



# Dugout Direct

## User Guide

App • Coach Remote • Player Watches • Hub

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# 1. Introduction

Dugout Direct is a wireless, silent play-calling system for baseball and softball. Instead of hand signals or yelling across the field, the coach picks a play on a phone or handheld remote, and it appears instantly — as text and a buzz on the wrist — on every player's watch.

No Wi-Fi, no cell signal, and no internet connection are required on the field. The system uses its own private wireless network between your team's devices.

## What's in your kit

- Coach Phone App — installed on the coach's own Android or iPhone. Used to manage your roster, plays, and pitch locations, and to send plays during a game.
- Coach Remote (prototype)— a small handheld device with its own screen, for calling plays from the field without needing to hold a phone.
- Hub — a small relay device that sits in the dugout. It listens for plays from the app and the Remote, and instantly relays them out to every player's watch.
- Player Watches — one per fielding position. Each watch is set to a position (Pitcher, Catcher, 1st Base, etc.) and only shows plays meant for that position (or for everyone).



*The full kit: Coach App, Coach Remote, Hub, and Player Watches*

## How it fits together

The coach's phone app connects to the Hub over Bluetooth. The Coach Remote connects to the same Hub over its own separate wireless link. Either one can send a play at any time — the Hub takes whichever comes in and relays it out to the watches over long-range radio, which is what gives the watches their range across a full field.

**Note:** Your Hub, Remote, and Watches were matched to each other and provisioned by Dugout Direct before your kit shipped. You should not need to “pair” devices yourself — see Section 2 for what you do need to do before first use.

## 2. Getting Started

### Before your first game

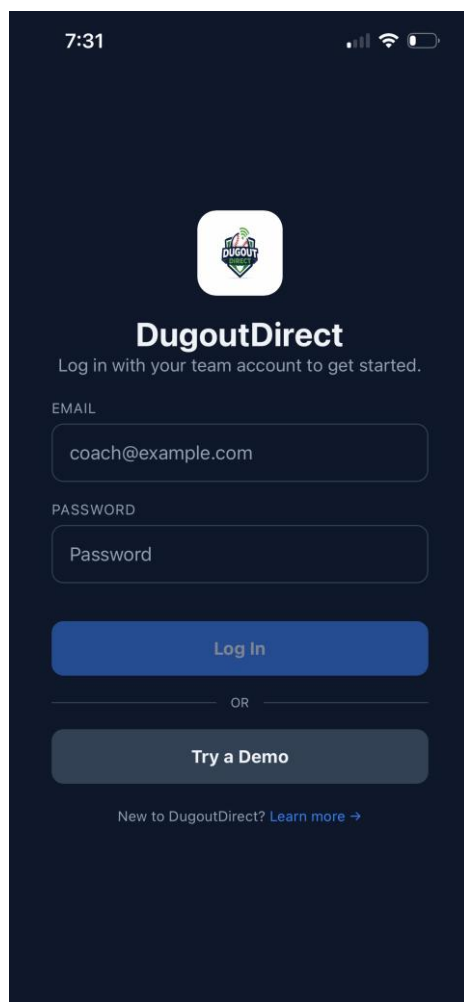
- Charge every device fully. See Section 7, “Charging the Whole Kit,” for how long that takes and how to charge everything at once safely.
- Power on the Hub and place it in the dugout, ideally somewhere central and elevated rather than tucked in a bag.
- Power on the Coach Remote, if you're using one.
- Power on each player's Watch and set it to the correct position (see Section 5).
- Open the Coach App on your phone and log in with your team account.



*The Hub, powered on and ready*

### Logging into the app

Your team account is created for you — there is no self-service sign-up inside the app. If you don't have your login yet, contact Dugout Direct.



*The app's login screen*

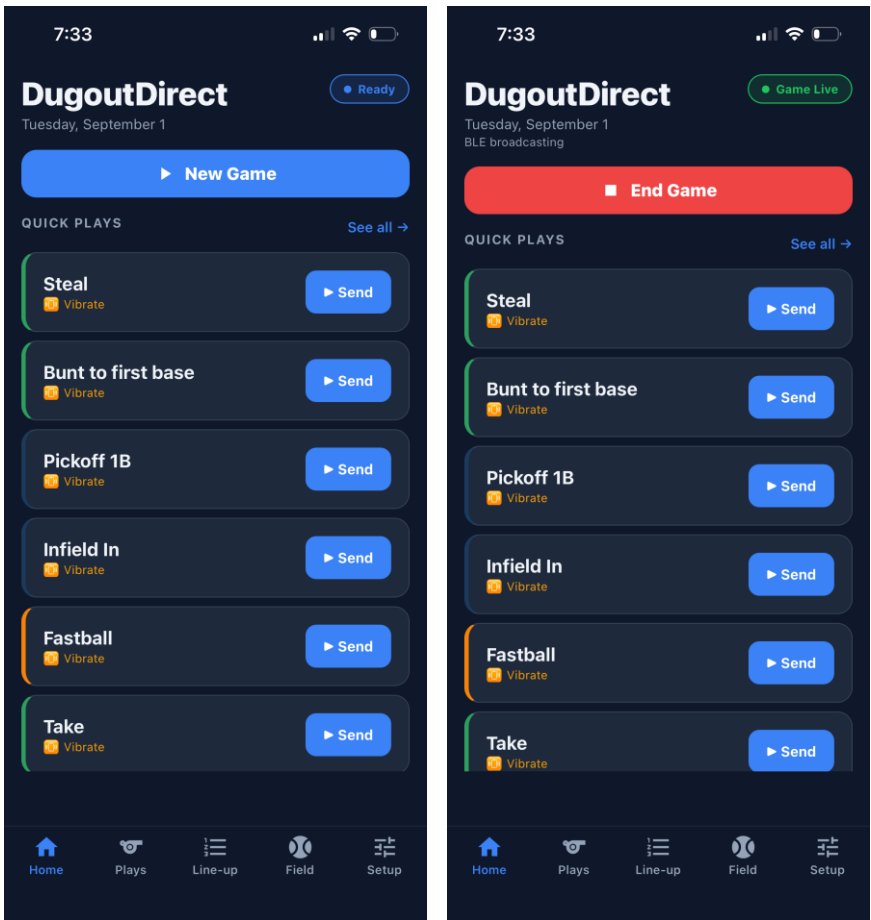
Once logged in, the app will automatically pull down your team's roster, plays, and pitch locations if they have been set up previously on your account. If not, you can create everything directly in the app and it will sync to your team cloud account.

### 3. The Coach App

#### Home screen

The Home screen shows whether your phone is connected to the Hub:

| Status        | What it means                                                               |
|---------------|-----------------------------------------------------------------------------|
| No Hub        | Phone hasn't found the Hub yet. Make sure the Hub is powered on and nearby. |
| Connecting... | Phone has found the Hub and is finishing the connection.                    |
| Ready         | Connected and ready — you can start a game.                                 |
| Game Live     | A game is currently in progress.                                            |



Home screen showing "Ready" and "Game Live" status

Tap “New Game” to start a game. The app will keep working to reconnect to the Hub in the background even before you start a game, so it's normal to already see “Ready” before you've tapped anything.

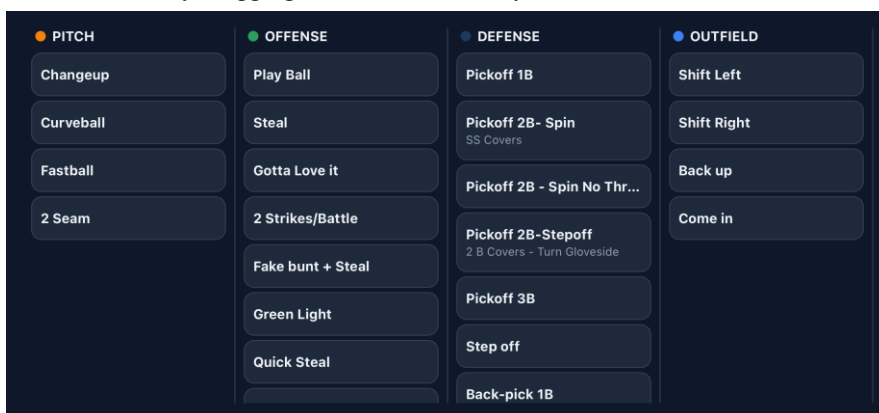
#### Managing your roster

Go to the Players tab to add, edit, or remove players. Each player has a name, jersey number, and can be assigned to a field position is desired. This section is still in development. If you have ideas on how you would like to manage your team’s line up and send plays directly please contact us.

## Managing plays

Plays are organized into categories — by default, Pitch, Offense, and Defense. Each play has a name (what shows on the watch), and can optionally include a short description, be marked a favorite (shows a star), and can vibrate the watch or not.

- Tap + New to create a play.
- Pitch-category plays also allow you to require the play caller to pick a pitch location (see below) before sending.
- Plays can be reordered by dragging them into the order you call them most.



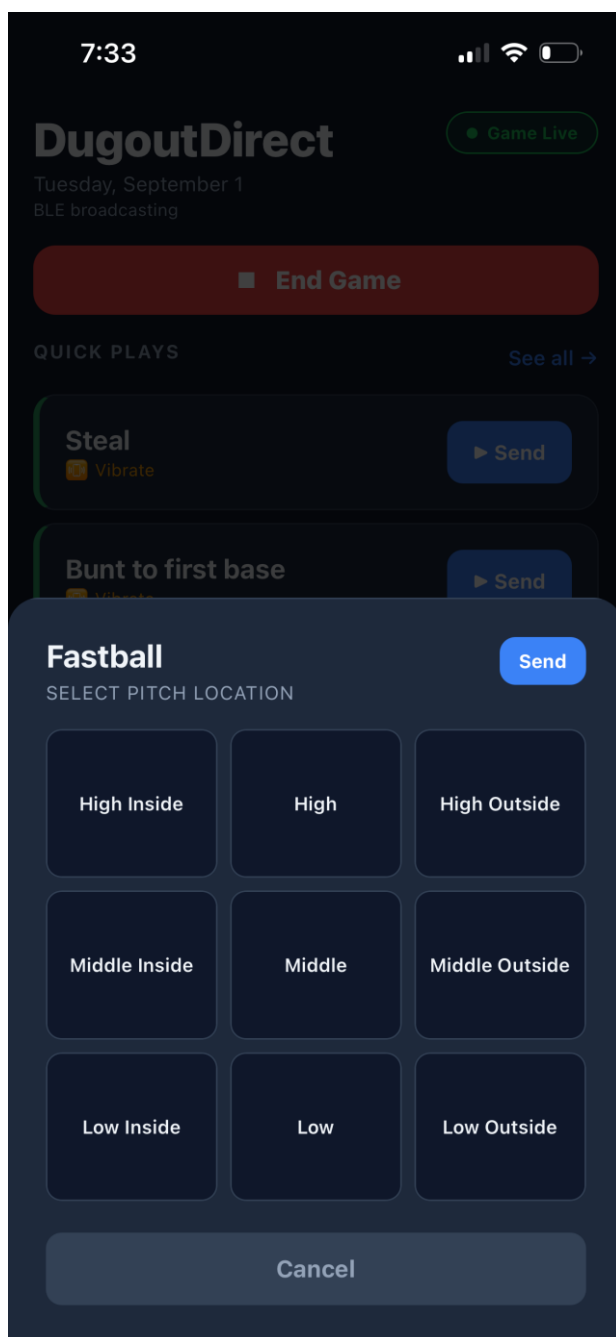
*The Plays list, organized by category*

*(Screenshot of the New/Edit Play screen still needed)*

## Pitch locations

For pitch calls, you can choose between two styles in Settings:

- Grid — a fixed 3×3 strike-zone grid (high/low, inside/outside, etc.).
- List — a custom list of location labels you define yourself, in whatever order you like.



*The pitch-location picker (Grid style)*

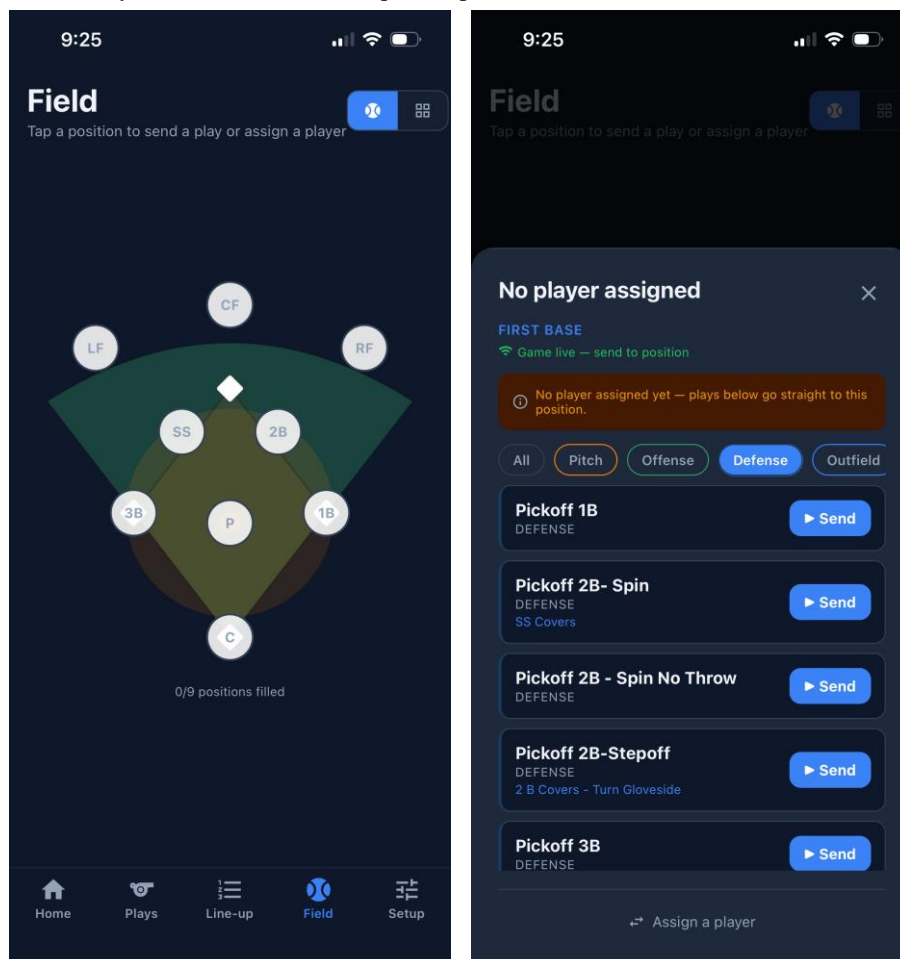
*(List-style screenshot still needed)*

## Sending a play

There are two ways to send a play during a game:

- From the Field screen — tap a player's position on the field diagram, then choose a play from the list that pops up. This play will go to the individual player watch that is in that position.

- From the Field list — tap Send directly next to any play; it goes out to whichever position(s) that play targets, or to everyone if it's not tied to a specific position.



*The Field screen, and the send-play list after tapping a position*

**Tip:** If a position doesn't have a player assigned to it yet, you can still send a play to it — you'll just see a small reminder banner that no one's assigned there yet.

**Note:** Assigning players to positions in the app is for visual reference only. The player selects their current position from the watch.

## Settings & your account

The Settings screen holds your team account info (and log-out), pitch location style, roster, category and target management.

## How syncing works between coaches

If more than one coach uses the app for the same team, changes each of you make — new plays, roster edits, and so on — sync through the cloud automatically:

- Whenever you open the app, or bring it back to the foreground.
- Automatically every 5 minutes while the app is open.

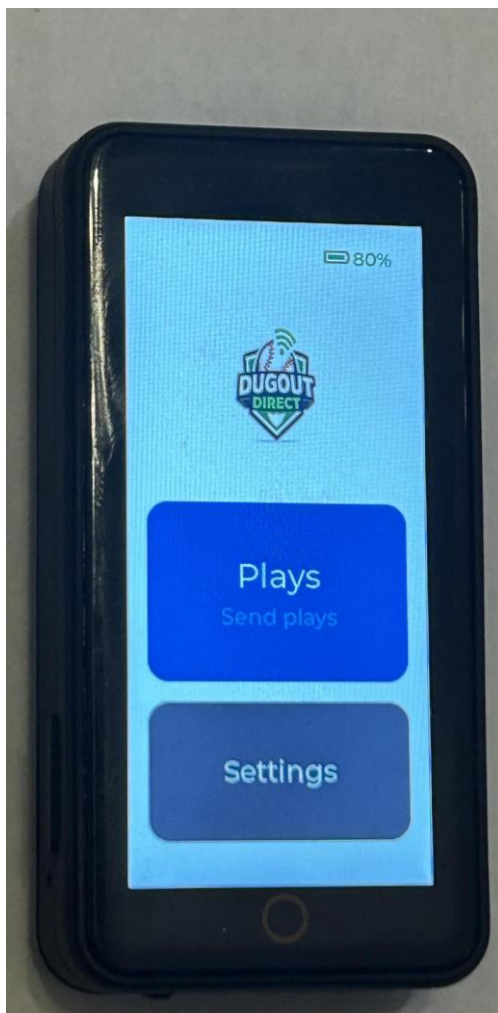
- Right after you make an edit yourself.

That means if another coach adds a new play, it can take a few minutes to show up on your phone if your app has just been sitting open and idle. There's a Sync Now button (on the Plays screen and in Settings) if you don't want to wait — tap it and your phone will check the cloud immediately.

**Note:** Sync Now, and the automatic syncing above, only exchange data with the cloud — if cell service in your area is limited there could be a delay in syncing plays.

## 4. The Coach Remote (Prototype)

The Coach Remote is a small handheld device with its own touchscreen, for coaches who'd rather not hold a phone while calling plays from the field or dugout rail.



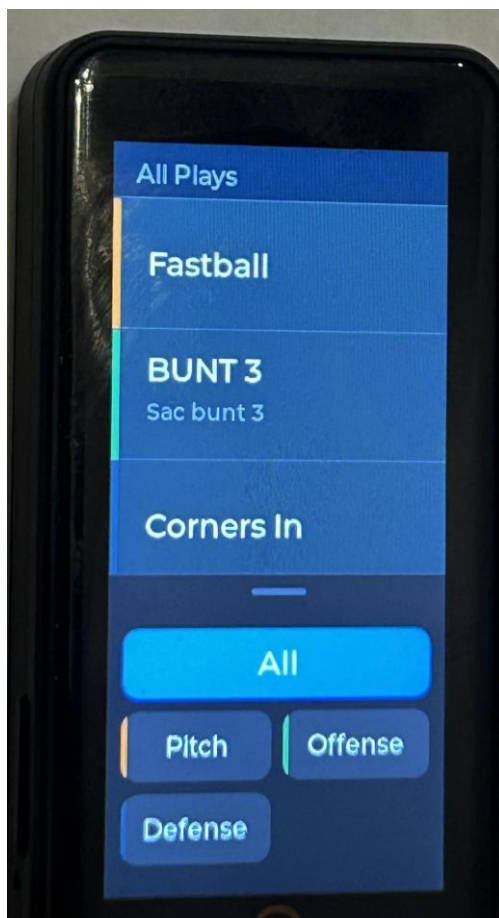
*The Coach Remote, powered on*

### Powering on and off

Press and hold the power button located on the right side of the device to turn the Remote on. To turn it off, use the same button from the power-off/battery menu.

### Sending a play

Browse to a play and either swipe or press-and-hold to send it, depending on how Send Trigger is set (see Settings below) — this is a deliberate two-step action so a play never gets sent by an accidental bump.



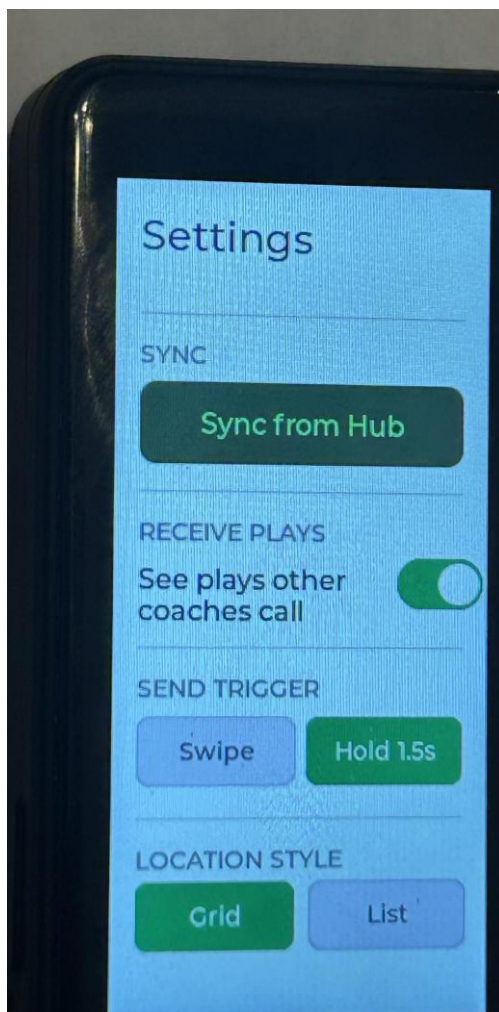
*Browsing the play list on the Coach Remote*

## Seeing plays other coaches send

If another coach sends a play — from their phone, or their own Remote — your Remote can show a brief pop-up of what was just called, so every coach stays in the loop. This can be turned off in Settings if you'd rather not see it.

## Settings

| Setting        | What it does                                                            |
|----------------|-------------------------------------------------------------------------|
| Sync           | Manually re-syncs the Remote's plays/categories from the Hub.           |
| Receive Plays  | Turns the “play called by someone else” pop-up on or off.               |
| Send Trigger   | Choose Swipe or Hold (~1.5s) as the confirm gesture for sending a play. |
| Location Style | Grid or List, same concept as the phone app's pitch location setting.   |



*The Remote's Settings screen*

## Charging

Plug in with the included USB-C cable. See Section 7 for expected charge time and safe multi-device charging.

## 5. Player Watches



*A Player Watch showing an incoming play*

### Powering on

Press and hold the side button for about 2–3 seconds to turn the watch on.

### Selecting your position

On first power-on, the watch shows a 3×3 grid of fielding positions. Tap the position you're playing. The watch will briefly flash the full position name to confirm, then settle into a waiting screen until a play comes in.



*The position-selection grid*

To change your position later (switching positions mid-game, or handing the watch to a different player), press and hold anywhere on the screen to go back to the grid.

### Receiving a play

When a play is sent to your position (or to everyone), the watch buzzes and shows the play's name in large text.

- Watch can display up to 3 play at 1 time.
- Plays are grouped and display on the screen together is received within 6 sec of each other.
- If a new play is receive after the 6 sec window, it is treated as a new play.
- Plays clear from the screen after 10 seconds



*A single play, and three plays stacked together*

## Coach Mode

A coach who wants to wear a watch too (rather than checking a phone) can put a watch into Coach Mode, which receives every play regardless of position. From the position grid, quickly double-press the power button. The watch will vibrate and show “COACH” to confirm.

## Battery & charging

Plug in with the included cable. The screen shows charging progress. Once it reaches 100%, the screen goes dark on its own to avoid sitting lit indefinitely — the watch is still charging normally, it's just not showing anything until it's unplugged or the charge level changes.

**Note:** A watch that's been sitting fully charged and dark will not respond to a touch — that's expected. Unplug it and it will power down completely; press and hold the power button to turn it back on.

## Auto shut-off when idle

To save battery, a watch will power itself off after 30 minutes with no activity at all — no play received, and no touch — whether it's still on the position grid or already set to a position. Simply hold the power button to turn it back on.

## 6. The Hub



*The Hub, powered on*

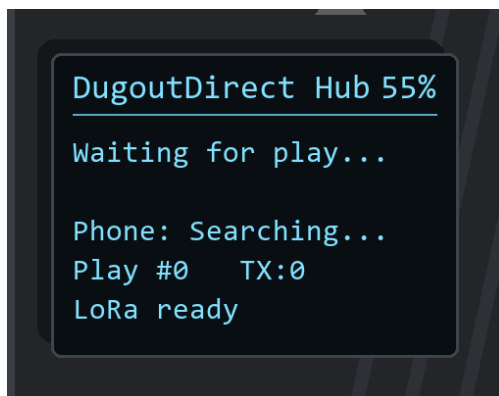
The Hub is the relay at the center of the system. It listens for plays coming from the Coach App (over Bluetooth) and the Coach Remote (over its own wireless link), and instantly re-broadcasts whichever one it receives out to every player's watch.

### Placement

Place the Hub somewhere central in the dugout, ideally not buried at the bottom of a bag — an open spot on a shelf, hook, or ledge gives it the best range to reach watches across the field.

### What the screen shows

The Hub's small screen shows the most recent play sent, and basic connection/sync status.



*A close-up of the Hub's screen*

### Charging

Plug in with a standard USB-C cable. See Section 7 for expected charge time.

## 7. Charging the Whole Kit

All of your team's devices — Hub, Remote, and every Watch — can be charged from a single multi-port USB charger.

### Recommended charging routine

- Charge the full kit overnight, or during any long stretch between uses.
- A partial top-up between games (during a 20–30 minute break) is fine and will meaningfully add charge.
- Watches auto-power-off once fully charged and left plugged in, so there's no harm leaving them connected longer than needed.

### Approximate charge times

| Device       | From empty to full (approx.) |
|--------------|------------------------------|
| Player Watch | 1.5–2 hours                  |
| Coach Remote | 1.5–2 hours                  |
| Hub          | 1 hour                       |

## 8. Troubleshooting / FAQ

### **A coach added a play, but I don't see it on my phone yet.**

Cloud sync between coaches can take up to a few minutes if your app has just been sitting open. Tap Sync Now (Plays screen or Settings) to check immediately instead of waiting.

### **A watch isn't responding to anything.**

Hold the power button to turn it off, then hold it again for 2–3 seconds to turn it back on. Re-select the player's position from the grid.

### **A player's watch didn't get a play that was sent.**

- Check the watch is set to the position the play was sent to (or that the play was sent to everyone).
- Check the watch has battery and is powered on.

### **My charger tripped / stopped working with everything plugged in.**

Devices deliberately ramp up their charging speed rather than jumping to full power instantly. If a charger continues to have trouble with your full kit plugged in, try charging in two smaller batches instead of all at once.

### **The watch screen went dark while still on the charger.**

This is expected once a watch reaches 100% — see “Battery & charging” in Section 5. It's still charging; the screen has just turned off on its own.

## 9. Quick Reference Card

A one-page cheat sheet — print or screenshot this page to keep in your bag.

### Power on / off

| Device | Power on            | Power off                      |
|--------|---------------------|--------------------------------|
| Watch  | Hold button 2–3 sec | Hold button, confirm off       |
| Remote | Hold power button   | Hold power button, confirm off |
| Hub    | Hold power button   | Hold power button, confirm off |

### Daily use

- Turn on Hub
- Set each watch to the correct position before the game.
- Open the app, confirm “Ready” on the Home screen, tap New Game.
- Tap Sync Now if you need another coach's changes right away.

### Common fixes

- Unresponsive watch → power off, power on, re-select position.
- Missing a sync'd change → tap Sync Now.
- Charger acting up with everything plugged in → charge in two smaller batches.

### Charge times

- Watch: 1.5–2 hours
- Remote: 1.5–2 hours
- Best practice: charge the whole kit overnight.