

Web-Syncing Tournaments for DakStats

Daktronics has a tournament feature to make it easier for DakStats Web-Sync users hosting tournaments. The site includes team and individual stats leaders, tournament results, and webcasts. It also allows the tourney host to report stats directly to your association's Web-Sync site so the results will be included with season stats for each team. Currently, all teams in the tournament must be Web-Sync users.

How to setup a Web-Sync Tournament with Webcasting

Register the tournament - Contact Daktronics with the tournament information – starting date, ending date, number of teams, host school. Daktronics will create a tournament and supply you with a tournament ID and password. Contact: dakstats@daktronics.com or 888-325-7828. Please do so at least 48 hours in advance of the tournament.

Create a Season for the Tournament and Add Teams

1. In DakStats, click **Configure | Season and System Preferences**. Add a new season for your tournament. All games for the tournament should be put in this season.
2. In DakStats, add the teams to the season under **Configure | Teams**. Use the 'Via List' button to help automatically update the Team Code. Do not enter rosters, they will be downloaded later.

Create a Tourney Profile

3. Once you receive the tourney ID and password from Daktronics, open DakStats, go to **Web-Sync | Setup**. Click **Add Profile**.
4. Setup the profile. Any team can be selected but be sure to set the profile type to **Tourney Host Web-Sync**. Enter the Tournament ID supplied by Daktronics and click **Verify Tournament**.

Creating Games in DakStats

5. Once teams are added click **File | New Game**. Select the season you created and enter the proper information for each game. Be sure to select the proper tournament from the **Tournament** drop list. *If you fail to select a tournament, the game will not appear when Web-Syncing.*
Create the first round of games. After first round game play is completed, return to this screen to create the next round of games.

Uploading Schedules and Setting up Webcasts

6. Web-Sync each game (before it starts) using the tournament profile. This will add a schedule of game to the tourney site. You should do this when you create games after each round.

Note: When you Web-Sync games involving teams you have not Web-Synced before, the software will download each team's roster from the Web-Sync site. You will need to click **Add New** for each player to add them to your software.

This step is very important. The rosters for a tournament must originate from the Web-Sync site or stats will not be accepted.

Note: If, after you have Web-Synced, you switch the Home/Visiting teams on the Configure > Games screen, please Web-Sync that game again. If you do not, the score will be reversed on the tournament site.

7. To Webcast your games, ensure the webcast is enabled (**Webcast | Configure | Web-Sync Tab**) and start the webcast when the game is open. The game must be Web-Synced before it can be webcast.

Reporting Stats after the game

8. With the game still open, click Web-Sync > Web-Sync Game and follow through the steps to Web-Sync the game.