



QUICK START GUIDE

Before you start: Your Hub, Watches, and Dugout Direct account have already been set up for your team — you don't need to configure anything, just power everything on and follow the steps below.

1

Power On the Hub

Plug in the Hub (or confirm its battery is charged) and set it where it can see the field/dugout. Hold the button on top for 2 seconds to power on the Hub.



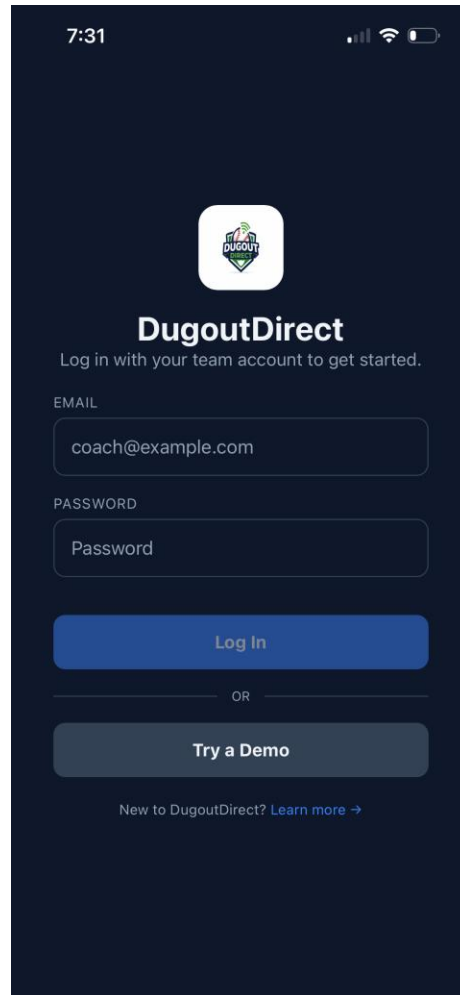
2

Open the App and Log In

Open the Dugout Direct app on your phone.

Enter the email and password you were given, then tap Log In.

“Try a Demo” is only for users WITHOUT a login. This cannot be used in a game.



The screenshot shows the DugoutDirect login interface on a mobile phone. At the top, the status bar displays the time 7:31, signal strength, Wi-Fi, and battery icons. The app's logo, a green shield with a white 'D' and 'UGOUT' text, is centered. Below the logo, the text 'DugoutDirect' is displayed in a bold, white font. Underneath, a smaller line of text reads 'Log in with your team account to get started.' The login form consists of two input fields: 'EMAIL' with the placeholder 'coach@example.com' and 'PASSWORD' with the placeholder 'Password'. A blue 'Log In' button is positioned below the password field. Below the button is a horizontal line with the word 'OR' in the center. Underneath the line is a grey 'Try a Demo' button. At the bottom, a link reads 'New to DugoutDirect? [Learn more →](#)'.

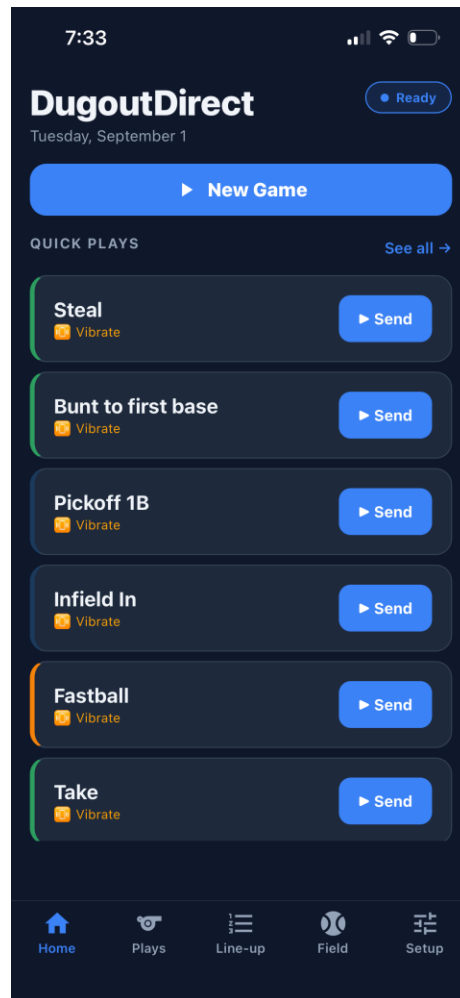
3

Confirm the Connection Status Says "Ready"

On the Home tab, look at the status near the top right of the screen.

"Ready" (blue) means your phone found the Hub and you're good to go.

If it says "Searching...", give it a few seconds — this happens automatically. If it still says "No Hub Found" after a minute, make sure the Hub is powered on and close by.



Power On the Watches and Select a Position

Hand out the watches and have each player hold the side button for about 2 seconds until the screen turns on. Each watch shows a grid of field positions — have the player tap theirs (Pitcher, Catcher, 1B, 2B, 3B, SS, LF, CF, RF).

The watch briefly flashes the position name, then shows "Waiting..." until you send a play.

"Coach Mode" can be enabled by double-pressing the power button quickly. Coach Mode enables the watch to receive ALL plays regardless of the target position.

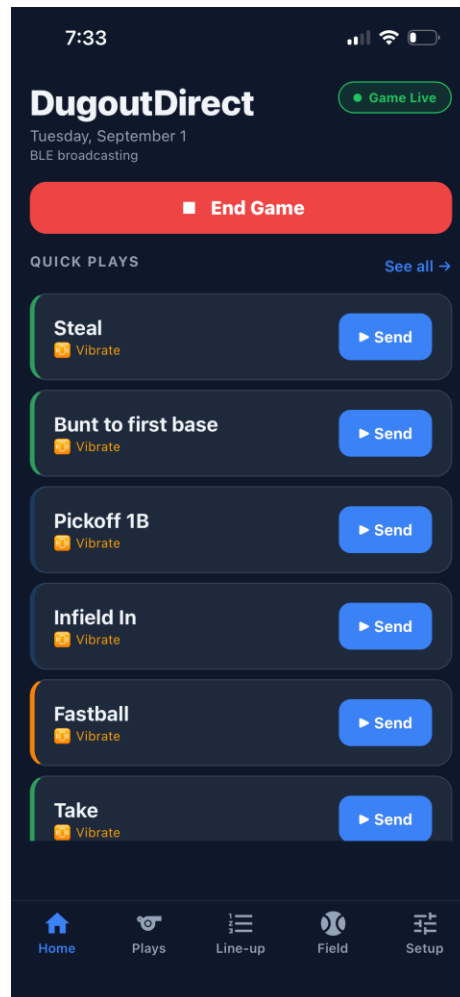


5

Start a New Game

In the app, tap the blue "New Game" button on the Home tab.

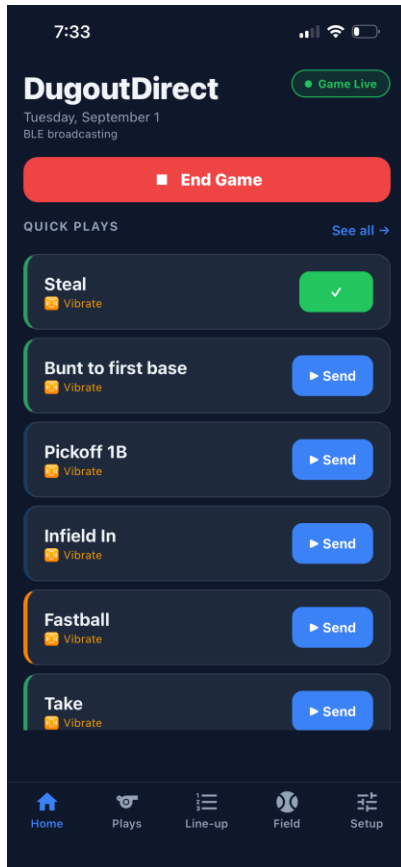
It briefly says "Starting..." and then the status at the top changes to "Game Live" — you're ready to call plays.



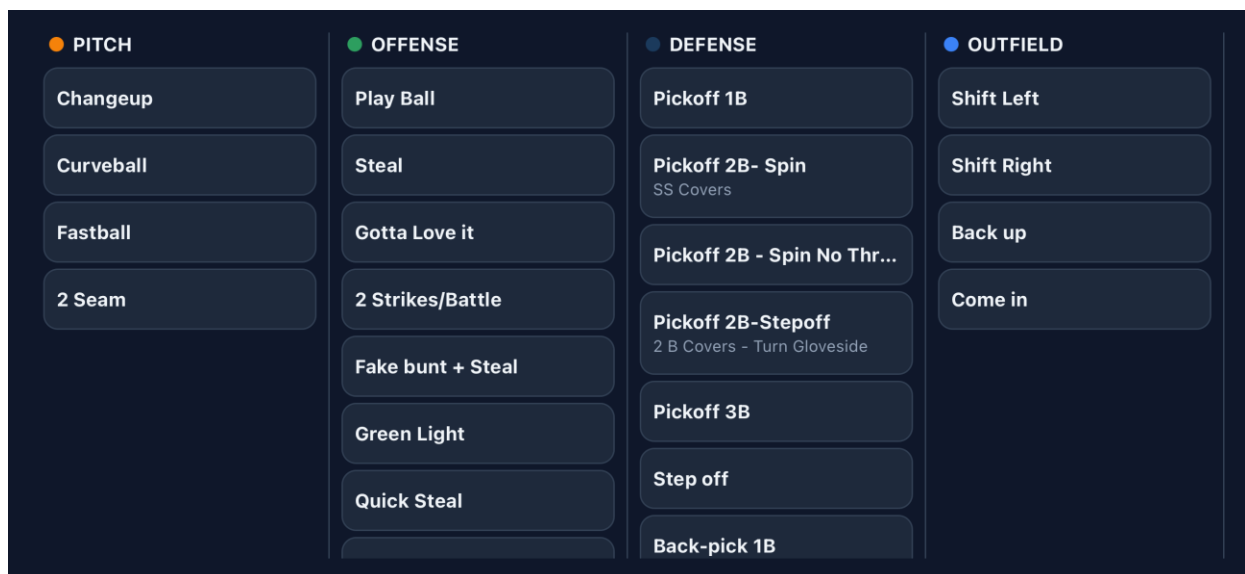
Send a Play

Tap any play under "Quick Plays" on the Home tab (or open the Plays tab for the full list), then tap "► Send". Play should appear on the watch of every player position it was sent to.

When you're done for the day, tap the red "End Game" button on the Home tab.



The Plays tab, organized by category — turn your phone sideways for a wider view:



PROTOTYPE DEVICE

The Coach Remote below is an early prototype, not a finished production unit — some kits include one, others don't. Treat it as a bonus, not something to rely on for your first game.

7

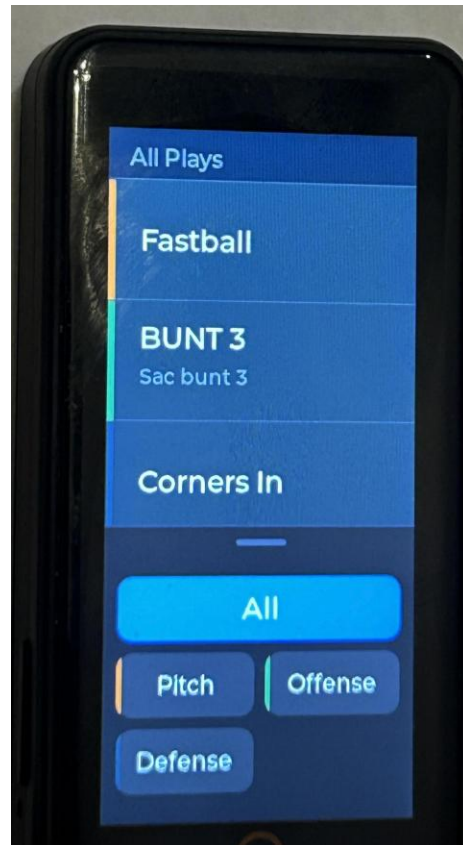
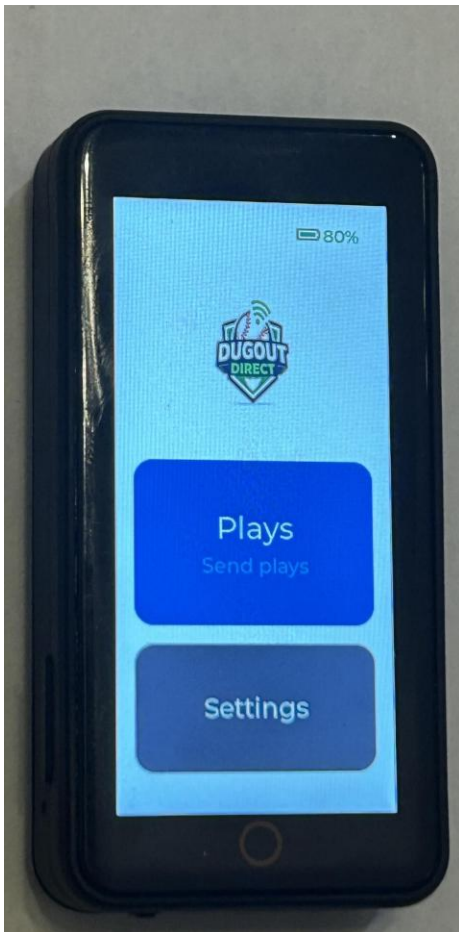
Optional: The Coach Remote (Prototype)

A handheld device that gives a second coach a way to call plays at the same time as the phone app — nothing you need for a normal game, just an extra option if your kit includes one.

Press the button on the right edge of the screen to turn it on; hold it for about 3 seconds to turn it off.

From the home screen, tap "Plays" to see your play list, then tap any play to send it — it reaches the Hub and out to the watches the same as a play sent from the phone.

"Settings" lets you sync new plays, choose Swipe vs. Hold to send, and pick Grid vs. List for pitch locations.



That's it — you're up and running. For anything not covered here (adding players, building plays, troubleshooting a specific device), see the full User Guide and the per-device Quick Reference cheat sheets, or reach out directly.