



SCOREBUDDY PRO

ScoreBuddy Pro User Manual

Document: SB-BUDDY-MANUAL

Revised: 2026-07-01

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Introduction to ScoreBuddy Pro

ScoreBuddy Pro is a professional mobile scoreboard control app for iOS and Android. It lets coaches, scorekeepers, and event operators control scoreboards in real time from a smartphone or tablet — without being tethered to a dedicated scoreboard console.

What ScoreBuddy Pro Does

- Controls Nevco scoreboards wirelessly over Wi-Fi or cellular
- Supports 18+ sports with sport-specific scoring rules, stats, and clock management
- Integrates with Scorebird for live-score overlays, livestreaming, and web-based score display
- Integrates with CamStreamer for camera-based graphics overlays
- Integrates with ScoreView for video scoreboard display
- Tracks rosters, player stats, and game history across multiple sports

Who This Manual Is For

Part 1 — User Guide is written for coaches, scorekeepers, and event operators who use ScoreBuddy Pro to run games day-to-day. No technical background is required.

Part 2 — Support Reference is written for Nevco staff and support teams who configure, troubleshoot, and manage ScoreBuddy Pro accounts and hardware.

Supported Platforms

PLATFORM	MINIMUM VERSION
iOS	iOS 14 or later
Android	Android 8.0 or later

Account Types

ScoreBuddy Pro supports two login methods:

ACCOUNT TYPE	DESCRIPTION
ScoreBuddy Account	Standard account created through the app. Supports password reset and email verification.
Scorebird Account	Log in with your existing Scorebird credentials. Unlocks Scorebird cloud integrations (livestream, website, graphics overlays).

Note: Some features — including Scorebird livestream graphics, website score display, and Nest device management — require a Scorebird account and active subscription.

Getting Help

If you need assistance:

- **In-app:** Tap the info icon (i) on any integration screen for a guided overview
 - **Support:** Contact Nevco support at support@nevco.com
 - **Online:** Visit nevco.com for additional resources
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Getting Started

Download the App

ScoreBuddy Pro is available on both major app stores:

- **iOS:** Search "ScoreBuddy Pro" in the App Store
- **Android:** Search "ScoreBuddy Pro" in Google Play

Create an Account

When you open the app for the first time, you'll see the ScoreBuddy Pro start screen. Tap **Sign Up** to create a new account.

Sign Up

- 01 Enter your **email address**
- 02 Enter a **password** (6–50 characters)
- 03 Re-enter your password in **Confirm Password**
- 04 Tap **Sign Up**

After signing up, a verification email will be sent to your address. You must verify your email before logging in.

Tip: Check your spam or junk folder if you don't see the verification email within a few minutes.

Email Verification

After tapping **Sign Up**, a prompt will appear:

"Verify your email at [your email address]"

Open the verification email on your device and tap the link. Once verified, return to the app and tap **OK** to proceed to login.

If you didn't receive the email, tap **Resend Email** on the verification prompt.

Log In

From the start screen, tap **Login**. You'll see two login options at the top:

OPTION	WHEN TO USE
Login With ScoreBuddy	Standard account you created in the app
Login With Scorebird	If you have Scorebird cloud account credentials

ScoreBuddy Login

- 01 Tap **Login With ScoreBuddy**
 - 02 Enter your **Email** and **Password**
 - 03 Tap **Login**
-

Scorebird Login

- 01 Tap **Login With Scorebird**
 - 02 Enter your Scorebird **Email** and **Password**
 - 03 Tap **Login**
-

Note: Scorebird login unlocks additional integrations including live-score overlays, website display, and Nest device management. See [Configuration & Integrations](#) for details.

Forgot Password

If you forget your ScoreBuddy password:

- 01 On the login screen, tap **Forgot Password?**
 - 02 Enter the email address associated with your account
 - 03 Tap **Submit**
-

04 Check your email for a password reset link

Note: Forgot Password is only available for ScoreBuddy accounts. If you use Scorebird login, reset your password through your Scorebird account.

Change Your Password

Once logged in, you can change your password at any time:

01 From any sport controller screen, open **App Settings**

02 Tap **Change Password**

03 Enter your current password, then your new password

04 Tap **Save**

Log Out

01 From the main app, open **App Settings**

02 Tap **Log Out**

03 Confirm when prompted

Your game history and rosters are saved to your account and will be available when you log back in.

Selecting a Sport

After logging in, ScoreBuddy Pro takes you to the **Select Sport** screen. This is your home base — every game starts here.

How to Select a Sport

- 01 Scroll through the sport list (displayed as large icons)
 - 02 Tap the sport you want to score
 - 03 The selected sport icon appears centered on screen with the sport name below it
 - 04 Tap **Continue**
-

Supported Sports

SPORT	ICON
Basketball	
Football	
Baseball	
Soccer	
Volleyball	
Pickleball	
Lacrosse	
Field Hockey	
Ice Hockey	
Tennis	
Water Polo	
Boxing	
Rugby	
Cricket	
Wrestling	
Cornhole	
ViiSports	<i>(ViiSports logo)</i>

SPORT	ICON
Generic / Custom	<i>(custom icon)</i>
SV Production	<i>(VideoPro integration)</i>

What Happens After You Select a Sport

After tapping **Continue**, the app checks whether you've configured settings for that sport:

- **First time using this sport:** You'll be taken to the **Settings** screen to configure period length, team names, colors, and other sport-specific options before starting.
- **Previously configured:** You'll go directly to the **Controller** screen to start scoring.

Tip: You can always adjust settings mid-game by tapping the **Settings** icon from the controller screen.

Subscription & Sport Availability

Some sports or features may require an active ScoreBuddy Pro subscription. If a sport or feature is locked, you'll see a paywall prompt. See [Subscription & Account Settings](#) for information on plans and upgrades.

Scoring a Game – Basketball

This section is a complete walkthrough of running a basketball game in ScoreBuddy Pro. The basketball controller contains every major feature available in the app — other sports follow the same structure, with sport-specific differences noted in their own sections.

Step 1 – Configure Game Settings

After selecting Basketball and tapping **Continue**, you'll see the **Basketball Settings** screen. Configure the game before you start.

Team Settings

FIELD	DESCRIPTION
Home Team Name	Your team name (appears on the scoreboard)
Away Team Name	Visiting team name
Home Team Color	Tap to open the color picker
Away Team Color	Tap to open the color picker

Period Settings

FIELD	OPTIONS
Number of Periods	2 (halves) or 4 (quarters)
Period Length	Time per period (e.g., 10:00, 12:00, 20:00)
Overtime Length	Time per overtime period

Shot Clock

FIELD	DESCRIPTION
Shot Clock Preset 1	First shot clock reset value (default: 00:24)
Shot Clock Preset 2	Second shot clock reset value (default: 00:14)

Foul & Bonus Settings

FIELD	DESCRIPTION
Bonus at Foul	Number of team fouls before bonus free throws (typically 7)
Double Bonus at Foul	Number of team fouls before double bonus (typically 10)
Reset Fouls Each	Reset team foul count each Half or each Quarter
Foul Bonus Automation	When enabled, bonus status updates automatically as fouls accumulate
Timeout Automation	When enabled, timeouts reset automatically at period boundaries

Player Tracking

FIELD	DESCRIPTION
Track Player Points & Fouls	Enable individual player stats tracking during the game

When you're done, tap **Continue** to go to the controller.

Step 2 – The Basketball Controller

The controller is divided into zones:

AWAY SCORE

[+1] [+2] [+3]

HOME SCORE

[+1] [+2] [+3]

PERIOD

[-] 1st

CLOCK

10:00

SHOT CLOCK

00:24

AWAY TOL [-][3][+]

HOME TOL [-][3][+]

AWAY FOULS [0]

HOME FOULS [0]

Bonus: Off

Bonus: Off

Step 3 – Scoring Points

Add Points

Tap the scoring buttons on the side of the team that scored:

BUTTON	POINTS ADDED
+1	Free throw
+2	Field goal / lay-up

BUTTON	POINTS ADDED
+3	Three-pointer

The scoreboard updates instantly when you tap.

Subtract Points (Correct an Error)

To remove points that were entered by mistake, long-press the score display or tap the – button (if visible) to decrement by the last value entered.

Step 4 – Managing the Clock

Game Clock

The game clock counts down from the period length you configured.

BUTTON	ACTION
Play (▶)	Start the clock
Pause (⏸)	Stop the clock

Shot Clock

The shot clock counts down independently of the game clock.

BUTTON	ACTION
Preset 1	Reset shot clock to Preset 1 value (e.g., 00:24)
Preset 2	Reset shot clock to Preset 2 value (e.g., 00:14)

Tip: Tap a shot clock preset after each made basket or defensive rebound to quickly reset.

Step 5 – Period Management

BUTTON	ACTION
- (Period)	Go to previous period
+ (Period)	Advance to next period

The period display cycles through: 1st, 2nd, 3rd, 4th, OT1, OT2, etc.

When the game clock reaches 0:00, the app does **not** automatically advance to the next period — you must tap **+** to move forward. This gives you control during timeouts and halftime.

Step 6 – Tracking Fouls

Each team has a **Fouls** counter on the controller:

BUTTON	ACTION
Fouls +	Add a foul to that team's count
Fouls -	Remove a foul (correct an error)

Bonus Status

When **Foul Bonus Automation** is enabled, the bonus indicator below each team's foul count updates automatically:

STATUS	MEANING
Off	Team has not reached the foul limit
Single Bonus	Opponent shoots 1-and-1 free throws
Double Bonus	Opponent shoots 2 free throws automatically

Step 7 – Managing Timeouts

Each team's timeout counter (**TOL** = Timeouts of Left) is displayed on the controller.

BUTTON	ACTION
TOL +	Add a timeout back
TOL -	Use a timeout (decrement)

When **Timeout Automation** is enabled, timeouts reset at the start of each period according to your configured rules.

Step 8 – Player Stats Tracking

If you enabled **Track Player Points & Fouls** in settings, a player tracking panel appears on the controller.

How to Track a Player

- 01 Enter the player's **jersey number** in the player input field
- 02 Tap **+Points** or **+Fouls** to record stats for that player
- 03 The app links those stats to the player in your roster (if a roster is loaded)

Linking a Roster

To enable player name lookup during the game:

- 01 Tap **Rosters** from the controller
- 02 Select the appropriate roster for the Home or Away team
- 03 Return to the controller — player numbers will now resolve to names

See [Roster Management](#) for how to create and manage rosters.

Step 9 – End the Game

When the game is over:

- 01 Tap **End Game** on the controller
 - 02 Confirm when prompted
 - 03 The final score and game stats are saved to your game history
 - 04 You're returned to the **Select Sport** screen
-

View Game History

After a game, you can review it any time:

- 01 Go to **Select Sport** → **Basketball**
 - 02 Tap **Rosters**
 - 03 Select the roster and tap **Game History** to see past games, scores, and player stats
-

Settings You Can Change Mid-Game

You can access **Settings** from the controller at any time without ending the game. Changes take effect immediately. Commonly adjusted mid-game:

- Team names or colors
 - Period length
 - Shot clock presets
 - Foul bonus thresholds
-

Scoring a Game – Football

The Football controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Scoring Buttons

Football has five scoring options. Tap the button on the side of the team that scored:

BUTTON	POINTS ADDED	WHEN TO USE
TD	+6	Touchdown
XP	+1	Extra point (kick)
2PT	+2	Two-point conversion
FG	+3	Field goal
SAF	+2	Safety (tap for the <i>defending</i> team)

Tip: After a touchdown, the controller stays on the same team — tap **XP** or **2PT** right away to record the extra score.

To correct an error, long-press the score display or tap the – button to remove the last value entered.

Down & Distance

The Down & Distance panel tracks where the ball is and what down it is. It appears below the score on the controller.

FIELD	RANGE	DESCRIPTION
Down	1 – 4	Current down (1st, 2nd, 3rd, or 4th)
Yards To Go	0 – 99	Yards needed for a first down
Ball On	0 – 50	Yard line where the ball is spotted

Adjusting Down & Distance

Each field has + and – buttons to step the value up or down. Tap once for each yard or down change.

- **Clear** button resets all three fields: Down returns to 1, Yards To Go returns to 10, Ball On returns to 20.

Tip: Use Clear at the start of each drive or after a turnover to quickly reset the down-and-distance.

Play Clock

Football has a **Play Clock** that counts down separately from the game clock. It is used to track the time between plays.

PRESET	WHEN TO USE
00:40	Standard play clock (most situations)
00:25	After a timeout, penalty, or out-of-bounds stop

Tap a preset button to immediately load and start the play clock. The play clock runs independently — starting or stopping the game clock has no effect on it.

Periods (Quarters)

Football is divided into four quarters. The period display shows the current quarter: **1st Quarter**, **2nd Quarter**, **3rd Quarter**, **4th Quarter**.

BUTTON	ACTION
– (Period)	Go back one quarter
+ (Period)	Advance to the next quarter

After the 4th quarter, the app moves into overtime (**OT**). Continue tapping **+** for additional overtime periods as needed.

Timeouts (TOL)

Each team has a **TOL** (Timeouts Left) counter.

BUTTON	ACTION
TOL -	Use a timeout (decrements the count)
TOL +	Add a timeout back (correct an error)

Each team starts with 3 timeouts per half. Timeouts can be reset in Settings or manually adjusted with the +/- buttons.

Settings

The following settings are specific to Football and can be configured before the game or adjusted mid-game:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Quarter Length	Duration of each quarter (e.g., 12:00)
Overtime Length	Duration of each overtime period
Play Clock Preset 1	First play clock value (default: 00:40)
Play Clock Preset 2	Second play clock value (default: 00:25)
Home Timeouts / Away Timeouts	Starting timeout count per half
Timeout Automation	When enabled, timeouts reset at the start of each half

Scoring a Game – Soccer

The Soccer controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Scoring

Soccer scores by goals only. Each tap of the **+1** button adds one goal for that team. There are no multi-point scoring buttons.

To correct a mistake, tap the **–** button or long-press the score display to remove a goal.

Additional Stats

In addition to score, the Soccer controller tracks four stats per team:

STAT	RANGE	DESCRIPTION
Shots	0 – 99	Total shots taken
Saves	0 – 99	Goalkeeper saves
Penalties	0 – 99	Penalty kicks awarded
Corners	0 – 99	Corner kicks taken

Each stat has its own **+** and **–** buttons. Tap **+** to record an event; tap **–** to correct an error.

Periods

The period structure depends on your settings:

MODE	NUMBER OF PERIODS	PERIOD LABELS
Half	2	1st Half, 2nd Half
Quarter	4	1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter

Select your preferred mode in Settings before starting the match.

Match time defaults to **45:00** per half (90 minutes total). Adjust the period length in Settings if your league uses a different duration.

Optional Features

Possession Tracking

If enabled in Settings, a **Possession** field appears on the controller. Tap the arrow or toggle to switch possession between Home and Away. This field is display-only — it does not affect the score.

Per-Player Foul Tracking

If enabled, a foul tracking panel appears below the stats. Enter a player's jersey number and tap **+Foul** to log a foul against that player. This is useful for tracking yellow and red card accumulation.

Settings

The following settings are specific to Soccer:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Period Mode	Half (2 periods) or Quarter (4 periods)
Period Length	Duration of each period (default: 45:00)
Overtime Length	Duration of each overtime period
Track Possession	Show or hide the possession indicator
Track Player Fouls	Enable per-player foul logging

Scoring a Game – Baseball

The Baseball controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Baseball has no game clock — the controller does not display a timer.

Inning Scorecard

The top of the Baseball controller shows an inning-by-inning score grid for both teams, similar to a paper scoresheet.

- **Innings 1 through 9** are displayed as columns across the top.
- Each cell shows the runs scored by that team in that inning.
- The **R** column on the right shows the total runs for the game.

The current inning is highlighted. Cells for innings that have not yet been played are blank.

Count Tracking (Ball, Strike, Out)

The **Count** panel tracks the current at-bat. It shows three counters:

COUNTER	RANGE	AUTOMATIC ACTION
Ball	0 – 4	Reaching 4 walks the batter (resets count, advances batter)
Strike	0 – 3	Reaching 3 records a strikeout (resets count)
Out	0 – 3	Reaching 3 outs triggers an inning change

Tap **+** next to each counter to increment it. The app handles the automatic actions described above — you do not need to manually advance the batter or the inning when the count threshold is reached.

To correct a mistake, tap **–** to decrement any counter.

Tip: After a put-out that does not end the inning, tap **Out +** to add the out, then enter the next batter's number. The count resets automatically.

Inning Half: Top and Bottom

The **AtBat** field on the controller shows whether it is the top or bottom of the current inning:

DISPLAY	MEANING
A	Top of inning — Away team is batting
H	Bottom of inning — Home team is batting

The app advances the inning half automatically when 3 outs are recorded. You can also manually tap **+** or **-** on the inning field to move between halves.

Pitcher and Batter Tracking

Two number fields appear on the controller:

FIELD	DESCRIPTION
Batter #	Jersey number of the current batter
Pitcher #	Jersey number of the current pitcher

Enter or update these numbers as players rotate. If a roster is loaded, the app will display the player's name alongside the number. These fields are for tracking purposes and do not affect scoring.

Scoring Runs

To record a run, tap **+1** on the batting team's side. The run is added to both the total score and the current inning's cell in the scorecard.

To remove a run entered by mistake, tap – on the batting team's score.

Inning Advancement

The app advances innings automatically when 3 outs are recorded. If you need to move the inning manually:

BUTTON	ACTION
– (Inning)	Go back one half-inning
+ (Inning)	Advance one half-inning

Innings beyond 9 are supported for extra-inning games. The scorecard will scroll to accommodate additional innings.

Settings

The following settings are specific to Baseball:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard and scorecard
Home Team Color / Away Team Color	Team colors
Number of Innings	Standard game length (default: 9)
Track Pitcher / Batter Numbers	Show or hide the pitcher and batter number fields

Scoring a Game – Volleyball

The Volleyball controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Set-Based Scoring

Volleyball tracks two layers of score simultaneously:

DISPLAY	WHAT IT SHOWS
Point Score	Current points within the active set
Sets Won	Number of sets each team has won in the match

The large score in the center is the current-set point score. The sets-won count (**HomeSetsWon** and **AwaySetsWon**) appears as a smaller indicator near each team's name.

Scoring Points

Tap **+1** on the side of the team that won the rally. Volleyball uses rally scoring — every rally results in a point regardless of which team served.

To correct a mistake, tap **–** to remove a point.

Automatic Set Completion

When a team reaches the **Points to Win Set** threshold *and* leads by the required margin, the app automatically records a set win for that team:

- 01 The current-set point totals reset to 0.
- 02 That team's **Sets Won** count increases by 1.
- 03 The controller moves to the next set.

You do not need to manually advance the set — the app handles it.

Example: If Points to Win Set is 25 and Points Needed to Win By is 2, a team must

reach at least 25 points *and* be ahead by 2 or more (e.g., 25–23 or 26–24).

Tie-Breaker Set

If the match reaches a deciding set (e.g., 2–2 in a best-of-5), the app switches to the **Tie-Breaker** point target. Configure this separately in Settings so the final set uses a lower point total (typically 15 in standard volleyball).

Timeouts (TOL)

Each team has a **TOL** counter for timeouts.

BUTTON	ACTION
TOL –	Use a timeout
TOL +	Add a timeout back (correct an error)

Timeouts typically reset between sets. Enable **Timeout Automation** in Settings to have this happen automatically.

Match Clock

The Volleyball controller includes a set timer, which defaults to **03:00** (three minutes). This is typically used for warm-up or interval timing between sets, not for the set itself (volleyball sets are not timed). Adjust the default in Settings if your format uses a different interval.

Settings

The following settings are specific to Volleyball:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Points to Win Set	Points required to win a standard set (default: 25)
Points Needed to Win By	Minimum lead required to close a set (default: 2)
Points to Win Tie-Breaker Set	Points required to win the final deciding set (default: 15)
Sets to Win Match	Number of sets required to win the match (e.g., 3 for best-of-5)
Home Timeouts / Away Timeouts	Starting timeout count per set
Timeout Automation	When enabled, timeouts reset at the start of each new set
Set Timer Default	Default countdown for between-set intervals (default: 03:00)

Scoring a Game – Pickleball

The Pickleball controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Game-Based Structure

Pickleball tracks scores by **game** rather than by period or set. The **Game Number** field shows which game of the match is currently being played (1 through 9 maximum).

The controller advances through games automatically or when you manually tap + on the Game Number field.

Per-Game Scorecard

The top of the controller displays a scorecard showing the score each team earned in each completed game:

FIELD	DESCRIPTION
HomeGame1 – HomeGame7	Home team's score in each game

FIELD	DESCRIPTION
AwayGame1 – AwayGame7	Away team's score in each game

Completed games show the final score for that game. The current game shows the live running score. This lets you and your players see the full match history at a glance.

Scoring Points

Tap **+1** on the side of the team that won the point. To correct a mistake, tap **–**.

The app supports two scoring modes — select one in Settings before you start:

MODE	HOW IT WORKS
Side-Out Scoring	Only the serving team can score a point. A rally won by the receiving team results in a side-out (serve changes) but no point.
Rally Scoring	Every rally results in a point, regardless of who served.

Singles vs. Doubles

Select **Singles** or **Doubles** in Settings before the match. This affects the serve tracking display and serve rotation rules.

Serve Tracking

The controller shows two serve indicators:

FIELD	DESCRIPTION
Serve	Which team is currently serving: H = Home, V = Visiting
ServeNumber	The current server number within the team (relevant in doubles)

In doubles, each player on the serving team gets a turn before the serve rotates. The **ServeNumber** field tracks which server is up (1 or 2). Tap the **Serve** indicator to manually switch the serve to the other team when a side-out occurs.

Win-By-Two

When **Win By Two** is enabled, a team must win by at least 2 points to close the game — even after reaching the target score. The app enforces this automatically and will not close the game until the margin is satisfied.

Match Complete

When the match winner is determined (based on the number of games required to win), a **Match Won** screen appears with the final result. Tap **End Match** to save the results and return to the sport selection screen.

Settings

The following settings are specific to Pickleball:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Game Type	Singles or Doubles
Scoring Mode	Side-Out Scoring or Rally Scoring
Points to Win Game	Points required to win each game (typically 11 or 15)
Win By Two	Require a 2-point lead to close a game
Games to Win Match	Number of games required to win the match (e.g., 2 for best-of-3)
Maximum Games	Maximum number of games in the match (up to 9)

Scoring a Game – Ice Hockey

The Ice Hockey controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Scoring

Ice hockey scores by goals. Tap **+1** on the side of the team that scored. To correct a mistake, tap **-**.

Additional Stats

The controller tracks three additional stats per team:

STAT	RANGE	DESCRIPTION
Shots	0 – 99	Total shots on goal
Saves	0 – 99	Goalie saves
Penalties	0 – 99	Penalties assessed

Each stat has **+** and **-** buttons. These stats appear on the scoreboard alongside the score.

Penalty Box

The penalty box panel tracks players who are currently serving penalties. This is the most distinctive feature of the Ice Hockey controller.

Adding a Player to the Penalty Box

01 Tap **+ Penalty** on the offending team's side.

- 02 Enter the player's jersey number.
- 03 Enter the penalty duration (e.g., 2:00 for a minor penalty).
- 04 Tap **Confirm**. The player appears in the penalty box list with a countdown timer.

While a Player is in the Box

- The player's countdown timer runs automatically.
- A **blinking dot indicator** appears next to that team's penalty count — this is a quick visual signal that the team is shorthanded.
- The player is automatically removed from the penalty box when their time expires.

Releasing a Player Early

If a goal is scored against the shorthanded team (ending a power play on a minor penalty), tap the player's name in the penalty box and select **Release**. The player's timer stops and they are removed from the box.

Multiple Players in the Box

You can have more than one player in the penalty box at a time. Each player has their own independent timer. The blinking dot remains active as long as any player is in the box.

Shot Clock

The ice hockey shot clock displays in **00:30.0** format (minutes, seconds, and tenths of a second). It is used to track time on icings, face-offs, or other stoppages that your league times.

PRESET	WHEN TO USE
Default (00:30.0)	Standard stoppage timing

Tap the shot clock preset button to load and start the timer. Tap again to reset.

Periods

Ice hockey typically uses three periods with overtime as needed.

PERIOD DISPLAY	LABEL
Period 1	1st Period
Period 2	2nd Period
Period 3	3rd Period
Beyond 3	OT, OT2, etc.

Use the + and – buttons to advance or go back between periods.

Settings

The following settings are specific to Ice Hockey:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Number of Periods	Typically 3 (additional OT periods are added automatically)
Period Length	Duration of each period (e.g., 20:00)
Overtime Length	Duration of each overtime period
Shot Clock Format	Tenths-of-seconds display (00:00.0)
Track Penalty Box	Enable or disable the penalty box panel

Scoring a Game – Field Hockey

The Field Hockey controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Scoring

Field hockey scores by goals. Tap **+1** on the side of the team that scored. To correct a mistake, tap **-**.

Additional Stats

The controller tracks three additional stats per team:

STAT	RANGE	DESCRIPTION
Shots	0 – 99	Total shots on goal
Saves	0 – 99	Goalkeeper saves
Penalties	0 – 99	Penalty corners or penalty strokes awarded

Each stat has **+** and **-** buttons.

Shot Clock

The field hockey controller includes a shot clock used to time penalty corners and other timed stoppages.

Three presets are available:

PRESET	COMMON USE
00:20	Penalty stroke timing
00:30	Short penalty corner timing
01:30	Extended penalty corner timing

Tap a preset button to load and start the countdown. Tap again to reset.

Timeouts (TOL)

Each team has a **TOL** (Timeouts Left) counter. Field hockey typically allows 1 to 2 timeouts per team per game.

BUTTON	ACTION
TOL -	Use a timeout
TOL +	Add a timeout back (correct an error)

Periods

The period structure is set in Settings before the match:

MODE	NUMBER OF PERIODS	PERIOD LABELS
Half	2	1st Half, 2nd Half
Quarter	4	1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter

After the final period, overtime periods are added by continuing to tap + on the period control. Overtime periods are labeled OT, OT2, etc.

Penalties

Field Hockey uses a simpler penalty system than ice hockey. Penalties are tracked as a running count per team using the **Penalties** stat — there is no penalty box timer or player-level penalty tracking. To record a penalty, tap **Penalties +** on the offending team's side.

Settings

The following settings are specific to Field Hockey:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Period Mode	Half (2 periods) or Quarter (4 periods)
Period Length	Duration of each period (e.g., 35:00 for halves, 17:30 for quarters)
Overtime Length	Duration of each overtime period
Shot Clock Preset 1	First shot clock value (default: 00:20)
Shot Clock Preset 2	Second shot clock value (default: 00:30)
Shot Clock Preset 3	Third shot clock value (default: 01:30)
Home Timeouts / Away Timeouts	Starting timeout count (1–2 per team)

Scoring a Game – Lacrosse

The Lacrosse controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Scoring

Lacrosse scores by goals. Tap **+1** on the side of the team that scored. To correct a mistake, tap **–**.

Additional Stats

The controller tracks three additional stats per team:

STAT	RANGE	DESCRIPTION
Shots	0 – 99	Total shots on goal
Saves	0 – 99	Goalkeeper saves
Penalties	0 – 99	Penalties assessed

Each stat has **+** and **–** buttons.

Penalty Box

The lacrosse penalty box works the same way as ice hockey's penalty box — it tracks players who are serving penalty time on the field.

Adding a Player to the Penalty Box

- 01 Tap + **Penalty** on the offending team's side.
 - 02 Enter the player's jersey number.
 - 03 Enter the penalty duration (e.g., 0:30, 1:00).
 - 04 Tap **Confirm**. The player appears in the penalty box list with a countdown timer.
-

While a Player is in the Box

- The player's timer counts down automatically.
- A **blinking dot indicator** appears next to that team's penalty count as a visual reminder that the team is shorthanded.
- When the timer expires, the player is automatically removed from the list.

Multiple Players

Multiple players can be in the penalty box at the same time, each with their own independent timer. The blinking dot remains active as long as any player is serving time.

Shot Clock

The lacrosse shot clock is used to enforce the stall warning or possession clock. Three presets are available:

PRESET	COMMON USE
01:20	Shot clock for men's field lacrosse
01:00	Shot clock for women's lacrosse
00:30	Short stall warning timing

Tap a preset to load and start the countdown. Tap again to reset.

Quarters and Overtime

Lacrosse is divided into four quarters. Use + and – to navigate between quarters.

PERIOD DISPLAY	LABEL
Quarter 1	1st Quarter
Quarter 2	2nd Quarter
Quarter 3	3rd Quarter
Quarter 4	4th Quarter
Beyond 4	OT1, OT2, OT3, OT4

Up to four overtime periods are supported. Continue tapping + after the 4th quarter to enter OT.

Settings

The following settings are specific to Lacrosse:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Quarter Length	Duration of each quarter (e.g., 15:00)

SETTING	DESCRIPTION
Overtime Length	Duration of each overtime period
Shot Clock Preset 1	First shot clock value (default: 01:20)
Shot Clock Preset 2	Second shot clock value (default: 01:00)
Shot Clock Preset 3	Third shot clock value (default: 00:30)
Track Penalty Box	Enable or disable the penalty box panel

Scoring a Game – Tennis

The Tennis controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Point Progression

Tennis does not use simple +1 point increments. The score follows the standard tennis progression:

SEQUENCE	DISPLAY
No points scored	0
First point	15
Second point	30
Third point	40
Fourth point (ahead)	GAME (set point recorded automatically)

When both players or teams reach 40 (Deuce), the progression continues:

SEQUENCE	DISPLAY
Deuce	40 – 40
Win a point at Deuce	ADV (Advantage)
Win the next point (from ADV)	GAME
Lose the point (from ADV)	Returns to Deuce

Tap **+Point** on the winner's side after each point. The app handles the progression automatically — you do not need to enter the point value manually.

Set History

The controller displays a set-by-set scorecard showing how many games each player or team won in each set:

FIELD	DESCRIPTION
HomeSet1 – HomeSet5	Games won by the Home player/team in each set
GuestSet1 – GuestSet5	Games won by the Guest player/team in each set

The current set shows the live game count. Completed sets show the final game count for that set. Up to 5 sets are supported for full match play.

Games Won

Within each set, the **Games Won** counter tracks how many games each player or team has won. When a player wins a game (scores GAME), the games-won count updates and the point scores reset to 0.

Serve Tracking

The **Serve** indicator shows which player or team is currently serving:

DISPLAY	MEANING
H	Home is serving
V	Visiting is serving

Auto-Serve Change

When **Auto-Serve Change** is enabled in Settings, the serve switches to the other player automatically at the end of each game. Disable this if you want to manage the serve indicator manually (useful if the automatic change gets out of sync).

To manually flip the serve at any time, tap the **Serve** indicator directly.

Tie-Breaker Modes

Tennis has two types of tie-breakers, both handled by the controller:

MODE	WHEN IT APPLIES
Regular Tie-Breaker	When a set reaches 6–6 games, a standard 7-point tie-breaker is played
Match Tie-Breaker	In lieu of a final set, a 10-point match tie-breaker (super tie-breaker) is played

The app switches to the appropriate tie-breaker mode automatically when the conditions are met, based on your Settings configuration. During a tie-breaker, scoring counts up by 1 instead of using the 15/30/40 progression.

Settings

The following settings are specific to Tennis:

SETTING	DESCRIPTION
Home Player / Guest Player Name	Player or team names shown on the scoreboard
Home Color / Guest Color	Player or team colors
Sets to Win Match	Number of sets required to win (e.g., 2 for best-of-3)
Games to Win Set	Games required to win a standard set (default: 6)
Games to Win By	Minimum lead in games required to win a set (default: 2)
Tie-Breaker at Games	Game count that triggers a tie-breaker (default: 6–6)
Use Match Tie-Breaker	Replace the final set with a 10-point super tie-breaker

SETTING	DESCRIPTION
Auto-Serve Change	Automatically switch serve at the end of each game

Scoring a Game – Water Polo

The Water Polo controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Periods & Overtime

Water Polo uses four quarters of 8:00 each. Use the + and – buttons to advance or go back between periods.

PERIOD DISPLAY	LABEL
Period 1	1st Quarter
Period 2	2nd Quarter
Period 3	3rd Quarter
Period 4	4th Quarter
Beyond 4	OT, OT2, etc.

Overtime periods follow the same structure as the regulation quarters and use the same overtime length configured in Settings.

Timeouts

Each team starts with **2 timeouts** per game. Use the **TOL +** and **TOL –** buttons to manage them on the controller.

SETTING	DEFAULT
Home Timeouts	2
Away Timeouts	2

SETTING	DEFAULT
Timeout Length	01:00

When a timeout is called, tap **TOL** – on the calling team's side. The timeout clock counts down from 01:00 automatically.

Shot Clock

The water polo shot clock displays in **00:30** format and counts down from 30 seconds.

BUTTON	ACTION
Shot Clock Preset	Reset shot clock to 00:30

Tap the shot clock preset button after possession changes or a defensive rebound to reset. The shot clock runs independently of the game clock.

Player Goals & Fouls Tracking

If you enabled **Track Player Goals & Fouls** in Settings, a player tracking panel appears on the controller.

This works similarly to the Basketball player tracking panel (see [Basketball — Step 8](#)), but tracks **goals** and **fouls** per individual player rather than points.

How to Track a Player

- 01 Enter the player's **jersey number** in the player input field.
- 02 Tap **+Goal** to credit a goal to that player, or **+Foul** to record a foul.
- 03 The app links those stats to the player in your roster (if a roster is

loaded).

See [Roster Management](#) for how to set up a roster before the game.

Exclusion System

Water polo uses a player exclusion system that is separate from regular fouls. This is one of the most important tracking features of the Water Polo controller.

How Exclusions Work

RULE	DETAIL
Fouls before exclusion	A player is excluded after their 3rd personal foul
Exclusion tracking	Exclusions are tracked separately from the team foul count
Player limit	A player who reaches 3 fouls is excluded for the remainder of the game

Tracking Exclusions

- 01 Record fouls normally using **+Foul** for the individual player.
- 02 When a player's foul count reaches 3, the app registers an **exclusion** for that player.
- 03 The exclusion is reflected in the player's record and on the controller display.

Note: Regular fouls contribute to the team's total foul count, but exclusions are recorded as a distinct event. This matches official water polo rules where a player who commits a third foul is excluded for the remainder of the game.

Settings

The following settings are specific to Water Polo:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Number of Periods	4 quarters (standard)
Period Length	08:00 per quarter
Overtime Length	Duration of each overtime period
Timeout Length	01:00 (standard)
Shot Clock Format	00:30 countdown
Home / Away Starting Timeouts	2 per team
Track Player Goals & Fouls	Enable individual player goal and foul tracking

Scoring a Game – Wrestling

The Wrestling controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Match-Based Structure

Wrestling in ScoreBuddy Pro is designed for a full **dual meet** — multiple individual matches (one per weight class) run in sequence within a single session.

CONCEPT	DESCRIPTION
Match Number	Tracks which weight class match is currently being scored
HomeMatchScore	Number of team wins earned by the Home team across the session
AwayMatchScore	Number of team wins earned by the Away team across the session

The in-match score (individual wrestler points) is tracked separately from the team session score. Winning a match adds to the team's match score.

Weight Class

The **Weight Class** field displays the current weight class being contested as a 3-digit number.

EXAMPLE VALUES	MEANING
113	113 lb weight class
126	126 lb weight class
145	145 lb weight class

Tap the Weight Class field to enter or edit the class before each match starts.

Advancing to the Next Match

When a match is complete:

- 01 Confirm the final score and record the result.

- 02 Tap **Next Match** on the controller.

- 03 The controller resets the in-match score and clock, increments the **Match Number**, and prompts you to enter the new weight class.

- 04 The **HomeMatchScore** and **AwayMatchScore** update to reflect the session standing.

Advantage Clock

The Advantage Clock is a separate running timer unique to Wrestling. It tracks which wrestler holds the advantage position and for how long.

FIELD	DESCRIPTION
AdvTimeDiff	The cumulative time one wrestler has held the advantage over the other
AdvIndicator	Shows which team (Home or Away) currently holds the advantage

Using the Advantage Clock

- 01 When a wrestler gains the advantage position, tap the **Advantage** button on that wrestler's side.
- 02 The advantage clock starts counting up for that side.
- 03 When the advantage changes, tap the **Advantage** button on the other side — the timer transfers.
- 04 The **AdvTimeDiff** reflects the net advantage time for each wrestler throughout the match.

Tip: The advantage clock runs independently of the match clock, so you can pause the match clock during stoppages without affecting advantage tracking.

Settings

The following settings are specific to Wrestling:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Period Length	Duration of each wrestling period
Overtime Length	Duration of overtime if the match is tied
Starting Weight Class	The first weight class in the meet rotation

Scoring a Game — Boxing

The Boxing controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Configurable Number of Rounds

Before the bout starts, select how many rounds will be contested:

OPTION	TYPICAL USE
3 rounds	Amateur / youth bouts
6 rounds	Club-level professional bouts
9 rounds	Mid-level professional bouts
12 rounds	Championship professional bouts

Set this in the Boxing Settings screen before tapping **Continue**.

Round-by-Round Scoring

Boxing scoring in ScoreBuddy Pro is entered **per round**, not accumulated as a running total. After each round, you enter the score for that round separately.

FIELD	DESCRIPTION
HomeRound1 – HomeRound12	Points awarded to the Home fighter in each round
AwayRound1 – AwayRound12	Points awarded to the Away fighter in each round

The controller displays round scores in a scorecard layout. The total is calculated automatically from the round-by-round entries.

Round Points Modal

At the end of each round, a **Round Points** modal appears automatically, prompting you to enter the scores for both fighters before advancing.

Entering Round Scores

- 01 When the round clock reaches 0:00, the Round Points modal opens.
- 02 Enter the **Home fighter's score** for the completed round (e.g., 10).
- 03 Enter the **Away fighter's score** for the completed round (e.g., 9).
- 04 Tap **Confirm** to save the round and advance to the break.

Tip: Standard scoring in most boxing organizations uses a 10-point must system — the round winner typically receives 10 points and the opponent receives 9 (or fewer if knockdowns occurred).

Break Timer

Between rounds, the controller shows a **Break Timer** that counts down from the configured break length.

FORMAT	EXAMPLE
MM:SS	01:00 (one-minute break)

The break timer starts automatically after you confirm the round scores. When it reaches 0:00, you start the next round manually by tapping **Play (▶)**.

Warnings

Each fighter has a **Warnings** counter on the controller, tracking official warnings issued by the referee.

FIELD	RANGE	DESCRIPTION
HomeWarnings	0 – 3	Warnings assessed to the Home fighter
AwayWarnings	0 – 3	Warnings assessed to the Away fighter

Tap + next to the fighter's warnings to add a warning, or – to correct an error. Warnings are displayed on the scoreboard for visibility.

Settings

The following settings are specific to Boxing:

SETTING	DESCRIPTION
Home Fighter Name / Away Fighter Name	Fighter names shown on the scoreboard
Home Color / Away Color	Fighter colors
Number of Rounds	3, 6, 9, or 12
Round Length	Duration of each round (e.g., 03:00)
Break Length	Duration of the break between rounds

Scoring a Game – Rugby

The Rugby controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Scoring Values

Rugby uses multiple scoring methods, each worth a different number of points. The Rugby controller provides a dedicated button for each:

SCORING METHOD	POINTS	WHEN TO USE
Try	5	Ball grounded in the opponent's in-goal area
Conversion	2	Kick through the posts after a try
Penalty Goal	3	Kick through the posts from a penalty
Drop Goal	3	Drop-kicked field goal during open play

Tap the appropriate button on the scoring team's side. The scoreboard updates immediately.

Player Statistics Tracking

Rugby includes advanced player statistics tracking that goes beyond the basic PPF (Points / Penalties / Fouls) system used in other sports. Detailed stats are linked to individual players through the roster system.

To take advantage of player stats:

- 01 Load a roster before the game starts (see [Roster Management](#)).
 - 02 Use the player input panel on the controller to associate scoring events with individual players.
 - 03 Stats are saved to game history and viewable after the game.
-

Score Adjustment Modals

When you record a score change — particularly corrections or contested plays — Rugby may present a **Score Adjustment Modal** asking you to confirm the change and optionally associate it with a player.

This extra confirmation step helps prevent accidental score changes during a fast-moving game and keeps the player stat records accurate.

Points Warning Modal

Rugby can be configured to show a **Points Warning** when an unusual scoring pattern is detected — for example, if the cumulative score seems inconsistent

with the elapsed time or expected game flow.

- Tap **Confirm** to accept the score as entered.
- Tap **Cancel** to go back and correct the entry.

This feature is configurable in Settings and can be turned off if you prefer no interruptions.

Exclusion System

Rugby tracks player exclusions (yellow and red card events). When a player's exclusion period ends, a modal appears on the controller to notify you and prompt a return to the field.

Exclusion Workflow

- 01 When a player receives a card, tap + **Exclusion** on that team's side.
- 02 Enter the player's jersey number and the exclusion duration (for yellow cards).
- 03 The player appears in the exclusion tracker with a countdown.
- 04 When the timer expires, the **Exclusion Ended** modal appears — tap **Confirm** to acknowledge and return the player to the game.

For red cards (permanent exclusions), tap the exclusion to mark it as permanent. No timer is set and no return modal appears.

Settings

The following settings are specific to Rugby:

SETTING	DESCRIPTION
Home Team Name / Away Team Name	Team names shown on the scoreboard
Home Team Color / Away Team Color	Team colors
Number of Periods	Typically 2 halves
Period Length	Duration of each half (e.g., 40:00)
Overtime Length	Duration of each overtime period
Points Warning	Enable or disable the unusual scoring alert
Track Player Statistics	Enable advanced player stat tracking

Scoring a Game – Cricket

The Cricket controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Inning Structure

Cricket uses **innings** rather than quarters or halves. The current inning is displayed on the controller and can be advanced using the + and – buttons on the inning field. Most formats use 1 or 2 innings per team; the controller supports additional innings as needed.

Match-level scores (total runs across all innings) are stored separately from individual inning totals, so the scorecard always reflects the correct cumulative score.

Tracking Runs

Runs for each team are tracked in the **Runs** field.

FIELD	DESCRIPTION
Team A Runs	Total runs scored by Team A in the current inning

FIELD	DESCRIPTION
Team B Runs	Total runs scored by Team B in the current inning

Tap + to add runs after each delivery as needed, or enter a number directly if your league uses batch entry. Tap – to correct an error.

Batsman Tracking

Two batsmen are tracked simultaneously — one for each end of the wicket:

FIELD	DESCRIPTION
Batsman 1 Name	Name of the first active batsman
Batsman 1 Number	Jersey or squad number
Batsman 1 Runs	Runs scored by this batsman in the current innings
Batsman 1 Balls	Balls faced by this batsman
Batsman 2 Name	Name of the second active batsman
Batsman 2 Number	Jersey or squad number
Batsman 2 Runs	Runs scored by this batsman
Batsman 2 Balls	Balls faced by this batsman

Update these fields as batsmen rotate or are dismissed.

Bowler Tracking

The current bowler is tracked in two fields:

FIELD	DESCRIPTION
Bowler Name	Name of the bowling player
Bowler Number	Jersey or squad number

Update these fields each time a new bowler begins an over.

Wickets

The **Wickets** field tracks how many batsmen have been dismissed in the current inning.

- Range: 0 – 10
- Tap + each time a batsman is dismissed.
- Tap – to correct a mistake.

When wickets reach 10, the batting side's inning is over.

Over and Ball Count

The **Over.Ball** field tracks the current position in the match in the format **Over.Ball** (e.g., **12.3** means the 3rd ball of the 13th over):

FIELD	DESCRIPTION
Over	Current over number
Ball	Ball within the current over (1–6)

The ball count increments automatically as you record each delivery. When the ball count reaches 6, the over count advances and the ball count resets to 0. You can also adjust these manually using the + and – buttons.

Super Over Mode

When a match is tied and requires a Super Over tiebreaker, enable **Super Over** mode:

01 Tap the **Super Over** toggle on the controller.

02 The **isSuperOver** flag is activated.

03 A separate wicket counter appears specifically for the Super Over — this tracks wickets independently from the main innings wicket count.

04 Runs scored during the Super Over are tracked in the Super Over runs field, separate from the main inning totals.

Disable Super Over mode to return to the standard match view.

Settings

The following settings are specific to Cricket:

SETTING	DESCRIPTION
Team A Name / Team B Name	Team names shown on the scoreboard
Team A Color / Team B Color	Team colors
Innings per Team	Number of innings per side (typically 1 or 2)
Overs per Inning	Maximum overs per inning (leave blank for unlimited)
Track Batsman Names	Enable or disable the name fields for batsmen
Track Bowler Name	Enable or disable the bowler name field
Super Over Support	Show or hide the Super Over toggle on the controller

Scoring a Game – Cornhole

The Cornhole controller works like the Basketball controller (see [Basketball section](#)) with the following sport-specific features:

Player Names

Cornhole is commonly played by individuals or pairs. The controller has a dedicated name field for each side:

FIELD	DESCRIPTION
homeTeamPlayer	Name of the Home player or team
awayTeamPlayer	Name of the Away player or team

Enter these in Settings before tapping **Continue**. The names appear on the scoreboard in place of generic "Home" and "Away" labels.

Inning-Based Scoring

Cornhole scores are recorded **per inning**, not as a running total. Each inning has its own score entry for both sides.

FIELD	DESCRIPTION
HomeInningScore	Points scored by Home in that inning
AwayInningScore	Points scored by Away in that inning

After each inning's throws are complete, enter the score for that inning. The controller totals all innings automatically and displays the cumulative score.

Why per-inning? Cornhole uses cancellation scoring — bags that land in the hole or on the board can cancel each other out. Recording by inning preserves the detail needed for accurate scorekeeping.

Turn / Possession Tracking

The **Possession** field shows whose turn it is to throw:

DISPLAY	MEANING
H	Home throws next
V	Visiting throws next

Tap the possession indicator to switch turns, or use automatic turn tracking if **Score Automation** is enabled.

Score Automation

When **Score Automation** is enabled in Settings, the controller can detect scoring events automatically and advance the turn indicator without requiring manual taps. This is useful when ScoreBuddy Pro is connected to a compatible scoring device.

To toggle automation:

- 01 Go to **Settings** from the controller.
 - 02 Find the **Score Automation** toggle and turn it on or off.
 - 03 Return to the controller — the change takes effect immediately.
-

Win Detection

When a team reaches the winning score threshold (typically 21 points), an **animated win modal** appears on the controller to celebrate and confirm the match result.

- Tap **End Game** to close the modal and save the result to game history.
 - Tap **Continue Playing** if your league uses a "must win by 2" rule and the game is not yet decided.
-

Settings

The following settings are specific to Cornhole:

SETTING	DESCRIPTION
Home Player / Away Player Name	Player or team names shown on the scoreboard

SETTING	DESCRIPTION
Home Color / Away Color	Player or team colors
Winning Score	Score required to win (default: 21)
Win By	Minimum lead required to win (e.g., 2 for win-by-2 rules)
Score Automation	Enable automatic scoring detection
Number of Innings	How many innings to track in the scorecard

Generic / Custom Sport

The Generic sport is for any activity not covered by the named sports in ScoreBuddy Pro, or for creating a simple custom scoreboard. It gives you maximum flexibility with minimal assumptions about how your game is structured.

When to Use Generic

- Your sport is not in the sports list
- You need a basic two-team scoreboard with a clock
- You want to experiment with settings before customizing for a specific purpose
- You are running a non-standard event (relay, competition, fundraiser timing, etc.)

Flexible Period Configuration

Generic supports **1 to 99 periods**. Set the number of periods in Settings before tapping **Continue**.

SETTING	RANGE	DESCRIPTION
Number of Periods	1 – 99	How many periods, halves, rounds, or innings

SETTING	RANGE	DESCRIPTION
Period Length	Any time	Default is 08:00 — set to whatever your activity requires
Overtime Length	Any time	Duration of overtime if periods are tied

Clock

The game clock uses the **initTime** setting as its starting value. The default is 08:00, but you can set any duration. The clock counts down like all other sports in ScoreBuddy Pro.

Pre-Game Countdown

Generic includes an optional **Pre-Game Countdown Timer** that runs before the game clock starts. Use this for warmup periods, introductions, or any time you need a separate countdown before the game officially begins.

- 01 Configure the pre-game countdown duration in Settings.
- 02 On the controller, tap **Start Pre-Game** to begin the countdown.
- 03 When it reaches 0:00, the pre-game countdown ends and you can start the main game clock normally.

Scoring

Scoring buttons work the same as other sports. Tap **+1**, **+2**, or **+3** (depending on your configuration) on the side of the team that scored. Tap **-** to correct an error.

Possession

The **Possession** field shows which team currently has possession or the active turn. This is useful for sports or games where turn-taking matters.

DISPLAY	MEANING
H	Home has possession
V	Visiting has possession

Tap the possession indicator to switch it manually.

Optional Player Tracking (PPF)

The PPF (Points / Penalties / Fouls) player tracking system can be toggled on or off for Generic.

- **Off (default):** No player tracking panel appears. The controller is as simple as possible.
- **On:** A player input field appears, letting you record stats per jersey number as in Basketball (see [Basketball — Step 8](#)).

Toggle this in Settings under **Track Player Points & Fouls**.

Team Names and Colors

Fully customize both sides:

FIELD	DESCRIPTION
Home Team Name	Any label you want (e.g., "East", "Red Team", team name)
Away Team Name	Any label you want
Home Team Color	Tap to open the color picker
Away Team Color	Tap to open the color picker

Settings

SETTING	DESCRIPTION
Home / Away Team Name	Custom team or side names
Home / Away Team Color	Custom team colors
Number of Periods	1 – 99
Period Length	Clock starting value (default: 08:00)
Overtime Length	Duration of overtime periods
Pre-Game Countdown	Optional countdown before the game clock starts
Track Player Points & Fouls	Enable or disable the PPF player tracking panel

ViiSports – Athlete Scoring

ViiSports is a multi-sport athlete scoring mode built into ScoreBuddy Pro. Instead of tracking a team game, it tracks individual competitors across eight events, calculating each athlete's total score in real time.

Before You Start

ViiSports requires a roster. You cannot begin without one.

- 01 Tap **ViiSports** on the Select Sport screen, then tap **Continue**.

- 02 On the Settings screen, tap **Select Roster** and choose an existing roster.

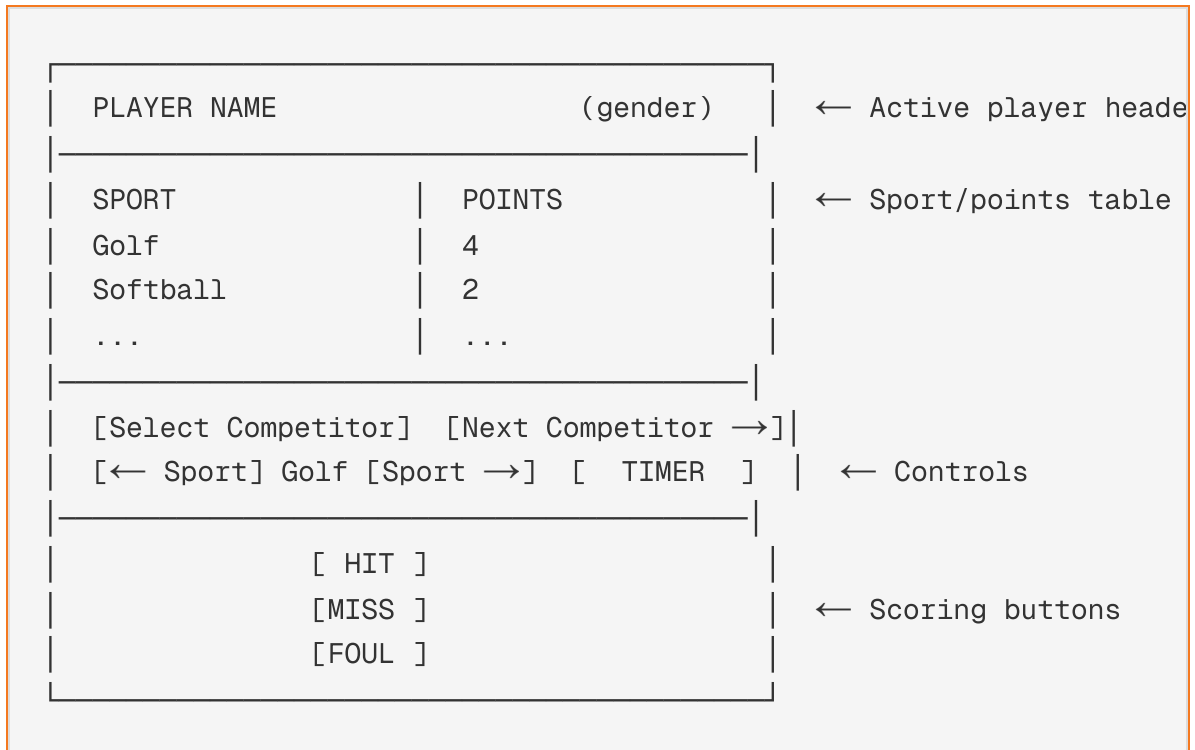
- 03 If you don't have a roster yet, tap **Create Roster** to build one, or **Import** to load players from a file.

- 04 Once a roster is selected, tap **Start Game**.

Tip: Build your roster in advance so you can move through competitors quickly during the event. See [Roster Management](#) for instructions.

The Controller

The ViiSports controller has four zones:



The Eight Events

Each competitor completes up to 3 tries in each of the following events:

EVENT	DISPLAY NAME	HOW POINTS ARE SCORED
Golf	Golf	2 pts per Hit (max 6)
Softball	Baseball	2 pts per Hit (max 6)
Tennis	Tennis	Try 1 = 1 pt, Try 2 = 2 pts, Try 3 = 3 pts (max 6)
Basketball	Basketball	Try 1 = 1 pt, Try 2 = 2 pts, Try 3 = 3 pts (max 6)
Football	Football	Try 1 = 1 pt, Try 2 = 2 pts, Try 3 = 3 pts (max 6)

EVENT	DISPLAY NAME	HOW POINTS ARE SCORED
Soccer	Soccer	Try 1 = 1 pt, Try 2 = 2 pts, Try 3 = 3 pts (max 6)
Strength	Weight	Try 1 = 1 pt, Try 2 = 2 pts, Try 3 = 3 pts (max 6)
Speed	Speed	Scored automatically by the timer (max 8)

Maximum total score: 50 points

Speed Event – Automatic Scoring

The Speed event uses the game timer. When the timer stops, the app calculates points automatically based on elapsed time:

TIME	POINTS
Under 1:19.99	8
1:20.00 – 1:39.99	6
1:40.00 – 1:59.99	4
2:00.00 – 2:29.99	2
2:30.00 – 2:59.99	0
3:00.00 or over	Disqualified

Note: The Speed event score is finalized automatically when you stop the timer. No Hit/Miss/Foul button is needed.

Scoring an Athlete

Step 1 – Select the Athlete

- Tap **Select Competitor** to choose any athlete from the roster.
- Tap **Next Competitor** → to move to the next athlete in roster order.

Note: You cannot change competitors while the timer is running.

Step 2 – Select the Event

Use the **arrow buttons** on either side of the event name to navigate between the eight events.

The currently selected event and try number are highlighted in the sport/points table.

Step 3 – Record the Result

For all events except Speed:

BUTTON	RESULT	POINTS
HIT	Successful attempt	Points awarded (see table above)
MISS	Failed attempt	0 points
FOUL	Infraction	0 points

After recording a try, the app automatically advances to the next try. After the 3rd try, it advances to the next event.

For the Speed event, start the timer when the athlete begins and stop it when they finish. Points are calculated automatically.

The Leaderboard

The Leaderboard shows all athletes ranked by total points in real time. It updates automatically as you enter scores.

Tap any athlete in the Leaderboard to switch to that competitor's scoring screen.

Game Actions

Tap **•••** (top of screen) to access:

ACTION	WHAT IT DOES
Reset Game	Clears all scores for all athletes and restarts. Confirms before proceeding.
End Game	Finalizes the game, saves results to roster history, and returns to Select Sport.

Note: If you tap **End Game** and have a Scorebird NeST device active, the game results are saved to the Scorebird cloud. An internet connection is required for cloud save.

Resuming a Game

If you leave the ViiSports controller and return, the app asks whether to **Resume** the current game or **Restart**. Tap Resume to continue where you left off.

Roster Management

Rosters let you attach real player names and numbers to a game, so stats tracked during play are saved against named players rather than jersey numbers alone. You can build rosters ahead of time, import them from a spreadsheet, and reuse them across multiple games.

Creating a Roster

- 01 From the main menu, tap **Rosters**.
- 02 Tap the + button in the top right corner.
- 03 The **Add Roster** screen opens.

Add Roster Fields

FIELD	DESCRIPTION
Roster Name	A label for this roster (e.g., "Varsity Boys 2025")
Team Name	The team name that will appear on the scoreboard

Adding Players to a Roster

On the Add Roster screen, a player table sits below the name fields. Each row in the table holds one player.

01 Tap **Add Player** (or the + icon in the player table).

02 Enter the player's **jersey number** (required).

03 Enter the player's **name**.

04 Repeat for each player on your roster.

05 Tap **Save** when the roster is complete.

To edit an existing roster, tap the roster card in the Rosters list to open the **Edit Roster** screen. All fields are pre-filled with the saved data — make your changes and tap **Save**.

Importing Players via CSV

If your team roster is already in a spreadsheet, you can import it directly instead of typing each player manually.

CSV Format

Your CSV file must follow the format shown in the import example:

COLUMN	DESCRIPTION
Number	Player jersey number
Name	Player's full name

The first row should be a header row (`Number`, `Name`). Each subsequent row is one player.

How to Import

- 01 Prepare your CSV file on your device or in a cloud storage location accessible from your phone.
- 02 On the Add Roster or Edit Roster screen, tap **Import CSV**.
- 03 Browse to your file and select it.
- 04 The player table populates automatically with the imported players.
- 05 Review the list, make any corrections, then tap **Save**.

Tip: Export your team roster from most scorekeeping or registration systems as a CSV file. Common sources include Google Sheets, Excel, or your league management platform. Just make sure the columns match the expected format.

Linking a Roster to a Game

Once you have rosters saved, you can attach them to an active game so that player numbers entered during scoring resolve to real names.

From the Controller

- 01 While on the controller screen, tap **Rosters** (or the roster icon in the menu).

- 02 The **Browse Rosters** screen opens.
- 03 Tap the roster you want to assign.
- 04 Choose whether to assign it to the **Home** team or the **Away** team.
- 05 Return to the controller — player numbers now display the matching player's name when entered.

You can swap or remove a roster during a game without losing any stats already recorded.

Browsing and Selecting Rosters

The **Rosters** list view (SeeRostersScreen) shows all your saved rosters. Scroll horizontally through the roster cards to find the one you need. Each card shows the roster name and team name.

Tap any card to preview the roster or select it for the current game.

Viewing Game History

ScoreBuddy Pro saves each completed game to a history log attached to the roster used in that game.

- 01 From the main menu, tap **Rosters**.
- 02 Find the roster you want to review.
- 03 Tap **Game History** on that roster's card.
- 04 A list of past games appears, each showing:
 - Date and time of the game

- Final score (Home and Away)
- Individual player stats recorded during the game

Tap any game in the list to see the full stat breakdown for that game.

Configuration & Integrations

The **Configuration** screen connects ScoreBuddy Pro to external display systems and streaming services. To open it, tap **Configuration** from the main menu or the settings icon on the controller.

Each integration has a toggle switch — turn it on to activate that connection, then enter the required address or account information.

Video Scoreboard (ScoreView)

Connect ScoreBuddy Pro to a **ScoreView** video scoreboard so that your physical scoreboard display mirrors the score in real time.

SETTING	DESCRIPTION
Enable Video Scoreboard	Toggle on to activate the ScoreView connection
IP Address / Hostname	The local network address of your ScoreView device

How to Connect

- 01 Make sure your phone and the ScoreView device are on the same Wi-Fi network.
 - 02 Toggle **Enable Video Scoreboard** on.
 - 03 Enter the **IP address or hostname** of your ScoreView device (e.g., `192.168.1.50`).
-

- 04 Return to the controller — scores will update on the ScoreView display as you enter them.

CamStreamer

Connect to a **CamStreamer** device to overlay live score graphics on your camera feed.

SETTING	DESCRIPTION
Enable CamStreamer	Toggle on to activate the CamStreamer connection
IP Address	The local network address of your CamStreamer device

How to Connect

- 01 Make sure your phone and the CamStreamer device are on the same network.
- 02 Toggle **Enable CamStreamer** on.
- 03 Enter the **IP address** of your CamStreamer device.
- 04 Score changes in ScoreBuddy Pro will be pushed to the CamStreamer graphics overlay automatically.

Livestream ***(Scorebird accounts only)***

Display live score graphics on a Scorebird-powered livestream.

SETTING	DESCRIPTION
Enable Livestream	Toggle on to send live scores to your Scorebird stream overlay

Tap the **info icon** next to the Livestream toggle to open the **Scorebird Overlay Builder**, where you can customize the look of your on-screen score graphic.

Note: This feature requires a Scorebird account. If you don't have one, contact Scorebird to set up streaming for your organization.

Website / Score Site *(Scorebird accounts only)*

Publish your live score to a Scorebird web page that fans can view from any browser.

SETTING	DESCRIPTION
Enable Website	Toggle on to send live scores to your Scorebird Virtual Device web page

When enabled, your score is sent to a Scorebird-hosted URL in real time. Share that URL with fans so they can follow the score without being present at the venue.

Color Configuration

At the bottom of the Configuration screen, tap **Configure Colors** to open the **Color Picker** screen.

Here you can set custom colors for the Home and Away team displays. Changes made here sync to connected scoreboards and overlays.

Tip: If your scoreboard uses team colors in its graphic template, setting accurate colors here ensures the display looks right from the first point of the game.

Nest *(Scorebird accounts only)*

The **Nest** dropdown lets you select which Scorebird device (Nest) is active for this session. If your organization manages multiple venues or displays, switch between them here without logging out.

Tap **Request New Nest** if you need to provision an additional device for a new venue or display location.

Summary

INTEGRATION	REQUIRES	WHAT IT DOES
ScoreView	ScoreView hardware on local network	Drives a physical video scoreboard
CamStreamer	CamStreamer device on local network	Overlays score on camera graphics
Livestream	Scorebird account	Puts live score on a streaming overlay
Website	Scorebird account	Publishes score to a public web page
Nest	Scorebird account	Selects the active Scorebird device
Configure Colors	None	Customizes team colors across all outputs

Subscription & Account Settings

Subscription Settings

The **Subscription Settings** screen shows your current plan status and lets you upgrade, restore purchases, or cancel.

Current Plan Status

At the top of the screen, ScoreBuddy Pro shows:

- Your **active subscription** name (or "No active subscription" if you are on the free tier)

- The next **billing date** if you have a paid plan
 - A **Free Trial** badge if you are currently in a trial period
-

Available Packages

Below the status section, each available subscription package is listed with:

COLUMN	DESCRIPTION
Name	The plan name (e.g., Basic, Pro, Team)
Price	Monthly or annual cost
Features	What is included with this plan
Subscribe / Active	Tap Subscribe to purchase, or see the Active badge if this is your current plan

Tap **Subscribe** next to any plan to begin the checkout process.

Completing a Purchase

After tapping **Subscribe**, the App Store or Google Play payment sheet appears. Confirm your payment method and complete the purchase.

Once payment is confirmed, ScoreBuddy Pro activates your new plan immediately and returns you to the Subscription Settings screen where the **Active** badge will reflect your new plan.

Promo Code

If you have a promo code, tap the **Promo Code** link below the package list.

Enter your code and tap **Apply**. If the code is valid, the discount is applied before you complete the subscription purchase.

Restore Purchases

If you reinstall ScoreBuddy Pro or switch devices and your subscription is not showing, tap **Restore Purchases**. The app checks your App Store or Google Play account and restores any active subscription tied to that account.

Cancel Subscription

If you have an active paid subscription, a **Cancel Subscription** button appears at the bottom of the screen. Tap it to begin the cancellation process through your device's app store. Your plan remains active until the end of the current billing period.

Continue Without Subscription

Tap **Continue Without Subscription** to use ScoreBuddy Pro with free tier features. You can return to the Subscription Settings screen at any time to upgrade.

Legal Links

At the bottom of the Subscription Settings screen:

- **Terms of Use** — Opens the app's terms of service
 - **Privacy Policy** — Opens the privacy policy
-

Settings Screen

The main **Settings** screen handles your account identity and app-level preferences.

Account

ITEM	DESCRIPTION
User Name	Your display name, shown at the top of the Settings screen
Nest (<i>Scorebird users only</i>)	Dropdown to select your active Scorebird device

Sound Settings

TOGGLE	DESCRIPTION
Horn	Turn the game horn sound on or off. When on, the horn plays automatically when the clock reaches 0:00.
System Sound	Turn all app sound effects on or off. Disabling this mutes button taps, alerts, and the horn.

Tip: If you are using an external PA system or buzzer, you can turn off the app's Horn and System Sound to avoid double-sounding through the phone speaker.

App Version

The current version number of ScoreBuddy Pro is displayed near the bottom of the Settings screen. Include this number if you contact support — it helps the support team reproduce any issues you report.

Delete Account

At the very bottom of the Settings screen, a red **Delete Account** button permanently removes your account and all associated data, including rosters, game history, and subscription information.

Warning: This action cannot be undone. If you delete your account, your game history and rosters will be permanently lost. If you are switching devices, use **Restore Purchases** instead of deleting your account.

Tap **Delete Account** and confirm when prompted to proceed.

Troubleshooting

This section covers the most common issues you may encounter with ScoreBuddy Pro. Each entry describes what you will see, what is likely causing it, and the steps to fix it.

ScoreView Won't Connect

Symptoms: Your physical scoreboard is not updating, or the connection indicator in the app shows offline.

Likely causes:

- The IP address entered in Configuration is incorrect
- Your phone and the ScoreView device are not on the same Wi-Fi network
- The ScoreView device is not powered on

Steps to fix:

- 01 Confirm your phone is on the venue's Wi-Fi network — not cellular or a guest network.
 - 02 Confirm the ScoreView device is powered on and connected to the same network.
 - 03 Open **Configuration** and check the IP address entered under **Enable Video Scoreboard**.
 - 04 If you are unsure of the IP address, tap the **QR icon** to scan the QR code displayed on the ScoreView setup screen. The app will fill in the address automatically.
 - 05 If the QR scan is not available, ask the venue's IT contact for the ScoreView device's IP address and enter it manually.
-

- 06 Toggle **Enable Video Scoreboard** off and back on to re-establish the connection.

Note: If the IP address is correct and the devices are on the same network, the app will retry the connection automatically every 500 milliseconds for up to 60 seconds. You do not need to do anything — wait a moment and check whether the connection indicator turns green.

NeST Device Not Showing

Symptoms: The Nest dropdown in Configuration or Settings is empty, or a device you expect to see is missing.

Likely causes:

- You are logged in with a ScoreBuddy account instead of a Scorebird account
- Your device does not have an active internet connection
- A Nest has not yet been requested or provisioned for your account

Steps to fix:

- 01 Confirm you are logged in with a **Scorebird** account. The Nest feature is only available to Scorebird users. If you see **Login With ScoreBuddy** was used, log out and use **Login With Scorebird** instead.
-
- 02 Check that your device has an active internet connection — Nest management requires internet access.
-
- 03 If no Nest has been set up for your account yet, tap **Request New Nest** in the Nest section of Configuration. Nevco will provision a device and it will appear in the dropdown once ready.

Note: Only one user can actively control a NeST device at a time. If a device shows as "in use," another user on your account is currently connected.

Rosters Not Syncing or Saving

Symptoms: Changes to your roster disappear after a game, or stats are missing from game history.

Likely causes:

- Your device was offline during the game and the save could not complete
- An API error occurred during the save attempt

Steps to fix:

- 01 If you lost internet connection during the game, no action is needed. ScoreBuddy Pro queues failed saves locally and uploads them automatically when your connection is restored. The app retries every 3 minutes.
- 02 If roster data still appears missing after reconnecting, check your game history in **Rosters** to see if data was recorded there.
- 03 Ensure you have an active internet connection and open the controller to trigger a sync.

Note: ScoreBuddy Pro is designed to handle offline conditions gracefully. Roster changes and game stats are queued and uploaded in the background — you do not need to manually retry.

Subscription Won't Activate / Features Locked

Symptoms: A paywall appears after completing a purchase, or premium features remain locked.

Likely causes:

- The purchase was not yet confirmed by the App Store or Google Play
- The purchase was made on a different Apple ID or Google account than the one currently active on the device

Steps to fix:

- 01 Go to **Subscription Settings** and tap **Restore Purchases**.
- 02 Confirm you are signed in to the same App Store (iOS) or Google Play (Android) account used when you originally purchased the subscription.
- 03 Ensure your device has an active internet connection — the app must contact the store to verify the purchase.
- 04 Wait 30–60 seconds after tapping **Restore Purchases** before assuming it failed. The store can be slow to respond.

Note: Your subscription is tied to your App Store or Google Play account, not your ScoreBuddy login. If you switch devices or reinstall the app, use **Restore Purchases** to retrieve it.

Player Stats Not Appearing

Symptoms: No player stats show in game history, or the stats screen appears empty after a game.

Likely causes:

- **Track Player Points & Fouls** is not enabled in the sport settings
- No roster was loaded before or during the game

Steps to fix:

- 01 From the sport controller, open **App Settings**.

02 Enable **Track Player Points & Fouls**.

- 03 Return to the controller and tap **Rosters** to load a roster for the current game. Stats are recorded against named players only when a roster is active.

Tip: Load your roster before the game starts. Stats recorded before a roster is linked will not be associated with individual players.

App Won't Log In / Account Issues

Symptoms: Login fails, or a verification email never arrived.

Likely causes:

- Incorrect password entered
- Email address has not been verified
- Network error during the login attempt

Steps to fix:

- 01 Check your spam or junk folder for the verification email. Verification messages are occasionally filtered.
-

- 02 On the login screen, tap **Resend Email** if you need a new verification link.
-

- 03 If you have forgotten your password, tap **Forgot Password?** on the login screen, enter your email, and follow the reset link.
-

- 04 If you use **Login With Scorebird**, your password must be reset through the Scorebird portal — ScoreBuddy Pro cannot reset Scorebird passwords.
-

Note: If login fails with a network error rather than an account message, check that your device has an active internet connection.

Camera / QR Scan Not Working

Symptoms: Tapping the QR scan button does not open the camera.

Likely cause: Camera permission has been denied for ScoreBuddy Pro.

Steps to fix:

- 01 On your device, open the system **Settings** app.
- 02 Scroll to **ScoreBuddy Pro** in the app list.
- 03 Tap **Camera** and set it to **Allow**.
- 04 Return to ScoreBuddy Pro and try the QR scan again.

Tip: If you prefer not to change permissions, you can always enter the ScoreView IP address manually in the Configuration screen.

App Crashes or Freezes

Symptoms: The app closes unexpectedly, stops responding, or behaves erratically.

Steps to fix:

- 01 Force-quit the app and reopen it. On iOS, swipe up from the app switcher. On Android, use the recent apps button to close it.
- 02 Check the App Store or Google Play for a pending ScoreBuddy Pro

update. Updates frequently include crash fixes.

03 After updating, restart your device before reopening the app.

04 If the app crashes immediately on launch, try uninstalling and reinstalling. Your account data is stored server-side and will be available after you log back in.

Note: ScoreBuddy Pro requires iOS 14 or later on iPhone and iPad, and Android 8.0 or later on Android devices.

When to Contact Support

If the steps above do not resolve your issue, contact Nevco support at **support@nevco.com**. When you reach out, include:

- Your app version number (found in **Settings** near the bottom of the screen)
 - Your device type and OS version
 - Your account email address
 - A description of what you were doing when the issue occurred
 - Any error message you saw (a screenshot is helpful)
-

Account & Subscription Management

Account Types

ScoreBuddy Pro supports two types of accounts. The type you use determines which features are available to you.

ACCOUNT TYPE	HOW TO CREATE	WHAT IT INCLUDES
ScoreBuddy Account	Sign up directly in the app	Scoring, roster management, game history, ScoreView, CamStreamer
Scorebird Account	Created on the Scorebird platform (outside the app)	Everything above, plus: NeST device management, Scorebird livestream graphics, website score display

Note: If your organization uses Scorebird, log in with your Scorebird credentials to access the full feature set. A ScoreBuddy account is sufficient for most day-to-day scorekeeping.

Creating an Account

For step-by-step instructions on creating an account and logging in for the first time, see [Getting Started](#).

Changing Your Password

- 01 From any sport controller screen, open **App Settings**.
- 02 Tap **Change Password**.
- 03 Enter your current password.
- 04 Enter your new password and confirm it.
- 05 Tap **Save**.

Note: Change Password is only available for ScoreBuddy accounts. If you log in with Scorebird, you must change your password through the Scorebird website.

Resetting a Forgotten Password

01 On the login screen, tap **Forgot Password?**

02 Enter the email address associated with your account.

03 Tap **Submit**.

04 Check your email for a password reset link and tap it.

05 Set a new password and return to the app to log in.

Note: This option is only available for ScoreBuddy accounts. Scorebird users must reset their password through the Scorebird portal.

Logging Out

01 From the main app, open **App Settings**.

02 Tap **Log Out**.

03 Confirm when prompted.

Your game history and rosters are saved to your account. They will be available the next time you log in.

Deleting Your Account

Warning: Deleting your account is permanent. All rosters, game history, and player stats associated with your account will be removed and cannot be recovered.

01 From any controller screen, open **App Settings**.

02 Scroll to the bottom of the App Settings screen.

03 Tap the red **Delete Account** button.

04 Tap **Confirm** when the confirmation prompt appears.

If you are switching devices, do not delete your account. Install ScoreBuddy Pro on the new device, log in with your existing credentials, and tap **Restore Purchases** if your subscription does not appear.

Subscription Plans

For details on available plans, pricing, and upgrading your subscription, see [Subscription & Account Settings](#).

Restoring a Purchase

Use **Restore Purchases** when you reinstall the app, switch to a new device, or your subscription is not showing after a purchase.

01 Open **Subscription Settings**.

02 Tap **Restore Purchases**.

03 The app checks your App Store (iOS) or Google Play (Android) account and restores any active subscription tied to that store account.

Note: Your subscription is tied to your App Store or Google Play account, not your ScoreBuddy login. Make sure you are signed in to the same store account you used to purchase the subscription.

Purchased a Video Display with ScoreBuddy Services?

If you purchased a Nevco video display that includes ScoreBuddy Services, you can activate your subscription using the proof-of-purchase code included with your display.

01 In **Subscription Settings**, tap **Purchased a Video Display with ScoreBuddy Services?**

02 Enter the 16-character proof-of-purchase code in the four fields provided.

03 Tap **Continue**.

This unlocks premium features and enables your app to send scores to your video display.

Managing Your Subscription on a New Device

01 Download ScoreBuddy Pro from the App Store or Google Play on your new device.

02 Log in with your existing ScoreBuddy or Scorebird account credentials.

03 If your subscription does not appear automatically, go to **Subscription Settings** and tap **Restore Purchases**.

04 Confirm you are signed in to the same App Store or Google Play account used for the original purchase.

Hardware Setup & Scorebird Pairing

IT / Support: This section covers hardware connections and cloud device setup. These topics are relevant to venue IT staff, Nevco support teams, and operators configuring ScoreBuddy Pro for the first time at a new venue.

All hardware connections are configured through the **Configuration** screen. Tap **Configuration** from the main menu, or tap the settings icon on any sport controller screen.

ScoreView Video Scoreboard

ScoreView is a Nevco video scoreboard that mirrors the live score from ScoreBuddy Pro over your local Wi-Fi network. Score changes appear on the physical display within a second or two of being entered in the app.

Requirements:

- ScoreView device must be powered on
- Your phone and the ScoreView device must be on the **same Wi-Fi network and subnet**

Auto-Discovery (Recommended)

The QR scan method automatically fills in the ScoreView IP address and is the fastest way to connect.

01 Open **Configuration**.

02 Toggle **Enable Video Scoreboard** on.

03 Tap the **QR icon** next to the IP address field.

04 Point the camera at the QR code displayed on the ScoreView setup screen.

05 The app fills in the IP address and connects automatically.

Manual IP Entry

Use this method if QR scanning is unavailable or if you know the device's IP address.

01 Open **Configuration**.

02 Toggle **Enable Video Scoreboard** on.

03 Enter the ScoreView device's IP address in the address field (e.g., 192.168.1.50).

04 Tap **Save**.

Connection Status

The connection indicator next to the ScoreView toggle shows the current state:

INDICATOR	MEANING
Green	Connected — score changes are being sent to the display
Red	Disconnected — app cannot reach the ScoreView device

If the indicator turns red mid-game, ScoreBuddy Pro retries the connection automatically every 500 milliseconds for up to 60 seconds. Toggle the **Enable Video Scoreboard** switch off and back on to manually trigger a reconnect.

IT / Support: ScoreView must be on the same subnet as the phone — a phone on a guest network and a ScoreView device on the internal network will not communicate even if both are on the same physical access point. Client isolation (AP isolation) at the access point level will also block the connection. If auto-discovery fails, check firewall rules and confirm the port used by the Captivate-TCP-API is not blocked. For permanent installations, assign the ScoreView device a static IP or DHCP reservation so the address does not change between events.

Scorebird NeST Device

A **NeST** device is Scorebird hardware that connects ScoreBuddy Pro to the Scorebird cloud platform. When a NeST is active, score changes flow from the app through the NeST to Scorebird's cloud services — enabling livestream overlays, website score display, and other Scorebird integrations.

Requirements:

- You must be logged in with a **Scorebird account** (not a ScoreBuddy account)
- Your device must have an active internet connection

First-Time Setup

- 01 Log in to ScoreBuddy Pro using **Login With Scorebird**.
- 02 Open **Settings**.
- 03 Under **Nest Device**, the dropdown shows any NeST devices assigned to your account.
- 04 If no device appears, tap **Request New Nest** to submit a device request to Nevco.
- 05 Wait for confirmation from Nevco — the device will appear in the dropdown once provisioned.

Selecting a NeST for a Session

- 01 Open **Configuration** (or **Settings**).
- 02 Tap the **Nest** dropdown.
- 03 Select the NeST device for this venue or event.

04 The selected device becomes active immediately.

Note: Only one user can actively control a NeST device at a time. If a device shows as "in use," another user on your account is currently connected.

CamStreamer

CamStreamer is a camera graphics overlay device that composites live score data directly onto a camera feed. ScoreBuddy Pro sends score updates to CamStreamer over the local network, and CamStreamer renders them as on-screen graphics in real time.

Requirements:

- CamStreamer device must be powered on
- Your phone and the CamStreamer device must be on the same Wi-Fi network

Setup Steps

01 Open **Configuration**.

02 Toggle **Enable CamStreamer** on.

03 Enter the **IP address** of your CamStreamer device.

04 Tap **Save**.

Score changes in ScoreBuddy Pro are pushed to the CamStreamer overlay automatically once the connection is established.

Livestream & Website UUIDs

When Scorebird Livestream or Website integrations are enabled, each generates a unique identifier (UUID) that links your app session to the Scorebird cloud service.

Where to find your UUID:

01 Open **Configuration**.

02 Tap the **info icon** (i) next to the **Livestream** or **Website** toggle.

03 Your UUID is displayed on the integration info screen.

How to use it:

- For Livestream: provide the UUID (or the Scorebird overlay URL) to your streaming platform, such as OBS or YouTube, to embed the live score graphic.
- For Website: share the Scorebird score URL with fans so they can follow the live score from any browser.

Note: Livestream and Website integrations require a Scorebird account and active subscription. UUIDs are generated automatically per account — you do not need to create or manage them manually.

Network Requirements

Getting the network configuration right at a venue prevents the majority of hardware connection issues. Use this table as a reference during setup.

INTEGRATION	NETWORK REQUIREMENT
ScoreView	Same Wi-Fi subnet as the ScoreView device
CamStreamer	Same Wi-Fi network as the CamStreamer device
Scorebird / NeST	Internet connection (Wi-Fi or cellular)
Livestream	Internet connection (Wi-Fi or cellular)
Website	Internet connection (Wi-Fi or cellular)

IT / Support: A phone on cellular cannot reach a ScoreView or CamStreamer device on a local Wi-Fi network — those integrations require local network communication. Scorebird cloud features (Livestream, Website, NeST) work over any internet connection, including cellular, because they communicate through the cloud rather than the local network. For venues with multiple events, consider a dedicated Wi-Fi access point for scoring equipment to avoid bandwidth competition and network isolation policies that can block device-to-device traffic.

Frequently Asked Questions

General

Can I use ScoreBuddy Pro without a Scorebird account?

Yes. A ScoreBuddy account — created directly in the app — gives you access to scoring, roster management, game history, and hardware integrations including ScoreView and CamStreamer. You only need a Scorebird account if your organization uses Scorebird cloud features such as livestream graphics, website score display, or NeST device management.

How many sports does ScoreBuddy Pro support?

ScoreBuddy Pro supports 20 sports, including basketball, football, soccer, baseball, volleyball, pickleball, ice hockey, field hockey, lacrosse, tennis, water polo, wrestling, boxing, rugby, cricket, and cornhole. A **Generic** sport mode is also available for any sport not covered by a dedicated controller.

Can I use ScoreBuddy Pro on a tablet?

Yes. ScoreBuddy Pro works on iPads (iOS 14 or later) and Android tablets (Android 8.0 or later). The interface scales to the larger screen. Many operators

prefer tablets for scorekeeping because the touch targets are larger and easier to use quickly during a game.

Does the app work offline?

Partially. Scoring, clock management, roster tracking, and hardware integrations (ScoreView and CamStreamer) all work on a local Wi-Fi network without an internet connection. You can run a full game offline as long as you are not using Scorebird cloud features.

Scorebird-dependent features — Livestream, website score display, and NeST management — require an active internet connection. You must also be online to log in for the first time. Once logged in, the app continues to work for local features if your internet connection drops.

Can I use ScoreBuddy Pro for a sport that isn't listed?

Yes. The **Generic** sport controller provides a configurable scoreboard with home and away score, a game clock, and team names. It does not include sport-specific features like period tracking, fouls, or shot clocks, but it covers basic scorekeeping for any activity not included in the dedicated sport list.

Scoring & Sports

How do I reset a game mid-match without losing my settings?

From the sport controller, open the sport-specific settings menu and use the reset option. You can restart the game clock, reset the score, or return to pre-game setup. Score and clock values can also be adjusted manually at any time — you do not need to restart the app or lose your configuration.

Can I run multiple sports at the same venue at the same time?

ScoreBuddy Pro scores one active game at a time. For simultaneous events across multiple courts or fields, you need one device per game — each running ScoreBuddy Pro independently. Completed game data is saved automatically to each account's game history when a new game is started.

Can I track individual player stats?

Yes, in sports that support it. To record named player stats, create a roster with player names and jersey numbers, then link it to the current game by tapping **Rosters** from within the controller screen. Once linked, stats recorded during the game are associated with the named players.

Can I import a roster from a spreadsheet?

Yes. When creating or editing a roster, you can import players from a CSV file. The file must have two columns: **Number** and **Name**. This is the fastest way to load a large roster from your existing records.

How do I export game stats?

Game stats and history are accessible through **Rosters** and the game history section of the app. For exporting data outside the app, contact Nevco support — export options may depend on your subscription plan.

How do I change team colors?

- 01 Open **Configuration**.
 - 02 Scroll to the bottom and tap **Configure Colors**.
-

03 Set the color for the Home team and the Away team.

04 Changes sync to connected scoreboards and overlays.

Hardware & Connections

What is a NeST device?

A NeST is a Scorebird hardware device that serves as the bridge between ScoreBuddy Pro and the Scorebird cloud platform. When a NeST is active, score changes from your app flow to the Scorebird cloud, which powers livestream overlays, website score display, and other Scorebird-based services. To use a NeST, you must be logged in with a Scorebird account.

Why is my ScoreView not updating?

The most common cause is that the phone and ScoreView device are not on the same Wi-Fi network, or the IP address entered in Configuration is wrong. Open **Configuration**, confirm the IP address, and verify both devices are on the same network. See [Troubleshooting](#) for full steps.

Can I control multiple scoreboards at once?

ScoreBuddy Pro sends score data to one ScoreView device at a time, using the IP address configured in the app. If multiple ScoreView units are set up to receive on the same IP or display group, they can all update together — but this depends on your venue's ScoreView hardware configuration, not the app.

What's the difference between a ScoreBuddy login and a Scorebird login?

These are two separate systems:

- A **ScoreBuddy login** is an account you create inside the app. It supports standard scoring features, ScoreView, CamStreamer, and roster management.
- A **Scorebird login** uses your credentials from the Scorebird cloud platform (scorebird.com). It unlocks all ScoreBuddy features plus NeST device management, Scorebird livestream graphics, and website score display.

If your organization uses Scorebird, use **Login With Scorebird** for the full feature set.

Account & Subscription

What happens to my game history if I delete the app?

Deleting the app does not delete your account or data. Your game history and rosters are saved to your account on Nevco's servers. Reinstall ScoreBuddy Pro, log in with your credentials, and your data will be available. Use **Restore Purchases** if your subscription does not appear.

What happens if I delete my account?

Deleting your account is permanent. All rosters, game history, and player stats are removed and cannot be recovered. Your subscription is not affected — it is tied to your App Store or Google Play account, not your ScoreBuddy login. If you later create a new ScoreBuddy account and your store subscription is still active, you can restore it with **Restore Purchases**.

If you are switching devices, do not delete your account. Log in on the new device and use **Restore Purchases** instead.

What if I bought a subscription on iPhone but want to use it on Android?

App Store (iOS) and Google Play (Android) subscriptions are separate and cannot be transferred between platforms. A subscription purchased on an iPhone is tied to your Apple ID and can only be restored on iOS devices. To use ScoreBuddy Pro on Android, a separate purchase on Google Play would be required.

How do I restore my subscription after reinstalling or switching devices?

- 01 Install ScoreBuddy Pro and log in with your ScoreBuddy or Scorebird account.
 - 02 Go to **Subscription Settings**.
 - 03 Tap **Restore Purchases**.
 - 04 Confirm you are signed in to the same App Store or Google Play account used for the original purchase.
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How do I use a promo code for lifetime access?

- 01 From the main menu, tap **Promo Code** (or find it in **Subscription Settings** below the package list).
 - 02 Enter your code and tap **Apply**.
 - 03 If the code is valid, your access is activated immediately.
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Promo codes are issued by Nevco for promotional events, demos, and partner programs. If your code is not working, contact Nevco support to confirm it is still active.

Appendix B – Sport Quick-Reference

A fast-reference table covering the key differences between all ScoreBuddy Pro sports. Use this to quickly understand what's unique about a sport without reading the full section.

Scoring & Period Structure

SPORT	SCORE UNIT	PERIOD NAME	DEFAULT PERIODS	CLOCK
Basketball	Points (+1/+2/+3)	Quarter or Half	4 or 2	Count down
Football	Points (1/2/3/6)	Quarter	4	Count down
Soccer	Goals (+1)	Half or Quarter	2 or 4	Count down
Baseball	Runs	Inning (Top/Bottom)	9	None
Volleyball	Points (+1)	Set	Best of 3/5	Count down
Pickleball	Points (+1)	Game	Best of 1–9	None
Ice Hockey	Goals (+1)	Period	3	Count down
Field Hockey	Goals (+1)	Half or Quarter	2 or 4	Count down
Lacrosse	Goals (+1)	Quarter	4	Count down
Tennis	Points (15/30/40/ADV)	Game → Set → Match	Best of 3/5 sets	None
Water Polo	Goals (+1)	Quarter	4	Count down
Wrestling	Points (varies)	Period	Match-based	Count down
Boxing	Round Points	Round	3–12	Count down + Break
Rugby	Points (2/3/5/7)	Half	2	Count down
Cricket	Runs	Inning	1–2	None
Cornhole	Points per inning	Inning	Until win	None
ViiSports	Pts per athlete	Event (8 total)	3 tries per event	Count down (Speed event only)
Generic	Points	Custom	1–99	Count down

Special Stats Tracked

SPORT	EXTRA STATS
Basketball	Fouls, Bonus status, Player Points & Fouls (optional)
Football	Down, Yards to Go, Ball On (yard line)
Soccer	Shots, Saves, Penalties, Corners
Baseball	Balls, Strikes, Outs, Inning-by-inning score grid
Volleyball	Sets Won, Match tracking

SPORT	EXTRA STATS
Pickleball	ServeNumber, Serve indicator (H/V), Per-game scores
Ice Hockey	Shots, Saves, Penalties, Penalty Box (player + time)
Field Hockey	Shots, Saves, Penalties
Lacrosse	Shots, Saves, Penalties, Penalty Box
Tennis	Sets (1-5), Games per set, Serve indicator
Water Polo	Goals, Fouls, Exclusions per player
Wrestling	Weight Class, Match Score (team wins), Advantage Clock
Boxing	Per-round scores (1–12 rounds), Warnings (0–3)
Rugby	Player exclusions
Cricket	Wickets, Overs, Balls, Batsman stats (2 batsmen), Bowler stats
Cornhole	Per-inning scores, Serve indicator
ViiSports	Live athlete leaderboard, per-event try scores (up to 3), disqualification flag (Speed)
Generic	Optional possession, Optional player tracking

Shot Clock / Secondary Clock

SPORT	SHOT CLOCK	PRESETS
Basketball	Yes	00:24, 00:14 (configurable)
Football	Play Clock	00:40, 00:25 (configurable)
Ice Hockey	Yes (tenths)	00:30
Field Hockey	Yes	00:20, 00:30, 01:30
Lacrosse	Yes	01:20, 01:00, 00:30
Water Polo	Yes	00:30
All others	No	—

Penalty / Exclusion System

SPORT	SYSTEM
Basketball	Team foul count only (individual fouls tracked via player stats)
Ice Hockey	Penalty box with per-player timer; blinking dot indicator
Lacrosse	Penalty box with per-player tracking; blinking dot indicator
Water Polo	Exclusion tracking; 3-foul limit per player

SPORT	SYSTEM
Rugby	Exclusion modal with return notification
All others	None or basic team count

Automation Features

SPORT	AUTOMATION OPTIONS
Basketball	Foul bonus auto-update, Timeout reset per period
Baseball	Walk on Ball ≥ 4 , Strikeout on Strike ≥ 3 , Inning flip on Out ≥ 3
Volleyball	Set win detection, Match win detection
Pickleball	Match win modal, Serve change (Side-Out or Rally mode)
Tennis	Serve change after each game
Cornhole	Win threshold detection with animation
Football	Play clock automation
All others	Manual control

Integration Compatibility

INTEGRATION	REQUIRED ACCOUNT	SPORTS
ScoreView (Video Scoreboard)	Any	All
CamStreamer	Any	All
Scorebird Livestream	Scorebird account	All
Scorebird Website/Score Site	Scorebird account	All
Nest Management	Scorebird account	All
SV Production (VideoPro)	Scorebird account	SV Production sport only