

SCOUTING WITH SPORTRADAR | TIPPS AND TRICKS



Tipps and Tricks to pass the training

- 1.) Read the document “Handball Scout Admin Standards” carefully.
- 2.) The most important events are:
 - Ball possession
 - Order of score
 - Entering goals without delay
 - Match clock adjustments
 - 7 meters
 - Suspensions
 - Time outs
- 3.) Don't worry about missing player numbers in the software and/or bad video quality. The training can be passed even if not all player details are correct.
- 4.) Sportradar uses time stamps to control if you entered the events fast enough. Therefore, never stop the video or jump forward or backwards, not even in the halftime or before the game starts in the video. To do so would immediately lead to a failed attempt
- 5.) Try to enter events as fast as possible. If a goal is scored confirm the goal first so the timestamp is set and add the player information after confirming the goal.
- 6.) Focus on „critical errors” for training purposes and don't worry about details like positions, assists, technical faults, saves etc.
- 7.) Use the first attempt to get familiar with the software and get to know how to enter different events. You can click on “no feedback” after your training session. By using the “no feedback” option, you can immediately create and start a new training match. You can also create a demo match which can also be useful for getting to know the software.

- 8.) Once you are familiar with the software, prepare yourself to cover a full training match - be focused, turn off your phone etc.
- 9.) Sort the line ups by shirt numbers- this will help you find the right player earlier.
- 10.) If possible, organize a support person who watches the match with you and “shouts” information
- 11.) Don’t forget to set the match to “Ended” when the match is over.
- 12.) Match will be reviewed and you will receive detailed feedback about your performance and how to improve.

Critical errors:

- Halftime and Full time score: Always needs to be correct.
- Time adjustment: Not over 60 seconds at once, more than 300 seconds in the match and not more than 20 seconds in the last 2 minutes of a half time. → if the time is incorrect, do not adjust manually but rather stop the time a bit earlier or later for a time out.
- Incorrect score sequence: Goals need to be entered with the correct sequence.
- Deleting goals without setting CLOSE – Scout has not set market to CLOSE when deleting goals.
- The system automatically sets CLOSE when one team is in 2 man advantage due to suspensions. Do not set it on open as long as one team is in 2 man advantage. Once a 2 min penalty is over, do not forget to confirm that the player is back on the pitch.
- Deleting more than 5 goals in the match even if all goals were deleted on CLOSE.
- If the scout does not enter important statistical events like goals, 7-meter awards and suspensions at all or misses more than 1 of either, the match will be failed.