

4 steps to get started using KPIsoccer.com, the quantitative player assessment platform designed to *measure individual responsibility for the ball*

STEP #1 – Download and install *GameApp* from Apple *AppStore* OR from *Google Play Store*

STEP #2 – Launch *KPIsoccer GameApp* to register your team for free

STEP #3 – Log onto *KPIsoccer DMS* to create league/tournament, roster and games to score

STEP #4 – Launch the *GameApp* to score players' actions in real-time, then view the reports

STEP #1 – From your tablet device, tap on the *AppStore* icon for Apple iOS version **OR** tap on the Google Play icon if Android version. Then search the words “*KPI soccer*”. Download and install the *KPIsoccer App* onto your tablet device, as follows:

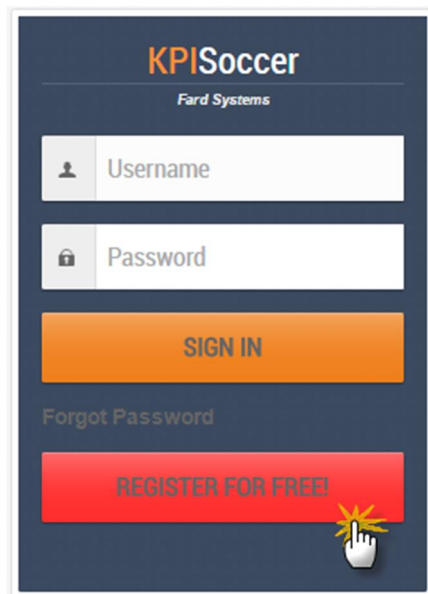
Note: One-time set up

- a) Click blue *Get+* button
- b) Click green *Install* button
- c) Proceed to Step #2

STEP #2 – Launch the *KPI Soccer GameApp* by tapping the blue OPEN button. (In the future, you will launch the *GameApp* from the *KPIsoccer App icon* on the tablet)

To register your team,

Click *REGISTER FOR FREE* button without entering ANY information



User's Guide for KPIsoccer Beta

Provide your name, phone number, email address (which is your user name) and password (all required fields) and click *JOIN FOR FREE* button

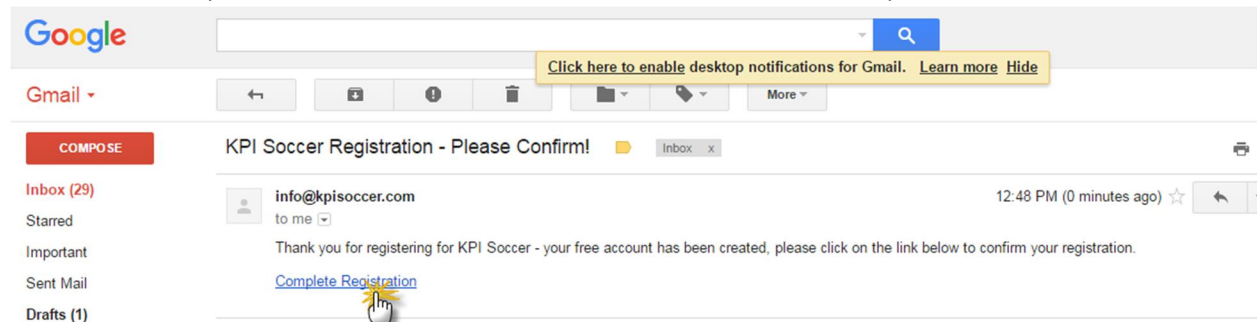


The image shows a registration form for KPIsoccer. At the top, it says "KPIsoccer" and "Fast Systems". Below that, there are six input fields arranged in three rows and two columns. The first row has "First Name" and "Email". The second row has "Last Name" and "Password (min 8 char)". The third row has "Phone" and "Password Repeat". At the bottom of the form is a large orange button labeled "JOIN FOR FREE".

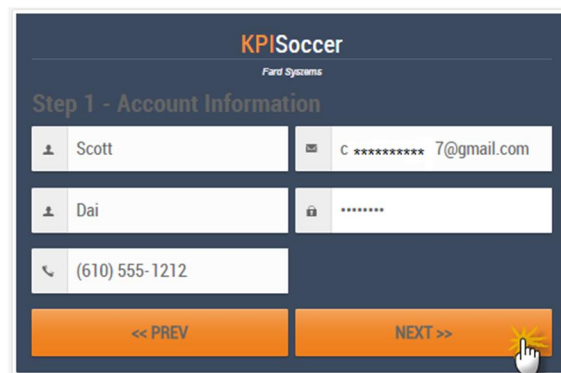
An email confirmation will be sent from info@KPIsoccer.com to your inbox. Be sure to use the **webmail application on your tablet device** to access your email account

Check your email inbox and click on *Complete Registration* link from info@KPIsoccer.com

Note: Please check your SPAM or JUNK folder and if need be add info@KPIsoccer.com to your email safe list



Confirm your Account Information, then click *NEXT (all fields are required)*



The image shows a confirmation form for KPIsoccer. At the top, it says "KPIsoccer" and "Fast Systems". Below that, it says "Step 1 - Account Information". There are three rows of input fields. The first row has "Scott" and "c ***** 7@gmail.com". The second row has "Dai" and "*****". The third row has "(610) 555-1212". At the bottom, there are two orange buttons: "<< PREV" and "NEXT >>". A mouse cursor is pointing at the "NEXT >>" button.

User's Guide for KPIsoccer Beta

Fill in your Address then click *NEXT* - (all fields are required)

The screenshot shows the 'Step 2 - Address' form in the KPIsoccer Beta application. The form is titled 'KPIsoccer Fard Systems' and 'Step 2 - Address'. It contains five input fields: 'Address *', 'City *', 'State / Province *', 'Zip *', and 'United States'. At the bottom, there are two orange buttons: '<< PREV' and 'NEXT >>'. A mouse cursor is pointing at the 'NEXT >>' button.

Complete the Team Setup information by selecting *KPI Soccer – Beta* in the drop-down box, filling in your team's name in the second line and then clicking *NEXT* - (both fields are required)

The screenshot shows the 'Step 3 - Team Setup' form in the KPIsoccer Beta application. The form is titled 'KPIsoccer Fard Systems' and 'Step 3 - Team Setup'. It contains two input fields: a drop-down menu with 'KPI Soccer - Beta' selected, and a text field with the placeholder text 'Team Name * Fill in your team's name and tap NEXT'. At the bottom, there are two orange buttons: '<< PREV' and 'NEXT >>'. A mouse cursor is pointing at the 'NEXT >>' button.

Fill in Gender and Age Group for your team then click *FINISH* - (all fields are required)

The screenshot shows the 'Step 4 - Team Information' form in the KPIsoccer Beta application. The form is titled 'KPIsoccer Fard Systems' and 'Step 4 - Team Information'. It contains two input fields: a drop-down menu with 'Male' selected, and a drop-down menu with 'U10' selected. At the bottom, there are two orange buttons: '<< PREV' and 'FINISH'. A mouse cursor is pointing at the 'FINISH' button.

User's Guide for KPIsoccer Beta

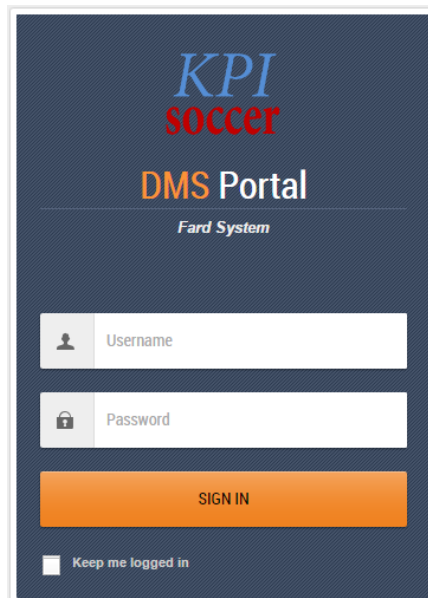
Your registration is now complete:



At this point in the set up process, you can launch the *GameApp* to score a “practice” match. You will always have a practice (sample) match to play around with. The data generated by the practice match is NEVER permanently stored. However, you can look at the performance results from a practice match by clicking on the Coach’s Corner button from the Game Glossary in the *GameApp*. To skip ahead to start statskeeping, go to Step #4 on Page 10.

Step #3 below enables you to set up official leagues, tournaments, your actual roster and games to score. These games will be stored in the Cloud.

STEP #3 – Log into *KPIsoccer DMS Portal* (database management system) from your tablet browser to create a league, edit your roster, and create game(s) in which to score. Please bookmark <http://team.kpisoccer.com/> for future use

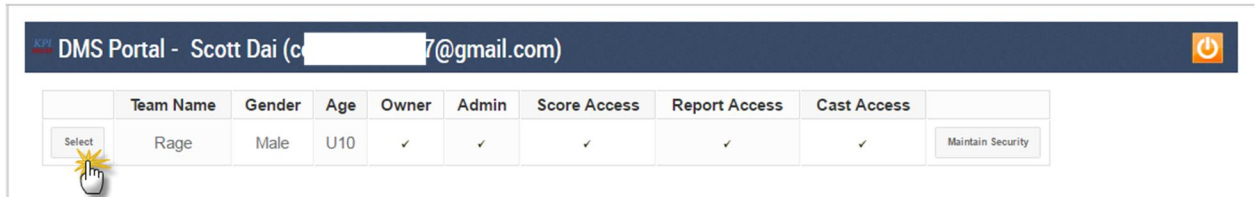


Enter Username (your email address) and Password and Tap *SIGN IN*. Below is your Account Holder Landing Page:

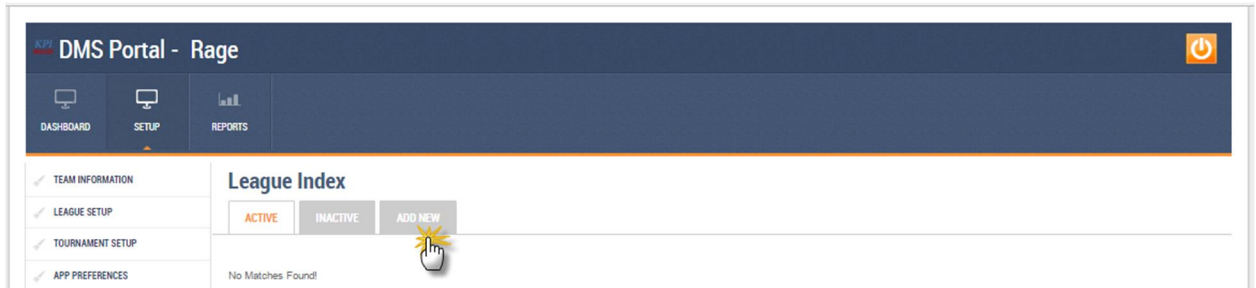
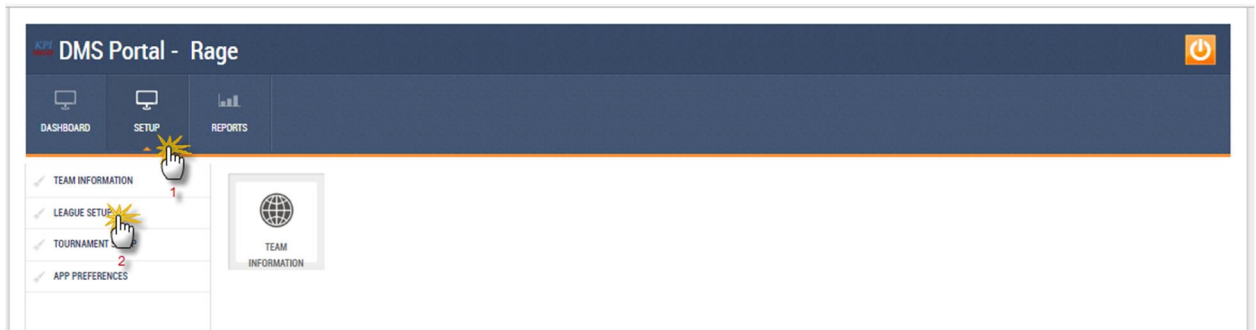
KPI DMS Portal - Scott Dai (c[REDACTED]7@gmail.com)									
	Team Name	Gender	Age	Owner	Admin	Score Access	Report Access	Cast Access	
Select	Rage	Male	U10	✓	✓	✓	✓	✓	Maintain Security

A. To set up a League:

1. Click on *Select* button (of the team you just created)



2. Click on *SETUP* button
3. Click on *LEAGUE SETUP* button
4. Click on *ADD NEW* tab in League Index

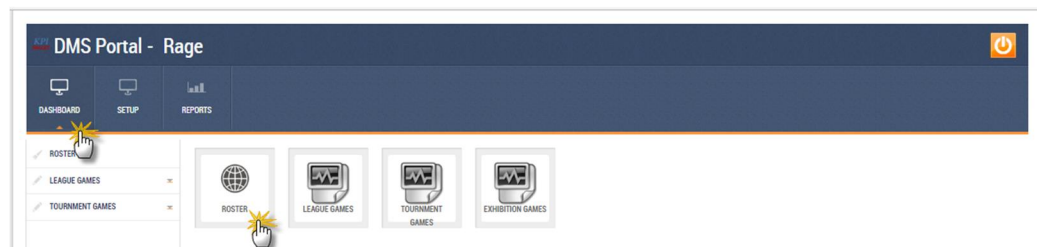


5. Enter information for your league (active status; league name; start and end dates; number of periods and minutes of each period of play; gender; age group; system of play; and formation of play. Optional: contact information and league address)

6. Click *Update* to add the league. You may edit your league information at any time
Note: You may set up a Tournament the very same way

B. Edit your Roster:

1. Your Roster is pre-loaded with 22 “active” players, including 11 starters. You have two options before being able to score a game:
 - a. Option #1 – Use the pre-loaded players to immediately start scoring a “practice” match without making any changes to the roster, or
 - b. Option #2 – Edit the pre-loaded players with your player-specific information (I. thru VI.)
 - I. Click on *Dashboard* button
 - II. Click on *Roster* button



- III. Click on the *magnifying glass graphic* beside each player to edit

User's Guide for KPISoccer Beta

Roster Index

ACTIVE INACTIVE ADD NEW

Active Count: 22
Starter Count: 11

#	Status	Jersey Number	Starter	Position	Nickname	First Name	Last Name
1	Active	1	Yes			Player 1	Name
2	Active	10	Yes			Player 10	Name
3	Active	11	Yes			Player 11	Name
4	Active	2	Yes			Player 2	Name
5	Active	3	Yes			Player 3	Name
6	Active	4	Yes			Player 4	Name
7	Active	6	Yes			Player 6	Name
8	Active	8	Yes			Player 8	Name
9	Active	7	Yes			Player 7	Name
10	Active	8	Yes			Player 8	Name
11	Active	9	Yes			Player 9	Name
12	Active	12	No			Player 12	Name
13	Active	13	No			Player 13	Name
14	Active	14	No			Player 14	Name
15	Active	15	No			Player 15	Name
16	Active	16	No			Player 16	Name
17	Active	17	No			Player 17	Name
18	Active	18	No			Player 18	Name
19	Active	19	No			Player 19	Name
20	Active	20	No			Player 20	Name
21	Active	21	No			Player 21	Name
22	Active	22	No			Player 22	Name

Showing 1 to 22 of 22 entries

First Previous 1 Next Last

Player File - Player 1 Name

ACCOUNT INFORMATION NOTES SYSTEM

Account Information

Active: Yes

Nickname:

*First Name: Roger

*Last Name: Dodger

*Add Date: 10/14/2016

Drop Date:

Game Information

Position: GK

Jersey Number: 1

Starter: Yes

Update Cancel

- IV. Make your edits: active status; nickname (if applicable); first and last name; date added (required); position; jersey number; and starter status
- V. Continue editing players until all of your players have been correctly rostered
- VI. "Deactivate" any players that you won't be carrying on your roster
- VII. Click *Update*



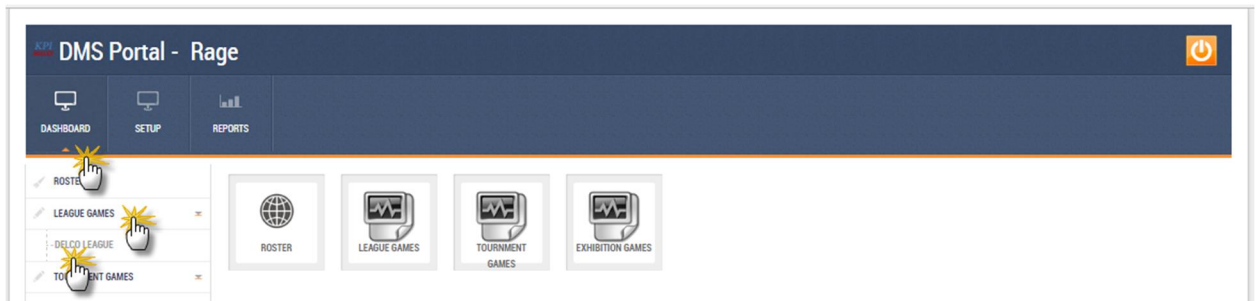
Make sure you have **only one starter in each position** within your **system and formation of play** (for example, 11v11 in 4-3-3 or 9v9 in 3-3-2). It is extremely important to set up your players correctly or the *GameApp* will not load properly! The example below shows a 7v7 system in a 2-3-1:

Roster Index

Active Count: 10
Starter Count: 7

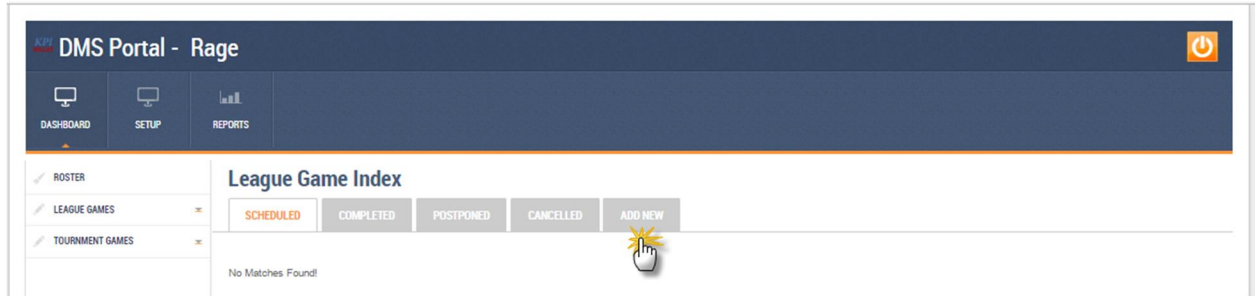
#	Status	Jersey Number	Starter	Position	Nickname	First Name	Last Name
1	Active	1	Yes	GK	Water Boy	Bobby	Boucher
2	Active	10	Yes	LCB	Sammy	Samuel	Snow
3	Active	4	Yes	RCB	Chucky	Charles	Lindbergh
4	Active	10	Yes	CMF		Ryan	Reach
5	Active	9	Yes	LMP	Richie	Richard	Brown
6	Active	47	Yes	RMF		Brian	McBride
7	Active	15	Yes	CF		Kyle	Kidman
8	Active	12	No	RCB		Jesse	James
9	Active	17	No	CMF	Ronny	Ronald	Ringman
10	Active	11	No	LMP		John	Lennon

- C. To create a game(s) to score
1. Click on *Dashboard* button
 2. Click *League Games* (or *Tournament*, if applicable)
 3. Click on the name of the league you just created

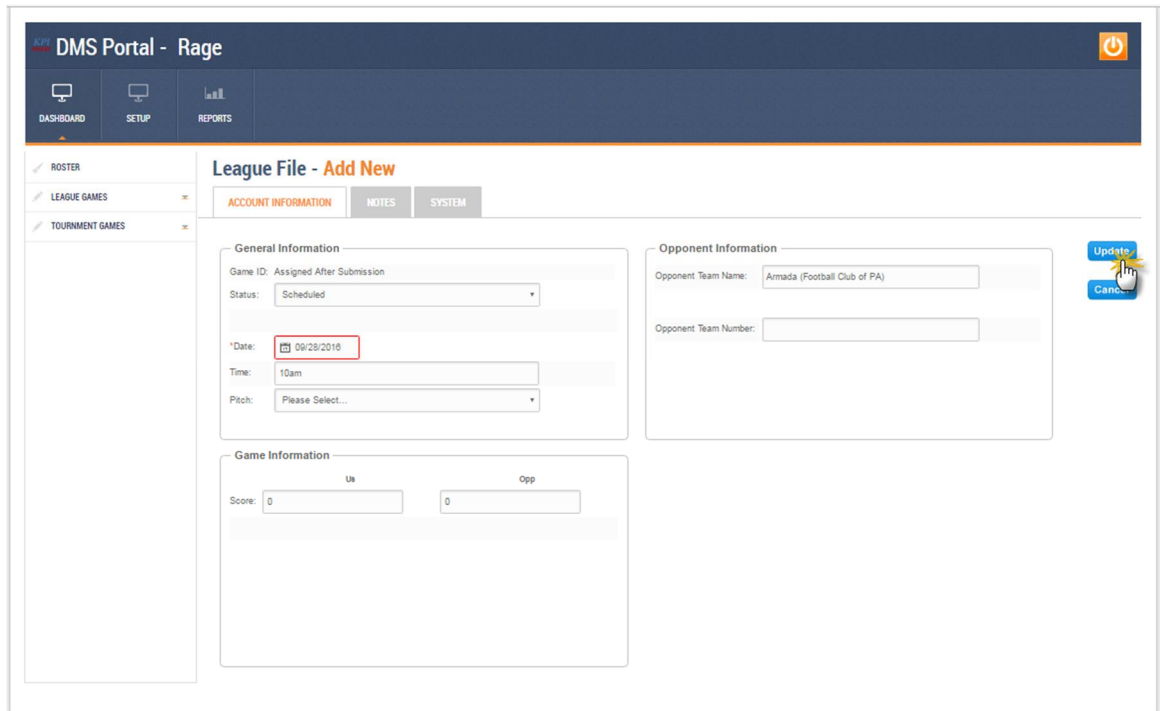


4. Click *ADD NEW* tab in *League Games Index*

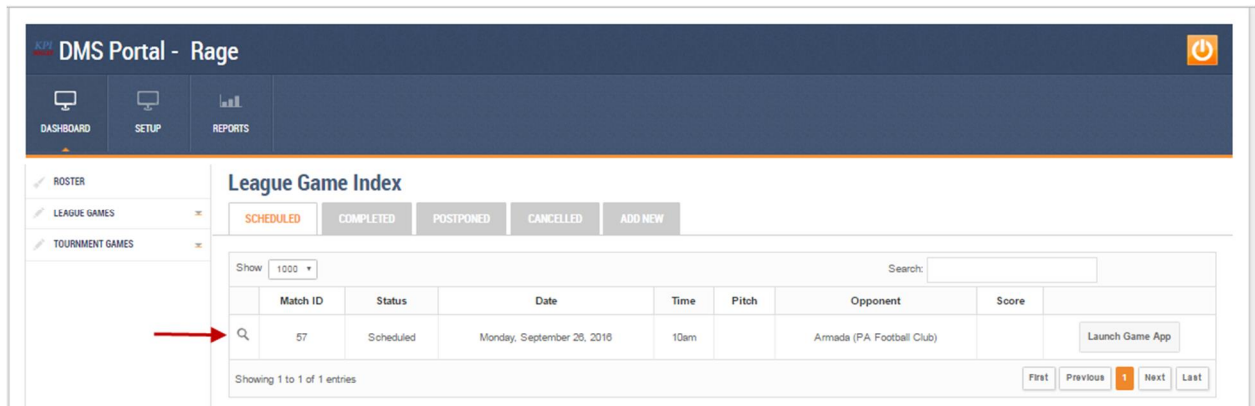
User's Guide for KPIsoccer Beta



5. Enter game information. Date is required; time, pitch and opponent information is optional but very useful for identification purposes



6. Click *Update*



7. You are almost ready to score the game you just set up
8. Click on *SETUP*, then *App Preferences* to finish your set up

- a. *Control Orientation* – puts the control panel on either the left-hand side or right-hand side of the screen
 - b. *Sound* – On or off
 - c. *Mode* – Indoor setting or outdoor setting to improve color contrasts
 - d. *Player Timers* – On or off
 - e. *Game Features* – Limited (easier) or full features (full functionality)
 - f. *Player Lineup* – Lines up players before the game on the left-hand or right-hand side of the field
 - g. *Debug Panel* (disregard)
 - h. *Player StartUp* – Select how player names are displayed on the GUI and jersey color
9. Quit out of KPIsoccer DMS portal, close your tablet web browser and go back to the tablet HomePage

STEP #4 – Score a match on your Apple device using the *KPIsoccer GameApp*

- a) **Establish a WiFi connection on your iPad to communicate with the KPIsoccer server.** If your soccer facility does not provide WiFi service, you must use your mobile phone to set up a *HotSpot connection*. Please consult your mobile phone owner's manual to learn how. Data volume created by our platform is negligible



Use a stylus (pen with a rubber tip) to do your tapping on the GUI. You'll be more accurate with it and avoid "fat fingering" the wrong graphics



- b) Tap *KPIsoccer Icon* on your tablet device to launch the *GameApp*
- c) Type in your Username
- d) Type in your Password
- e) Tap *SIGN IN* button
- f) Your *Team Glossary* will be displayed
- g) Tap the orange *Select* button by the team you wish to score
- h) Tap the orange *SCORE* button of the game you wish to score. You will ALWAYS see a practice match. Note to *StatsKeepers*: ONLY TODAY'S GAMES will be listed, however, you can look at "future" games as well

KPI SOCCER Vincent United FC – Rage							KPIsoccer.com Page		
Game Glossary									
TODAY	FUTURE	COMPLETED	PREFETCH MATCH DATA						
Game ID	League/Tournament	Opponent	Date	Time					
56	Practice	Sample Game			Score	Coach's Corner	Cast		
57	Delco League	Armada (PA Football Club)	2016-09-26	10am	Score	Coach's Corner	Cast		

- i) Tap *Take Pitch* button (make sure all of your starters appear on the UI)
- j) Tap the *SETUP* drop-down button to change the jersey color or formation, if necessary, or to make any lineup adjustments by tapping on the *Substitutions* button
- k) Optional – Tap *Settings Icon* to select *LIMITED FEATURES* mode. When you are proficient and accurate with the GUI, you can select *FULL FEATURES* mode to add the rest of the actions in both attacking and defending phases of play
- l) Tap *Red or Green Arrow* depending on who won the coin toss for the kickoff
- m) Tap *Kickoff P:1* when the referee blows the whistle
- n) Score the player actions in real-time (Please refer to [How To Score Player Actions.pdf](#) for complete list of actions and how to input them)
- o) Refer to the *ActionCast* at the bottom of the control panel to read confirmation messages of the actions you are inputting



You will make some mistakes when inputting actions. Don't worry. It is more important to stay up with the action in the game. Proficiency and accuracy will develop once you practice inputting the actions and understand the intuitive graphical user interface



Make all ***substitutions*** and ***positional adjustments*** before resuming scoring the match, even if it means missing some action. It's more important to have the correct players on the field than it is to input every action on the field



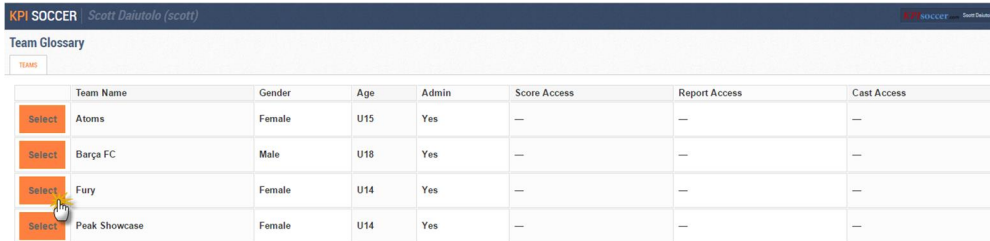
Use the Out-Of-Bounds and End Line buttons when the ball goes out of play. Then follow the prompts to resume play. Passes and dribbles out-of-bounds will be recorded as turnovers by player in possession.



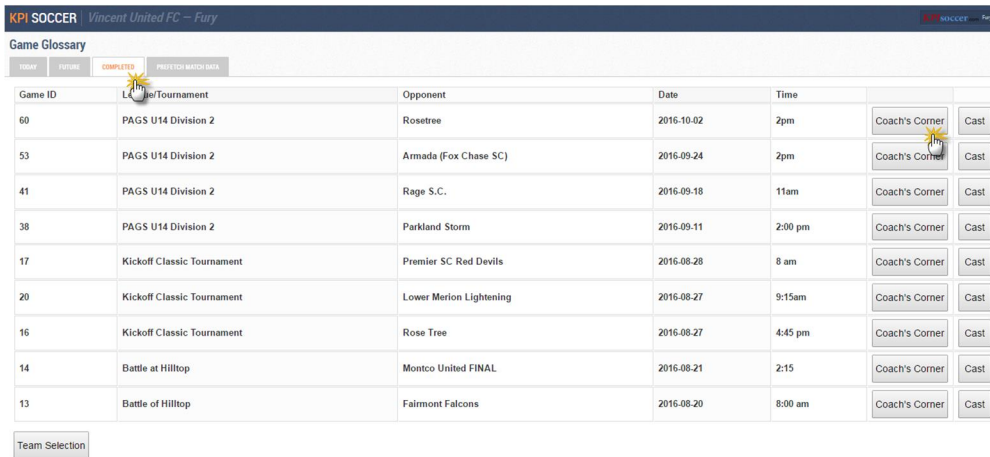
If you are scoring games outside (in direct sunlight), please set your mode to OUTDOOR (which is a white playing field) in Settings

User's Guide for KPIsoccer Beta

To view your players' **colorful charts, graphs and tables**, select (click) a team and then click on the **Coach's Corner** button of the game you want to view. The tabs in the Games Glossary will direct you to "today's" game or "Completed" games



	Team Name	Gender	Age	Admin	Score Access	Report Access	Cast Access
Select	Atoms	Female	U15	Yes	—	—	—
Select	Barça FC	Male	U18	Yes	—	—	—
Select	Fury	Female	U14	Yes	—	—	—
Select	Peak Showcase	Female	U14	Yes	—	—	—



Game ID	League/Tournament	Opponent	Date	Time	Coach's Corner	Cast
60	PAGS U14 Division 2	Rosetree	2016-10-02	2pm	Coach's Corner	Cast
53	PAGS U14 Division 2	Armada (Fox Chase SC)	2016-09-24	2pm	Coach's Corner	Cast
41	PAGS U14 Division 2	Rage S.C.	2016-09-18	11am	Coach's Corner	Cast
38	PAGS U14 Division 2	Parkland Storm	2016-09-11	2:00 pm	Coach's Corner	Cast
17	Kickoff Classic Tournament	Premier SC Red Devils	2016-08-28	8 am	Coach's Corner	Cast
20	Kickoff Classic Tournament	Lower Merion Lightening	2016-08-27	9:15am	Coach's Corner	Cast
16	Kickoff Classic Tournament	Rose Tree	2016-08-27	4:45 pm	Coach's Corner	Cast
14	Battle at Hilltop	Montco United FINAL	2016-08-21	2:15	Coach's Corner	Cast
13	Battle of Hilltop	Falmont Falcons	2016-08-20	8:00 am	Coach's Corner	Cast

Team Selection

"To measure is to know". Learn your players' actual performance facts. See your players in an exciting new light. And, finally, discover key insights that your teams' data will reveal!