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## Stat Crew for Dummies

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# Stat Crew for Dummies

## Meghan Ellis, Public Relations

### Introduction

For a Sports Information Director (SID), Stat Crew and game operations are some of the most important parts of the job. Stat Crew is a software that compiles game information and calculates both team and player statistics. It relies on manual input by SIDs using a variety of codes and shortcuts that differ depending on the sport being played. An understanding of the intricacies of this software and the way it interfaces with different sports is imperative to provide live updates, as well as official box scores and game reports to a team's fans, coaching staff, and players. Game operations are another priority for SIDs because it is their responsibility to ensure that athletic contests run smoothly for both the hosting and visiting teams. As an aspiring SID, I chose to focus my Honors project on learning how to use Stat Crew and the different components that go into game operations. In order to do this, I worked with Shane Donaldson, a Sports Information Director at URI.

### Methods

The best way to learn the Stat Crew software is to spend time practicing it outside of a live game setting. For this specific project, I practiced the use of Stat Crew for basketball, baseball, and softball games. Using play-by-plays from old games, I would input the codes for the plays that were made in different scenarios, both scoring and non-scoring. This helped me to prepare for a live setting in which I would be inputting codes based on the game happening in real time. Another thing that I did was use Stat Crew to practice compiling team and player information. I worked on generating game reports, as well as hunted down specific statistics for different players that might be important for an individual report. During softball games in the spring, I would narrate the game in a way that verbalized the codes used in Stat Crew.

In order to learn the principles of game operations, I was present for the set-up of many home contests hosted by the University of Rhode Island for a variety of different sports. My sponsor would walk through the venues with me and point out the different areas of importance and what they required. By helping to set up for these events, I was able to gain an understanding of the different necessities for each sport in order to make games run smoothly.

### Results – Stat Crew in action, Game Operations

#### Statistical Abbreviations:

- GP-GS = games played/games started
- FG-FGA = field goals/field goal attempts
- FG% = field goal %
- 3FG-3FGA = 3-point field goals/attempt
- FT-FTA = free throws/free throw attempts
- FT% = free throw %
- PF = personal fouls
- DQ = disqualifications
- A = assists
- TO = turnovers
- BLK = blocks
- STL = steals

#### Images:

- Figure 1: Men's Basketball Combined Team Statistics
- Figure 2: Media Passes
- Figure 3: Men's Basketball Game-by-Game Comparison
- Figure 4: Men's Basketball Combined Team Stats - A10 Games

2017-18 Rhode Island Basketball  
Rhode Island Combined Team Statistics (as of Mar 02, 2018)  
All games

Player	GP	GS	pts	reb	ast	stl	blk	ft	3pt	fg	pf	pts	reb	ast	stl	blk
10 TERRELL, Brent	29	29	602	329	194	42	8	113	103	103	133	623	110	55	12	1
11 MATHREWS, E.C.	23	21	630	277	107	247	433	29	28	28	64	71	68	53	37	38

Figure 1

2017-18 Rhode Island Basketball  
Rhode Island Team Game-by-Game Comparison (as of Mar 02, 2018)  
All games

Opponent	1st	2nd	3rd	4th	Total	FG Pct	3Pt Pct	FT Pct	Rebounds	Assists	Steals	Blocks	Fouls
UNC-KENNESAW	44	40	44	42	170	54.1	37.5	78.6	33	22	13	1	31
Nebraska	26	33	31	31	121	50.0	33.3	75.0	20	17	10	1	27

Figure 3



Figure 2

2017-18 Rhode Island Basketball  
Rhode Island Combined Team Statistics (as of Mar 02, 2018)  
Atlantic 10 games only

Player	GP	GS	pts	reb	ast	stl	blk	ft	3pt	fg	pf	pts	reb	ast	stl	blk
10 TERRELL, Brent	18	18	330	178	103	24	4	60	60	60	103	330	60	24	4	1
11 MATHREWS, E.C.	19	18	520	224	80	40	20	100	100	100	100	520	100	40	20	1

Figure 4

### Discussion

During the spring semester of 2018, I was able to work with my sponsor to learn the basics of Stat Crew, as well as gain an understanding of game operations. Now, at the end of the semester, I am able to find specific statistics that coaches can be looking for as well as implement Stat Crew in a live game setting for basketball, baseball, and softball. This allows me to run Stat Crew in a live game setting, as well as use it to generate reports for teams. One example of me implementing this was when I was contracted to work for ESPN during the URI vs. Dayton men's basketball game. ESPN was streaming the game and required an assistant to call out what was happening during the game to aid the live play-by-play. I was selected for this position and successfully helped ESPN to stream a great game between the two teams. I was also able to learn game operations and was the media relations point person at the 2018 Atlantic 10 Indoor Track & Field Championships. The University of Rhode Island hosted this event and I was able to attend the walkthroughs, as well as aid the A10 representatives there in keeping track of meet and conference records, as well as the winners for the different events. This was the greatest showing of my understanding of game operations. In the future, I am confident that I will be able to build off of this basic understanding of these components of sports information in order to have a successful career as a Sports Information Director.

### Acknowledgements

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