

Statistics Console — Manual

ScoreFlow · Regional Handball League

Detailed guide for the statistics console: match setup, entering stats by hand and by voice, reports.

1. Introduction

The statistics console (ScoreFlow) is a tool for keeping official LIVE handball statistics. It is meant to be operated by ONE person — the league statistician. Everything you enter appears instantly on rrliga.com and in the mobile app.

The console runs in a web browser. For VOICE entry you must use Google Chrome (Safari does not support our languages for speech recognition). For tapping/typing any browser works.

Recommended: laptop + Chrome. For voice, use the laptop built-in microphone or a wired headset with the mic near your mouth.

2. Sign in

1. Open the console link in Chrome: scoreflow-console.vercel.app
2. Enter the email and password provided by the league.
3. Stay signed in for the whole match — if the session is lost, entries will not reach the server (see section 13).

3. Match setup and rosters

Create a match

1. On the match list click “+ New match”.
2. Pick the league/group (e.g. “MRHL · Group A”), then the home and away team from the list.

Rosters

Rosters are pre-loaded — every licensed player of every club is already in the database, maintained by the league. You do not enter or paste rosters by hand; as soon as you pick the teams, the players appear automatically in match setup (section 4).

If a player is missing or has the wrong jersey number/position, ask the league to fix it in the database — it is not entered in the console.

Manual roster entry (pasting from the report) has been removed — squads come from the official league database and are identical on the site, in the app and in the console.

4. Setup: line-up and start

1. On the “Match setup” screen mark the dressed players and the starting 7 for each team. Simply un-tick players who are not playing.
2. Set the goalkeepers (the menu lists only players with the goalkeeper position).
3. Optionally enter referees and the delegate.
4. Click “Start match” — the status turns LIVE and the match appears on the site and app.

5. Live screen — layout

- Top: scoreboard, period and clock, period selector (1 / 2 / ET1 / ET2).
- Below the score: “PP X:Y” — the half-time score (shown in the 2nd half).
- Goalkeeper: two dropdowns (home/away) to pick the keeper in goal.
- Voice bar (see section 12).
- Middle: both teams with players; large action buttons below.
- Right: statistics, the two best players (rating), play-by-play and active suspensions.

6. Manual event entry

Principle: first TAP a player (it becomes selected), then TAP an action. For goalkeeper saves the action is credited to the opponent’s keeper automatically.

Button	Effect
GOAL	field goal
Save	shot saved (credited to the keeper)
Miss	missed shot (wide/over)
Post	hit the post/crossbar
Block	shot blocked by a defender
7m GOAL / Save / Miss	penalty — goal, save or miss
Assist	assist for the selected player
Steal	ball stolen
Drew 7m	penalty drawn
Drew 2'	suspension drawn on the opponent

Button	Effect
Turnover	lost ball / technical error
2'	2-minute suspension
Red	red card
Timeout	team timeout (stops the clock)

7. Substitutions

Each player has a small circle (top-left). Green = on court, empty = on the bench. Clicking the circle moves the player court ☐ bench. The same can be done by voice (section 12).

8. Goalkeeper

The “Goalkeeper” dropdown for each team selects who is in goal. Setting the keeper matters — conceded goals are then credited correctly. The menu lists only goalkeeper-position players.

9. Clock and periods

- The time button starts/pauses the clock.
- The clock is continuous: the 2nd half runs 30:00 → 60:00.
- It stops automatically at the end of a period (30:00 / 60:00).
- A timeout pauses the clock automatically.
- The time is remembered — if you leave and return, the clock and period stay.

10. Undo a mistake

The “Undo” button (right, during play) deletes the last entered event. The same works by voice with the command “undo”.

11. Statistics, rating, play-by-play

- Statistics: shot %, goals, assists, 7m, fast breaks, turnovers, GK save %, suspensions.
- Rating: the two best players are shown — one per team (full list in the PDF report).
- Play-by-play: chronological event list (newest on top) — use it to confirm entries were recorded.
- Suspensions: active 2' suspensions with a countdown.

12. Voice entry (Chrome)

Voice entry lets you record statistics by speaking, without tapping — ideal for a fast pace. Works ONLY in Google Chrome.

How to use it

1. The first time, Chrome asks for microphone permission — click “Allow”.
2. HOLD the “Hold to talk” button (or hold the Space key), say the command, then RELEASE.
3. On release, the bar shows what was recognized (green = success, red = not recognized).

Recognition language (top right: SR / CG / MK)

- SR — Serbian (ekavica).
- CG — Montenegrin/Croatian/Bosnian (ijekavica).
- MK — Macedonian.
- Pick the button that recognizes you best.

How to say a command

Form: [team] number + outcome/event. Say the team by name (e.g. “budva”) or “home/away”; if you omit it, it stays on the last selected team.

You say (SR/CG)	Result
budva sedam gol	Budva #7 — goal
dinamo tri odbrana	Dinamo #3 — save
devet promašaj	active team #9 — miss
četiri sedmerac gol	#4 — penalty goal
jedanaest izgubljena	#11 — turnover
deset asistencija	#10 — assist
pet dva minuta	#5 — 2' suspension
poništi	delete the last event
kreni sat / stani sat	start / pause the clock
drugo poluvrijeme	switch to the 2nd half
14 izlazi 9 ulazi	sub: #14 off, #9 on

Substitutions by voice (one command)

You say	Result
sedam izlazi	#7 to the bench
devet ulazi	#9 onto the court
14 izlazi 9 ulazi	sub: #14 off, #9 on
devet za četrnaest	#9 in for #14

Tips: test a SERIES of commands (not just one); use a real microphone (AirPods pick up poorly in noise); say the number and outcome together (“sedam gol”).

13. Sync and offline

Every event is sent to the server automatically. If the connection or session drops, a RED banner appears: “N events NOT saved”.

- Click “Try again” — or just keep entering, the system retries by itself.
- If it says the session expired — sign out and sign in again.
- NEVER clear site data or close abruptly — unsynced events wait locally and are not lost.

14. Reports

- CSV — a table for Excel.
- PDF — official per-team box-score (players + TOTAL + goalkeepers + rating) and a “Scoring timeline” (goal by goal with time).

15. Troubleshooting

Problem	Solution
“Microphone blocked”	In Chrome click the icon left of the address bar → Microphone → Allow; reload.
Voice does not work in Safari	Use Chrome — Safari does not support our languages.
Red sync banner	Try again; if the session expired — sign in again.
Cannot pick a goalkeeper	Check the player has the goalkeeper position in the roster (maintained by the league).
Substitution “does nothing”	Say who goes off and who comes on: “14 izlazi 9 ulazi”.