.

Teams Matches Credits Profile

Skoor Players Actions Stats

Neemeco vs Opponent team

Neemeco
▼

Add team players!

Add new player!

Lellsaar	on	✘
Tooming	on	✘
Rõõmussaar	off	✘
Opponents	on	✘
Oppar	off	✘
Niklus	on	✘


on/off: toggle player on court
 ✘ Delete player


- Insert the new players into the textbox and click on the **Add new player tab**.
- The player can be deleted by clicking on **x**.
- Tab **on/off** is for marking the players who are currently on the court. By refreshing the webpage Skoor.me places the players who are on the court to the top of the list. Therefore making statistics is more convenient.

To start inserting actions and making the statistics of the match click on the tab **Skoor**.


3.4 Making Statistics

Below are the explanations of different icons. Those explanations can be found also from the bottom of the statistics webpage.


 Add point to the home team


 Add point to the away team


 Undo last action

 End the set

 Toggle player on court

 Points of a player.

 Efficiency of player. Clicking on this label adds a fault to the player.

 Service error - slide left, Ace - slide right, Other - tap

 Reception error - slide left, Good reception - slide right, Other - tap

 Attack error - slide left, Attack point - slide right, Other - tap

 Block error - slide left, Block point - slide right, Other - tap

- Counting the points and effectiveness of the Player is automatic.
- Technical fouls (eg red card, caught ball, etc) of the Player can be marked by clicking on the Tab of Efficiency of player.
- Counting the sets and the set winners is automatic. Set is finished if to click on the **End the set icon**.

Matches Purchase Invite Profile

Skoor Players Actions Results

Neemeco vs Opponent team

UNDO + 1 : 0 + END SET

25:21 2:5

✓		Tooming				4 +1
✓		Lellsaar				4 +1
✓		Tammaru				6 +2
✓		Rõõmussaar				4 +2
✓		Opponents				16 +2
✓		Oppar				4 +2
✓		Tammenurm				0 0

- Green tick** front of the Player's statistics shows that the Player is on the court. Clicking on the tick puts or removes the Player on the court and if you refresh the page Skoor.me puts the Players with green tick in the top of the list, therefore it is easier for you to make statistics.

- **Actions tab** enables to see all the match activity log inserted with Skoor.me. New logs appear to Actions log automatically and you don't have to refresh the page. This page is also public by default so you can share this page to your friends and **give them live feed of the match**.
- Miscorrect actions can be removed from Actions log by clicking on **x**.










Matches Purchase Invite Profile

Skoor Players Actions Results

Neemeco vs Opponent team

1 : 0

25:21 2:5

	Opponents: Attack point	x
	Rõõmussaar: Attack	x
	Rõõmussaar: Reception	x
	Opponents: Service	x
Points: 2:5		
	Tammaru: Service error	x
Points: 2:4		
	Rõõmussaar: Attack point	x
	Opponents: Attack	x
	Opponents: Good reception	x
	Tooming: Service	x

Results tab gives summarized statistics about the match. This page is public, so you can share this page with your friends.

<div style="display: flex; justify-content: space-between; margin-bottom: 5px;"> Matches Purchase Invite Profile </div> <div style="display: flex; justify-content: space-between;"> Skoor Players Actions Results </div>					
Neemeco vs Opponent team 1 : 0 25:21 2:5					
Player	Points	Service	Reception	Attack	Block
Tooming	4 +1	1/6 (17%) (2)	3/4 (75%)	1/4 (25%) (1)	2/2
Lellsaar	4 +1	2/7 (29%) (2)	1/3 (33%) (1)	1/4 (25%)	1/1
Tammaru	6 +2	0/3 (0%) (1)	3/8 (38%) (3)	5/8 (63%)	1/2
Rõõmussaar	4 +2	1/7 (14%) (2)	1/4 (25%)	3/6 (50%)	
Opponents	16 +2	4/23 (17%) (3)	7/16 (44%) (3)	10/25 (40%) (7)	2/3 (1)
Oppar	4 +2	0/6 (0%) (1)	1/2 (50%)	2/5 (40%) (1)	2/3
Tammenurm					

A link for sharing on Facebook is provided at the bottom of the page, also there is a button for copying the Results page link to clipboard for convenient sharing.

Views: 4

 Share

Copy link to clipboard <https://skoor.me/share/a97fff>

3.5 Service Statistics



- In case of service error slide the icon left. In case of service ace slide the icon right and if service is being received and played then just tap on the icon.
- Explanation of the statistics below: the Player has made total 6 services, 2 faults and 1 ace. The ace ratio is 17%.

Service
1/6 (17%) (2)

3.6 Reception Statistics



- In case of reception error slide the icon left. In case of ideal reception slide the icon right and if reception is normal then just tap on the icon.
- Explanation of the statistics below: the Player has made total 16 receptions , 3 reception faults and 7 good receptions. The ratio of good reception is 44%.

Reception
7/16 (44%) (3)

3.7 Attack Statistics



- In case of attack error slide the icon left. In case of successful attack slide the icon right and if attack is being played then just tap on the icon.
- Explanation of the statistics below: the Player has made total 4 attacks, 1 attack fault and 1 successful attack. The ratio of successful attack is 25%.

Attack
1/4 (25%) (1)

3.8 Block Statistics



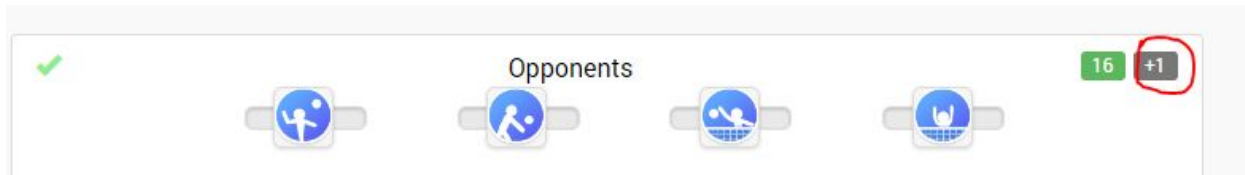
- In case of block error (the blocker touches net) slide the icon left. In case of successful block slide the icon right and if block was able to stop the attack and the play continues then just tap on the icon.
- Explanation of the statistics below: the Player has made in total 5 actions in block: 2 successful blocks, 2 blocks which stopped the attack and held the ball in the play. The Player also made 1 block fault.

Block
2/5 (1)

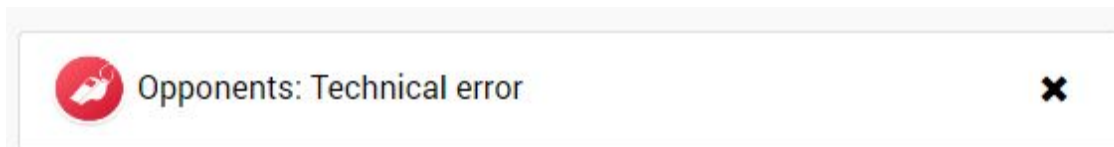
3.9 Other Statistics



- Clicking on the Player's Efficiency tab it is possible to mark technical fouls.



- Technical fouls are also written in the Actions log.



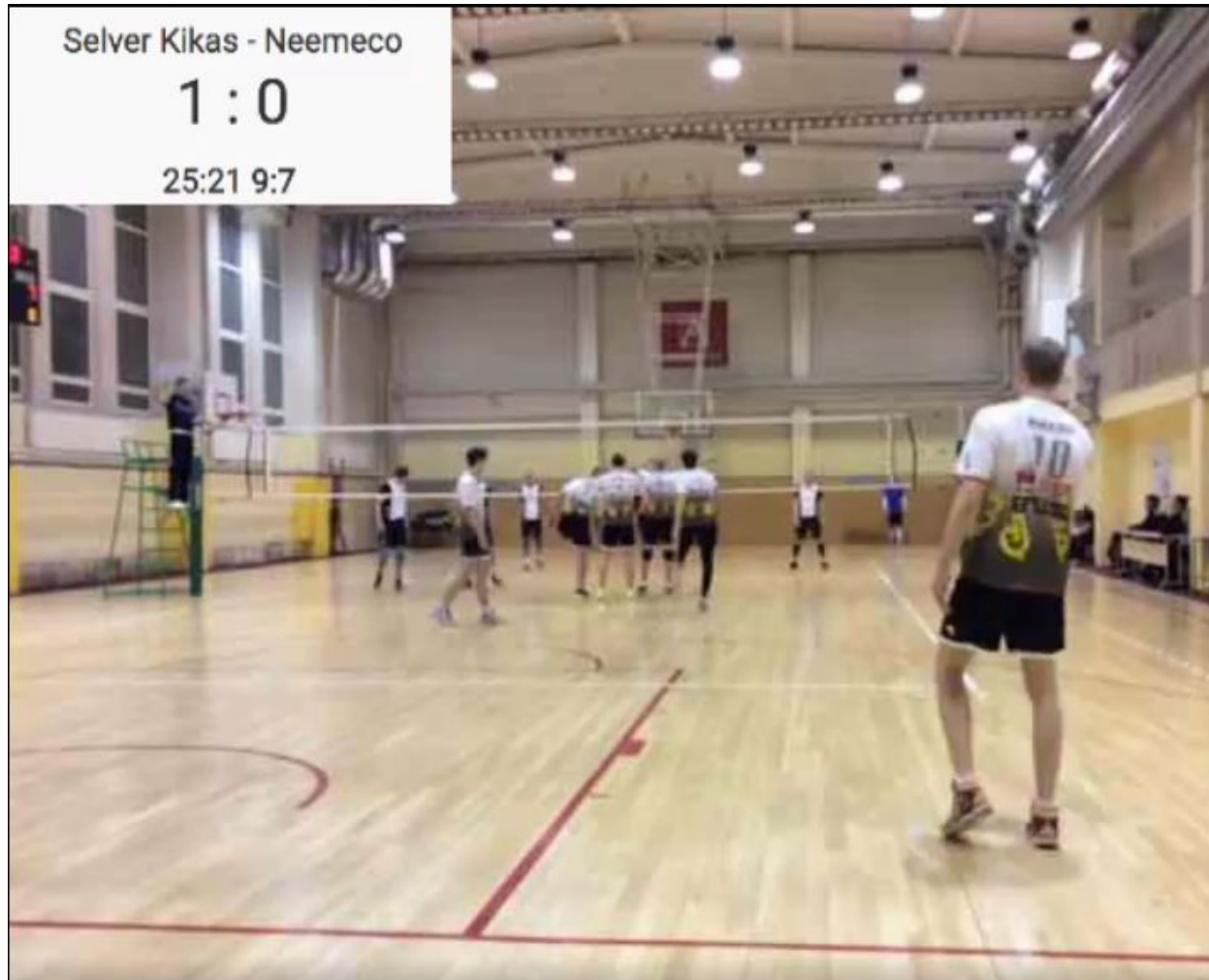
4. Support & contact Skoor.me

- Skoor.me solution's Terms & Conditions can be found from following link:
<https://skoor.me/s/pages/terms>.
- There is Live Chat possibility on the bottom of the webpage. We are not always there to respond right away, however, quick responses will be provided ASAP.
- Support email address is info@skoor.me.

5. Skoor.me possibilities

5.1 Adding live scoreboard to Facebook Live feed

Skoor.me gives you the possibility to add live scoreboard to Facebook live feed (you need [OBS program](#) and Facebook Page to get tokens for streaming). Therefore you are able to make live overcast of the volleyball match with active scoreboard just with your mobile phone and laptop. Contact info@skoor.me for more information and instructions.



6. Skoor.me further developments

- Possibility to mark matches as private, so they will not end up in the public listing and with public access.
- Teams functionality (have overview of your team's overall statistics, to have overall statistics of all your team/team's player's matches).
- Competition functionality for competition organizers (match results will be automatically updated by teams to the result tables).

